The numbers on the left indicate which video we learn a particular node.

To use this guide, just hit CTRL+F and in the searchbar go ahead and find whatever node you want to

go to. For example if you want to go over or learn the Raycast node, just hit CTRL+F and in the

searchbar search “Raycast” and as you can see the Raycast node is video # 56

**Creating A Snowman**

1. .Blends From Course
2. Geometry Node Modifier & Spreadsheet
3. Geometry Node Types & Sockets
4. Mesh Primitives
5. Transform Node
6. Join Geometry Node
7. Set Shade Smooth Node
8. Set Material Node

**Creating A City**

1. Extrude Mesh Node
2. What Are Fields
3. Instance On Points Node
4. Group Input & Output Nodes
5. Combine XYZ Node
6. Math Node
7. Random Value Node
8. Index Node
9. Compare Node

**Creating A Grassy Landscape**

1. Resample Curve Node
2. Object Info Node
3. Align Euler to Vector Node
4. Curve Tangent Node
5. Delete Geometry Node
6. Set Position Node
7. Position Node
8. Noise Texture Node
9. Distribute Points on Faces Node
10. Mesh Line Node
11. Vector Rotate Node
12. Mesh to Curve Node
13. Curve to Mesh Node
14. Curve Line Node
15. Set Curve Radius Node
16. Spline Parameter Node
17. Map Range Node
18. Mesh Circle Node
19. Collection Info Node
20. Input Attribute Toggle
21. Subdivision Surface Node
22. Musgrave Texture Node
23. Duplicate Elements Node
24. Geometry to Instance Node
25. Rotate Instances Node
26. Scale Instances Node
27. Switch Node
28. Is Viewport Node
29. Trim Curve Node
30. Capture Attribute Node
31. Finishing Our Scene Part 1
32. Finishing Our Scene Part 2

**Creating A House Scene**

1. Raycast Node
2. Subdivide Mesh Node
3. Scale Elements Node
4. Normal Node
5. Boolean Math Node
6. Mesh Boolean Node
7. Mesh to Points Node
8. Bounding Box Node
9. Finishing Our House
10. Mesh To volume Node
11. Distribute Points In Volume Node
12. Points to Volume Node
13. Volume Cube Node
14. Star Node
15. Filler Curve Node
16. Fill Curve Node
17. Curve Circle Node
18. Bezier Segment Node
19. Volume to Mesh Node
20. Finishing Our Scene Making Trees
21. Color Ramp Node
22. Finishing Our Scene Final

**Creating A Donut**

1. Set Spline Cyclic Node
2. Realize Instances Node
3. Store Named Attribute Node

**Creating A Meteor Apocalypse Scene**

1. Split Edges Node
2. Geometry Proximity Node
3. Creating A Meteor
4. Float Curve Node
5. Sample Curve Node
6. Scene Time Node
7. Finishing Our Meteor Scene

**Creating A Sci-Fi Corridor**

1. Ico Sphere Node
2. Dual Mesh Node
3. Triangulate Node
4. Separate Geometry Node
5. UV Unwrap Node
6. Face Area Node
7. Translate Instances Node
8. Finishing Our Scene

**Creating A Isometric Boat Scene**

1. Edge Path to Curves Node
2. Shortest Edge Paths Node
3. Edge Vertices Node
4. Edge Neighbors Node
5. Arc Curve primitive Node
6. Reverse Curve Node

**Creating A Billboard With Text**

1. String to Curves Node
2. String Node
3. Join Strings Node
4. Slice String Node
5. Special Characters Node
6. Value to String Node
7. Replace String Node
8. String Length Node

**Creating A Candyland Scene**

1. Geometry to Instance Node
2. Voronoi Texture Node
3. Curve Spiral Node
4. Set Point Radius Node
5. Subdivide Curve Node
6. Sample Index Node
7. Separate Components Node
8. Set Handle Positions Node
9. Set Spline Type Node
10. Curve Handle Positions Node
11. Set Spline Resolution Node
12. Finishing Our Scene

**Creating A Strategy Game**

1. Material Node
2. Replace Material Node
3. Set Material Index Node
4. Material Selection Node
5. Material Index Node

**Creating A Fantasy Shield Scene**

1. Quadrilateral Node
2. Edge Paths to Selection Node
3. Merge By Distance Node
4. Separate XYZ Node
5. Value Node
6. Float to Integer Node
7. Finishing Our Scene

**Creating Dragons**

1. Deform Curves on Surface Node
2. Quadratic Bezier Node
3. Curve to Points Node
4. Points to Vertices Node
5. Curve Length Node
6. Cylinder Node
7. Wave Texture Node
8. Mix Node
9. Vector Curves Node
10. Finishing Our scene

**Creating A Procedural Building**

1. Points Node
2. Domain Size Node
3. Cone Node
4. Mesh Island Node
5. Convex Hull Node
6. Separate Color Node
7. Finishing Our Scene

**Creating A DNA Double Helix**

1. Set Curve Tilt Node
2. Curve Tilt Node
3. Endpoint Selection Node
4. Set Curve Normal Node
5. Is Curve Cyclic Node
6. Set Handle Type Node
7. Spline Length Node
8. Spline Resolution Node
9. Handle Type Selection Node

**Creating A Portal Scene**

1. Sample Nearest Node
2. Edge Angle Node
3. Flip Faces Node
4. Face Set Boundaries Node
5. Face Neighbors Node
6. Vertex Neighbors Node
7. Face is Planar Node
8. Accumulate Field Node
9. Named Attribute Node
10. Sample UV Surface Node
11. Rotate Euler Node
12. Clamp Node
13. Set ID Node
14. ID Node
15. Fishing Our Scene

**Creating A Lighting Scene**

1. Gradient Texture Node
2. RGB Curves Node
3. Sample Nearest Surface Node
4. Instance To Points Node
5. Self Object Node
6. Instance Scale Node
7. Radius Node
8. Boolean Node
9. Pack UV Islands Node
10. Finishing Our Scene
11. Blur Attribute Node
12. Attribute Statistic Node

**Mesh & Curve Topology Nodes**

1. Evaluate At Index Node
2. Corners of Face Node
3. Offset Corner in Face Node
4. Corners of Vertex Node
5. Edges of Vertex Node
6. Vertex of Corner Node
7. Edges of Corner Node
8. Face of Corner Node
9. Points of Curve Node
10. Offset Points in Curve Node
11. Curve of Point Node

**Creating A Scifi Alien Scene**

1. Evaluate on Domain Node
2. Checker Texture Node
3. Color Node
4. Brick Texture Node
5. Magic Texture Node
6. White Noise Texture Node
7. Vector Node
8. Image Info Node
9. Image Node
10. Image Texture Node
11. Combine Color Node
12. Edge to Face Groups Node

**Hair Nodes**

1. New Hair System
2. Introduction to the New Hair Nodes
3. Set Hair Curve Profile
4. Interpolate Hair Curves
5. Blend Hair Curves
6. Duplicate Hair Curve
7. Frizz Hair Curves
8. Displace Hair Curves
9. Hair Curves Noise
10. Roll Hair Curves
11. Rotate Hair Curves
12. Shrinkwrap Hair Curves
13. Smooth Hair Curves
14. Straighten Hair Curves
15. Trim Hair Curves
16. Clump Hair Curves
17. Create Guide Index Map
18. Generate Hair Curves
19. Braid Hair Curves
20. Curl Hair Curves
21. Attach Hair Curves to Surface
22. Redistribute Curve Points
23. Restore Curve Segment Length
24. Curve Info
25. Curve Root
26. Curve Segment
27. Curve Tip
28. Hair Attachment Info
29. Adding Material to Hair