**9 The for Loop**

1. Create Geometry Node, enter and create Box, set Primitive Type = Polygon Mesh, Axis Divisions = 4;
2. Create PolyExtrude Node, set distance = 0.2;
3. Create Attribute Randomize, set Attribute Class = Primitives, Dimensions = 1, Attribute Name = active, Operation = Set Value, Distribution = Two Values, Probability of Value B = 0.2;
4. Select polyextrude1 Node, set Group = @active==1, Divide Into = Individual Elements, Local Control/ Distance Scale On;
5. Create Attribute Randomize [box1, attribrandomize1], set Attribute Name = zscale, Attribute Class = Privitives;
6. Create For-Loop With FeedBack Node, after box1, select repeat\_begin1 Create Meta Import Node;
7. Select attribrandomize2, set options/Global Seed = detail("../repeat\_begin1\_metadata1/", "iteration", 0), Select attribrandomize1, set options/Global Seed = detail("../repeat\_begin1\_metadata1/", "iteration", 0) + 1234;