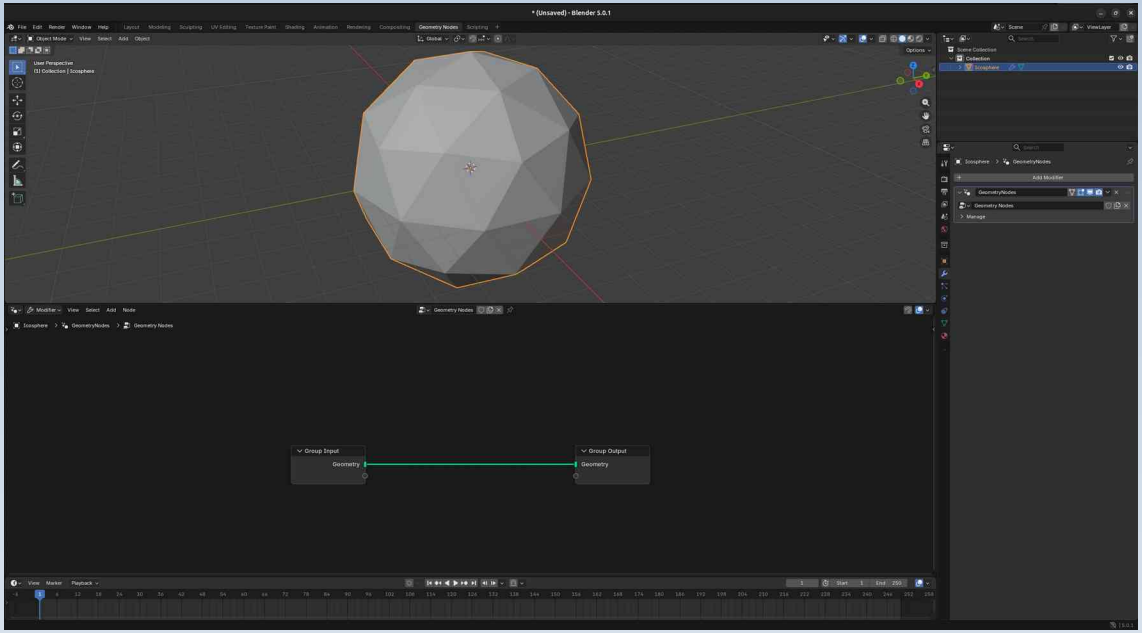
Geometry Nodes

Cosa sono i geometry nodes?

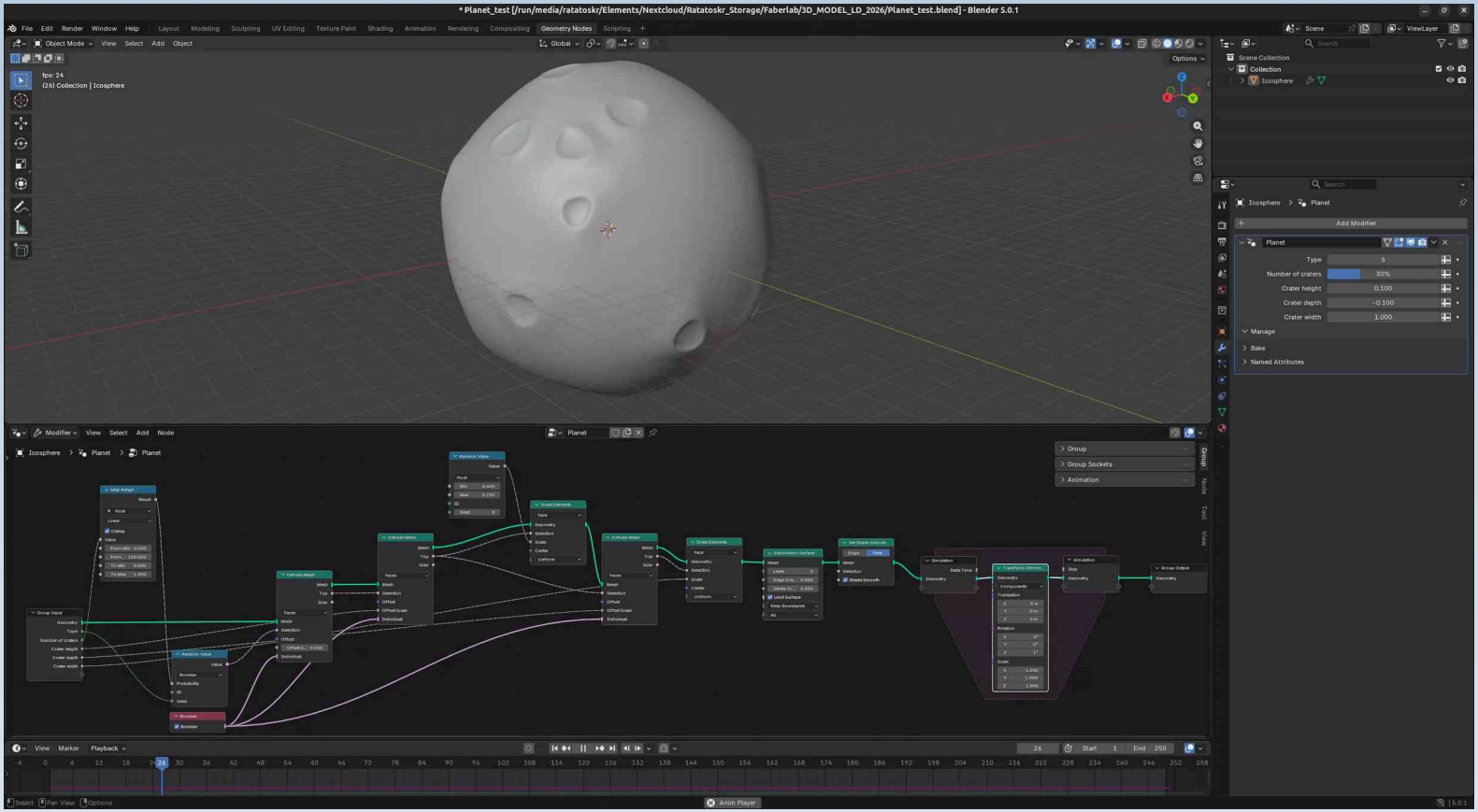
Geometry Nodes is a system for modifying the geometry of an object with node-based operations.

Geometry nodes can modify different types of geometry:

- Empties
- Meshes
- Curves
- Point Clouds
- Volumes
- Instances

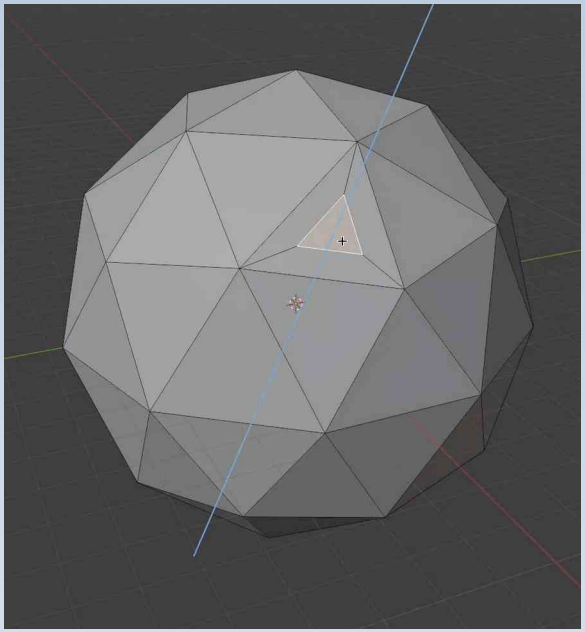


Geometry node su una mesh: Strambo pianeta

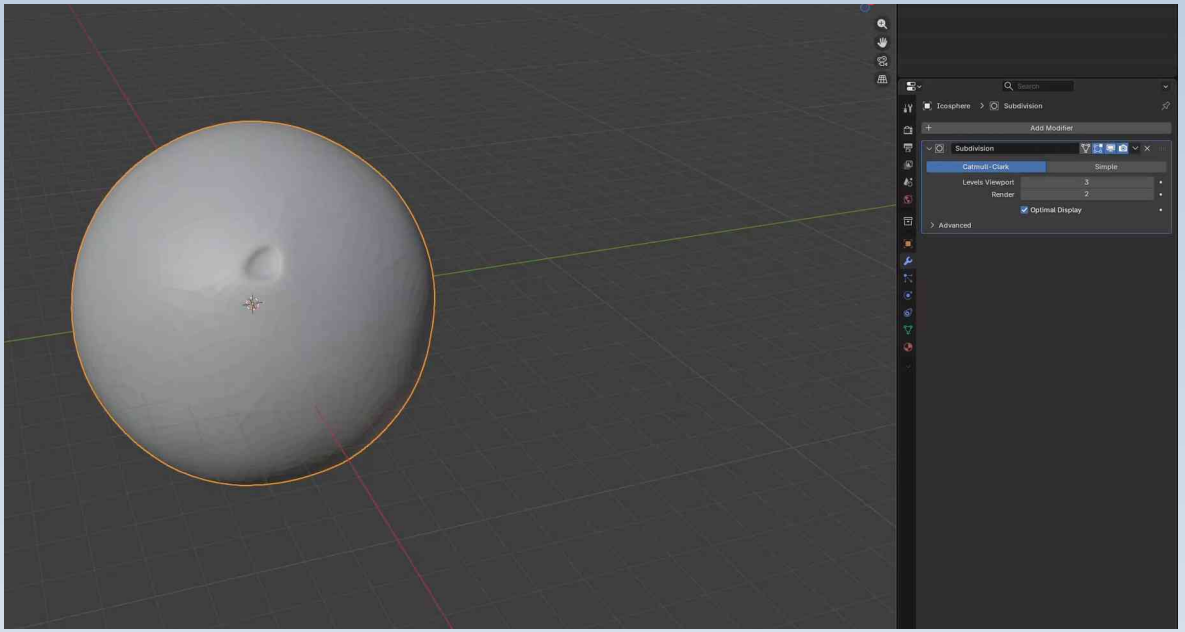


Modelling di un cratere

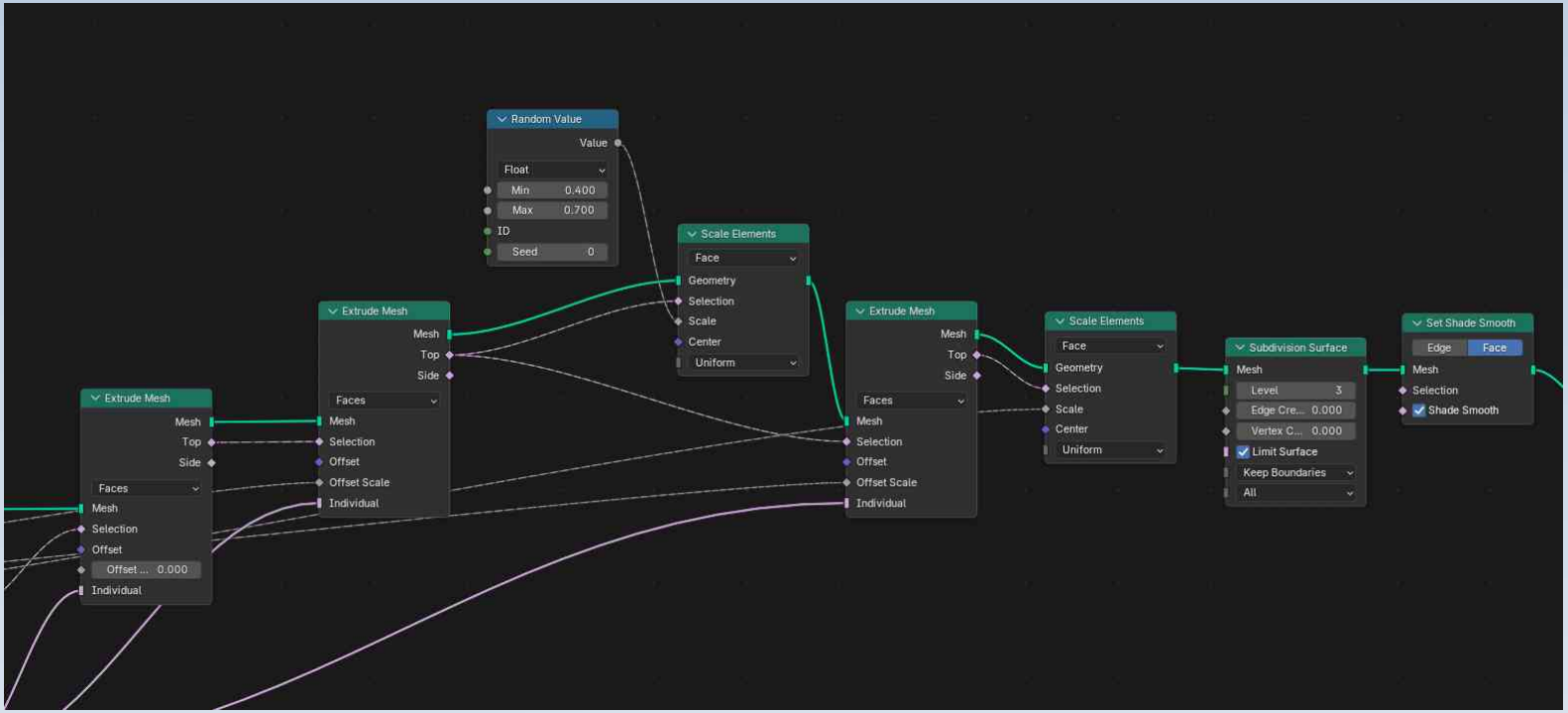
Serie di estrusioni

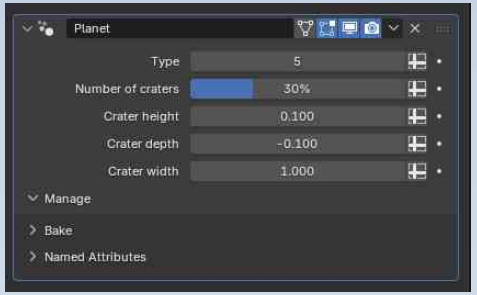


Subdivision modifier

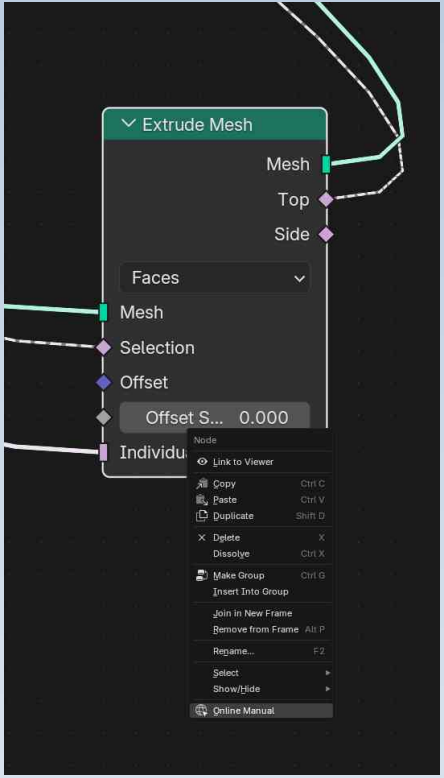


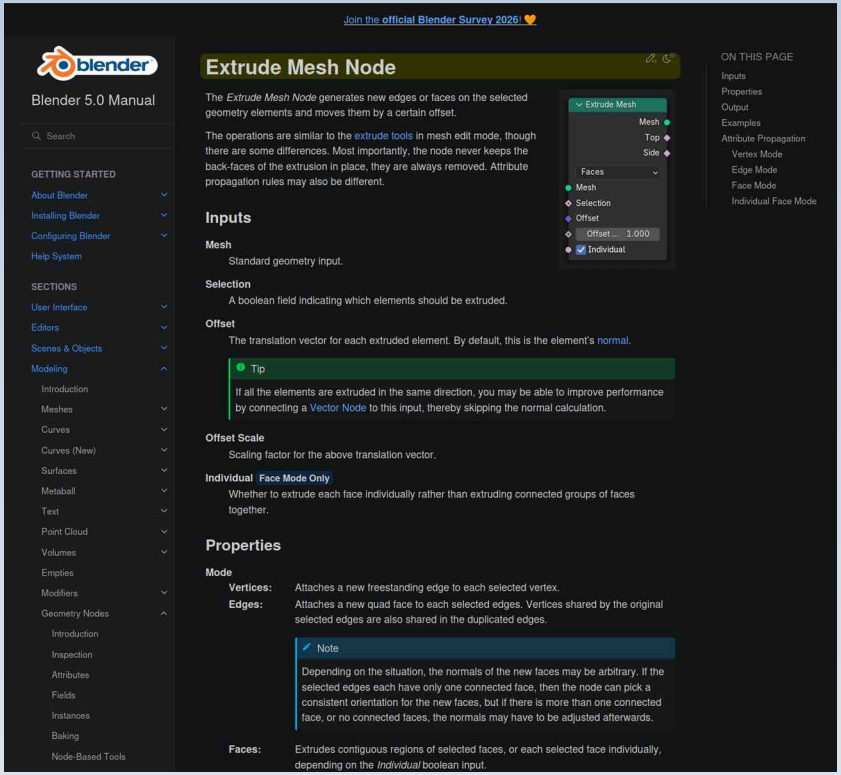
Schema geometry nodes



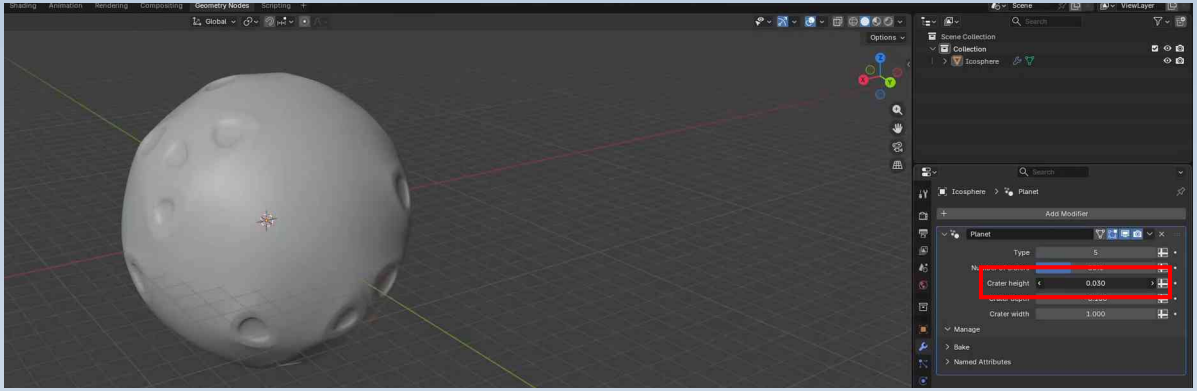


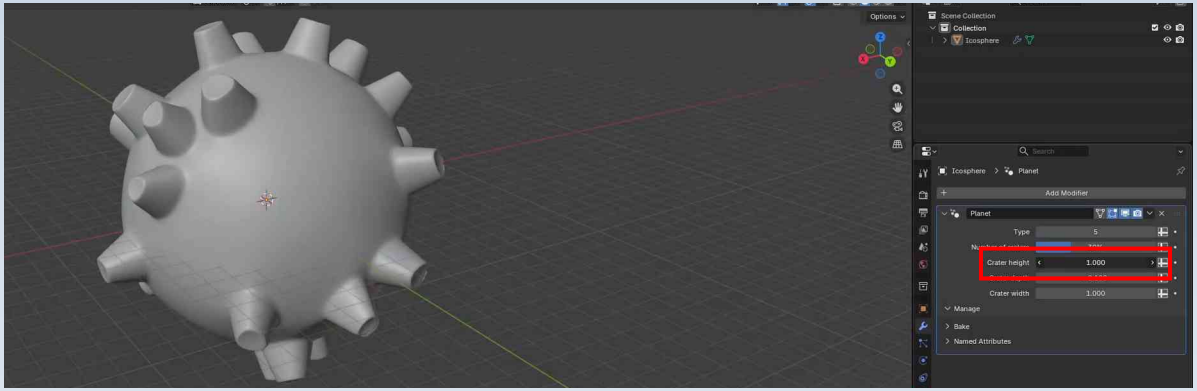
Come capisco che fanno i nodi?



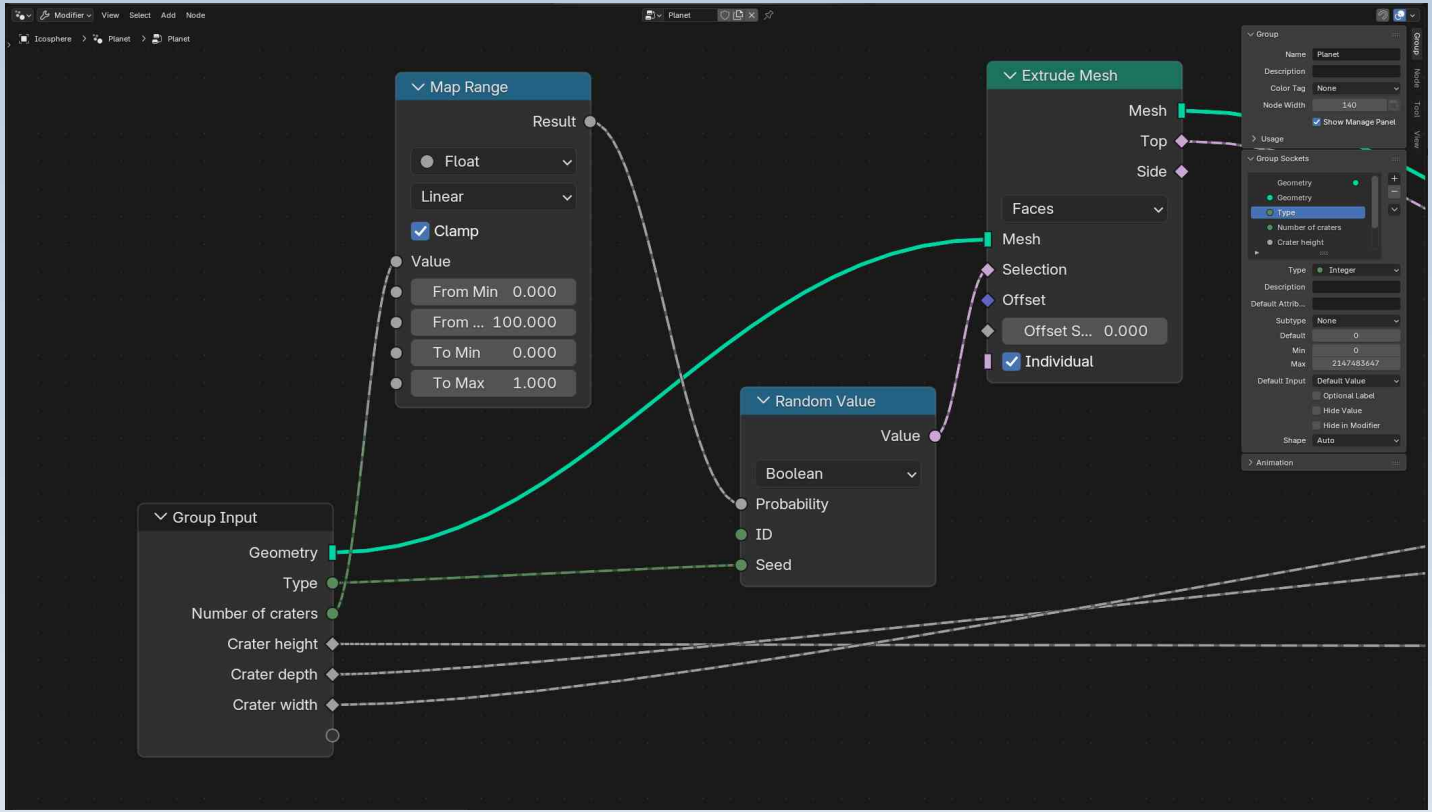


Proprietà dello strambo pianeta (1)

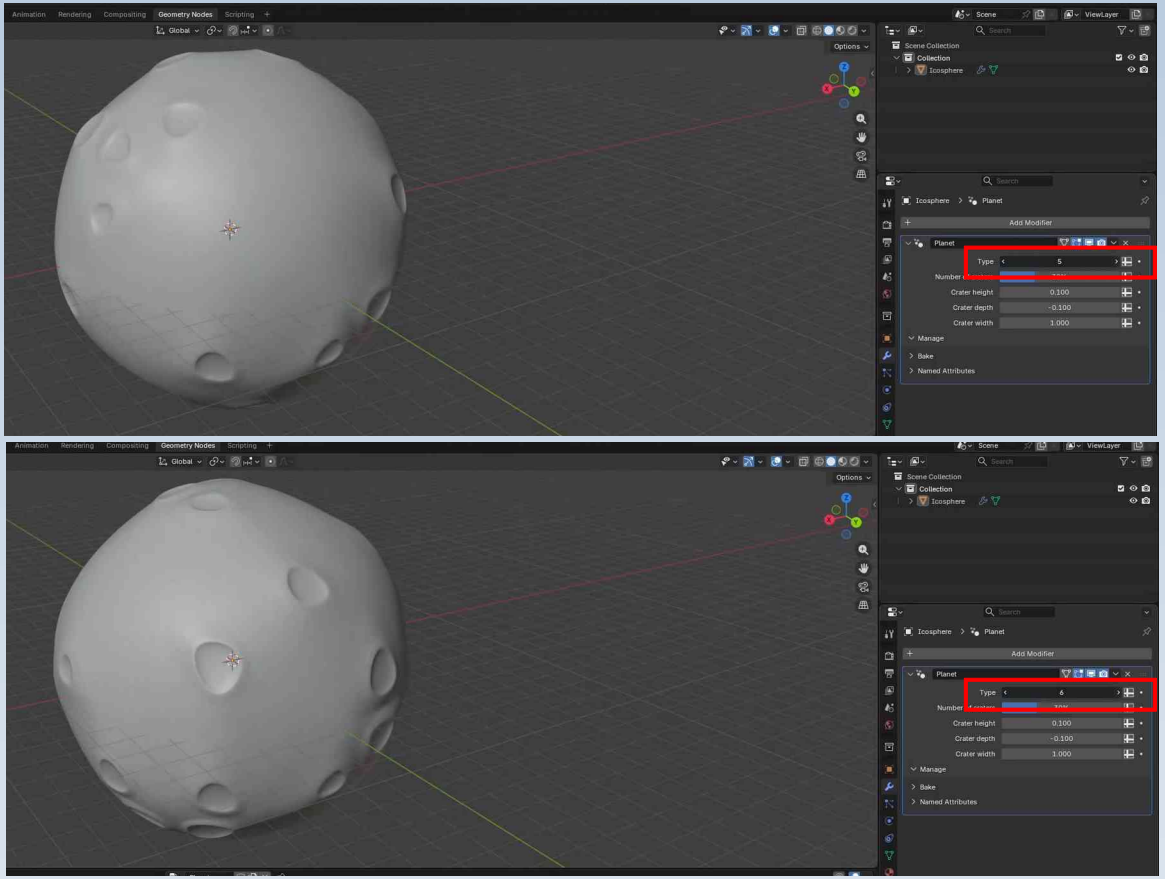




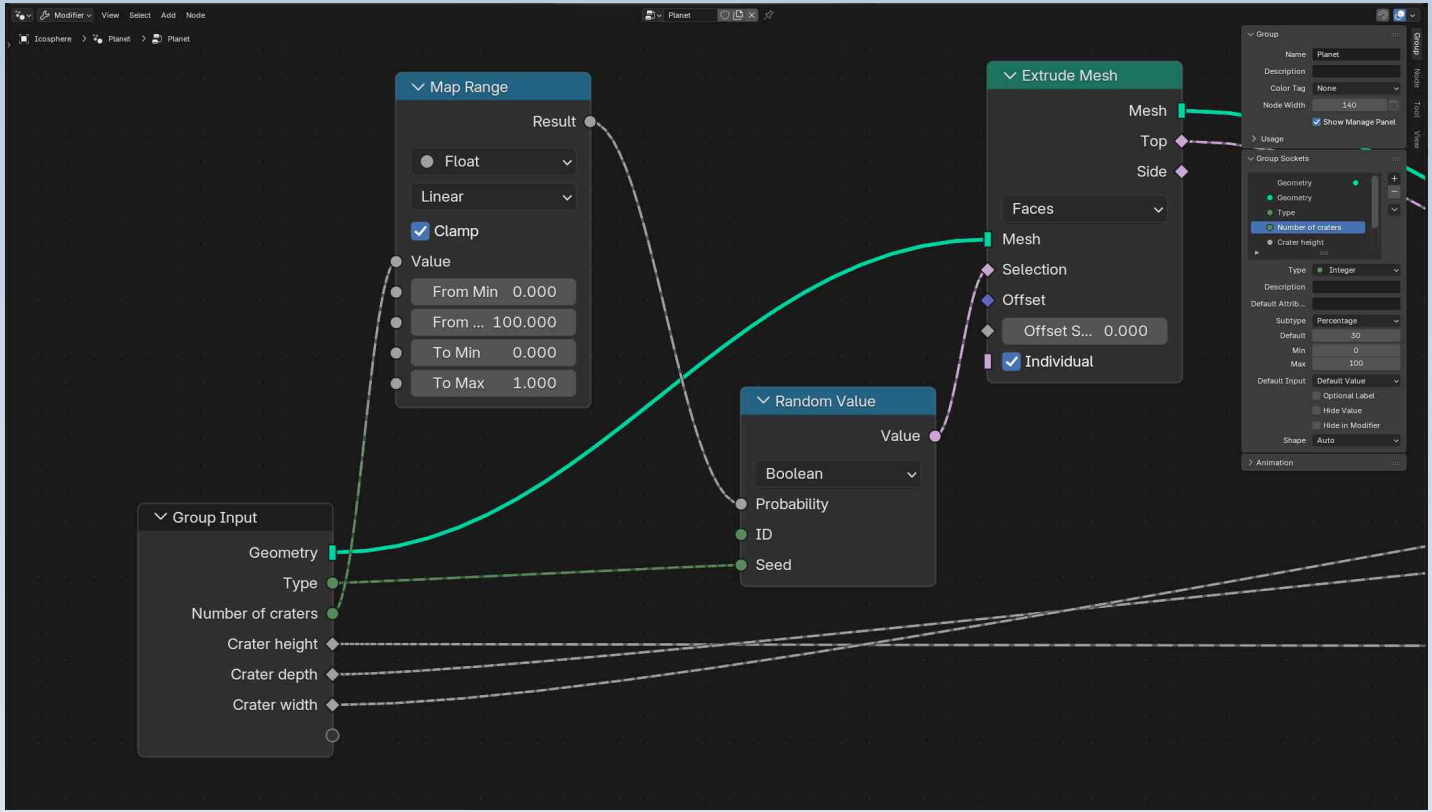
Input - type


Map Range
Result
Float
Linear
Clamp
Value
From Min 0.000
From ... 100.000
To Min 0.000
To Max 1.000
Extrude Mesh
Mesh
Top
Side
Faces
Mesh
Selection
Offset
Offset S... 0.000
Individual
Random Value
Value
Boolean
Probability
ID
Seed
Group Input
Geometry
Type
Number of craters
Crater height
Crater depth
Crater width

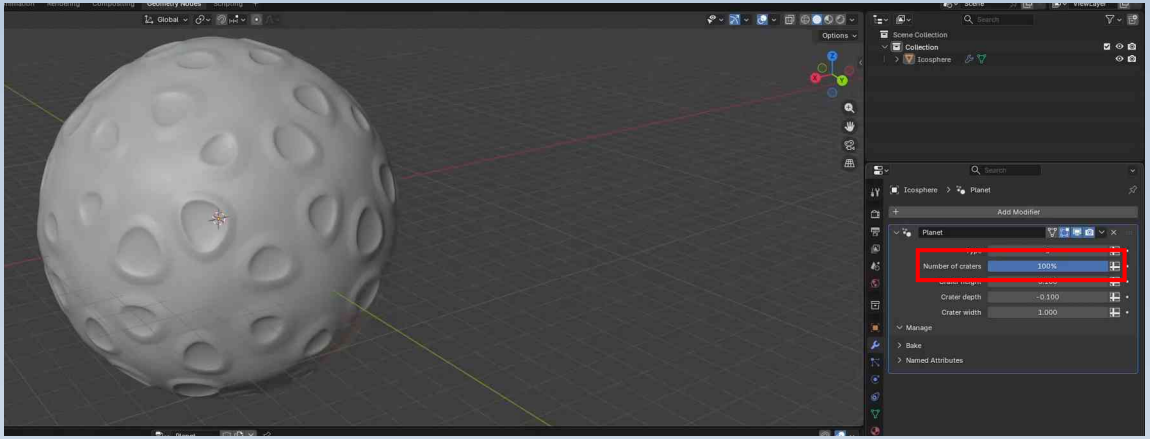
Proprietà dello strambo pianeta (2)

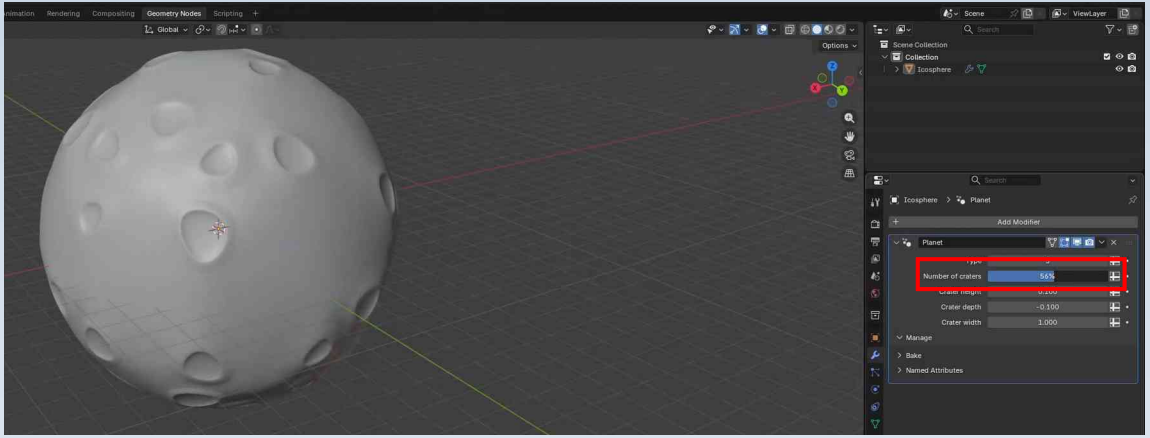


Input – numero di crateri

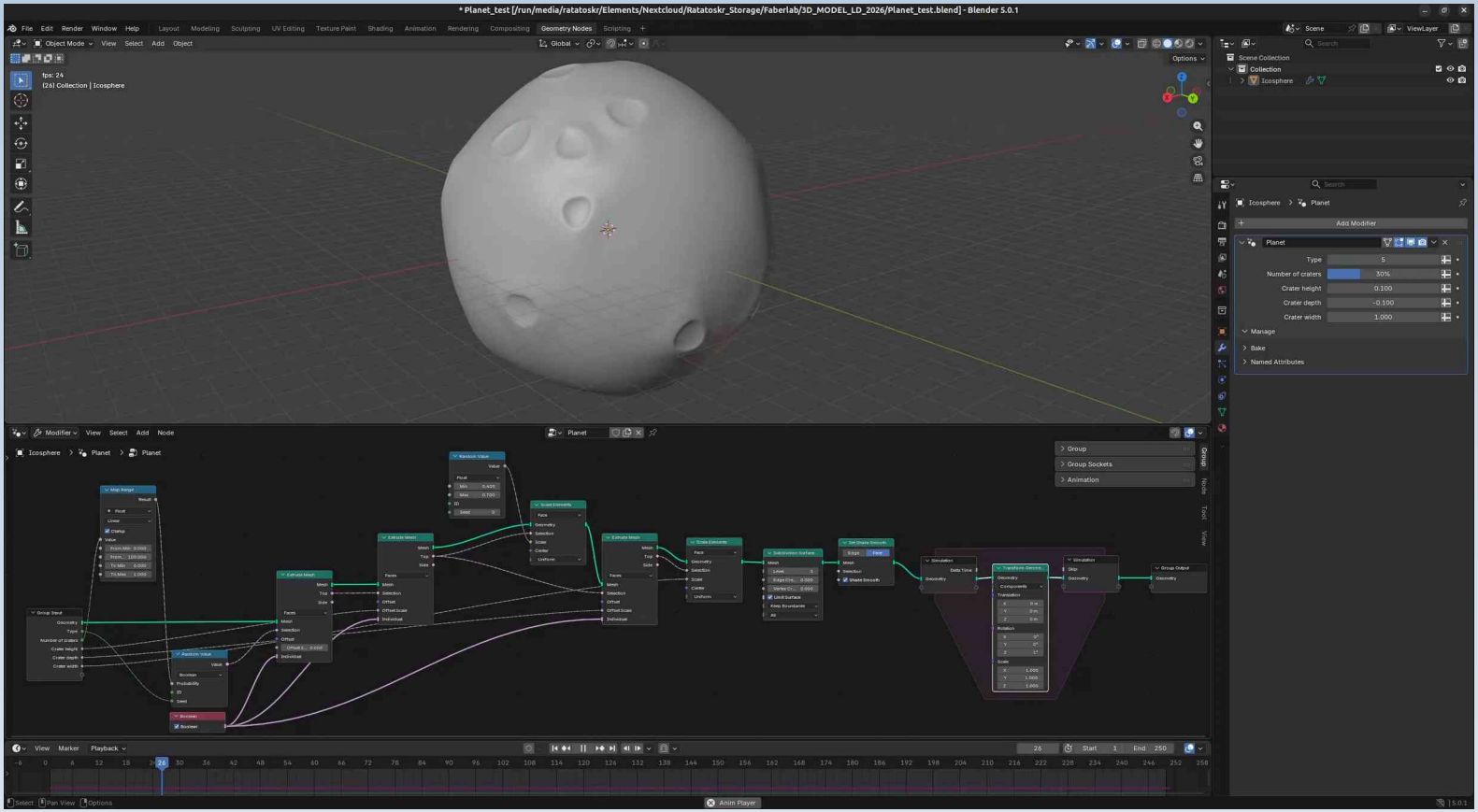


Proprietà dello strambo pianeta (3)

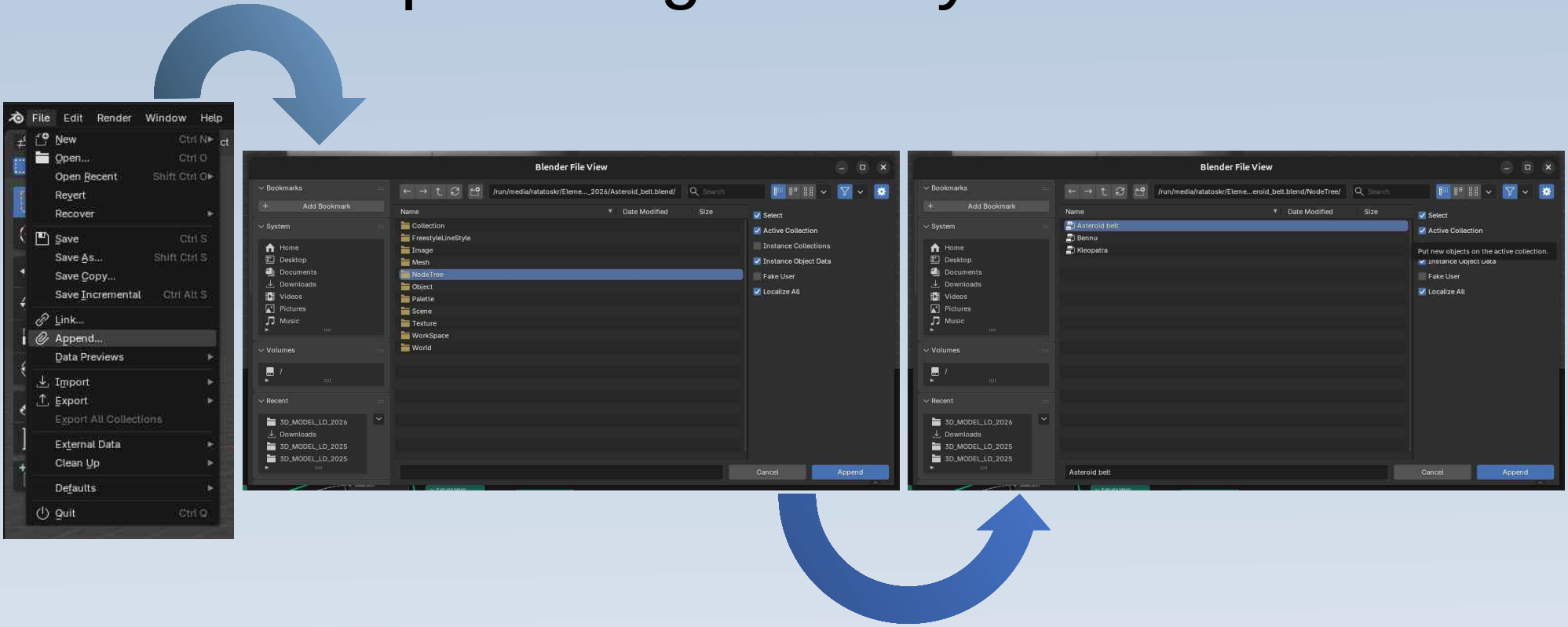




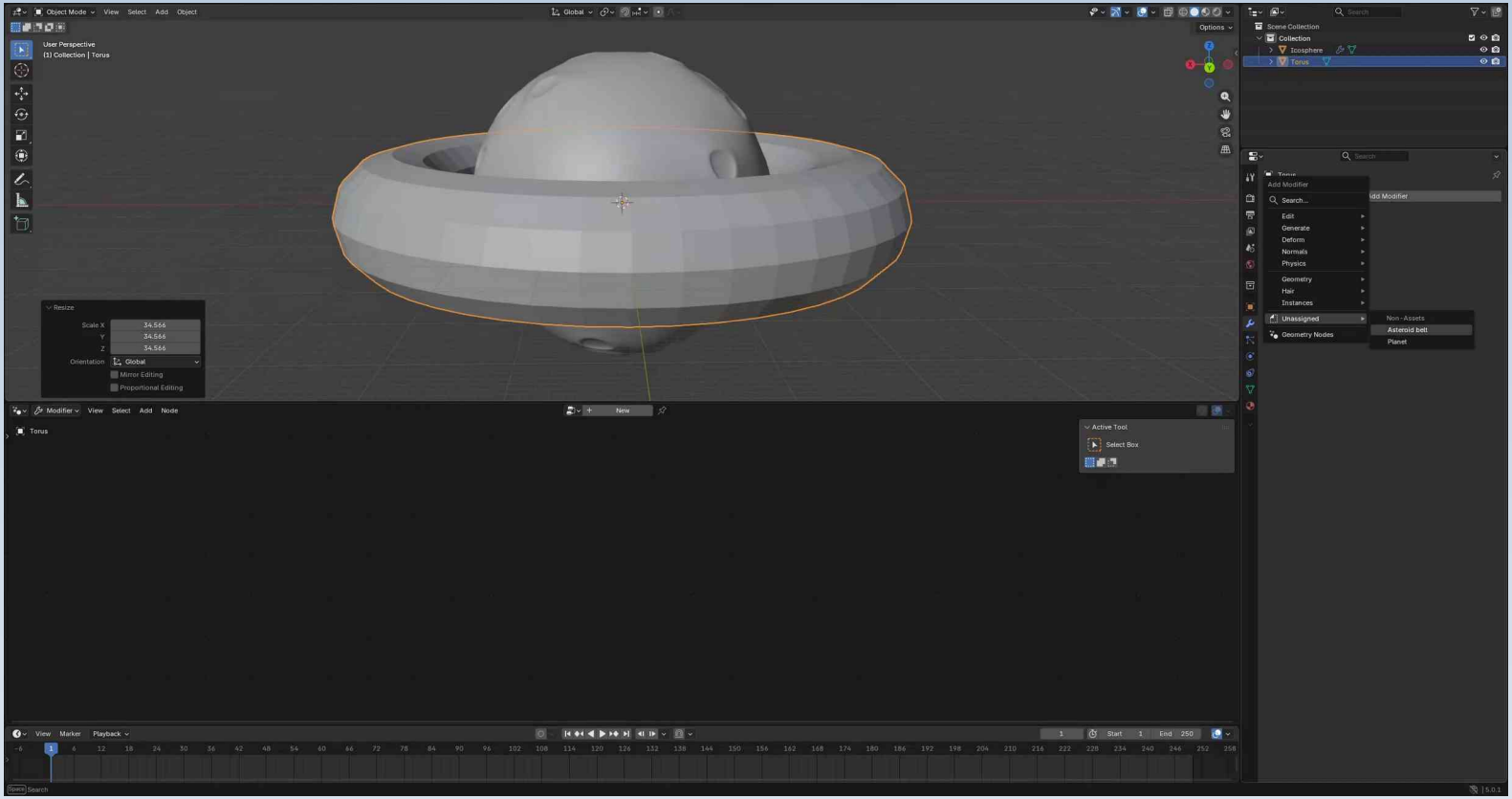
Abbiamo il nostro strambo pianeta!



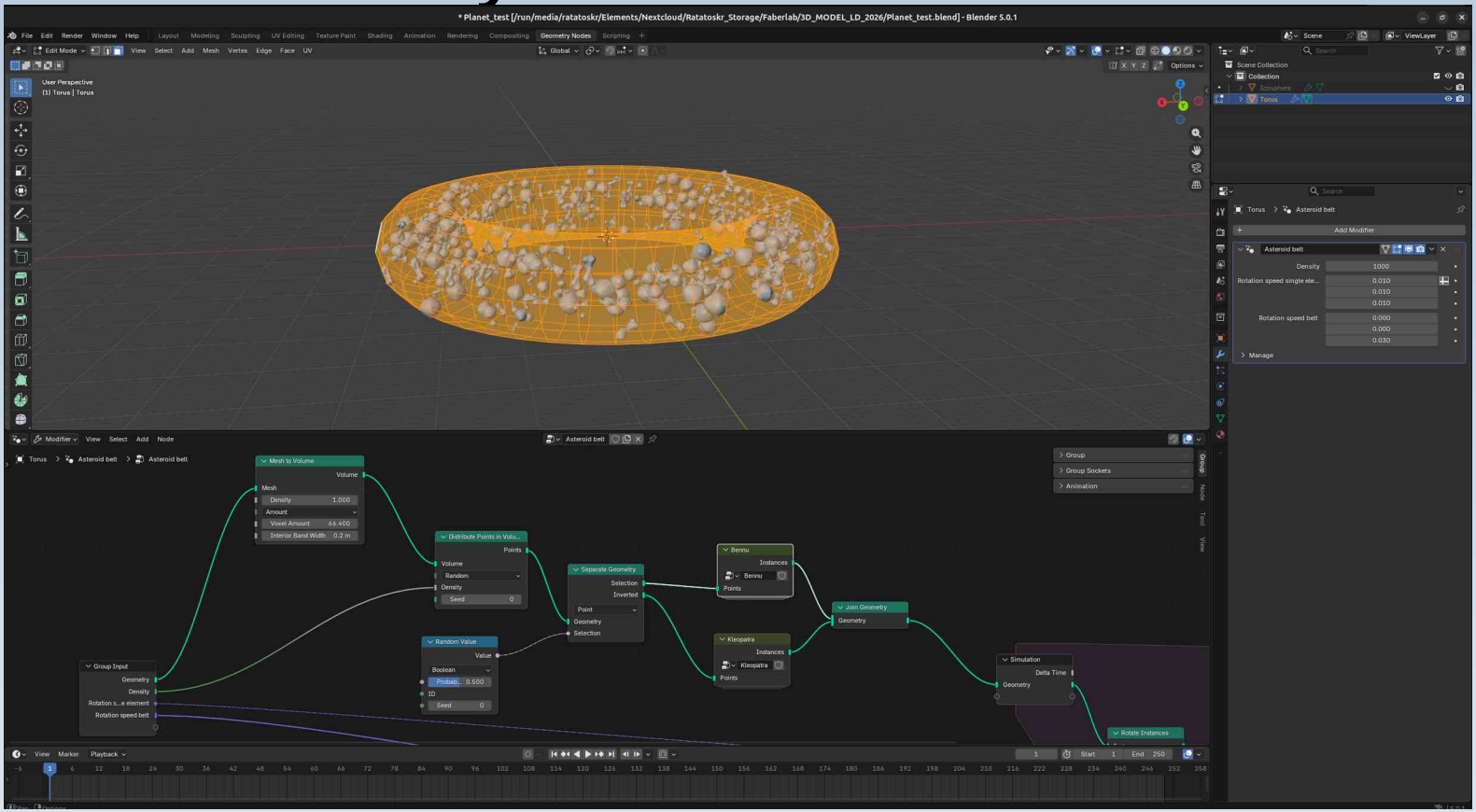
Importare geometry nodes



Aggiungiamo un anello!

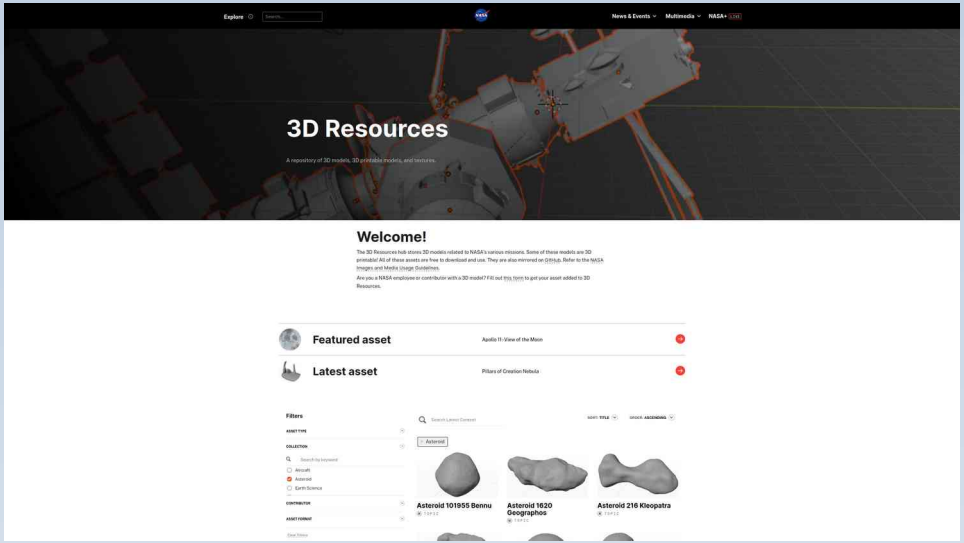


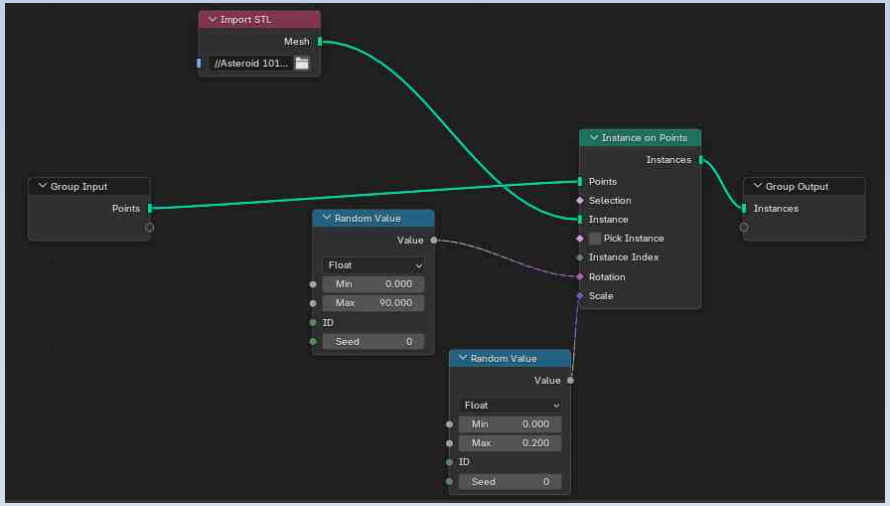
Geometry nodes su un volume



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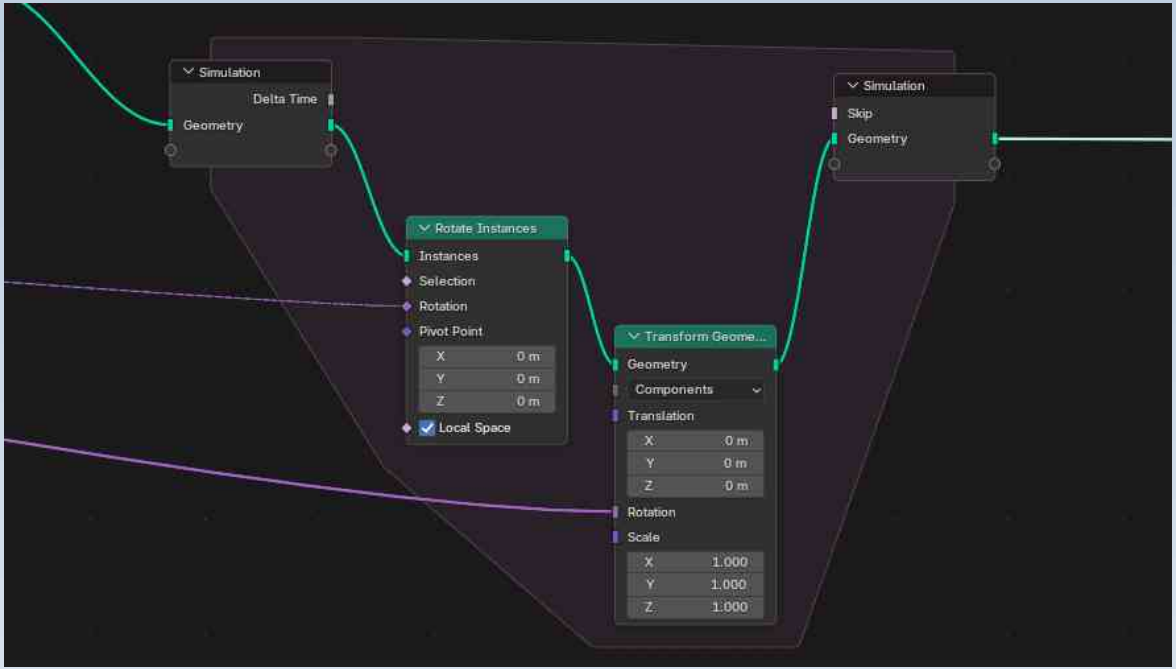
Geometry nodes su un volume



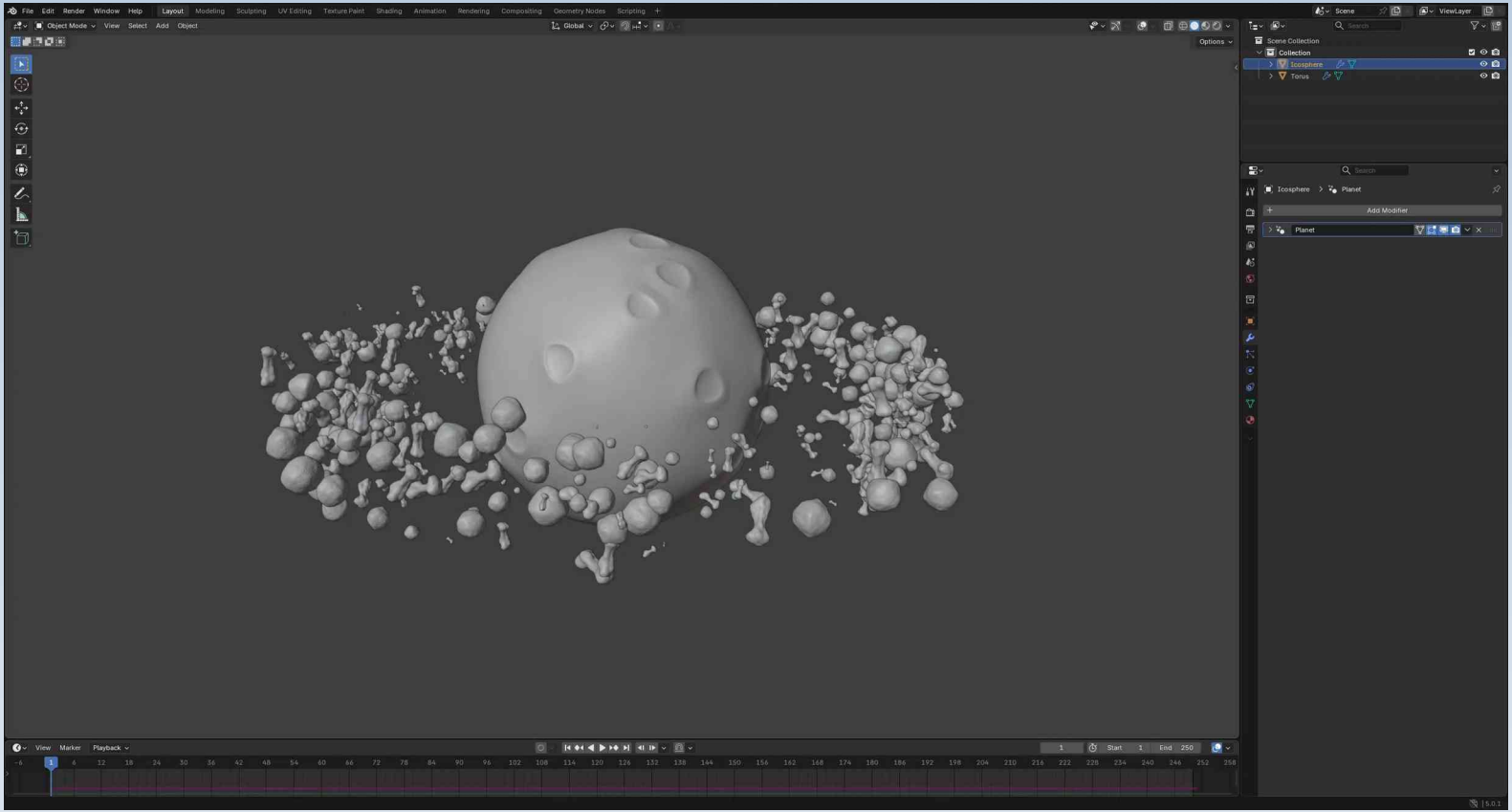


(Sarà realistico un anello di asteroidi? Chissà!)

Aggiungiamo un po’ di animazione



Risultato finale



Grazie a tutti per l’attenzione!

Link utili

- Guida ufficiale geometry nodes (Link)
- Cintura di asteroidi (Link)
- Nasa open source repository (Link)
- Blender files creati da me (Link)
  (include anche le slide a piena risoluzione)