

Rhino3D Grasshopper: Geometry Pipeline Component

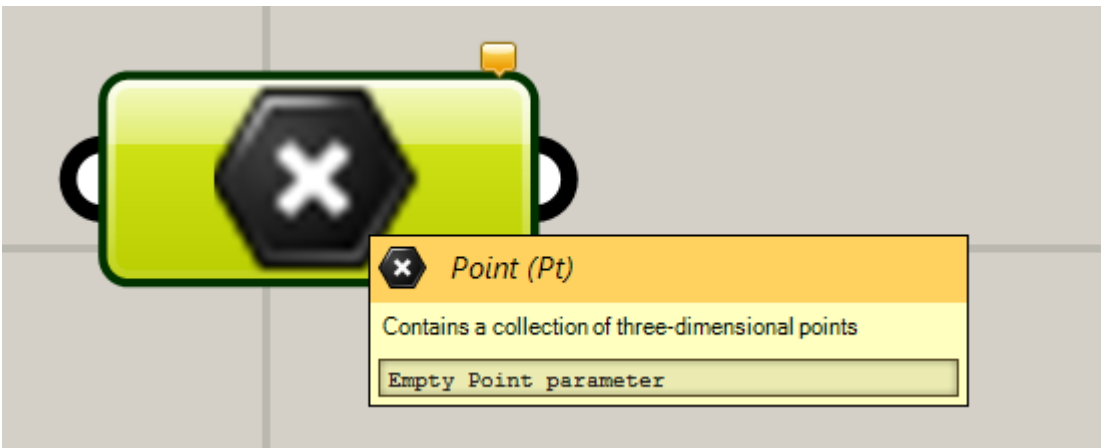
Description

In Rhino3D Grasshopper the *Geometry Pipeline* input parameter allows referencing all *Rhino3D* geometry in one step, optionally filtered by layers and names.

New to Grasshopper? [I suggest you read this article in the first place.](#)

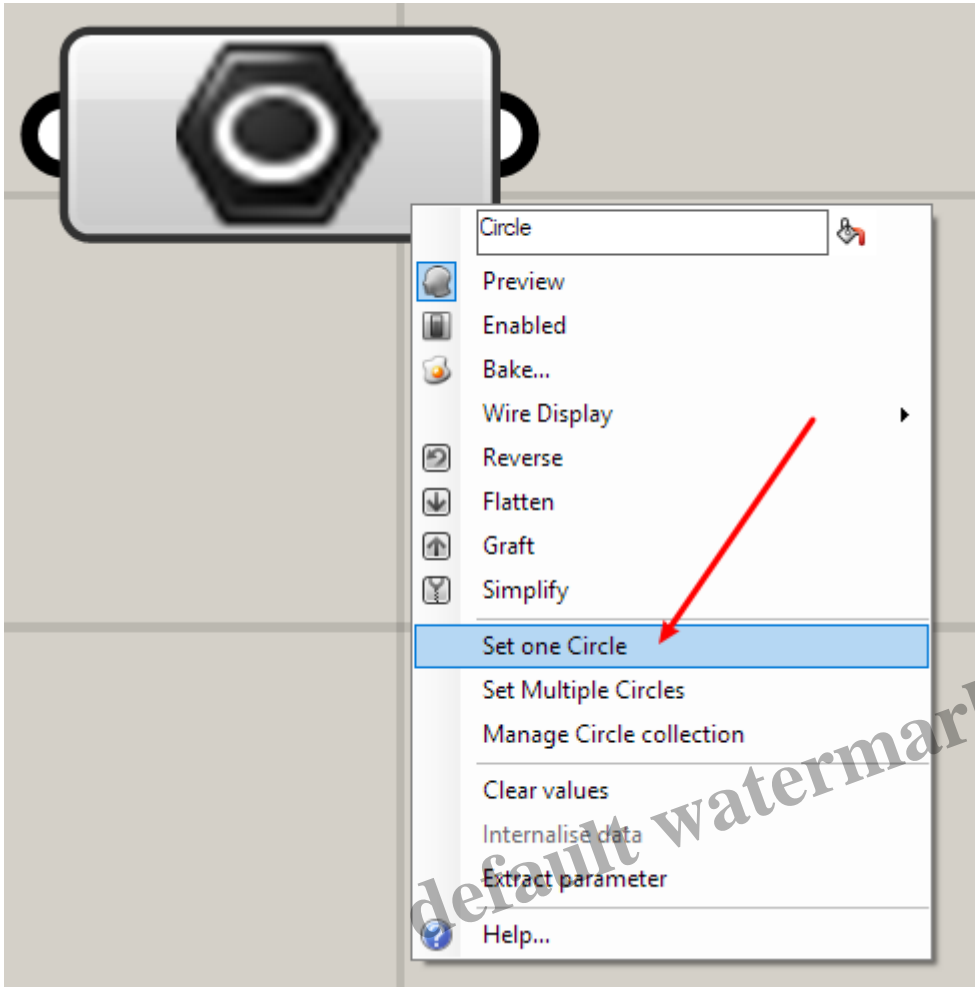
Need more learning resources? [Check this out.](#)

To reference Rhino3D geometry into Grasshopper you normally use *Geometry* input parameters like this one:

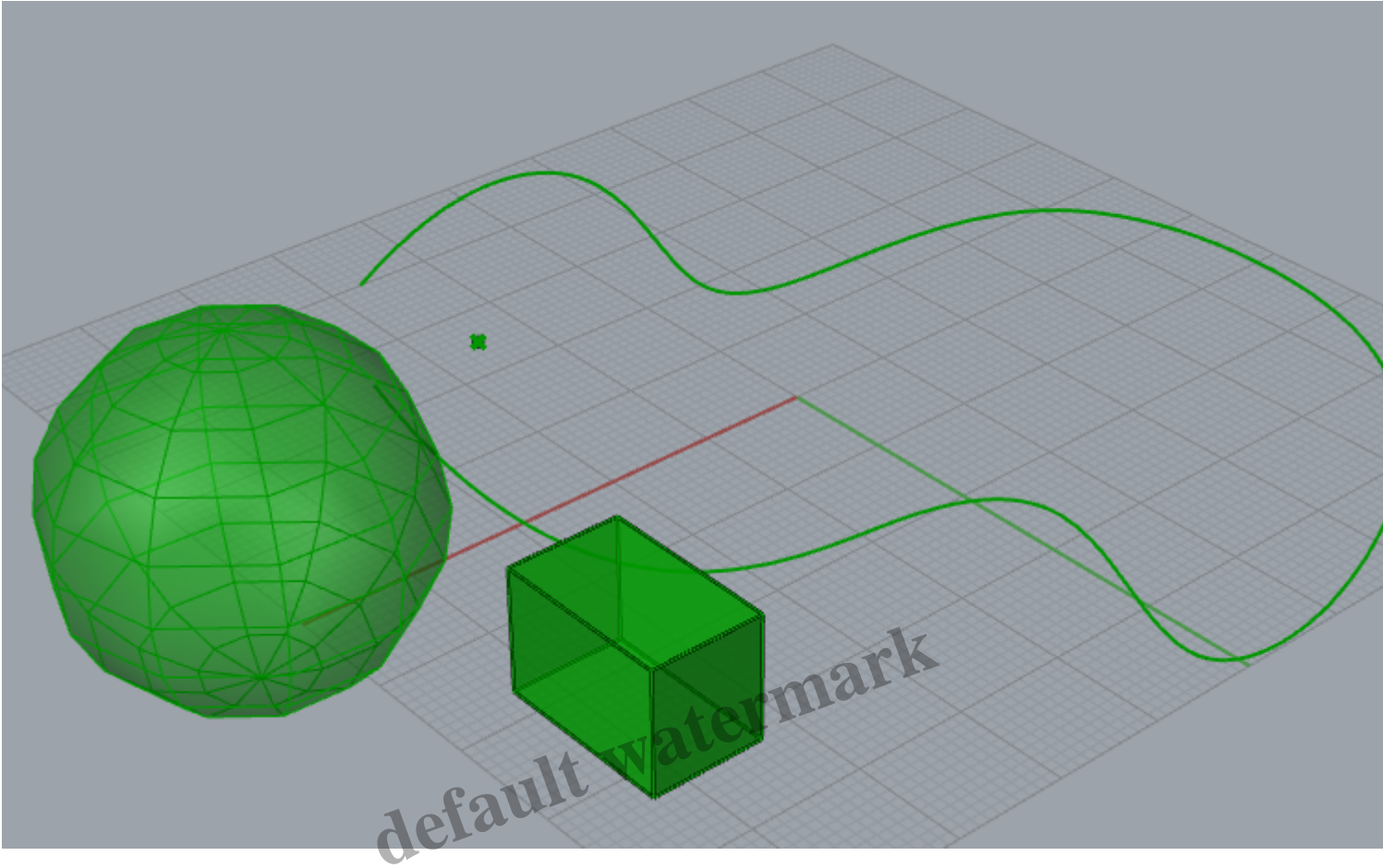


And of course with one parameter like this, you may reference one or many points.

Then, there are parameters which demand you to draw the respective geometry in Rhino3D, like this one:

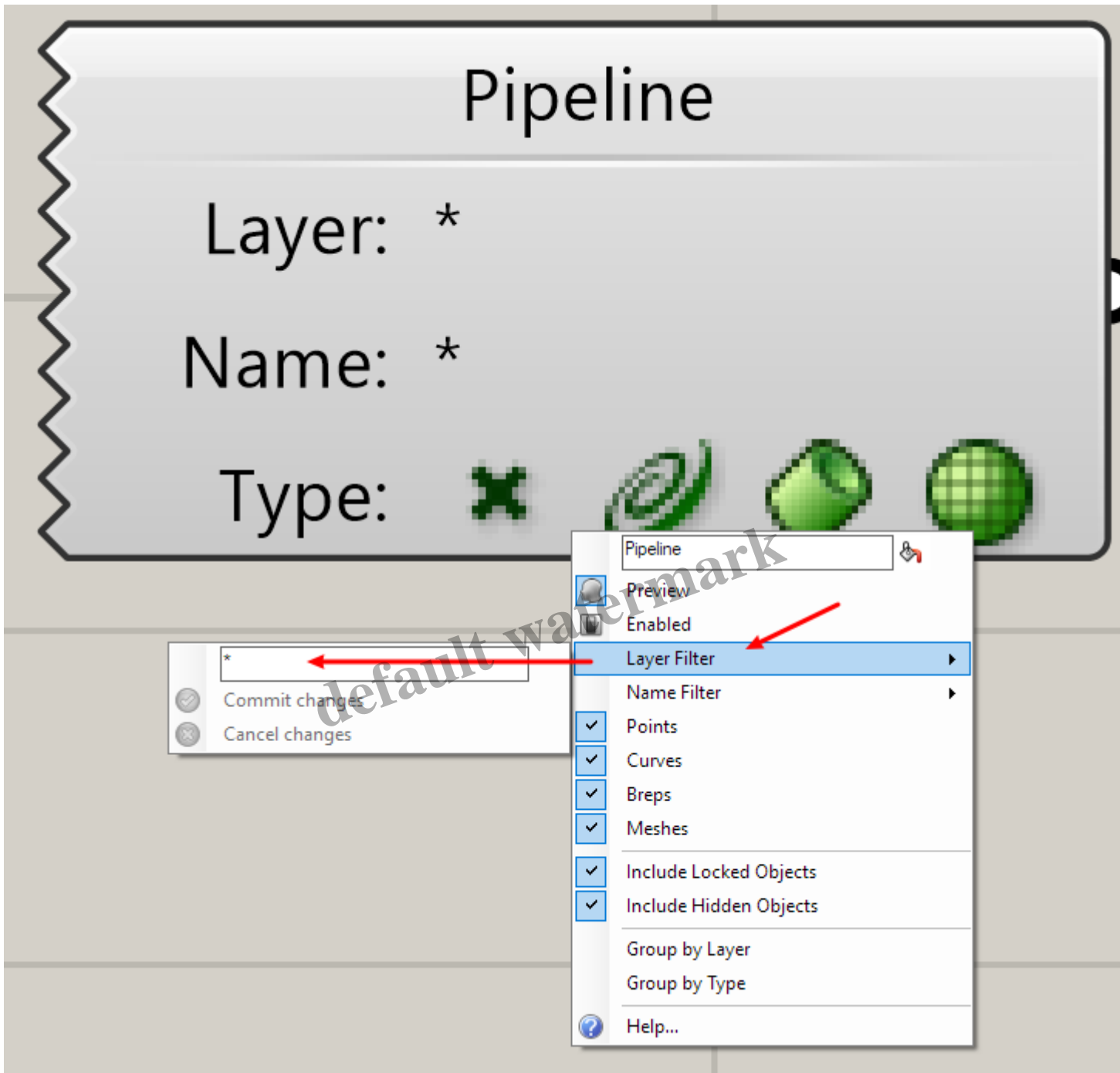


Anyway, what if you need to reference more than one type of geometry at once? For this, you can use the *Geometry Pipeline* input parameter:



As you can see, via this input component you can reference points, curves, breps and meshes – you just have to double-click the respective symbols to collect them.

Also you can filter by *Layer* and *Name* – by default they are marked with an asterisk which means all layers and names are taken into account. In the context menu you may define restrictions to that:



New to Grasshopper? [I suggest you read this article in the first place.](#)

Need more learning resources? [Check this out.](#)

Grasshopper-ARCHICAD-connection: See [here](#) for more information.

© 2019 / [Horst Sondermann / All Rights reserved](#)

Category

1. Allgemein

2. Rhino/Grasshopper

Tags

1. Parametric Modeling

Date Created

January 2019

Author

hsondermanncom

default watermark