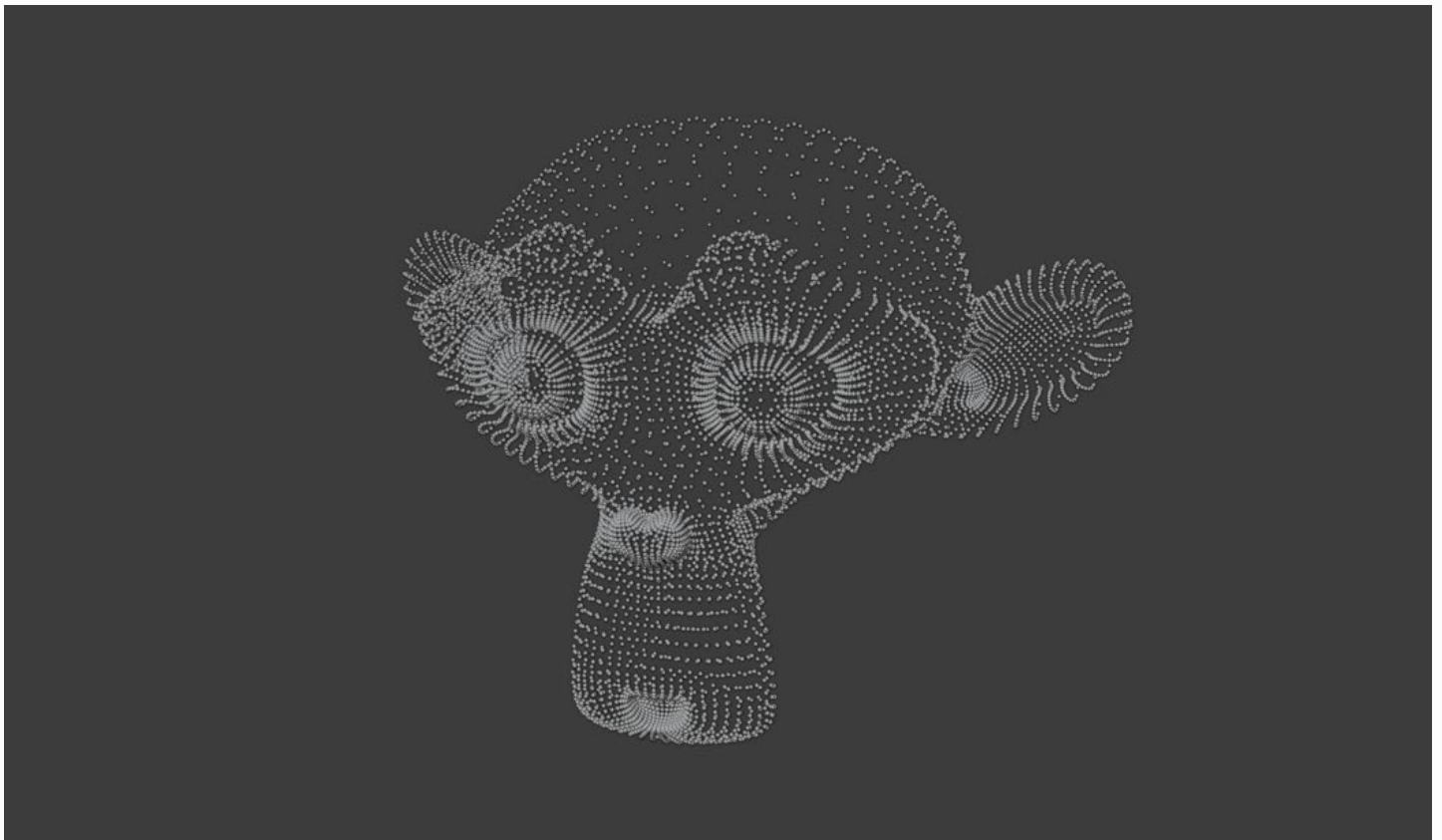**Blender 3.5 Manual**

☐ / Point Cloud

> ☐ **Important**
>
> This feature is currently experimental and not available in current releases.

Point Cloud

Point clouds can be used to represent 3D scans and in the future can represent particles. Each point can store data in a set of Attributes.

Example of a monkey object represented as a point cloud.

Properties

Attributes

The *Attributes* panel contains different point cloud characteristics such as the position and size of points. Use the List View to manage attributes.

Attribute Types

> **⬛ See also**
>
> See Built-In Attributes for information about common attributes.

Name	Type	Domain	Notes
`position`	*Vector*	*Point*	Built-in attribute describing vertex or point locations, in the modifier object's transform space.
`radius`	*Float*	*Point*	The radius of each point.
`color`	*Color*	*Point*	The color of each point.
`id`	*Integer*	*Point*	A unique identifier given to each particle.
`velocity`	*Vector*	*Point*	The speed and direction that the particle is traveling.

Custom Attributes
Custom attribute can be given to particles to hold a custom characteristic.

Name
The name of the attribute.

Data Type
The type of data to store in the attribute.

Float:
Floating-point value
Integer:
32-bit integer
Vector:
3D vector with floating-point values
Color:
RGBA color with floating-point precision
Byte Color:
RGBA color with 8-bit precision
String:
Text string

Domain
The type of element the attribute is stored in. Currently, attributes can only be stored per *Point*.

Custom Properties

See the Custom Properties page for more information.

Editing

Currently, not much can be done with point clouds; however, they can be converted to/from meshes.

☐ View Source   ☐ Report issue on this page