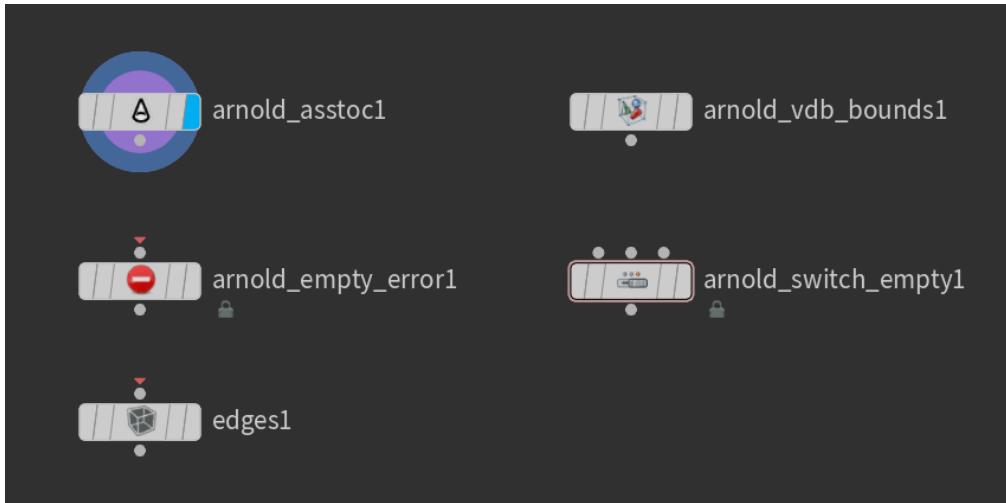# Geometry Utilities

⊘ These nodes may change or be replaced at any time.

At Geometry level, there are five Arnold utility nodes which are used within HtoA OTLs.

Asstoc

Takes a .ass file and looks for an associated .asstoc file. If found it will read the .asstoc and generate 2 points, an upper and a lower. These can be passed to a *Bounds* node to generate a bounding box.

VDB Bounds

Reads a VDB file and Grid and generates 2 points, an upper and a lower. These can be passed to a *Bounds* node to generate a bounding box.

Empty Error

Evaluates upstream and if an error is found it will be replaced with a null.

Switch

Switches between input #2 and #3 according to the emptiness of input #1.

Edges

Reads polygon geometry and replaces every edge with a line primitive.