



12.1.8 Editors - Geometry Nodes Editor - Header - Add Menu - Curve

Table of content

Detailed table of content.....	1
Add menu - Curve.....	2
Cuve Endpoints.....	2
Cuve Length.....	3
Cuve Reverse.....	3
Cuve Subdivide.....	4
Cuve to Mesh.....	4
Cuve to Points.....	5
Mesh to Curve.....	6
Resample curve.....	6

Detailed table of content

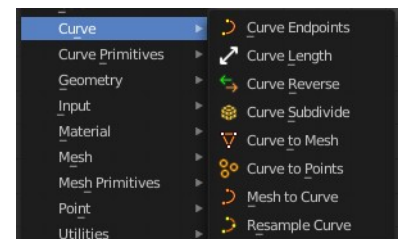
Detailed table of content

Detailed table of content.....	1
Add menu - Curve.....	2
Cuve Endpoints.....	2
Inputs.....	3
Geometry.....	3
Outputs.....	3
Start Points.....	3
End Points.....	3
Cuve Length.....	3
Inputs.....	3
Curve.....	3
Outputs.....	3
Length.....	3
Cuve Reverse.....	3
Inputs.....	3
Curve.....	3
Selection.....	3
Outputs.....	4
Curve.....	4
Cuve Subdivide.....	4
Inputs.....	4
Geometry.....	4
Cuts.....	4
Properties.....	4
Cuts.....	4
Outputs.....	4
Geometry.....	4
Cuve to Mesh.....	4
Inputs.....	4
Curve.....	4

Profile Curve.....	5
Outputs.....	5
Mesh.....	5
Curve to Points.....	5
Inputs.....	5
Geometry.....	5
Properties.....	5
Mode.....	5
Evaluated.....	5
Count.....	5
Count.....	5
Length.....	5
Length.....	5
Outputs.....	6
Geometry.....	6
Mesh to Curve.....	6
Inputs.....	6
Mesh.....	6
Selection.....	6
Outputs.....	6
Curve.....	6
Resample curve.....	6
Input.....	6
Geometry.....	6
Count.....	6
Length.....	6
Properties.....	6
Mode.....	6
Output.....	7
Geometry.....	7

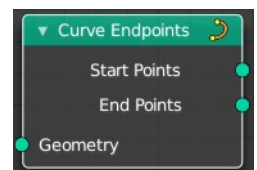
Add menu - Curve

Here you find mainly nodes to convert color values.



Curve Endpoints

Extracts the start and endpoints of a curve.



Inputs

Geometry

The input curve.

Outputs

Start Points

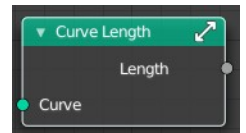
The start points.

End Points

The end points.

Curve Length

Retrieves the length of a curve.



Inputs

Curve

The input curve.

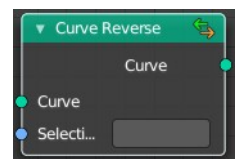
Outputs

Length

The length of the curve.

Curve Reverse

Reverses the direction of the spline. The start point becomes the end point and vice versa. The shape of the spline is not modified.



Inputs

Curve

The input curve.

Selection

An optional selection attribute to determine which part of the spline should be reversed.

Outputs

Curve

Standard geometry output.

Curve Subdivide

Subdivides the curve. The shape is not changed.

Inputs

Geometry

The input curve.

Cuts

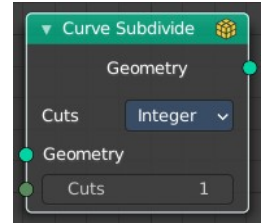
The number of cuts per segment.

Properties

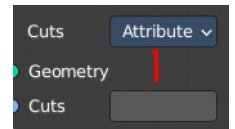
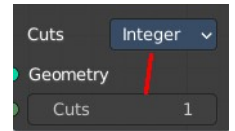
Cuts

The cut method.

Integer cuts all segments with the same number of cuts.



Attribute cuts just the segments that are defined by the chosen attribute.



Outputs

Geometry

Standard geometry output.

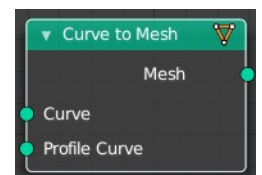
Curve to Mesh

Converts a curve object to a mesh object.

Inputs

Curve

The input curve.



Profile Curve

Input profile curve.

Outputs

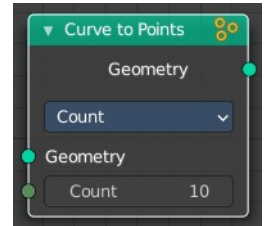
Mesh

Standard mesh output.

Curve to Points

Creates a point geometry along the curve. The generated points have a tangent, normal and rotation attribute that can be used for instancing.

Note that the radius of the generated points is 1/10 of the radius of the curve.



Inputs

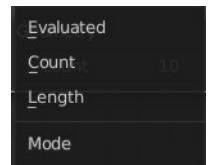
Geometry

The input curve.

Properties

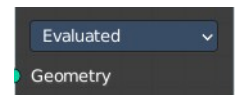
Mode

The sample method.



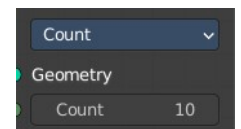
Evaluated

Creates a point geometry at every curve node. It takes the built-in resolution attribute into account. But the result may not have equal distances between the points.



Count

Samples the points along the curve. The distance between the points will be equal.

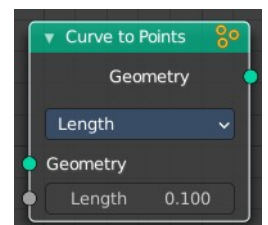


Count

The number of points to use.

Length

The calculation happens by splitting the spline into segments with the defined length. The length will be rounded down. That way a whole number of samples will fit in each input spline.



Length

The length of each segment.

Outputs

Geometry

Standard mesh output.

Mesh to Curve

Converts a curve object to a mesh object.

Inputs

Mesh

The input mesh.

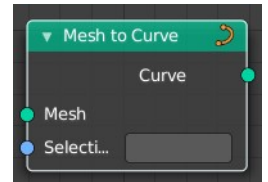
Selection

A selection of the mesh.

Outputs

Curve

Standard curve output.



Resample curve

Resamples a curve object.

Input

Geometry

The input geometry.

Count

The resample amount with method Count.

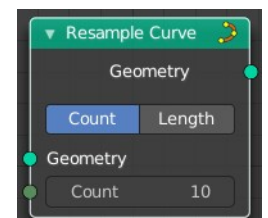
Length

The resample amount with method Count.

Properties

Mode

Either use the count of the curve points, or the length of the curve for resampling.



Output

Geometry

Standard geometry output.