12.1.18 Editors - Geometry Nodes Editor - Header - Add Menu - Curve - Write

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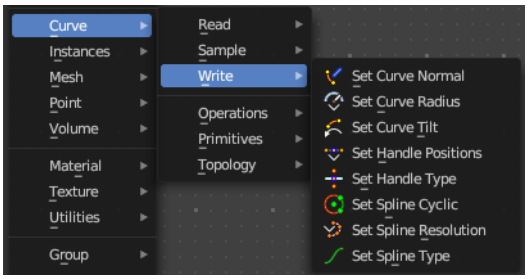
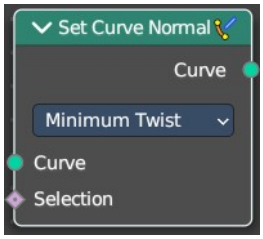
Add - Curve - Write

Here you find curve related nodes.



Set Curve Normal



Set the evaluation mode for curve normals.

Input

Curve

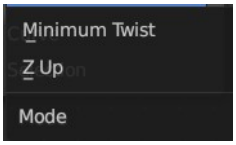
The input curve.

Selection

A selection of the input curve.

Properties

Mode



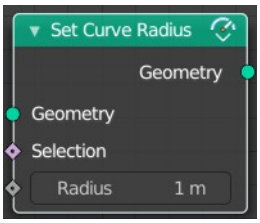
The evaluation mode for the curve normals.

Outputs

Curve

The curve output.

Set Curve Radius



Set the curve radius.

Input

Geometry

The input curve.

Selection

A selection of the input curve.

Radius

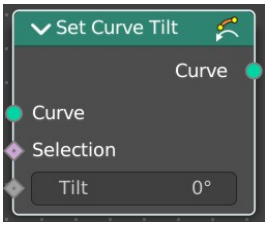
The radius to set.

Outputs

Geometry

Standard geometry output.

Set Curve Tilt



Controls the tilt angle at each curve control point.

Input

Geometry

The input curve.

Selection

Whether or not to change the value on each control point. True values mean the value will be changed, false values mean the value will remain the same.

Tilt

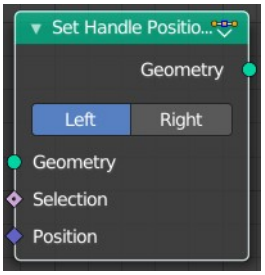
The tilt rotation.

Outputs

Curve

Standard geometry output.

Set Handle Positions



Set the handle positions of bezier curves

Input

Geometry

The input curve.

Selection

A selection of the input curve.

Position

The position of the handle.

Properties

Mode

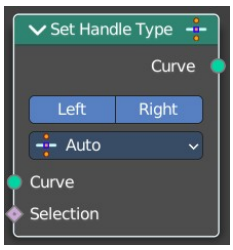
Left or right handles.

Outputs

Geometry

Standard geometry output.

Set Handle Type



Sets a handle type for the curve points of a bezier curve. Handle types determines how the interpolation before and after the curve point happens.

Input

Curve

The input curve.

Selection

A selection of the input curve.

Properties

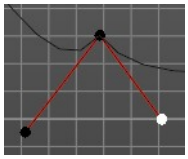
Mode

Left or right handles.

Handle Type

The different available handle types.

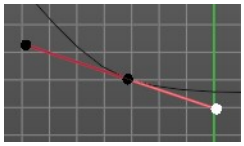
Free



The handles can be adjusted individually.

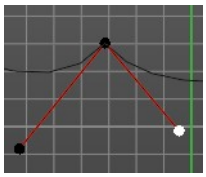
Auto

The left and the right handle will always point to each other. The length of the handles will start in equal size.



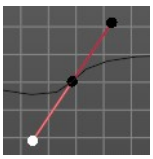
Vector

The handles can be adjusted individually.



Aligned

The left and the right handle will always point to each other.

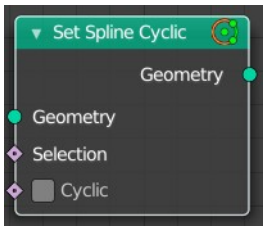


Output

Curve

Standard geometry output.

Set Spline cyclic



Sets the spline cyclic. Means looping.

Input

Geometry

The input curve.

Selection

A selection of the input curve.

Cyclic

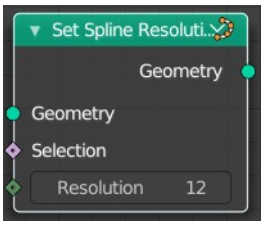
Cyclic or not

Outputs

Geometry

Standard geometry output.

Set Spline Resolution



Sets the resolution of the spline. Means how many evaluated points should be generated on the curve for each control point.

Input

Geometry

The input curve.

Selection

A selection of the input curve.

Resolution

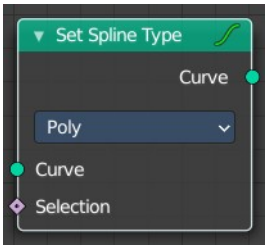
The resolution of the spline.

Outputs

Geometry

Standard geometry output.

Set Spline Type



Change the curve spline type.

Input

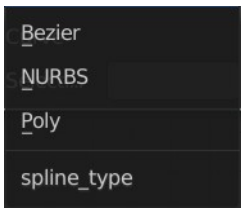
Curve

The input curve.

Selection

A selection of the input curve.

Properties



Spline Type

The spline type to set the curve to.

Note that when converting from a NURBS spline to a Bézier spline, at least six points are needed. When the number of points is not a multiple of three a full conversion is not possible and the spline has to be truncated.

Output

Curve

Standard geometry output.