

Set Spline Type Node

Sets the spline type for the splines in the curve component that are in the selection.

Inputs

Curve

Standard geometry input with a curve component.

Selection

The splines whose spline types will be changed.

Properties

Spline Type

The type to convert the splines in the selection to. Read the [Spline Types](#) page for more details on the different spline types.

Bézier:

Convert to a Bézier spline. A spline converted from a poly spline gets vector handles, while one converted from NURBS or Catmull Rom spline gets auto handles.

Note

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.

NURBS:

Convert to a NURBS spline.

Poly:

Convert to a poly spline.

Catmull Rom:

Convert to a Catmull Rom spline.

Outputs

Curve

Standard curve output.

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Last updated on 2025-05-10

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