Skip to content

String to Curves Node

The *String to Curves* converts a string to curve instances. Each unique character used in the string is converted to a curve once, and further uses of that character are more instances of the same geometry.

This makes processing the output geometry very efficient, because each unique character only has to be processed once. However, it means that the resu will be the same for every instance of the same character. To process each character individually, the Realize Instances Node can be used.

> Tip
>
> Socket inspection can be used to see the value of the string input used when the node was evaluated, by holding the mouse over the socket.

Inputs

String
: Standard string input.

Size
: The size of each character. The values of the other inputs are scaled by this value.

Character Spacing
: A factor by which the space between each character (kerning) is scaled on the X axis.

Word Spacing
: A factor by which whitespace between words is scaled on the X axis.

Line Spacing
: The distance between separate lines in the output. Scaled by the *Size* input.

Text Box Width
: The maximum width of each line, though individual words will not be wrapped.

Text Box Height
: The maximum height for all the lines of the text.

Properties

Font
: Font glyph used to generate the curve.

Overflow

Overflow:
: Wraps the text at the *Text Box Width*.

Scale To Fit:
: Scales the text size to fit the *Text Box Width* and *Text Box Height*.

Truncate:
: Only outputs text characters that fit within the width and height, based on the *Size* input. Any part of the string that did not fit is moved to th *Remainder* output.

Alignment

Left:
: Aligns the text to the left.

Center:
: Aligns the text to the center.

Right:
: Aligns the text to the right.

Justify:

Aligns the text to the left and right.

Flush:

Aligns the text to the left and right with equal character spacing.

Align Y

Top:

Aligns the text to the top.

Top Baseline:

Aligns the text to the top baseline.

Middle:

Aligns the text to the middle.

Bottom Baseline:

Aligns the text to the bottom baseline.

Bottom:

Aligns the text to the bottom.

Pivot Point

Controls where on each character the output *Pivot Point* is placed.

Midpoint:

Place the pivot points at the center of each character's bounds.

Top Left:

Place the pivot points at the top left of each character's bounds.

Top Center:

Place the pivot points at the middle of the top of each character's bounds.

Top Right:

Place the pivot points at the top right of each character's bounds.

Bottom Left:

Place the pivot points at the bottom left of each character's bounds.

Bottom Center:

Place the pivot points at the middle of bottom of each character's bounds.

Bottom Right:

Place the pivot points at the bottom right of each character's bounds.

Outputs

Curve Instances

Curve instances geometry.

Remainder

The part of the text that did not fit in the box described by the *Text Box Height* and *Text Box Width* inputs. Only used in the *Truncate* overflow mode.

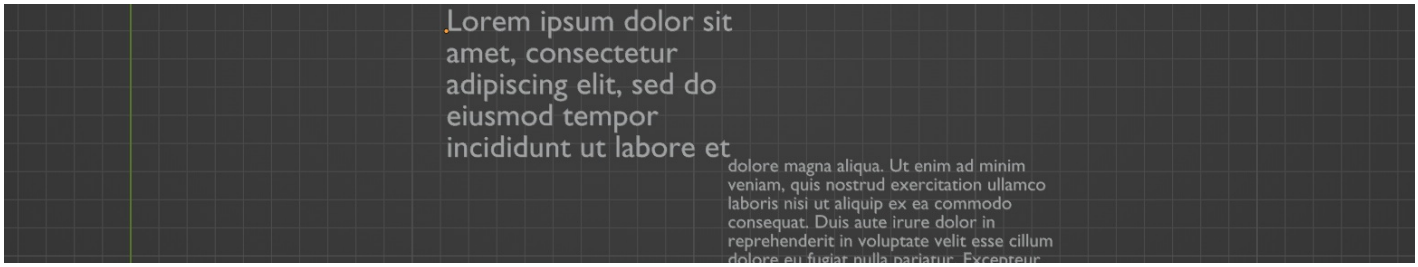
Line

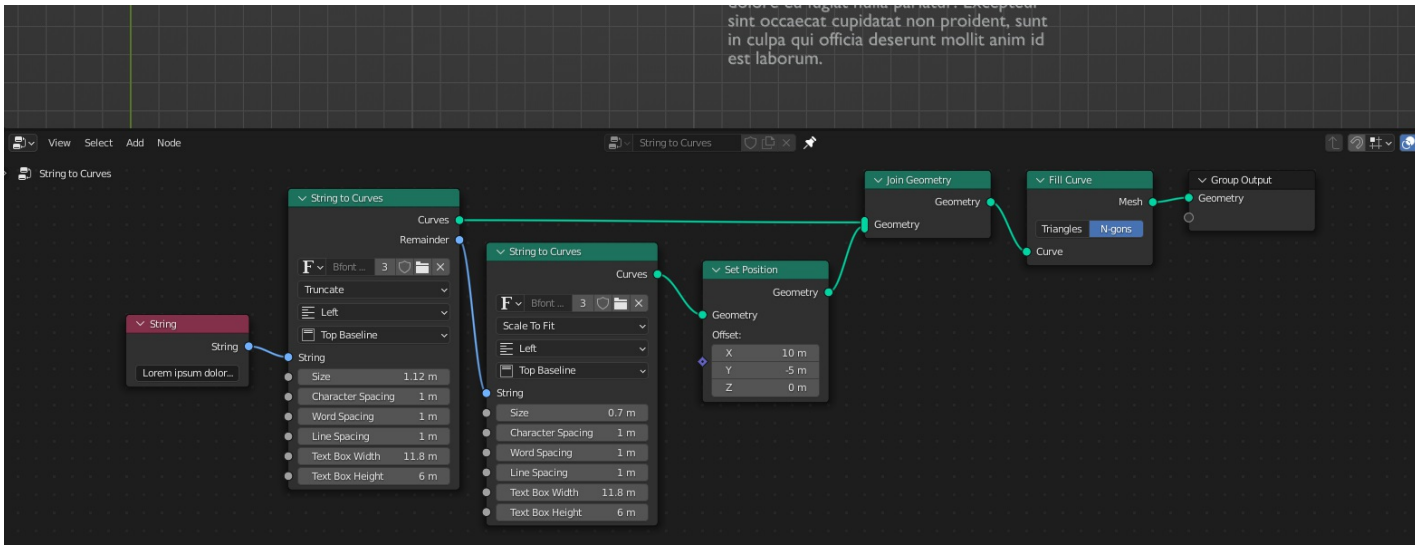
An attribute field containing the line index of each character (on the instance domain).

Pivot Point

Outputs the position described by the *Pivot Point* drop-down in the local space of each instance.

Examples





The node can be used to make overflowing text boxes. Here, the text that does not fit into the first node's fix-sized text box is passed to a separate *Strin to Curves* node. And finally added with a *Scale to Fit* node.

Previous
Find in String Node

N
Value to String No

Made with Furo
Last updated on 2025-05-10

View Source
View Translation
Report issue on this page