Curve to Mesh Node

The Curve to Mesh node converts all splines of a curve to a mesh. Optionally, a profile curve can be provided to give the curve a custom shape. This profile curve is scaled by the radius at each control point; see the Set Curve Radius Node.

The node transfers attributes to the result. Attributes that are built-in on meshes but not curves, like `sharp_face`, will be transferred to the correct domain as well.

> **Tip**
>
> The output mesh has sharp edges set from the profile curve tagged automatically. If any splines in the profile curve are Bézier splines and any of the control points use *Free* or *Vector* handles, the corresponding edges will be shaded sharp.

Inputs

Curve

Standard geometry input. All non-curve components are ignored.

> **Note**
>
> If no radius attribute exists on the curve, the profile will not be scaled. This is inconsistent with elsewhere in Blender where the default radius of 0.01m is used when the attribute does not exist.

Profile Curve

If a profile curve is provided, it will be extruded along all splines. Otherwise the generated mesh will just be a chain of edges.

Fill Caps

If the profile spline is cyclic, fill the ends of the generated mesh with n-gons. The resulting mesh is Manifold, the two new faces for each spline are simply connected to existing edges.

Properties

This node has no properties.

Outputs

Mesh

Standard geometry output.