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Fillet Curve Node

The *Fillet Curve* rounds corners on curve control points, similar to the effect of the Bevel Modifier on a 2D mesh. However, a key difference is that the rounded portions created by the Fillet Curve node are always portions of a circle.

Inputs

Curve

Standard geometry input with a curve component.

Radius

The radius of the circle portion generated at each fillet.

Count

Only in *Poly* mode, the number of control points to add for each fillet.

Limit Radius

Whether to limit the maximum value of the radius in order to avoid overlapping fillets.

Properties

Method

Bézier:

Only two control points will be generated for every filleted control point. The shape generated by the aligned handles on the generated cont points on either side of the fillet is used to create the circle portion shape, meaning that the number of segments in the fillet shape depends o the spline's resolution value.

Poly:

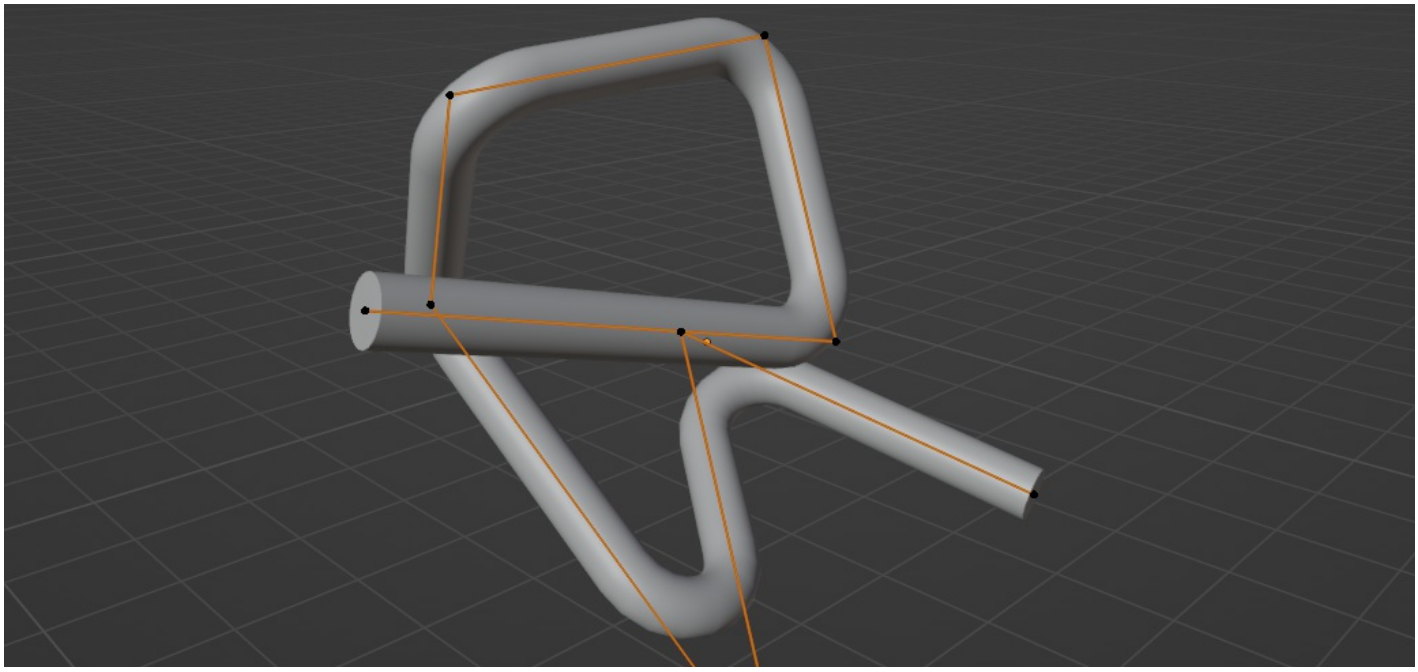
The number of control points generated for each field input is controlled directly with an integer field input. This mode works better for poly and NURBS splines.

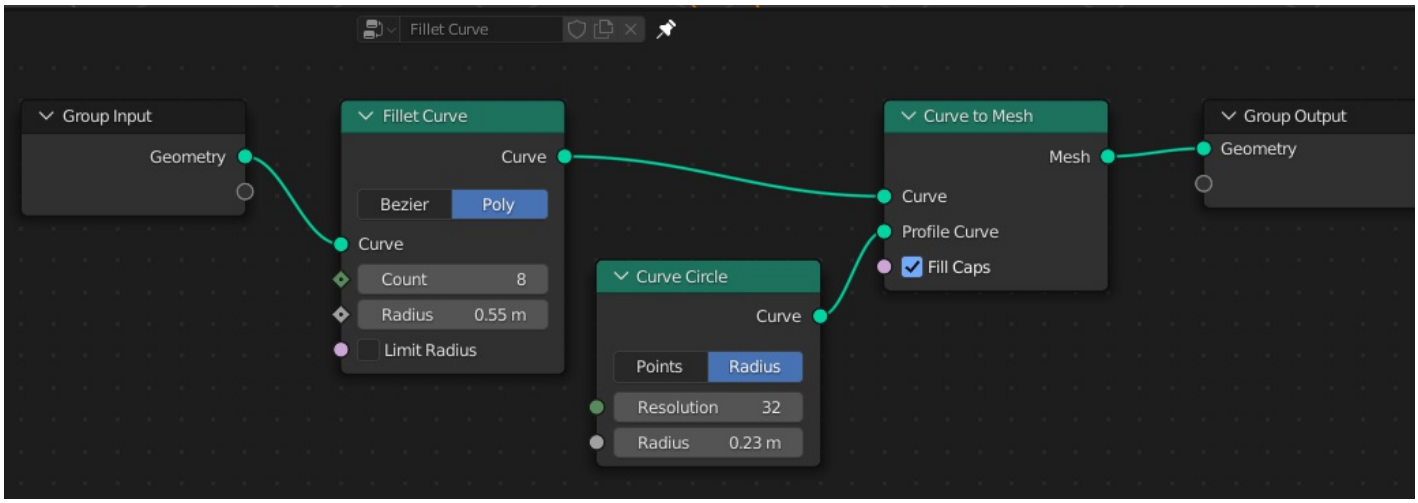
Outputs

Curve

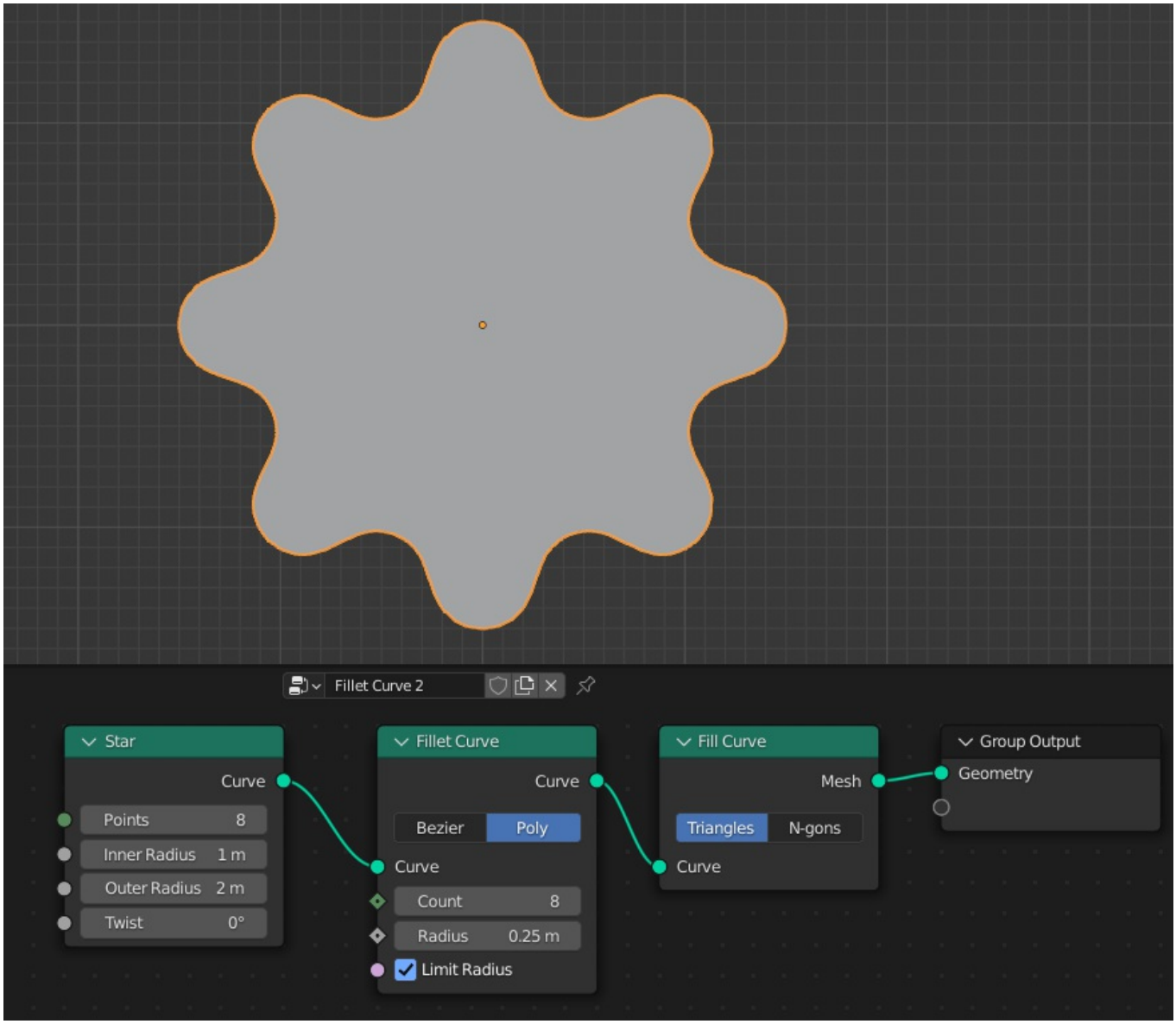
Standard geometry input with a curve component.

Examples





The node can be used to round the corners of simple 3D poly splines.



The node can be combined with the curve primitive nodes to make more interesting shapes.

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