

Set Spline Resolution Node

The *Set Spline Resolution* node sets the value for how many evaluated points should be generated on the curve for every control point. It only has an effect on [NURBS](#), [Bézier](#), and Catmull Rom splines. In case of Bézier splines, the resolution does not have an effect on segments between vector handles.

The evaluated points are displayed in the viewport, used in the [Curve to Mesh Node](#) node, and optionally used in the [Resample Curve Node](#).

The input node for this data is the [Spline Resolution Node](#).

Inputs

Curve

Standard geometry input.

Selection

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

Resolution

The number of evaluated points generated for each control point in NURBS and Bézier splines. It controls the accuracy of operations like trimming or sampling a curve. Higher resolutions are more accurate, but slower.

Properties

This node has no properties.

Outputs

Curve

Standard geometry output.

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