

Star Node

The *Star* node generates a poly spline in a star pattern by connecting alternating points of two circles. The points on the inner circle are offset by a rotation so that they lie in between the points on the outer circle. This offset can be changed with the twist input.

Inputs

Points

Number of points on each of the circles.

Inner Radius, Outer Radius

Radii of the two circles on which to place the control points. The inner radius can be larger than the outer radius.

Twist

Angle offset of the inner circle. The twist value rotates the points on the circle corresponding with the inner radius counterclockwise by the given angle.

Properties

This node has no properties.

Outputs

Curve

Poly spline generated from the inputs.

Outer Points

A boolean attribute field with a selection of the points on the *Outer Radius*, which is every other point.

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