Subdivide Curve Node

The *Subdivide Curve* node adds more control points in between existing control points on the curve input. For Bézier and poly splines, the shape of the spline will not be changed at all.

With Bézier curves, this can be used to increase the control on the shape of the curve while still having the higher-level provided by Bézier splines. Unlike the Resample Curve Node, where they are converted to poly splines.

Inputs

Curve

Standard geometry input.

Cuts

The number of control points to create on the segment following each point. When the input is a field, the number of cuts for a segment is determined by the value of the field when evaluated at the previous point.

Properties

This node has no properties.

Outputs

Curve

Standard geometry output.

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