

Curve

Reference

Mode:

Object Mode

Menu:

Object ▸ Convert ▸ Curve

Converts the selected mesh or text object into a curve object.

- **For mesh objects:** Only loose edges (edges not part of any faces) will be included in the conversion.
- **For text objects:** The text is converted into curve outlines, preserving its shape.

The resulting curve will be [Poly Curve](#) by default. To create smooth segments, convert the curve to a [Bézier Curve](#) using [Set Spline Type](#).

Mesh

Reference

Mode:

Object Mode

Menu:

Object ▸ Convert ▸ Mesh

Converts the selected curve, metaball, surface, or text object to a mesh object. The actual defined resolution of these objects will be taken into account in the conversion. Note that it also keeps the faces and volumes created by closed and extruded curves.

Grease Pencil

Reference

Mode:

Object Mode

Menu:

Object ▸ Convert ▸ Grease Pencil

Converts the selected curve, mesh, or text object to a Grease Pencil object, generating strokes that follow the original shape. Basic materials are also created. When multiple objects are selected, they are combined into a single Grease Pencil object.

Keep Original

Keeps the original object by creating a duplicate before conversion.

Thickness

Defines the stroke thickness.

Stroke Offset

Adjusts the offset to separate strokes from filled areas.

Export Faces

Converts mesh faces into filled strokes.

Trace Image to Grease Pencil

Reference

Mode:

Object Mode

Menu:

Object ▶ Convert ▶ Trace Image to Grease Pencil

See [Trace Image to Grease Pencil](#).

Convert to Mesh Plane

Reference**Mode:**

Object Mode

Menu:

Object ▶ Convert ▶ Convert to Mesh Plane

Converts the selected [image empty](#) to a textured mesh plane.

For a description of the options see [Mesh Plane](#).

[Previous](#)
[Rigid Body](#)

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