Quadrilateral Node

The *Quadrilateral* node generates a polygon with four points, with different modes.

Inputs

Width / Bottom Width / Top Width

The X axis size of the shape.

Height

The Y axis size of the shape.

Bottom Height / Top Height

The distance between the bottom or top point and the X axis, in *Kite* mode.

Offset

In *Parallelogram* mode, the relative X difference between the top and bottom edge. In *Trapezoid* mode, the amount to move the top edge in the positive X axis.

Point 1 - 4

Input vectors for the *Points* mode.

Properties

Mode

Rectangle:
Generate a rectangle-shaped curve with a width and a height.

Parallelogram:
Generate a rectangle with an offset for the different X values of the top and bottom edges.

Trapezoid:
Generate a trapezoid-shaped curve with a height, a width for the top and bottom, and an offset.

Kite:
Generate a kite shape with a width, and the top and bottom points distance from the X axis.

Points:
Generate a four point cyclic poly spline by inputting the position vectors directly.

Outputs

Curve

Poly spline generated from the inputs.

Previous
Quadratic Bézier Node

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