

# Spiral Node

The *Spiral* node generates a poly spline in a spiral shape. It can be used to create springs or other similar objects. By default the spiral twists in a clockwise fashion.

## Inputs

### Resolution

Number of points in one rotation of the spiral.

### Rotations

Number of times the spiral makes a full rotation.

### Start Radius, End Radius

Radius of the start point and end point of the spiral. The radius of the spiral changes linearly between the two values over the whole spiral.

### Height

Height of the spiral.

### Reverse

Boolean value that changes the direction from clockwise to counterclockwise when it is enabled.

## Properties

This node has no properties.

## Outputs

### Curve

Poly spline generated from the inputs.

[Previous](#)  
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