

[Skip to content](#)

Quadratic Bézier Node

The *Quadratic Bézier* node generates a poly spline curve from the given control points. The generated shape is a parabola.

Inputs

Resolution

The number of edges on the curve.

Start, Middle, End

Positions of the three control points. The generated curve passes through the two end points, and is tangent to the lines between the middle point and the two end points.

Properties

This node has no properties.

Outputs

Curve

Poly spline generated from the inputs.

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Last updated on 2025-05-10

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