Edge Paths to Curves Node

The *Edge Paths to Curves* node output curves that follow paths across mesh edges.

> See also
>
> This node is meant to use the output of the Shortest Edge Paths Node. It is similar to the Edge Paths to Selection Node, but it creates a curve that follow each path, rather than a selection of every visited edge.

Inputs

Mesh
> Standard mesh input.

Start Vertices
> A selection of the vertices to start at when traveling along the next vertex indices.

Next Vertex Index
> Describes the path to follow at every vertex.

Properties

This node has no properties.

Outputs

Mesh
> Standard curves output.