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Curve to Points Node

The *Curve to Points* node generates a point cloud from a curve.

Inputs

Curve

Standard curve input.

Count

Number of points generated. This input is only available for *Count* mode.

Length

Length of the curve. This input is only available for *Length* mode.

Properties

Mode

Evaluated:

Creates points from the curve's evaluated points based on the resolution attribute for NURBS and Bézier splines. This mode will generally
the fastest, since the second step of sampling equal lengths is not necessary.

Count:

Sample each spline by evenly distributing the specified number of points.

Length:

Sample each spline by splitting it into segments with specified length. The length will be rounded down so that a whole number of samples w
fit in each input spline. To counteract jumping when the length of the spline changes, the Trim Curve Node can be used with a multiple of th
length.

Outputs

Points

Generated point cloud.

Tangent

The normalized curve tangent at the sampled position, or the direct evaluated normal in *Evaluated* mode.

Normal

The normal value from the evaluated curve at each result point. This is the same value from the Normal Node at those positions.

Rotation

The Euler rotation build from the *Tangent* and *Normal* outputs, for convenience.

Previous
Curve to Mesh Node

Made with Furo
Last updated on 2025-05-10

N
Curves to Grease Pencil No

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