Set Curve Normal Node

The *Set Curve Normal* controls the method used to calculate curve normals for every curve.

The node doesn't set the normals directly, those are calculated later as necessary. Combined with the tilt attribute value at each control point, this will define the final normals accessible with the Normal Node.

Internally this node adjusts the values of the `normal_mode` attribute on each curve.

Inputs

Curve

Standard geometry input, containing curves.

Selection

Whether or not to change the value on each curve.

Normal

Input for the custom normal attribute (`custom_normal`) when using *Free* mode.

Properties

Mode

The method for evaluation of the curve's normals

Minimum Twist:

The final normals are calculated to have the smallest twist around the curve tangent across the whole curve.

Z-Up:

The final normals are calculated so that they are perpendicular to the Z axis and the tangent. If a series of points is vertical, the X axis is use

Free:

Use the stored custom normal attribute (`custom_normal`) as the final normals.

This mode adds a *Normal* input that can be used to set the value of the custom normal.

> Note
>
> Custom normals are not rotation invariant, meaning normals must be set **after** any rotation transformations; i.e. at the end of the node tree or at the bottom of the modifier stack.

Outputs

Curve

Standard geometry output.

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Made with Furo
Last updated on 2025-05-10

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