Mesh to Curve Node

The *Mesh to Curve* node turns each string of connected mesh edges into a poly spline. Whenever two or more strings cross each other, the splines will be split.

Loose vertices are ignored – they will not be turned into single-point splines.

Attributes, both named and unnamed ones, are transferred to the resulting splines. If there is a `radius` attribute, it will be applied as such, although you may find it more convenient to use the Set Curve Radius Node for this.

Inputs

Mesh

Standard mesh input.

Selection

A field input evaluated on the edge domain to determine whether each edge will be included in the result.

> Tip
>
> Using this input is more efficient than deleting parts of the geometry before or after the conversion.

Properties

This node has no properties.

Outputs

Curve

Generated curve.