

[Skip to content](#)

Curves Handle Type Items

FREE:

Free.

The handle can be moved anywhere, and doesn't influence the point's other handle.

AUTO:

Auto.

The location is automatically calculated to be smooth.

VECTOR:

Vector.

The location is calculated to point to the next/previous control point.

ALIGN:

Align.

The location is constrained to point in the opposite direction as the other handle.

[Previous](#)

[Curves Type Items](#)

[Report issue on this page](#)

Copyright © Blender Authors

Made with [Furo](#)

[Next](#)
[Curve Normal Mode Items](#)