

# 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.

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Last updated on 2025-05-10

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