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**Q: How do I use taper in a bend node?**

**A:**

To use the taper option in a bend node, we can start by making the network pane geometry from objects and adding a box node. Then, add the bend node to the network pane and connect the output of the box node to the input of the bend node. Increase the axis divisions in the parameter pane of the box node by about 16 for the x, y, and z-axes. Now click on the bend node to automatically change the parameter pane for the bend node, and scroll down to the section called a "taper," which resizes the geometry along its length. To utilize the taper, activate it by clicking the checkbox in the taper section, and then make changes to mode, taper, squish and squish pivot, and ramp. These capabilities can be used to make changes in the viewer's pane. Change the taper value to 1, the squish value to 0.22, and the squish pivot value to 0.237 to generate an object similar to the one seen below in the viewer's pane. In the bend node's parameters pane, we may alter the capture region even more.

