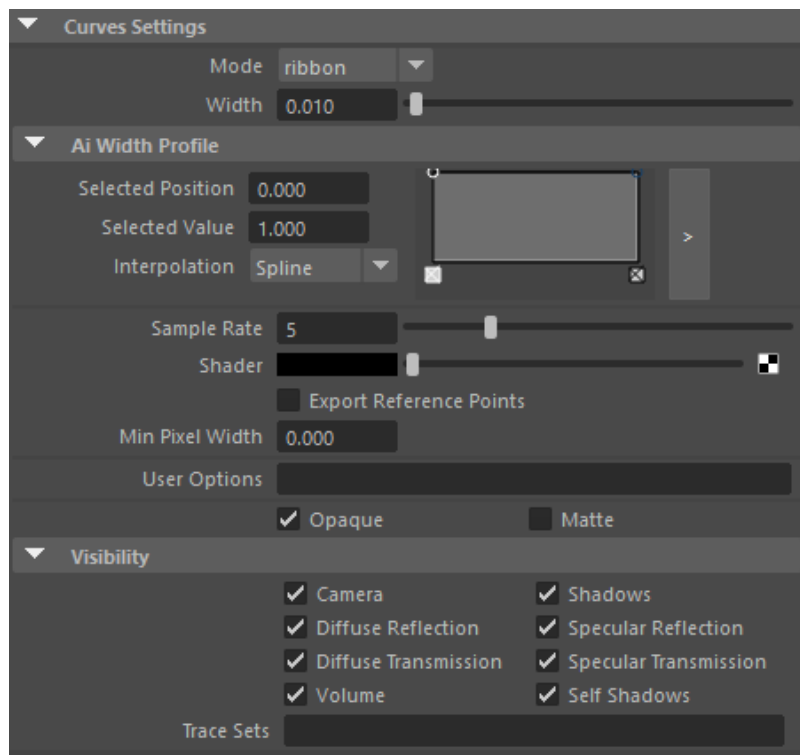


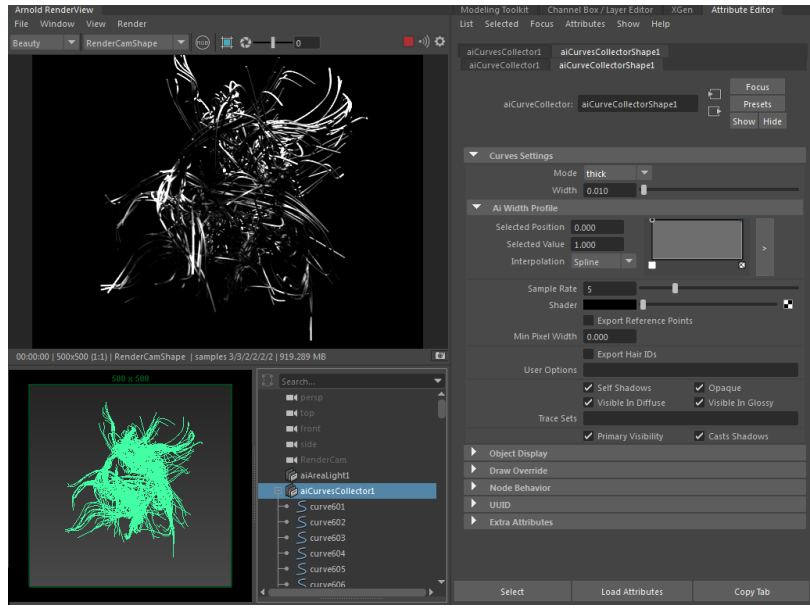
Curve Collector



The *Curve Collector* gives you a simple way to translate several NURBS curves into one curve node (for increased performance). It allows you to have a single control for all of the curve's attributes (width, etc.), under one node.

 More information about curve attributes can be found [here](#).

An example scene using a *Curve Collector* node can be found [here](#).



Curves grouped under Curve Collector node