

## 12.1.47 Editors - Geometry Nodes Editor - Header - Add Menu - Hair - Utility

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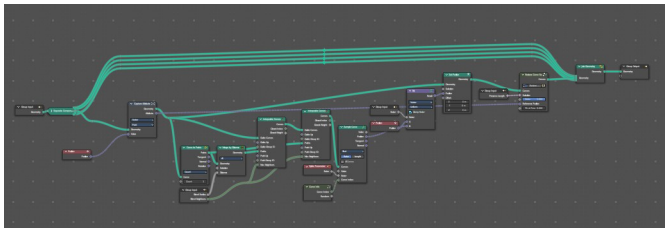
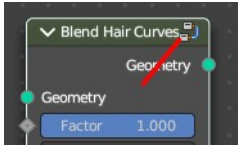
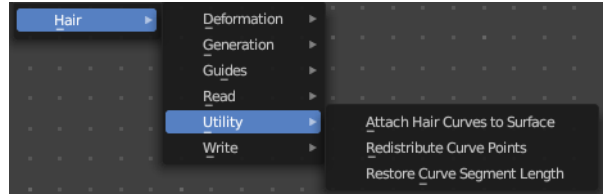
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## Add menu - Hair - Utility

Hair nodes are, different from the other nodes in the add menu, groups of nodes. And not single nodes. You can enter the node tree by clicking at the icon up right. Tab to leave the node tree. And you can of course also edit the node tree.



## Attach Hair Curves to Surface

Attaches hair curves to a surface mesh.

### Input

#### **Geometry**

The input geometry.

#### **Surface Object**

A surface object to attach to. It needs to have matching transforms.

#### **Surface**

Surface geometry to attach hair curves to.

#### **Surface UV Map**

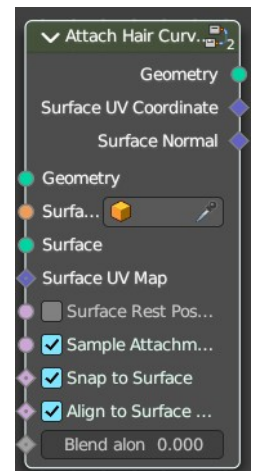
Surface UV Map used to attach hairs to.

#### **Surface Rest Position**

Set the surface into rest position before attachment.

#### **Sample Attachment UV**

Sample the surface UV mapp at the attachment point.



## ***Snap to Surface***

Snap the root of the curve to the closest surface point.

## ***Align to Surface Normal***

Align the curves to surface normals. Needs a guide as reference.

## ***Blend along Curve***

Blend deformation along each curve from the root.

## **Output**

### ***Geometry***

The output geometry.

### ***Surface UV Coordinate***

Surface UV Coordinate at the attachment point.

### ***Surface Normal***

Surface Normal at the attachment point.

## **Redistribute Curve Points**

Redistributes existing control points evenly along each curve.

## **Input**

### ***Curves***

The input curve.

### ***Factor***

Factor to blend overall effect.

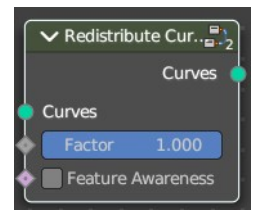
### ***Feature Awareness***

Use simple feature awareness to keep feature definition.

## **Output**

### ***Curves***

The output curves.



## Restore Curve Segment Length

### Input

#### **Curves**

The input curve.

#### **Selection**

A selection of the input curve.

#### **Factor**

Factor to blend overall effect.

#### **Reference Position**

Reference position before deformation.

#### **Pin at Parameter**

Pin each curve at a certain point for the operation.

### Output

#### **Curves**

The output curves.

