

# 12.1.48 Editors - Geometry Nodes Editor - Header - Add Menu - Hair - Write

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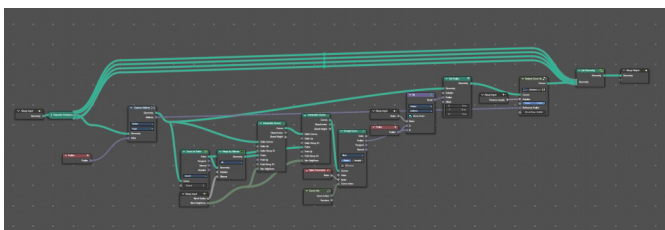
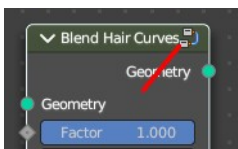
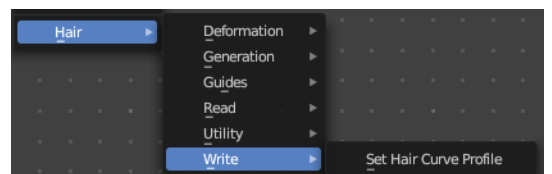
## Detailed table of content

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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.



## Set Hair Curve Profile

Set the radius attribute of hair curves according to a profile shape.

### Input

#### **Geometry**

The input geometry.

#### **Replace Radius**

Replace the original radius.

#### **Radius**

Base radius to be set when replace radius is enabled.

#### **Shape**

Shape of the radius along the curve.

#### **Factor Min**

Factor of the radius at the minimum.

#### **Factor Max**

Factor of the radius at the maximum.

### Output

#### **Geometry**

The output geometry.

