

12.1.46 Editors - Geometry Nodes Editor - Header - Add Menu - Hair - Guides

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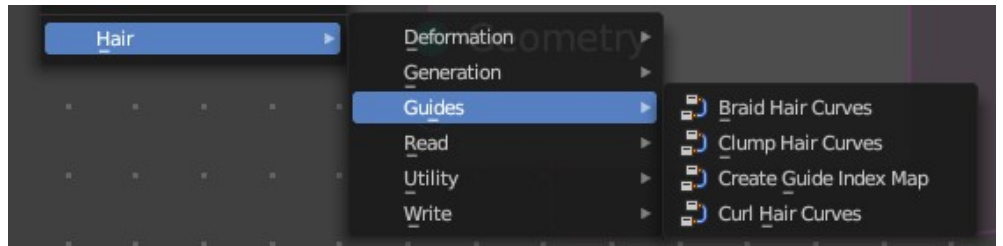
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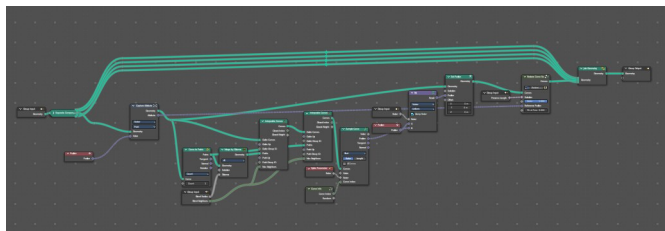
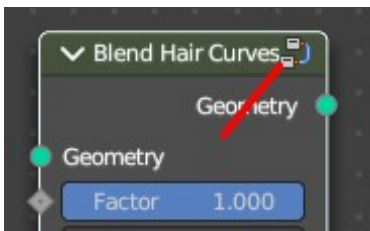
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Add menu - Hair - Guides

Hair nodes are Node Groups found in the Essentials Library included with Bforartists. They differ from the other nodes in the add menu due to being mid level node groups instead of individual low level 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.



Braid Hair Curves

Deforms existing hair curves into braids.

Input

Geometry

The input geometry.

Guide Index

Index map input. This input has priority.

Guide Distance

Minimum distance between two guides for new guide map.

Guide Mask

Mash for which curve are eligible to be selected as guides.

Existing Guide Map

Use the existing guide map attribute if available

Factor

Factor to blend overall effect.



Subdivision

Subdivision level applied before deformation.

Braid Start

Where to start to blend deformation in percent from the root.

Radius

Overall radius of the braids.

Shape

Shape of the braid radius along each curve.

Factor Min

Minimum radius of the braid.

Factor Max

Maximum radius of the braid.

Frequency

Frequency factor of the braids.

Thickness

Thickness of the braids.

Thickness Shape

Shape adjustment of the strand thickness for the braids.

Shape Assymetry

Asymetry of the shape adjustment of the strand thickness.

Flare Length

Length of the flare at the end of the braid.

Flare Opening

Opening radius of the flare at the tip of the braid.

Hair Tie Object

Object used for the hair tie instance.

Hair Tie

Geometry used for the hair tie instance. This has priority.

Hair Tie Scale

Scale of the hair tie instance.

Output

Geometry

The output geometry.

Guide Index

The guide index map that was used for the operation.

Flare Parameter

Parameter between 0 and 1 along the flare.

Strand Index

Index of the strand within a braid that each curve belongs to.

Clump Hair Curves

Clumps together existing hair curves.

Input

Geometry

The input geometry.

Guide Index

Index map input. This input has priority.

Guide Distance

Minimum distance between two guides for new guide map.

Guide Mask

Mash for which curve are eligible to be selected as guides.

Existing Guide Map

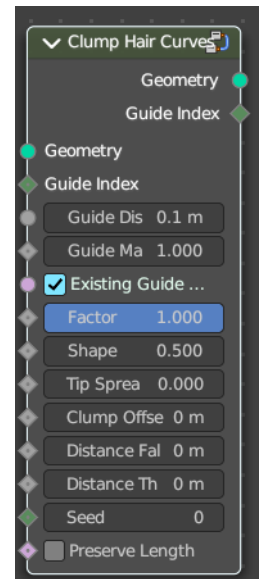
Use the existing guide map attribute if available.

Factor

Factor to blend overall effect.

Shape

Shape of the influence along curves. 0 means constant. 0.5 means linear.



Tip Spread

Distance of random spread at the curve tips

Clump Offset

Offset of clump in a random direction.

Distance Falloff

Falloff distance for the clumping effect. 0 means no falloff.

Distance Threshold

Distance threshold for the clumping effect. 0 means no falloff.

Preserve Length

Preserve the length of each curve during deformation.

Output

Geometry

The output geometry.

Guide Index

The guide index map that was used for the operation.

Create Guide Index Map

Creates an attribute that maps each curve to its nearest guide via index.

Input

Geometry

The input geometry.

Guides

Index map input. This input has priority.

Guide Distance

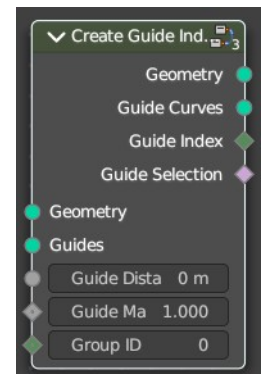
Minimum distance between two guides for new guide map.

Guide Mask

Mask for which curve are eligible to be selected as guides.

Group ID

The id that is used to group curves together for guide map creation.



Output

Geometry

The output geometry.

Guide Curves

The output guides

Guide Index

The guide index map that was used for the operation.

Guide Selection

The output guide selection.

Curl Hair Curves

Deform existing hair curves into curls.

Input

Geometry

The input geometry.

Guide Index

Index map input. This input has priority.

Guide Distance

Minimum distance between two guides for new guide map.

Guide Mask

Mash for which curve are eligible to be selected as guides.

Existing Guide Map

Use the existing guide map attribute if available.

Factor

Factor to blend overall effect.

Subdivision

Subdivision level applied before deformation.



Curl start

Radius

Factor Start

Form where to blend deformation in percent, starting from the root.

Factor End

Factor for the radius at the curl end.

Frequency

Frequency factor of the curls.

Random Offset

Amount of random offset per curve.

Seed

Random seed for the operation.

Output

Geometry

The output geometry.