12.1.47 Editors - Geometry Nodes Editor - Header - Add Menu - Hair - Read

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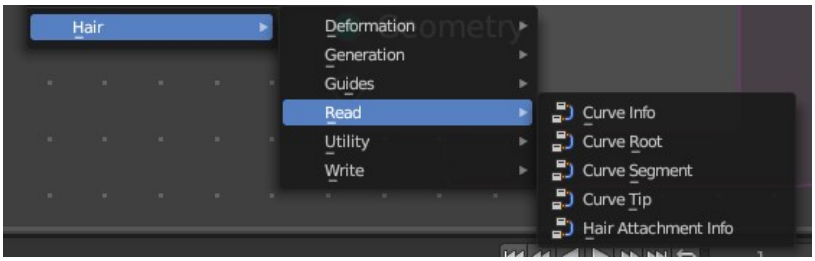
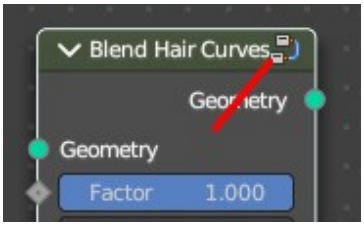
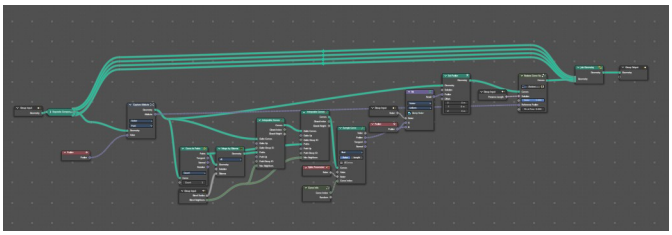
Add menu - Hair - Read

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.



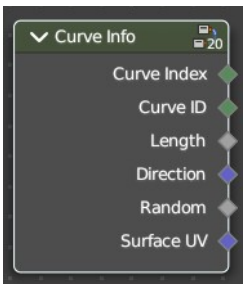
You can enter the node tree by clicking at the icon up right. Tab to leave the node tree. And you can of course also edit the node tree.





Curve Info

Reads information about each curve.



Output

Curve Index

Index of each curve.

Curve ID

ID of each curve.

Length

Length of each curve.

Direction

Direction of each curve.

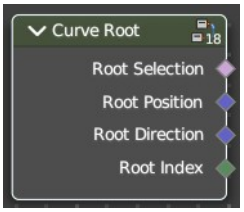
Random

Random Vector of each curve.

Surface UV

Attachment surface UV coordinate of each curve.

Curve Root



Reads information about the root point of each curve.

Output

Root Selection

Boolean selection of curve root points.

Root Position

The position of a root point of a curve.

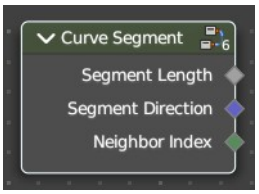
Root Direction

Direction of the root segment of a curve.

Root Index

Index of the root point of a curve.

Curve Segment



Reads the information of the curve segment before the current point.

Output

Segment Length

Length of the segment

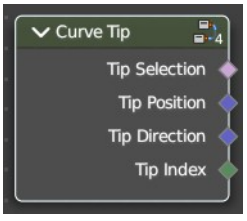
Segment Direction

Direction of the segment

Neighbor Index

Index of the neighbouring point on segment.

Curve Tip



Reads information about the tip point of each curve.

Output

Tip Selection

Boolean selection of the tip points.

Tip Position

Position of the tip point of a curve.

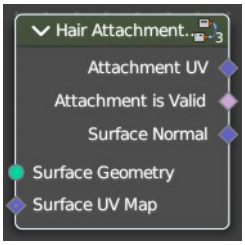
Tip Direction

Direction of the segment of the tip point of a curve.

Tip Index

Index of the tip point of a curve.

Hair Attachment Info



Reads attatchment information regarding a surface mesh.

Input

Surface Geometry

Surface geometry of the curve attachment.

Surface UV Map

Surface UV map used for attachment.

Output

Attachment UV

Surface attachment UV coordinate stored on each curve.

Attachment is Valid

Is the attached UV coordinate valid?

Surface Normal

The normal direction of the surface mesh at the attachment point.