

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

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### Detailed table of content

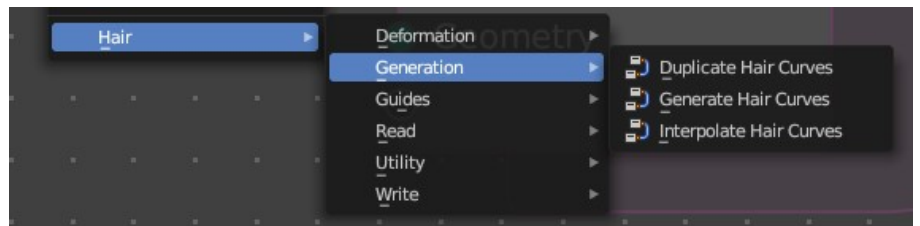
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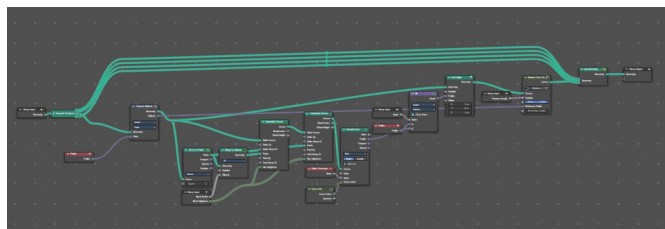
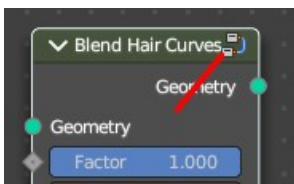
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## Add menu - Hair - Generation

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.



## Duplicate Hair Curves

Duplicates hair curves a certain amount of times in the given radius.

### Input

#### **Geometry**

The input geometry.

#### **Amount**

Amount of duplication per curve.

#### **Viewport Amount**

How much percent is used in the viewport.

#### **Radius**

The radius in which the duplicate curves are offset from the guides.

#### **Distribution Shape**

Shape of distribution from center to the edge around the guide.

#### **Tip Roundness**

Offset of the curves to round the tip.

#### **Even Thickness**

Keep an even thickness of the distribution of duplicates.

#### **Seed**

Random seed for the operation.

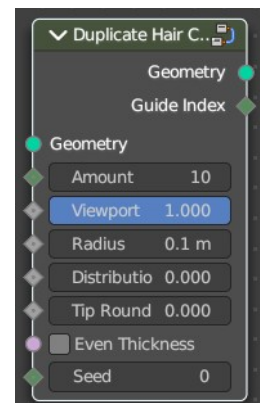
### Output

#### **Geometry**

The output geometry.

#### **Guide Index**

The guide index map that was used for the operation.



## Generate Hair Curves

Generates new hair curves on a surface mesh.

### Input

#### **Surface**

The surface to generate the hairs on.

#### **Surface Object**

A surface object to generate the hairs on.

#### **Surface UV map**

Surface UV map used for attachment.

#### **Surface Rest Position**

Set the surface mesh into its rest position before attachment.

#### **Hair Length**

Length of the generated hair curves.

#### **Hair Material**

The material for the hair curves.

#### **Control Points**

Amount of control points for the generated hair curves.

#### **Poisson Disk Distribution**

Use Poisson Disk distribution to keep a minimum distance between the hair curves.

#### **Density**

How dense the generated hair curves are.

#### **Density Mask**

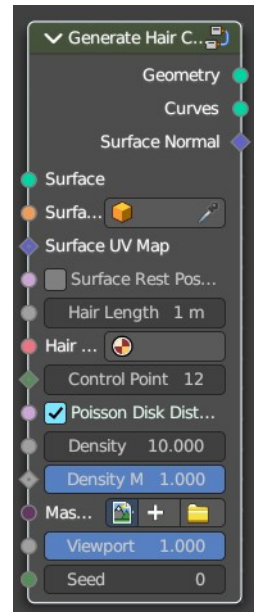
Factor for the density of generated hair curves.

#### **Mask Texture**

Discard points based on a mask texture after distribution. This mask can be loaded here.

#### **Viewport Amount**

How dense the generated hair curves are displayed in the viewport.



## **Seed**

Random seed for operation.

## **Output**

### **Geometry**

The output geometry.

### **Curves**

The output curves.

### **Surface Normal**

The surface normals.

## **Interpolate Hair Curves**

Interpolates existing guide curves on a surface.

## **Input**

### **Guide Curves**

Input guide curves.

### **Surface Geometry**

The surface geometry to generate the hairs on.

### **Surface Object**

A surface object to generate the hairs on.

### **Surface UV map**

Surface UV map used for attachment.

### **Surface Rest Position**

Set the surface mesh into its rest position before attachment.

### **Follow Surface Normal**

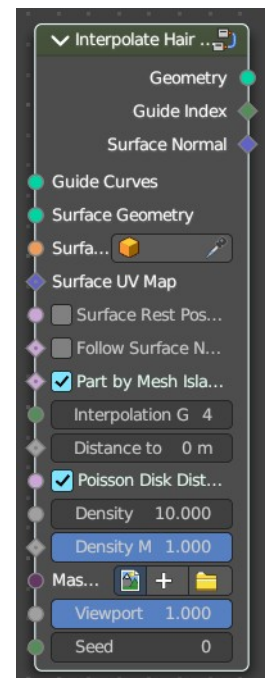
Align the interpolated curves to the surface normal.

### **Part by Mesh Islands**

Use mesh islands of the surface geometry for painting.

### **Interpolation Guides**

Amount of guides to be used for interpolation per curve.



### ***Distance to Guides***

Distance around each guide to spawn interpolated curves.

### ***Poisson Disk Distribution***

Use Poisson Disk distribution to keep a minimum distance between the hair curves.

### ***Density***

How dense the generated hair curves are.

### ***Density Mask***

Factor for the density of generated hair curves.

### ***Mask Texture***

Discard points based on a mask texture after distribution. This mask can be loaded here.

### ***Viewport Amount***

How dense the generated hair curves are displayed in the viewport.

### ***Seed***

Random seed for operation.

## **Output**

### ***Geometry***

The output geometry.

### ***Guide Index***

The output curves.

### ***Surface Normal***

The surface normals.