

12.1.48 Editors - Geometry Nodes Editor - Header - Add Menu - Hair - Utility

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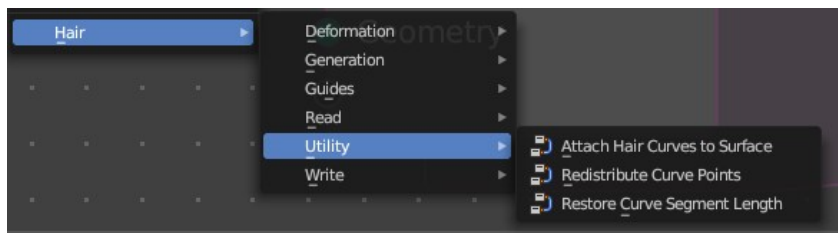
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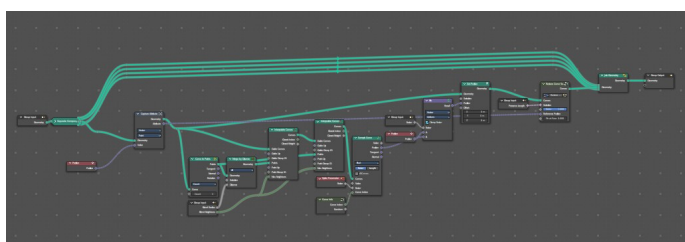
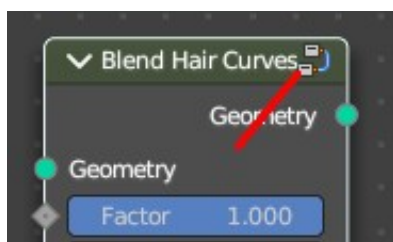
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Add menu - Hair - Utility

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.



Attach Hair Curves to Surface

Attaches hair curves to a surface mesh.

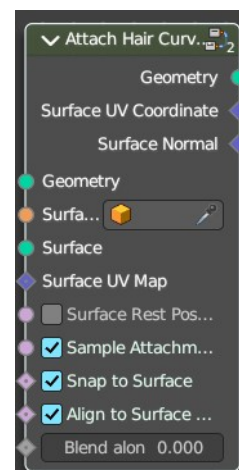
Input

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 map 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.

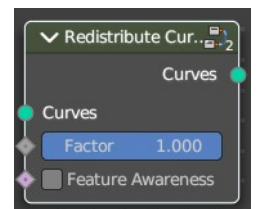
Input

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.

