

12.1.49 Editors - Geometry Nodes Editor - Header - Add Menu - Hair - Write

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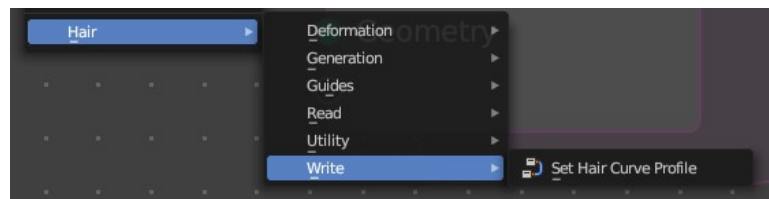
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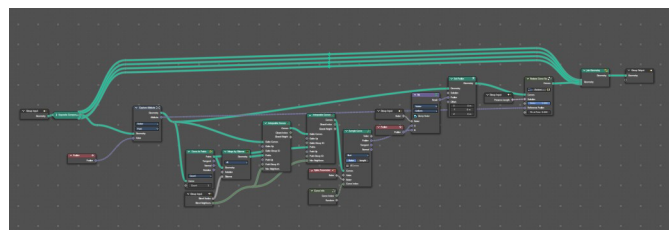
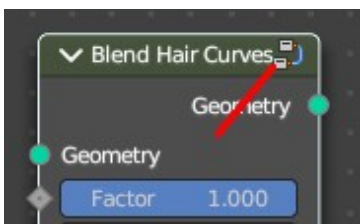
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Add menu - Hair - Utility

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.



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.

