

12.1.62 Editors - Geometry Nodes Editor - Header - Add Menu - Geometry Nodegroups - Hair - Generation

Table of content

Detailed table of content.....	1
Add menu - Hair - Generation.....	2
Duplicate Hair Curves.....	3
Generate Hair Curves.....	4
Interpolate Hair Curves.....	5

Detailed table of content

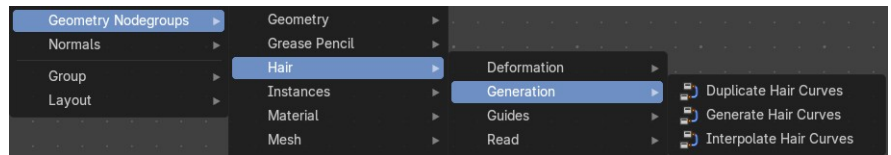
Table of content

Detailed table of content.....	1
Add menu - Hair - Generation.....	2
Duplicate Hair Curves.....	3
Input.....	3
Geometry.....	3
Amount.....	3
Viewport Amount.....	3
Radius.....	3
Distribution Shape.....	4
Tip Roundness.....	4
Even Thickness.....	4
Seed.....	4
Output.....	4
Geometry.....	4
Guide Index.....	4
Generate Hair Curves.....	4
Input.....	4
Surface.....	4
Surface Object.....	4
Surface UV map.....	4
Surface Rest Position.....	4
Hair Length.....	5
Hair Material.....	5
Control Points.....	5
Poisson Disk Distribution.....	5
Density.....	5
Density Mask.....	5
Mask Texture.....	5
Viewport Amount.....	5
Seed.....	5
Output.....	5
Geometry.....	5
Curves.....	5

Surface Normal.....	5
Interpolate Hair Curves.....	5
Input.....	6
Guide Curves.....	6
Surface Geometry.....	6
Surface Object.....	6
Surface UV map.....	6
Surface Rest Position.....	6
Follow Surface Normal.....	6
Part by Mesh Islands.....	6
Interpolation Guides.....	6
Distance to Guides.....	6
Poisson Disk Distribution.....	6
Density.....	6
Density Mask.....	6
Mask Texture.....	6
Viewport Amount.....	7
Seed.....	7
Output.....	7
Geometry.....	7
Guide Index.....	7
Surface Normal.....	7

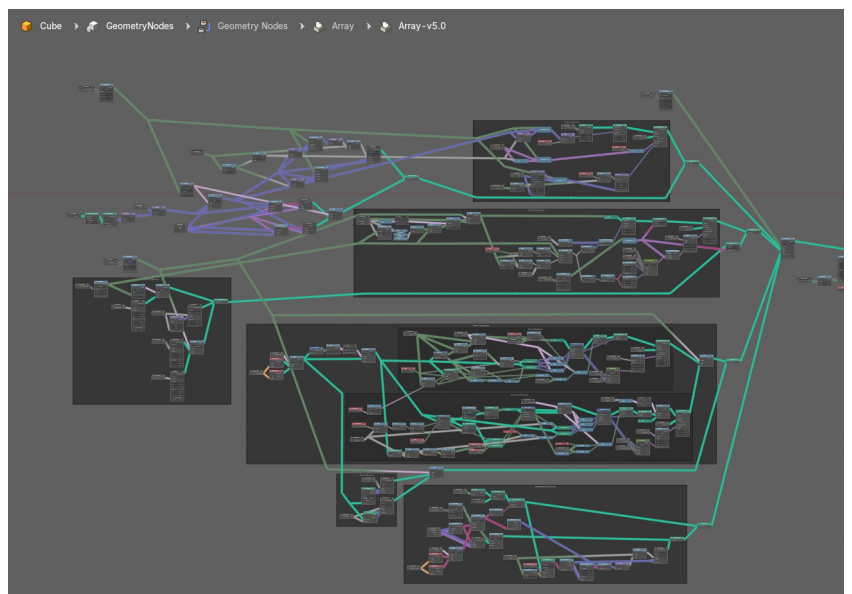
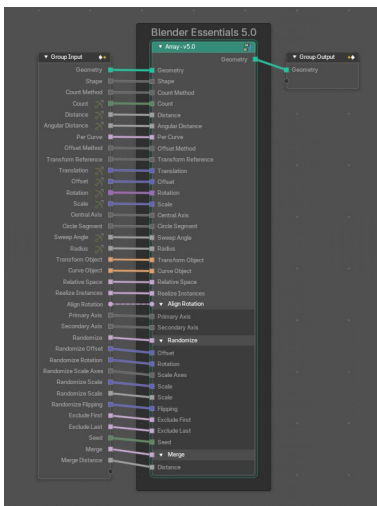
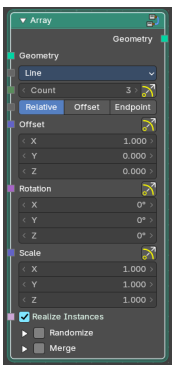
Add menu - Hair - Generation

The nodes in this submenu are node groups. They use the regular single nodes under the hood.

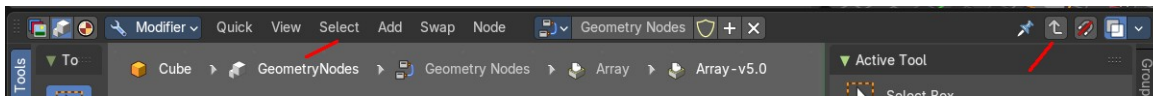


It is virtually impossible to document these nodes in detail. So we will just list them.

When you double click the header, then you will enter the first level of the group. When you then press tab, or click again at the header, then you will reach the single nodes.



To leave the group you can use the breadcrumb up left in the header. These breadcrumbs are clickable. Or the Parent Node Tree button up right in the header.



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

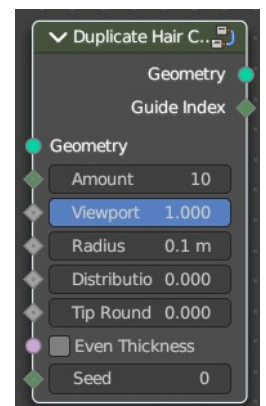
Offset of the curves to round the tip.

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

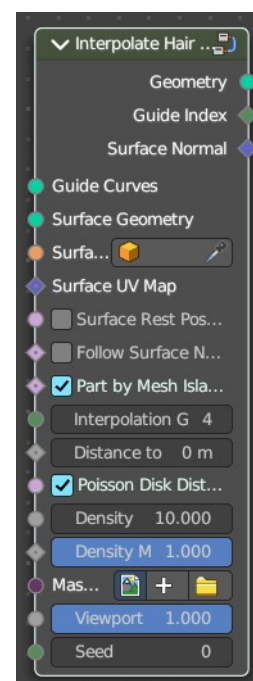
The surface geometry to generate the hairs on.

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.