

12.1.65 Editors - Geometry Nodes Editor - Header - Add Menu - Geometry Nodegroups - Hair - Utility

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Detailed table of content

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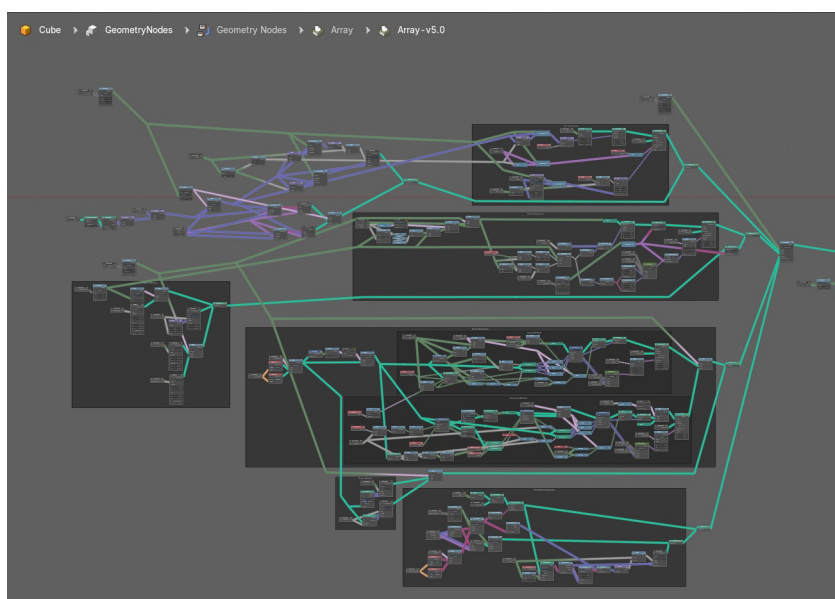
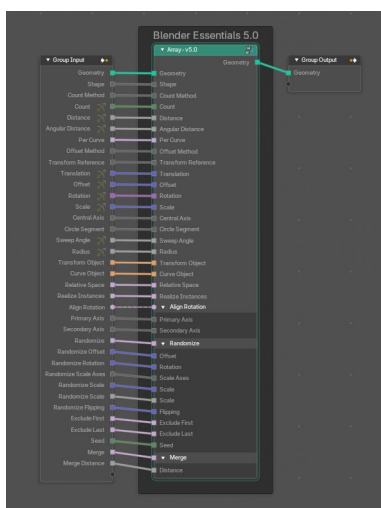
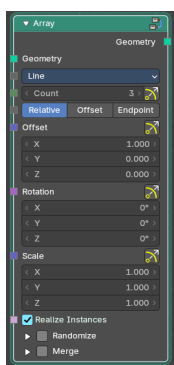
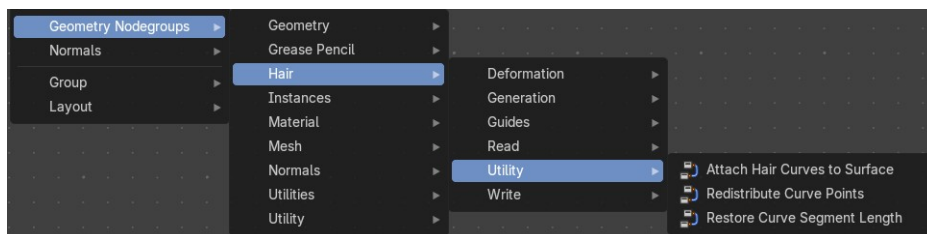
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Add menu - Hair - Utility

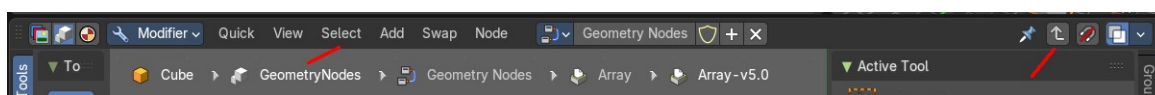
The nodes in this submenu are node groups. They use the regular single nodes under the hood.

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.



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 mapp 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

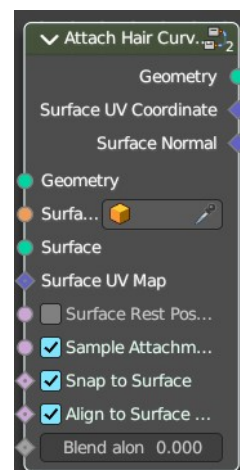
The output geometry.

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

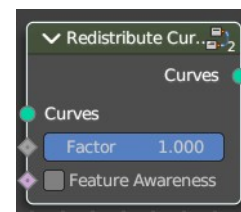
The input curve.

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

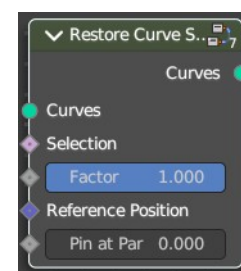
Factor to blend overall effect.

Reference Position

Reference position before deformation.

Pin at Parameter

Pin each curve at a certain point for the operation.



Output

Curves

The output curves.

