

26.9.7 Editors - Geometry Nodes Editor - Header - Add Menu - Hair - Generation modifier

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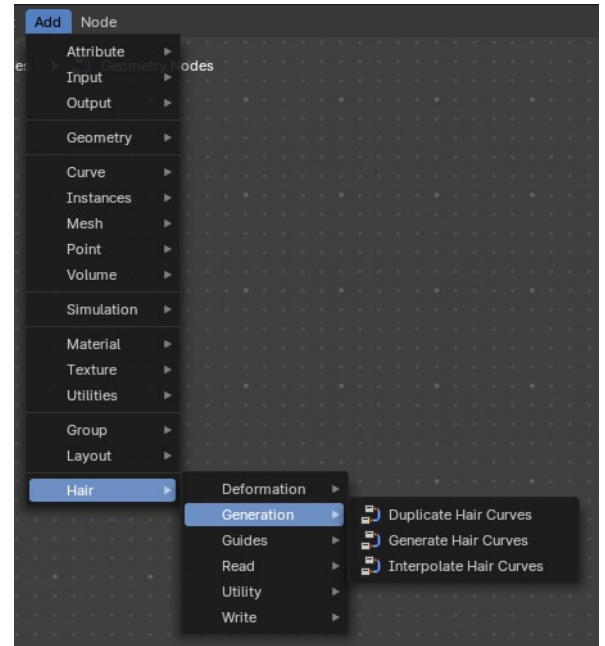
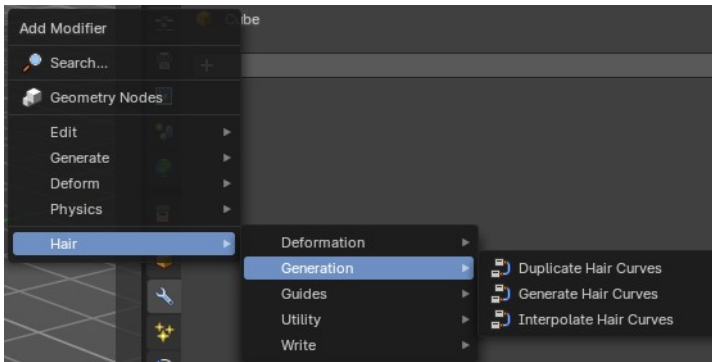
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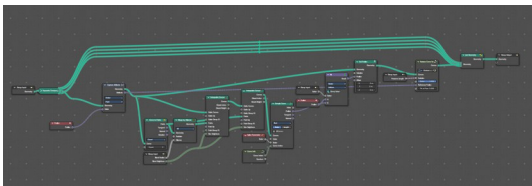
Hair - Generation modifier



Hair nodes are Geometry 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.

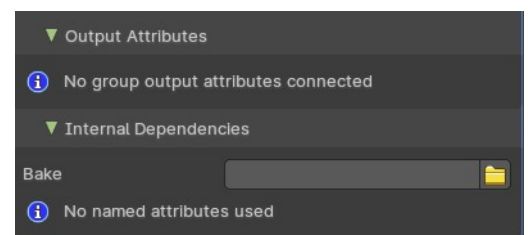
These hair nodes are also available as Modifiers. And this modifier adds the same node group as you would do it in the geometry node editor. Which means you can control these node groups in the modifier stack now instead of the geometry node editor.

Note that hair curves is usually a mesh only functionality. But shows for all other object types too.



General functionality

All Hair nodes have an Output Attributes and Internal dependencies tab. If the hair node has output attributes or internal dependencies depends of the hair node.



Output Attributes

Contains group output attributes in case the node group has any. It is usually the output of the nodes besides the geometry.

Internal Dependencies

Bake

Define a bake name and a bake folder.

TODO: find out how this is meant to work.

Named Attributes

Named attributes of the hair node group in case the group has any.

Duplicate Hair Curves

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

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 Attributes

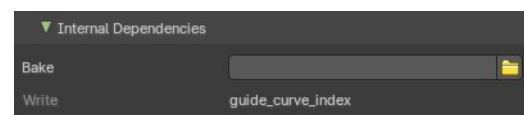
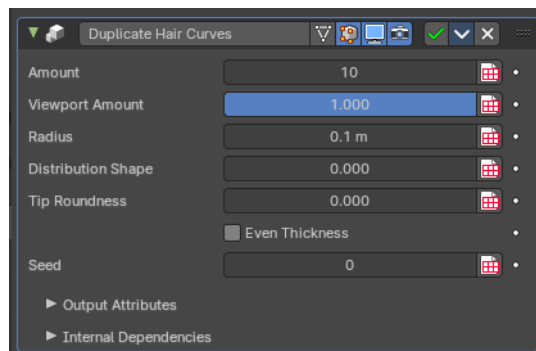
Guide Index

The guide index map that was used for the operation.

Internal Dependencies

Named Attribute

Write attribute with name `guide_curve_index`



Generate Hair Curves

Generates new hair curves on a surface mesh.

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

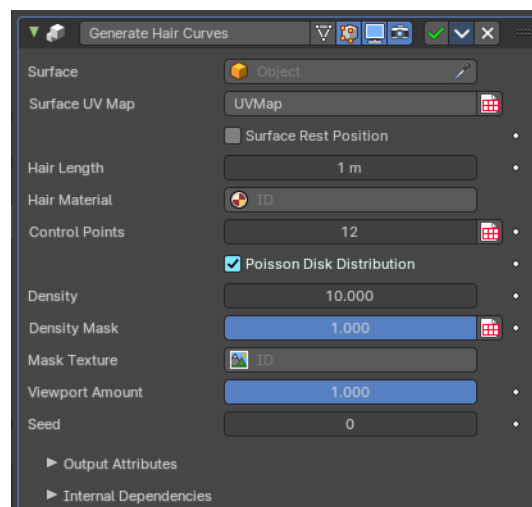
Factor for the density of generated hair curves.

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.



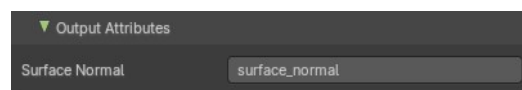
Seed

Random seed for operation.

Output Attributes

Surface Normal

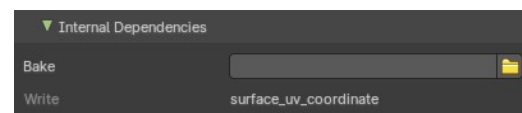
The surface normals.



Internal Dependencies

Named Attribute

Write attribute with name surface_uv_coordinate



Interpolate Hair Curves

Interpolates existing guide curves on a surface.

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

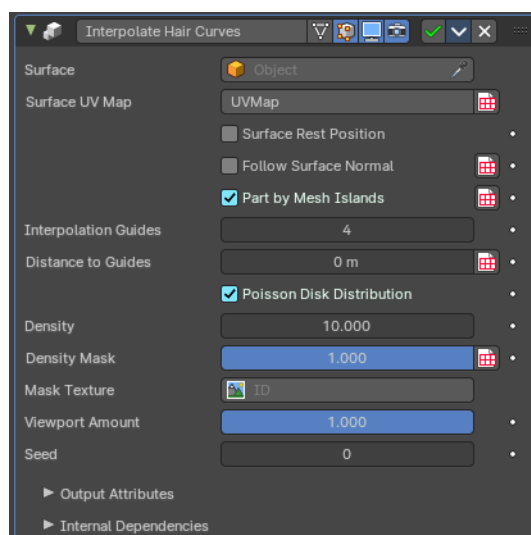
Amount of guides to be used for interpolation per curve.

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 Attributes

Guide Index

The output curves.



Surface Normal

The surface normals.

Internal Dependencies

Named Attribute

Read and Write attribute with name `surface_uv_coordinate`

