



26.9.8 Editors - Geometry Nodes Editor - Header - Add Modifier Menu - Hair - Guides modifiers

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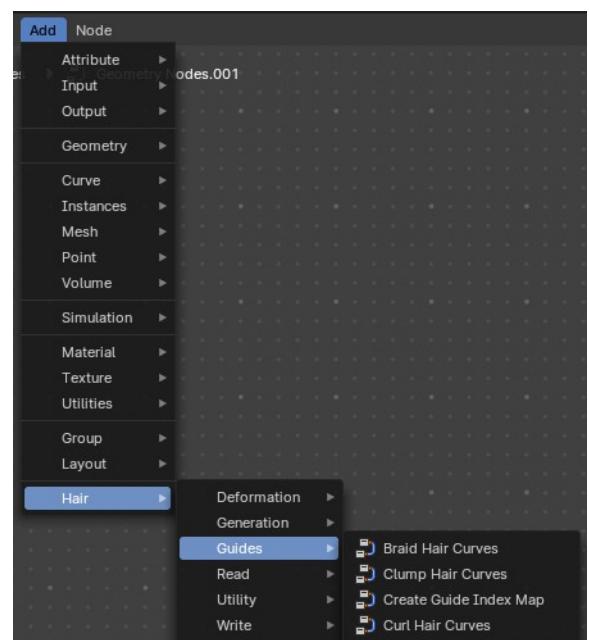
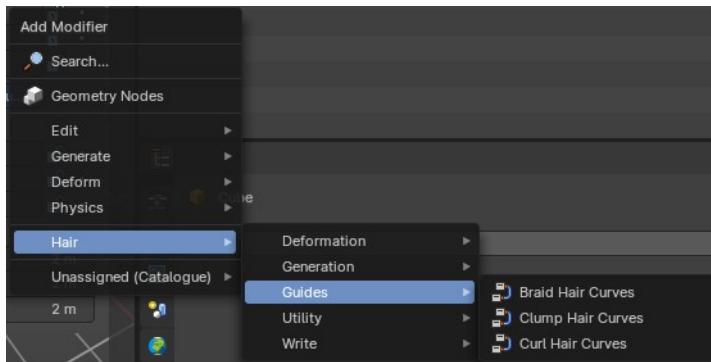
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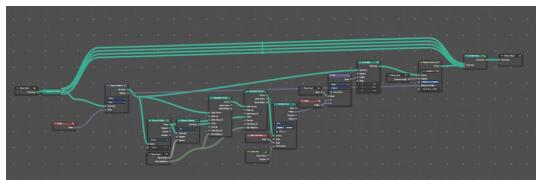
Hair - Guides modifiers



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.

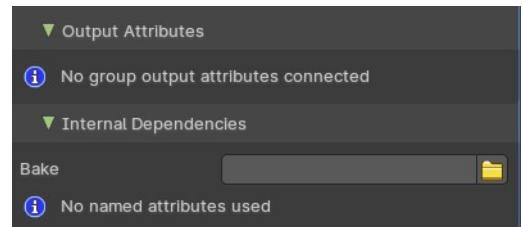
These hair nodes are also available as Modifiers. And this modifier adds the same node group as you would do it in the geometry node editor. Which means you can control these node groups in the modifier stack now instead of the geometry node editor.

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.

Braid Hair Curves

Deforms existing hair curves into braids.

Guide Distance

Minimum distance between two guides for new guide map.

Guide Mask

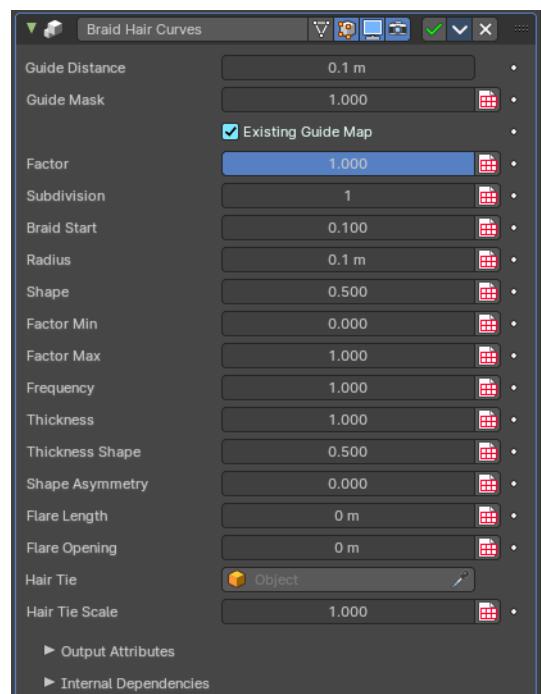
Mash for which curve are eligible to be selected as guides.

Existing Guide Map

Use the existing guide map attribute if available

Factor

Factor to blend overall effect.



Subdivision

Subdivision level applied before deformation.

Braid Start

Where to start to blend deformation in percent from the root.

Radius

Overall radius of the braids.

Shape

Shape of the braid radius along each curve.

Factor Min

Minimum radius of the braid.

Factor Max

Maximum radius of the braid.

Frequency

Frequency factor of the braids.

Thickness

Thickness of the braids.

Thickness Shape

Shape adjustment of the strand thickness for the braids.

Shape Assymetry

Asymmetry of the shape adjustment of the strand thickness.

Flare Length

Length of the flare at the end of the braid.

Flare Opening

Opening radius of the flare at the tip of the braid.

Hair Tie Object

Object used for the hair tie instance.

Hair Tie

Geometry used for the hair tie instance. This has priority.

Hair Tie Scale

Scale of the hair tie instance.

Output Attributes

Guide Index

The guide index map that was used for the operation.

Flare Parameter

Parameter between 0 and 1 along the flare.



Strand Index

Index of the strand within a braid that each curve belongs to.

Internal Dependencies

Named Attribute

Read and Write attribute with name guide_curve_index

Clump Hair Curves

Clumps together existing hair curves.

Guide Distance

Minimum distance between two guides for new guide map.

Guide Mask

Mash for which curve are eligible to be selected as guides.

Existing Guide Map

Use the existing guide map attribute if available.

Factor

Factor to blend overall effect.

Shape

Shape of the influence along curves. 0 means constant. 0.5 means linear.

Tip Spread

Distance of random spread at the curve tips

Clump Offset

Offset of clump in a random direction.

Distance Falloff

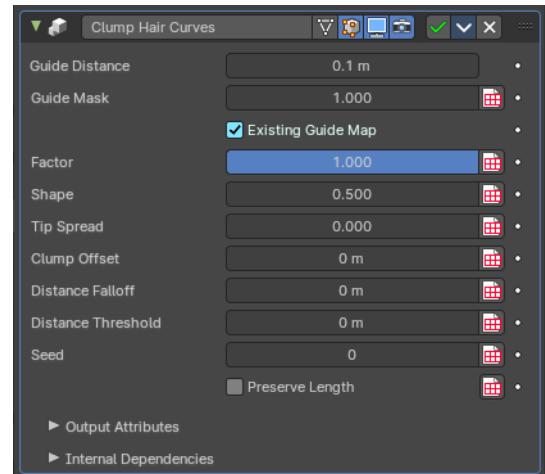
Falloff distance for the clumping effect. 0 means no falloff.

Distance Threshold

Distance threshold for the clumping effect. 0 means no falloff.

Preserve Length

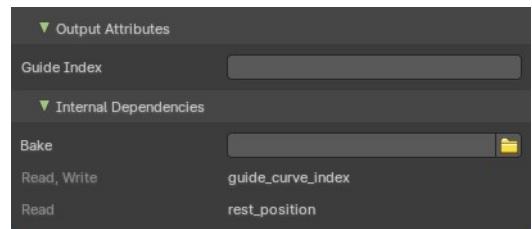
Preserve the length of each curve during deformation.



Output Attributes

Guide Index

The guide index map that was used for the operation.



Flare Parameter

Parameter between 0 and 1 along the flare.

Strand Index

Index of the strand within a braid that each curve belongs to.

Internal Dependencies

Named Attribute

Read and Write attribute with name `guide_curve_index`

Read attribute with name `rest_position`

Curl Hair Curves

Deform existing hair curves into curls.

Guide Distance

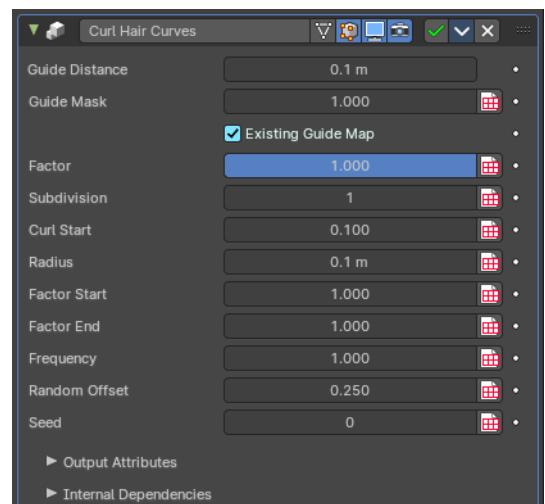
Minimum distance between two guides for new guide map.

Guide Mask

Mash for which curve are eligible to be selected as guides.

Existing Guide Map

Use the existing guide map attribute if available.



Factor

Factor to blend overall effect.

Subdivision

Subdivision level applied before deformation.

Curl start

The curl start point.

Radius

The curl radius.

Factor Start

Form where to blend deformation in percent, starting from the root.

Factor End

Factor for the radius at the curl end.

Frequency

Frequency factor of the curls.

Random Offset

Amount of random offset per curve.

Seed

Random seed for the operation.

Output

Geometry

The output geometry.

Output Attributes

Guide Index

The guide index map that was used for the operation.

Internal Dependencies



Named Attribute

Read and Write attribute with name `guide_curve_index`