



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

### Table of content

Detailed table of content.....	1
Hair - Guides modifiers.....	3
General functionality.....	3
Braid Hair Curves.....	4
Clump Hair Curves.....	6
Curl Hair Curves.....	7

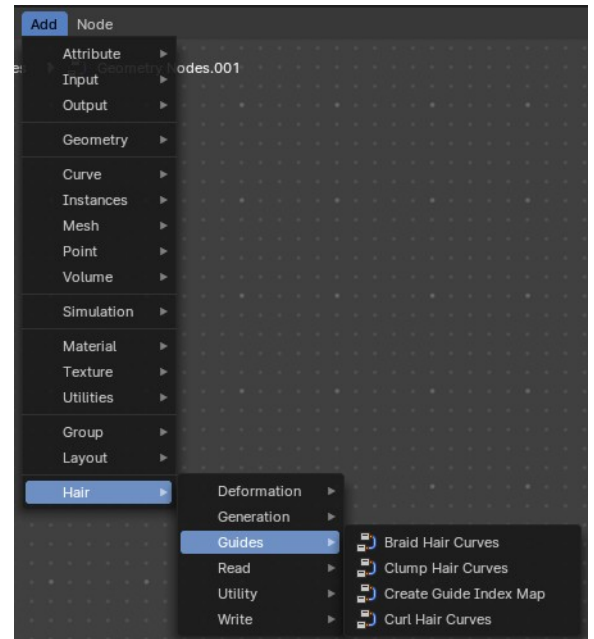
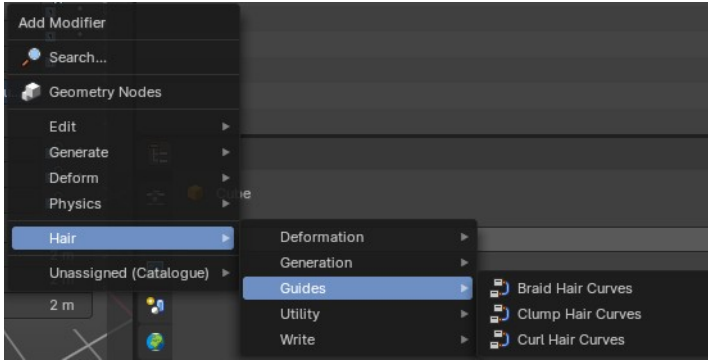
### Detailed table of content

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Detailed table of content.....	1
Hair - Guides modifiers.....	3
General functionality.....	3
Output Attributes.....	3
Internal Dependencies.....	4
Bake.....	4
Named Attributes.....	4
Braid Hair Curves.....	4
Guide Distance.....	4
Guide Mask.....	4
Existing Guide Map.....	4
Factor.....	4
Subdivision.....	4
Braid Start.....	4
Radius.....	4
Shape.....	4
Factor Min.....	4
Factor Max.....	5
Frequency.....	5
Thickness.....	5
Thickness Shape.....	5
Shape Assymetry.....	5
Flare Length.....	5
Flare Opening.....	5
Hair Tie Object.....	5
Hair Tie.....	5
Hair Tie Scale.....	5
Output Attributes.....	5
Guide Index.....	5
Flare Parameter.....	5
Strand Index.....	5
Internal Dependencies.....	6
Named Attribute.....	6

Clump Hair Curves.....	6
Guide Distance.....	6
Guide Mask.....	6
Existing Guide Map.....	6
Factor.....	6
Shape.....	6
Tip Spread.....	6
Clump Offset.....	6
Distance Falloff.....	6
Distance Threshold.....	6
Preserve Length.....	6
Output Attributes.....	7
Guide Index.....	7
Flare Parameter.....	7
Strand Index.....	7
Internal Dependencies.....	7
Named Attribute.....	7
Curl Hair Curves.....	7
Guide Distance.....	7
Guide Mask.....	7
Existing Guide Map.....	7
Factor.....	7
Subdivision.....	7
Curl start.....	7
Radius.....	7
Factor Start.....	8
Factor End.....	8
Frequency.....	8
Random Offset.....	8
Seed.....	8
Output.....	8
Geometry.....	8
Output Attributes.....	8
Guide Index.....	8
Internal Dependencies.....	8
Named Attribute.....	8

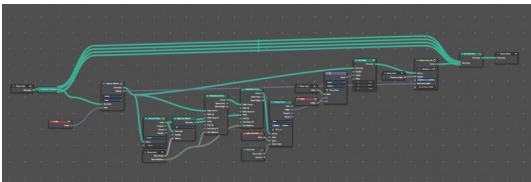
## Hair - Guides modifiers



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.

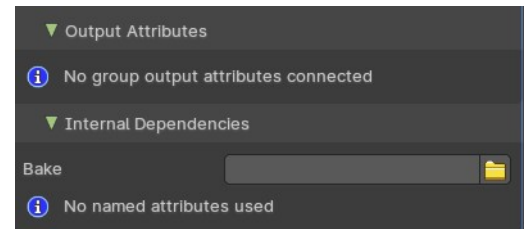


### General functionality

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.

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## Braid Hair Curves

Deforms existing hair curves into braids.

### **Guide Distance**

Minimum distance between two guides for new guide map.

### **Guide Mask**

Mask 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**

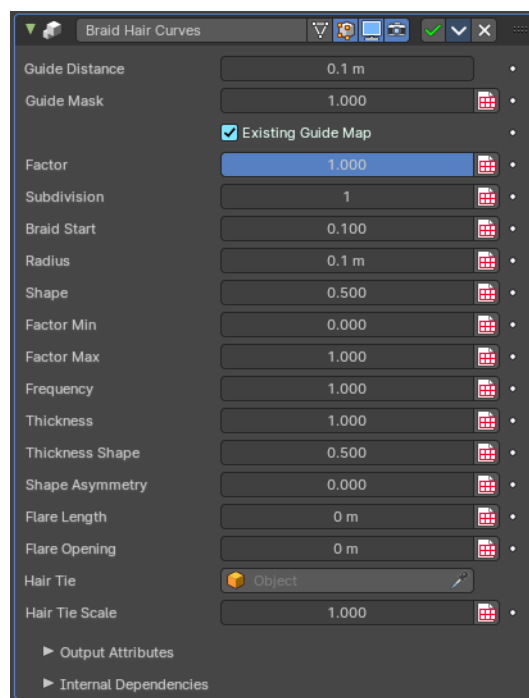
Overall radius of the braids.

### **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

Asymetry 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*

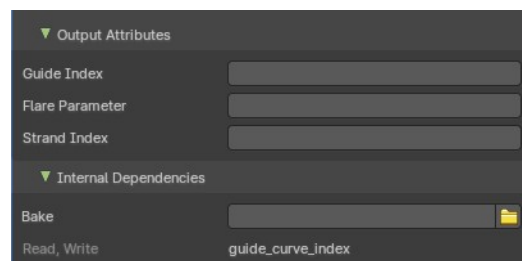
The guide index map that was used for the operation.

### *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`

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## Clump Hair Curves

Clumps together existing hair curves.

### **Guide Distance**

Minimum distance between two guides for new guide map.

### **Guide Mask**

Mask 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**

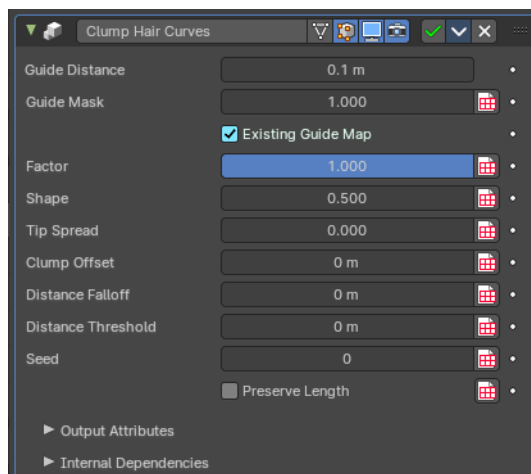
Falloff distance for the clumping effect. 0 means no falloff.

### **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**

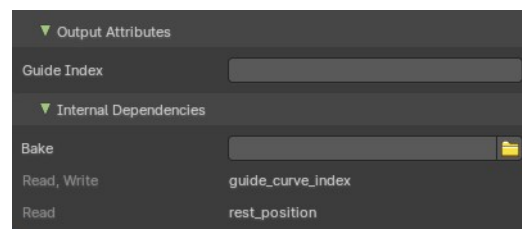
Index of the strand within a braid that each curve belongs to.

## 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**

Mask 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**

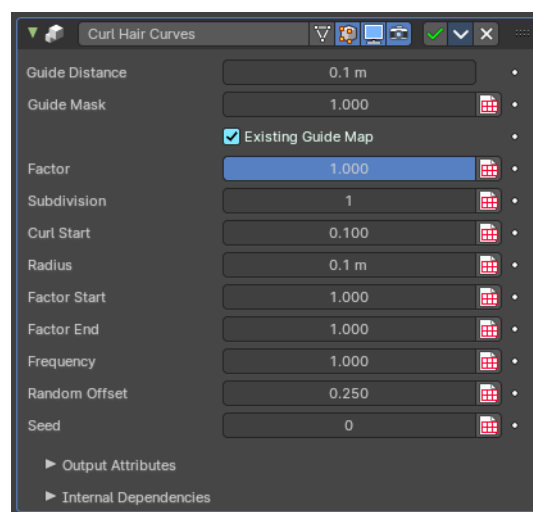
Subdivision level applied before deformation.

### **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`

