

26.9.9 Editors - Geometry Nodes Editor - Header - Add Modifier Menu - Hair - Utility modifiers

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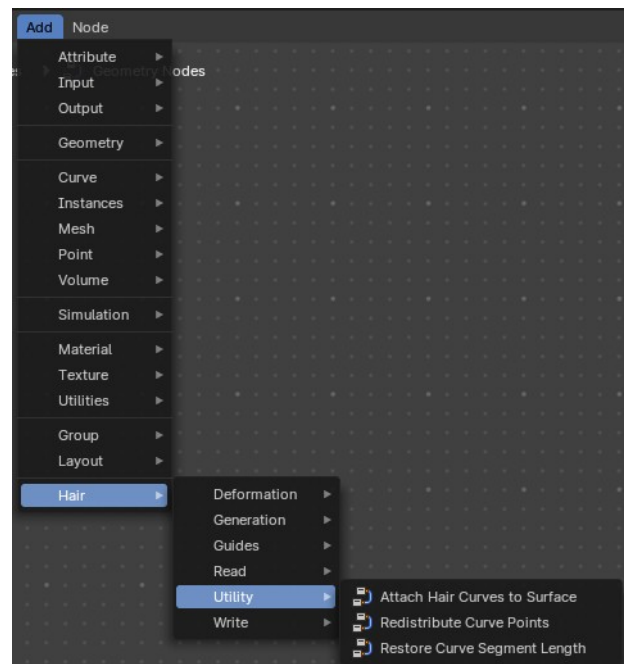
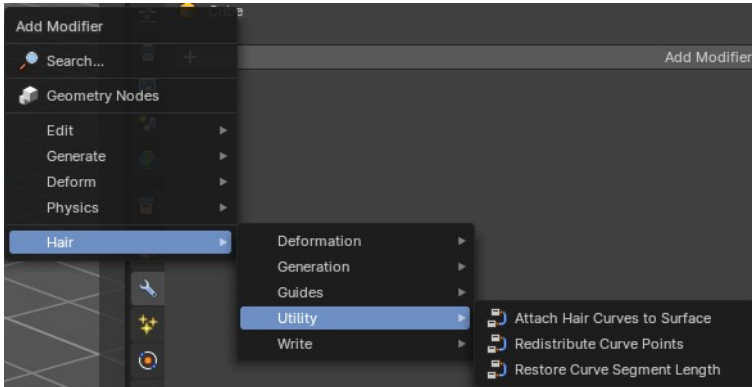
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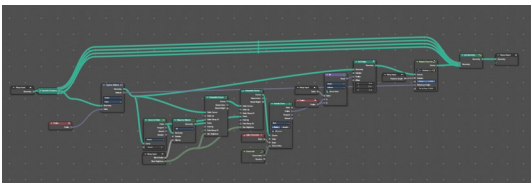
Hair - Utility modifiers



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.

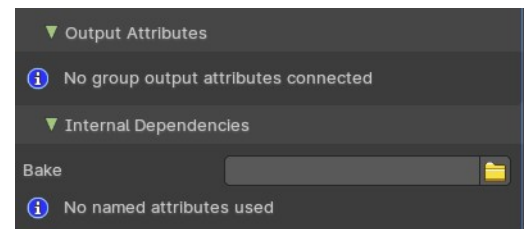


General functionality

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.

Attach Hair Curves to Surface

Attaches hair curves to a surface mesh.

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

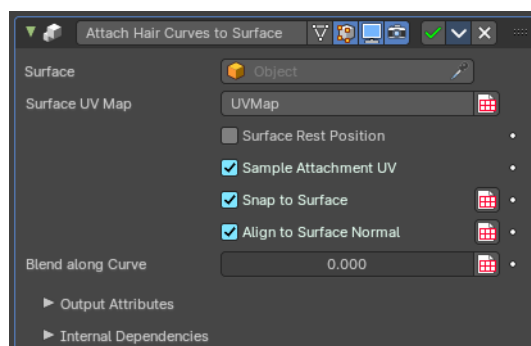
Snap the root of the curve to the closest surface point.

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.



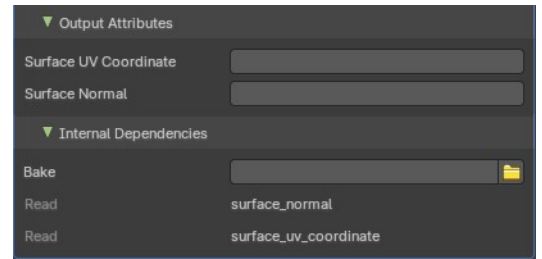
Output Attributes

Surface UV Coordinate

Surface UV Coordinate at the attachment point.

Surface Normal

Surface Normal at the attachment point.



Internal Dependencies

Named Attribute

Read attribute with name surface_normal.

Read attribute with name surface_uv_coordinate.

Redistribute Curve Points

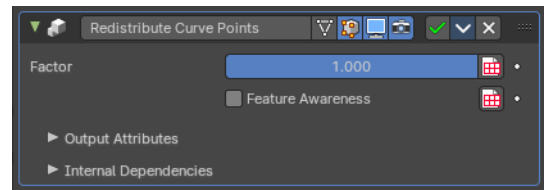
Redistributes existing control points evenly along each curve.

Factor

Factor to blend overall effect.

Feature Awareness

Use simple feature awareness to keep feature definition.



Restore Curve Segment Length

Selection

A selection of the input curve.

Factor

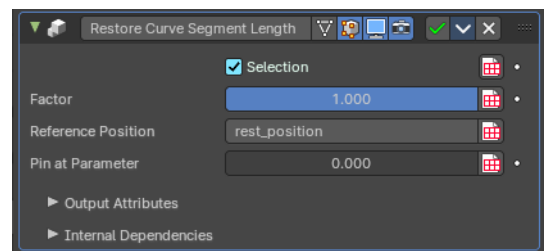
Factor to blend overall effect.

Reference Position

Reference position before deformation.

Pin at Parameter

Pin each curve at a certain point for the operation.



Output

Curves

The output curves.

Internal Dependencies

Named Attribute

Read attribute with name `rest_position`.

