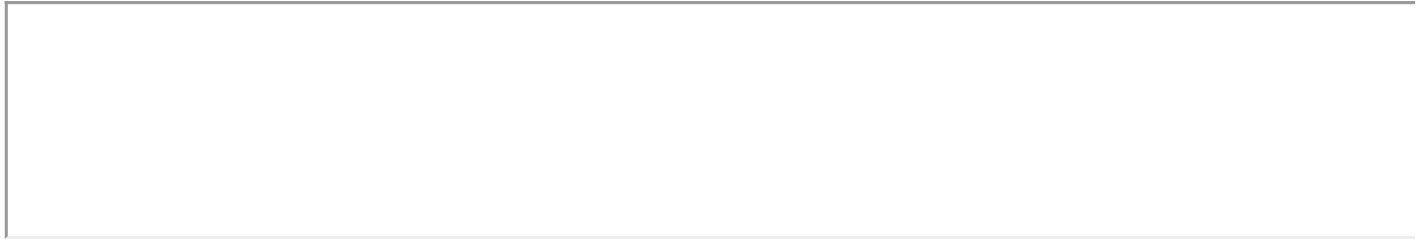


Hair Curves Noise

Deforms hair curves using a noise texture.



Inputs

Geometry

Cumulative Offset

Apply offset cumulatively (previous points affect points after).

Factor

Overall factor for the deformation.

Distance

Overall distance factor for the deformation.

Shape

Shape of amount along each curve (0=constant, 0.5=linear).

Scale

Scale of the noise texture by root position.

Scale along Curve

Scale of noise texture along each Curve.

Offset per Curve

Random offset of noise texture for each Curve.

Seed

Seed value for randomization.

Preserve Length

Preserve the length of the Curves on a segment basis.

Properties

This node has no properties.

Outputs

Geometry

Offset Vector

