

Curves Info Node

The *Curves Info* node gives access to [Hair](#) information.



Inputs

This node has no inputs.

Properties

This node has no properties.

Outputs

Is Strand

Outputs 1 when the shader is acting on a strand, otherwise 0.

Intercept

The point along the strand where the ray hits the strand (1 at the tip and 0 at the root).

Length

The total measurement from the root to the tip of the strand, interpreted as a grayscale value from 0 to infinity.

Thickness

The thickness of the strand at the point where the ray hits the strand.

Tangent Normal

Tangent normal of the strand.

Random

A random per-curve value in the range from 0 to 1. It can for example be used in combination with a color ramp, to randomize the curve's color.

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