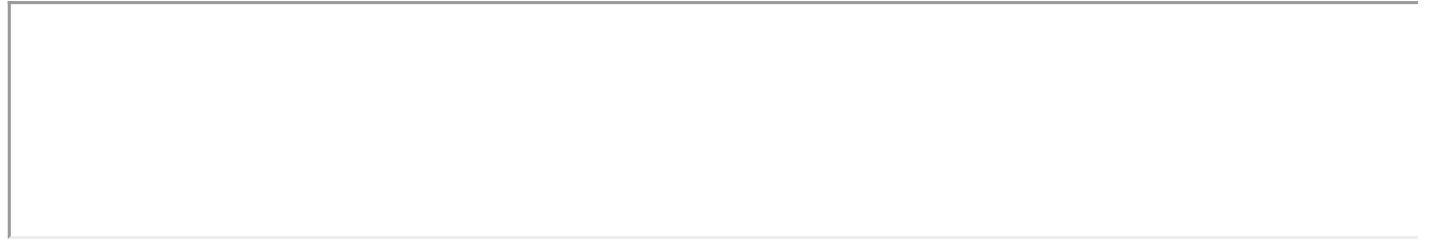


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Curl Hair Curves

Deforms existing hair curves into curls using guide curves.



Inputs

Geometry

Guide Index

Guide index map which describes which curve to use as the center of each braid group. If this input is provided, it priority over an existing map in the `guide_curve_index` attribute, and the *Guide Distance* and *Guide Mask* attribute will be unused.

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. If this is false, and the *Guide Index* input isn't provided, the *Guide Distance* and *Guide Mask* input will be used to generate a new [guide map](#) for this node. Creating the guide map in a separate node or modifier gives more complete control over its creation.

Factor

Factor to blend overall effect.

Subdivision

Subdivision level applied before deformation.

Curl Start

Percentage along each curve to blend deformation from the root.

Radius

Overall radius of the curls.

Factor Start

Factor for the radius at the curl start.

Factor End

Factor for the radius at the curl end.

Frequency

Frequency factor of the curls. This input can vary for different points of the same curve.

Random Offset

Amount of random offset per curve.

Seed

Random Seed for the operation.

Properties

This node has no properties.

Outputs

Geometry

Guide Index

Guide index map that was used for the operation. If a new guide map is created by this node, it will be stored for this output.

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