Interpolate Curves Node

Generate new curves on points by interpolating between existing curves. This is useful to have a smaller set of original curves to make editing easier and faster while still generating high-density curves for the viewport or a final render.

Inputs

Guide Curves

Base curves that new curves are interpolated between.

Guide Up

Optional up vector that is typically a surface normal. Supplying an up vector will improve the quality of the interpolation, making it aware of the surface shape which it otherwise wouldn't have a way to know about.

> Tip
>
> In a typical "child hair" generation setup, this up direction is retrieved with a combination of the Sample UV Surface Node using the same geometry that the points were distributed on, and the Normal Node.

Guide Group ID

Splits guides into separate groups. New curves interpolate existing curves from a single group. This input can be useful for generating hair parts by stopping curves in different sections (with different group IDs) from affecting each other.

Points

The positions of the first root control points of the newly generated interpolated curves.

Points Up

Optional up vector that is typically a surface normal.

Point Group ID

The curve group to interpolate in.

Max Neighbors

Maximum amount of close guide curves that are taken into account for interpolation.

Properties

This node has no properties.

Outputs

Curves

The guide curves with interpolated curves.

Closest Index

Index of the closest guide curve for each generated curve.

> Note
>
> Internally this node mixes the data from multiple guide curves, with the maximum number of sources depending on the *Max Neighbors* input. Thi output is only the index of the curve with the largest weight.

Closest Weight

Weight of the closest guide curve for each generated curve.