Inputs

Geometry

Input Geometry (only curves will be affected).

Scale Uniform

Scale each curve uniformly to reach the target length.

Length Factor

Multiply the original length by a factor.

Replace Length

Use the length input to fully replace the original length.

Length

Target length for the operation.

Mask

Mask to blend overall effect.

Random Offset

Trim hair curves randomly up to a certain amount.

Pin at Parameter

Pin each curve at a certain point for the operation.

Seed

Random Seed for the operation.

Properties

This node has no properties.

Outputs

Geometry

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Last updated on 2025-05-10

Hair Generation Noc

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