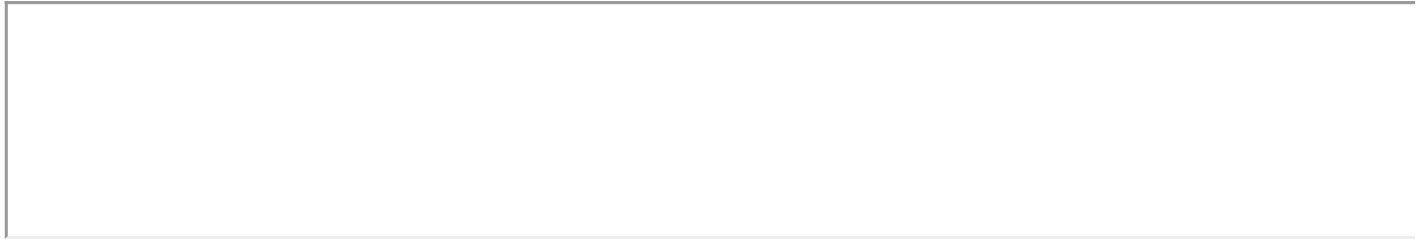


[Skip to content](#)

# Roll Hair Curves

Rolls up hair curves starting from their tips.



## Inputs

### Geometry

#### Factor

Factor to blend overall effect.

#### Subdivision

Subdivision level applied before deformation.

#### Variation Level

Level of smoothing on the roll path to include shape variation.

#### Roll Length

Length of each curve to be rolled.

#### Roll Radius

Radius of the rolls.

#### Roll Depth

Depth offset of the roll.

#### Roll Taper

Taper of the roll.

#### Retain Overall Shape

Offset the roll along the original curve to retain shape.

#### Roll Direction

Axis around which each curve is rolled.

#### Random Orientation

Amount of randomization of the direction of the roll.

#### Seed

Random Seed for the operation.

#### Preserve Length

Preserve each curve's length during deformation.

## Properties

This node has no properties.

## Outputs

### Geometry

[Previous](#)  
[Hair Curves Noise](#)

[Copyright](#) © : This page is licensed under a CC-BY-SA 4.0 Int. License

Made with [Furo](#)

Last updated on 2025-05-10

[Next](#)  
[Rotate Hair Curv](#)

[View Source](#)  
[View Translation](#)  
[Report issue on this page](#)