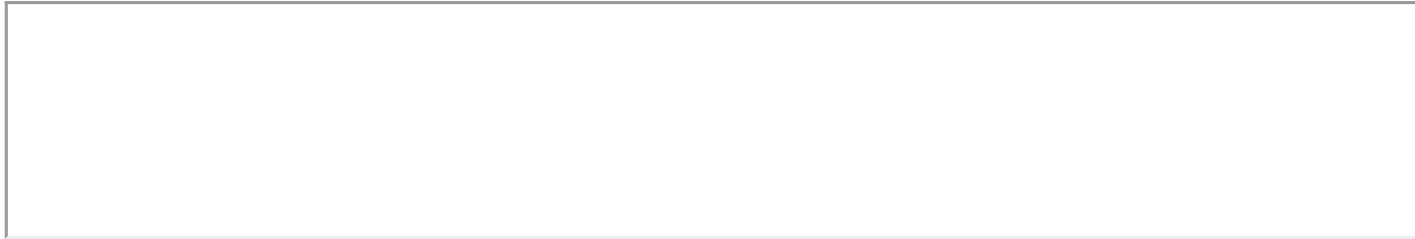# Shrinkwrap Hair Curves

Shrinkwraps hair curves to a mesh surface from below and optionally from above.

Inputs

Geometry

Input Geometry (only curves will be affected).

Surface

Surface geometry used for shrinkwrap. This input takes priority over the corresponding object input, if used.

Surface

Surface object used for shrinkwrap.

Factor

Offset Distance

Distance from the surface used for shrinkwrap.

Above Surface

Blend shrinkwrap for points above the surface.

Smoothing Steps

Amount of steps of smoothing applied after shrinkwrap.

Lock Roots

Lock the position of root points.

Properties

This node has no properties.

Outputs

Geometry