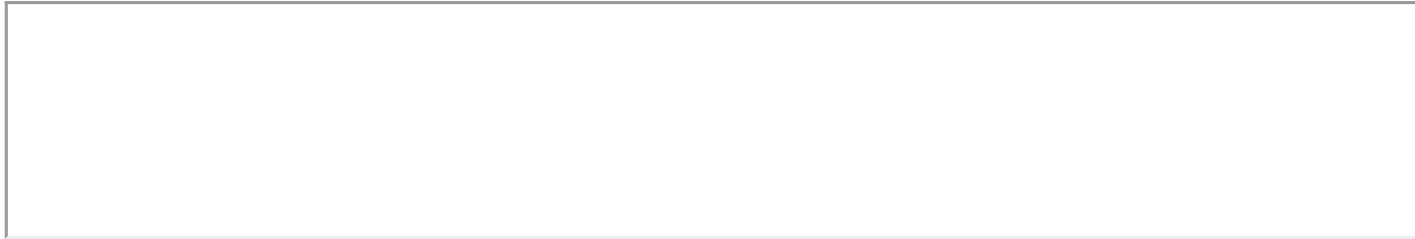


Displace Hair Curves

Displaces hair curves by a vector based on various options.



Inputs

Geometry

Input Geometry (only curves will be affected).

Factor

Factor to scale overall displacement.

Shape

Shape of the influence along curves (0=constant, 0.5=linear).

Object Space

Object used to define the displacement space.

Displace Vector

Vector for displacement.

Surface

Surface geometry used to sample the normal for displacement. This input takes priority over the corresponding object input, if used.

Surface

Surface object used to sample the normal for displacement.

Surface UV Map

Surface UV map used to sample the normal for displacement.

Surface Normal Displacement

Amount of displacement along the surface normal.

Properties

This node has no properties.

Outputs

Geometry