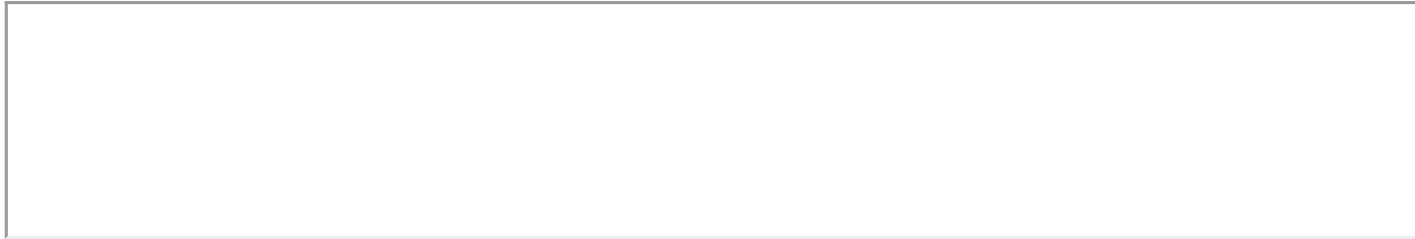# Frizz Hair Curves

Deforms hair curves using a random vector per point to frizz them.

Inputs

Geometry

Input Geometry (only curves will be affected).

Cumulative Offset

Apply offset cumulatively (previous points affect points after).

Factor

Factor to blend overall effect.

Distance

Overall distance factor for the deformation.

Shape

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

Seed

Random Seed for the operation.

Preserve Length

Preserve each curve's length during deformation.

Properties

This node has no properties.

Outputs

Geometry

Offset Vector

Vector by which each point was offset during deformation.