Add Curves

Used to distribute new curves on the surface mesh. This tool requires the curve to have a surface object set.

The curves follow the surface normals. Using the interpolation options allows the brush to take the characteristics of existing curves.

Brush Settings

Count

Number of curves added.

> Note
>
> Interpolation allows to add hair which are already combed. The new curves are created following the previously created curves which are in the vicinity

Interpolate Length

Use the average length of the curves in close proximity.

Interpolate Radius

Use the average radius of the curves in close proximity. If there is no radius attribute, then the interpolation will skip.

Interpolate Shape

Use the average shape of the curves in close proximity.

Interpolate Point Count

Use the average amount of control points of the curves in close proximity.

Curve Length

Length of newly added curves when not interpolated.

Curve Radius

Radius of newly added curves when not interpolated.

Points per Curve

Number of Control Points for the new created curves when the point count is not interpolated.

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