

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.

Displace Hair Curves

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Hair Curves No

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