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Clump Hair Curves

Clumps together existing hair curves using guide curves.



Inputs

Geometry

Input Geometry (only curves will be affected).

Guide Index

Guide index map witch describes which curve to use as the center of each braid group. If this input is provided, it priority over an existing map in the `guide_curve_index` attribute, and the *Guide Distance* and *Guide Mask* attribute will be unused.

Guide Distance

Minimum distance between two guides for new guide map.

Guide Mask

Mask for which curve are eligible to be selected as guides.

Existing Guide Map

Use the existing guide map attribute if available. If this is false, and the *Guide Index* input isn't provided, the *Guide Distance* and *Guide Mask* input will be used to generate a new [guide map](#) for this node. Creating the guide map in a separate node or modifier gives more complete control over its creation.

Factor

Factor to blend overall effect.

Shape

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

Tip Spread

Distance of random spread at the curve tips.

Clump Offset

Offset of each clump in a random direction.

Distance Falloff

Falloff distance for the clumping effect (0 means no falloff).

Distance Threshold

Distance threshold for the falloff around the guide.

Seed

Random seed for the operation.

Preserve Length

Preserve each curve's length during deformation.

Properties

This node has no properties.

Outputs

Geometry

Guide Index

Guide index map that was used for the operation. If a new guide map is created by this node, it will be stored for this output.

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