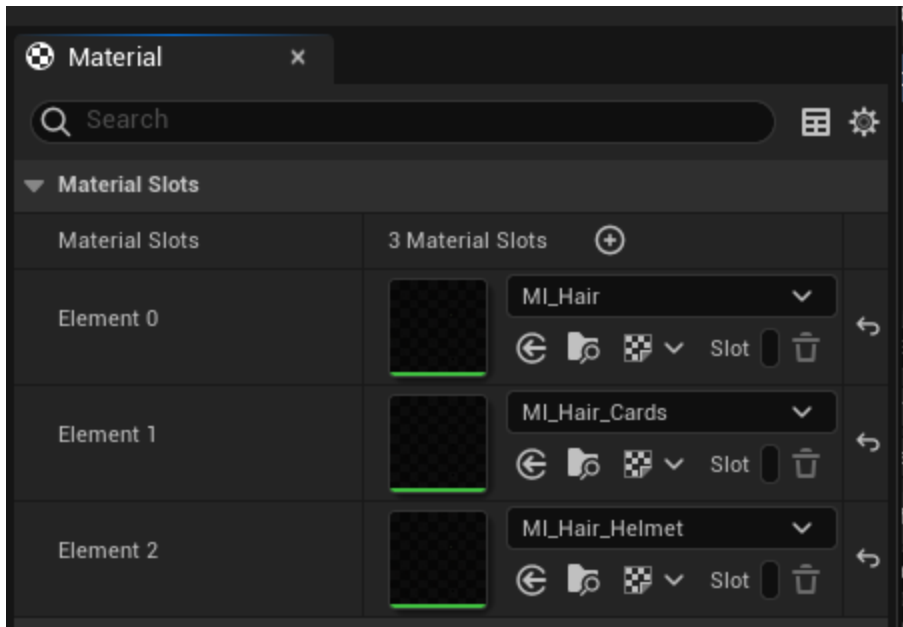


Groom Materials

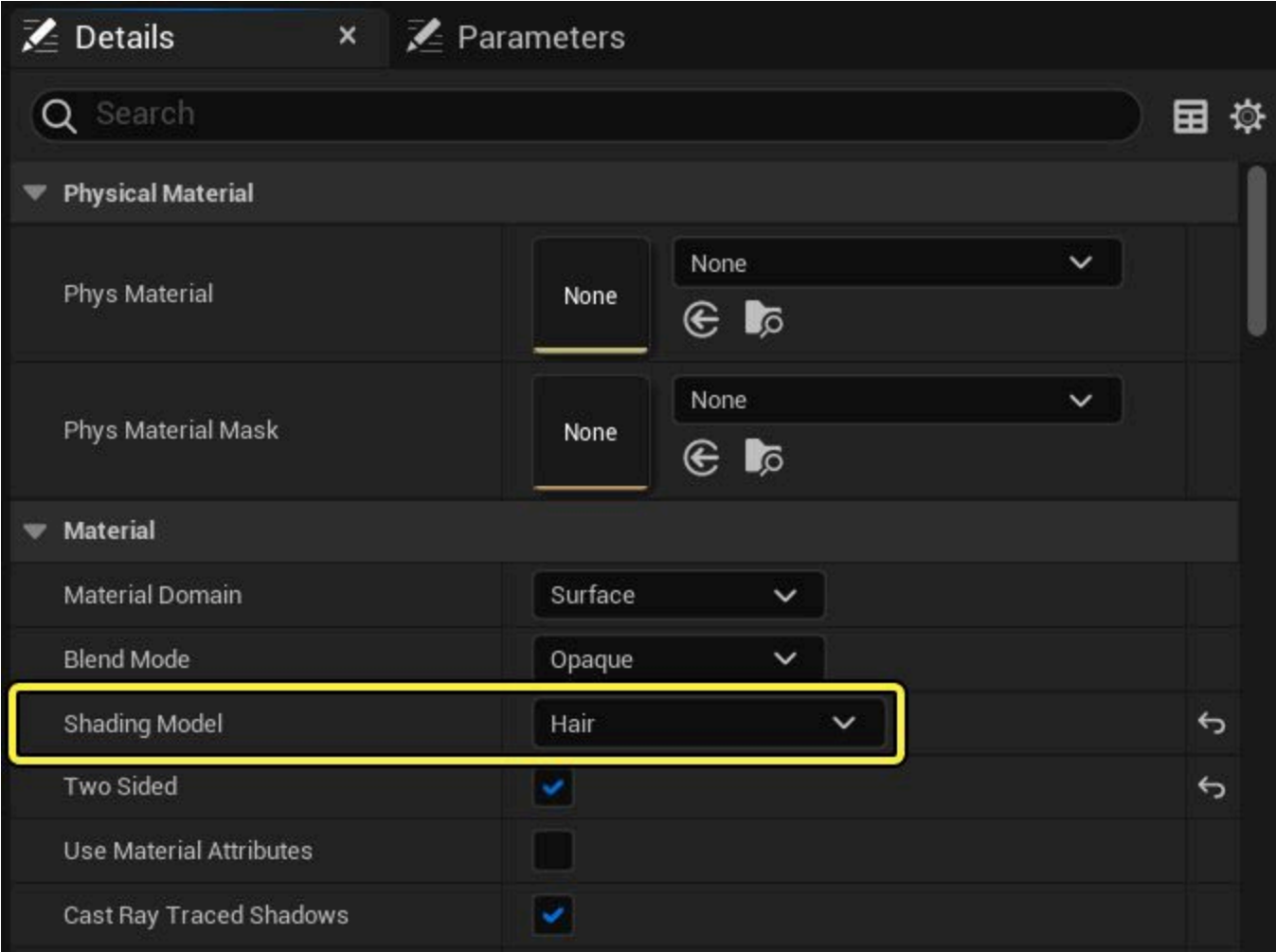
Manage materials for your grooms.



The **Material** panel in the [Groom Asset Editor](#) regroups all the materials a groom uses. You can add material slots with the **Add (+)** icon and remove them with the **Remove (trash bin)** icon. Each material has a unique name, which appears as a dropdown menu in the **Cards**, **Meshes**, and **Strands** panels. On each Groom component, a material slot can override the ones set in the Groom Asset Editor.

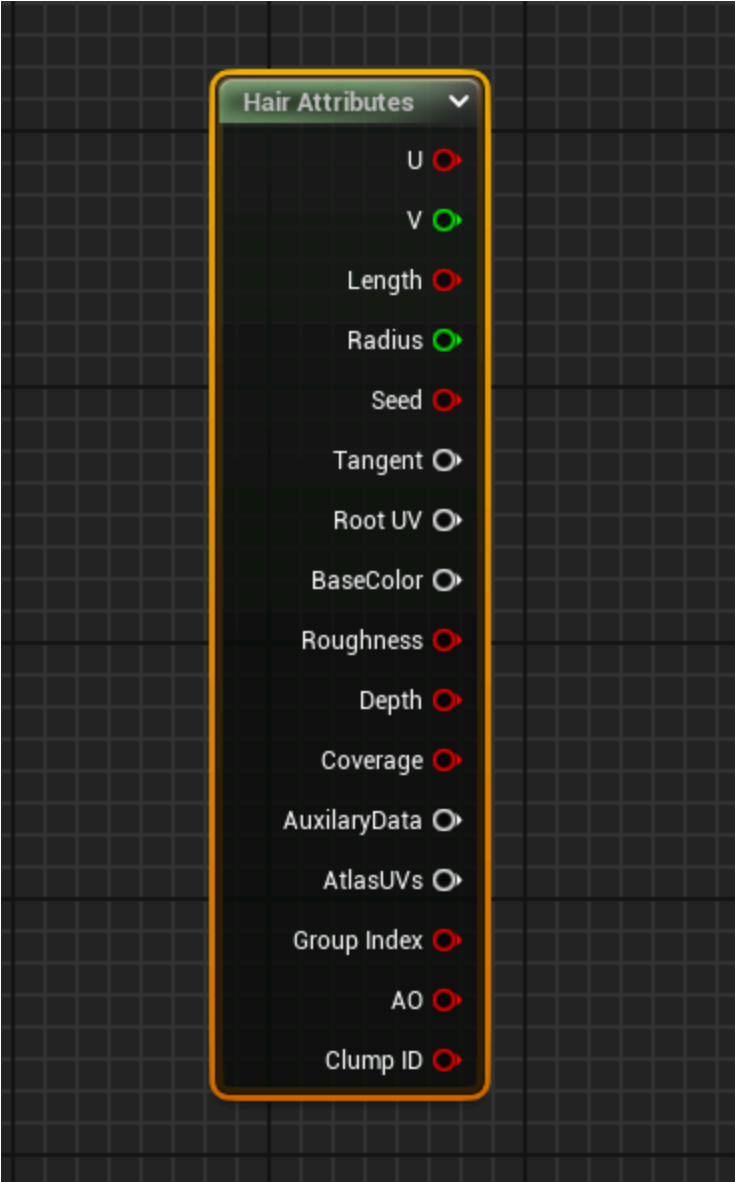


For a material to be valid for use with a groom, the material must use the **Hair** shading model.



The flag **Use with Hair Strands** must also be enabled in the **Usage** section of the Material Editor. This flag is automatically set when you apply the material to a groom for the first time, but if not, you can enable it manually.

In a Material Graph, you can access hair attributes with the **Hair Attributes** expression.



Property	Description
U / V	The UV coordinates of hair. The U coordinate is always <i>along</i> the hair, with 0 being the root and 1 the tip.
Length	The length of the current curve.
Radius	Radius of the curve at the current position.
Seed	Random value in 0 to 1, and uniform along the curve.
Tangent	Tangent vector aligned in the direction of the curve.
Root UV	UV of the underlying mesh at the curve's root position.
BaseColor	Per curve's point color.
Roughness	Per curve's point roughness.
Depth	Depth offset. Only used for cards and mesh geometry.
Coverage	Coverage mask value. Only used for cards and mesh geometry.

PropertyDescription

AuxiliaryData	Auxiliary data that is only used for cards and mesh geometry.
AtlasUVs	Cards UVs that are only used for cards and mesh geometry.
Group Index	The group index of the curve.
AO	Per curve's ambient occlusion.
Clump ID	The clump ID of the curve.

Below is an example using the Hair Attributes expression used in a "hair" material:

