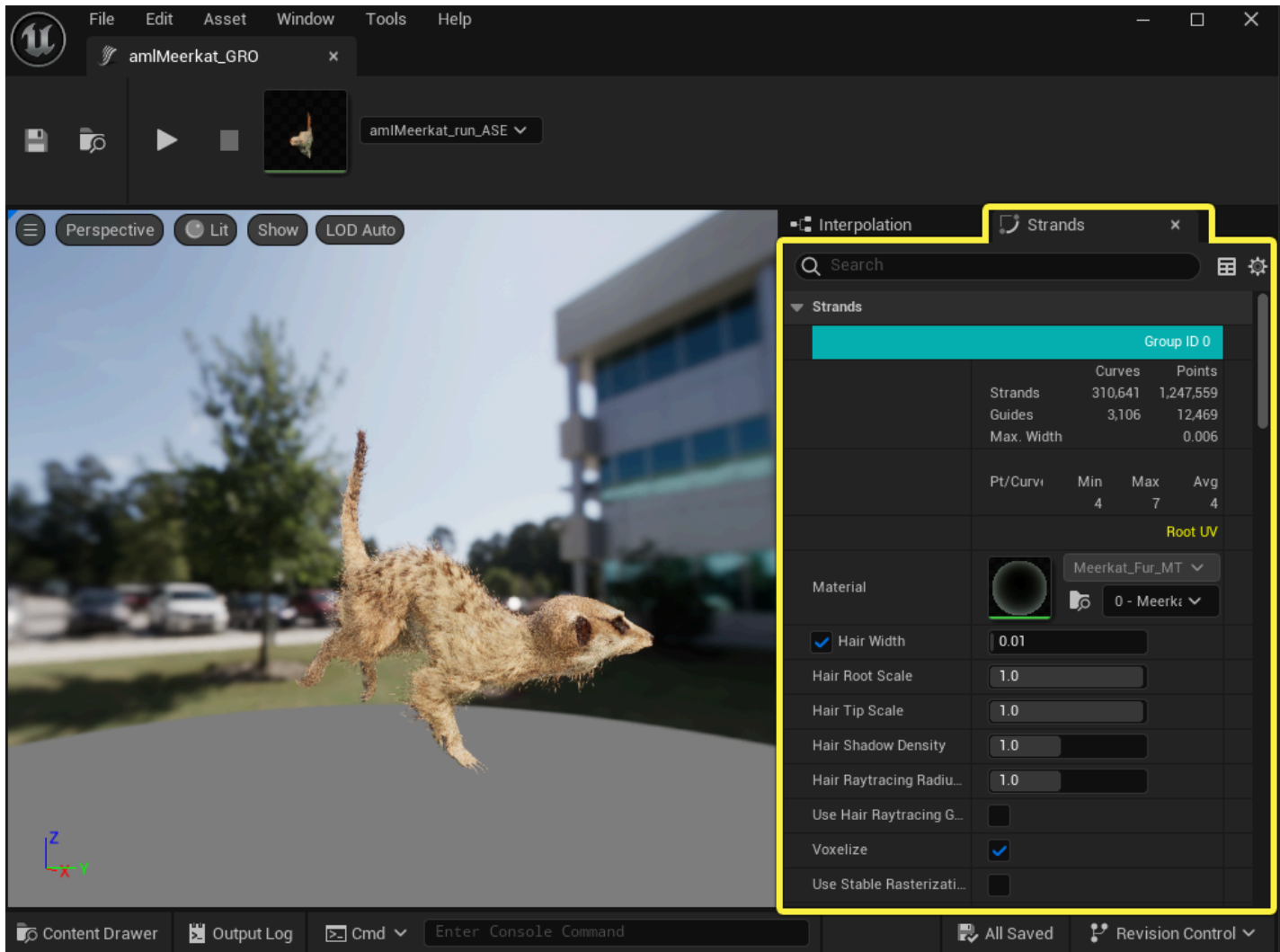# Groom Strands

Configure settings for strand geometry.

The **Strands** panel in the [Groom Asset Editor](#) is where you can configure settings for the strand geometry that makes up your groom. Each groom is divided into groups, and each group has its own properties and settings.

The top part of each hair group displays statistics about that grouping. This includes:

- Number of curves and points for rendered **strands**.
- Number of curves and points for **guides**.
- **Maximum width** of individual rendered strands.
- The minimum, maximum, and average number of **points per curve**.
- The groom's available **attributes**, such as Root UV, per point color, clump IDs, and so on.

The following settings are part of every hair group:

Property	Description
Material	Material used for the rendering strands.
Hair Width	Specifies the width of the hair in centimeters.
Hair Root Scale	Scaling factor applied in each curve root, and linearly interpolated from the root to the tip.
Hair Tip Scale	Scaling factor applied on each curve tip, and linearly interpolated from the root to the tip.

Property	Description
Hair Shadow Density	Scaling factor applied on voxelization to increase or decrease hair transmission.
Hair Raytracing Radius Scale	Scaling factor applied on hair geometry being ray-traced. Only applied when [Hardware Ray Tracing](#) is enabled.
Use Hair Raytracing Geometry	Enables ray tracing to use hair geometry. When not in use, ray tracing effects like shadows use the hair voxelization as a geometry proxy.
Voxelize	Enable strands voxelization for casting shadows and environment occlusion.
Use Stable Rasterization	When enabled, this ensures that hair geometry is snapped to pixels to avoid aliasing. Groups of hair might appear thicker, while isolated hair should remain thin. This should be used only on grooms with small and scattered hair.
Scatter Scene Lighting	When enabled, hair is lit with the scene color. You can use this for vellus and short hair to bring light from the surrounding surfaces, like skin.

Visualizing Hair Groups

You can visualize the different groups within a groom asset by selecting **View > Groups** within the preview window. The color of each group matches the color of the **Group ID** sections within the **Strands** details panel.
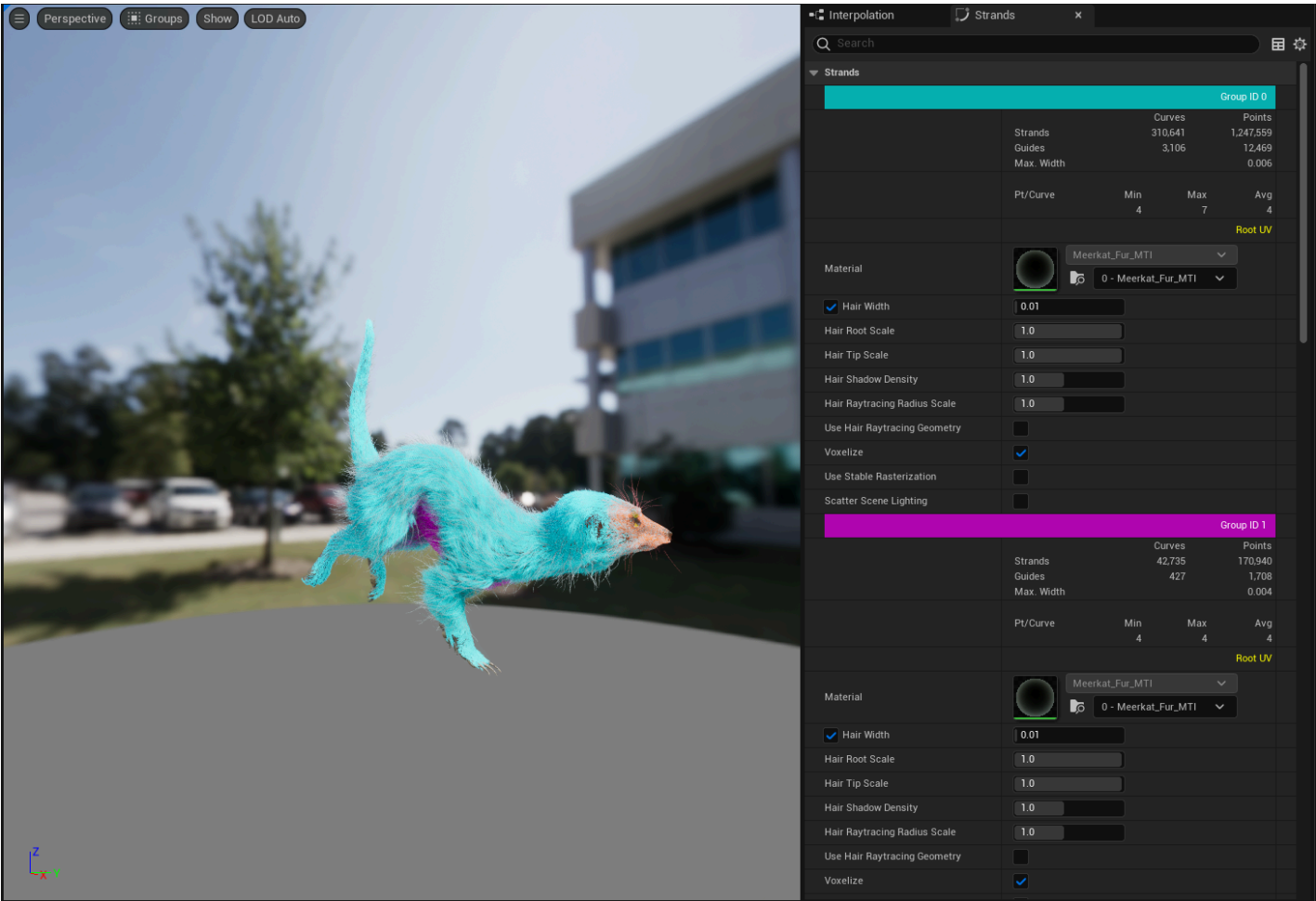
The color of the hair groups in the preview window match that of the colored Group IDs in the Strands details panel.