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**Q: How do I create a grass field using line nodes and grid node?**

**A:**

To create a grass field, we can start by making the network pane geometry from objects, and then add 3-to-5-line nodes into the network pane and modify the direction of each line node individually in the y-axis and z-axis in the parameters pane of line nodes so that it looks like a bunch of lines in different “directions”. Regardless, the origin of these lines will be the same. Use the merge node to combine all the lines into one node. Furthermore, add a transform node to increase the size of all the lines as the merge node output is connected to the transform node input. We can add green color to grass using a color node to make it look more appealing. We made a single grass up till now, but now we can add a “grid” and a “copy-to-points” node to make it a grass field on a “grid”. Simply link the output of the “grid” node to the “copy-to-points” node and the first input from the “color” node output. In addition, uncheck “Transform Using Target Point Orientations” in the “copy-to-points” node's parameters pane.

