Strain - Stylized Hair Tool

Documentation

Strain is A stylized hair tool that provides you with the functionality to create dynamic non-physic and or physics simulated hairstyles for characters.

How To Use Strain

After importing Strain, you can access the tool from the top window toolbar: TFM/Strain - Stylized Hair Tool.

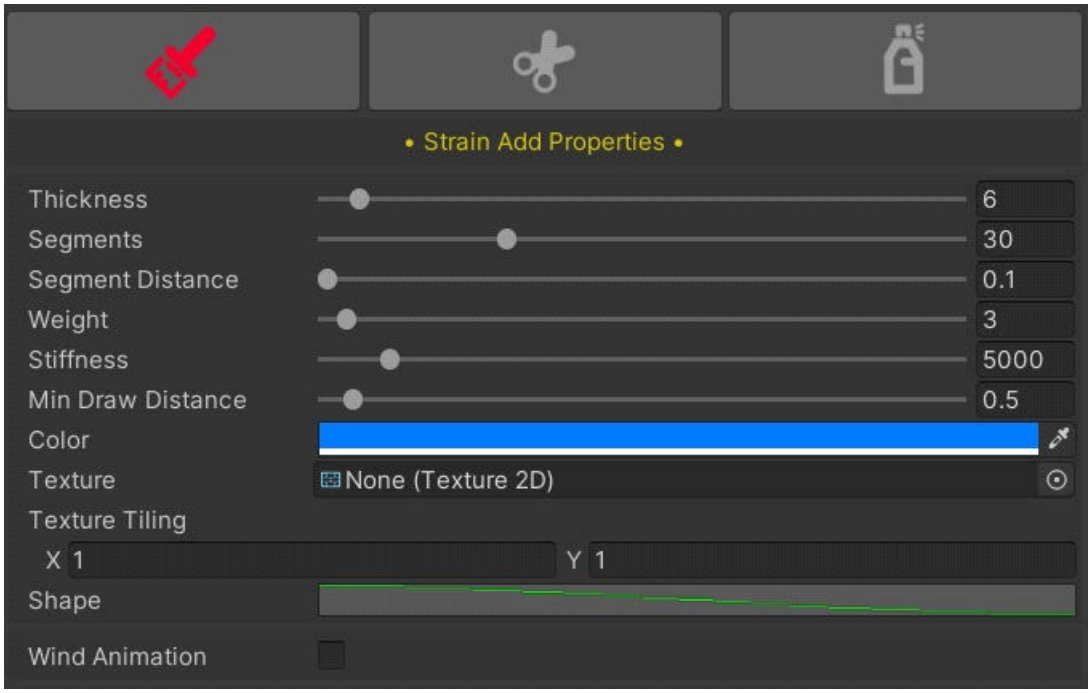
Before you can start drawing strains you need to select A mesh GameObject .

(A GameObject that contains A mesh renderer or skinned mesh renderer).

After selecting the mesh object you want to add strains to, you need to confirm editing by pressing the "Edit Object" button on the Strain tool.

Note: If your mesh object does not contain A collider then Strain will automatically add A mesh collider to it, this will make it possible for the tool to raycast and use information from the mesh/collider to draw the strains.

Add Strains



Thickness - Base and overall size of the current strain.

Segments - Amount of segments and length of the strain.

Segment Distance - Distance apart each segment is from each other.

Weight - Mass/gravity of the current strain.

Stiffness - Strain rigid/looseness amount.

Min Draw Distance - The density, minimum distance apart the strains will be able to be drawn from each other.

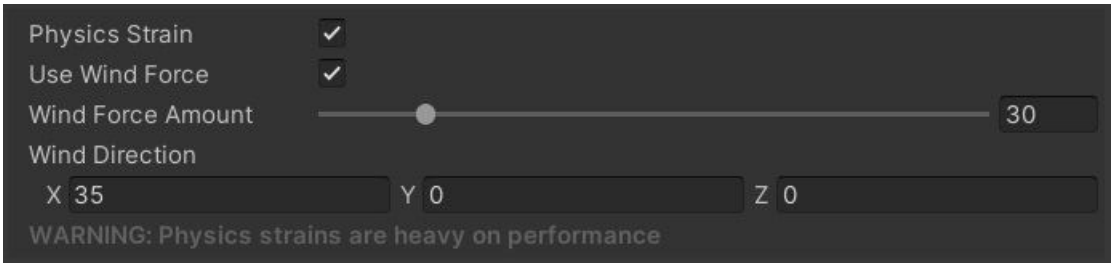
Color - Current strain color.

Texture - Material texture.

Texture Tiling - Material texture scale.

Shape - Current strain hair shape based on A curve.

Wind Animation/Wave - If wind, the animation is based on the curve.

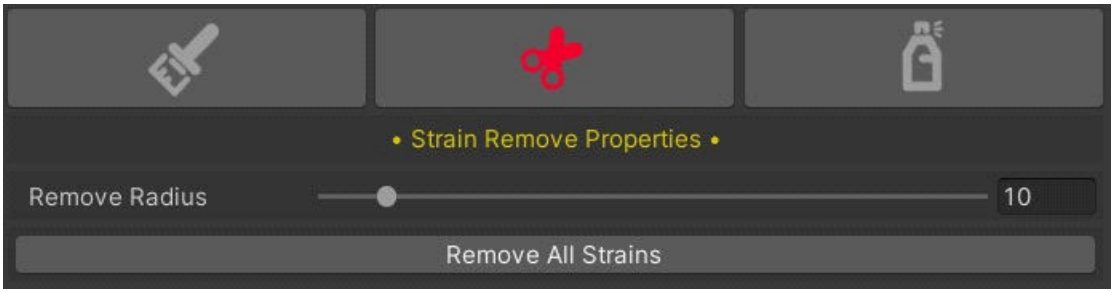


Physics Strain - If checked, physics based strains will be drawn, all prior properties are included except the stiffness and wind animation, wind force can be simulated based on wind force amount and direction.

If the object does not contain A rigidbody, the drawn position will be used as an anchor point else if A rigidbody is provided the strains will be connected to it.

Physics strains, much like any other physics objects, are heavy on the performance. To avoid overkill, consider the dynamic non-physics strains or use less, minimal segment physics strains.

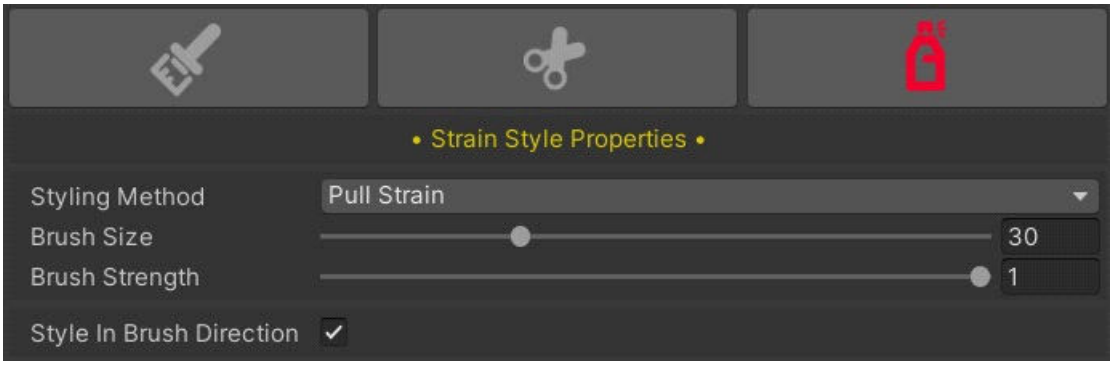
Remove Strains



Remove Radius - Remove strains based on A certain radius/brush position and size.

Remove All Strains - Remove all strains under the currently edited object.

Style Strains



Styling Method - Push, Pull, Grow, Shrink, Color the strains in the current brush area.

Brush Size - The radius of the styling brush.

Brush Strength - The amount of push or pull strength the brush will affect the strains.

Brush Segments - The amount of segments to add/remove.

Brush Weight - The new desired weight amount for strains.

Brush Color - The new desired color for strains.

Style Direction - Brush direction or the defined direction based on axis.

Segment Distance - Grow/Shrink segment distance instead of segment count.

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by The Famous Mouse

Customer Support

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