

MEDUSA NODES - Procedural Hair System for Blender v1.1.5

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The Medusa Nodes addon is a procedural hair system for Blender, featuring specialized Geometry Nodes groups designed for realistic hair deformation and visualization.

How to create a real hairstyle in project design in Blender?

You can use "MEDUSA NODES - Procedural Hair System for Blender" to design your project.

It includes a Medusa Nodes Hierarchy panel for easy viewing and editing of nodes and parameters, as well as Mask Groups essential for creating realistic hairstyles. The system supports "Region" or "Parting" maps with Guide and Clump deformers and includes a developing Braid deformer for creating fishbone braids. The addon offers a hierarchy viewer, a Deformer button for adding deformers, and widgets for quick access to "ColorRamp" and "FloatCurve." Key nodes include Generator, Deformers, Guide, Clump, Noise, Curl, Braid, Trim, and Children.

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