



BlenderMarket – N Hair Nodes V2

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BlenderMarket – N Hair Nodes V2: Introducing the "HairCard Maker" node and material! With just one node, effortlessly transform any curve-based hair into a hair card, perfect for integration into your game engine.

This tool, built on Blender's GeometryNodes, simplifies creating hair cards for the new hair system in Blender 3.5 and beyond. The "HairCard Maker" node is designed to streamline the workflow, making it the easiest way to generate hair cards in Blender.

Stay tuned for additional hair nodes, as more will be added to enhance the functionality and flexibility of the tool. Whether you're new to creating hair cards or a seasoned user, this node and material combination provides a user-friendly solution within Blender's evolving ecosystem.

New nodes

- N_Hair_BabyHair
- N_Hair_Transform

New Changes:

- N_Hair_Set Material
- ability to Color your hair by Painting any Image
- N_Hair_Children / N_Hair_Instances
- Children's Hair Length can be control
- Clump Factor



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