



Hair Tool v4.0.2 for Blender

2025-02-10 16:43:02 [label](#) [我要反馈](#) [下载页面](#)



Hair Tool v4.0.2 for Blender: Hair Tool is an addon to Blender. The Hair Tool is an addon for Blender that will allow you to create hair cards based on 3D curves in a non-destructive way.

Compatibility List:

- Hair Tool 2.41 for Blender 3.3 and above
- Hair Tool 2.39 - - from Blender 2.93 to 3.3

There are many ways to create hair cards using the Hair Tool:

- Hair System - procedural hair creation based on Geometry Nodes (new from Dec 2022)
- by using guides using guide mesh (grid the surface)
- using particle hair interactive grooming
- through drawing hair by drawing hair strands (similar to Grease Pencil drawing)
- Utilizing the short-hair modeling using short hair modeling (new - based off geocodes only works on Blender 3.3 and up)

Gfx plugin details of Hair Tool – Blender

For more information about this post you can click on the home page link in the sidebar.

To search for similar products to Hair Tool – Blender,

New Changes:

- Compatibility fixes for Blender 4.1,
- remade 'Flatten UV', to work on new hair curves (Particle Hair are no longer supported),
- optimizations in strand generation,
- Added 'Random Parent' bake pass in baking scene,
- keymap refactored,
- Fix - adjusting radius, on new hair curves not working,
- Duplicate will now work on partially selected curve points,
- New 'Haircard to Mesh Loop' operator,for converting haircards to mesh strip, and then > Curves,
- Added 'Viewport Display' input mask - useful e.g. for reducing strands density in 3D view,
- Fixed wrong Profile results, when using Profile: UV Taper + Width From UV,
- Strand Generator - added 'Mask' input,
- FIX: restored missing hotkey (ctrl+D) for 'Linear Deformer' tool,
- 'Linear Deformer' will no longer move hair roots,
- 'System Color' deformer has 'Use HSV Sliders' option now,
- Added icons for different Hair System types: Strand Generator, Filter, Curves From Grid Surface,
- Tools for curve-based models of hair (cutting or stretching, deforming, etc.)
- Automated UV workflow that is automated (you can identify UV regions that can be assigned automatically to the hair strands)
- Simple hair rigging and animation using Jiggle Physics
- HHairstyleswith texture is displayed directly on curves and mesh ribbons
- hair library, which includes a variety of hairstyles
- alternate between mesh and curve ribbons in a non-destructive way
- Adjust ribbons profile (tapering radius, randomizing tilt, editing profile, etc.)



去下载

标签

Blender Market Resources

平面设计

- Convert Curves to Particle Hair, Particle to Curve ribbons, and Curve ribbons to mesh ribbons and other such things.
- Decimation and resampling of curves (increases/decreases point count of the curve)
- creating vertex color/weights gradients, transferring Vertex weights and UVs from the character to mesh hair cards.
- The baking of texture using curls, particles made of Geometry Nodes hair and supports normal Ao, diffuse ID, tangent maps, etc.
- build-in addon auto-updater
- and many more



产品数量
已有 42647个



付费会员
已有 1676位



价值评估
商业价值约 ¥6635.87万元



下载数量
已下载 222908次