



Djh Strands: A Geonodes Library v4.0

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Djh Strands: A Geonodes Library v4.0: Strands is a procedural GeoNode Asset Library designed to help Blender users easily add flexible, long objects like ropes, chains, and wires to their scenes. It contains 20 modular Strand Modifiers that enable users to place, modify, and mesh curves into complex rope-like structures.

These modifiers provide a non-destructive and easily editable workflow, allowing users to quickly make adjustments without manual remodeling. Strands also include preset configurations, materials, utility nodes, and ready-to-use knot models, offering flexibility and efficiency in creating detailed strand objects.

- **Strand Modifiers:** 20 procedural tools to place, modify, and mesh curves into rope-like objects.
- **Strand Categories:**
- **Placers:** Tools for creating and positioning curves (e.g., Connect Points, Gravity, Knot Tightener).
- **Filters:** Tools for editing curves with effects like Sag, Waviness, and Smoothness.
- **Appenders:** Add additional strands to primary strands (e.g., Add Wrap).
- **Meshers:** Convert strands into renderable mesh objects (e.g., To Rope, To Chain).
- **Non-Destructive Workflow:** Easily edit strand placement and details without losing hours of work.
- **Customizable Tags:** Multiple strands can be added to a single object and managed with tags.
- **Preset Library:** 16 strand presets, 15-knot models, materials, utility nodes, and object setups to save time and assist learning.
- **Simulation Support:** Some modifiers use simple simulations (e.g., Wind Effect), although primarily designed for static modeling.
- **Shader Attributes:** Assign vertex colors and Shader ID values for material flexibility.
- **Materials and Utility Nodes:** Included materials and nodes for customized shader setups.



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