

Hair Position

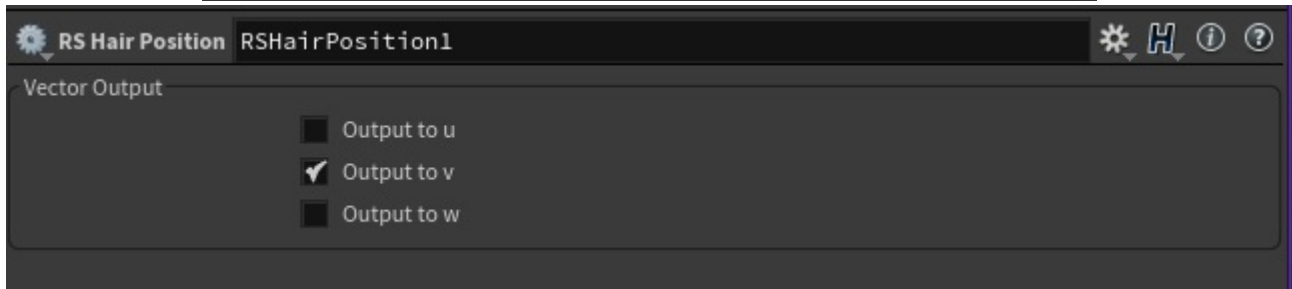
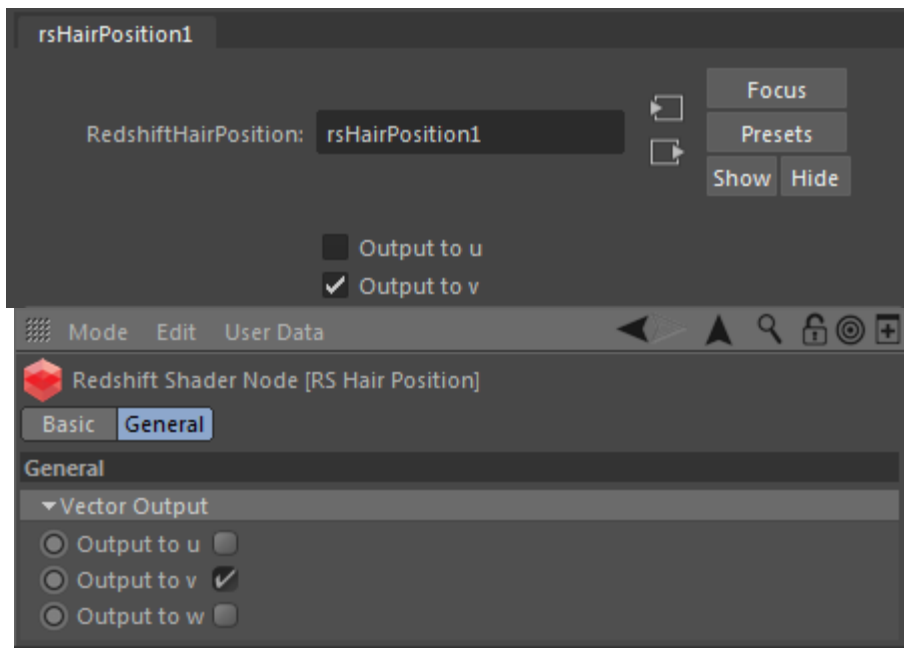
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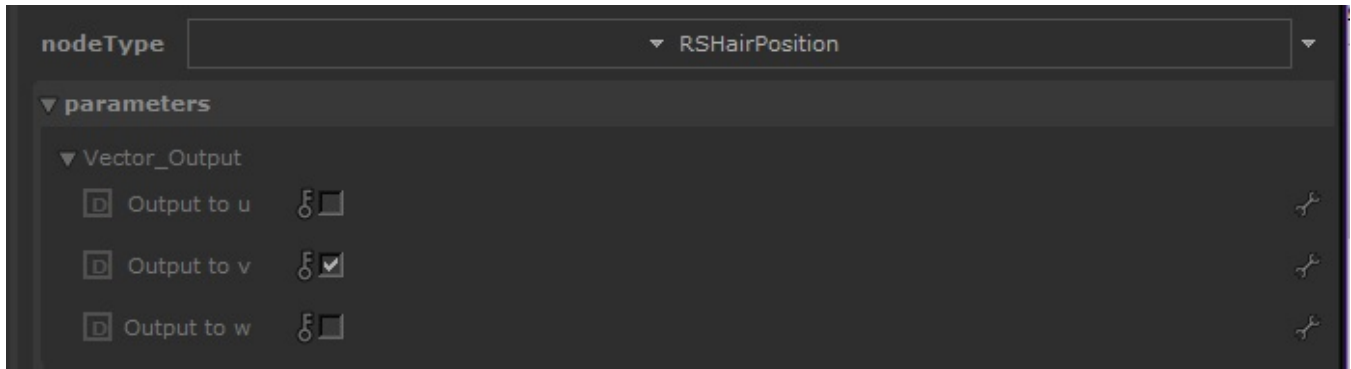
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Introduction

This utilityshader node outputs the position along the strand of the hair. Some texture shader nodes will automatically use the hair position, when applied to hair. But, for nodes that do not allow for a default uv coordinate cluster (*Softimage Gradient Mixer*), or have an explicit uv coordinate input (*Maya texture nodes*), you can use this node to drive the texture coordinate.

The output can be a scalar or a vector, depending on the texturing node requirements in Softimage. In Maya, the output is a two channel vector and in 3ds Max, the output is a scalar.






Parameters

Vector Output


Output to u

This outputs the position to the u component of the vector, with v and w being 0.

 This option is not available in 3ds Max.


Output to v

This is the default and outputs the position to the v component of the vector.

 This option is not available in 3ds Max.

Output to w

This outputs the position to the w component of the vector.

 This option is not available in Maya or 3ds Max.