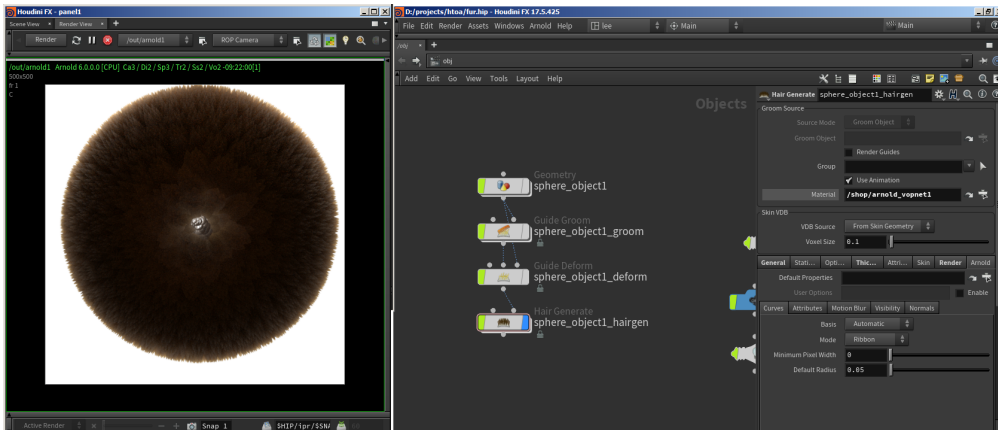


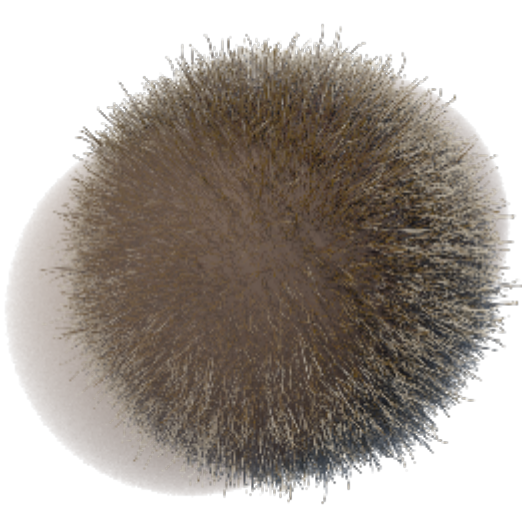
# Fur / Hair



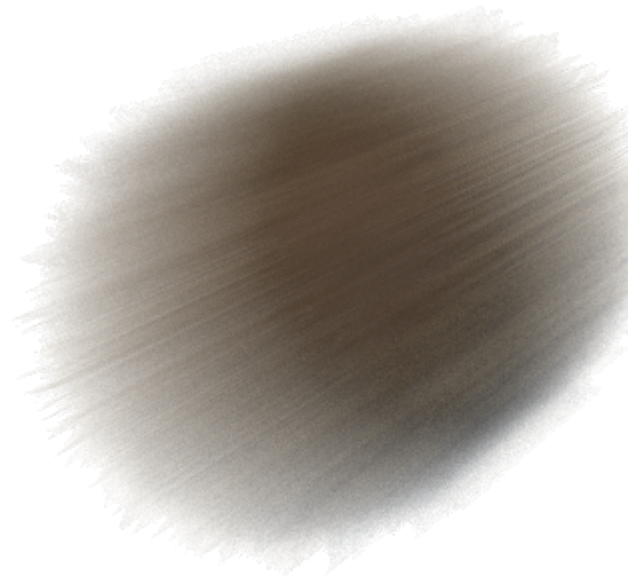
Arnold curve attributes added to Hair Generate node. Standard Hair in Arnold Vopnet -> Material.

## Motion Blur

Adding motion blur to fur requires **Deform Keys**.



Transform Keys, only sphere is blurred.

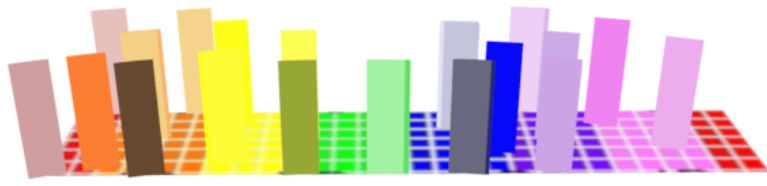


Deform Keys, fur is also blurred.

## UVs

When rendering hair or fur, it is often useful to pick up a color from a texture based on where the hair is attached to the emitter geometry. For this, you will need a UV coordinate that is fixed per hair. In Houdini, you must specify a primitive UV, since each curve is a single primitive. The Houdini fur setup will provide this on the guide curves as long as you have created UVs on the emitter geometry.

The workflow is simplified so that when you specify UV coordinates on the curve per primitive, it will be passed to the hair's render primitives directly. You will have the UVs from the emitter to use for shading by default.



Color of splines driven by UV grid