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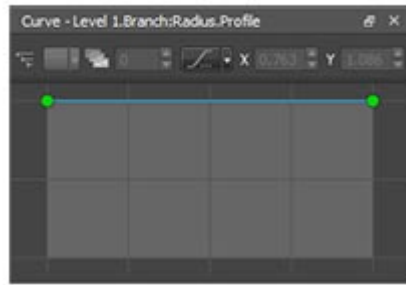
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Profile Curves

Profile curves are colored cyan and affect each individual node in a generator the same way. This makes them work well with parent curves. Parent curves govern the group, and profile curves are applied the same to each member of that group.

The easiest way to think about this is with the 'Radius' branch property. If the radius of each branch remained constant, they wouldn't look like natural branches, but instead like logs. In real life, branches on a tree taper from base to tip. The way that that branches are told how to taper in the SpeedTree Modeler is with a profile curve. The profile curve in this case is lathed around the center spine with the left side of the curve corresponding to the branch base and the right side of the curve corresponding to the branch tip, like in the example to the right.



The effect of editing the profile curve for the “radius”. Profile curves work down the length of each node. Each node with be affected equally.

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