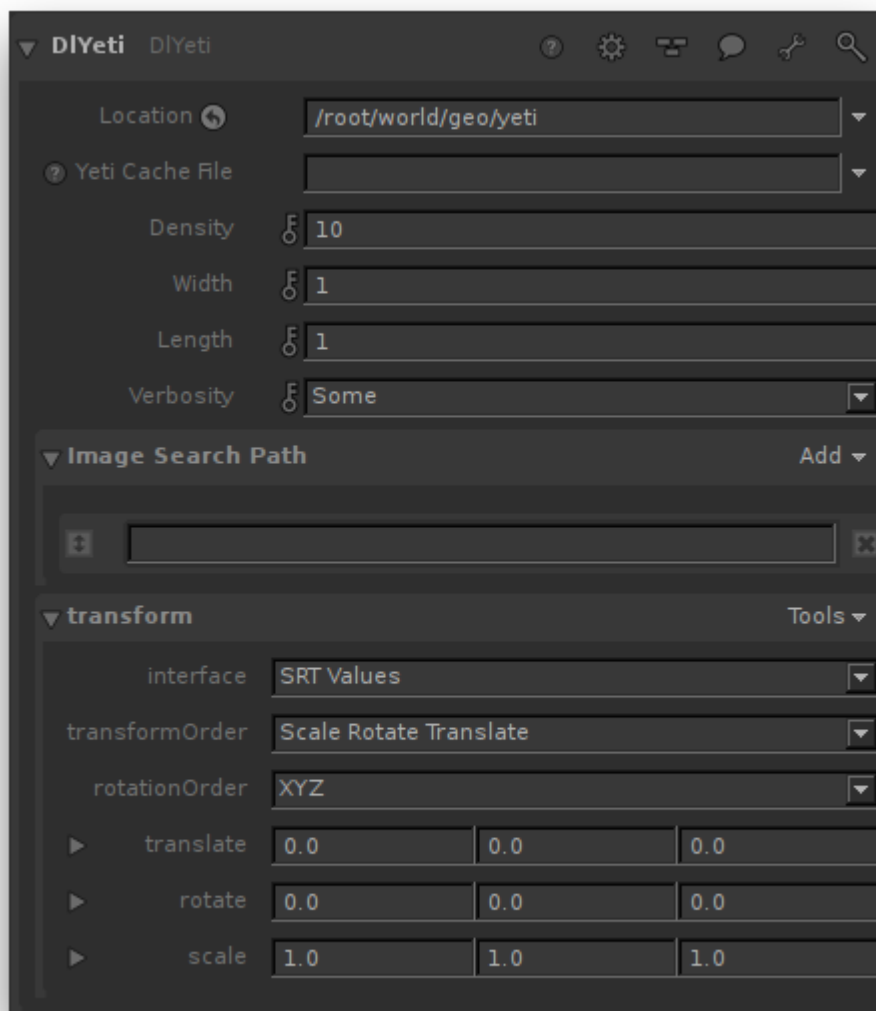


The DIYeti Node

Overview

The *DIYeti* node can be used to render procedural hair generated by Peregrine Lab's *Yeti*.



The DIYeti node.

The DIYeti Node Parameters

Location

The *Scene Graph* location where the *Yeti* object will be created. The *Yeti* object will bear the same name as the *DIYeti* node. Generally, a *Scene Graph* group would be assigned here by middle-click and dragging it from the *Scene Graph* so that the *Yeti* object would be a sibling of the primitive on which the hair is grown.

Yeti Cache File

The *Yeti* fur cache file. This should be set to an absolute path to the cache file generated in *Maya*. Use the same value as for the *Input Cache File Name* attribute of a *pgYetiShape* in *Maya*. The frame number token in the file name uses C-style formatting (e.g. `%04d` for a 4-digit padded frame number). The fur cache file can be created in *Maya* either by using the *I/O Output Write Cache* button in the *Attribute Editor* while a *pgYetiShape* is selected, or by using the `pgYetiCommand -writeCache` command.

i Yeti procedural calls tend to crash if the fur cache file path is not absolute.

Density

Controls how dense the fur will be at render time. Identical to the *Render Density* attribute of a *pgYetiShape* in *Maya*.

Width

Override the width of the fur at render time. Identical to the *Render Width* attribute of a *pgYetiShape* in *Maya*.

Length

A multiplier of the fur length. Identical to the *Render Length* attribute of a *pgYetiShape* in *Maya*.

Verbosity

Controls how much information is produced by the *Yeti* procedural. The available options are *None*, *Some* and *All*.

Image Search Path

A list of paths that *Yeti* will use when searching for textures. Each field should list one path; use the *Add* button to add more fields. The paths can be re-ordered by clicking and draggin the arrow button to the left of a field. A path can be removed by clicking on the X button to the right of the field.

Transform

The transform applied on the *Yeti* object.