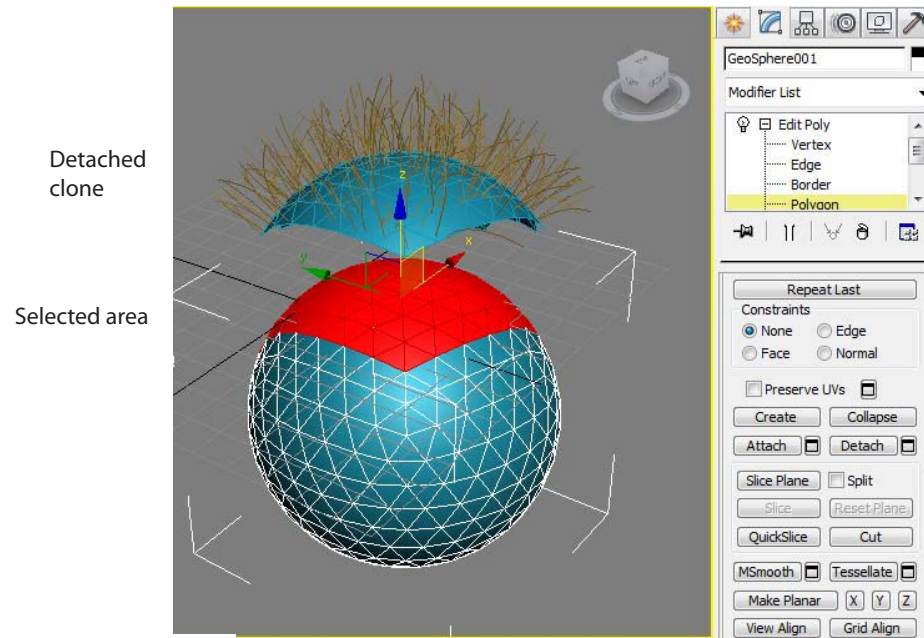


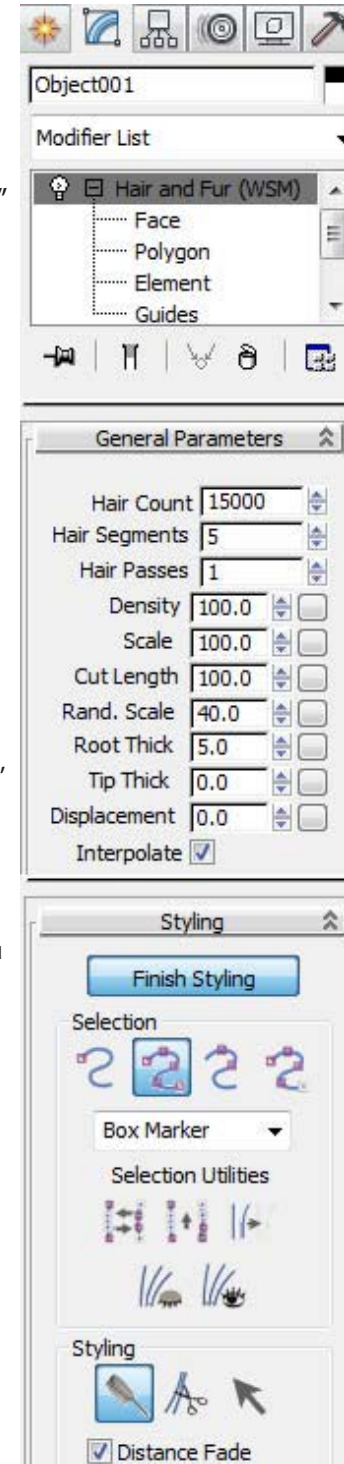
MAKING HAIR AND FUR

Creatures often need hair or fur. This modifier can create realistic hair and fur.

1. Begin by selecting and detaching a clone of the area of the original mesh that you want the hair to grow on.



2. Apply the "Hair & Fur" modifier.



The rollout for the modifier is fairly clear. Hair count, segments, color, etc

Styling allows you to comb the hair.



Note: Hair and Fur only renders out in the perspective or camera viewports

3. Set the detached clone to be "unrenderable" in its properties dialogue box.

Link the hair to the original model.

MAKING HAIR AND FUR

Another method of using the Hair and Fur modifier is to apply it directly to a spline or a set of splines (splines that have been attached)

This works well for horses tails or long hair.

The spline can easily be adjusted and lengthened.

