CARTOON HAIR
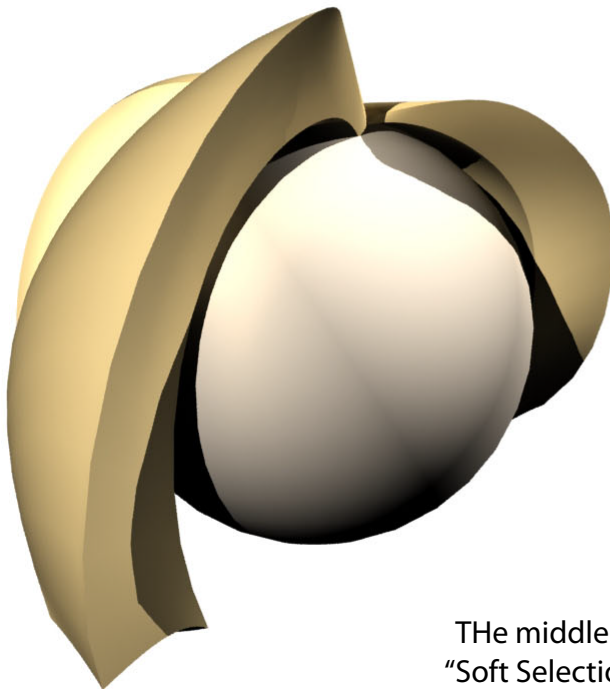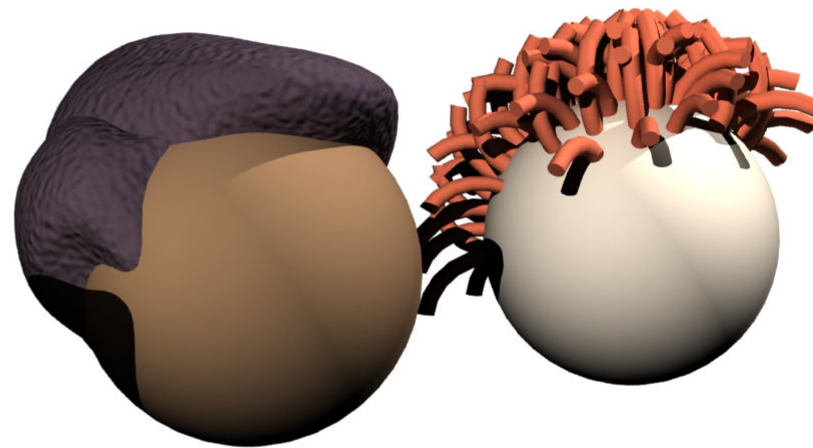
Rather than using the "Hair & Fur" modifier to make realistic type hair, your cartoon character might use a stylized, modeled hair. There are many ways to model cartoon hair. Here are a few of them.

This hair is made from modeling boxes with FFD modifiers.

This redhead uses a compound process called "Scatter".

THe middle example uses a sphere and "Soft Selection". The texture is applied as a noise bump map.