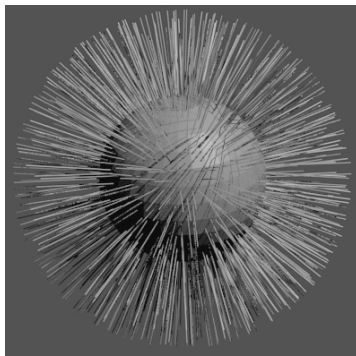
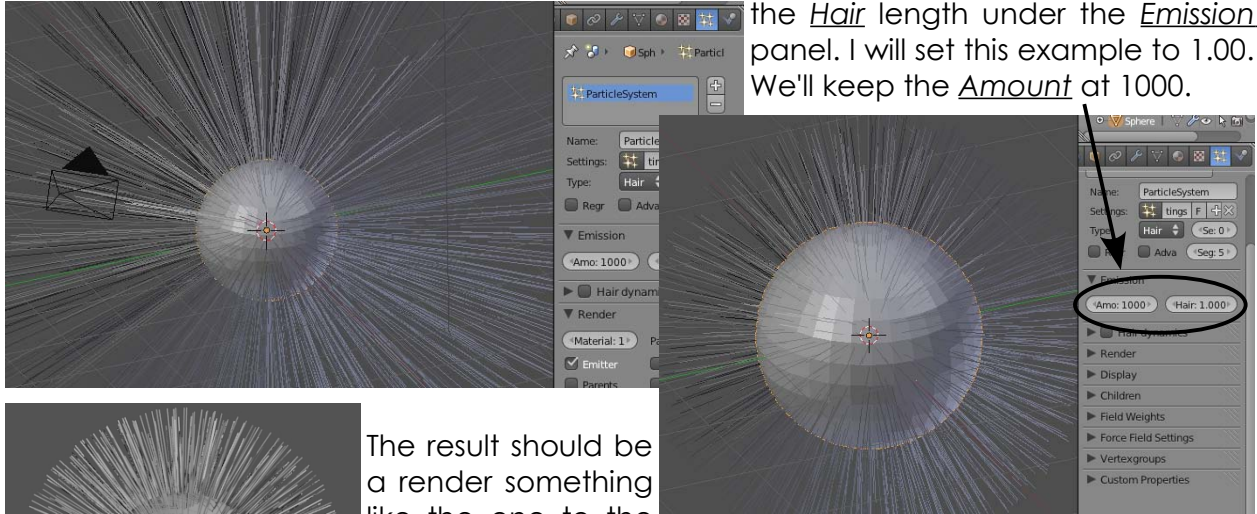


## Chapter 13- Particle Systems and Interactions

### Basic Hair Settings:

For this basic setting discussion, I'll apply a particle system to a UV Sphere and switch from "Emitter" to "Hair" in the particle properties. You will probably get something like the scene below with long strand radiating out from the sphere. It's now time to adjust the Hair length under the Emission panel. I will set this example to 1.00. We'll keep the Amount at 1000.



The result should be a render something like the one to the left after reducing the length. There are many settings that can be adjusted, but let's keep it simple. In order to get something more full, random lengths, and effected by gravity, try adjusting the following settings:

**Render panel-** Adjust the Random slider to randomize the hair length.

**Children panel-** Select "Simple", then adjust the Render amount to something like 10 for less children. This will fill in the sphere and give more strands without adding more particle hairs to calculate. There are also many more settings for different effects.

**Field Weights panel-** Check the box at the bottom of the panel "Use for Growing Hair" and adjust the Gravity low (about 0.020).

These setting should give you a result something like this. Feel free to experiment with other settings.

