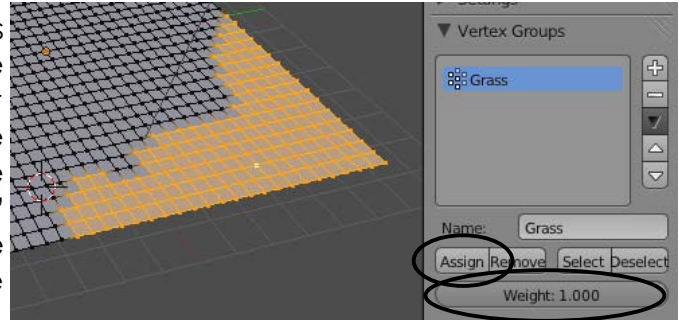


Chapter 13- Particle Systems and Interactions

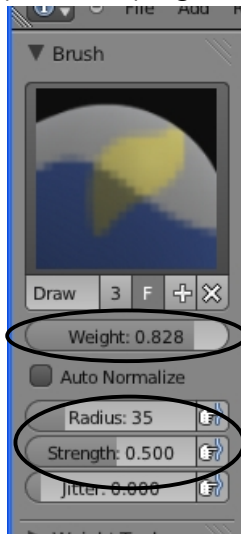
Assigning Weights in Edit Mode:

Enter *Edit Mode*, deselect all vertices and select all those that will have the highest density of grass (use the “B” or “C” key). In edit mode, you will notice that a few options will show up in the *Vertex Groups* panel. Take the “Weight” slider to 1.000 and hit “Assign” to give the selected vertices a weight of 1, the highest density. For areas without grass, assign them a weight of zero, and areas with middle density, a weight in the middle. To see your results, you can change from *Edit* mode to *Weight Paint* mode (discussed below). Weights will display as different colors.

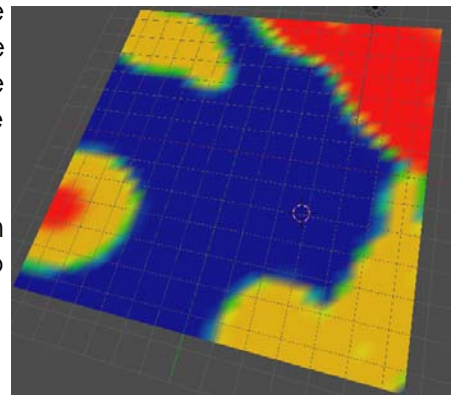


Assigning Weights in Weight Paint Mode:

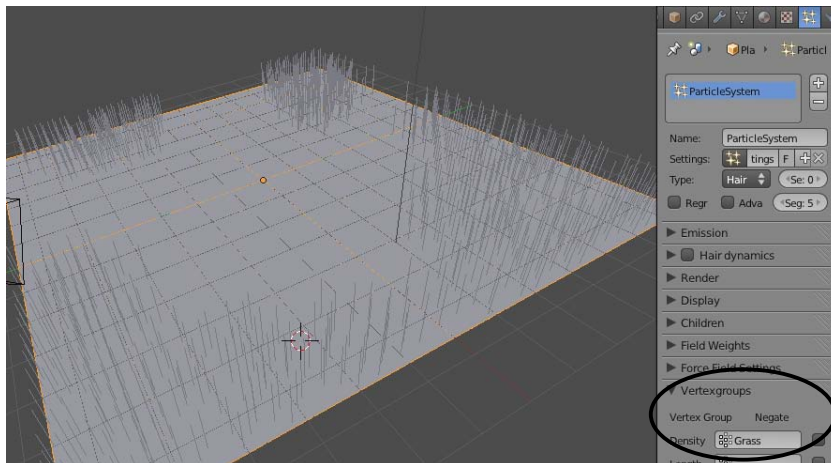
Weight Painting allows you to “brush” different weights onto your object. You still need to create your vertex group as discussed on the previous page first, then change to *Weight Paint Mode*. Your plane will change to blue (indicated everything at a weight of zero), your cursor will be displayed as a circle, and the *Tool Shelf* will display the Weight Painting tools. Much like assigning weights to vertices, you need to set the Weight you plan to “brush” onto the mesh. You can also set the brush Radius size and Strength. The strength determine the fade of the brush. To paint the full weight, set the strength to 1.00.



For our example, I've painted the mesh as shown to the right. Blue is a zero weight and red is a weight of 1.00.



Return to *Object Mode*.



It's now time to apply a *Particle* system and set it up for hair as discussed earlier. In order to make the particles generate using the vertex group we created, select your vertex group for “Density” in the Vertex Groups panel. Vertex groups can be used for many other features in Blender.