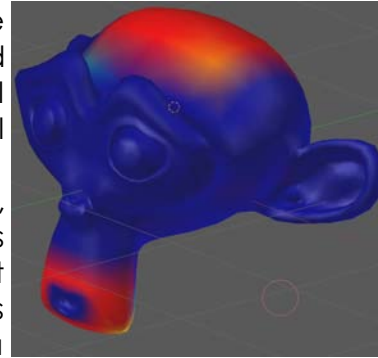


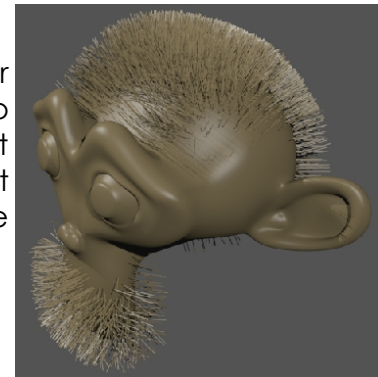
Chapter 13- Particle Systems and Interactions

Other Hair Effects:

We need to discuss a few other options useful for particle hair. These are shaping the hair in *Particle Mode* and assigning colors to the strands other than the main material color of the mesh. Starting with a new Blender file, We will add a Monkey head, set it smooth and apply a *Subdivision Surface* modifier to it. The next step is to add a *Vertex Group*, then enter *Weight Paint* mode and brush weighted areas where you wish the hair to grow. Painting may be difficult due to the monkey not having many vertices. My example is shown to the right with the monkey having a Goatee and a Mohawk:



Now go to the *Materials* panel and put an appropriate color material on the monkey. I used a brown color. The next step is to apply a hair particle system as previously discussed. Set hair length, amount, and children to desired appearance. At this point, you should be able to render an image and see results similar to these.



Looks good, but I would like to have the hair a different color. To do this, go back to your *Materials* panel and click the small "+" to the right of the materials list. Give it a name in the block below it and set the diffuse color. I chose a shade of yellow. The material list will show 2 materials set for this object. The 1st material channel is used for the mesh color while we will use the 2nd material channel will be used for the particles.

Now go to the *Particles* panel and find the *Render* settings. You will see a block where you set the particle material. Set it for *Material 2*. This should force Blender to use your second material for the strands. Hit F12 to render an image and you should see something like this:

