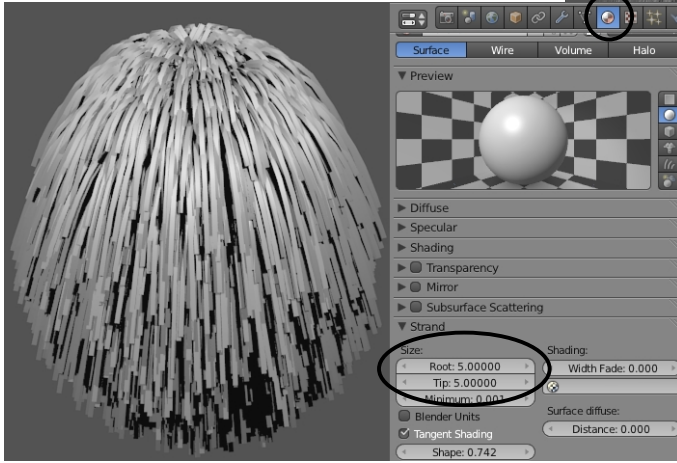
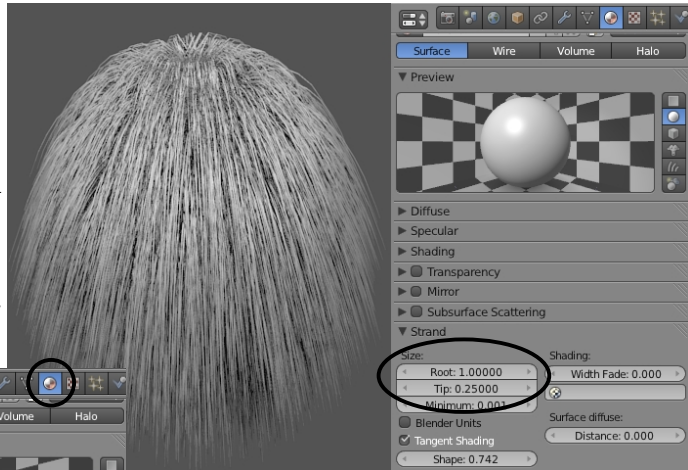


Chapter 13- Particle Systems and Interactions

Material Strand Settings:

The shape of the strand can be controlled in the material settings. Put a material on the sphere and open the "Strand" panel. Under Size, you will see a "Root" and "Tip" setting. The 1st example uses a Root size of 1.00 and a Tip size of 0.25. This creates a tapered strand. The 2nd example used a Root and Tip setting of 5.00.

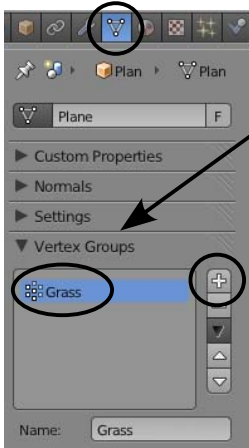
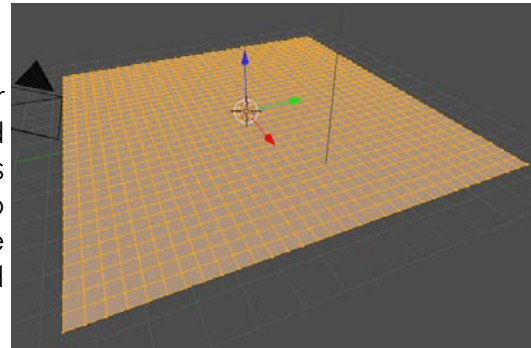


RoboDude Says:

Just like basic particles, force fields like wind can be used to move strands.

Creating and Using Vertex Groups:

Let's say you want to make an object with grass or hair, but don't want the particles distributed evenly over the entire object. We can control this with vertex groups that assign different weights to vertices. For an example, we'll start with a plane that has been scaled up a bit and subdivided about 5 times in edit mode.



Next, we'll go to the Object Data buttons and press the "+" button in the Vertex Groups panel to add a vertex group. It might be helpful to change the name from "Group" to something more meaningful.

It's now time to assign different weights to the vertices. This can be done 2 ways:

- Assign weights in Edit Mode
- Assign weights using Weight Painting