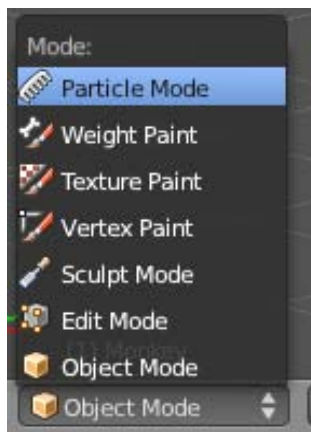
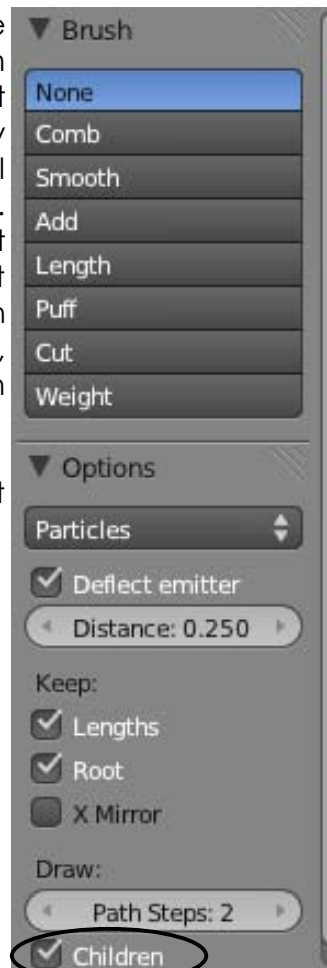


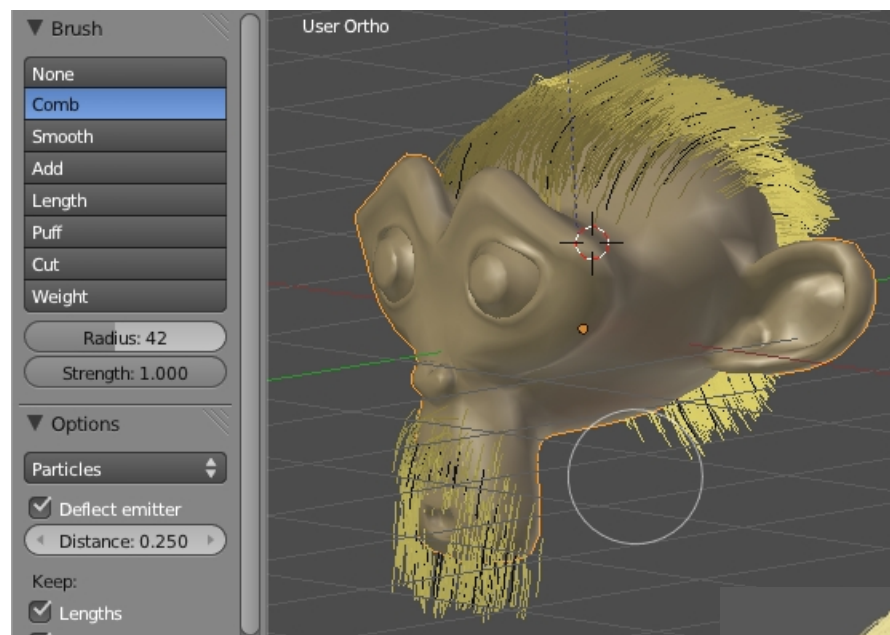
Chapter 13- Particle Systems and Interactions



It's now time to comb and shape the monkey's hair and beard. Switch from *Object Mode* to *Particle Mode*. A new set of options will display in the Tool Shelf. By default, you may only see the original strands without the children on the screen. You can check the "*Children*" option at the bottom of the Tool Shelf. Experiment with the different options available in Particle Mode. By using the Comb, Cut, Smooth and Puff commands, you can modify the hair quite a bit.



With a little practice and patience, you can create some great effects!.



To summarize the particles unit, by adjusting the basic settings discussed here and experimenting with others, you can use particles for a variety of effects in your scenes. Need a dusty, blowing scene? A fire with flames and smoke? Grass blowing in a field? By browsing the forums, you can always find someone doing something new.