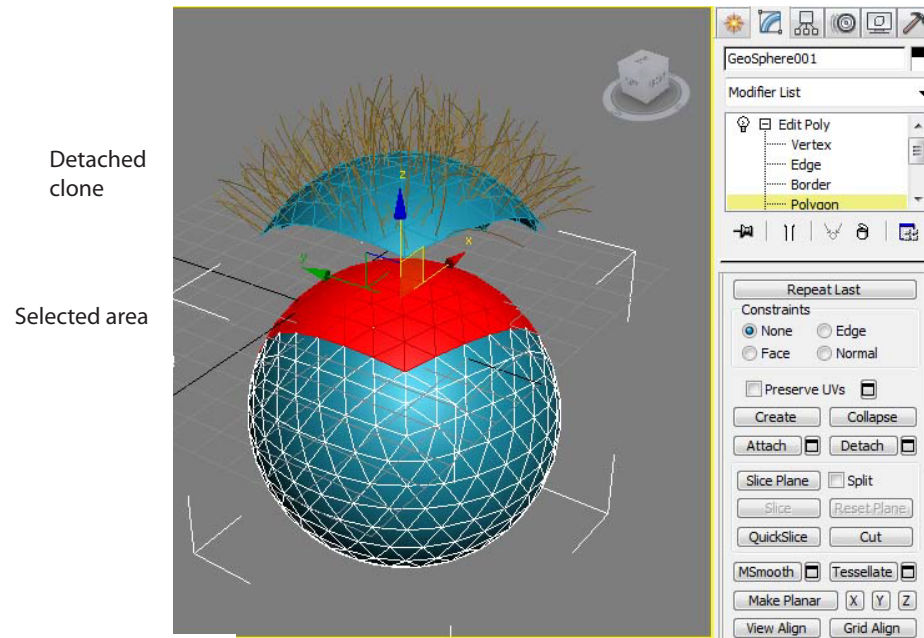


# MAKING HAIR AND FUR

Creatures often need hair or fur. This modifier can create realistic hair and fur.

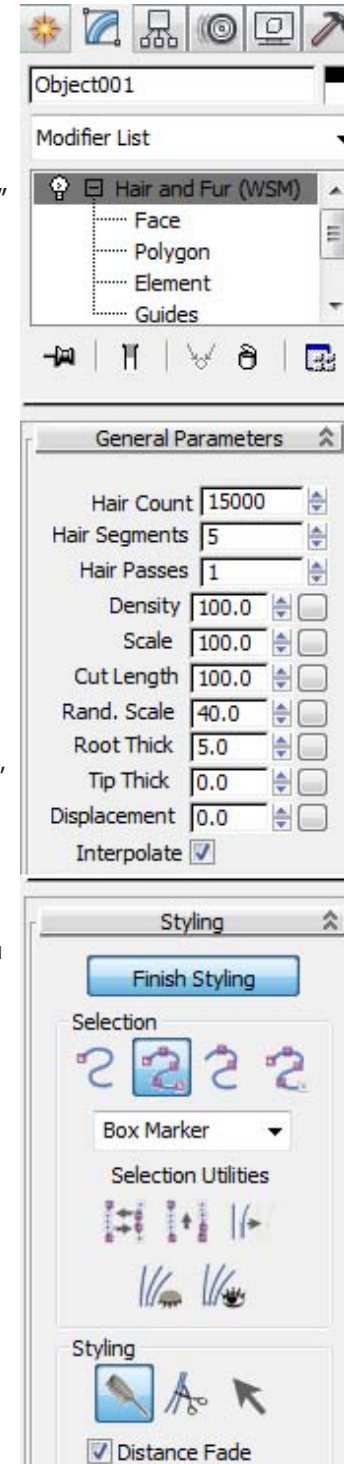
1. Begin by selecting and detaching a clone of the area of the original mesh that you want the hair to grow on.



Detached clone

Selected area

2. Apply the "Hair & Fur" modifier.



The rollout for the modifier is fairly clear. Hair count, segments, color, etc

Styling allows you to comb the hair.



**Note: Hair and Fur only renders out in the perspective or camera viewports**

3. Set the detached clone to be "unrenderable" in its properties dialogue box.

Link the hair to the original model.