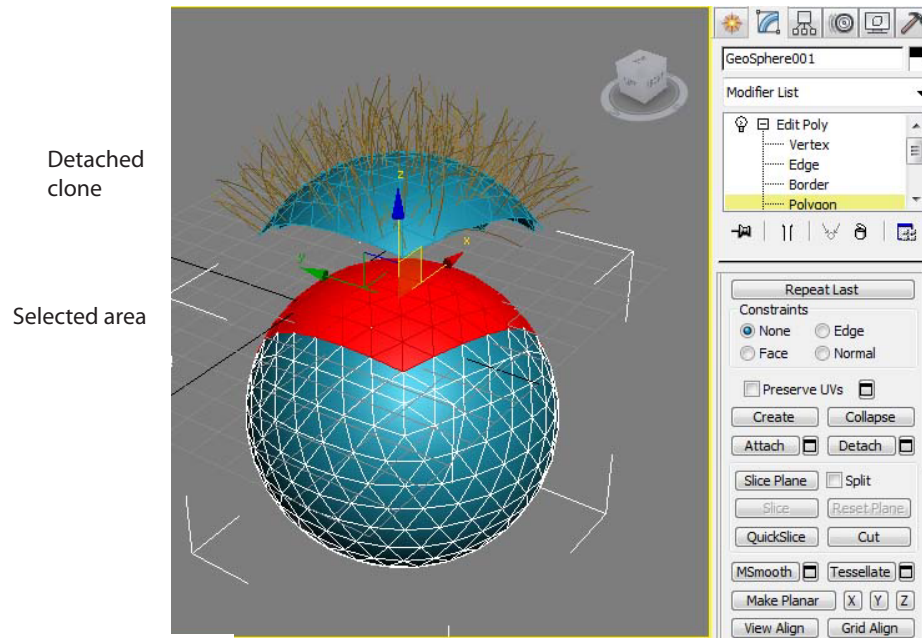


MAKING HAIR AND FUR

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

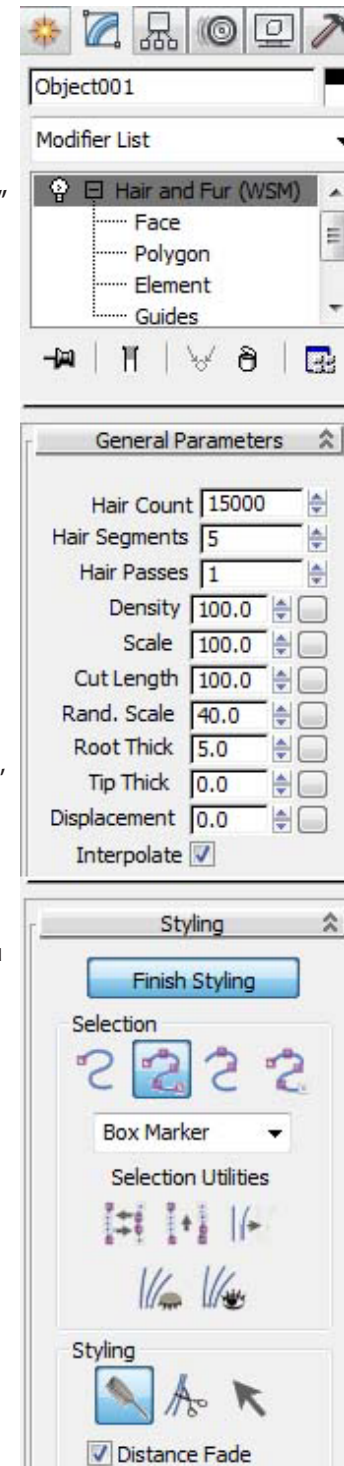
1. Begin by selecting and detaching a clone of the area of the original mesh that you want the hair to grow on.



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.