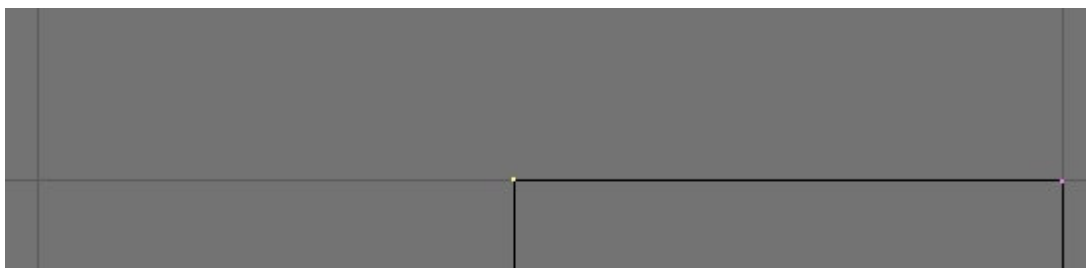


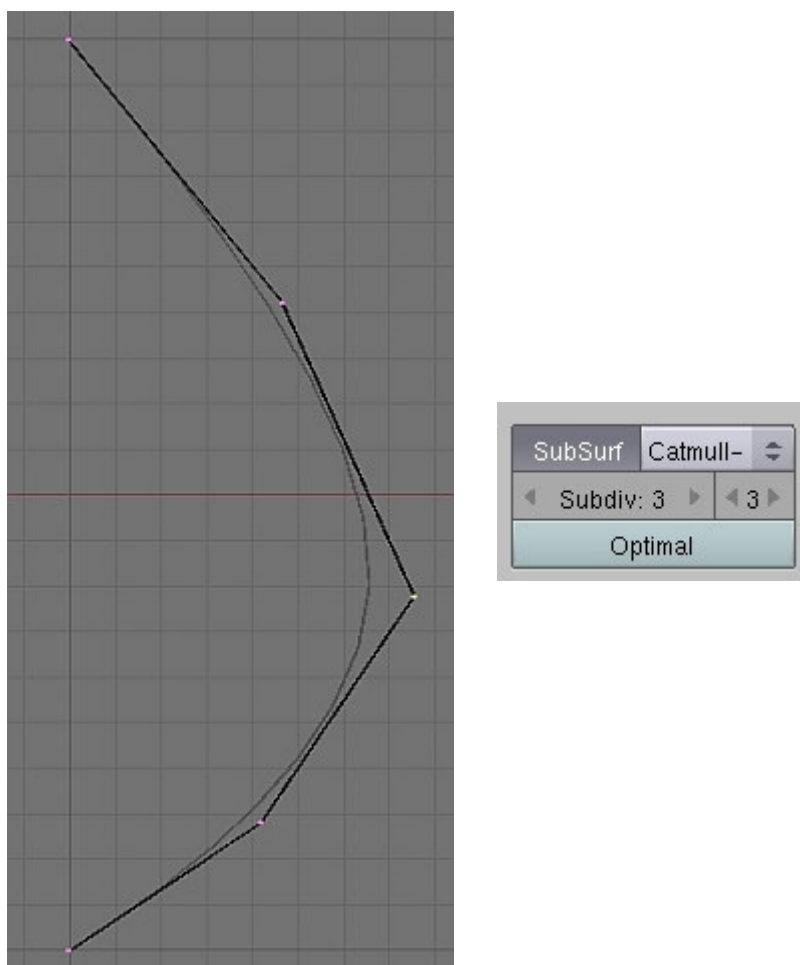
[Back...](#) [Next...](#)

Select just one vertice and press (.) (numPad dot) this is the zoom factor to give the exact size to your first single Hair. Then move it a little closer to the "closest" vertice and try to make the distance between them like the image below. The grid will help you to do so...



Do the same with the other vertices. The easiest way to do it is to select all (a), press numPad dot (.), select the next vertice (Left Mouse Button) and then again press numPad dot (.)

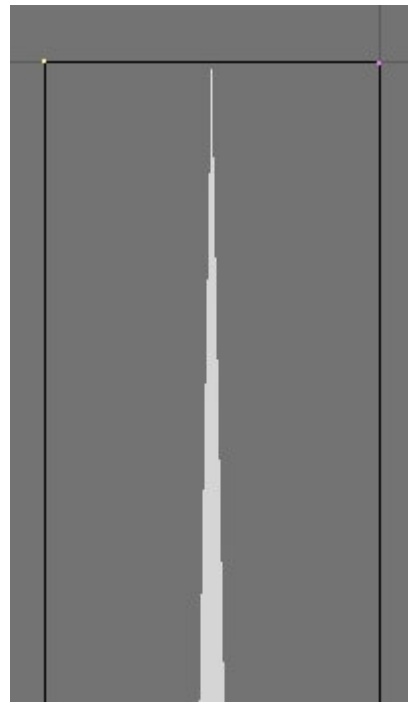
Now is the time to give this hair a nice form. Press (Tab) one time to exit edition mode, press (Shift+o) to SubSurf the plane and give it a Subdivision of 3, then again (Tab) to go back to edition. You must see something like this:



If you are some curious (like me) and press (z) you can see the difference between this two states. But don't forget to press (z) again because you will not see a thing if you exit edition



Before



After

[Back...](#)   [Next...](#)