

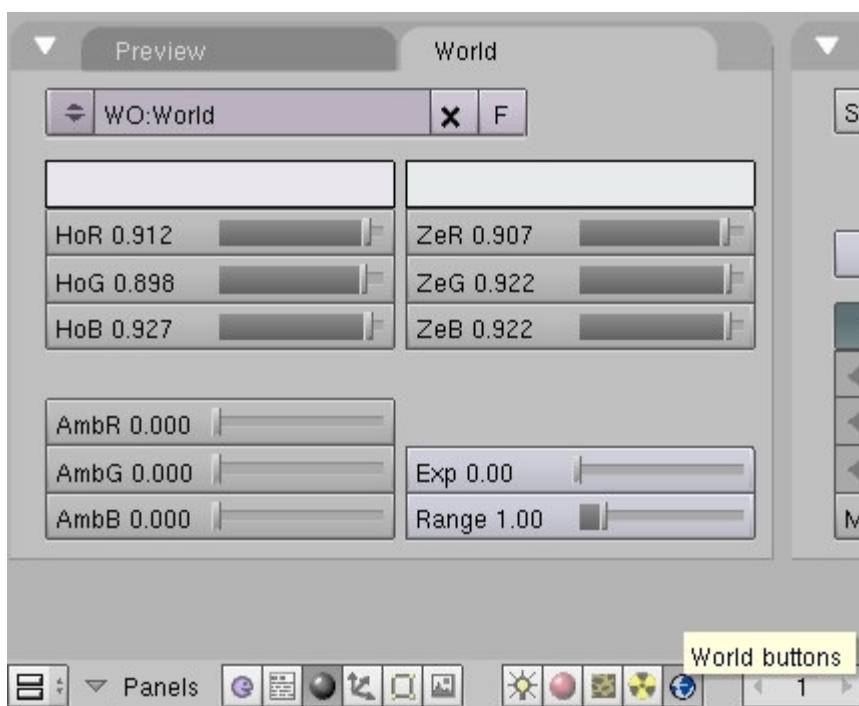
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First (before I forget it) give your hair a material, just (for now) a simple one (F5)

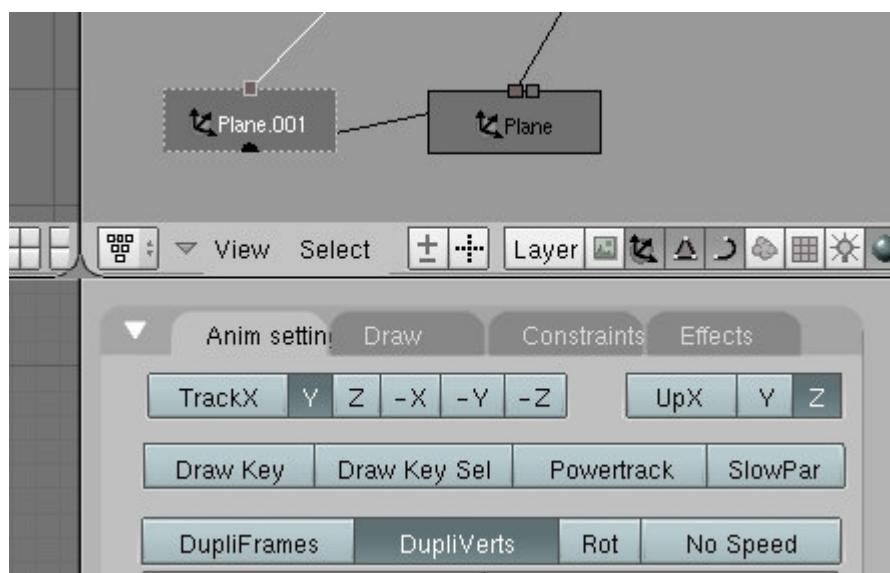


just change it to black

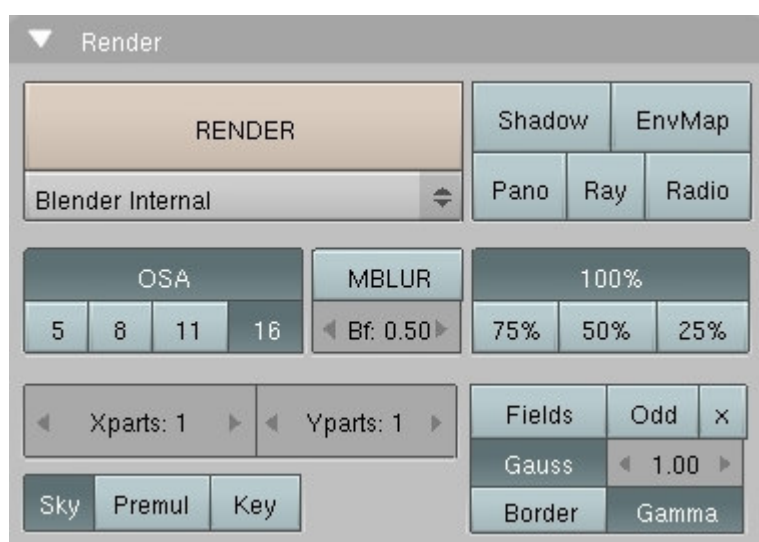
Give a colour to your world too, this time use light colours



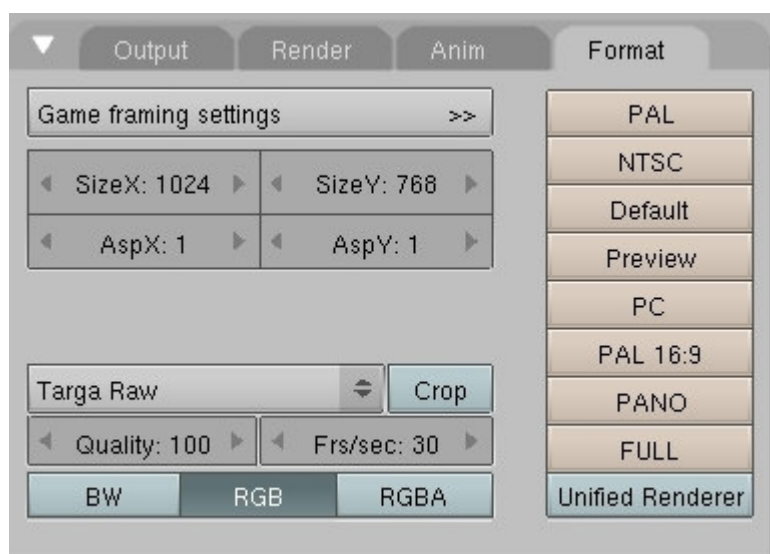
Now..... Your work will be more easy if you turn OFF your dupliverts function. Just turn it ON when you want to see what is going on with your model. As long as you work with a more complex model, having more hair and more emitters you could see a mess if you don't work methodically and with discipline. Order your "emitter" blocks (Shift + F9) in a way you can see them all at a time and can turn Dupliverts ON and OFF. Remember when you turn them ON Blender will take a little time to show them all (And sometimes is much more than a *little*)



Finally to render your image Turn Osa ON



and give it a render size let's say



here you must see something like this

Your first hair render



The original was rendered to 1024 x 768.

FINAL NOTES:

Remember..... hair grows from various "zones" in our head and takes various directions, you could think in a combed hair or a hair that is affected by air, there are a lot of possibilities. You now have the basis to make your Blender's hair look more NATURAL. You can animate it, give it a different colour, give it a shine..... you name it.

For animate it, just use RVK (Relative Vertex Keys) in your hair plane. That's all. I hope you find this helpful. And have a nice Blender Day.

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Work made with:
Blender 2.33 and 2.33a
Athlon XP 2Ghz.
1Gb RAM

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