

## Real Hair with Blender 3D

*For novice to experts*

These are some images created with Blender 3D trying to achive real hair.

The first option was to use particles, and, as you can see you can have some interesting effects but by no means look real.

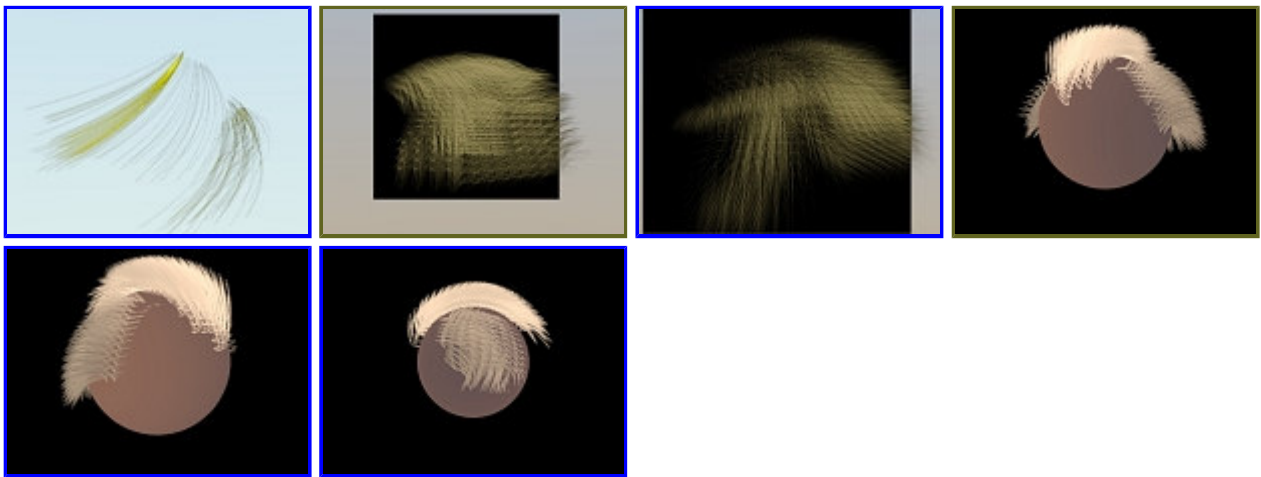
It becomes hard when you try to give this hair an specific form. You often work with this (by all us known)

**"scientific method" test and error.**

You can even animate this particles but become a "manual" work because you "must" recalc particles

every time you change frames in your animation. And then render that frame in particular. One by one

**what a tedious and impractical work !!!**



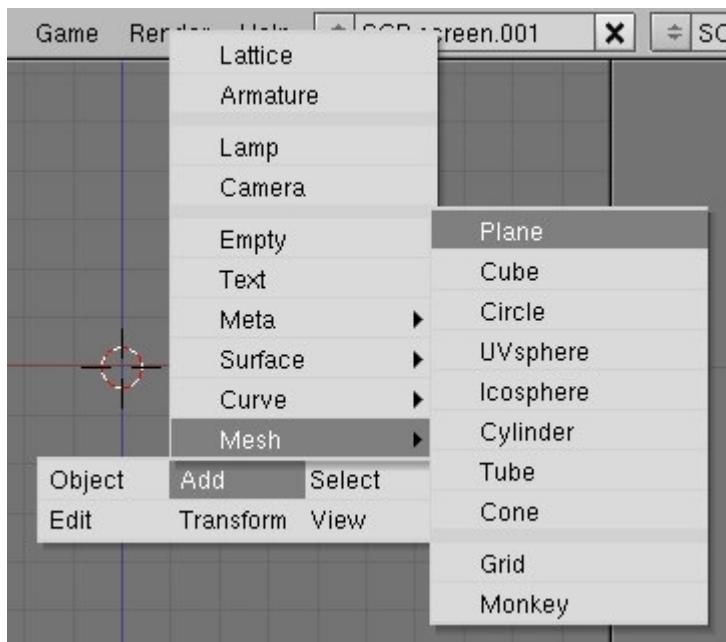
After making a lot of tests this task became easier. And these are a few first examples.

And of course **no particles at all.**



I changed the idea to use particles when I saw what can be done with planes..... yes just planes (and dupliverts... later on). The difference is how to use them. Here's the explanation. (Keystrokes are between braces)

First of all you must create a plane (space bar)



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