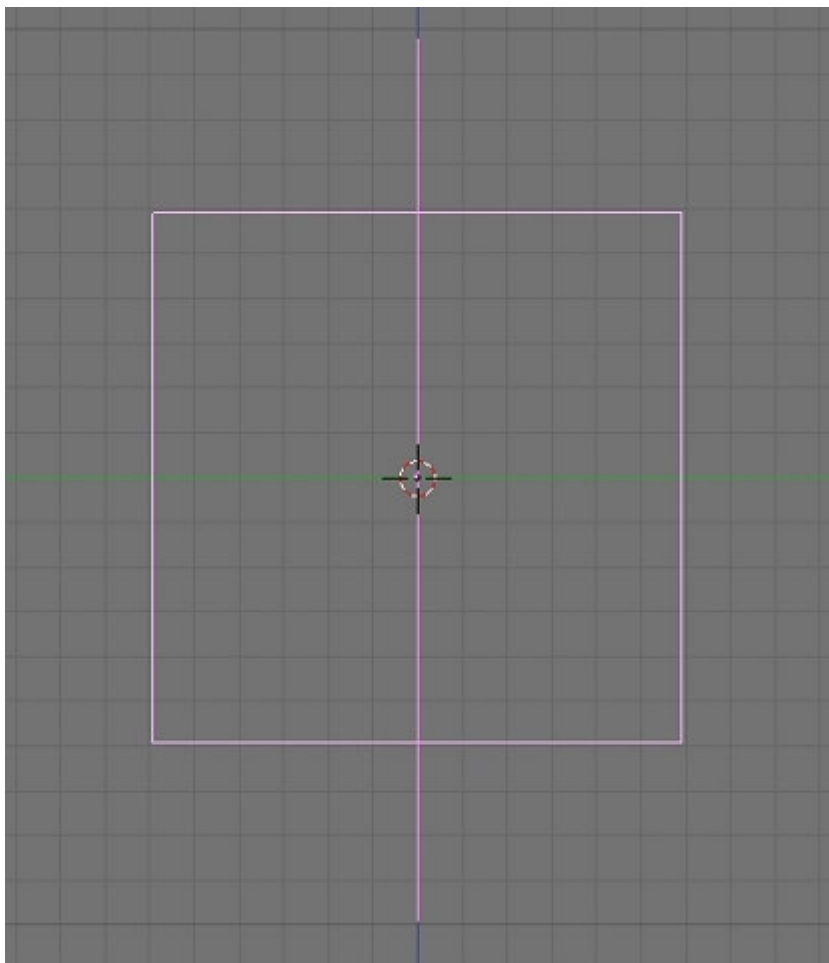


[Back...](#) [Next...](#)

OK

We have been working on a single hair but our head has a little more. To make our first bunch of hair we will use Blender's duplivering function.

Press numPad (3) to change our point of view and add another plane (this will be our duplicates emitter) press (s) to scale down a little and press (Tab) to exit edition mode

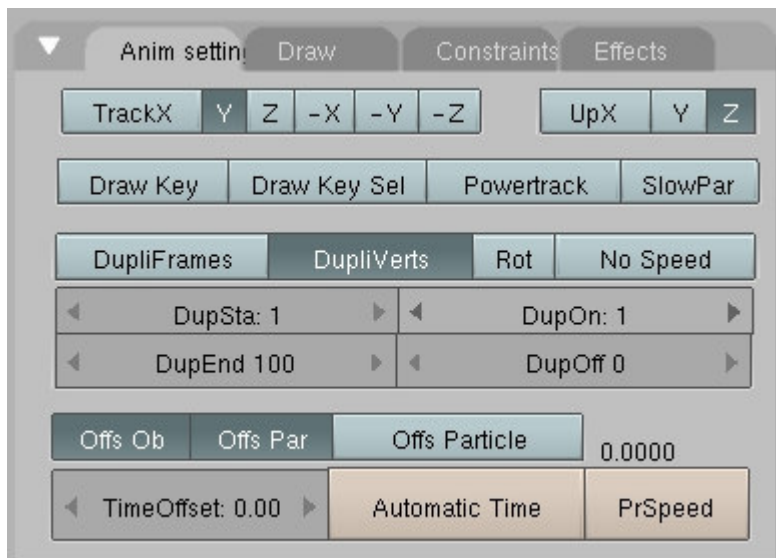


Press (a) to unselect everything. Select your single hair, press (Shift) maintain it pressed and select the emitter,



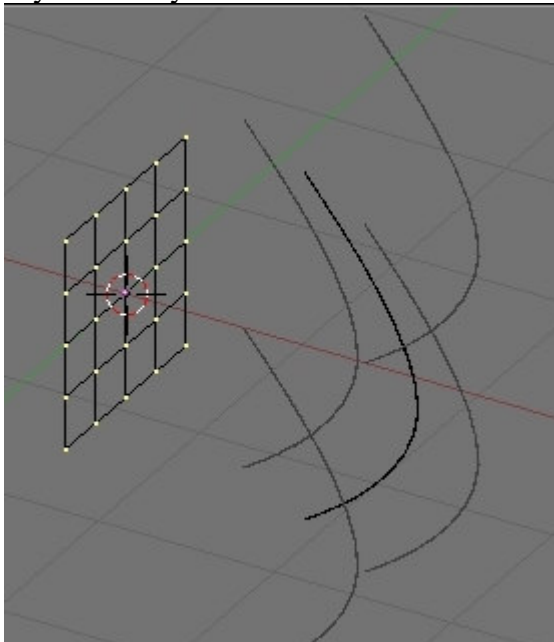
press (Ctrl + p)

Select your emitter and press (F7) press the DupliVerts button



you must see now five planes

If you select your emitter and Subdivide a little more you can have more hair



but REMEMBER when you subdivide your emitter, you will have more and more vertices, and your CPU will have more work to do.

[To solve this go to the next page](#)