

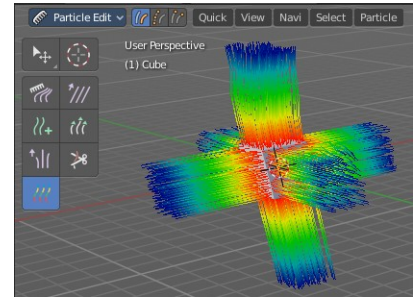
25.1.7 Editors - Properties Editor - Tools Tab - Particle Edit Mode

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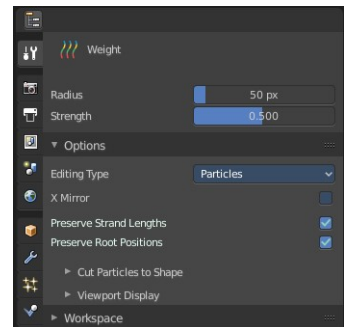
Tools Tab in Particle Edit Mode

The Particle Edit mode enables to edit particle settings. For example, Hair Particles can be manipulated with some brushes. They can be combed, cut etc.

The Tools tab contains the settings for the hair editing brushes.

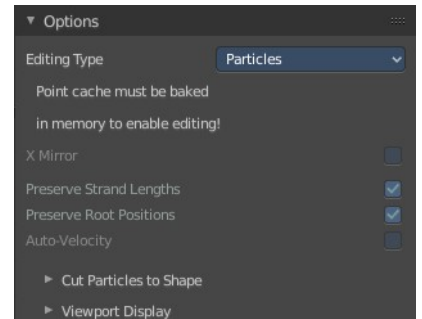


Different from the other paint modes, there is no brush panel. The brushes are here part of the tool settings of the single brushes. The brush settings will be covered in the 3D view in the chapter for Particle Edit Mode.

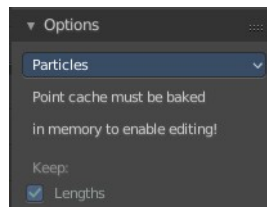


Particle Edit Mode - Options panel

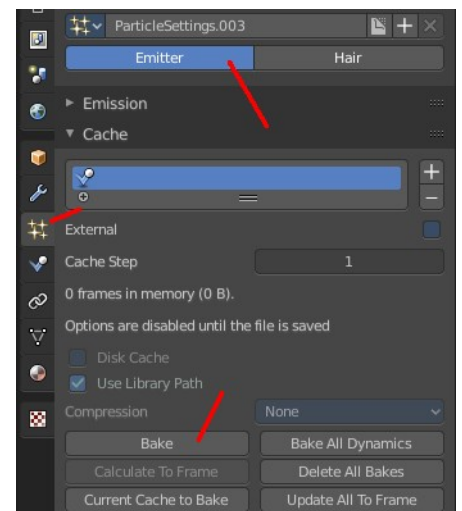
Here you can find some further options for the particles.



Note that you need to bake some particle types to be able modify them. Emitter for example. You will get a warning then, and the Options panel content is greyed out.

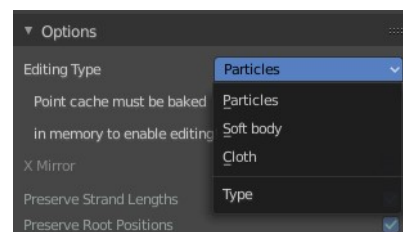


The particles can be baked in the Particles tab in the Cache panel.



Particle Edit Type

The Particle Edit Type. This edit box just shows you what particle type you currently have. It does not allow you to change the particle type.



X Mirror

Mirrors the selected particles.

If you want a symmetrical haircut, first select all particles, then mirror the particles, then tick X Mirror.

Preserve Strand Lengths

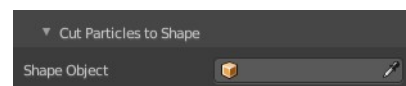
Keep the path lengths constant.

Preserve Root Positions

Keep root keys unmodified.

Cut particles to Shape

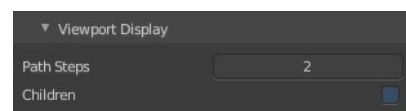
Here you can define a object to cut the hair particles into the shape of the object.



Viewport Display

Path Steps

How many steps to display the path with. Meant is the resolution for the hair straints.



Children

Display all particles, including children. For performance reasons child particles are usually not displayed in the viewport.