

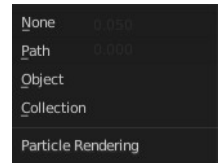
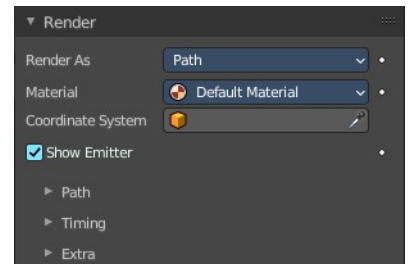
25.9.13 Editors - Properties Editor - Particle Tab - Hair - Render panel

Render Panel.....	2
Render As.....	2
All render methods.....	2
Show Emitter.....	2
None.....	2
Path.....	2
Material.....	2
Coordinates System.....	2
Path subpanel.....	3
B-Spline.....	3
Steps.....	3
Timing subpanel.....	3
Absolute Path Time.....	3
Start.....	3
End.....	3
Random.....	3
Extra subpanel.....	3
Parents Particles.....	3
Unborn.....	3
Dead.....	3
Object.....	3
Scale.....	4
Scale randomness.....	4
Object Sub tab.....	4
Instance Object.....	4
Global Coordinates.....	4
Object Rotation.....	4
Object Scale.....	4
Extra sub tab.....	4
Parents Particles.....	4
Unborn.....	4
Dead.....	4
Collection.....	4
Scale.....	4
Scale randomness.....	5
Collection Sub tab.....	5
Instance Collection.....	5
Whole collection.....	5
Pick Random.....	5
Global Coordinates.....	5
Object Rotation.....	5
Object Scale.....	5
Use Count.....	5
Active Dupli Object Index list.....	5
Drag Handler.....	5
Search Field.....	5
Invert.....	5
Sort by Name.....	5
Revert.....	5
Copy Particle Dupliobject.....	6

Remove Particle Dupliobject.....	6
Move Up / Down Dupli Object.....	6
Refresh Dupli Objects.....	6
Count.....	6
Extra sub tab.....	6
Parents Particles.....	6
Unborn.....	6
Dead.....	6

Render Panel

Hair particles can be rendered as a Path. And it can render Objects or collections as the hair particles.



Render As

Render the particles with different methods.

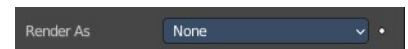
All render methods

Show Emitter

Render the particle emitting mesh. This does not affect viewport rendering!

None

Don't render the particles.



Path

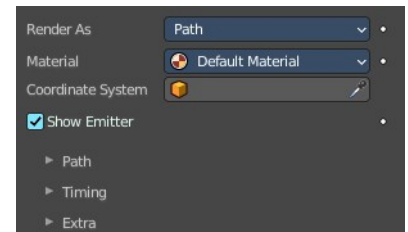
Render the hair particles as paths.

Material

Set which of the object's materials is used to shade the particles.

Coordinates System

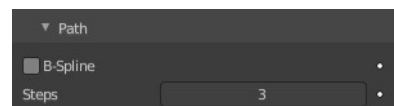
Use a different object's coordinates to determine the birth of particles.



Path subpanel

B-Spline

Interpolate hair using B-splines. This may be an option for you if you want to use low Render values. You loose a bit of control but gain smoother paths.



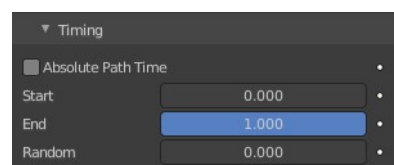
Steps

Set the number of subdivisions of the rendered paths (the value is a power of 2). You should set this value carefully, because if you increase the render value by two you need four times more memory to render. Also the rendering is faster if you use low render values (sometimes drastically). But how low you can go with this value depends on the waviness of the hair (the value is a power of 2). This means 0 steps give 1 subdivision, 1 give 2 subdivisions, 2 → 4, 3 → 8, 4 → 16, ... n → n².

Timing subpanel

Absolute Path Time

Path timing is in absolute frames.



Start

Start time of the path.

End

End time of the path.

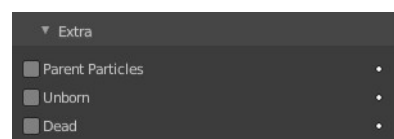
Random

Give the path length a random variation.

Extra subpanel

Parents Particles

Render also parent particles if child particles are used. Children have a lot of different deformation options, so the straight parents would stand between their curly children. So by default Parents are not rendered if you activate Children. See Children.



Unborn

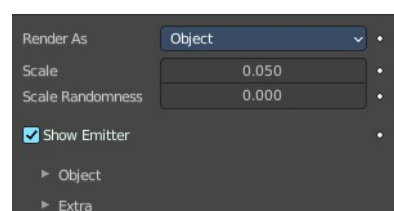
Render particles before they are born.

Dead

Render particles after they have died. This is very useful if particles die in a collision Die on hit, so you can cover objects with particles.

Object

Render collections instead of the paths of the hair particles.



Scale

The scale factor of the object.

Scale randomness

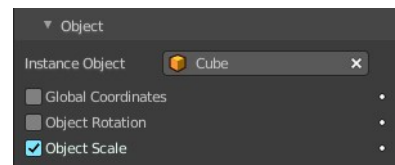
Give the particle size a randomness.

Object Sub tab

Choose the object to render instead of the path.

Instance Object

Pick the object that you want to use as the particle.



Global Coordinates

Use the global coordinates of the object for duplication. This sets the particles to the position of the chosen object.

Object Rotation

Use the rotation of the object for duplication.

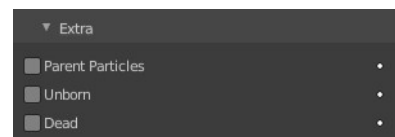
Object Scale

Use the scale of the object for duplication.

Extra sub tab

Parents Particles

Render also parent particles if child particles are used. Children have a lot of different deformation options, so the straight parents would stand between their curly children. So by default Parents are not rendered if you activate Children. See Children.



Unborn

Render particles before they are born.

Dead

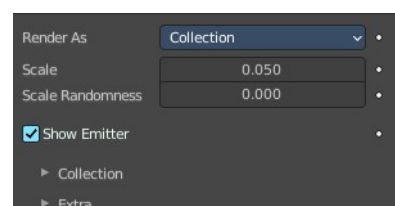
Render particles after they have died. This is very useful if particles die in a collision Die on hit, so you can cover objects with particles.

Collection

Render the content of a collection instead of the paths of the hair particles.

Scale

The scale factor of the object.



Scale randomness

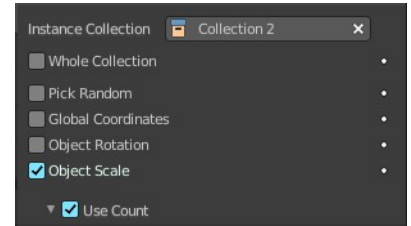
Give the particle size a randomness.

Collection Sub tab

Choose the object to render instead of the path.

Instance Collection

Pick the collection that you want to use as the particle.



Whole collection

Use the whole collection at once.

Pick Random

Pick objects from the collection randomly.

Global Coordinates

Use the global coordinates of the object for duplication. This sets the particles to the position of the chosen object.

Object Rotation

Use the rotation of the object for duplication.

Object Scale

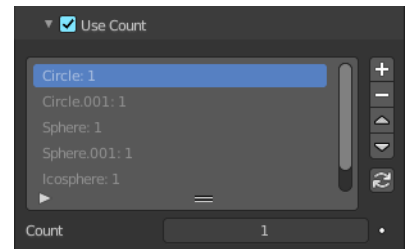
Use the scale of the object for duplication.

Use Count

Use objects multiple times in the collection.

Active Dupli Object Index list

The list with the objects from the collection. The number behind the object tells you how often this object is used in the particles, relative to the other objects.



Drag Handler

The two vertical lines at the end is a handler with which you can expand the list.



Search Field

You can expand a search field at the bottom of the list. Type in your term and hit enter to filter for your term.



Invert

Exclude the search term instead of searching for it.

Sort by Name

Sort the List by name.

Revert

Revert the list. The last list item becomes the first, and vice versa.

Copy Particle Dupliobject

Duplicate the current dupli object.

Remove Particle Dupliobject

Remove the selected dupli object.

Move Up / Down Dupli Object

Move the dupli object up or down in the list.

Refresh Dupli Objects

Refresh the list of dupli objects and their weights.

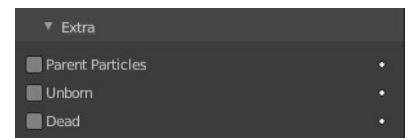
Count

The number of times this object is repeated with respect to other objects.

Extra sub tab

Parents Particles

Render also parent particles if child particles are used. Children have a lot of different deformation options, so the straight parents would stand between their curly children. So by default Parents are not rendered if you activate Children. See Children.



Unborn

Render particles before they are born.

Dead

Render particles after they have died. This is very useful if particles die in a collision Die on hit, so you can cover objects with particles.