

## 25.9.9 Editors - Properties Editor - Particle Tab - Hair - Emission Panel

Emission Panel.....	1
Number.....	1
Seed.....	1
Hair Length.....	1
Segments.....	1
Source.....	2
Emit From.....	2
Vertices.....	2
Use Modifier Stack.....	2
Random Order.....	2
Faces & Volume.....	2
Use Modifier Stack.....	2
Distribution.....	2
Jittered.....	2
Random Order.....	2
Even Distribution.....	2
Particles/Face.....	3
Jittering Amount.....	3
Random.....	3
Random Order.....	3
Even Distribution.....	3
Grid.....	3
Invert Grid.....	3
Hexagonal Grid.....	3
Resolution.....	3
Random.....	3

### Emission Panel

The buttons in the Emission panel control the way particles are emitted over time.

#### Number

The amount of hair strands.

#### Seed

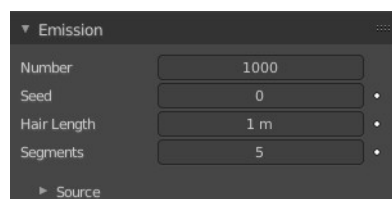
Blender uses this as starting point to produce random numbers during the simulation.

#### Hair Length

Controls the length of the hair.

#### Segments

How much segments each hair should have.

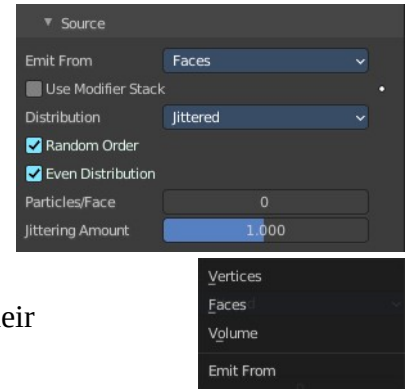


## Source

### Emit From

Defines how and where the particles are emitted, giving precise control over their distribution. Defines also what content is displayed in the source sub panel.

Tip! You may use vertex groups to confine the emission, that is done in the Vertex Groups panel.

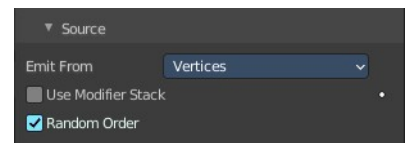


### Vertices

Emits particles from the vertices of a mesh.

### Use Modifier Stack

Take any Modifiers above the Particle Modifier in the modifier stack into account when emitting particles, else it uses the original mesh geometry.



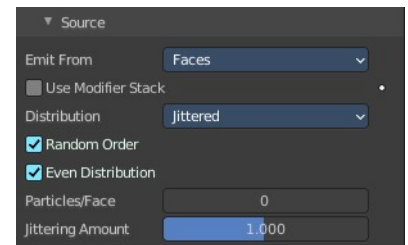
### Random Order

The emitter element indices are gone through in a random order instead of linearly (one after the other).

### Faces & Volume

Faces emits particles from the surface of a mesh's faces.

Volume emits particles from the volume of an enclosed mesh. Your mesh must be manifold to emit particles from the volume. Some modifiers like the Edge Split Modifier break up the surface, in which case volume emission will not work correctly!



### Use Modifier Stack

Take any Modifiers above the Particle Modifier in the modifier stack into account when emitting particles, else it uses the original mesh geometry.

### Distribution

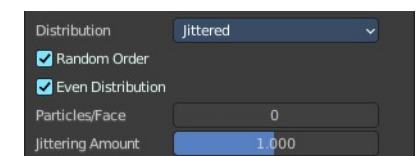
These settings control how the emissions of particles are distributed throughout the emission locations when emitting from either Faces or Volume.



### Jittered

### Random Order

The emitter element indices are gone through in a random order instead of linearly (one after the other).



### Even Distribution

Particle distribution is made even based on surface area of the elements, i.e. small elements emit less particles

than large elements, so that the particle density is even.

### **Particles/Face**

Number of emissions per face (0 = automatic).

### **Jittering Amount**

Amount of jitter applied to the sampling.

### **Random**

#### **Random Order**

The emitter element indices are gone through in a random order instead of linearly (one after the other).



#### **Even Distribution**

Particle distribution is made even based on surface area of the elements, i.e. small elements emit less particles than large elements, so that the particle density is even.

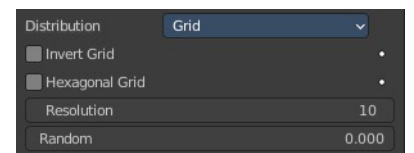
### **Grid**

#### **Invert Grid**

Invert what is considered the object and what is not.

#### **Hexagonal Grid**

Uses a hexagonal-shaped grid instead of a rectangular one.



#### **Resolution**

Resolution of the grid.

#### **Random**

Add a random offset to grid locations.