

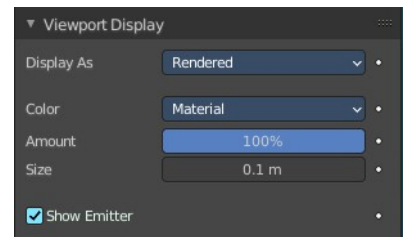
# 26.10.14 Editors - Properties Editor - Particle Properties Tab - Hair - Viewport Display panel

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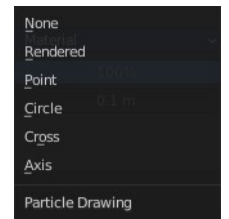
## Viewport Display

How to display the particles in the 3d viewport.



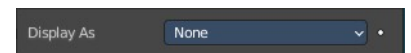
### Display as

How to display the particles in the viewport.



### None

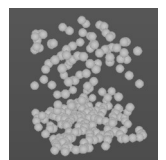
Don't display particles in the viewport.



### Rendered

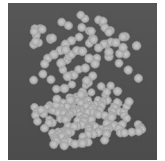
Display the particles as rendered.

Important! These settings are dependent of the render as mode in the Render panel, and some settings just displays in the right mode.



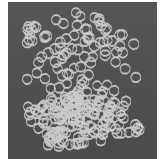
## Point

Display the particles as Points.



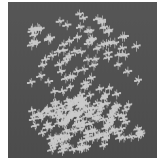
## Circle

Display the particles as circles.



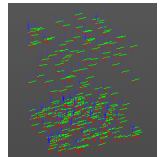
## Cross

Displays each particle as a cross.



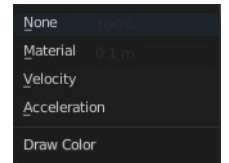
## Axis

Displays each particle as an axis widget.



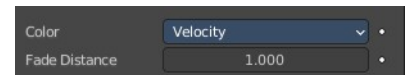
## Color

What draw color to use for the particles.



## Fade Distance

With color mode Velocity and Acceleration. Maximum length of the particle color vector.



## Amount

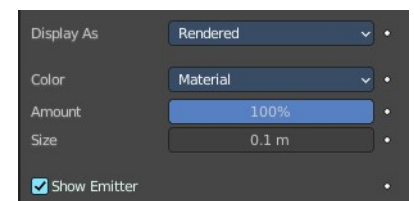
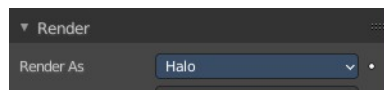
Percentage of particles to display in the 3d viewport. Choosing a display percentage lower 100 makes dynamics inaccurate without baking.

## Show Emitter

Render the particle emitting mesh.

## Size

Shows with render method Halo. Size of particles in viewport in Blender Units.



## Strand Steps

Shows with render method With Path. How many steps paths are drawn with. The value needs to be a power of two.

