



7.2.7 Editors - 3D Viewport - Tool Shelf - Mesh - Particle Edit Mode

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Tool Shelf - Mesh - Particle Edit Mode

You can attach a particle system to a mesh object. And then you can switch to a Particle Edit Mode.

This mode allows you to edit the particles. In the tool shelf you will find several brushes. These brushes are of use for particles of type hair. They can be combed, cut etc. .

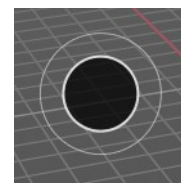


Select and 3D Cursor tools

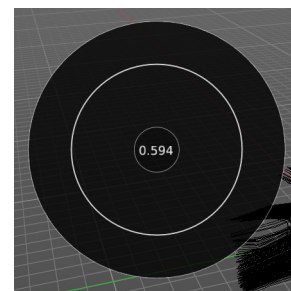
Select tools group and 3D Cursor are explained in the chapter 7.1.1 Editors - 3D View - Tool Shelf - Object Mode. We won't cover this tools again here.

Hotkeys

Pressing F allows you to change the brush size onscreen. Drag the mouse to increase or decrease the size. Left click applies the new size, right click cancels the resizing.



Pressing Shift F allows you to change the strength of the brush. Drag the mouse to increase or decrease the size. Left click applies the new size, right click cancels the resizing.



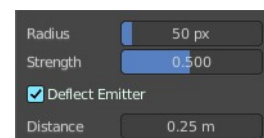
Comb

Allows you to comb the strands of the particle system.

Tool Settings

Radius

The brush radius. The button behind the edit box allows you to set the radius by mouse move. This is a hotkey tool, and should be performed in the viewport.



Strength

The brush strength. The button behind the edit box allows you to set the radius by mouse move. This is a hotkey tool, and should be performed in the viewport.

Deflect Emitter

Prevent paths to intersect the emitter mesh geometry.

Distance

The distance to keep particles away from the emitter mesh geometry.

Smooth

Allows you to smooth the strands of the particle system.

Tool Settings

Radius

The brush radius. The button behind the edit box allows you to set the radius by mouse move. This is a hotkey tool, and should be performed in the viewport.



Strength

The brush strength. The button behind the edit box allows you to set the radius by mouse move. This is a hotkey tool, and should be performed in the viewport.

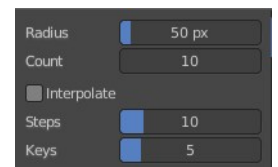
Add

Allows you to add strands to the particle system.

Tool Settings

Radius

The brush radius. The button behind the edit box allows you to set the radius by mouse move. This is a hotkey tool, and should be performed in the viewport.



Count

The amount of strands.

Interpolate

Interpolate new particles from the existing ones.

Steps

Brush steps. Steps is connected with Interpolate.

Keys

How many keys to make new particles with.

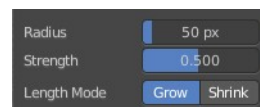
Length

Manipulate the length of the strands.

Tool Settings

Radius

The brush radius. The button behind the edit box allows you to set the radius by mouse move. This is a hotkey tool, and should be performed in the viewport.



Strength

The brush strength. The button behind the edit box allows you to set the radius by mouse move. This is a hotkey tool, and should be performed in the viewport.

Length Mode

Grow or shrink the particles.

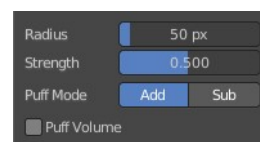
Puff

Manipulate the volume of the strands.

Tool Settings

Radius

The brush radius. The button behind the edit box allows you to set the radius by mouse move. This is a hotkey tool, and should be performed in the viewport.



Strength

The brush strength. The button behind the edit box allows you to set the radius by mouse move. This is a hotkey tool, and should be performed in the viewport.

Add / Sub

Add or subtract to the current volume.

Puff Volume

Apply Puff to unselected end points.

Cut

Cut away particles.

Tool Settings

Radius

The brush radius. The button behind the edit box allows you to set the radius by mouse move. This is a hotkey tool, and should be performed in the viewport.



Strength

The brush strength. The button behind the edit box allows you to set the radius by mouse move. This is a hotkey tool, and should be performed in the viewport.

Weight

Manipulate the weight of the strands.

Tool Settings

Radius

The brush radius. The button behind the edit box allows you to set the radius by mouse move. This is a hotkey tool, and should be performed in the viewport.



Strength

The brush strength. The button behind the edit box allows you to set the radius by mouse move. This is a hotkey tool, and should be performed in the viewport.