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# Particle System Modifier

The Particle System modifier is a container for [Particle Systems](#).

## Note

By default the Particle System modifier does not take into account the [modifier stack](#). Make sure to enable [Use Modifier Stack](#) in the Particle properties if you want Particle System modifier to take other modifiers into account.

## Options

As the modifier is only a container its actual options are configured in the *Particle Properties* tab. See the [Particle Systems Properties](#) for more information.

## Converting Particle Systems

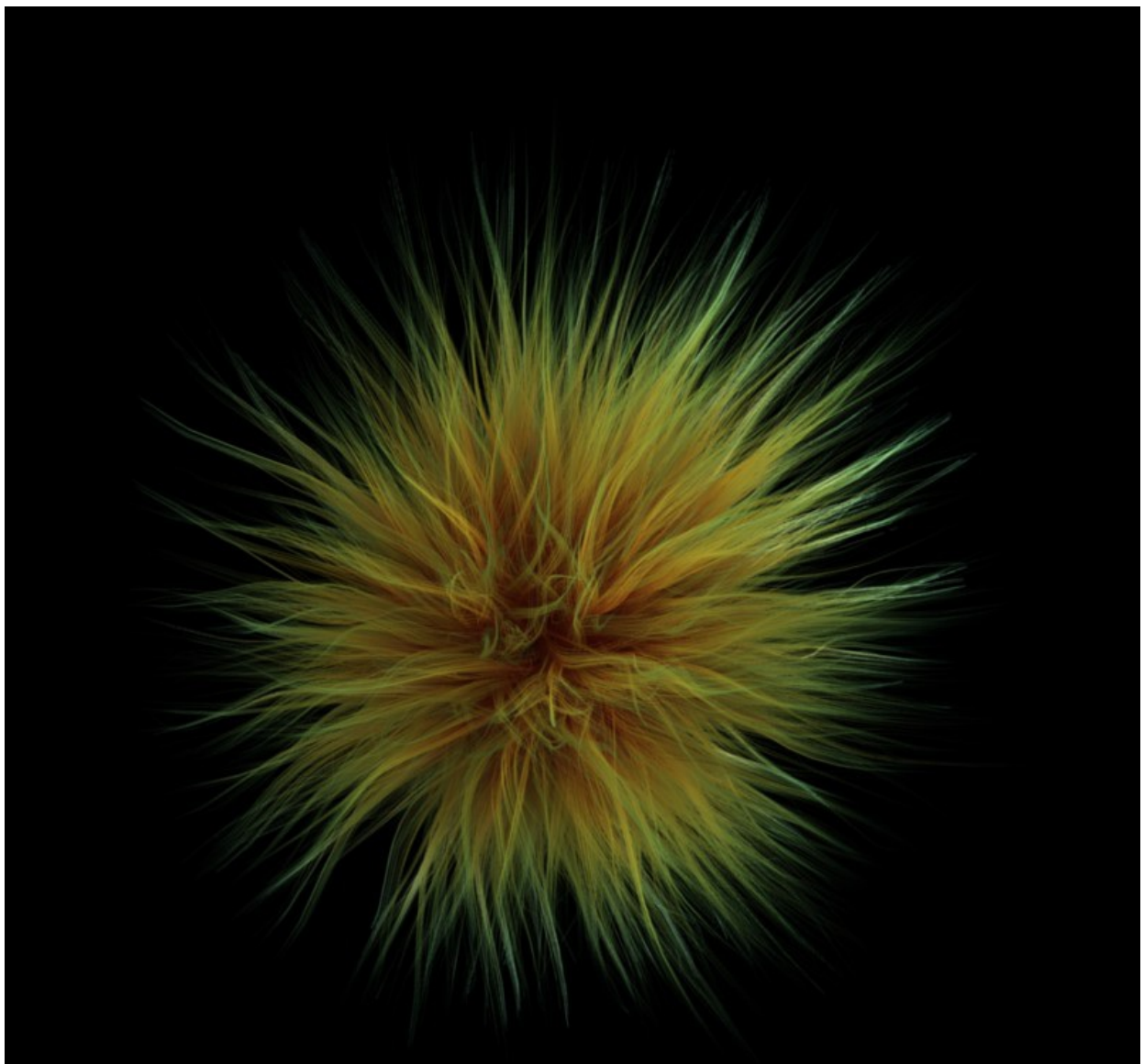
### Make Instances Real

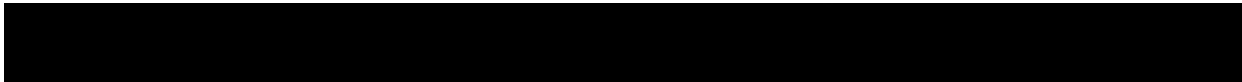
Creates a new object of each instanced [object](#) or [collection](#). See [Make Instances Real](#) for more information.

### Convert to Mesh

Converts [path](#) particles to mesh objects. See [Convert](#) for more information.

## Example





Fur made from particles.

[Previous](#)  
[Particle Instance Modifier](#)

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