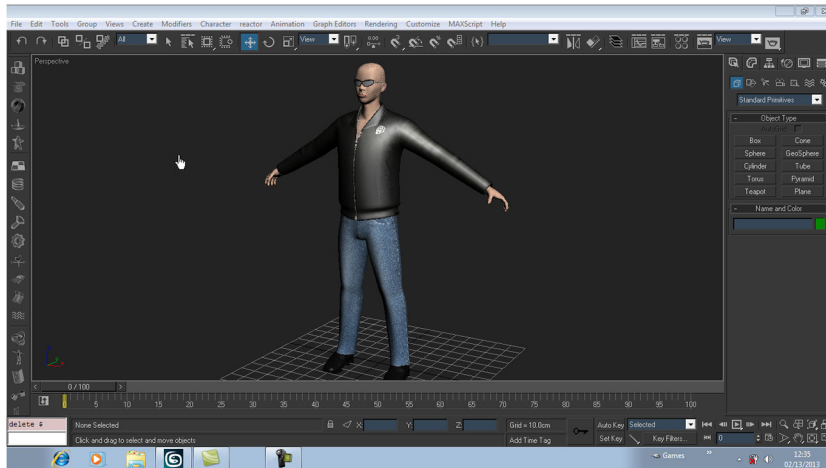


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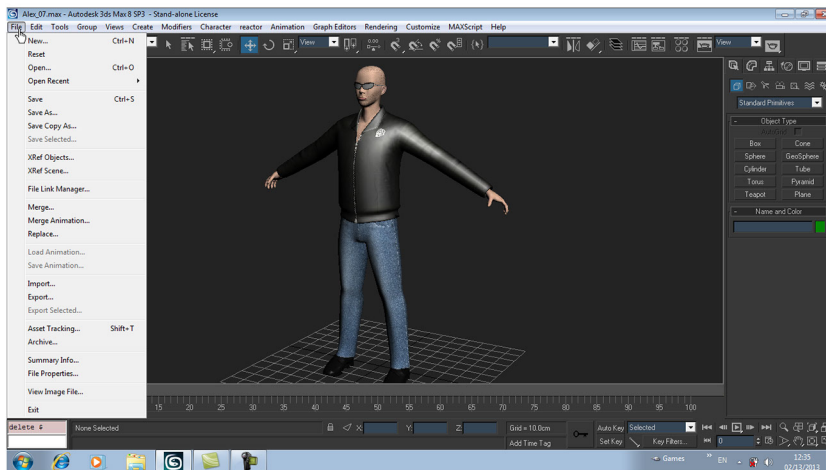
HOW TO PUT HAIR ON YOUR CHARACTER

**author:
3dMag**

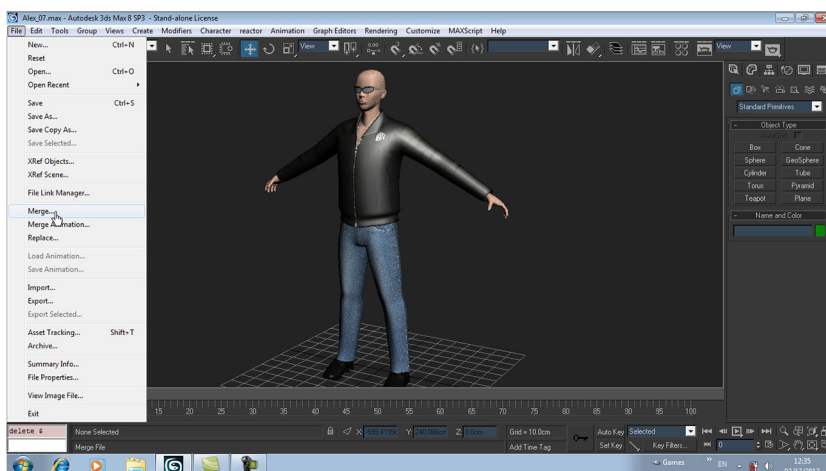
The only thing required is that with some of the modifiers, such as free form deformers or soft selection, adjust the shape of hair with the shape of the head of your character. See the next steps:



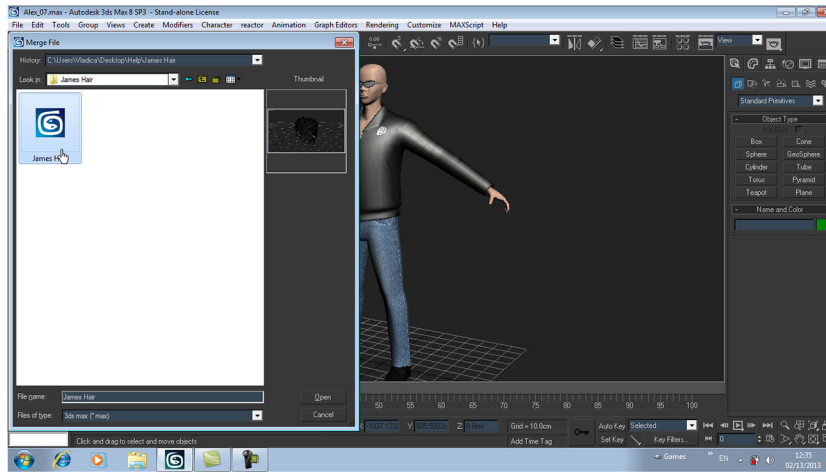
Step 1



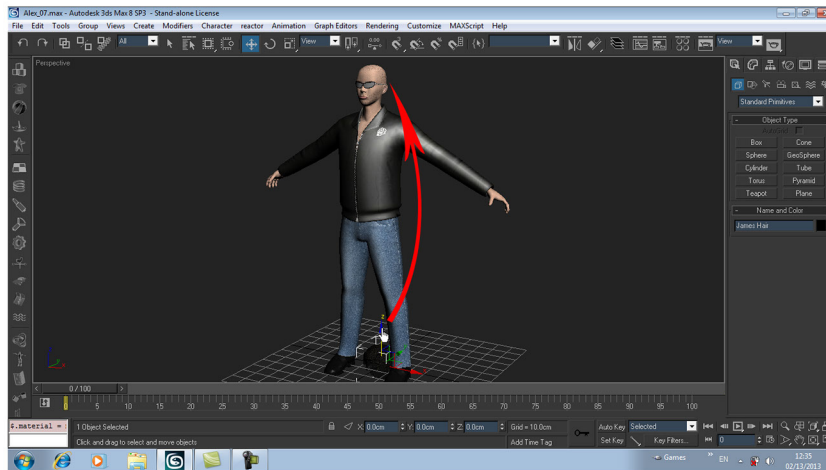
Step 2



Step 3

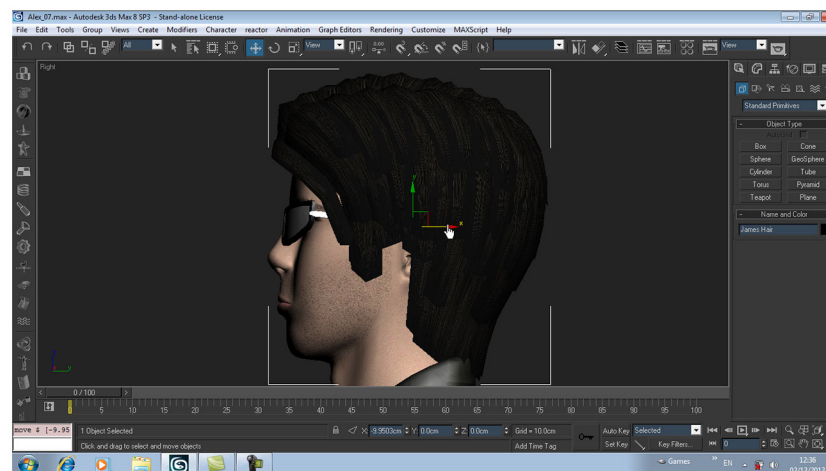


Step 4

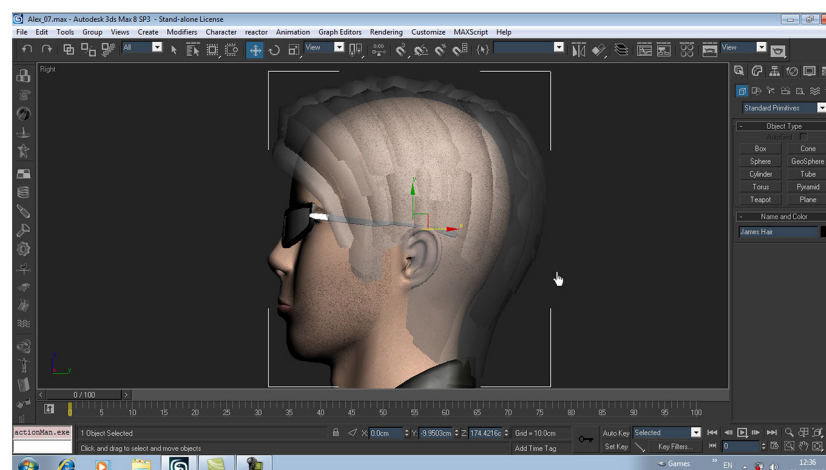


Step 5

Put the hair in wanted position!

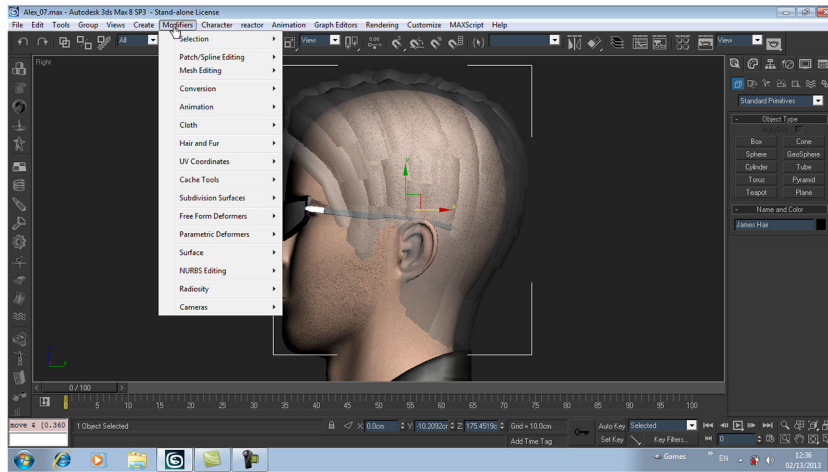


Step 6

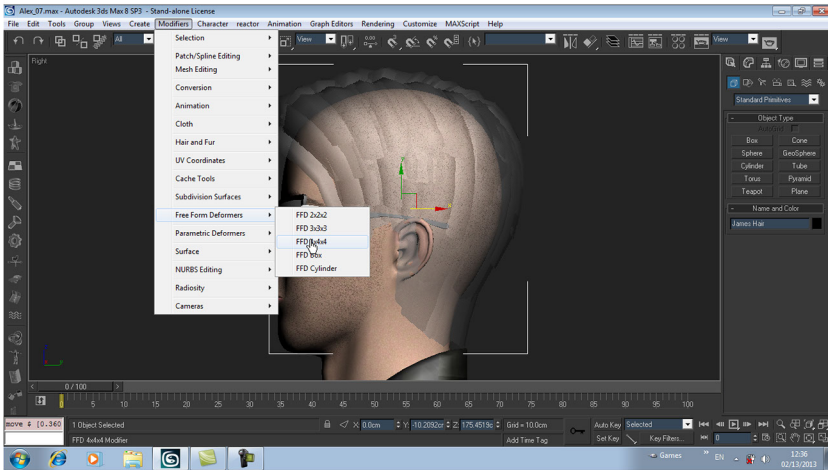


Step 7

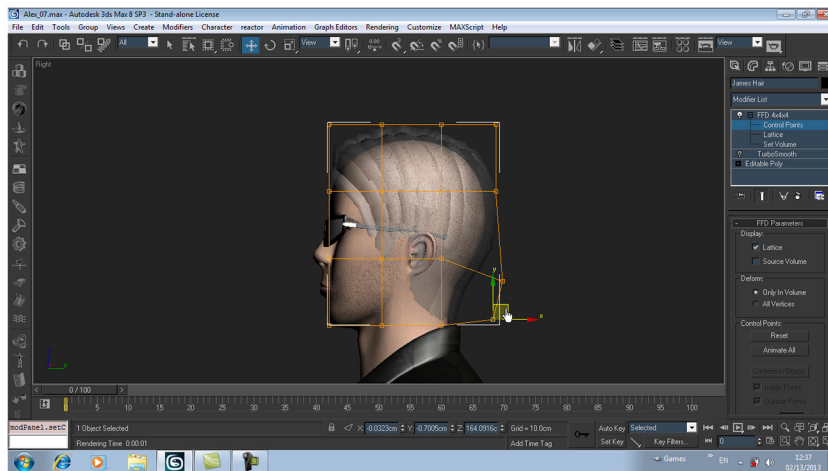
Use transparent or wire object mode!



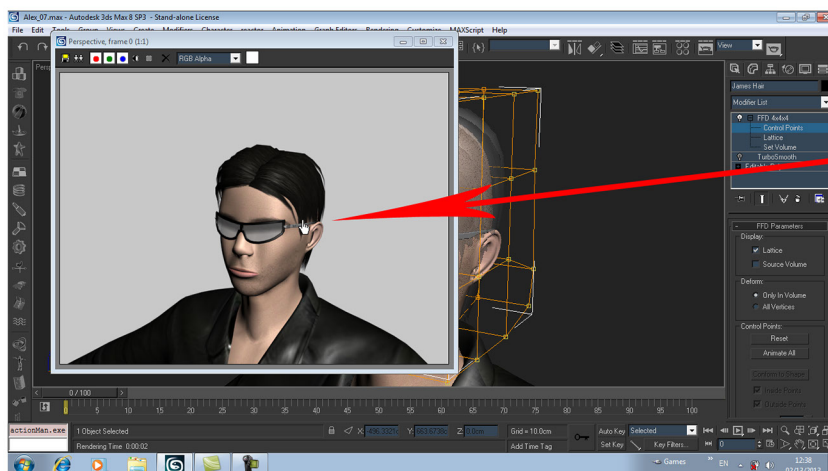
Step 8



Step 9

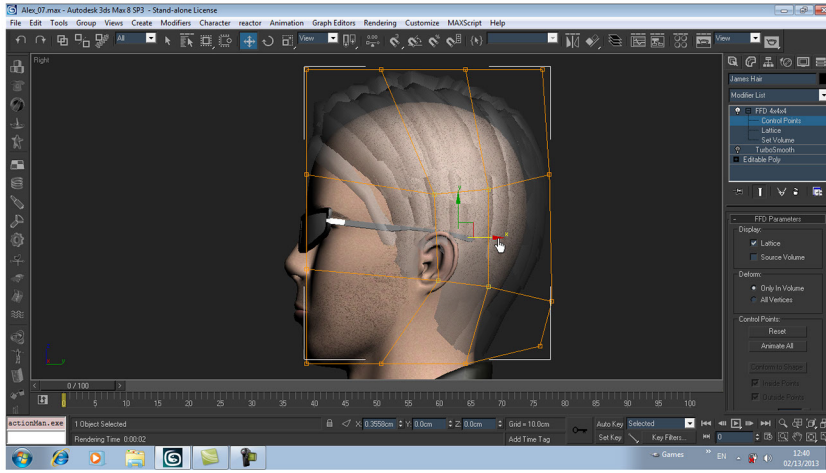


Step 10



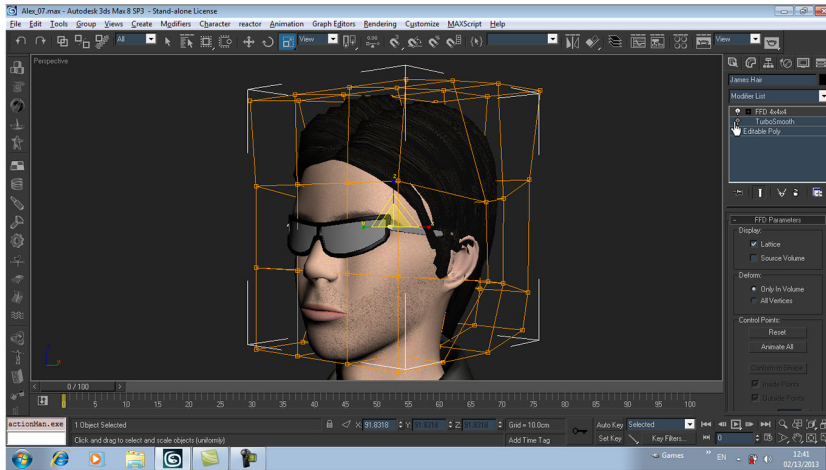
Step 11

It not stand so well around the ears?!

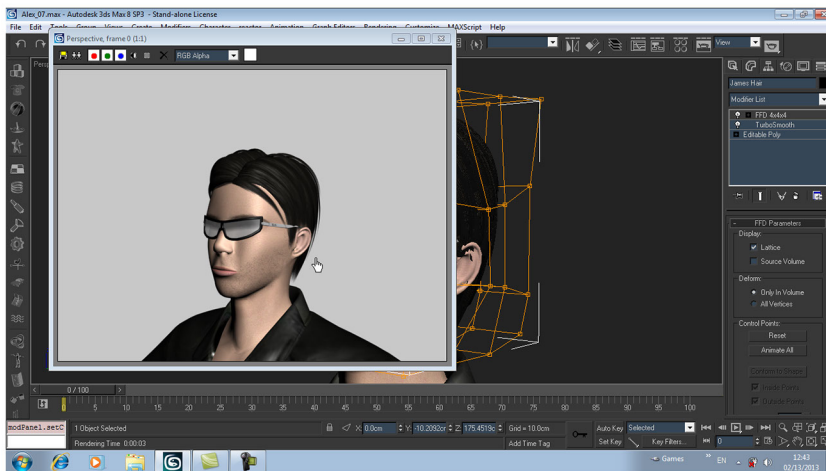


Step 12

Keep going to adjusting the hair with your character!

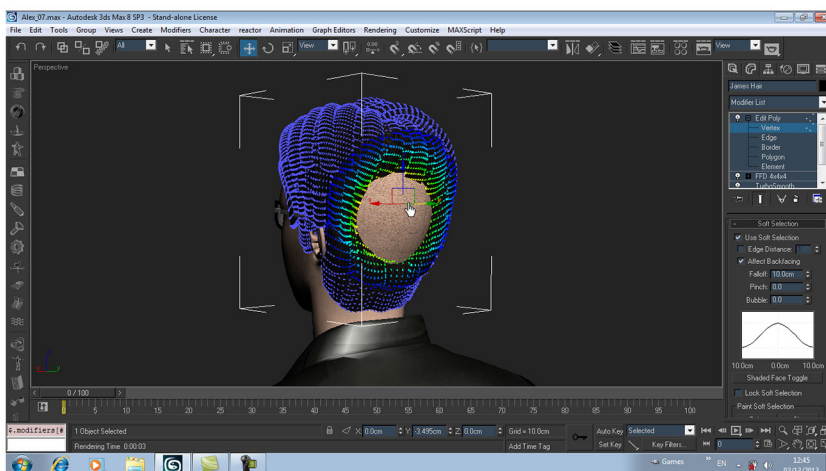


Step 13



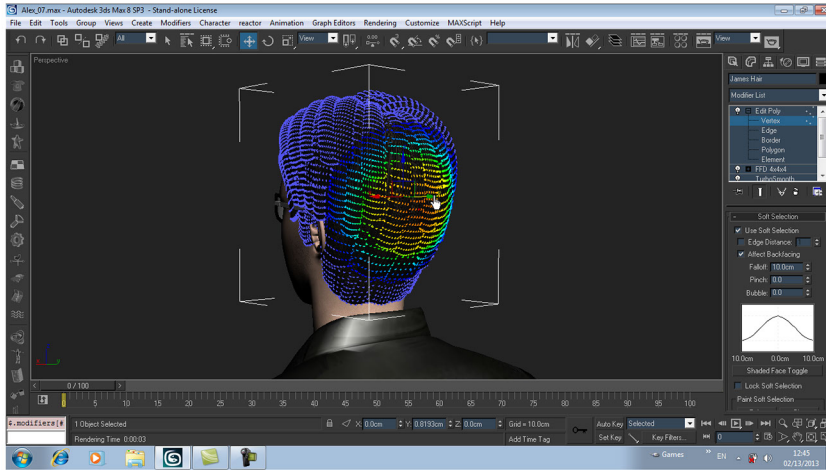
Step 14

This is the result and now is fine!



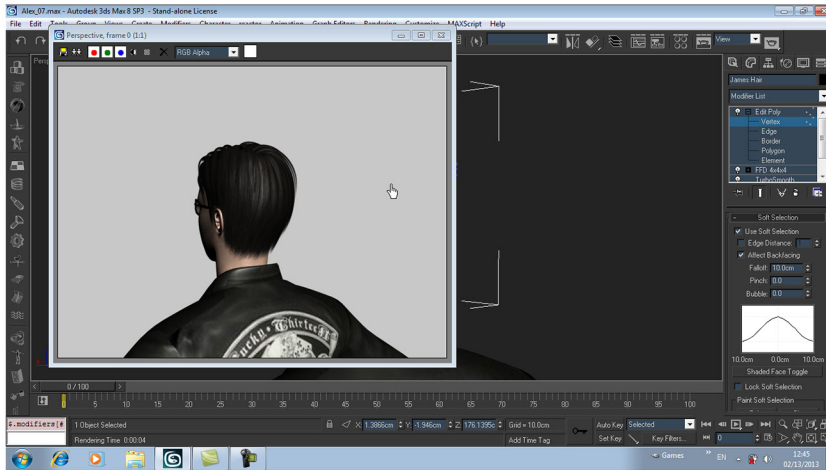
Step 15

If mesh of head pokes through hair a bit like this, you can fix that using soft selection.



Step 16

Now everything is fine.



Step 17

This is a result.

The End