How to create hair with polygons

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Advantages Over Saslite:

- Saslite only gives you results AFTER you render, which takes a lot of time if you’re the type of person who messes up a lot.
- With polygons you’re able to move the hair freely in any directions you want.
- You can customize your own hair texture to fit your taste.
- Freely warp the hair whenever you want. Stretch/drag/bend.
- Your hair won’t look like grass. Nobody wants a chi-chi-chia head.

(http://images.savontv.com/im/nwimages/chia-professor.jpg)
The Steps

-Start off modeler with a bald head.
  In this case we’ll use a ball.
On a new layer, create a flat box with seven (7) segments in the y-direction and have the bald head as the background layer.
And then go create a UV map by clicking on the “T” button on the lower right corner of the screen and next to it is a pull-down menu. Choose “new”. In the pop-up box, use the following settings and name it “texture”.
On the flat box layer, hit the “TAB” button on your keyboard so it will go into sub patch mode.
Use the drag tool (ctrl + t) to modify your flat box so it will look something like this. Then use the move tool (t) to move it to the front of the head. This will be your first strand.
Copy and paste that strand into the next few layers and then use the move (t) and rotate (y) tools to place them around the head. And then cut and paste those strands that you copied into the layer with the first strand. It is now a whole set of strands.
While you’re still on the layer with the strands, copy and paste them into a new layer to make a second set of strands. On the second set of strands, use the move (t) tool to move them straight down a bit below the first set.
Repeat the same step on a new layer, but move the strands so it is in between the first two.
Cut and paste the 2 sets of strands and paste it on the Layer with the first set of strands.
Now use the mirror tool (V) to duplicate the hair onto the other half of the head.

Hit “q” on the keyboard and name this layer….”hair”. Set it into any color you want.
The image that we’re going to use for our hair texture will be this. But you can create your own hair texture with Photoshop or Mirage.
Go into Surface Editor…..

1. Use the following setting shown on the next slide for each channel.
2. For Diffuse, Specularity, Transparency and Bump, click on the “T” button and choose UV as the projection, choose “texture” for UVMap, and upload your image for Image.
3. Be sure to check “Invert Layers” on the chosen channels except for Transparency.
Go into layout, load your object, and render.