

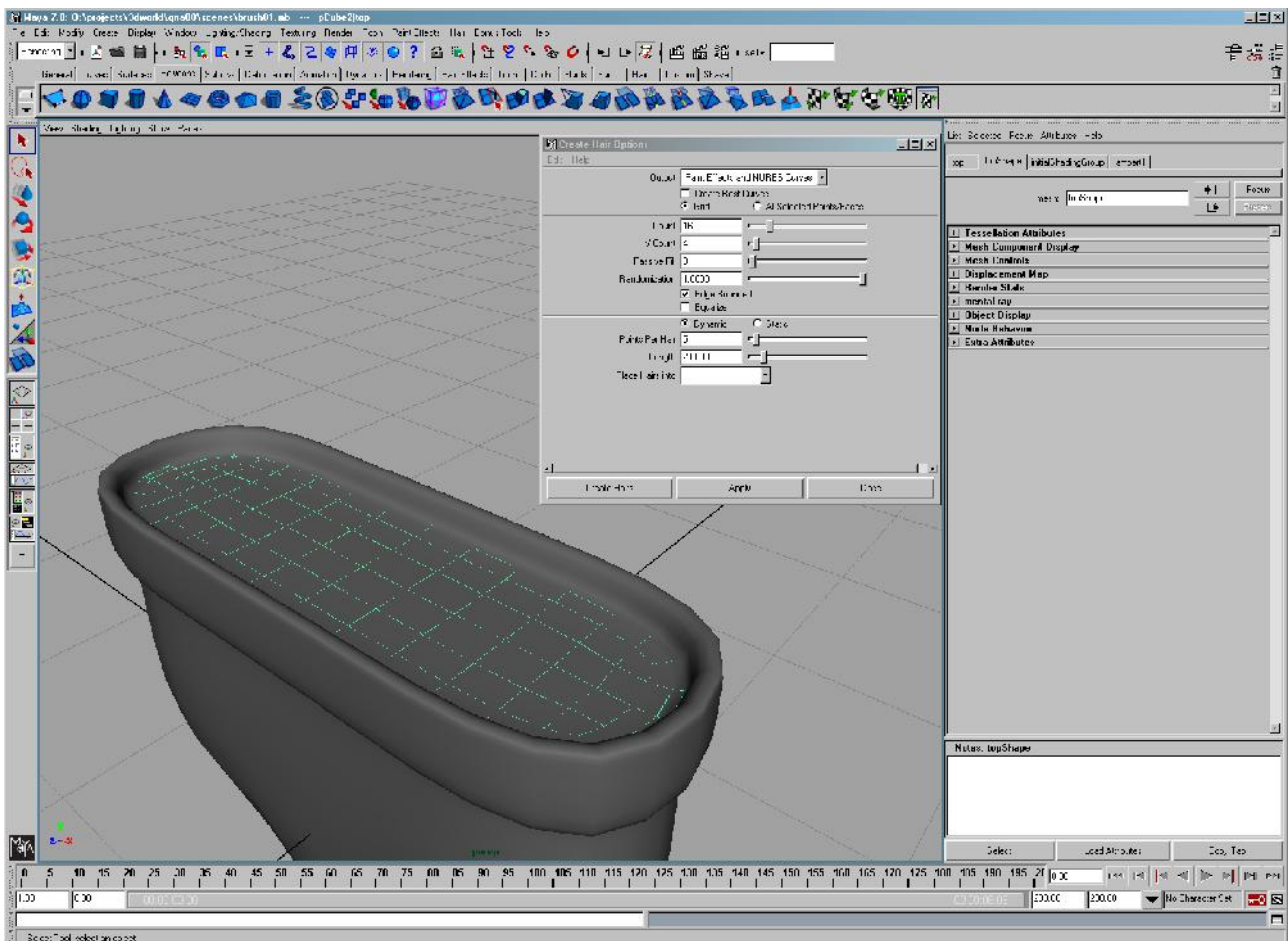
Maya  
QNA\_80

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Question:

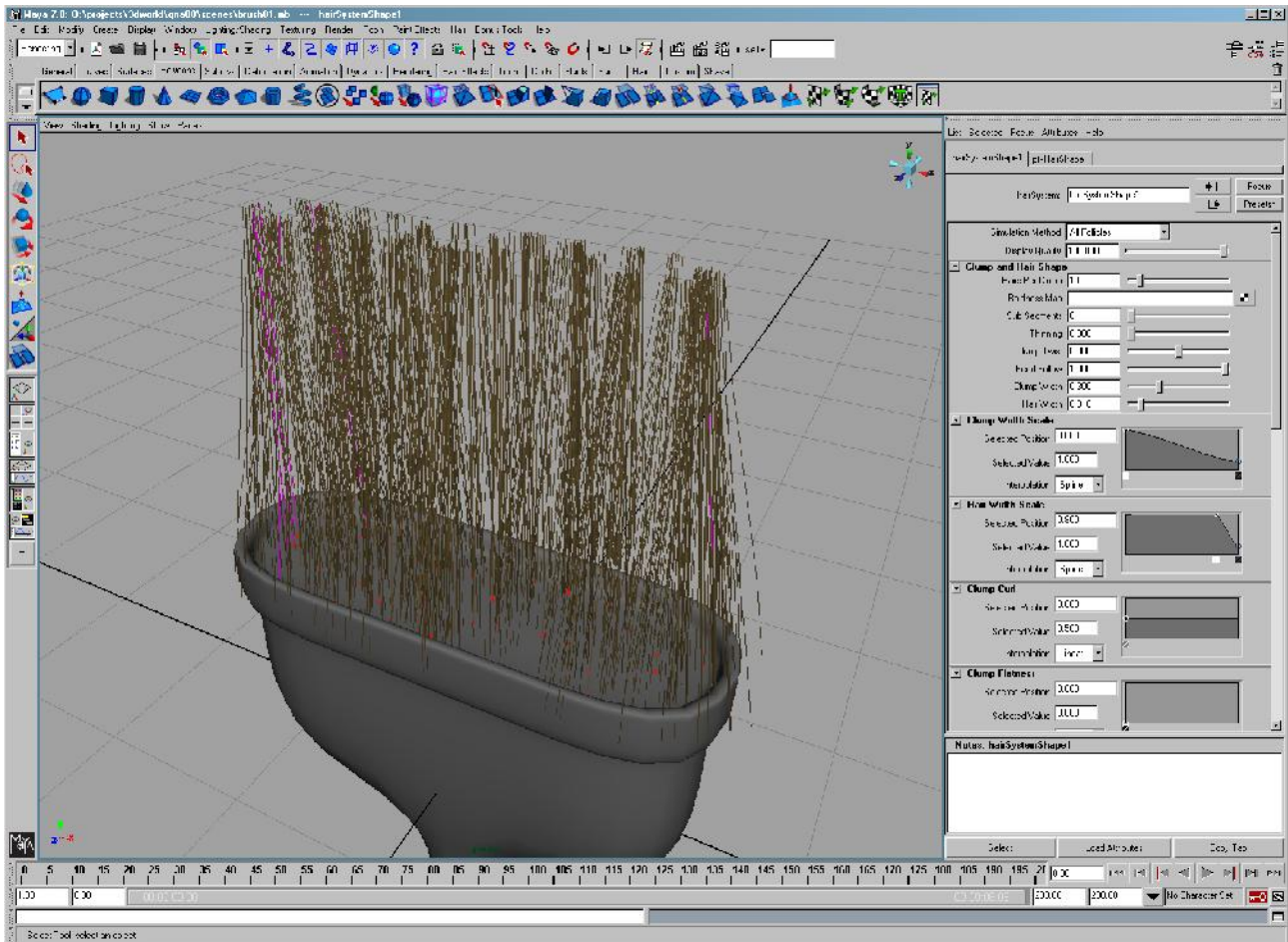
*How do I model the bristles of a paintbrush? - inthestricks, via the forums*

## Attach Maya Hair



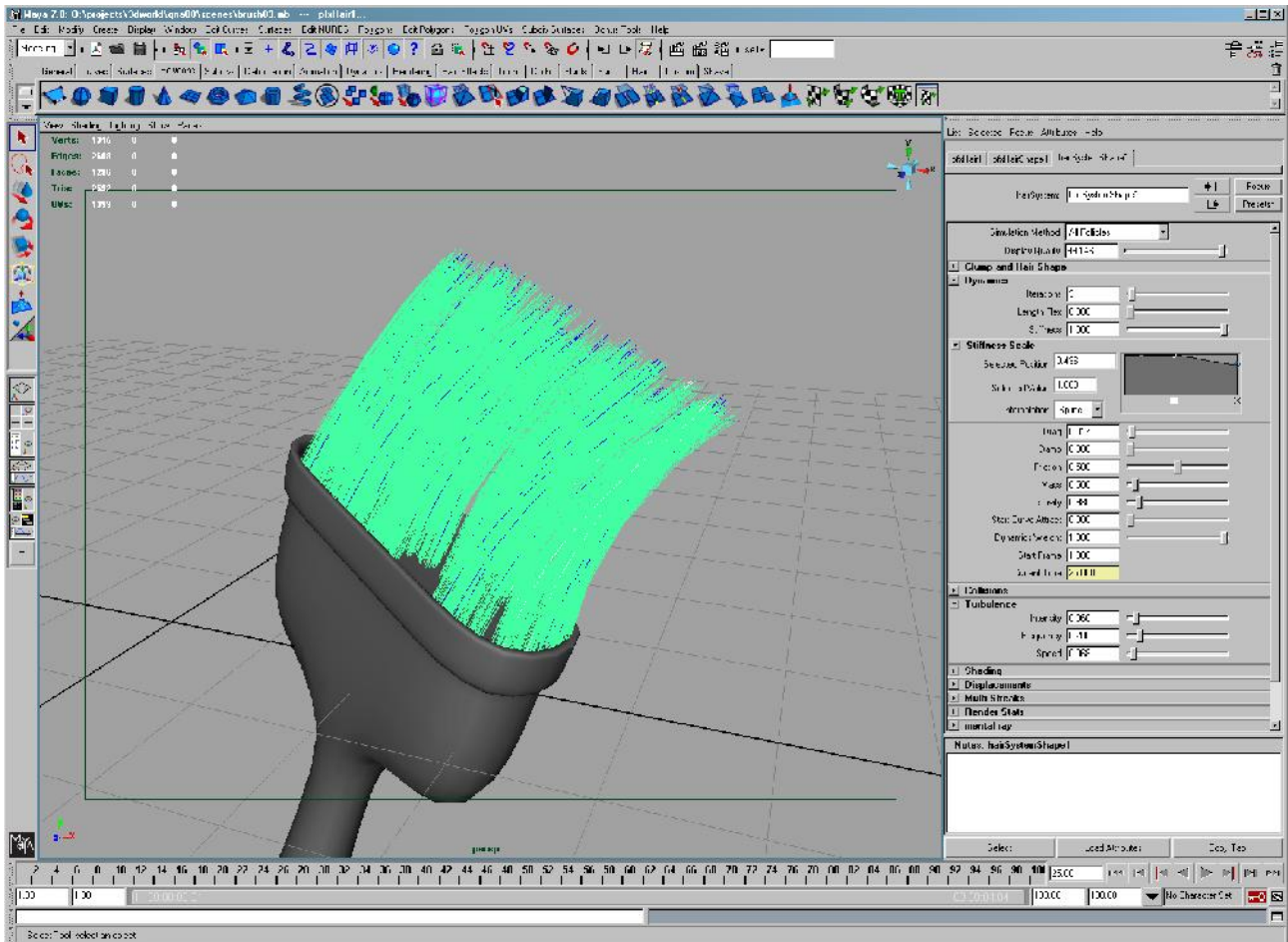
Create a new object with clean texture UV's and attach it to the top of your paintbrush. With it selected, open up the Hair menu and click > Create Hair > Option box. Make sure the output is Paint Effects and NURBS curves and edit the U and V Counts for a higher output of Hairs. Add a bit of randomization and then hit Create Hairs.

## Edit the density



Select the hairSystemShape1 in the Attribute Editor. Set the Hairs Per Clump to something like 10, wind down the Clump Width until the clumps sit close to the dynamic curves, and adjust the Hair Width. Under the shading popdown menu, edit the colour to something more brushy. Now let's address the dynamics

## Making a swishing brush



In the Attribute Editor still, open the dynamics popdown. Set the stiffness to 1 and change the Stiffness scale to its maximum with a slope taper to about 0.8. Lower the Mass of the bristles and reduce the drag until you are happy with the results. With any animation you do now the bristles should stay relatively firm but with some natural secondary animation.