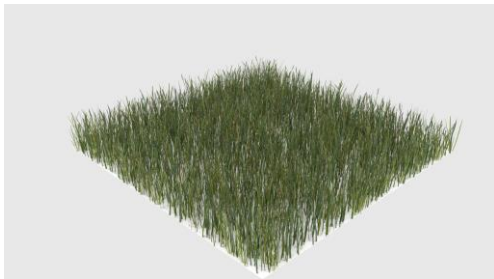


# Thanks for buying this pack!!!

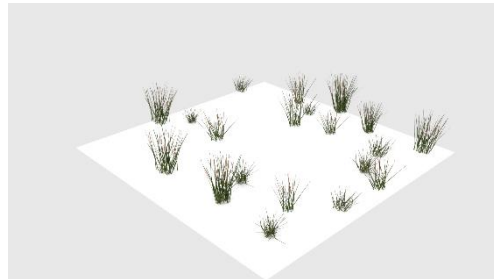
This pack features seven particle settings with different realistic grass props.

To use the pack follow this steps:

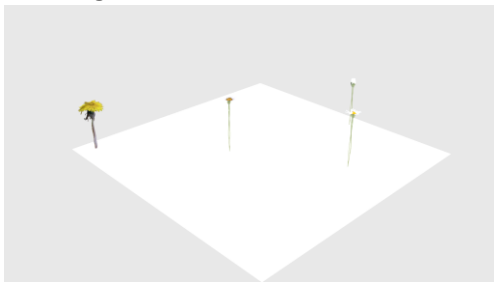
1. Make sure that in your render tab under “Light Paths” Max Transparency is set to 64 or more.
2. In your blender file (in which you will use the particles) go to “File” -> “Append”
3. Select the “grass field” .blend file that you’ve downloaded with the pack
4. Open the “Particle Settings” folder and select the particle settings that you want to use  
the following table displays what you get with each particle system:



Cutted grass



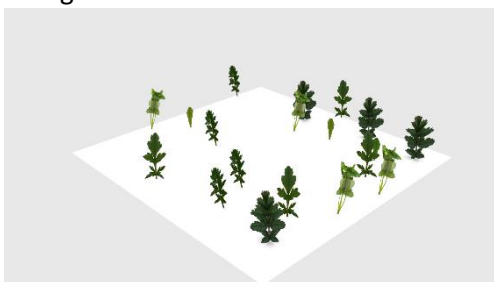
Grass centres



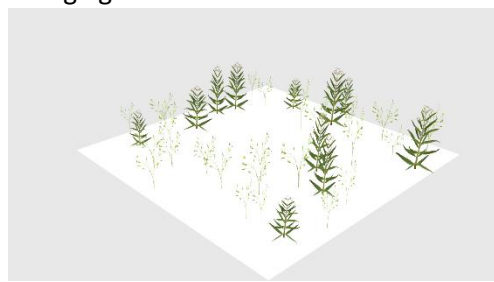
Savage flowers



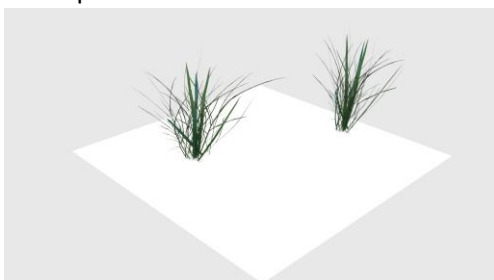
Savage grass



Small plants #1



Small plants #2



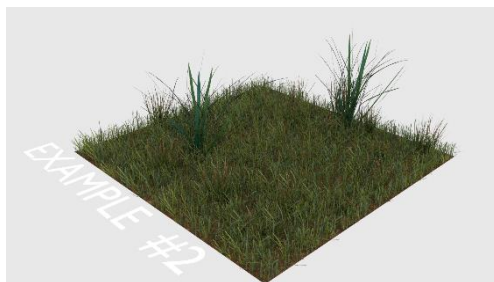
Tall grass

5. After selecting the particle systems the props used will be imported to your 3d view so it's recommendable to move them to other layer [IMPORTANT: Do not delete them as this will cause problems in the particle system]
6. Select the mesh in which you want to apply the particle settings go to the particles tab and add a particle system
7. After "Settings:" you will see a button with stars press it and select the particle settings that you want to use
8. Then you will have to modify the number of particles as the current setting is for a plane scaled by 3
9. That's it you have applied the particle settings to your scene! If you have any doubts don't hesitate to contact me ([alpha17@outlook.pt](mailto:alpha17@outlook.pt)) and I will try to help you the best I can.

If you want to make one of the examples that I've created use the following particle settings:



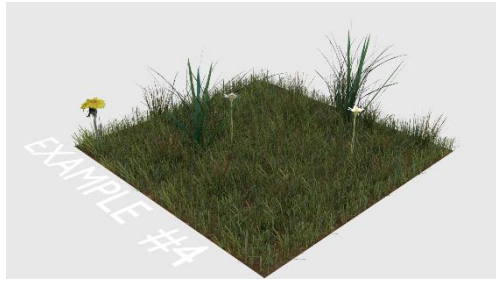
- Cutted grass
- Small plants #1
- Small plants #2
- Savage flowers



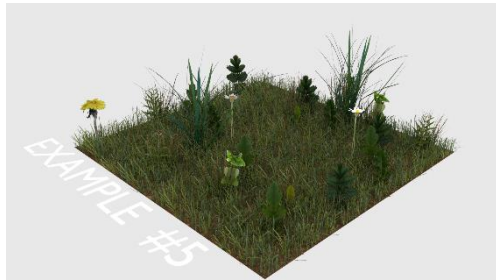
- Savage grass
- Grass centres
- Tall grass



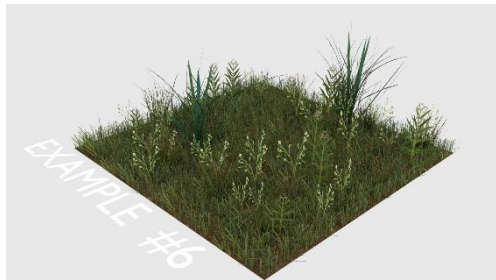
- Grass centres
- Tall grass



- Savage grass
- Grass centres
- Tall grass
- Savage flowers



- Savage grass
- Grass centres
- Tall grass
- Small plants #1



- Savage grass
- Grass centres
- Tall grass
- Small plants #2

Note: The renders use a material for the plane that is not included