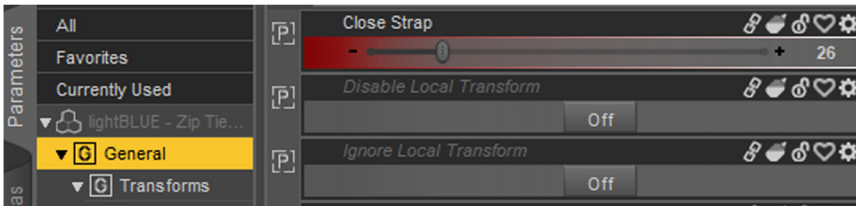


INSTRUCTIONS

- Load the "Zip Tie 0x" into the scene with nothing selected.



Use the "Close Strap" sliders for faster posing (Parameters/General).
You can also pose the zip ties with the movement/rotation of the bones.
"Z rotate" will bend the bones in the closing direction.
If you need to move or rotate the complete prop,
you can use the "Bone 00/0" bone to do so.



- MATERIALS

Load materials with Zip Tie selected in the scene.
Plastic materials are usable on Zip Tie 01, Zip Tie 02 and Zip Tie 04.



Metal materials are usable on Zip Tie 03.
Label materials are designed for the label on the Zip Tie 02.
Select the Zip Tie 02 to apply a different label.



NOTE : If you desire to create your own label for the Zip Tie 02 here's how to do that.

Open the product folder My Library/Runtime/Libraries/Textures/lightBLUE/Zip Tie Pack, there you will find a jpg file named lightBLUE-Zip Tie Pack-Zip Tie 02-Label 01 (02, 03, 04, 05).
Open that picture in your photo editor and you will see the black background with the light rectangle.

This light rectangle will have the label letters inside, remove or repaint those letters and input whatever you like.

The important thing here is to stay inside of the rectangle, anything outside the rectangle won't be visible on the label, also, keep in mind that the letters here need to be flipped horizontally in order to be positioned correctly on the label.



- If you encounter any issues feel free to write to lightblue3design@gmail.com -