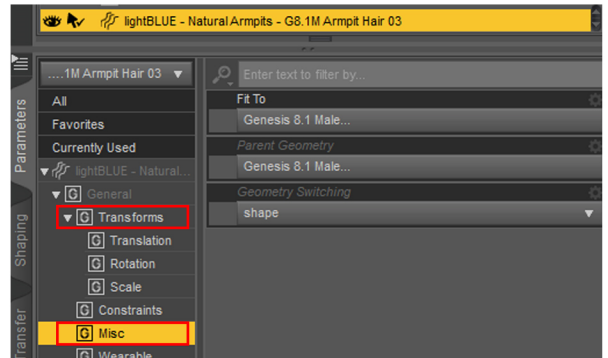


INSTRUCTIONS

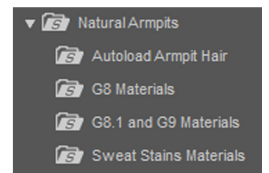
AUTOLOADING - Select the figure in the scene and double-click one of the AutoLoad & Fit scripts to load and fit the hair prop.
Make sure that the correct figure is selected; for example, G8F hair can only be used on the G8F figure, G8.1F hair only on the G8.1F figure, and so on.



MANUAL LOADING - Load the hair prop of your choice.
With the hair prop selected, go to Parameters/General/Misc and, under Fit To, choose the correct figure; this will allow the hair to follow the figure. Then, go to Parameters/General/Transforms and toggle the Apply Transformation option on or off. This will snap the hair prop into the correct position on the figure.
Parenting is NOT needed and may cause undesired behavior.



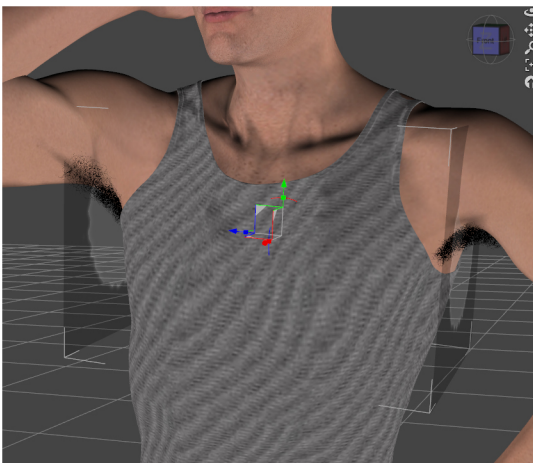
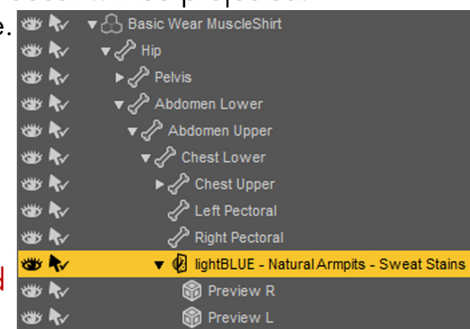
MATERIALS - To load materials, the hair prop should be selected in the Scene pane.
The same material presets are usable on G8.1F, G8.1M, and G9 hair props.
However, the G8F and G8M hair props have separate material presets.
Make sure you are using the materials from the correct folder for the hair prop you chose.



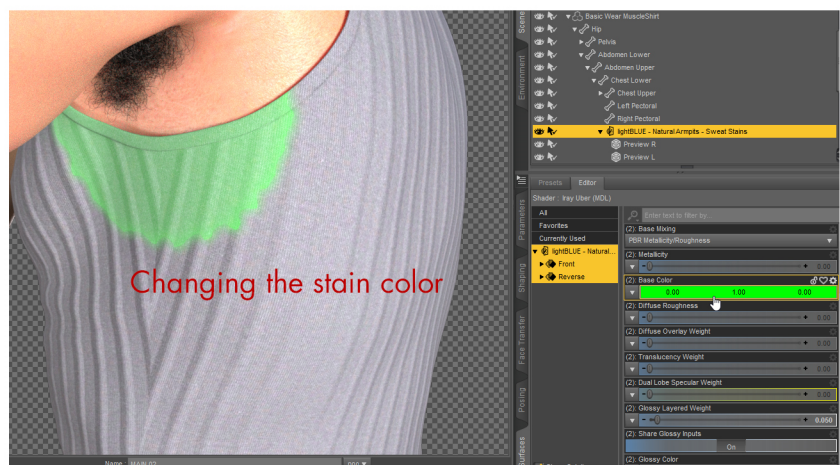
Note: The hair will look softer and smoother after adding a SubD. If you prefer this look, select the hair in the Scene pane, and go to Options menu/Edit/Geometry/Convert to SubD. This will provide a Mesh Resolution option in your Parameters tab, where you can increase the smoothing if desired.

SWEAT STAINS DECAL - Load the decal and position it on the figure.
Both Preview planes should be visible on each side of the figure, located somewhere under the armpits.
Important: The decal must be parented to the desired clothing prop in order for it to be visible on that prop.
Parent the decal to the Chest Lower/Spine 3 bone of the fitted clothing prop; this way, it will show on the clothing and follow the armpits when you pose the figure.
Make sure that the Preview planes are not inside the figure, otherwise the decal will not be visible.
The decal is two-sided, so it will cast the stain on both armpits. The position should be parallel with the shoulders and centered so that the Preview planes on both sides are equally distanced from the armpits.
You can scale the decal along any axis to fit the figure you are using.
Ensure that you always move and scale the decal only by the root (the decal itself) and NEVER the Preview planes.
The Preview planes are only there to make it easier to see approximately where the decal will be projected.
To apply the decal materials, make sure that the decal is selected in the Scene pane.
The lighter shades are better for lighter clothing colors, and the darker shades are for darker colors.
If you wish, you can also change the color of the stain.
To do so, select the decal (root), go to the Surface tab, and change the Base Color property on both surfaces.

Correct
parenting
moving and
scaling



Correct position of the decal



Changing the stain color