

INSTRUCTIONS

To apply material presets, first select the bag (one of the "Bag Me" set bags) in the scene, then apply the corresponding preset. Make sure that you are using the correct type of material for the selected prop (Fabric Bag material for the Fabric Bag...).

After the material is loaded, you can load one of the cut out presets if you like.



To remove the cutout preset from any bag, select the bag and apply the "Remove Cut Out" preset from the "Bag Me" product. (this will not affect the fabric preset on the Fabric bag).



NOTE: The exception is the Fabric Bag - MAT 02; this material already has its cutout map (it's a net/mesh-like material).

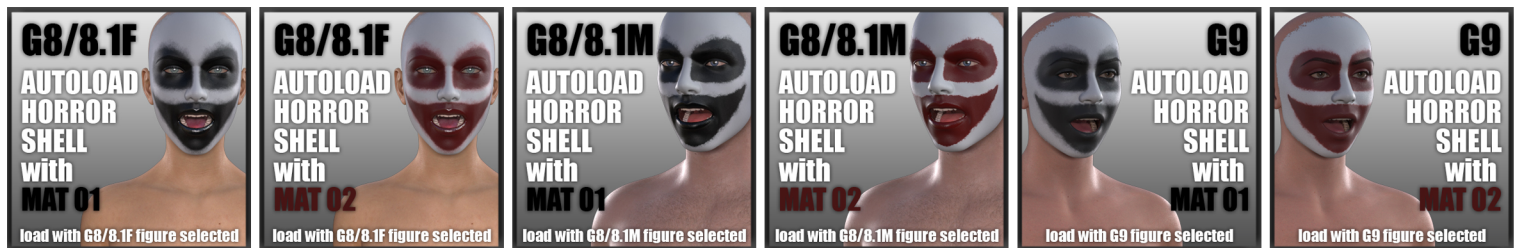


If you are using this material, do not load the cut out presets. If you loaded this material and you want to change it to another material, before or after you load a new material preset, you also need to load the "Remove Cut Out" preset (from the "Bag Me" product), so that the mesh cut out from Fabric Bag - MAT 02 gets cleared.

THE SHELLS: To load the shells, first select the corresponding figure in the scene.

Make sure to load the correct shell to the correct figure (G8F shell to a G8F figure, G9 shell to a G9 figure...).

Use the "Autoload" scripts to apply the shells. These scripts will load the shell, then copy the materials from the figure (to get the skin details of your figure), and then apply the shell material (Shell MAT 01 or 02, depending on the "Autoload" script that you chose).



To change the shell material, you can either delete the shell from the scene and use the different "Autoload" script to load a new shell with the desired material, or open the "Horror Shells" folder and apply the desired material to the selected shell.

