

INSTRUCTIONS

– BROOM

Load the prop into the scene with nothing selected.

Pose it with the movement/rotation of the main bone.

You can select the Top bone and scale it to make that part a bit longer if you want.

The Bottom bone is also selectable and you can scale or rotate it in the desired direction.



– HAT

Load it with G8/8.1F selected in the scene. It will load parented and fitted on the figure.

Use the separated bones of the hat to move/rotate those parts (Top, Brim and Brim Sides).



– OUTFIT

Load it with G8/8.1F selected in the scene. It will load parented and fitted on the figure.

It will conform and follow the figure completely except for the chest pentagram.

The pentagram emblem will follow the chest but in some more extreme poses may sink into the chest because of its mostly rigid design, therefore it has its own selectable bone which you can move a bit if needed.



– BONUS POSES:

Load each pose with the corresponding prop/figure selected in the scene. Poses are created for the figures in the default position. Poses are made for the G8F figure and db xxx's XX genitalia, you can use them on the G8.1F figure with the exception of the facial pose which will not be applied on G8.1F.

– MATERIAL SURFACES

The Outfit and the Hat materials have nicely separated surfaces for the default (main) part and the belt/strap.

In order to change the color of these parts, just select the prop and go to the Surfaces tab -> select the desired surface -> in the Base section you will see the "Base Color" property, select the color of this property and change it to any color you like.

You can also apply different metal shaders to the pentagram and buckle as those surfaces are also separated to allow for easy changes.

