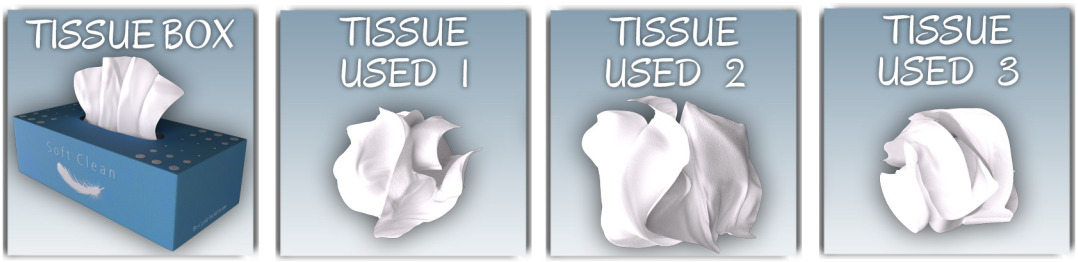
INSTRUCTIONS

HOW TO USE:

Load the Tissue Box with nothing selected in the scene, and position it however you like.
Load the Used Tissue (1, 2, 3) the same way and pose it/them where you like.



Load the Tissue (the single DForce tissue) with nothing selected in the scene.
Position the Tissue depending on where you would like it to fall or drape.
Before you click the "Simulate" button, apply the provided
Simulation Settings.
Simulation tip: To make the Tissue stick between the fingers, pose the Tissue so that it slightly intersects with the fingers before running the simulation.



MATERIAL PRESETS:
To apply the stain material presets, first select the Tissue or one of the Used Tissue props.
After you apply the stain preset, go to the Surfaces tab (with the tissue selected) > Default > Base > Diffuse > Overlay, and change the color of the Diffuse Overlay Color property to any color you want.
This will change the color of the stain.
Although the stain is not visible in the viewport, you will only see it in renders.
In the "Materials" folder, you will also find the "Remove Stain" preset, use it to remove the stain from any tissue.

