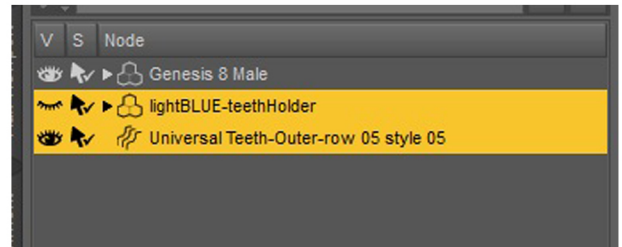


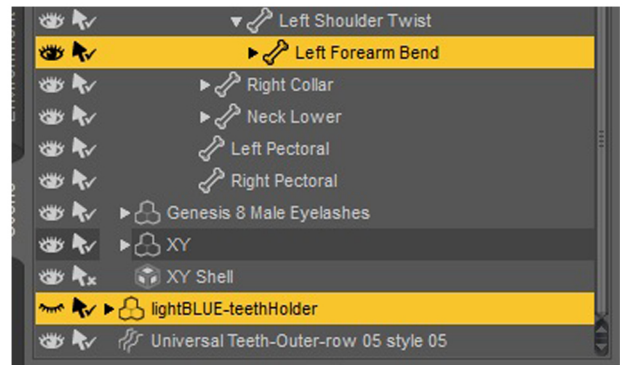
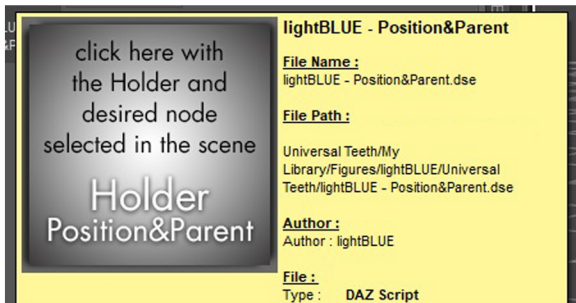
INSTRUCTIONS

1. Load the "teethHolder" prop with nothing selected in the scene.
2. Load the teeth teeth of your choice (the teeth set will load without subdivision applied). Then select both the Holder and the teeth set and click on the "Fit&Fix" icon. It will automatically apply subdivision and fit the teeth to the teethHolder. (pic. 1)



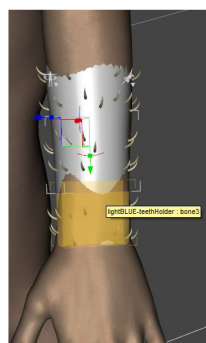
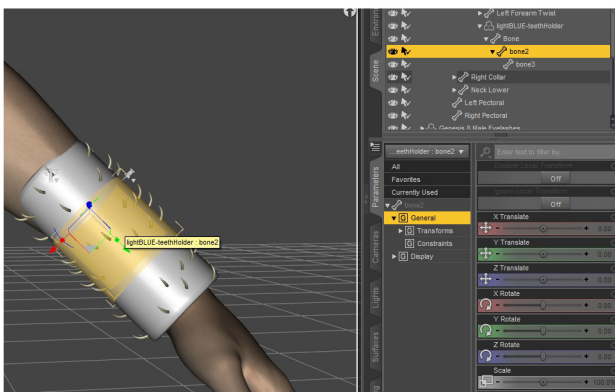
1

3. Optionally, you can select the Holder together with a node in the scene and click on the "Parent&Position" icon. This helper script will automatically parent the Holder to the desired bone/node and move it to its position in the scene. Note that the rotation of the Holder is something that is left to be done manually as you like. (pic. 2).

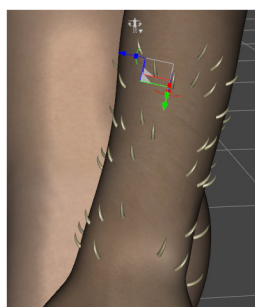
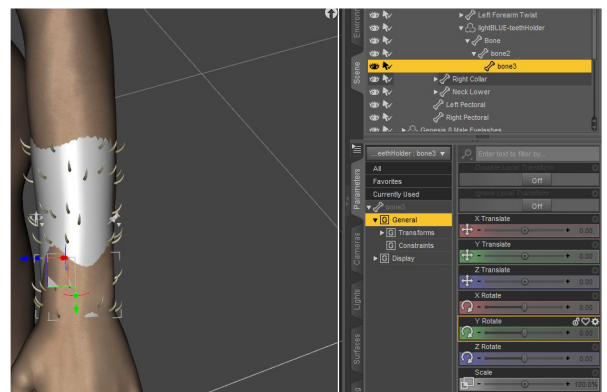


2

4. Optionally, scale/move each of the three bones on the Holder to adjust it to desired figure if needed. (the Holder will load with visibility off, but you can turn it on while positioning by clicking on the eye next to it). (pic. 3).



3



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