

INSTRUCTIONS

- Load the complete set by clicking on the "Complete Set" icon which loads all 7 props at once.

If you load the complete set all props will be parented where they are designed to be. There is also a possibility of loading each prop separately, in this case, you will need to parent each prop manually where needed.



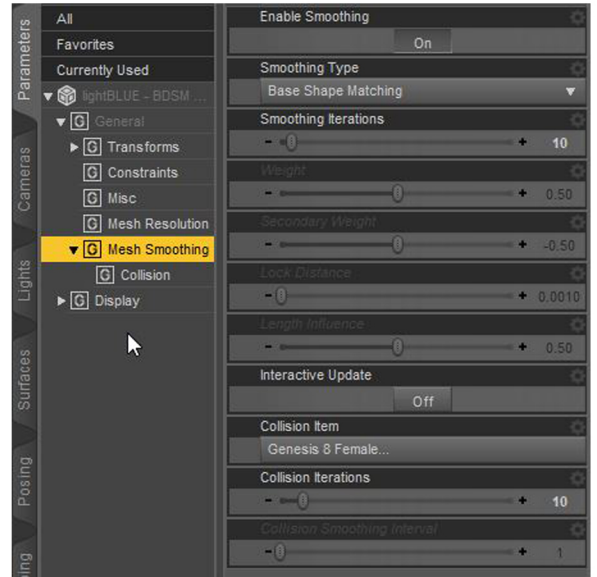
- PROPS:

FRAME and EMBLEM are regular props that can be loaded in the set or separately.

MATTRESS, PILLOW R and PILLOW L are props with added smoothing modifier, which means that they can dent in collision with your figure.

To activate the denting you need to select the prop and go to the Parameters tab/General/Mesh Smoothing/Collision and choose your figure in "Collision Item" option.

The smoothing modifier has its limitations and therefore the figure can't be too far inside the prop otherwise the prop will "swallow" it, especially smaller body parts (fingers, toes...). You can adjust the "Smoothing Iterations" and "Collision Iterations" sliders (in Mesh Smoothing section) to better work with your figure if needed.



COVER prop will load in its default position but it also has 3 morphs to put the cover on the side, in the corner, or at the end of the bed.

You can find these morphs in the General section of the Parameters tab (the cover prop needs to be selected).

The morphs are meant to be used separately and in their full value, middle values will produce clipping with the mattress.



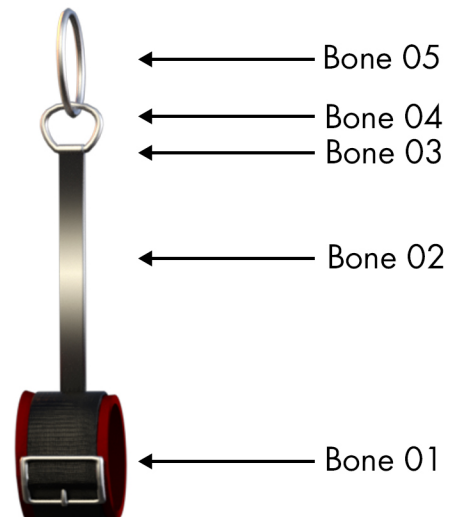
RESTRAINT prop (figure) is rigged, it has 5 bones.

Bone 01 can be scaled to fit the desired body part (wrist, ankle, neck...) of your figure.

Bone 02 can be scaled (X Scale) to make the middle part (rod) longer or shorter depending on your needs.

Bone 04 can be rotated (Y rotate) to suit the pose, and

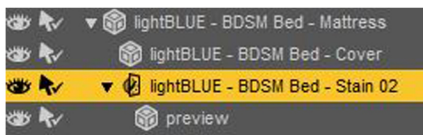
Bone 05 is also made to be easily rotated or moved when needed.



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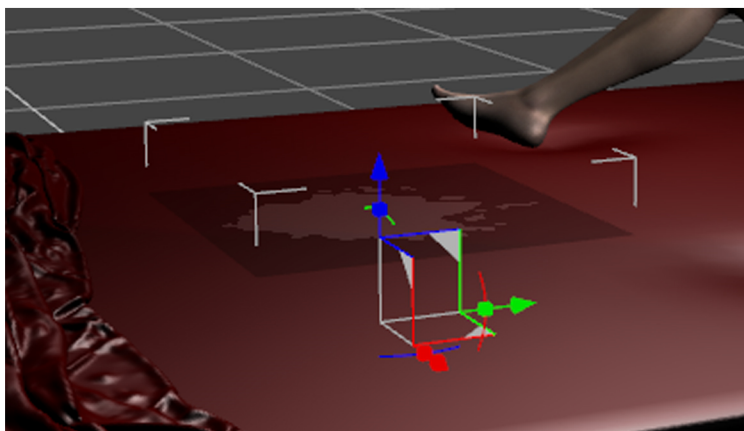
DECALS:

- Decals should be loaded with the prop(the one you would like to apply them to) selected.
Every decal prop has a "Preview" parented to it, so you can easily see where the stain will be on the prop (try rendering to determine the precise position).



It is important to turn the decal prop toward the prop (if the Universal tool is selected you can see the blue arrow on the decal and turn the decal so that the blue arrow is pointing directly away from the prop where the decal needs to project).

If the decal is not visible on the render, it is very likely that you just need to turn the decal around (180 degrees) or that the decal is not parented to the desired prop.



BONUS poses:

- Pose 01 - 1 pose for G8F and 4 poses for restraint props (wrists and ankles).
 - Pose 02 - 1 pose for G8F and 2 poses for restraint props (wrists).
 - Pose 03 - 1 pose for G8F and 3 poses for restraint props (wrists and neck).
 - Pose 04 - 1 pose for G8F and 2 poses for restraint props (ankles).
 - Pose 05 - 1 pose for G8F and 5 poses for restraint props (ankles, wrists and neck).
- All 5 poses are presented in the promo pictures.

IMPORTANT:

First parent the restraint props to the frame and then apply the poses to the restraint props.
All poses for the restraint prop need to be loaded after the restraint prop has been parented to the Frame prop!

MATERIALS:

Make sure that you are loading the correct material for the selected prop.
E.g. if you load the material for the restraint prop on the mattress it will change the color, but it will also add some textures which don't correspond to this prop.
In case you make a mistake like this, applying the right material afterwards won't work (it will not remove the maps),
so it is better to load a new prop and use it or copy/paste the material from the new prop.