

# INSTRUCTIONS

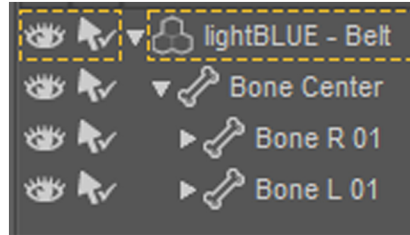
- Load the "Belt" prop into the scene with nothing selected.



- You can pose the belt with movement/rotation/scale of its bones.

If you need to move or rotate the complete prop, you can use the "Bone Center" bone to do so.

It is best to position this bone first as all other bones are its children.



- Use the sliders for faster posing (Parameters/General).

Easy posing sliders:

- Roll R 1/1 - rolls the right side of the belt completely.
- Roll R 1/2 - rolls one half of the right side of the belt.
- Roll R 1/3 - rolls the last one third of the right side of the belt.
- Roll L 1/1 - rolls the left side of the belt completely.
- Roll L 1/2 - rolls one half of the left side of the belt.
- Roll L 1/3 - rolls the last one third of the left side of the belt.
- Twist R- twists the right side of the belt.
- Twist L- twists the left side of the belt.



By combining Roll and Twist sliders of the same side you can easily get a spiral pose.

BONUS poses:

This product also includes 4 poses for the belt, and 2 poses for the G8M/G8.1M right hand:

Belt Pose 01 - doubled in a hand (wider).

Hand Pose 01 - corresponds to the Belt Pose 01.

Belt Pose 02 - doubled in a hand (closer).

Hand Pose 02 - corresponds to the Belt Pose 02.

Belt Pose 03 - Ankles - tied over ankles.

Belt Pose 04 - Wrists - tied over wrists on the back.

NOTE: Poses 01 and 02, for the belt and for the hand, correspond respectively. If the figure is in the default pose in the center of the scene and you apply both, pose for the belt and for the hand, the belt will snap into the hand, otherwise, you will need to move the belt to the hand manually.



Poses 03 and 04 are made approximately for the G8F figure, they will move the belt to the G8F's default position in the scene (wrists put together on the back, ankles put together in the center).

These poses are made to help you pose the belt faster, they will need some adjustments depending on your character's exact pose.

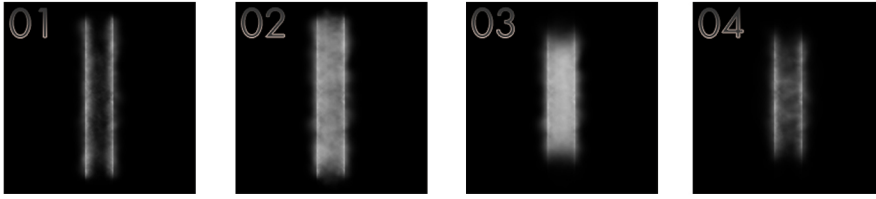


— If you encounter any issues feel free to write to [lightblue3design@gmail.com](mailto:lightblue3design@gmail.com) —

# INSTRUCTIONS

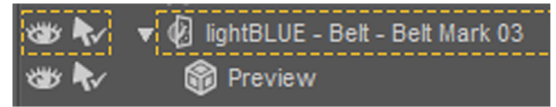
## DECALS:

- Decals should be loaded with the figure(the one you would like to apply them to) selected.



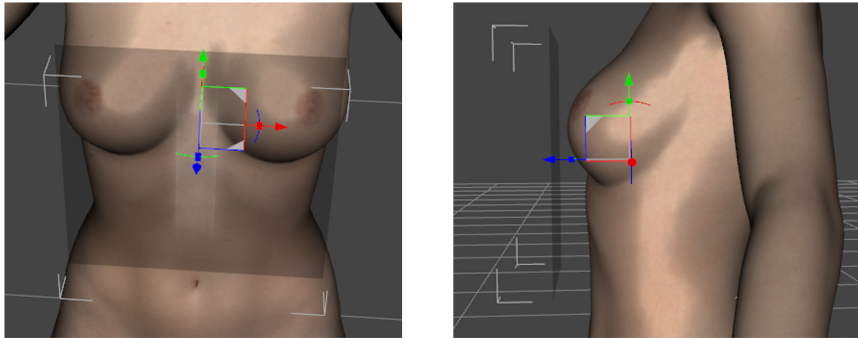
Every decal prop has a "Preview" parented to it, so you can easily see where the mark will be on the body (try rendering to determine the precise position).

When moving the decal always select the decal and not the preview!



Decals are loaded in front of the G8F's chest in the figure's default pose.

It is important to turn the decal prop toward the body (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 body part where the decal needs to project). If you render the figure with the decal and the decal is not visible on the body, it is very likely that you just need to turn the decal around (180 degrees).



## IMPORTANT NOTE ABOUT DECALS:

DazStudio (4.21 not sure about older versions) has a known bug concerning the decals and certain lights in the scene. This bug shows up as a lighter mark in the area around the actual image that should be transparent, it usually happens while rendering with multiple light sources (not all light types and environments produce the bug).

The issue is reported to DazStudio and hopefully it will be fixed soon.

For now, there is a workaround, if you encounter this problem, apply a geo shell to your figure and make sure to switch the opacity off on the geo shell, that should make the bug disappear.

(Creating a Geo Shell: select the Genesis figure, go to the upper main menu and click Create/New Geometry Shell. In submenu select the "Parent to Selected Item: ..." option.

Select the new shell in the scene, go to Surfaces/Opacity Strength and set it to zero (or switch off the visibility of the shell with "eye" icon) ).

