

INSTRUCTIONS

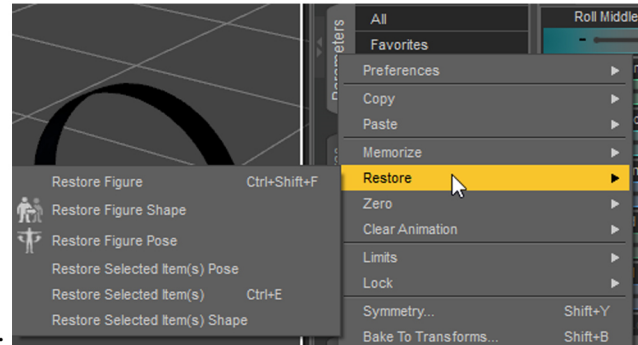
- Load the Tie and the Knot props into the scene with nothing selected.



- Use the sliders for faster posing of the Tie (Parameters/General). You can also pose the Tie with movement/rotation/scale of the bones. If you need to move or rotate the complete prop, you can use the "Bone Center" bone to do so, it should also be the bone with which you should start posing the Tie.



- The Tie and Knot props will load slightly scaled and repositioned (not all of the default transform values are set to zero), this is to better suit the Genesis figure measures. If you wish to zero the pose and not these default values, go to the Parameters menu/Restore/Restore Figure Pose. Otherwise, if you use Zero/Zero Figure Pose, the figure will get zero values, not the default loading values (this will make it slightly bigger and positioned differently). You can always change the scale values to best suit your needs.



- Use the "Tie Wrinkled" displacement material preset with any of the 10 materials for the Tie, it gives the tied Tie a more realistic look. "Tie Wrinkles Off" will remove the wrinkles from the Tie.



- The Label on the backside of the Tie has its own bones, and although it will follow the Bone R 22, it will need some manual adjustments if this and the neighboring bones are bent. If you don't want to adjust the Label, you can always switch off the visibility of Bone Label 1 and Bone Label 2 (the small eye icon on the left side of the node). You can also toggle the opacity of the Label by clicking on the material presets "Tie Label ON" and "Tie Label OFF".



- The "Knot Tied" morph on the Knot prop makes the knot look like a properly tied knot rather than a necktie knot.



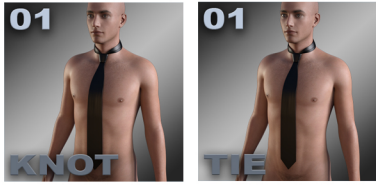
See next page for more info

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

INSTRUCTIONS

- BONUS poses:

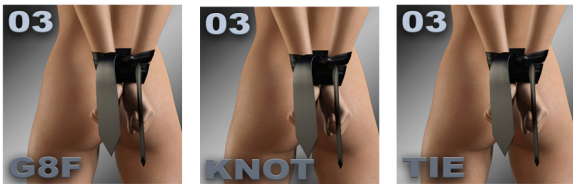
Pose 01 - for Knot and Tie - Neck (on G8M).



Pose 02 - for Knot and Tie - Neck Loose (on G8M).



Pose 03 - for G8F, Knot and Tie - Wrists Back (on G8F).



Pose 04 - for Knot and Tie - Eyes (on G8F).



Pose 05 - for G8F, Knot and Tie - Mouth (on G8F).



NOTE:

The BONUS poses are added to make it easier for you to start posing and to see some of the many possible scenarios in which the props can be used.

Poses are made approximately for the G8F and G8M figures, they will move the Tie and Knot to the position on the G8F and G8M in the default position in the scene.

Poses 03 and 05 for G8F are there to adjust the figure for the posed props, most of the G8F is in the default position. Both G8F and G8M (poses 01, 02, and 04) should be in the default pose when the poses for the props are applied in order for the props to be in the right spot.

It is best to switch off the visibility of the eyelashes if the Tie is put over the eyes.

Make sure to parent the posed props to the figure if you need to move the figure.

- MATERIALS

Load the Tie materials with the Tie prop selected in the scene and the Knot materials with the Knot selected in the scene. The Tie prop should also be selected when applying the wrinkled preset and opacity of the label. Make sure to load the right materials on the right prop!



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