1. Loading the hair props - AUTOLOADING or MANUAL
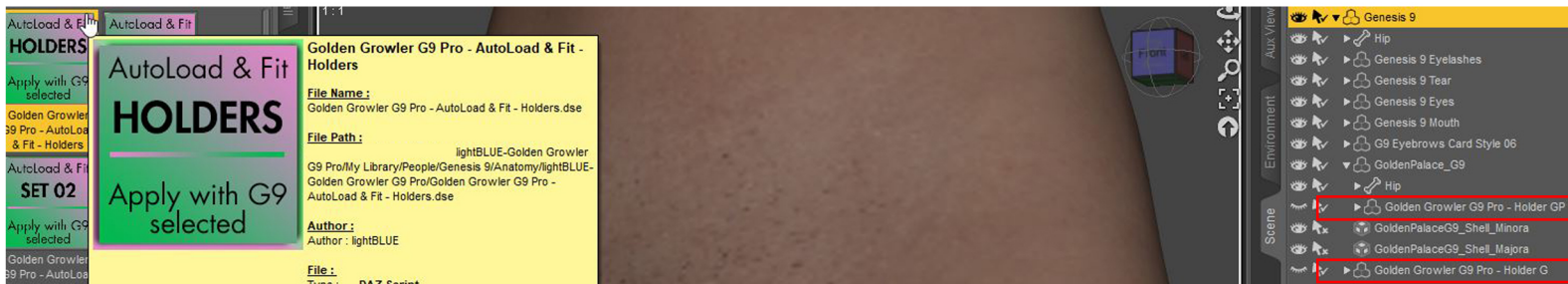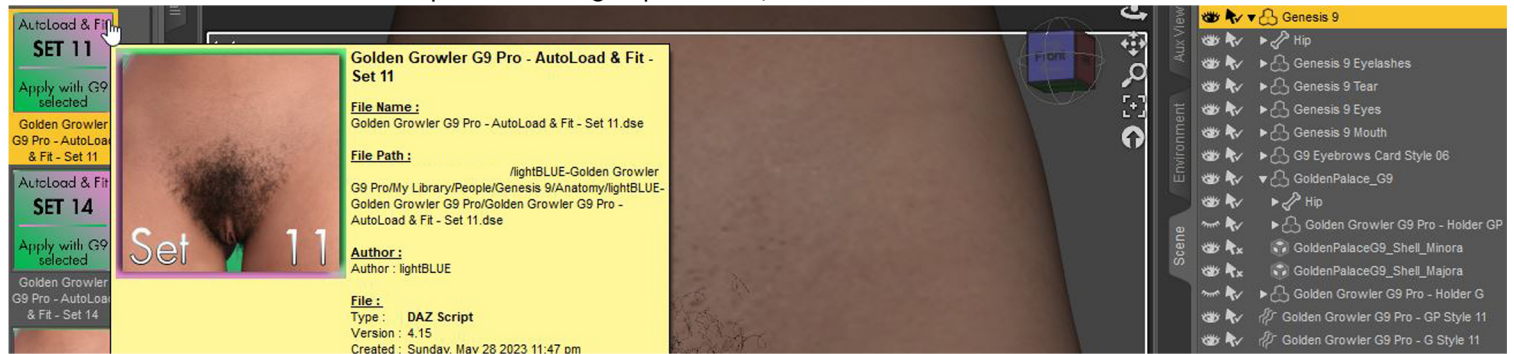
AUTOLOADING
First, select the Genesis 9 figure in the scene and then double-click on the "AutoLoad & Fit - Holders" script.
This script will load both Holder props in the right place
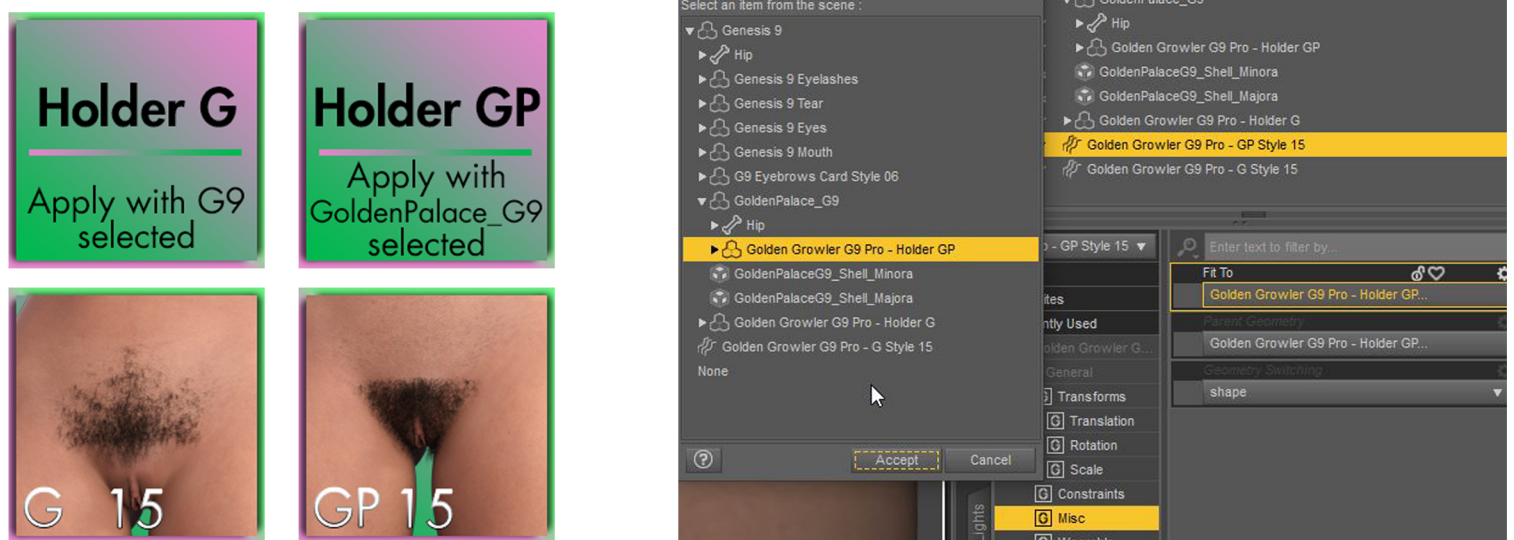(they will be automatically fitted and parented to the figure).

After that, select the Genesis 9 figure in the scene again (if it is not already selected) and click on one of the "AutoLoad & Fit - Set XX" scripts to load both hair props of that set.
Hair props will be fitted automatically to the right Holder prop (the Apply Transformation option will be turned ON so the hair can snap into the right position).

MANUAL LOADING
First, load "Holder G" with "Genesis 9" and "Holder GP" with "GoldenPalace_G9" selected in the scene.
Load the hair style of your choice and, with the hair prop selected, go to Parameters/General/Misc and under Fit To choose "Holder G" for "G Styles" and "Holder GP" for "GP Styles".
That will allow the hair to follow the figure.

If the figure is not a default Genesis or if it is not in the default pose, the hair might not be in the proper position when you load it, in that case, go to the Parameters/General/Transforms and toggle on/off the Apply Transformation option.
Parenting is NOT needed and may cause undesired behaviour!

See next page for more info

2. In order to load materials hair prop should be selected in "scene" pane.
The same material presets are usable on all hair props from this package.
The hair color will be visible in renders although it is appearing black in viewport.

NOTE - This package has 15 hair sets. Each set consists of 2 hair props, which gives you 30 props to mix as you like.

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G Style 15

GP Style 15

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Set 15

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