

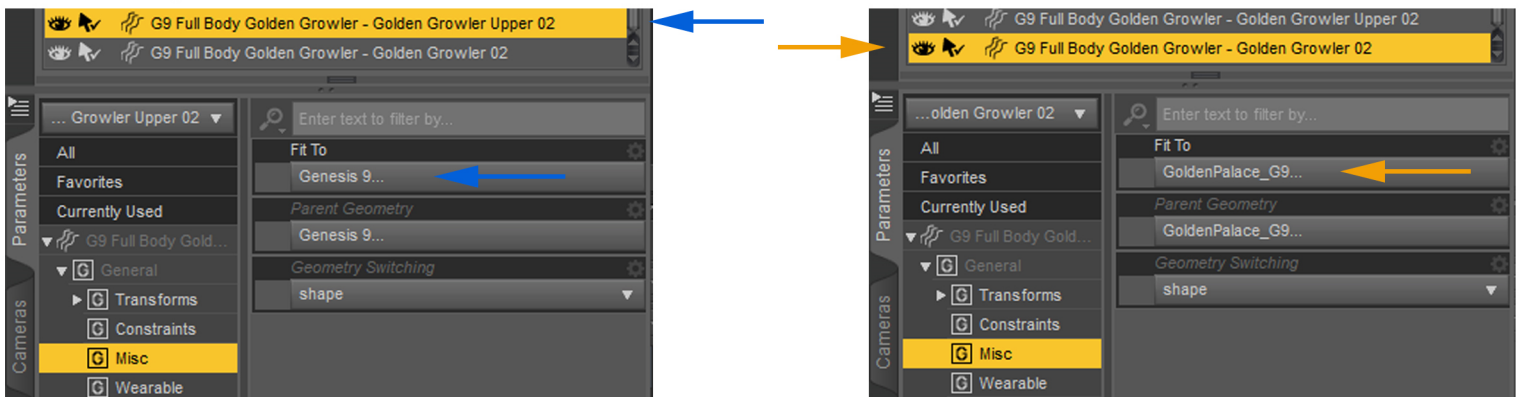
INSTRUCTIONS

Loading the hair props - AUTOLOADING or MANUAL.

AUTOLOADING - Select "Genesis 9" in the scene and double-click on one of the AutoLoad & Fit scripts to load and fit all 7 hair props of that set.

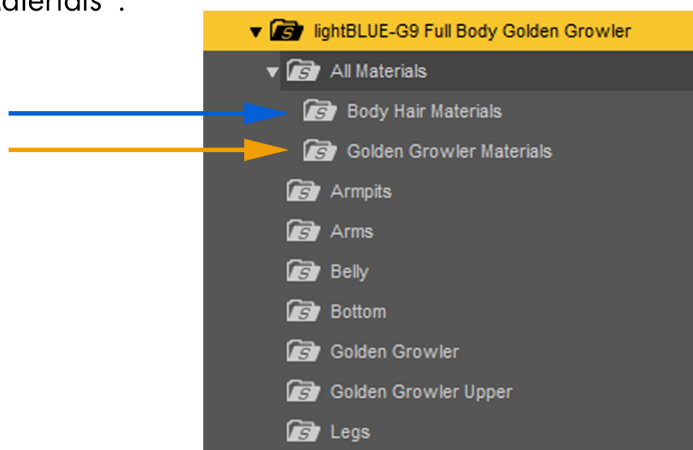


MANUAL LOADING - Load the hair prop of your choice, and with the hair prop selected, go to Parameters/General/Misc and under Fit To choose "Genesis 9" for Armpits, Arms, Bottom, Belly, Legs, Golden Growler Upper, and "GoldenPalace_G9" for Golden Growler hair props, this will allow the hair to follow 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!

MATERIALS - In order to load materials hair prop should be selected in the "scene" pane. Inside the "All Materials" folder you will find two folders with material presets, "Body Hair Materials" and "Golden Growler Materials".



The "Body Hair Materials" are usable on Armpits, Arms, Bottom, Belly, Legs, and Golden Growler Upper hair props, the "Golden Growler Materials" are usable only on Golden Growler hair props. The hair color will be visible in renders although it appears mostly black in the viewport.

INSTRUCTIONS

