– POSABLE STOCKING AND KNOT
Load the Posable Stocking and the Knot props into the scene with nothing selected.
Use the sliders for faster posing of the Posable Stocking (Parameters/General).
You can also pose the Posable Stocking with
movement/rotation/scale of the bones. "X rotate"
will bend the bones in the closing direction.
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 Posable Stocking.

Easy posing sliders of the Posable Stocking prop:

    Roll R - rolls the top half.
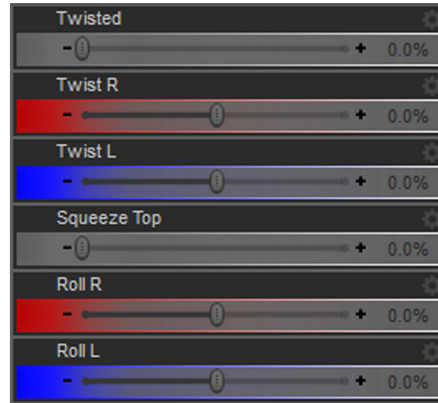   Roll L - rolls the lower half.
    Twist R - twists the top half.
    Twist L - twists the lower half.

    Morph sliders (also of type modifier/pose):
    Twisted - twists the stocking.
    Squeeze Top - pushes the upper corners in
    to create a more uniform width of the stocking.

When you select the Posable Stocking and go to the
Surfaces Tab, you will find the "Displacement Strength"
slider in the Geometry section of each surface group
(Default, Toes, Top).
Set that slider to zero if you want to remove the wrinkles
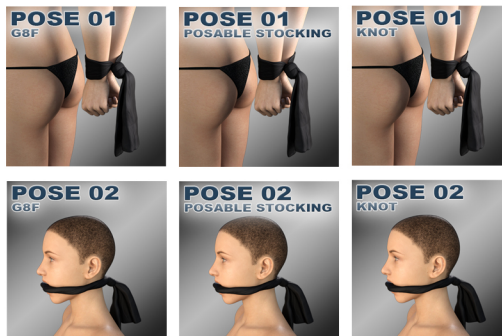from the Posable Stocking.
When posing the Posable Stocking in the viewport keep
in mind that this displacement adds thickness to the
stocking which will be visible in renders,
so if the displacement strength is not set to zero,
try not to place it too close to other objects if you don't
want it to touch them.

BONUS poses:
Pose 01 - for Posable Stocking, Knot, and G8F
        - wrists tied behind the back.
Pose 02 - for Posable Stocking, Knot, and G8F
        - mouth tied with twisted stocking.

NOTE ABOUT THE BONUS POSES:
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 will move the Posable Stocking and Knot to the position on the G8F in the default position in the scene.
Poses for G8F will adjust the figure for the posed props, most of the G8F will remain in the default pose.
The G8F should be in the default position when the poses are applied, in order for the props to be in the
right spot. Make sure to parent the posed props to the figure if you need to move the figure.
Pose 01 for G8F will work on G8.1F, but Pose 02 for G8F will not work on G8.1F because of the different
pose controls (you'll need to open the mouth of G8.1F manually).

See next page for more info
— If you encounter any issues feel free to write to lightblue3design@gmail.com —

– RIGHT/LEFT STOCKING
Load the Right/Left Stocking with the G8F selected in the scene.
The stockings will be automatically fitted and parented to the figure.
The Right/Left Stocking can be used on G8.1F as well.

These stockings will, in most cases, conform to the figure perfectly but in some more extreme poses you might see some pokes-through (when the shin is intersecting with the tie or the toes are bent to the maximum).
There are two solutions to these problems:
If the poke-through is small, you can select the stocking, and go to the Surfaces Tab/Geometry (there are 3 surface groups and each has its Geometry section), here you will find the Displacement Strength slider, set it to 1, then try to render the scene and if the poke-through is still visible you can increase the value of the Maximum Displacement slider.
This will add thickness to the stocking and potentially cover the pokes-through, keep in mind that too much thickness may affect the realism of the render.

Another way to solve the pokes-through is to select the stocking, go to the Parameters Tab/General/ Mesh Smoothing, and enable the smoothing (try to adjust the below settings for better results, if the pokes-through don't disappear right away).
Smoothing may solve the pokes-through which appear as a result of the toes being extremely posed, but it does not seem to work well when the leg is intersecting with itself or other body parts.
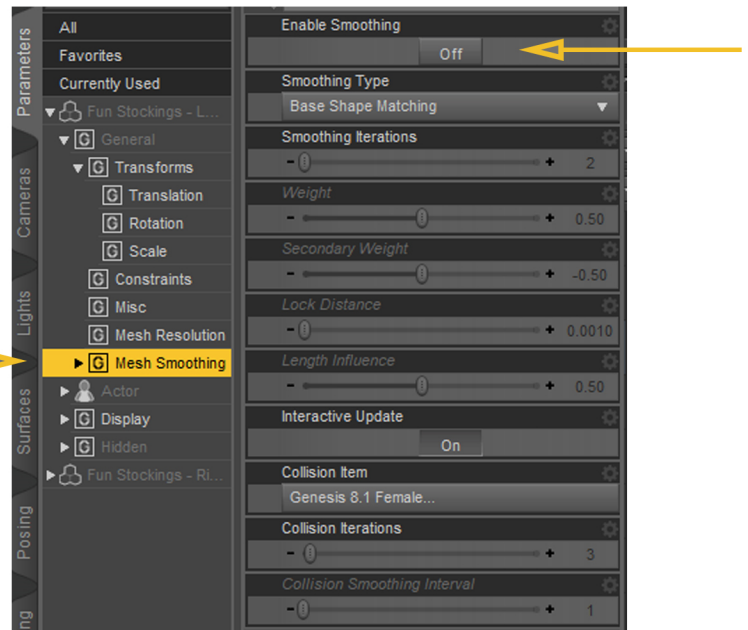
MATERIALS
Each prop has its own material presets. Make sure to load the material preset with the right prop selected in the scene.
Load the materials with the same number to all props if you want them to look the same.

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