

# INSTRUCTIONS

"Tight and Messy G9" is a set of conforming strand-based hair props designed for G9F.

This product consists of the scalp prop, 4 hair styles, a hairband, and earrings.

Hair 01 is an elegant and tight 1960s headband hairstyle, Hair 02 is its messed-up variant, Hair 03 is ready to be grabbed by a hand, and Hair 04 is a wet variant of this style.

## Auto Load and Fit scripts:

IMPORTANT: The Auto Load and Fit scripts should be used only on G9F based figures, otherwise, the Daz Studio autofit pop-up can freeze the script and the application!

Select the G9F in the scene and double-click on one of the "Auto Load & Fit" icons. The scalp prop will be loaded and parented to the figure, and then the hair will be loaded and fitted to the scalp.

If the figure already has a hair prop from this set and you apply another, the script will remove the previously applied hair and then load the new one. So if you want to change the hair on the figure, you do not need to remove the previous hair manually, as the script can do that for you.



## Manual Loading:

First load the "Scalp" prop with the Genesis figure selected in the scene, it should automatically fit to G9F.

Then load the hair prop of your choice, and while the hair is selected, go to Parameters/Misc and under Fit To choose "lightBLUE-Tight and Messy G9-Scalp". This will allow the prop to follow the figure and materials to be properly applied. Do not parent the hairs.

If the figure is not in the default position, the hair will not be in the correct position when loaded. In this case, when you load and fit them, while they are selected, go to the Parameters/General and toggle the Apply Transformation option to make the hair snap into the correct place.

The Headband and the Earrings have to be applied manually. Select the G9F and apply them; they should be automatically parented on the head. If your figure is not a base female G9, you might need to move or scale these props to better suit your character.



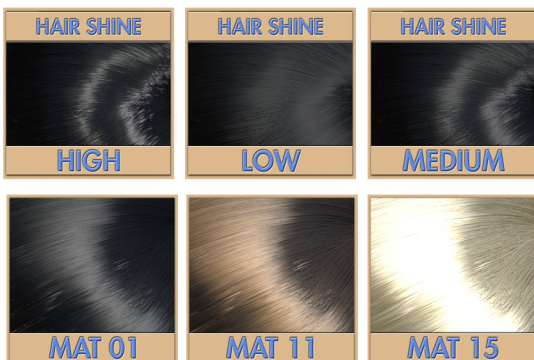
## Materials:

In order to load material presets, the hair prop should be selected in the "scene" pane. The hair color will be visible in renders.

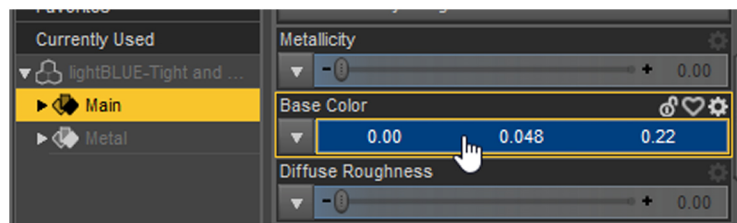
Applying the color preset will not affect the hair shine, and changing the hair shine presets will not affect the color.

While the headband or earrings are selected, you can go to the Surfaces tab, and there you will see the 2 separated surfaces of the earrings prop and one for the headband.

Each of the surfaces has the "Base Color" property. Click on this property and select any color you like. The Daz default materials can also be applied to all surfaces.



## Changing the Earrings Main surface Base Color



## Note:

The hair props can be very heavy for the slower machines. This is why the hairstyles do not have too much hairs (there is also the scalp that makes the styles look more dense).

If your configuration can take it, you can go to the strand-based editor and add more density to the styles.

In the viewport, the hairs won't be visible as the Line Tessellation/Preview PR Hairs option is switched off (you will only see the lines); however, the hairs will be visible when you start rendering.

If you have a better machine, you can switch this option on so you can see the hairs in the viewport as well.

## Note2:

The hairs look softer and smoother after adding a subD, if this is what you'd like, when you load the hair prop, select it in the scene pane/options menu/Edit/Geometry/Convert to SubD.

This will give you the Mesh Resolution option in your Parameters tab, and there you will find options to increase the smoothing if you like.