

INSTRUCTIONS

"Tight and Messy 2 G8F" is a set of conforming strand-based hair props designed for G8F (G8.1F). This product consists of 4 hair props and 3 headbands usable with any hair prop.

Auto Load and Fit scripts:

IMPORTANT: The Auto Load and Fit scripts should be used only on G8F/G8.1F based figures, otherwise, the Daz Studio autofit pop-up can freeze the script and the application!

Select the G8F/G8.1F in the scene and double-click on one of the "AutoLoad & 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 of the hair props, the script will remove the previously applied hair prop and then load the new one. So if you want to change the hair on the figure, you do not need to remove the first hair prop manually, as the script can do that for you.



The headbands need to be loaded manually. Select G8F in the scene and load the headband that you like.

Manual Loading:

First load the "Scalp" prop with the Genesis figure selected in the scene, it should automatically fit to G8F/G8.1F.

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 2 G8F-Scalp". This will allow the prop to follow the figure and materials to be properly applied. Do not parent the hairs!



Materials:

In order to load material presets and hair shine presets, a 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.

The bow headband must be selected in the scene in order to apply the bow headband materials.

The wide and thin headbands are designed so that you can easily change their color to any color you want. While the wide/thin headband is selected, go to the Surfaces tab, select the default surface, and on the right side, you will see the "Base Color" property. Click on this property and select any color you like. It is also possible to apply any of the Daz default materials to these two headbands.

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.

ADDITIONAL NOTE:

If you already have the first "Tight and Messy" set for G8F, you can combine hair props from that set with the hair props from this set. Those hair props can also be fitted to this Scalp, but if you are adding them you should load and fit them manually.

Here is an example how a combination of the "Tight and Messy" Bangs 01 and the "Tight and Messy 2 G8F" Hair Style 01 looks like:

