

INSTRUCTIONS

"Tight and Messy" is a set of conforming strand-based hair props designed for G8F (G8.1F). This product consists of 4 full hair sets, each set containing a main hair and separated bangs. There is also a bonus hair prop representing additional (side-burns and back neck) short hairs that make the hairstyles look more realistic.

Set 01 and set 03 are nice and tight-looking hairstyles, while set 2 and set 04 are their messed-up variants.

These 8 hair props can be loaded separately and mixed or matched however you like. You can use the main hair with or without the bangs.

The product also includes scripts that load and fit the complete sets with just one click.

The set contains 20 different color presets that are usable on all hair props, and 3 hair shine presets (High, Medium, and Low hair shine) also usable on all hair props without affecting the color. The high shine preset makes the messed-up styles look wet, while the medium and low hair shine presets make the tight hair styles look nice and clean.

As a bonus to this set, you will also get a headband prop, which is a completely separate prop usable on any hairstyle, but also on other hairs that you might have in your collection.

The headband prop has 3 morph sliders for subtle adjustments for different characters and styles (you can also scale it to fit your needs).

There are 2 material presets for the headband, and both are designed in such a way that you can easily change the color to any color you like without affecting the quality of the material.



This set is designed to allow you to show your character looking nice and tidy in one scene and wet and messed up in another scene. The hair props are editable strand-based hair props and you can further adjust them if needed.

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 "Full Hair Set" icons.

The scalp prop will be loaded and parented to the figure, and then the main hair, bangs, and additional hairs will be loaded and fitted to the scalp.

If you want to remove the bangs or additional hairs, you can do so manually in the scene tab.

If the figure already has one or more hair props from this set and you apply one of the full sets, the script will remove the previously applied hair props and then load the new set.

So if you want to change the hair set on the figure, you do not need to remove the hair props 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 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-Scalp".

This will allow the prop to follow the figure and materials to be properly applied. Do not parent the hairs.

Manual loading allows you to mix and match the hair props however you like.



Materials:

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

The color presets must be applied to every hair prop separately. But the shine presets can be loaded on more selected hair props at the same time. All hair props will be loaded with High Hair Shine by default. Applying the color preset will not affect the hair shine, and changing the hair shine presets will not affect the color.

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

While the headband is selected, you can go to the Surfaces tab, and there you will see

the 3 separated surfaces of the headband prop. Each of the surfaces has the "Base Color" property. Click on this property and select any color you like.



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.