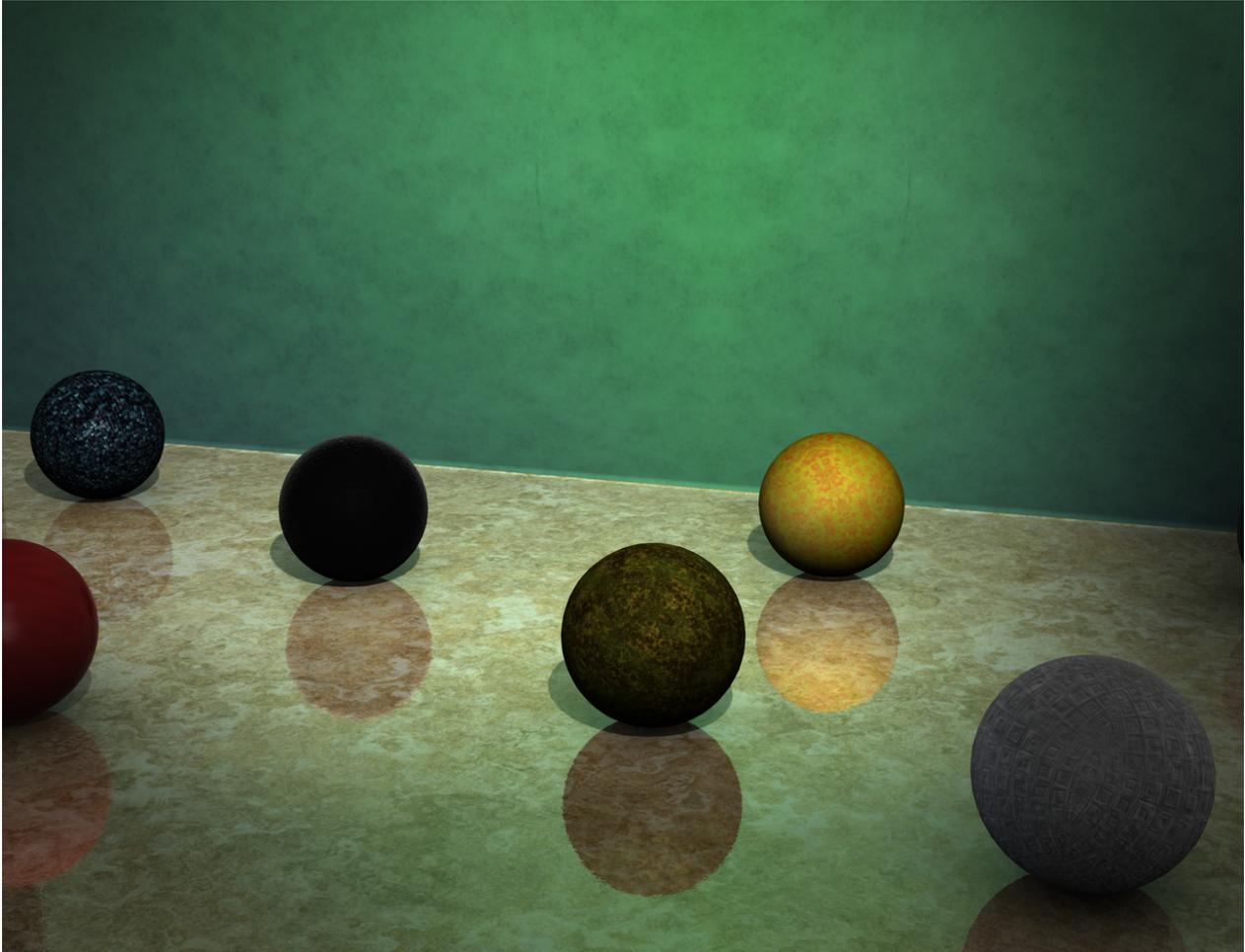


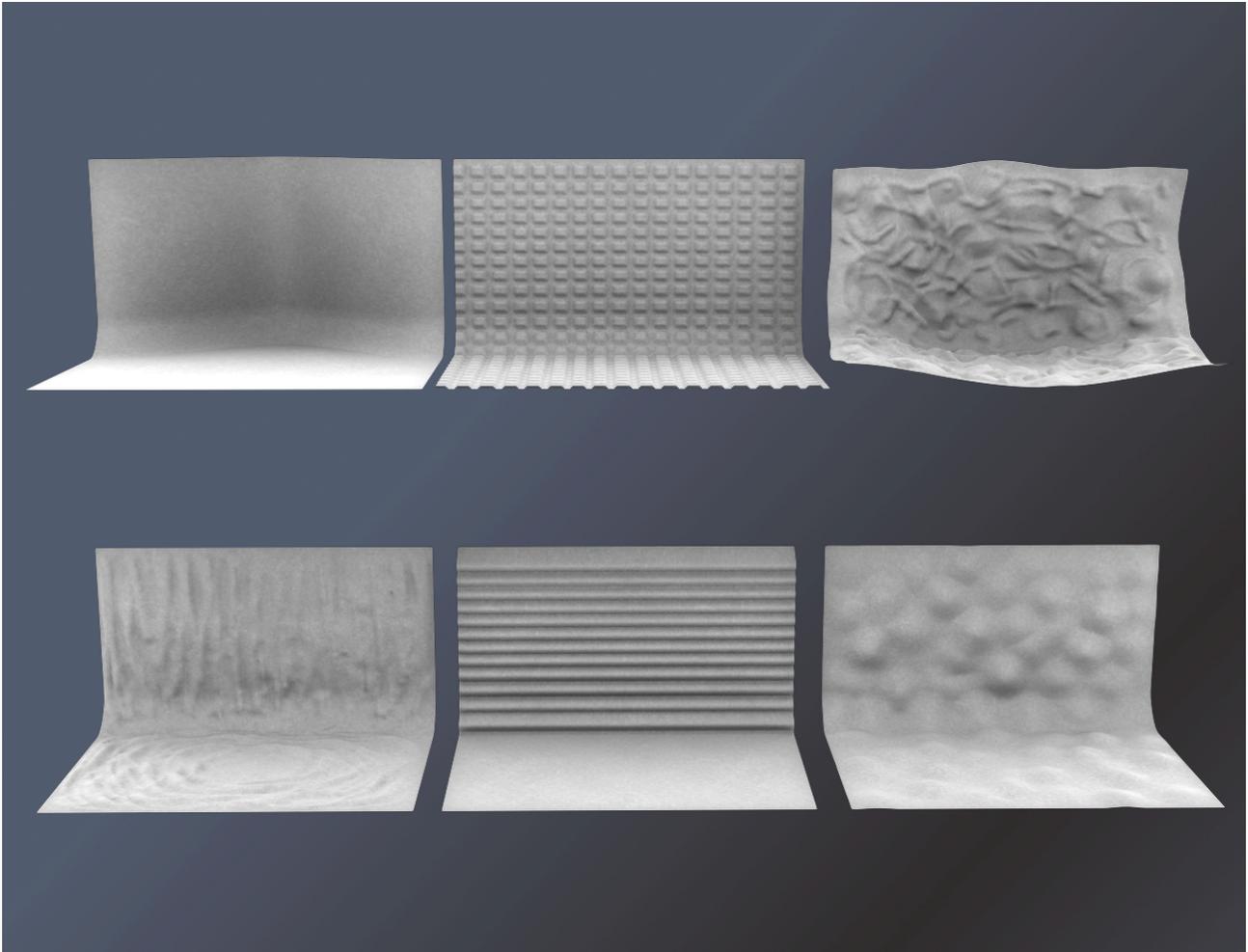
FUSELING'S BASHABLE BACKDROP README



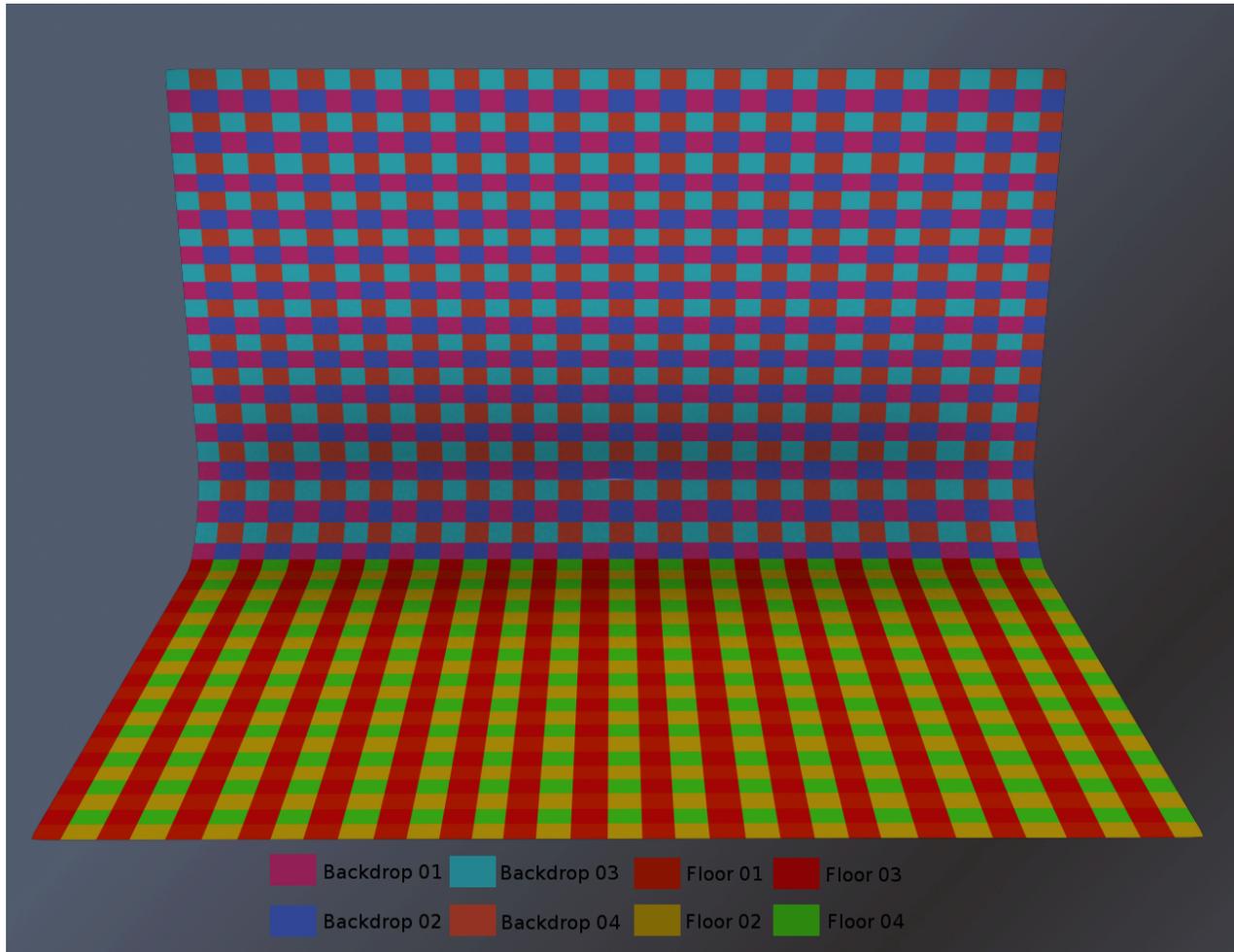
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SECTION 01 – MORPHS

This product includes 35 different shaping morphs to give maximum flexibility for renders. These include 9 morphs that shape only the material zones, and 26 morphs that shape the entire mesh. The mesh shaping morphs can be used in combination with the included shaders to achieve a variety of fun effects, some of which are detailed below in the mat zones section. Most of the mesh shaping morphs include a flat spot on the floor where figures will load in DAZ by default. Shown below are just a few of the mesh shaping morph options.



SECTION 02 – MAT ZONES



The FSL Bashable Backdrop includes 8 different MAT zones, divided into four for the back and four for the floor. These are arranged in repeating sets of four across the mesh. Depending on which ones you select, this allows a variety of patterns to be achieved including horizontal and vertical stripes, a checkerboard pattern, a set of squares with a different texture than their surround, and various other options. By combining these with the morph options nearly endless variety is possible. Pictured on the next page are a few of the possible variations that might be achieved, below the image is detailed how those results were achieved.

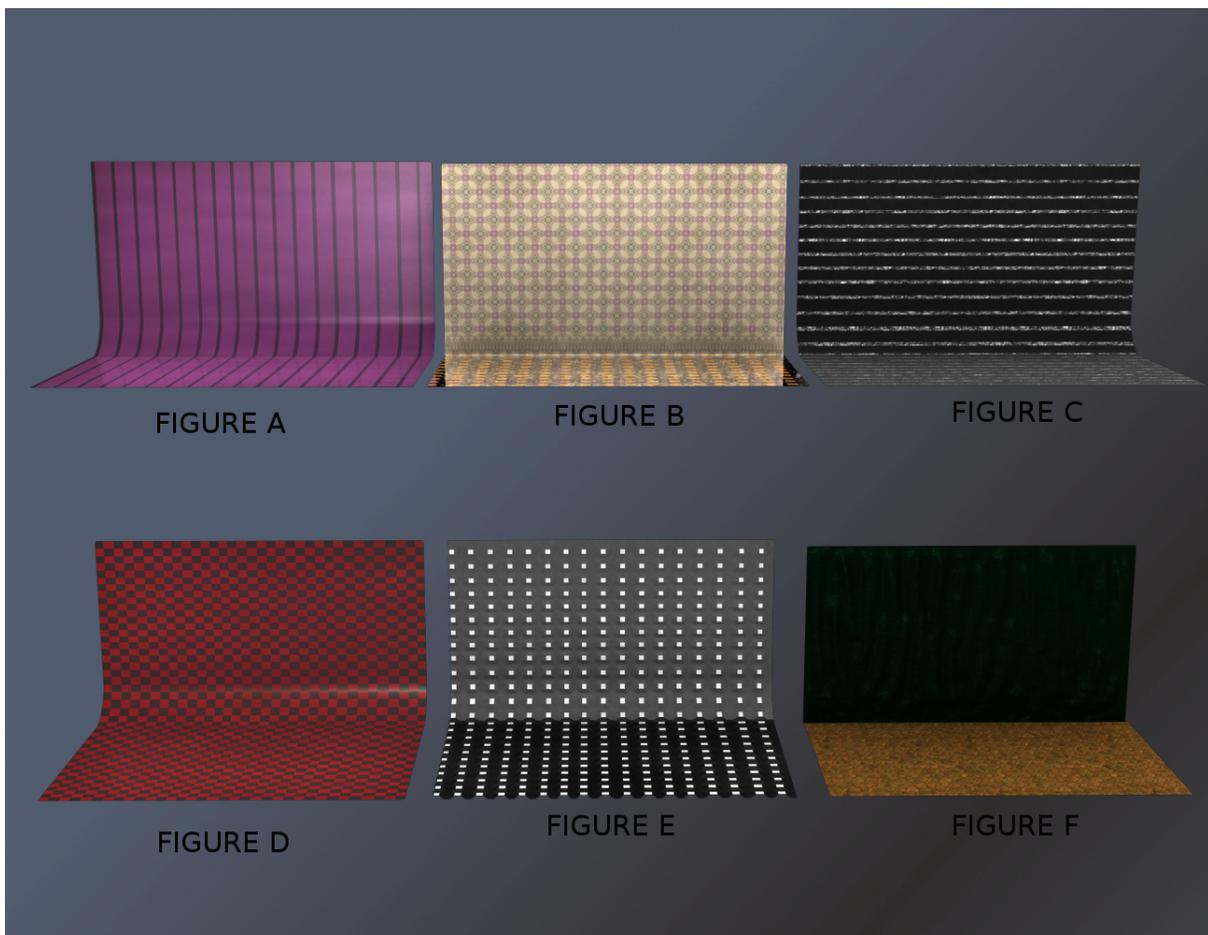


Figure A: Latex 03 Shader applied to Backdrop01 , Backdrop03, Floor01 and Floor03; Latex 05 Shader applied to Backdrop02, Backdrop04, Floor03 and Floor04. Proportion3All morph used at 100%.

Figure B: Paper 19 Shader applied to Backdrop01, Backdrop02, Backdrop03, and Backdrop04; Marble 02f Shader applied to Floor03; Marble 01d Shader applied to Floor01, Floor02, and Floor03. Proportion1Floor and Straight morphs used at 100%.

Figure C: Rubber 03 Shader applied to Backdrop01, Backdrop02, Floor01, and Floor02; Glow02c Shader applied to Backdrop03, Backdrop04, Floor03, and Floor04. Proportion4Back and Proportion4Floor morphs used at 100%.

Figure D: Latex 04 Shader applied to Backdrop01, Backdrop04, Floor01, and Floor04; Latex 07 Shader applied to Backdrop02, Backdrop03, Floor02, and Floor03.

Figure E: Glow 01a Shader applied to Backdrop01 and Floor01; Rubber 02 Shader applied to Backdrop02, Backdrop03, and Backdrop04; Paper 03 Shader applied to Floor02, Floor03, and Floor04. Bumps Back, Bumps Floor, Proportion2Back and Proportion 2 Floor morphs used at 100%.

Figure F: Velvet 05 Shader applied to Backdrop01, Backdrop02, Backdrop03, and Backdrop04; Tile 03d Shader applied to Floor01, Floor02, Floor03, and Floor04. Straight, Wrinkles Fine Back, and Wrinkles Large Back morphs used at 100%.

SECTION 03: STARTER FILES AND LIGHT SETS

There are four starter files and four starter light sets included with this product. The starter files are numbered one through four and include some of the setups used for the Bashable Backdrop promos. The lights sets used in the promos have the same numbers as the starter files with which they were used.

It should be noted that the included light sets rely on Age of Armour's Advanced Ambient and Advanced Spotlight products, and you will need to have those products in order to use them. If you wish to use different lighting, the rest of the FSL Bashable Backdrop features should work fine without needing those light sets. There are several reasons why Age of Armour's light sets were used rather than only the default lights included with DAZ. The primary reason is that they allow much quicker rendering at the same or better image quality. They are also the same as the light sets used in the promotional images, so they should make it easier to achieve a similar look.

