Special Instructions for using the LAMH presets with the Kibri Dress tails:

Hi.  First of all, thank you for purchasing Kibri Dress for Genesis 2 Females.  It was a joy to work on the outfit, and I think the addition of Look At My Hair for the tails really makes for some cute outfits.

Because of the way the tails are geografted to the bodice instead of Genesis 2 Female, there are special steps in applying the tails and in getting the fur to move with the tail.  I will try to explain in as much detail as possible below.

1.  If you already have a bodice or tails in the scene, make sure you delete them before you use one of the LAMH presets.  You can leave all of the other garment pieces in place.
2.  Select Genesis 2 Female in the scene tab.  Double-click on the LAMH preset you wish to use.  The new bodice and the corresponding tail will load into the DAZ Studio viewport, but will not be fitted to Genesis 2 Female.  This must be done manually.
3.  In the scene tab, or in your viewport, right-click on the Bodice.  Choose 'Fit "Bodice" To...' and select Genesis 2 Female from the list that will appear. IMPORTANT: Do not select "Parent To Target".  This will cause DAZ Studio to crash.
4.  If Genesis 2 Female is already in a pose, you will notice that the hair object (green lines on screen) will not follow the tail on the bodice.  This is a known issue for LAMH and is being reviewed by the LAMH team.
5.  To remedy this, you must move the actual tail just a tiny bit, either by applying a preset tail pose or just by selecting the tail in the scene tab and "posing" or moving it a bit.  I usually just move the yTranslate slider a bit.  The fur will now snap to the tail.  Make sure to remember to move the slider back to zero.


Some notes on the fur materials:  LAMH objects load with certain settings locked in, such as Specular Strength and Static Ambient.  Any changes you make will not save with the tail.  In my opinion, you will get ideal tail colors that match the outfit if you change the Static Ambient (located in the Surface Tab under Long Tail_Grp_0_RMan_Tail).  I use 64,64,64 for the short furred Cat Tail and the Bunny Tail, and I use 90,90,90 for the longer furred Fox Tail.  Lower values make darker shadows in the fur and make it look darker overall.  Don't set this too high or the fur will be blown out and too bright.  If you are not getting quite the specularity or color you want, depending on your lighting situation, the Diffuse Coefficient is another setting that makes a big difference.  If you change the setting to 1.0 you will get much closer to the color on the tail.  Lower values will make the fur darker.

I hope I have given a good overview of using the LAMH tails.  I will update this document further if other issues come up that I feel need to be documented.

Thanks again!

Best wishes,
Slosh