



TD3-REFORMED - PRO-MORPHS-VOL 3 For TERRADOME 3 - USERGUIDE

Welcome to the Pro-Morphs Vol 3 Userguide.

Please refer to the TerraDome 3 userguide for more specific instructions regarding using the content of this product.

Where to find the morphs.

After installation, load the TerraDome 3 Azone . The morphs can be found under Morphs/ProMorphs03 in the Parameters tab of Daz Studio.

All the morphs can be mixed with other morphs in this product, from the original base product, ProMorphsVol1 and ProMorphsVol2. However, it is inadvisable to not mix them at their full intensities of 100%. Lesser increments are usually more desirable and will cause less distortion of the base mesh.

For a more smoother look to the morphs use 1 or 2 levels of SubDivision in your renders especially if you see polygon shaped artifacts.

Some of the morphs in this product have been designed to work well with the water plane. However they will work just as well without it. You may have to adjust the Y Trans of your figures and props so as they are on the lower ground.

Please note that some of the morphs in the this product like 'Devil's Rock' are prominent in the middle of the Azone so your figures and props may load inside the morph. Just adjust the X,Y and Z trans for your figure or prop in the Parameters tab until you see it in your scene.

A '**Reset**' file has been included to reset all the ProMorphsVol3 morphs to zero. This can be found under '**Environments\TerraDome 3\Presets\ProMorphs**'.

That about wraps it up for '**Pro-Morphs Vol 3**'.

Don't forget to [subscribe to My YouTube Channel](#) where you will find all my tutorial videos and more.

<https://www.youtube.com/channel/UC26MRLGxc0eqX9LmZbyd8qw>

I sincerely hope you enjoy using Pro-Morphs Vol 3.

Have fun rendering.

A handwritten signature in black ink, appearing to read 'Colin', written in a cursive style.

