



# LASH MASTER

## MERCHANT INFORMATION

YOU MAY INCLUDE UP TO TWO FULL SETS OF LASHES WITH EACH CHARACTER SET YOU MAKE. THESE MAY NOT BE INCLUDED IN FREE CHARACTER SETS.

BUILD YOUR LASHES - KEEP AS IS OR COMBINE THEM TOGETHER TO CREATE YOUR OWN UNIQUE LASH SET.

### HOW TO INCLUDE THESE IN YOUR CHARACTER SETS

BUILD YOUR CHARACTER AND DESIGN YOUR LASHES - CHOOSE A TOP AND BOTTOM TO YOUR LIKING. YOU CAN EVEN USE MORE THAN ONE AT A TIME!

CREATE A NEW SCENE.

SCROLL DOWN INTO YOUR CONTENT LIBRARY FOLDER AND LOCATE THE FOLDER : GENESIS 8 FEMALE : DEVELOPER KIT FOLDER.

DOUBLE CLICK ON GENESIS 8 FEMALE DEV LOAD.

LOCATE THE FOLDER : GENESIS 8 FEMALE: ANATOMY: LASH MASTER. ADD THE COMBINATION OF LASHES YOU WISH TO DISTRIBUTE WITH YOUR CHARACTER.

IN YOUR SCENE NODE WINDOW: SHUT OFF THE VISIBILITY ( THE LITTLE EYE SYMBOL) TO GENESIS 8 FEMALE. THEN WHILE HOLDING THE CTRL KEY ON YOUR KEYBOARD, SELECT ALL OF YOUR LASH PARTS.

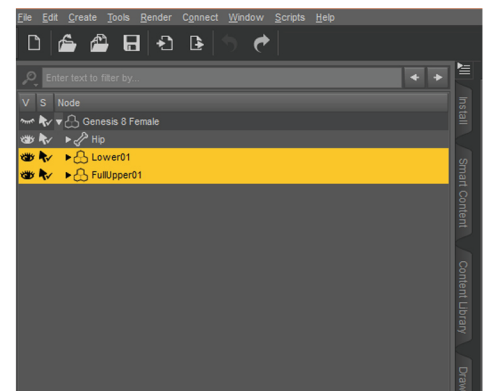
CLICK ON FILE:EXPORT AND EXPORT WITH THE DEFAULT SETTINGS.

IN YOUR SCENE NODE WINDOW YOU CAN NOW DELETE THE SEPERATE LASH PARTS.

(RIGHT CLICK - DELETE SELCTED ITEMS)

SELECT GENESIS 8 FEMALE IN YOUR SCENE NODE WINDOW. IN THE CONTENT LIBRARY, CLICK ON THE ANATOMY FOLDER AND SELECT GENESIS 8 FEMALE EYELASHES. DOUBLE CLICK ON THEM TO FIT TO GENESIS 8.

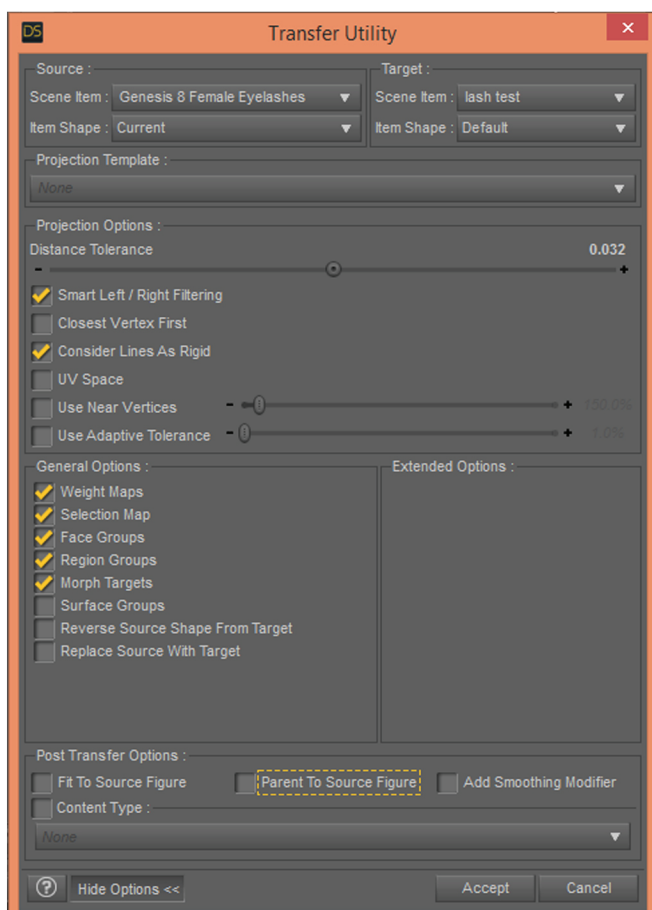
IMPORT THE LASH SET YOU JUST EXPORTED. FILE:IMPORT: AND USE THE DEFAULT SETTINGS.





IN YOUR SCENE NODE WINDOW SELECT THE GENESIS 8 FEMALE DEFAULT LASHES AND TURN OFF THE VISIBILITY.  
EDIT:OBJECT:TRANSFER UTILITY.

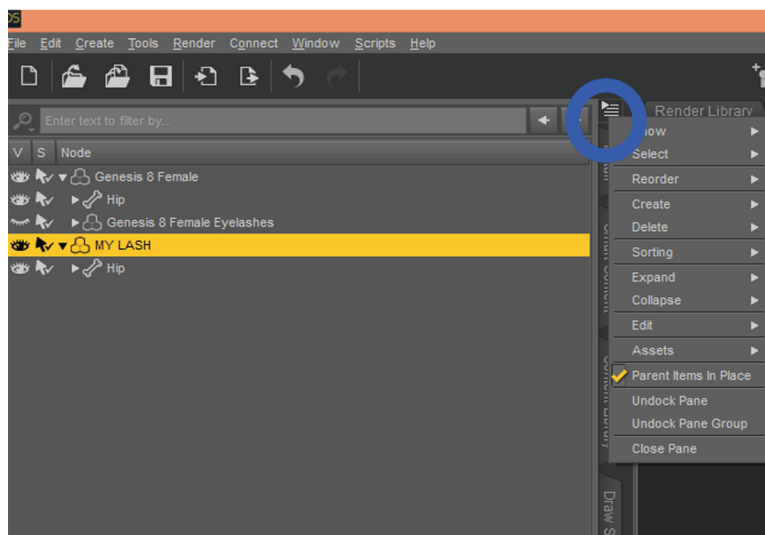
USE THESE OPTIONS EXACTLY AS THEY APPEAR:



CLICK ACCEPT

IN YOUR SCENE NODE WINDOW : SELECT YOUR LASH SET.

IN THE UPPER RIGHT CORNER YOU WILL SEE A SMALL ACCORDIAN ( CIRCLED IN BLUE HERE).





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CLICK ON THE ACCORDIAN AND SCROLL DOWN TO EDIT: SCENE IDENTIFICATION. A NEW WINDOW WILL APPEAR.

ON CONTENT TYPE: CLICK ON THE ARROW AND SELECT THE FOLLOWING:

CONTENT TYPE: FOLLOWER: ATTACHMENT: HEAD: FACE: EYELASHES

COMPATABILITY BASE: SELECT THE DOTTED LINE AND SCROLL DOWN TO GENESIS 8 FEMALE

PREFERRED BASE: CLICK ON THE DOTTED LINE AND SCROLL DOWN TO CHANGE TO GENESSIS 8 FEMALE

CLICK ACCEPT.

RIGHT CLICK ON YOUR LASH SET - AND SELECT FIT TO: GENESIS 8 FEMALE

CLICK ACCEPT

CLICK ON GENESIS 8 FEMALE IN YOUR NODE SCENE WINDOW - AND TRY DIALING IN YOUR CHARACTER SHAPE. THE LASHES SHOULD MOVE WITH YOUR CHARACTER. IF THEY DON'T - YOU MISSED A STEP!

DEPENDING ON YOUR CHARACTER MORPH, YOU MAY NEED TO BRING THESE INTO A MODELLING PROGRAM TO ADJUST BETTER TO YOUR SHAPE. FOLLOW THE SAME INSTRUCTIONS TO EXPORT AND RE-IMPORT.

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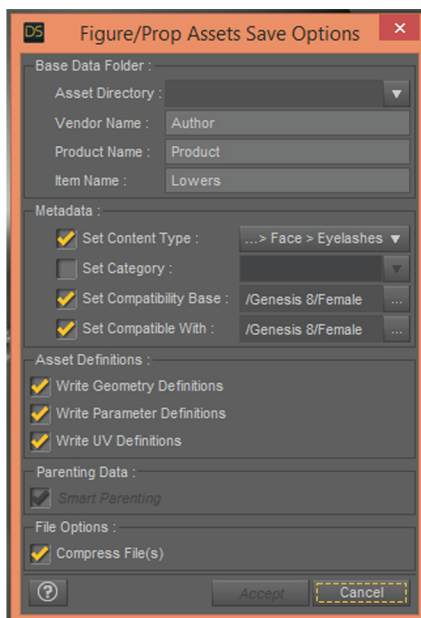
SAVING OUT YOUR LASHES

SELECT YOUR LASH IN THE SCENE NODE WINDOW

SELECT THE SURFACE TAB AND ADD YOUR "DEFAULT" MATERIAL SET UP.

FILE: SAVE AS: SUPPORT ASSET: FIGURE/ PROP ASSETS

SAVE TO: MY DAZ 3D LIBRARY: PEOPLE: GENESIS 8 FEMALE: ANATOMY: YOUR CHARACTER FOLDER



ADD ALL YOUR INFORMATION AS IT SHOULD APPEAR FOR YOUR FINISHED PACKAGE.



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SAVING YOUR LASHES WITH A CHARACTER TO ALL LOAD AT ONCE:

SET UP YOUR ENTIRE CHARACTER WITH MORPHS APPLIED AND TEXTURES APPLIED. ADD YOUR NEWLY SAVED LASH SET. IN THE CONTENT LIBRARY: SELECT THE GENESIS 8 CHARACTER FOLDER: AT THE BOTTOM OF THAT BOX YOU WILL SEE A PLUS SIGN AND A MINUS SIGN. CLICK ON THE PLUS SIGN AND SELECT CHARACTER PRESET.

SAVE YOUR CHARACTER

CHARACTER PRESET SAVE OPTIONS APPEARS:

MATERIAL AND SHAPE SETTINGS WILL ALREADY BE SELECTED. CLICK ON THE POST LOAD OPTION.

A SCRIPT WILL APPEAR IN THE SCRIPT PATH.

BESIDE THE SCRIPT PATH THERE IS A SET OF ARROWS : CLICK ON IT AND A BOX FOR "POST LOAD SETTINGS" WILL APPEAR.

CLICK ON THE ARROWS AND EXPAND ALL YOUR OPTIONS.

YOU WILL SEE THE FOLLOWING:

Type	Key	Value
Sub-Settings	PostLoadAddons	{}
Sub-Settings	Follower/Attac...	{}
String	AssetName	Genesis8FemaleEyelashes
String	AssetFile	data/DAZ 3D/Genesis 8/Female Eyelashes/Tools/Script Loads/Genesis 8 Female Eyelashes.duf
Sub-Settings	Presets	{}
Sub-Settings	Mat	{}
String	PresetFile	People/Genesis 8 Female/Materials/Base Materials/Iray/Base MAT Eyelashes.duf
Boolean	SelectAddon	false

DOUBLE CLICK ON THE : ASSET NAME: GENESIS8FEMALEEYELASHES - AND EDIT IT TO READ WHATEVER YOU NAMED YOUR LASH SET AS.

DOUBLE CLICK ON THE FOLLOWING STRING FOR THE ASSET FILE. DIRECT THIS TO YOUR DATA FOLDER/ YOUR CHARACTER/ YOUR LASH YOU SAVED EARLIER.



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String	AssetFile	data/DAZ 3D/Genesis 8/Female Eyelashes/Tools/Script Loads/Genesis 8 Female Eyelashes.duf
▼ Sub-Settings	Presets	{}
▼ Sub-Settings	Mat	{}
String	PresetFile	People/Genesis 8 Female/Materials/Base Materials/Iray/Base MAT Eyelashes.duf
Boolean	SelectAddon	false

YOURS SHOULD NOW LOOK SOMETHING LIKE THIS:

Type	Key	Value
▼ Sub-Settings	PostLoadAddons	{}
▼ Sub-Settings	Follower/Attac...	{}
String	AssetName	YOURLASHNAME
String	AssetFile	DATA/MYVENDORNAME/MYCHARACTER/YOURLASHNAME.DUF
▼ Sub-Settings	Presets	{}
▼ Sub-Settings	Mat	{}
String	PresetFile	People/Genesis 8 Female/Materials/Base Materials/Iray/Base MAT Eyelashes.duf
Boolean	SelectAddon	false

DOUBLE CLICK ON THE PRESET FILE FOR THE SUBSETTINGS MAT -CLICK REMOVE ITEM.

CLICK ACCEPT AT THE BOTTOM OF THE SCREEN.

YOU CAN NOW QUICKLY TEST THE CHARACTRE PRESET TO MAKE SURE IT WORKS.

ONCE YOU ARE SET AND GO TO DISTRIBUTE YOUR CHARACTER FOLDER JUST MAKE SURE YOU ZIP ALL ITEMS INCLUDING YOUR ANATOMY AND DATA FOLDERS.