



Dear Customer,

Thank you for purchasing "Hand Salon".

Here are some tips to get the best out of the product:

- All nails are hand modeled and separated in two surface sections. This allows you to apply two colors to one nail. You can do this in the surface tab. To apply the same color to all the nails please select the two surfaces.
- You can apply any shader you own or use the ones you can find in the package.
- All shaders apply to the whole set of nails unless you decide to make separate colors for each nail by using the template files. You can find prepared PSD files in the package to allow you easily change colors.
- The Nails apply and hide the original nails in the same time. They are followers of Genesis 8 Female and can be used like any figure/prop in Daz Studio.
- The Arm Tattoos works best with the original Genesis 8 Female textures. For other texture sets, you may need to make some adjustments. This is the case for example for texture with high SSS values.
- If you apply a LIE preset, make sure to know which Genesis 8 Character Material you applied and where you can find it, this is the only way to remove LIE presets later, unless you take the time to delete each LIE layer in the surface tab.
- If you wish to change the colors of the nail jewelry, you can find a range of materials in the package; you can change the materials in the surface tab, one by one
- The Nail Jewelry is designed for the nails mentioned in the folder, but you can use some of them on other nails, but some adjustments (rotation, scale, and move) might be necessary.
- The Metallic Arm Tattoos work fine with most of the Genesis 8 Female Skin textures, except those which have no METALLICITY Slider in the SURFACE TAB (Arms and Fingernails). This is the case for example for "FW Kacia HD for Olympia 8" (<https://www.daz3d.com/fw-kacia-hd-for-olympia-8>).
- For these cases you will find a Metallicity Material Preset to apply after the LIE Preset. This will add the metallicity slider with the needed masks.

Thank you for reading and happy rendering!