

## To use the hair:

1. Load your human figure then load the hair. (See note below regarding using the hair on incompatible figures.)
2. Apply preset materials and/or modify them for your own use.
3. Apply preset poses and/or dial style and movement sliders.

## OPTIONAL dForce Simulation – Single frame method:

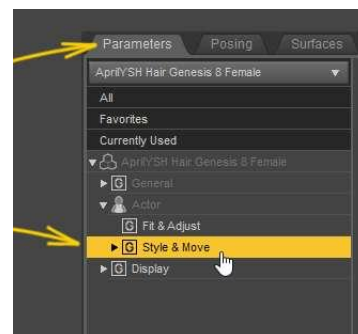
4. Apply “Simulate Single Frame” preset provided.
5. Make sure the hair is not intersecting shoulders, other bodyparts, clothing, or furniture.
6. Click “Simulate” to drape dForce Hair.
7. Use hair morphs/poses to further enhance final drape movement.

## OPTIONAL dForce Simulation – Timeline method:

4. Apply “Simulate Timeline” preset provided.
5. Go to frame 15 and apply a pose to the figure. Make sure the hair is not intersecting shoulders, other bodyparts, clothing, or furniture in any frame between frame 1 and 15, or else add intermediate poses in between the two frames to move the hair away.
6. Click “Simulate” to drape dForce Hair. You may need to extend total frames to 90 or longer to give hair time to settle.
7. Use hair morphs/poses to further enhance final drape movement.

## Usage Tips:

- Apply the Posing Mat so you can see the hair easier while posing.
- Pose the hair using
  - the included preset pose samples
  - “Style & Movement” ERC sliders in the Parameters or Posing pane
  - for hairs with custom bones you may select the various hair parts in the Viewport or Scene pane to bend, twist, and scale them individually.
- Use hair's custom fit dials if necessary to fit your custom character's head, such as hairline, crown size and temples.
- You can easily modify hair colours by selecting your own diffuse colour settings for the hair.
- You need at least one light in the scene that will provide the specular highlighting!



## Using the hair on incompatible figures:

If you wish to use the hair on a figure other than who it's made for, then do NOT let Auto-Fit run on the hair. Many of my hair models are rigged with custom bones used for movement. Auto-Fit will destroy these bones so poses will no longer work. Auto-Fit was originally intended to make tight fitting clothing stick to the body movements, Auto-Fit does not work well on loose and draping items such as long hair, long skirts, draping accessories, etc.

G3 and G8 are of very similar size and shape so they are very compatible for hairs. What you want to do firstly is stop Auto-Fit from destroying the bones and tell DS that the hair is *already compatible*, then lastly fit the hair to your figure.

### For example using G3 hair on G8:

1. Load G3 and load the hair into the scene making sure to CANCEL Auto-Fit if it pops up. (Deselecting the figure will prevent Auto-Fit from running, otherwise you can CANCEL Auto-Fit yourself if it pops up.)
2. Click the menu Edit > Figure > Scene Identification. Change the Preferred Base to G8 (eg "/Genesis 8/Female") which is what tells DS is it compatible to G8.
3. Finally right click and “Fit [hair] To” G8, which will no longer try to run Auto-Fit, aka “bone destroyer.”

This works the other way as well for **G8 hairs to use on G3**. For more info on using Genesis 3 items on Genesis 8 or vice versa, you may want to read this tutorial by **SickleYield**: <https://www.deviantart.com/sickleyield/journal/Tutorial-Convert-Clothing-G3-to-G8-G8-to-G3-686682065>

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For sharing between **figures other than G3 and G8**, you still want to stop Auto-Fit. The easiest thing to do instead is “parent” the hair instead of “Fit [hair] To”, eg:

1. Load the figure and load the hair into the scene making sure to CANCEL Auto-Fit if it pops up. (Deselecting the figure will prevent Auto-Fit from running, otherwise you can CANCEL Auto-Fit yourself if it pops up.)
2. Translate and scale the hair manually to fit on your incompatible figure’s head.
3. Finally “parent” the hair to the figure’s head by right clicking on the hair, select “Change [Hair] Parent” and select the figure’s head, with “Parent in place” checkbox clicked on.

Apart from this document, please check the provided Read Me notes if there are further Usage Tips specific to this item.

**Thank you!**

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