

This page exists within the [Old ArtZone Wiki](#) section of this site. Read the information presented on the linked page to better understand the significance of this fact.

Santa Hair and Beard



Product: [The Santa Hair and Beard](#)

Product Code: ps_ac1480

DAZ Original: YES

Created By: DAZCharity2005, Dark Whisper

Released: December 20, 2005

Product Information

Required Products: [David Base](#)

You can find new icons for loading this product in the following Poser Libraries:

Figures: "D3 Santa"

Product Notes

The morphs for the hair and beard are located in the "neck" body part.

Because the morphs are in the neck, the beard's morphs do not crosstalk with the main figure - they must be set manually. In some programs you can copy the settings from David's face then paste them into the beard.

Support

Visit our site for further technical support questions or concerns: <http://www.daz3d.com/support/>

Thank you and enjoy your new products!

DAZ Productions Technical Support

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File Listing

\Runtime

\Runtime\Geometries

\Runtime\Geometries\Geometries\DAZClothing

\Runtime\Geometries\DAZClothing\David

D3SantaBeard.obj

\Runtime\libraries

\Runtime\libraries\character

\Runtime\libraries\character\D3 Santa

D3SantaBeard.cr2

D3SantaBeard.rsr

\Runtime\textures

\Runtime\textures\DAZ

\Runtime\textures\DAZ\Hair

D3SantaHairBaseT.jpg

D3SantaHairBaseTR.jpg

D3SantaHairstrandT.jpg

D3SantaHairstrandTR.jpg

From:

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Last update: **2011/11/01 17:28**

