

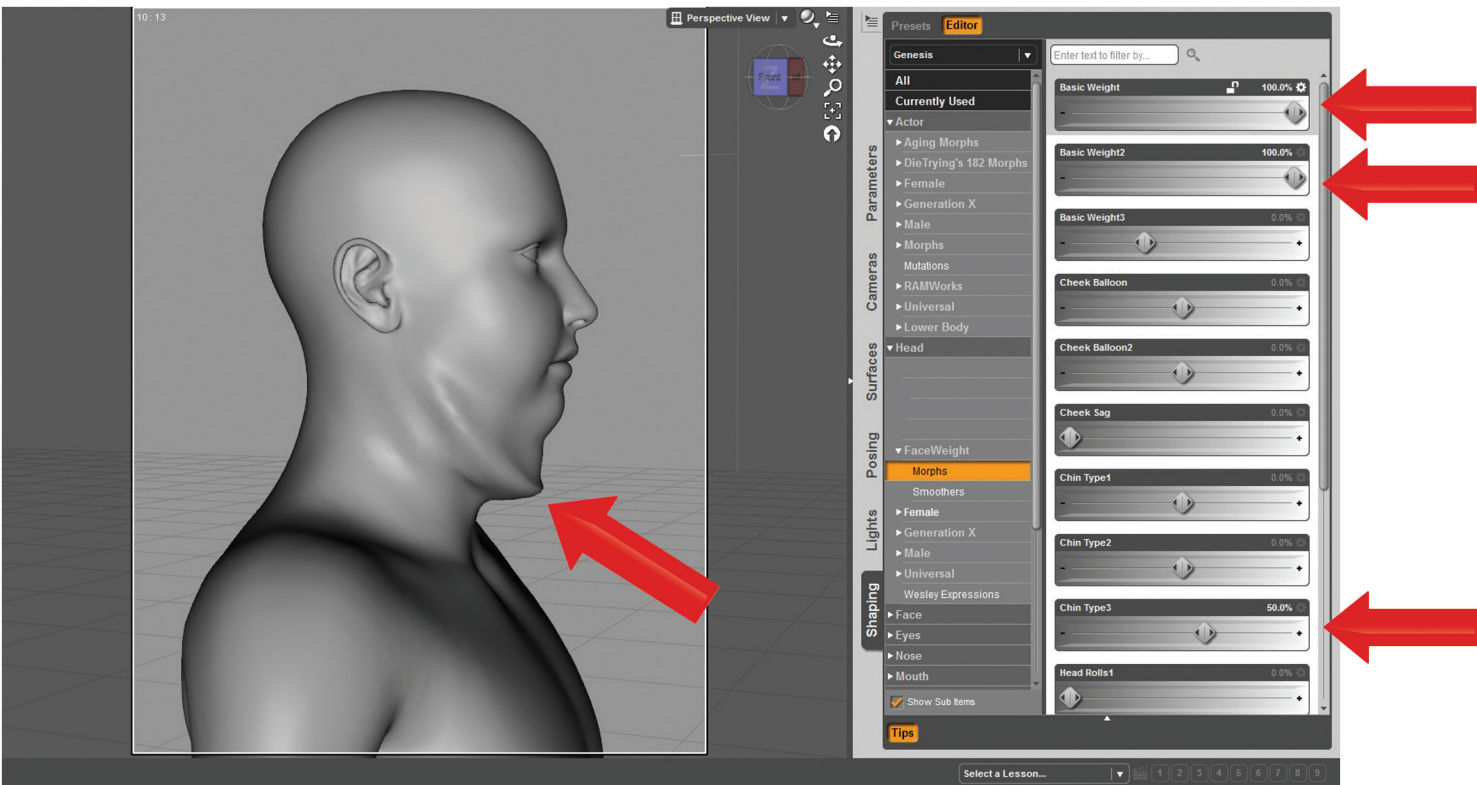
FACE WEIGHT TUTORIAL & TIPS



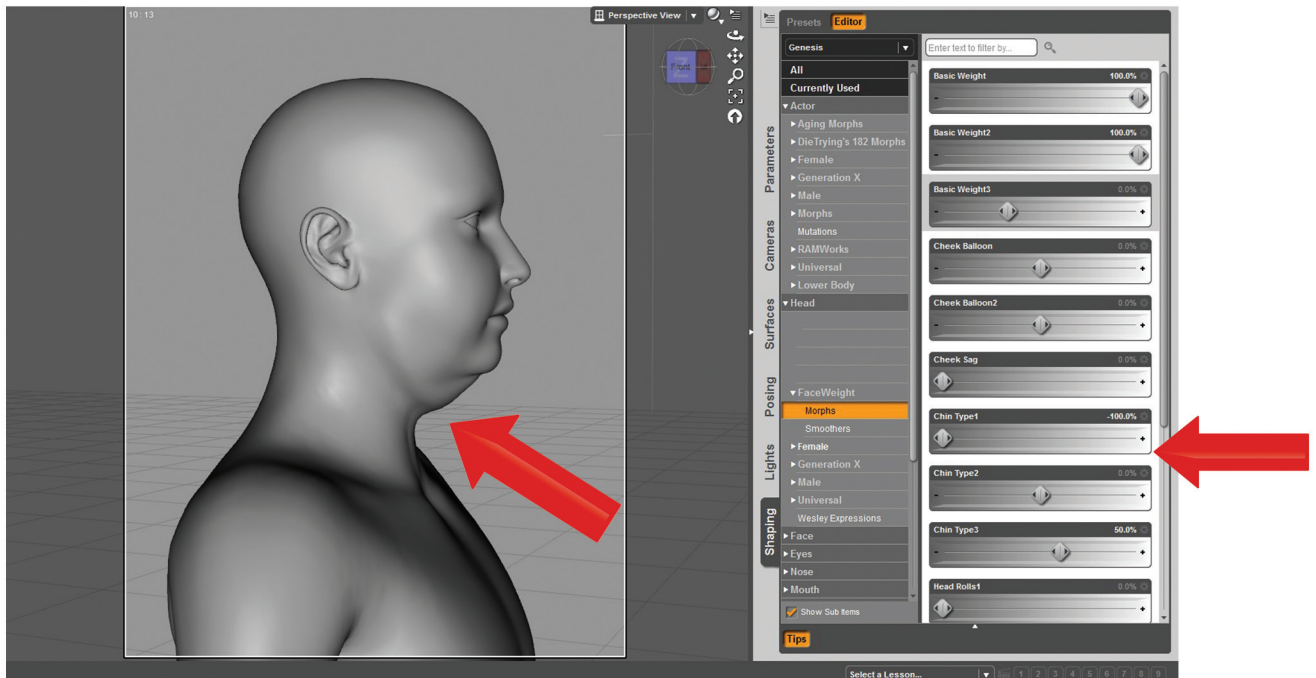
BEFORE YOU START USING FACEWEIGHT, ADJUST OR DIAL UP THE BODY SHAPE YOU WISH TO USE. THEN ADJUST FACE ACCORDINGLY. LEAVE UN-TEXTURED (EASIER TO SEE MORPH CHANGES)

SOME FACEWEIGHT MORPHS ARE DESIGNED TO USE NEGATIVE VALUES AS WELL, SO DON'T BE SCARED TO SLIDE MORPH DIALS IN THE OPPOSITE DIRECTION. THIS FEATURE GIVES YOU MUCH MORE FLEXIBILITY AND OPTIONS.

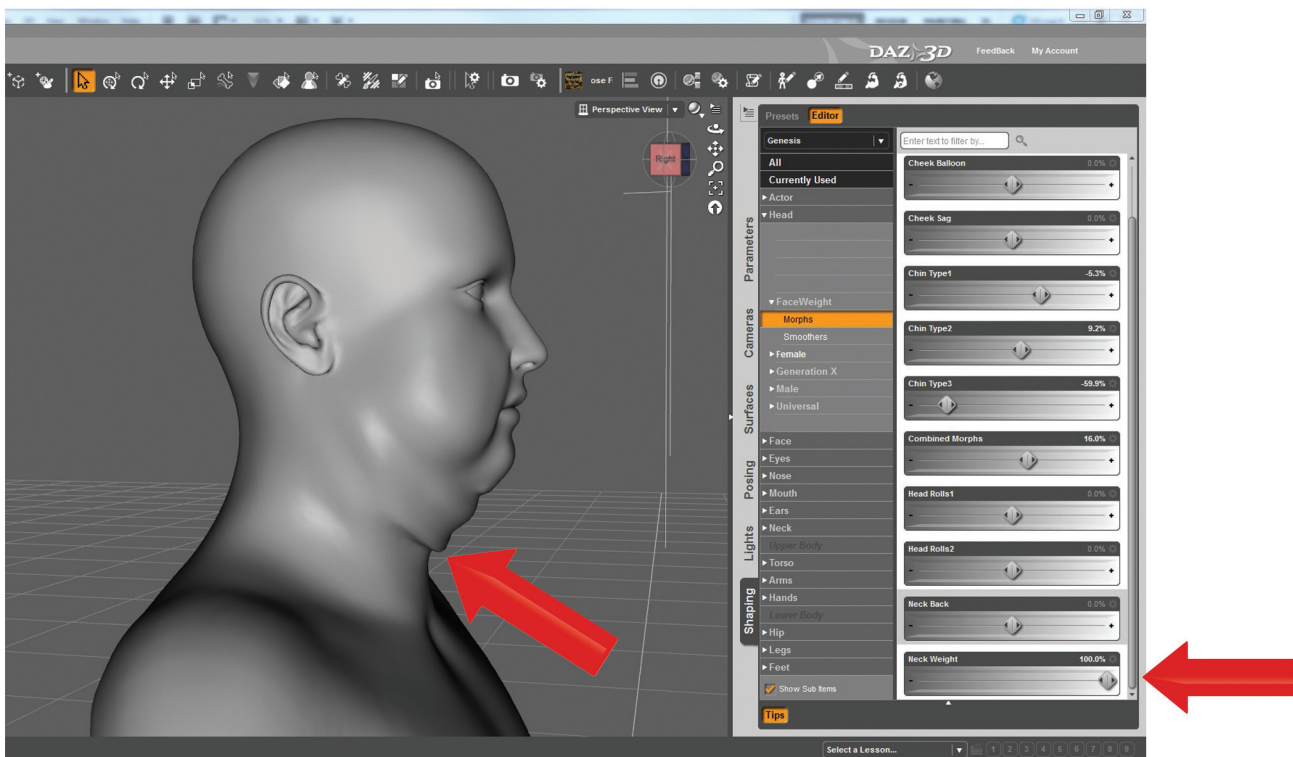
SOME MORPHS DIALLED TOGETHER CAUSE HUGE BULGES (FACE SHAPE DEPENDANT), BUT COUNTER DIALLING FIXES THAT. BELOW IS AN EXAMPLE.



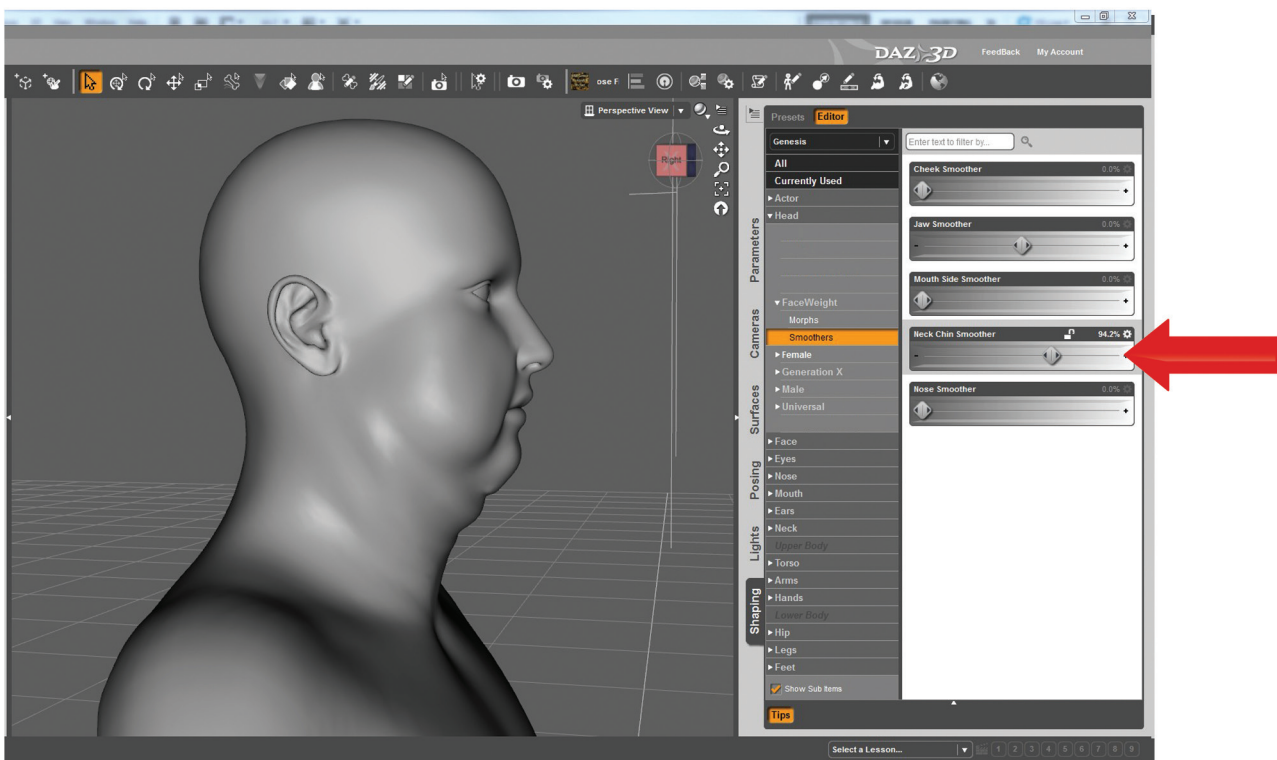
HERE WE SEE THE CHIN IS OVER PROTRUDING WHEN ONE OR MORE MORPHS ARE DIALLED UP. TO FIX THIS, I SIMPLY COUNTER DIALLED WITH **CHIN TYPE 1** OR A SIMILAR MORPH. THIS MEANS I DON'T HAVE TO DIAL DOWN THE OTHER MORPHS IF I DO NOT WANT AND CAN GIVE SOME UNIQUE RESULTS.



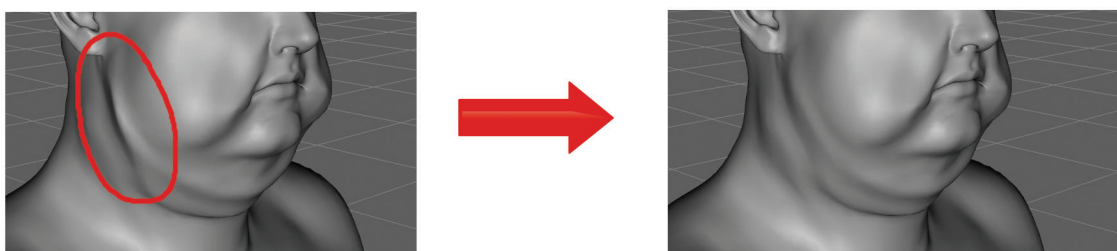
SOMETIMES WHEN USING THE **NECK WEIGHT** MORPH COMBINED WITH OTHERS, YOU GET THE FOLLOWING EFFECT.



TO SOLVE THIS SIMPLY DIAL UP THE **NECK CHIN SMOOTHER MORPH** AND SMOOTH TO YOUR LIKING.



THE **JAW SMOOTHER** AND OTHER SMOOTHER MORPHS FIXES THE FOLLOWING PROBLEM ON CERTAIN SHAPES.



THATS ABOUT IT:) THANKS FOR USING FACEWEIGHT AND I LOOK FORWARD TO SEEING SOME RENDERS.