

AGING MORPHS 2 TUTORIAL

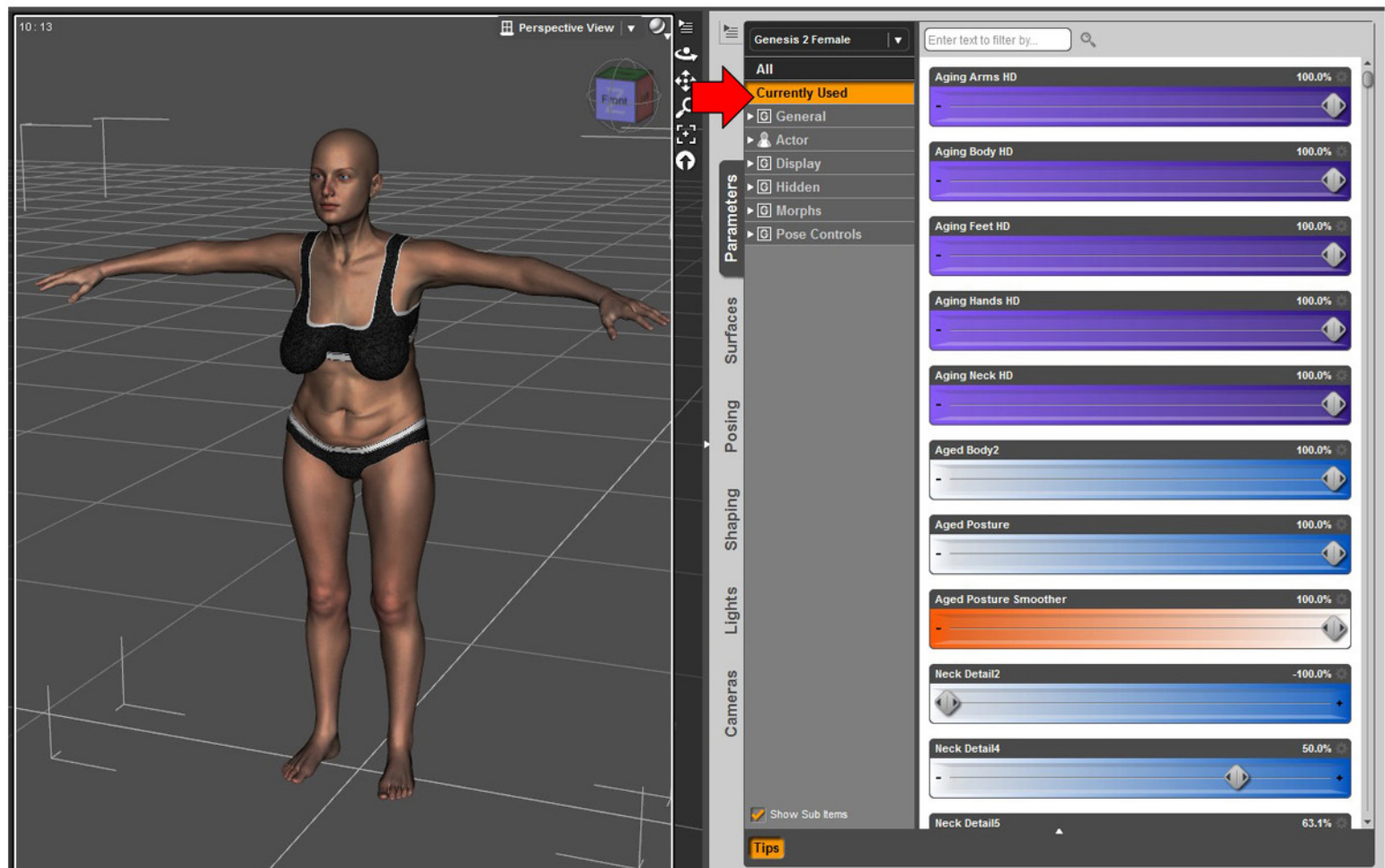


THANK YOU FOR CHOOSING AGING MORPHS 2. LET'S GET STARTED RIGHT AWAY. THIS BASIC GUIDE SHOWS HOW TO FIND THE PRODUCT FILES AND SETTING UP FOR USAGE.

PRESET LOCATIONS (MALE VERSION FOLLOWS SAME STRUCTURE)



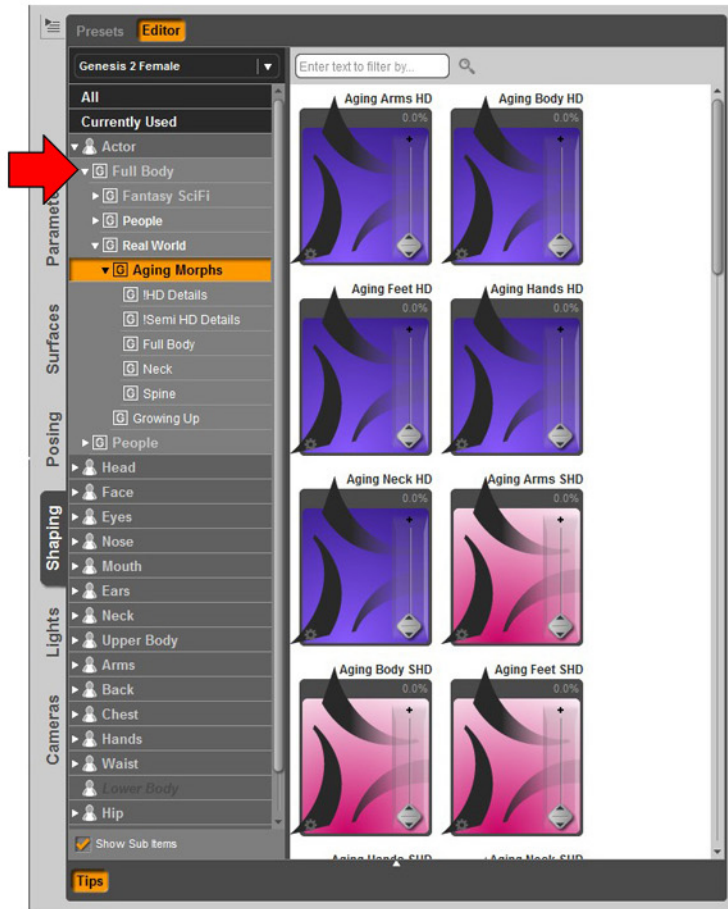
THE PRESETS ARE A QUICKSTART SOLUTION TO GIVE YOU A FEEL OF WHAT THE PRODUCT DOES. THE MORPHS USED CAN BE ADJUSTED IF YOU SELECT THE FIGURE, GO TO PARAMETERS AND CHOOSE CURRENTLY USED. ALL THE MORPHS USED WILL NOW BE POPULATED AND CAN BE ADJUSTED.



MORPH LOCATION & WORKFLOW

MORPHS CAN EITHER BE SELECTED VIA THE PARAMETERS OR SHAPING TAB. HERE IS WHERE THEY ARE LOCATED.

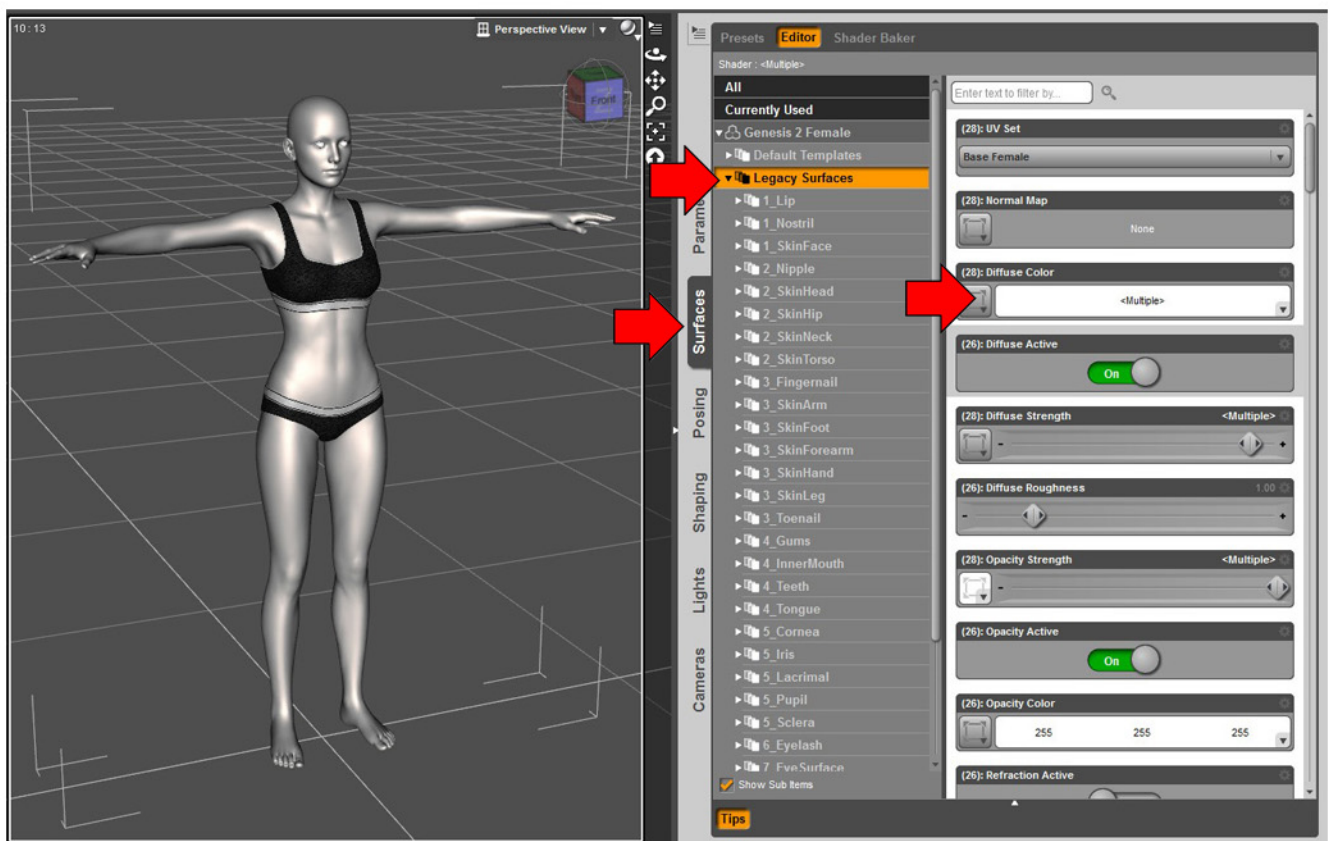
BODY MORPHS



HEAD MORPHS



BEFORE APPLYING THE MORPHS, SET THE SKIN TO 'NONE' SO YOU CAN SEE THE MORPHS BETTER. ONCE YOU ARE HAPPY, THEN APPLY THE DESIRED SKIN TEXTURE. TO REMOVE THE SKIN, SIMPLY GO TO LEGACY SURFACES, SELECT ALL AND UNDER DIFFUSE SET TO "NONE". THIS WILL REMOVE ALL COLOUR MAPS SO THE MORPH DETAIL CAN BE SEEN. THIS PROCESS IS OPTIONAL



AGING MORPHS 2 HD MORPHS

THIS PRODUCT CONTAINS HD AND SEMI HD MORPHS. THE HD MORPHS ARE AT REGULAR SUBD LEVEL 3, WHERE AS THE SEMI HD MORPHS ARE AT LEVEL 2 FOR LOWER END SYSTEMS. YOU CAN COMBINE OR STACK THESE TOGETHER IF YOU WISH.

HERE IS A COMPARISON OF THE TWO

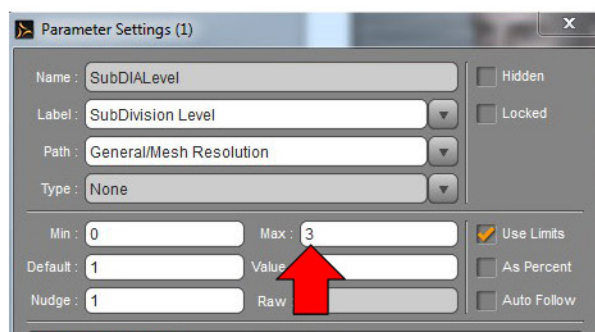
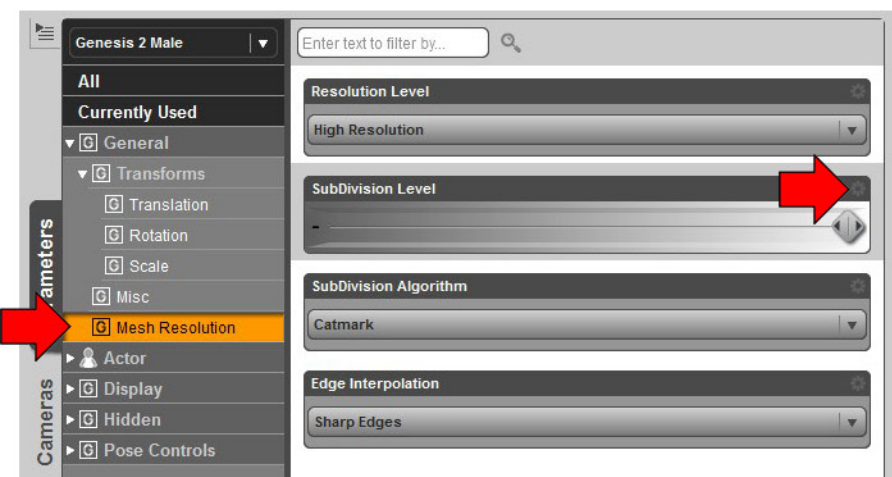
HD MORPHS USED



SEMI HD MORPHS USED



TO VIEW HD DETAILS BEFORE RENDERING TAKES PLACE SIMPLY SET THE FIGURE TO THE FOLLOWING. CLICK ON THE COG ICON OF THE SUBDIVISION LEVEL SLIDER AND SET THE LIMIT TO 3. NOW DIAL UP THE HD OR SEMI HD MORPHS FOR A PREVIEW BEFORE RENDERING. IF YOU ARE COMFORTABLE KNOWING HOW THE RESULTS WILL TURN OUT, THEN THIS PROCESS IS NOT NEEDED. THIS IS ONLY TO VIEW THE MESH DETAILS IN PREVIEW MODE.



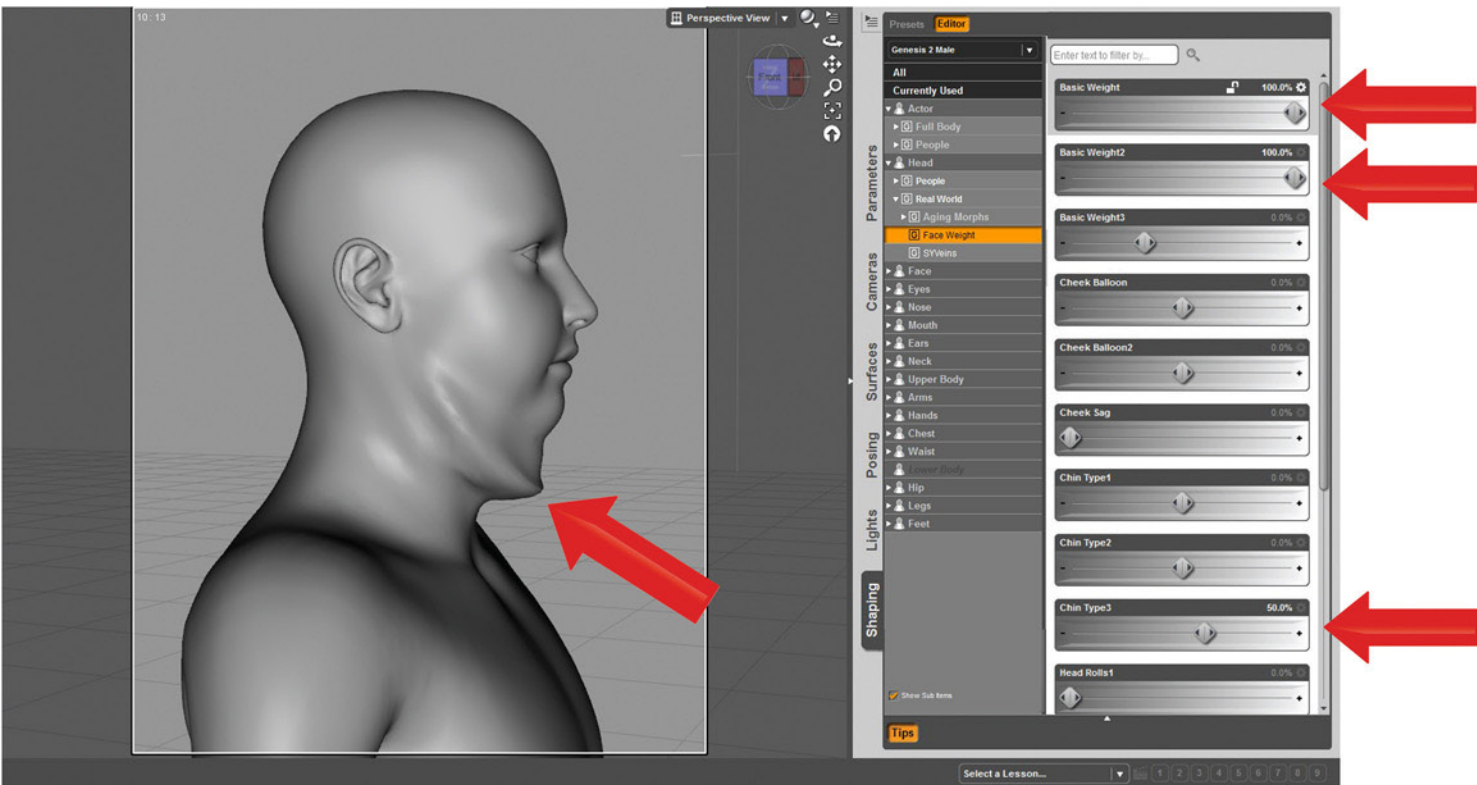
FACE WEIGHT TUTORIAL & TIPS



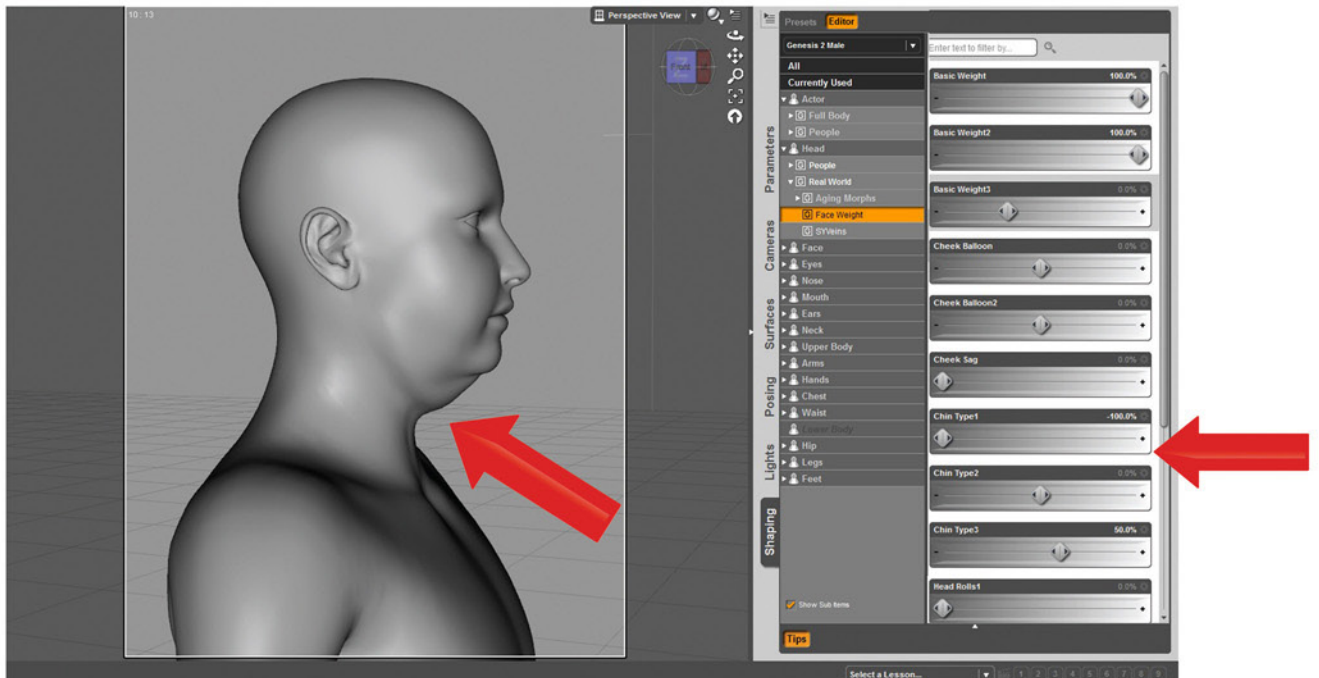
BEFORE YOU START USING FACEWEIGHT, ADJUST OR DIAL UP THE BODY SHAPE YOU WISH TO USE. THEN ADJUST FACE ACCORDINGLY. LEAVE UN-TEXTURED (EASIER TO SEE MORPH CHANGES)

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.

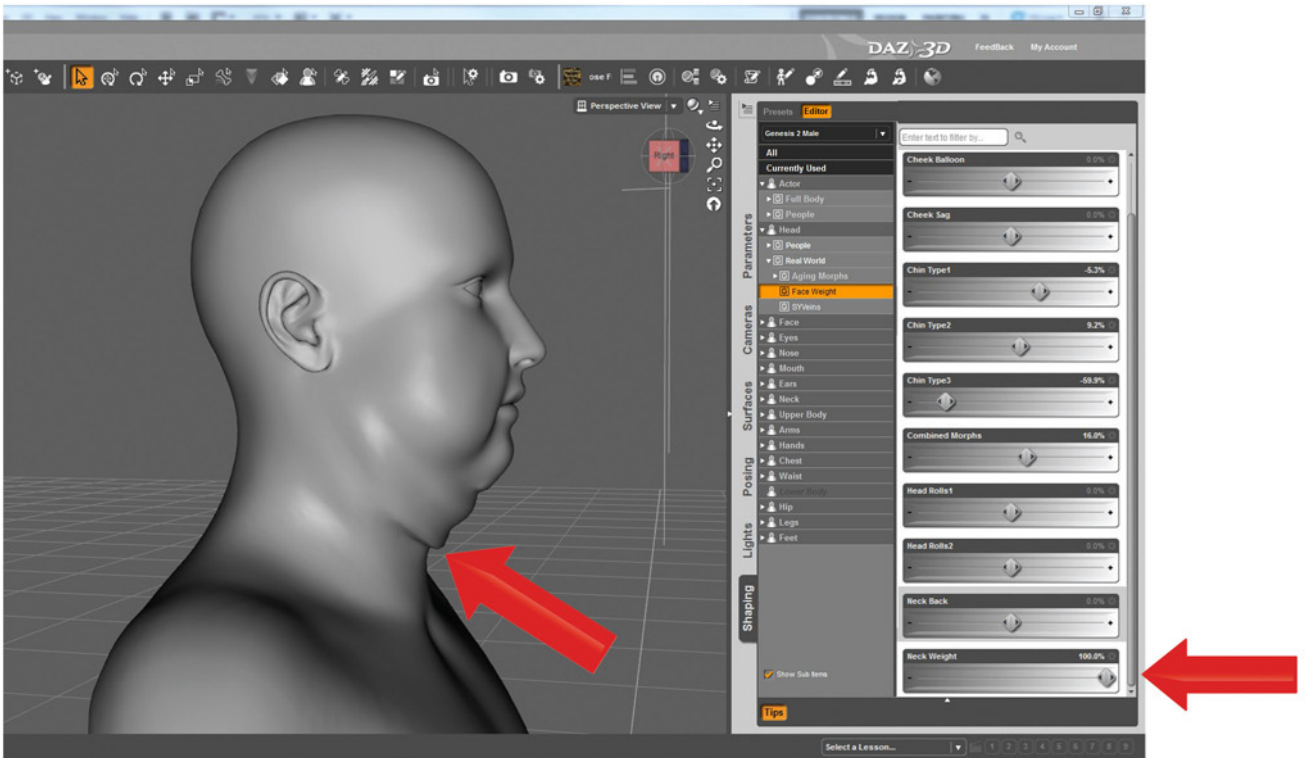
SOME MORPHS DIALLED TOGETHER CAUSE HUGE BULGES (FACE SHAPE DEPENDANT), BUT COUNTER DIALLING FIXES THAT. BELOW IS AN EXAMPLE



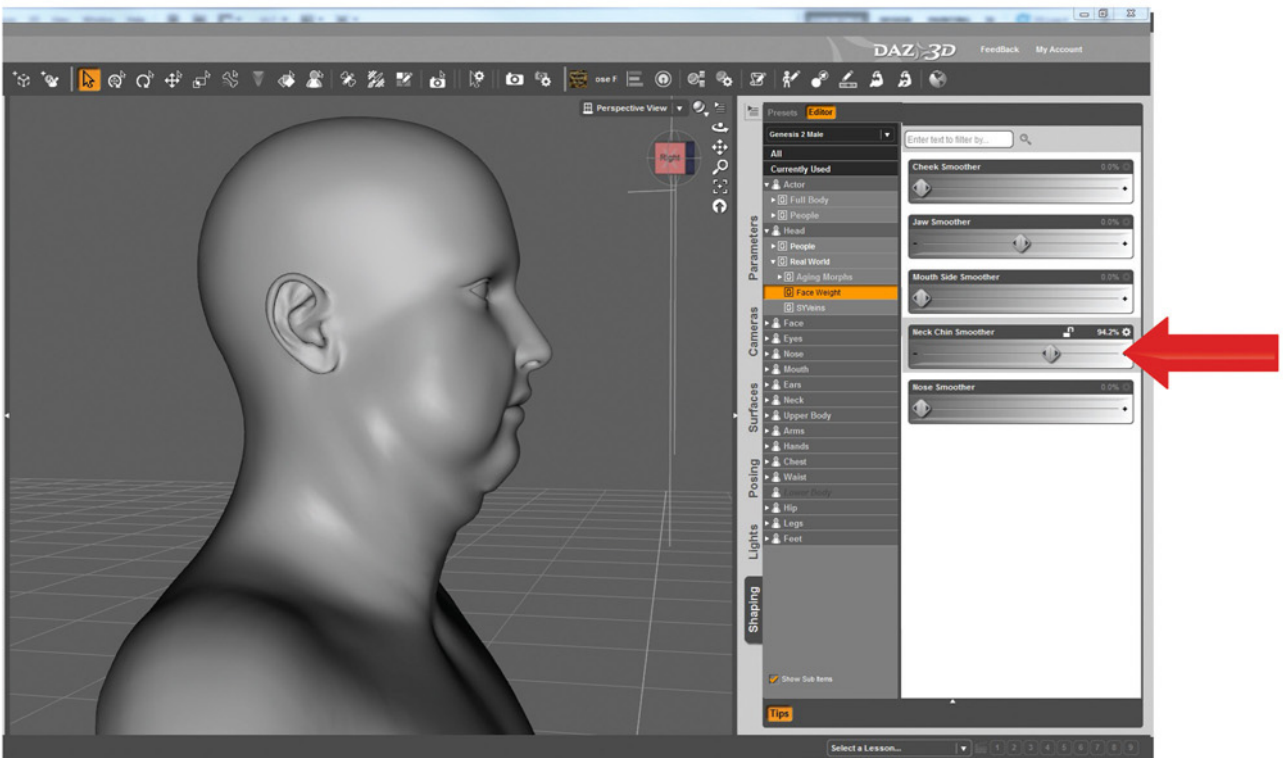
HERE WE SEE THE CHIN IS OVER PROTRUDING WHEN ONE OR MORE MORPHS ARE DIALLED UP. TO FIX THIS, I SIMPLY COUNTER DIALLED WITH **CHIN TYPE 1** OR A SIMILAR MORPH. THIS MEANS I DON'T HAVE TO DIAL DOWN THE OTHER MORPHS IF I DO NOT WANT AND CAN GIVE SOME UNIQUE RESULTS.



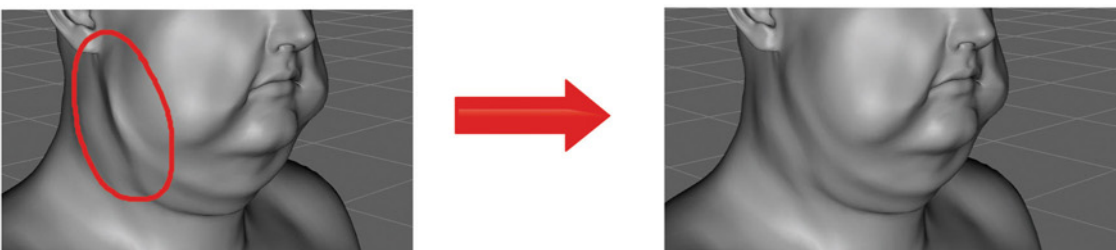
SOMETIMES WHEN USING THE **NECK WEIGHT** MORPH COMBINED WITH OTHERS, YOU GET THE FOLLOWING EFFECT.



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.



THANK YOU FOR YOUR SUPPORT. HAVE FUN AND ENJOY

