Hat And Hair Helper G2

A Manual
By SickleYield

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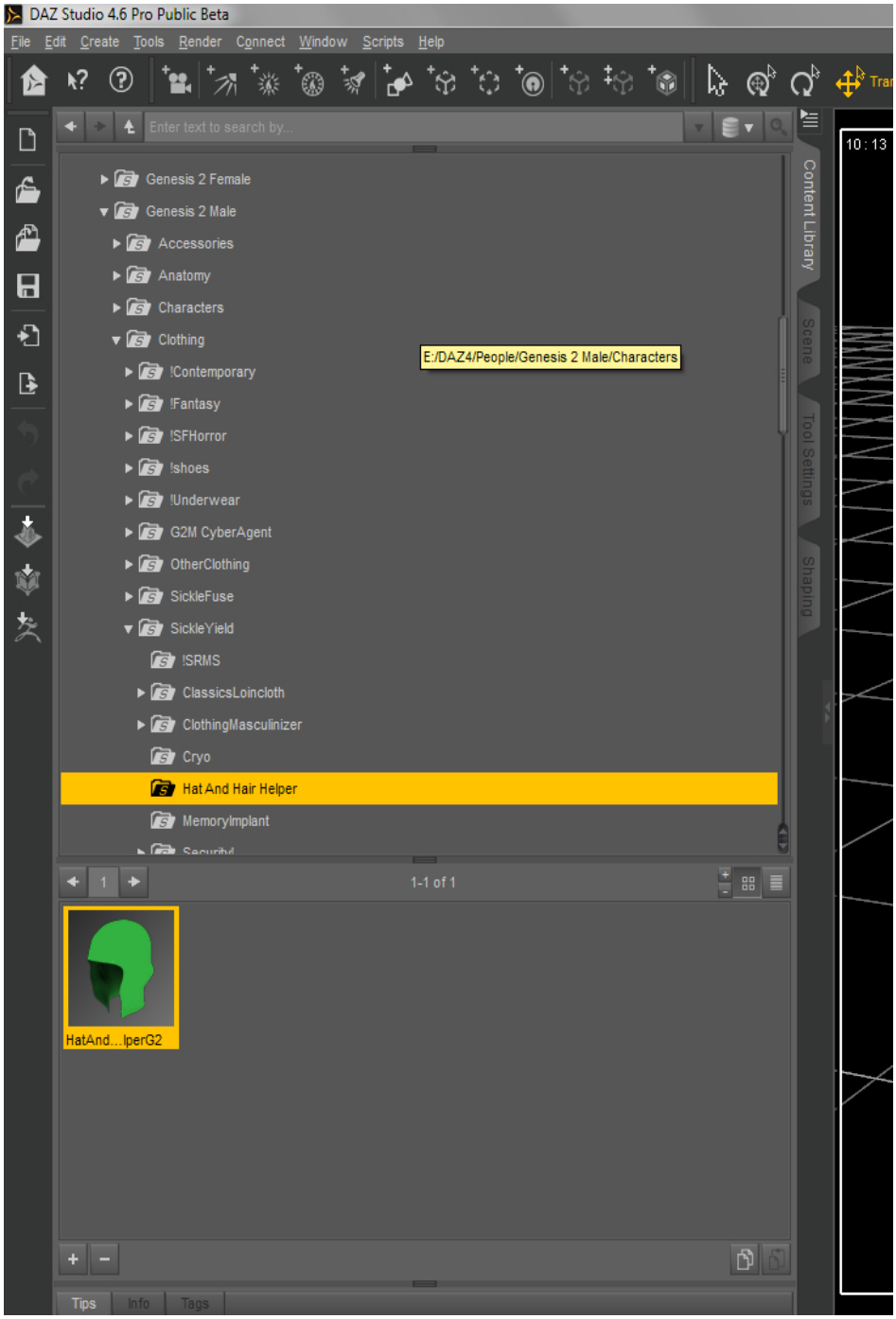
Introduction

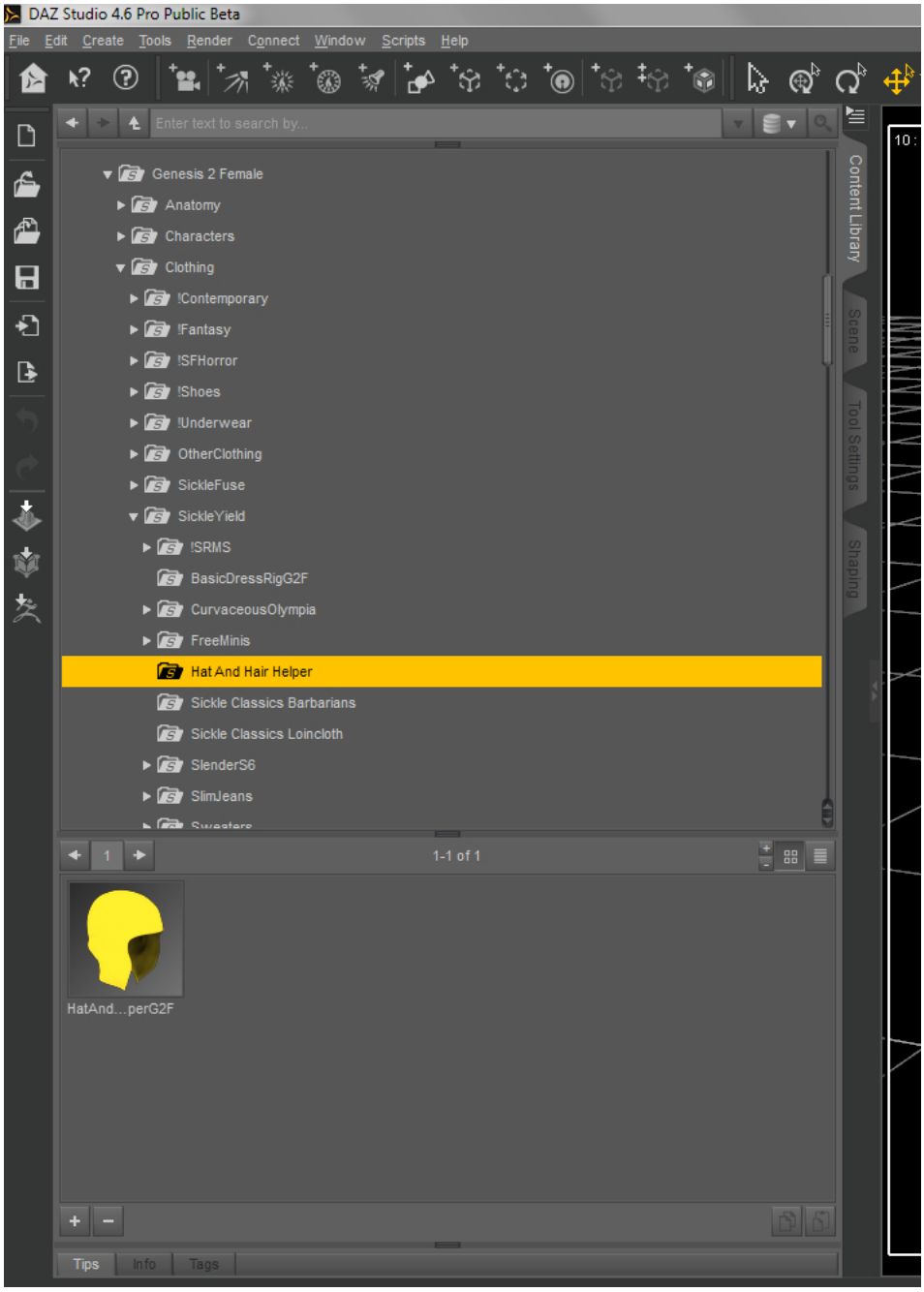
Thank you for purchasing the Hat And Hair Helper for G2 in DAZ Studio 4.6 and up. This guide is intended to help you get the most for your money by using all of the options offered by your new product.

It is highly recommended that you at least skim this document in its entirety before working on renders with your new product. If you find yourself at sea when trying to get a particular look in a particular scene, this is for you. Read on!

Chapter 1: Locating The Product

This product has versions for both Genesis 2 Female and Genesis 2 Male. Accordingly, you should load it from either People/Genesis 2 Female/Clothing/SickleYield/Hat and Hair Helper, or People/Genesis 2 Male/Clothing/SickleYield/Hat and Hair Helper.




DAZ Studio 4.6 Pro Public Beta
File Edit Create Tools Render Connect Window Scripts Help
Enter text to search by...
Genesis 2 Female
Anatomy
Characters
Clothing
!Contemporary
!Fantasy
!SFHorror
!Shoes
!Underwear
OtherClothing
SickleFuse
SickleYield
!SRMS
BasicDressRigG2F
CurvaceousOlympia
FreeMinis
Hat And Hair Helper
Sickle Classics Barbarians
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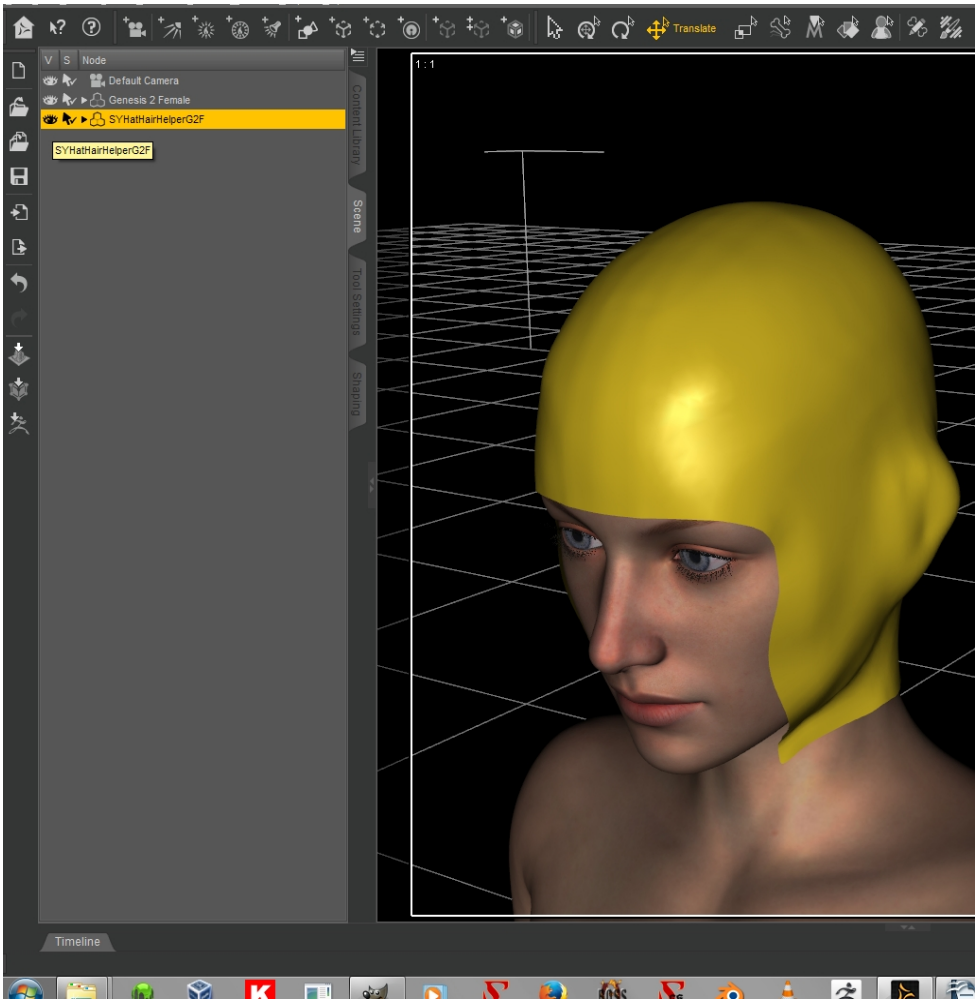
Chapter 2: Using the Product With Hair

To use this product, you need four things in your scene:

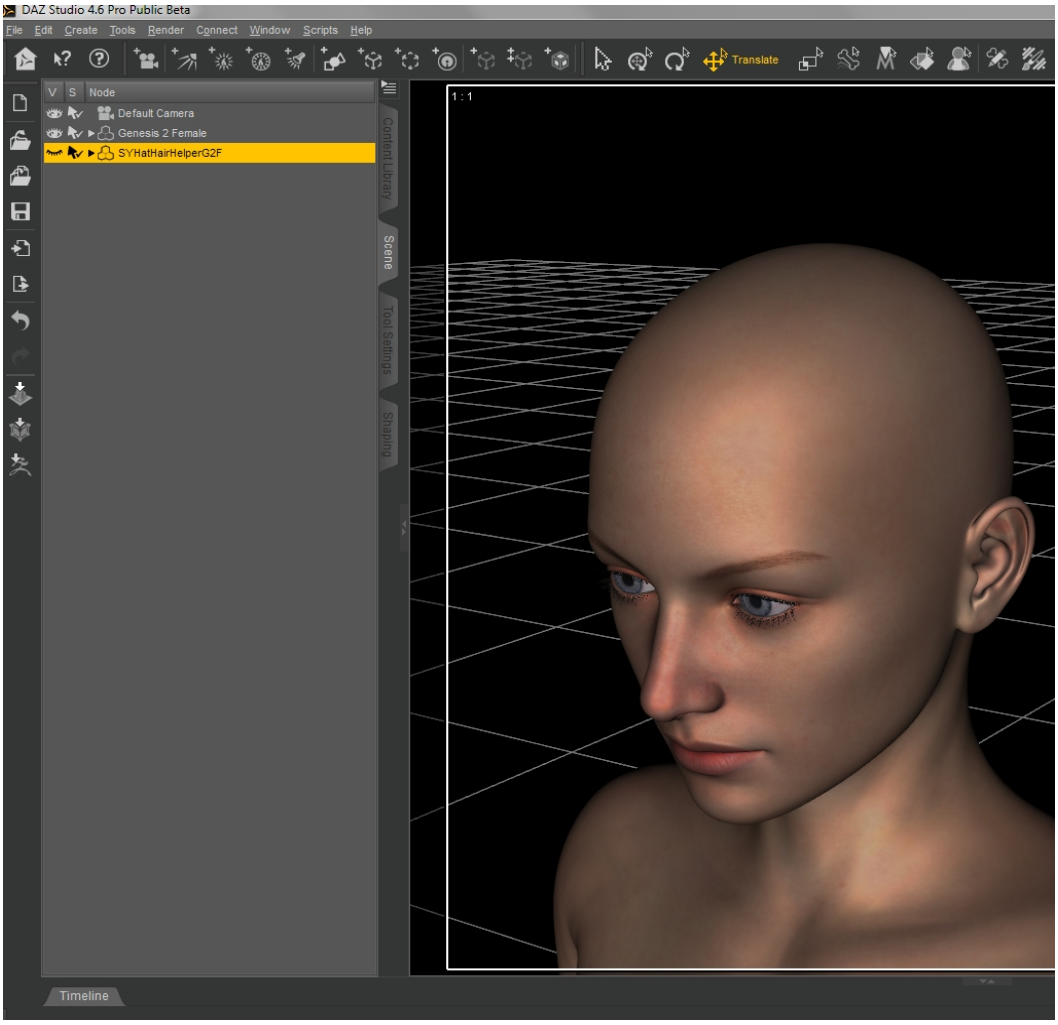
1. Genesis 2 Male or Female
2. A conforming hair
3. A Hat and Hair Helper
4. A hat

The products shown are Genesis 2 Female, Valea's Dream Hair, and the hat from Security! For Genesis 2 Male (which has female-supporting options).

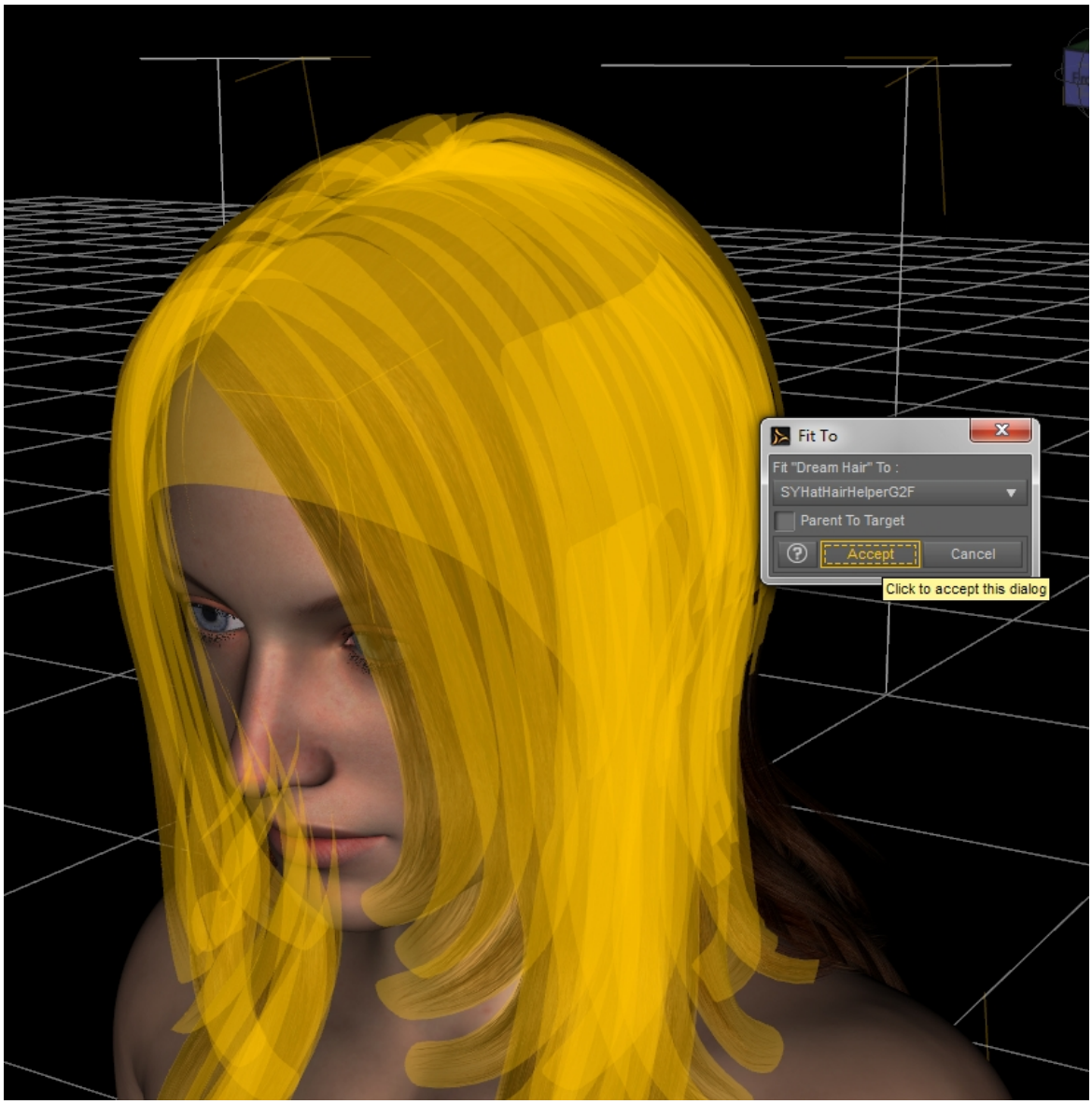
First, load the Hat and Hair Helper and conform it to Genesis 2 Female.



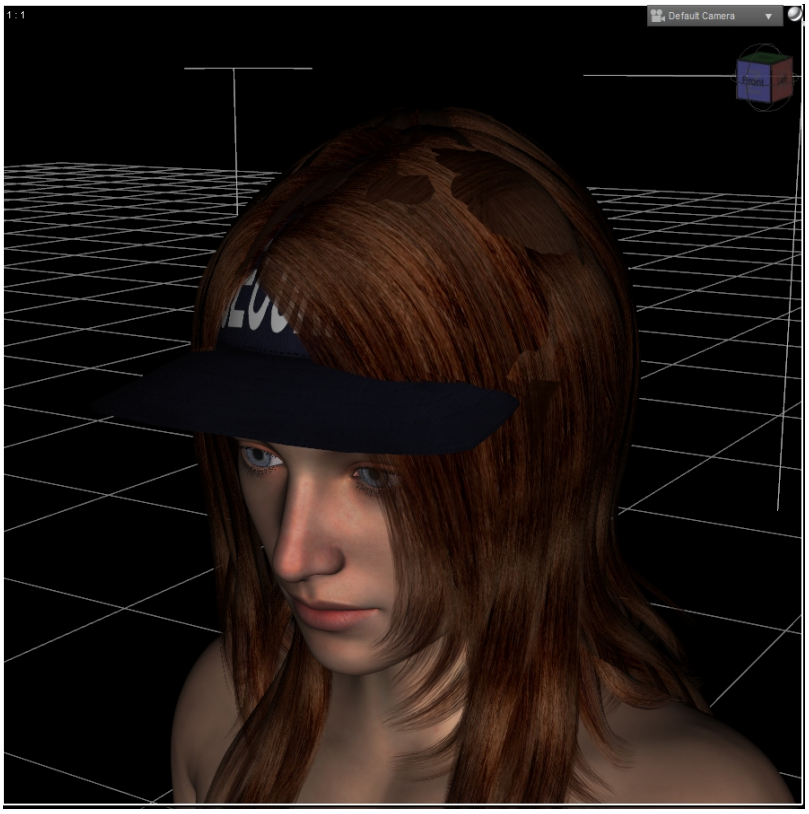
Hide it from view in the Scene Tab by clicking on the image of an eye to its left.



Now load a hair from the library. Conform the hair to the Helper by right-clicking in the scene and choosing the Helper from the Fit To dropdown.



Now the hair is conformed to the Helper, and the Helper is conformed to the figure. Let's add a hat from the Content Library.

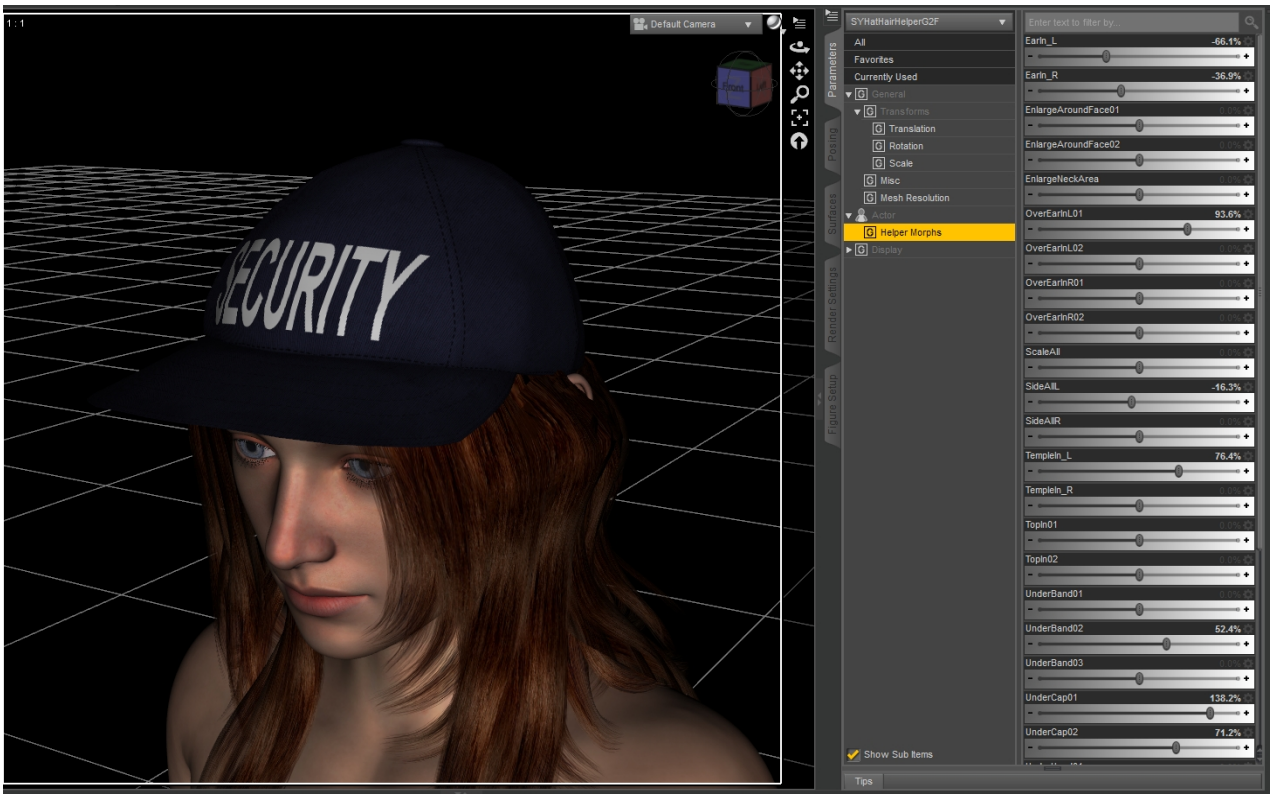


Of course this doesn't look right! But we can fix it very easily.

Select the Hat and Hair Helper in your Scene Tab. Now you can see the Helper's morphs in Parameters or in Shaping under Actor/Helper Morphs; the Parameters tab is shown because its list format shows more options at once. Remember, you can create these or any other tab from the Window—Panes (Tabs) menu option.

In the picture on the next page, several of the morphs are dialed in to improve the fit of the hair under the hat. The hat has not been scaled or morphed at all, but you can certainly use any options a hat comes with to help with this process as well.

The most efficient process will usually be to use one of the Under Cap or Under Hood presets first, and then dial in the other morphs around it to adjust the edge areas back out.



And now we have a lovely long hair that fits under a ball cap. It's just that easy!

Chapter 3: Using Two Helpers On One Figure

You can add even more functionality to a scene by using two Hat and Hair Helpers: One to move hair, and one to move the hat. This only works with conforming hats, not with smartprops, but it can add a lot of functionality that the maker of a hat can't reasonably build in most of the time.

In this case, you will still follow the procedure from Chapter 2. But before you add a hat to the scene, you will add a second Helper. So the procedure will go like this:

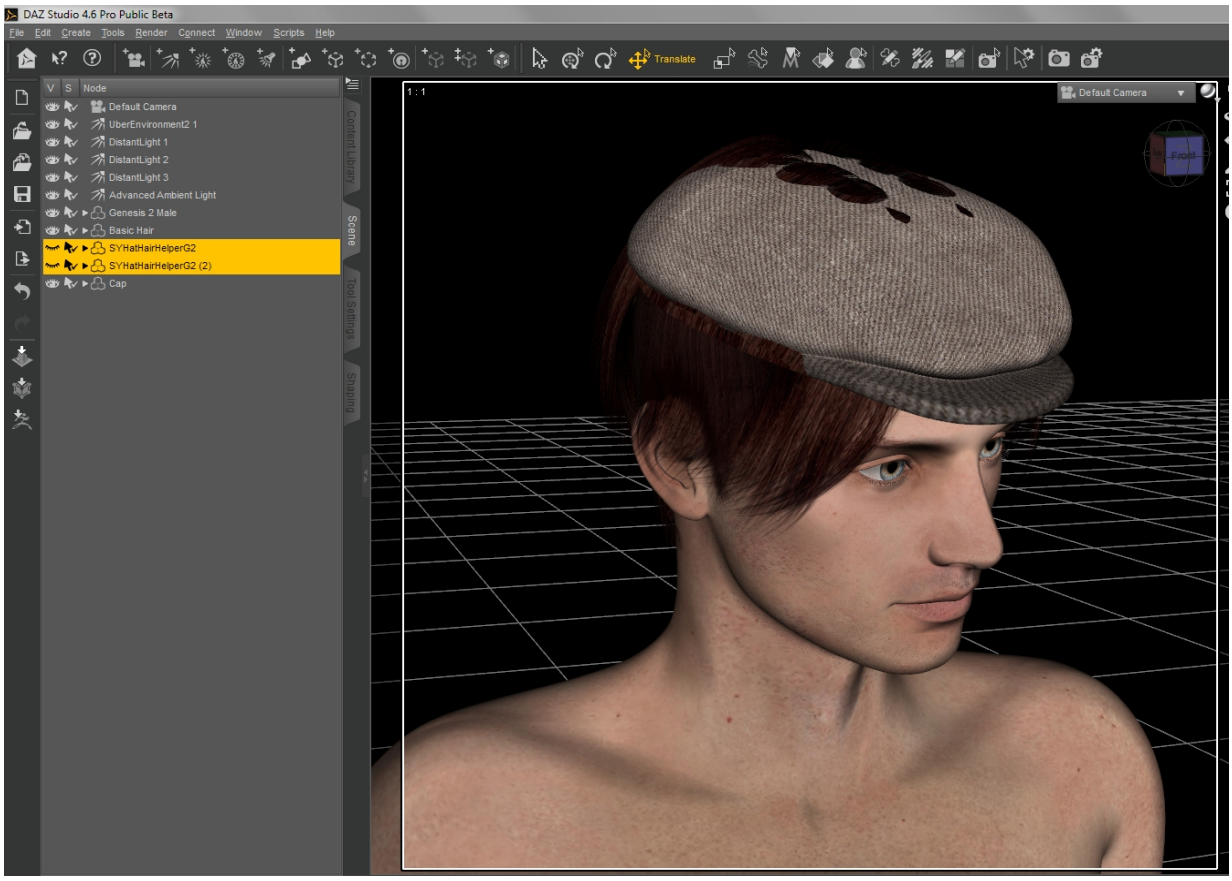
1. Load a Genesis 2 Male or Genesis 2 Female.

2. Load a Hat and Hair Helper. Conform it to G2F or G2M, and hide it by clicking the eye picture to its left in the Scene Tab.

3. Load a hair. Conform it to the Hat and Hair Helper by right-clicking, choosing the “Fit to” option, and choosing the Helper from the dropdown.

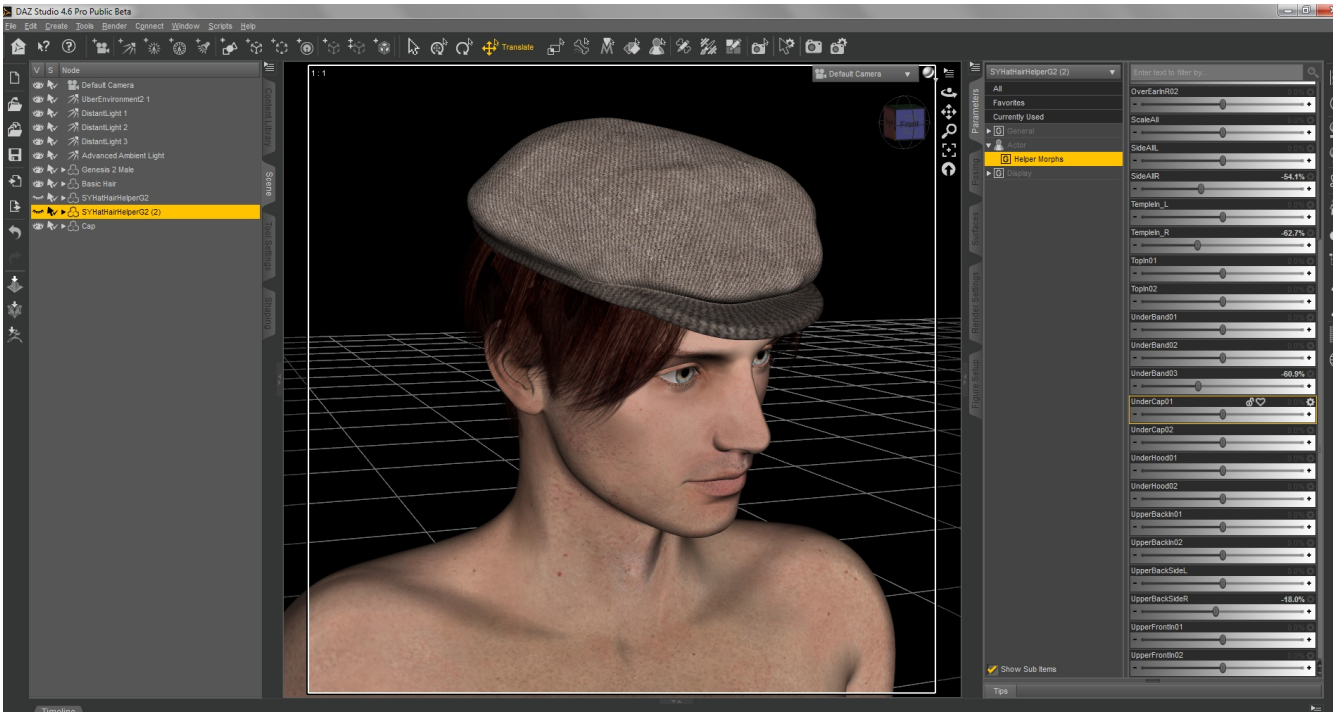
4. Load a second Hat and Hair Helper. Conform it to G2F or G2M, and hide it as you did the first one.

5. Load a hat. Conform the hat to the second Hat and Hair Helper. Use Right-click and Fit To if it does not automatically conform. Remember, this will only work with conforming hats, not smartpropped hats; sometimes you cannot tell which is which until they are loaded from the library. Your scene looks something like this. Genesis 2 Male with the Basic Hair and the hat from the Steampunk Working Class outfit are shown.



6. Now use the morphs in the first Hat and Hair Helper to morph the hair inward and hide it mostly under the hat.

When you've done what you can do with that, then go to the second Hat and Hair Helper (it should have a (2) after its name in Scene Tab) and use its morphs to adjust the hat outward. You can do this by dialing the morphs to negative values.



This gives you many more options with conforming hats, allowing you to morph their geometry beyond any adjustment morphs that they already include.