

# Fang Tastic

*Fangs morphs and Mouth poses for Genesis 2*



**BECAUSE HAVING NICE FANGS IS JUST NOT GOOD ENOUGH.  
YOU NEED TO BE ABLE TO SHOW THEM....**

**FangTastic** is a set of teeth morphs and head poses/morphs for Genesis 2.

**FangTastic** is available as a **female version** (Genesis 2 Female) and a **male version** (Genesis 2 Male).

A bundle version with both Male and Female versions is also available.

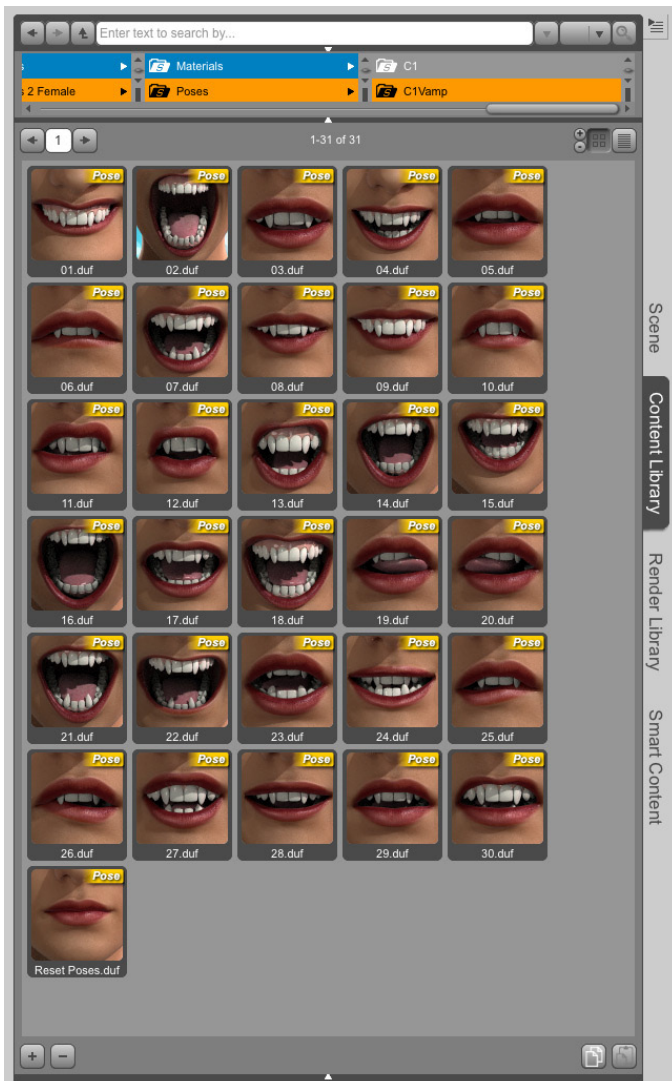
**FangTastic** includes :

19 morphs

- 4 bottom fangs morphs (Shape)
- 7 Top fangs morphs (Shape)
- 1 Hiding back teeth morph (Shape)
- 3 jaw/lower teeth adjustment morphs (Pose)
- 4 Mouth openings morphs (Pose)

30 poses

Those poses combine morphs dials and custom morphs to allow your Genesis 2 characters to show their fangs the best possible way.



For the female version, the poses can be found in:

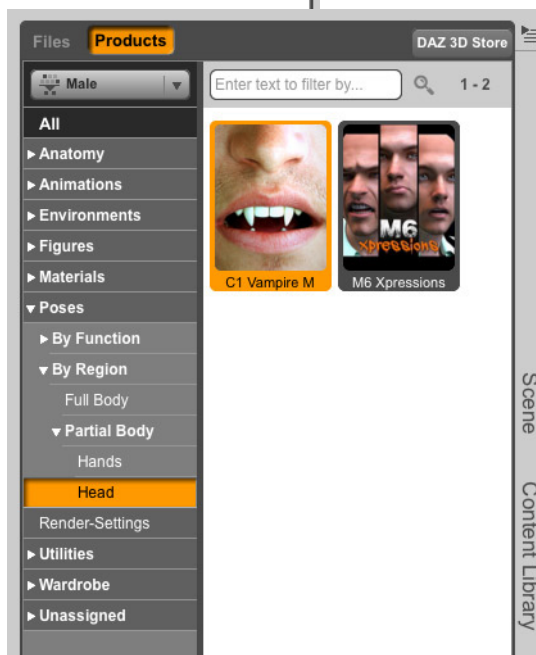
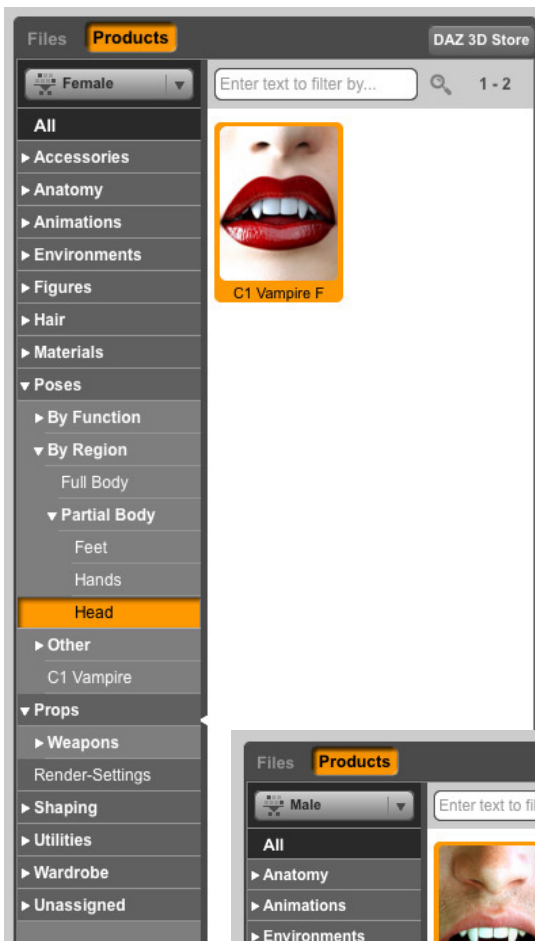
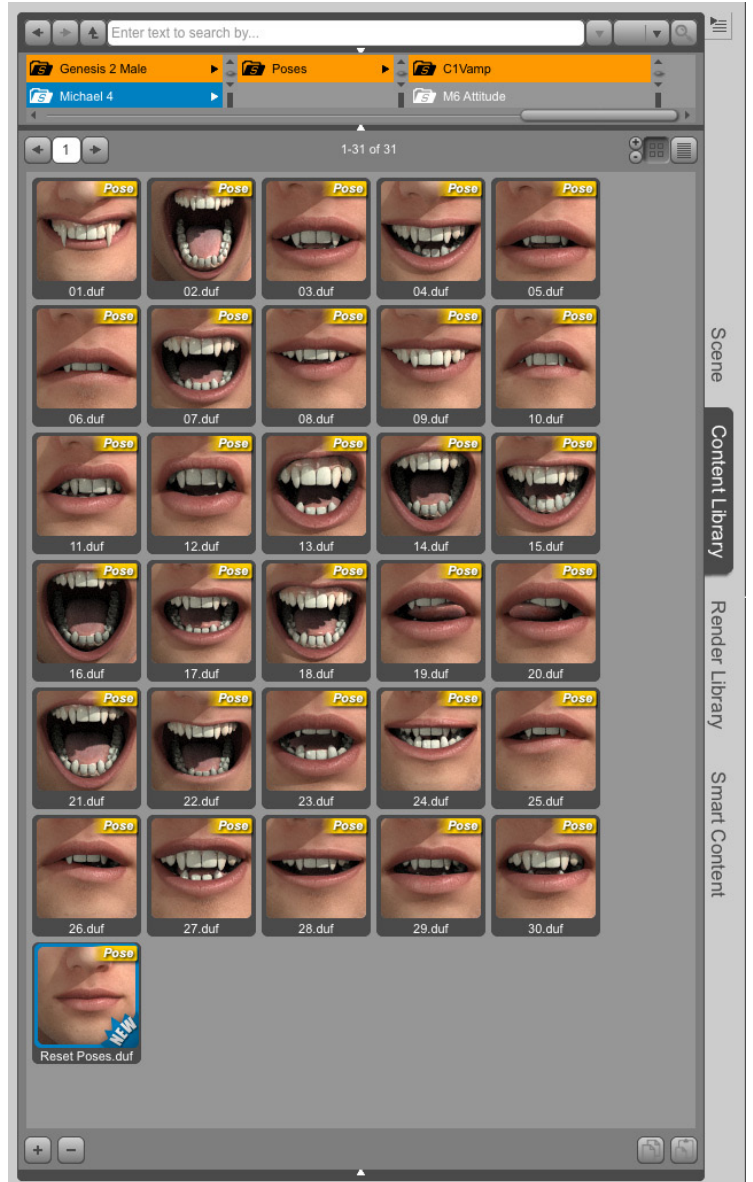
- > My library > People > Genesis 2 female
- > Poses > C1Vamp

For the male version :

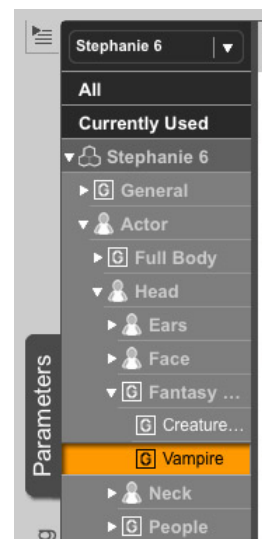
- > My library > People > Genesis 2 male
- > Poses > C1Vamp

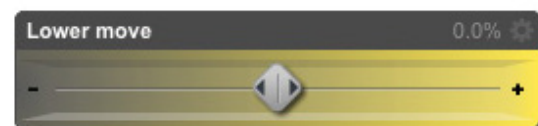
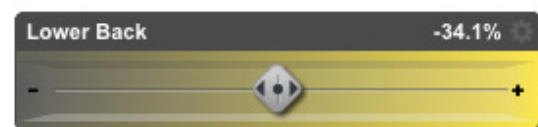
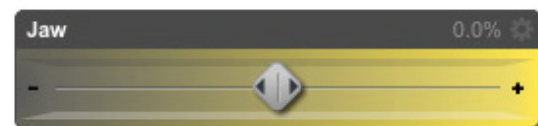
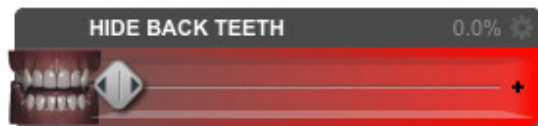
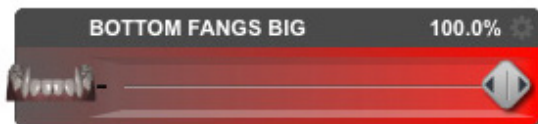
They are also accessible in Smart Content, in the Pose Area

By region > Partial Body > Head



The Morphs can be found in Genesis2 > Actor > Head > Fantasy SciFi > Vampire





The RED Morphs are Shape morphs, which means they won't be affected by poses.

If you apply a RED fang morph on your character, you can change the poses as many times as you want, even apply a «Zero Pose» to your character, the fangs won't be affected, they will stay as you dialed them.

The RED fang morphs can be applied individually and sometimes mixed together to have a unique shape (be careful, some won't mix good with others due to shape difference being too important).

The Red Fang morphs are divided in 2 categories, and subdivided in another 2 categories/

#### Bottom Fangs

- bottom middle
- bottom big (canines)

#### Top Fangs

- top middle
- top big (canines)

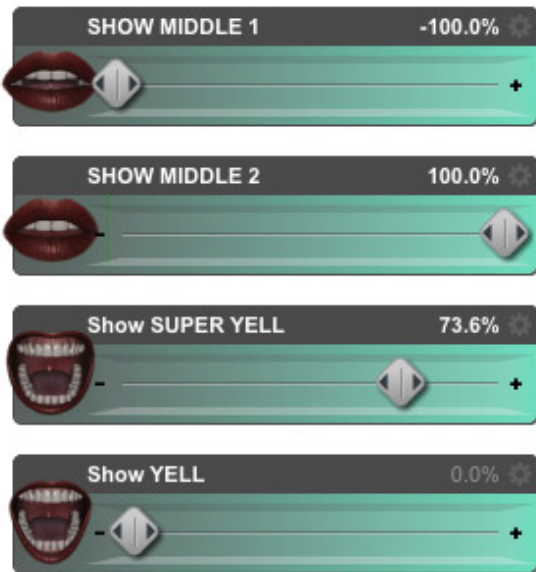
The last Red Morph is «Hide Back Teeth». It's also a shape morph so it won't be affected by poses. In some poses with the mouth slightly open, back side teeth can be visible and can ruin the effect (Focus on the fangs). Use this dial to make them disappear...

The YELLOW Morphs are Pose morphs, which means they will be affected by poses.

The Yellow morphs are Genesis 2's Jaw and Lower teeth replacement morphs to allow Poses to affect them.

They are mainly used to adjust the look of your character's mouth.

- **Jaw** will open or close the mouth
- **Lower back** will allow you to move the lower teeth on the back of the mouth so they will not interfere with lips
- **Lower move** will allow you to move the lower teeth up or down, to have them more or less visible when the mouth is open.



The GREEN Morphs are Pose morphs, which means they will be affected by poses.

They are MOUTH morphs, to change the way your Genesis characters 2 will open their mouth.

They can be dialed individually and mixed together.

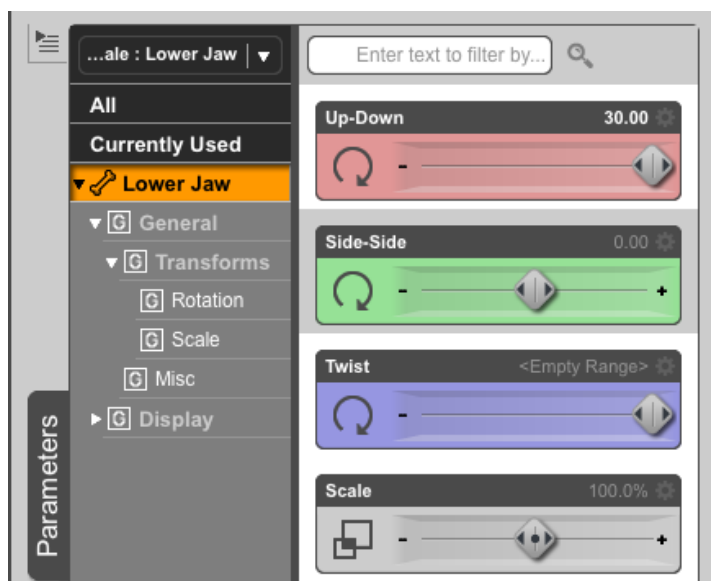
They are used by most of the poses in the set.



When posing your character, be careful when opening their mouth :

If you open their mouth by selecting Genesis 2 «Lower Jaw» and dial «Up-Down», the poses won't affect it. The poses will only affect the «jaw» morph of the set.

So if you click on a pose and the mouth is more open or more closed than it should be, check the «Up-Down» dial in the «Lower Jaw» part of your character.





Poses are created using Genesis 2 base shape. They can be used with any character but keep in mind that result may vary as the face mesh changes.

Sometimes, poses may need to be tweaked a little to fit the new character



All the poses won't match all the fangs. Some poses are meant to show only the middle fangs in a subtle way (big fangs will be hidden). Other poses are meant to have some fangs going over the lower lips (using bigger fangs will have them go through the lips).

You can of course mix everything as you wish but in this case, you'll need to make some adjustments.

**The best way to use this set would be :**

- 1 - Load your character
- 2 - Dial one of the green morphs to open the mouth (you won't see the fangs with the default pose)
- 3 - Dial the fangs you want
- 4 - choose the pose to fit the fangs you chose
- OR
- 5 - Choose the fangs to fit the pose you chose
- 6 - Adjust with dials if needed
  
- 7 - Add hair, cloths, light, whatever you need
- 8 - Render



If you apply a full body pose AFTER choosing your FangTastic pose, pay attention that your full body pose won't change your character face. If it does, just reapply your Fangstastic pose, and pay attention to the lower jaw dials.