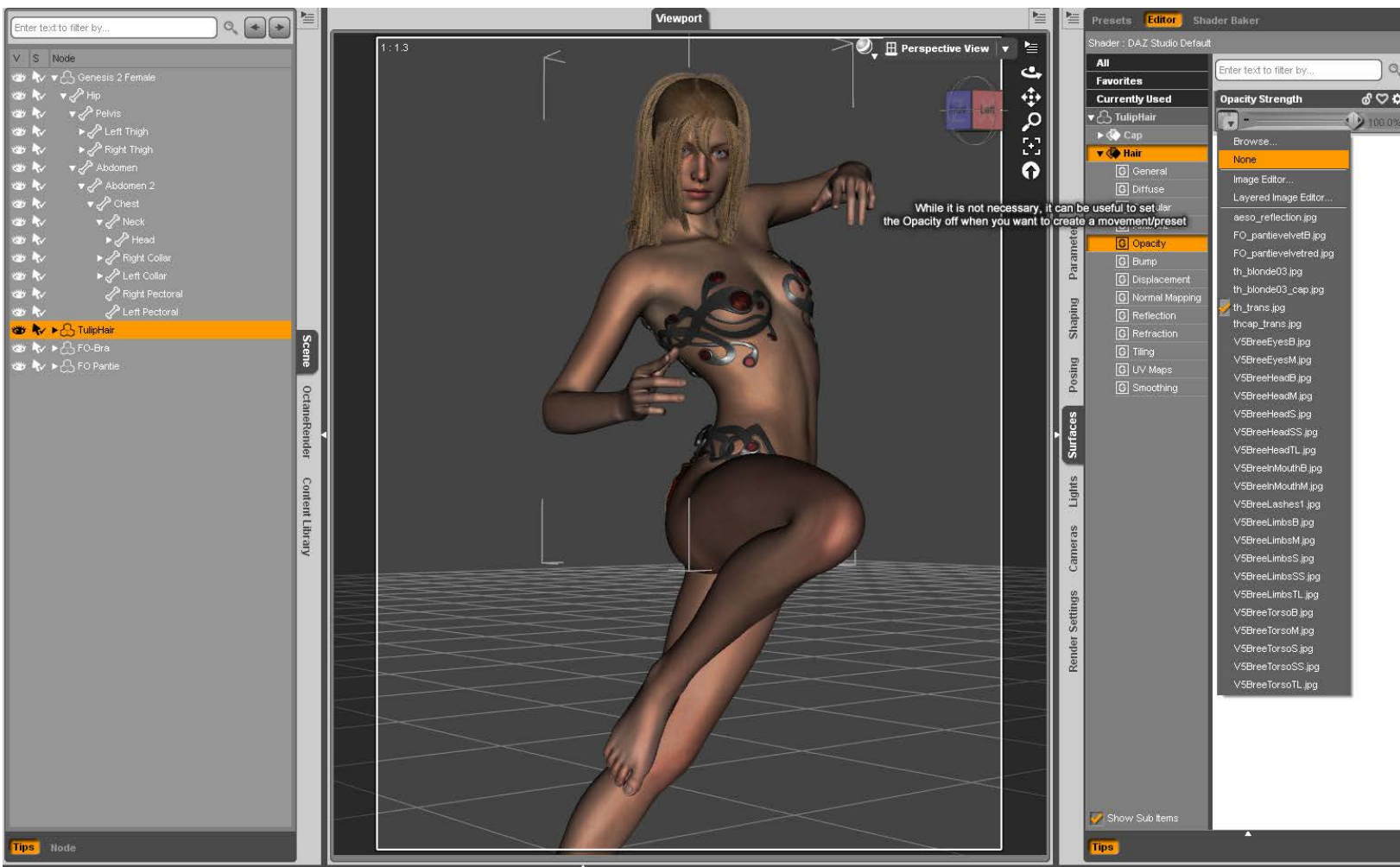


-- Tulip Hair comes with 50 preset poses for movements and 120 partial morphs to create your own. The presets cover a wide range of possibilities, but you may want to create your own movements to perfectly fit your image/pose/character.

This is easier done than said, just bear in mind the hair is roughly divided into 4 areas: Front Right, Front Left, Back Right and Back Left. These four areas form the bulk of the hair. The front small bangs has its own morphs and the hairflocks that frame the face (Frame) also feature their own morphs.

So as the first thing load the hair on your character; to better "read" the hair and its movements, we suggest you should turn off the opacity. It's not a necessary step, but makes working on the hair much easier.



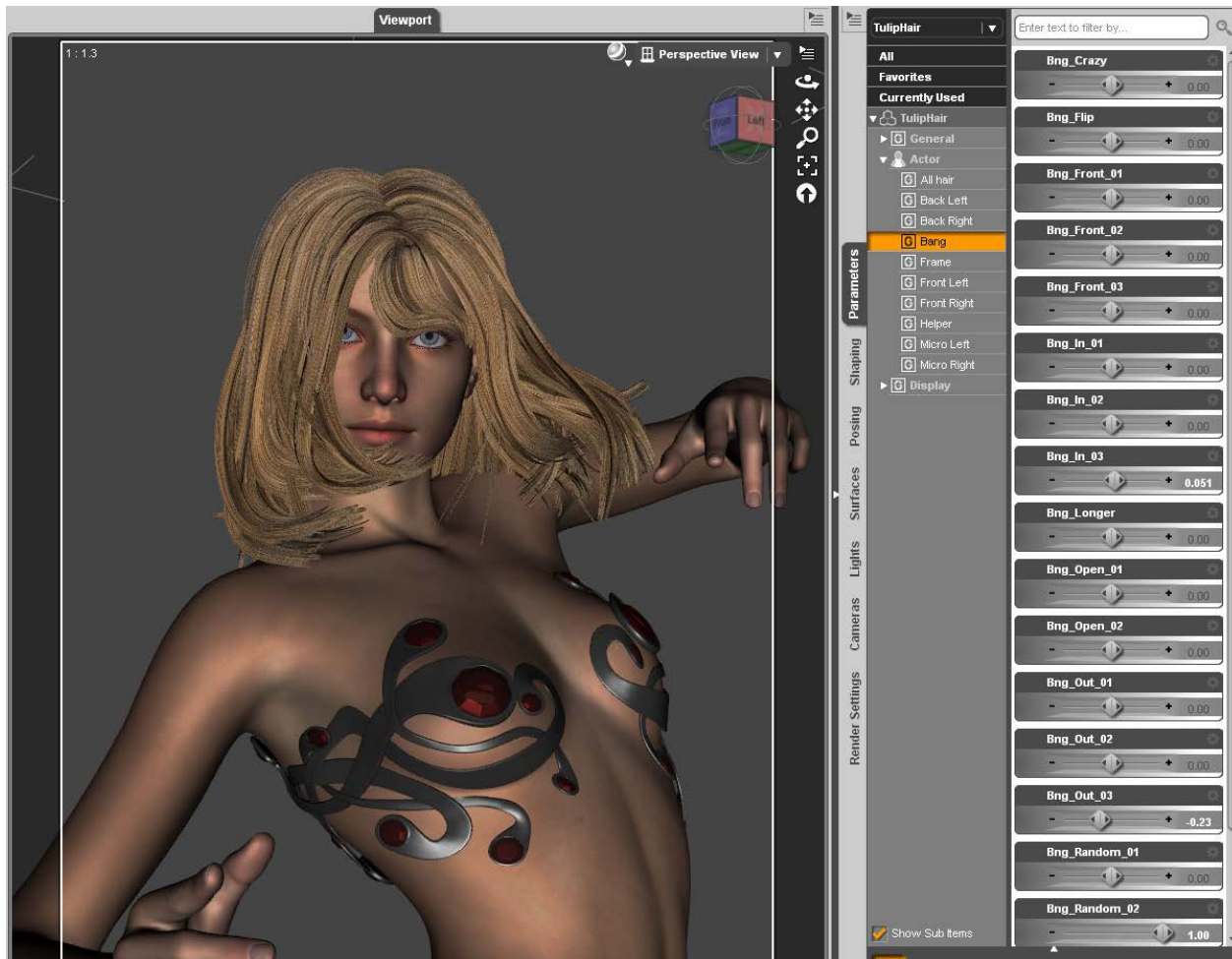
-- Open up the Parameters tab (I've got mine on the right side) and look at the morphs list. Start from the front and just use the slider to get a sense of what the morphs do and chose what you like/feel fit your character setup. All morphs look great at a value of 1, most will look just as great on a range from 0 to 1.

Many will also look and behave great at a negative value.

You can easily combine more than one morph, but you need to pay a little more attention at how they interact. Use the sliders up and down until you're happy with the result, rotate the camera around a bit to see if there's any angle that doesn't look too good. You should only really care about what you will render on screen, but if you're still setting up your image you may need to rotate the character or camera and you may want the hair movement to look good all around.

Additionally if you want to save your preset, you should save something that looks good from any angle so that it will always come in handy, no matter the angle you want to shot.

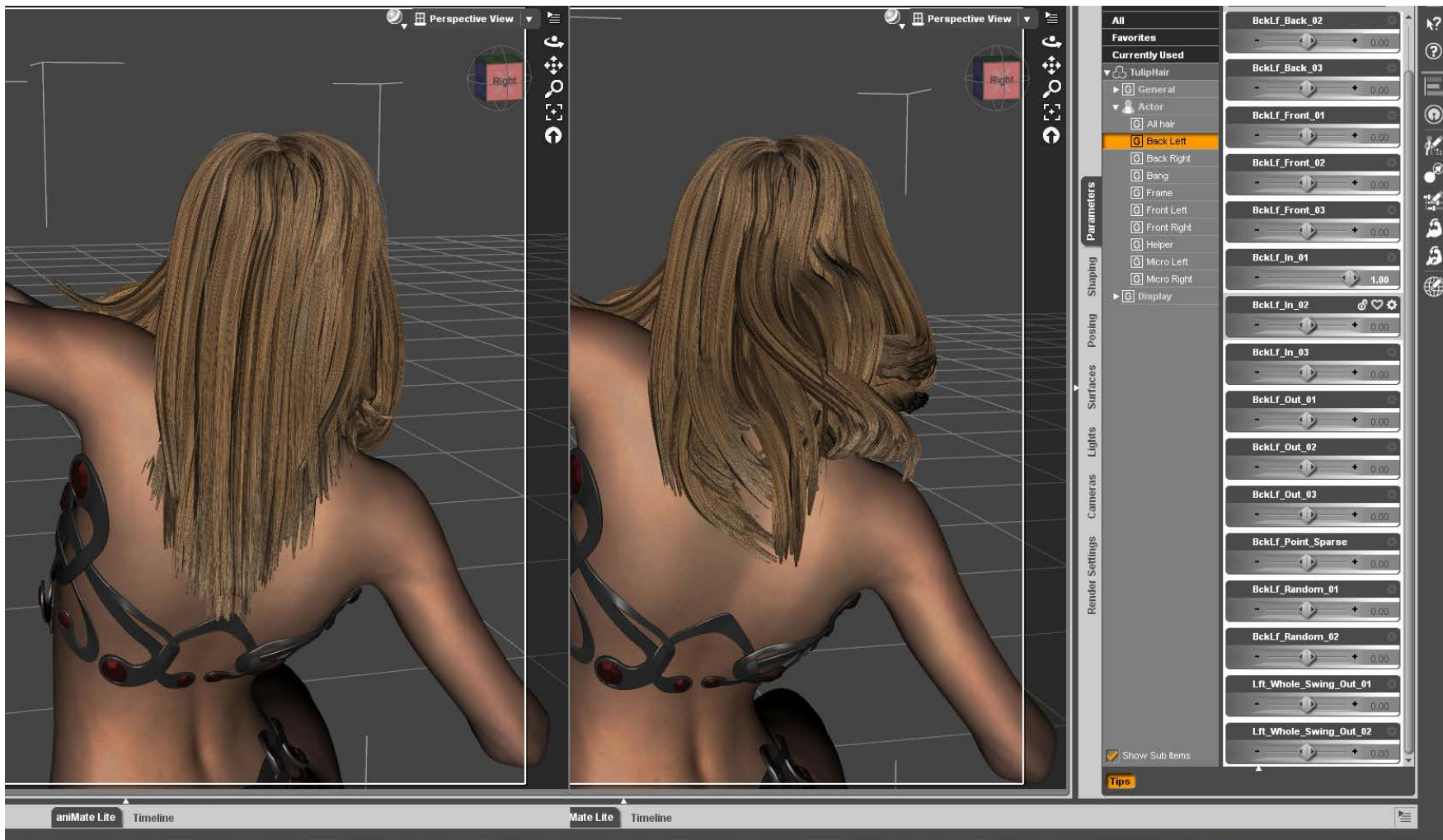
I'll start with "Front Right", then "Front Left" and then the "Bang" and "Frame". The bang morphs can really help achieve a different look for the hair, so explore them!



-- Time to turn on the back and look at the "Right Back" and "Left Back" morphs and set the movement you like and that complements what you have created on the front.

The movement should look good with the character pose, it doesn't need to follow it, it can also "contrast" with it. Or you could create something that simply "swoosh" around the character. Don't think the hair movement should necessarily match the pose, hair is very light and can easily react markedly differently than any other body part, so basically, whatever you chose will likely look nice, just don't keep a very static movement on a really dynamic pose, the opposite may still work though (static pose, but dynamic hair).

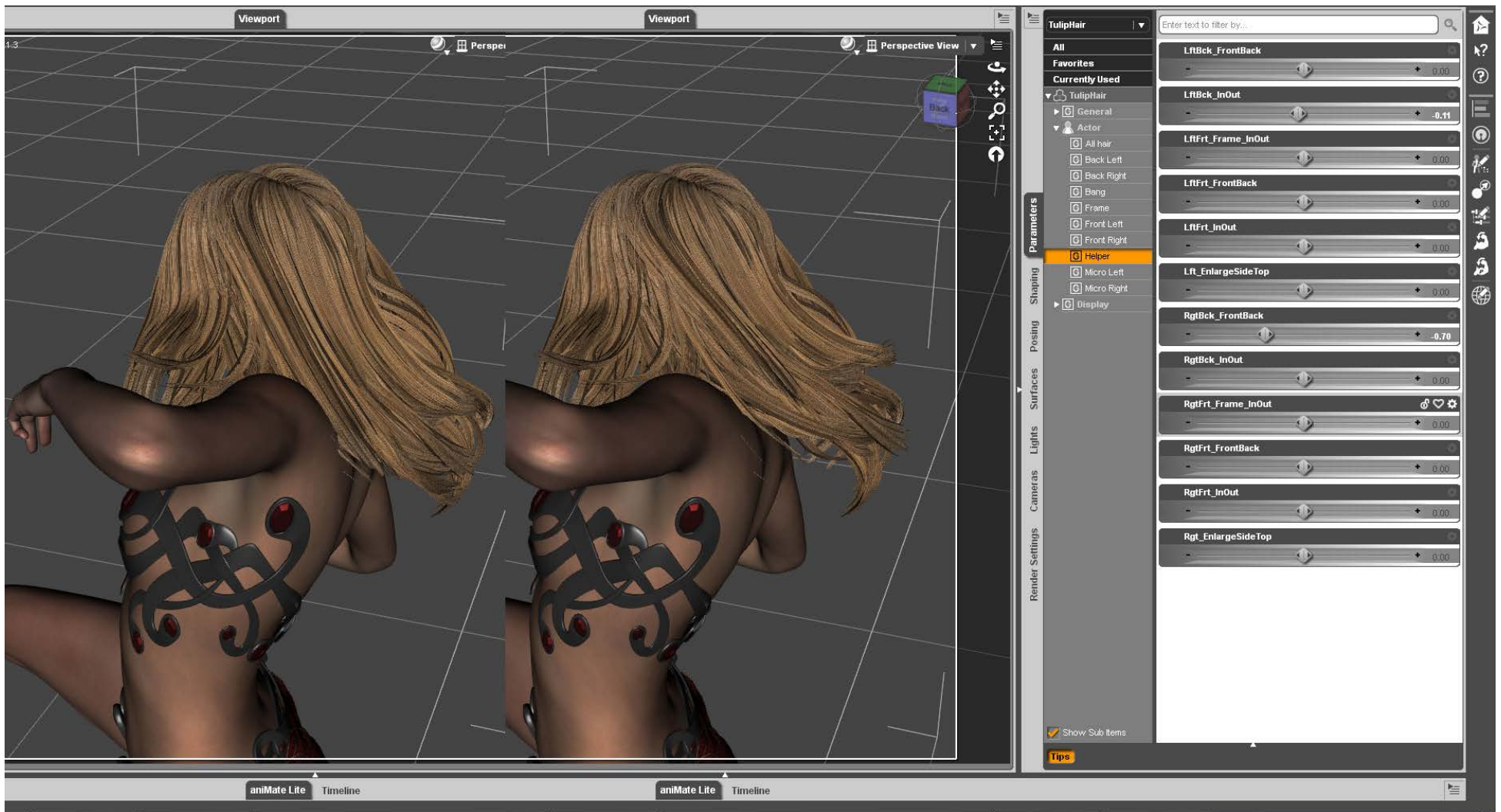
These are general suggestions, but in the end, choose what you like and feel fits your idea!



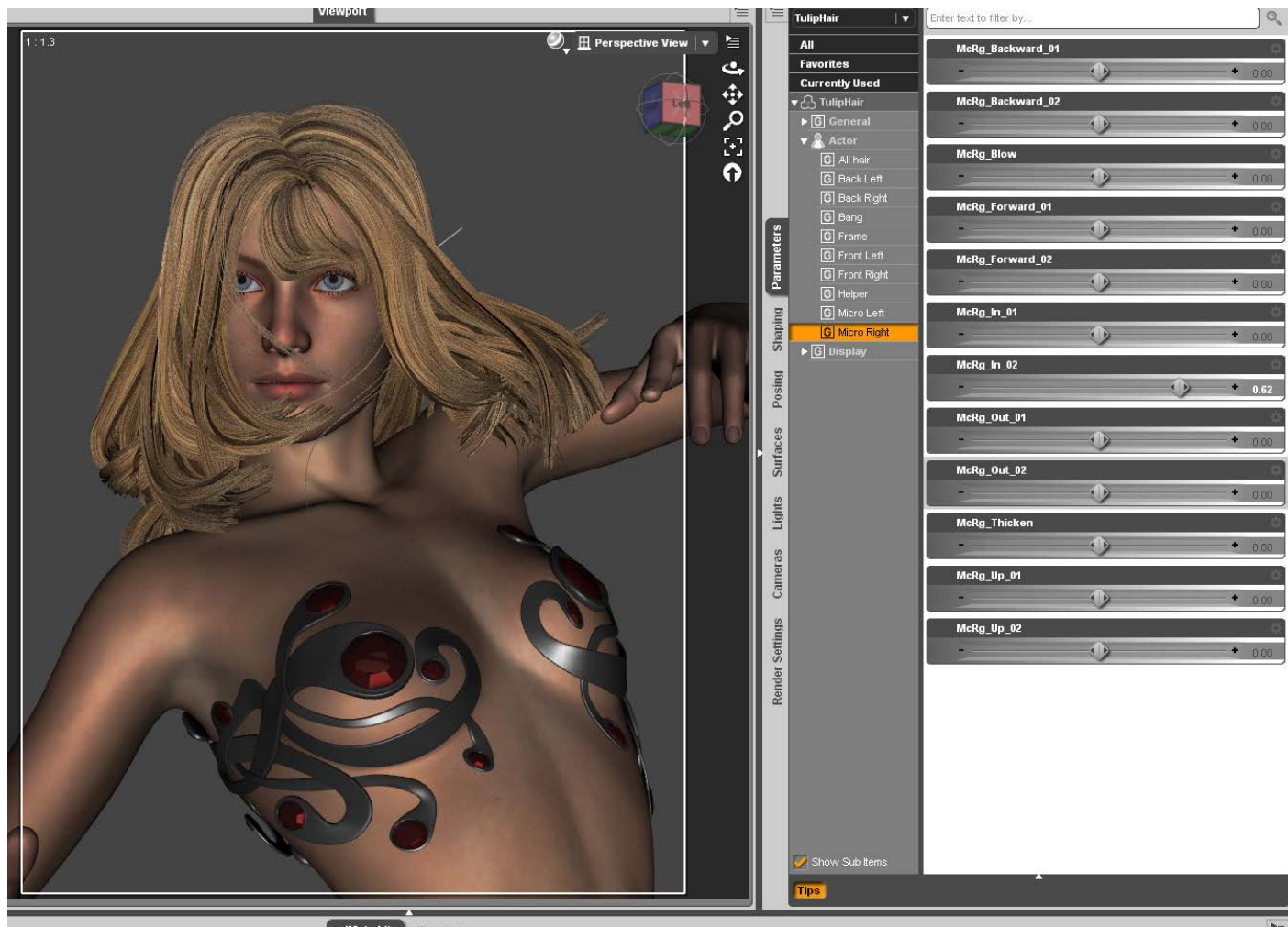
-- Rotate the camera around the character, if there's something that may use some tweaking or if there's poking-through with the character (shoulders, arms) use the HELPER morphs. These morphs are extremely useful as they simply "move" the hair parts back and forth or in and out. They can be set at any value, negative or positive, so always remember to check them out to fix any issue or even to just fine-tune your movement.

They are also very handy when you're using a preset that doesn't interact well with your character pose, in a few seconds you'll likely have the problem solved!

Of course you should also take a look at the other morphs from that part, they will add some nice flow to the hair.

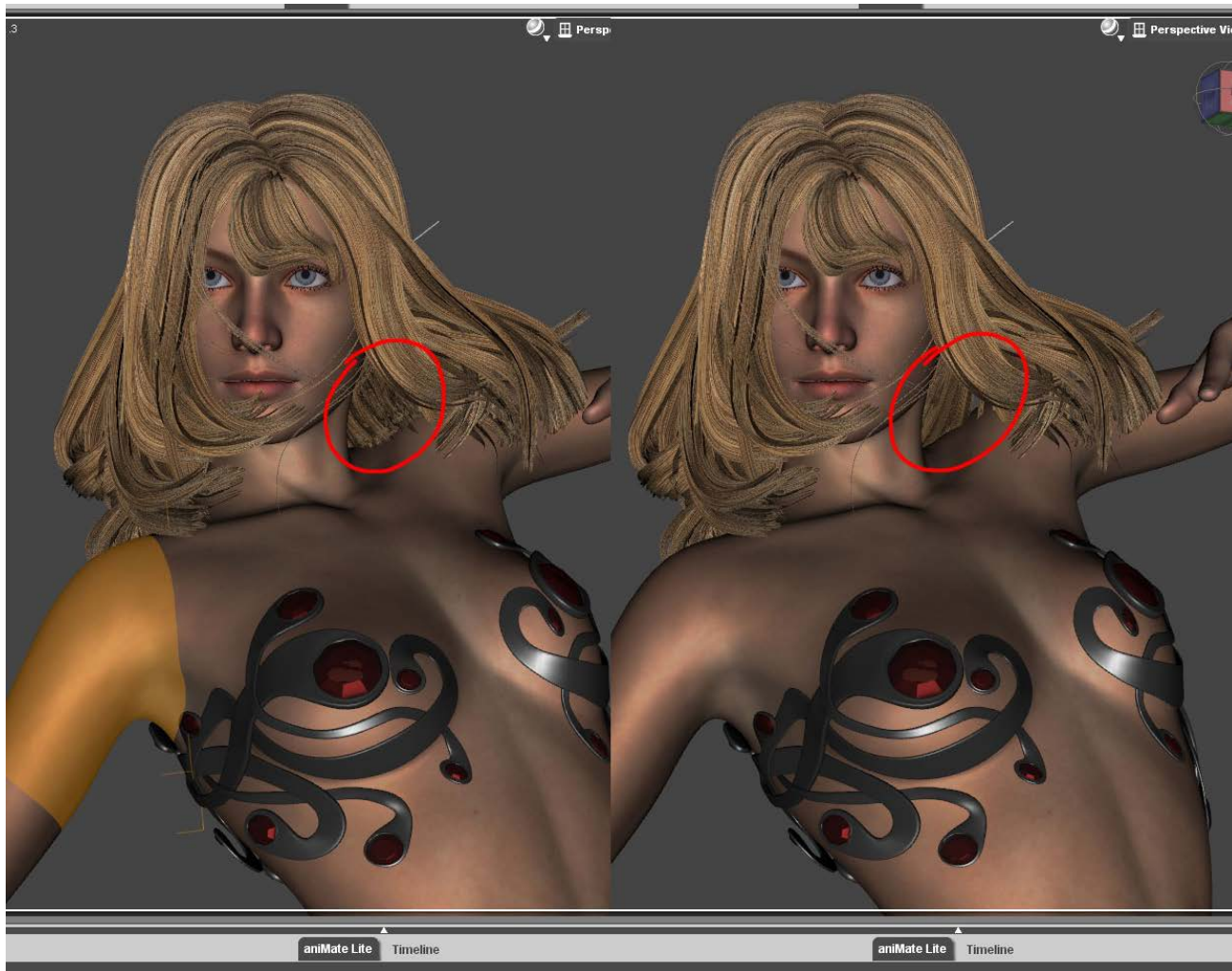


-- Complete your movement by using the Micro Hair morphs! These will give the hair the perfect final touch!

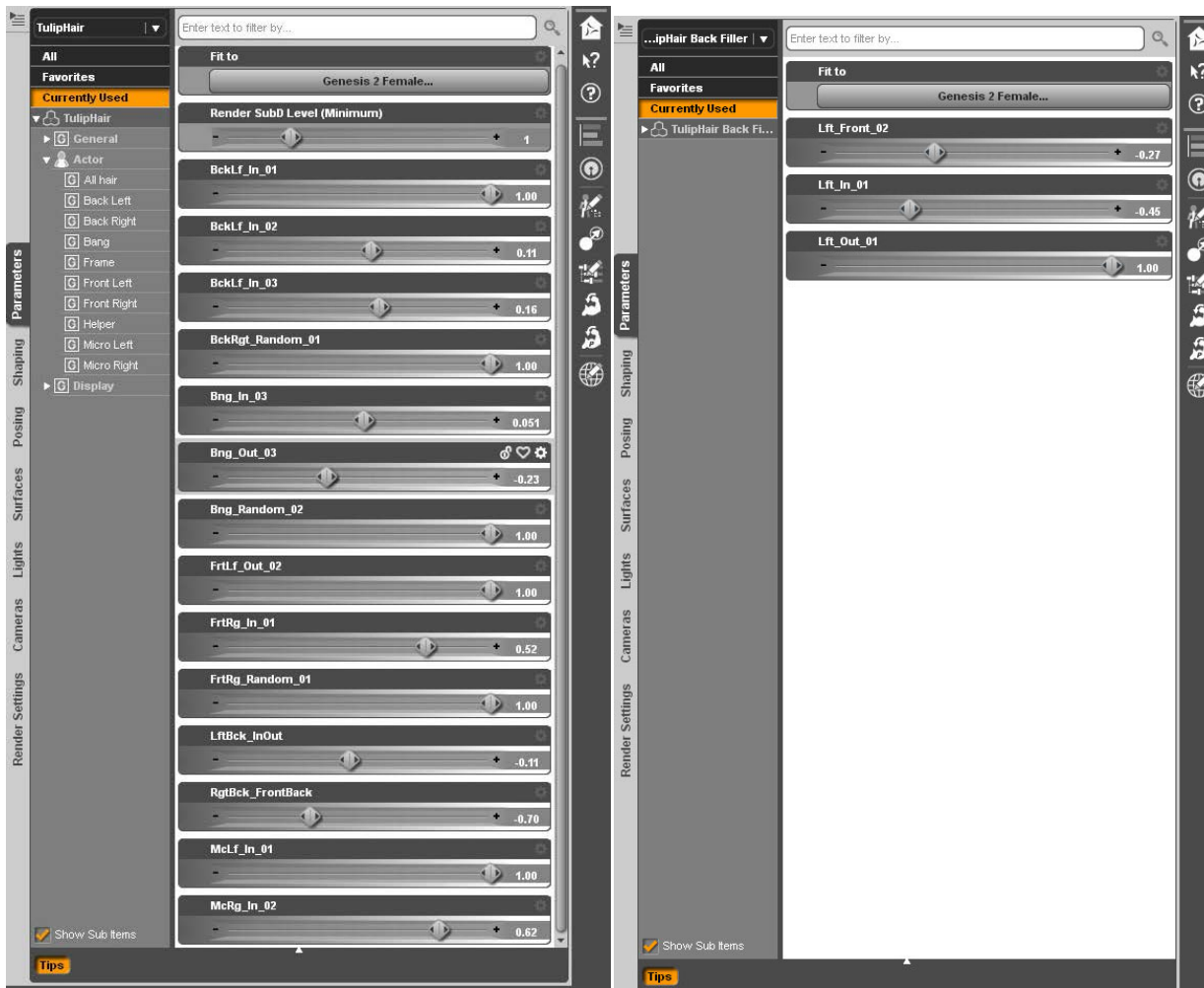


-- This movement it fairly dynamic, so I'm loading the Filler to add some valume on the back of the head.

You don't always need the filler, but in this case I feel it will help! Now I'll choose the movements for the filler and I'm done. The filler morphs are divided into Right and Left, while the "Other" morphs include a "volume" morph that can really come in handy. You can easily use all this morph at any value, both positive and negative. When using them at a negative value the hair will stretch a bit, that's actually something you can use at your advantage to more easily match the movement and flow of the Tulip Hair.

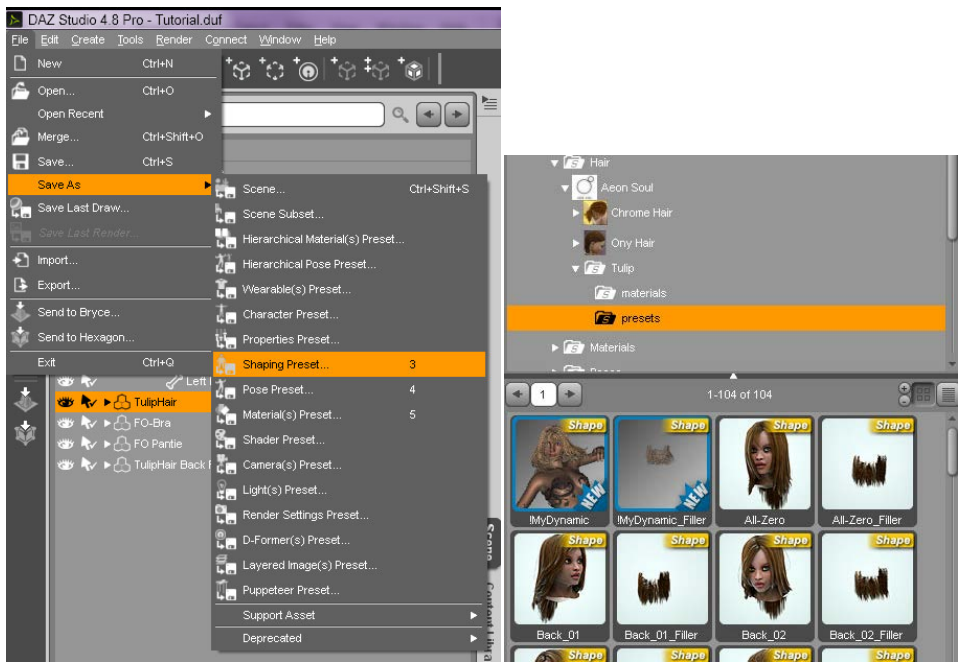


-- So these are the morphs currently used for the Hair and for the Filler:



-- Like the morph and want to use it over and over?

Head to the File top menu > Save As > Shaping preset (I have it assigned to my 3 key for quick use). Do the same for the Filler and preferably chose the default location for Tulip Hair presets, so that you have everything in one place. Or just make a different folder with your own presets, if you prefer (but you should do it inside Tulip folder, for ease of access!).



Have fun with Tulip!