PEACH FUZZ
FACIAL VELLUS HAIR FOR G3F

CUSTOM HEAD MORPH

PEACH FUZZ -
FACIAL VELLUS HAIR FOR G3F

THE PHILOSOPHER

YOUTUBE VIDEO TUTORIAL
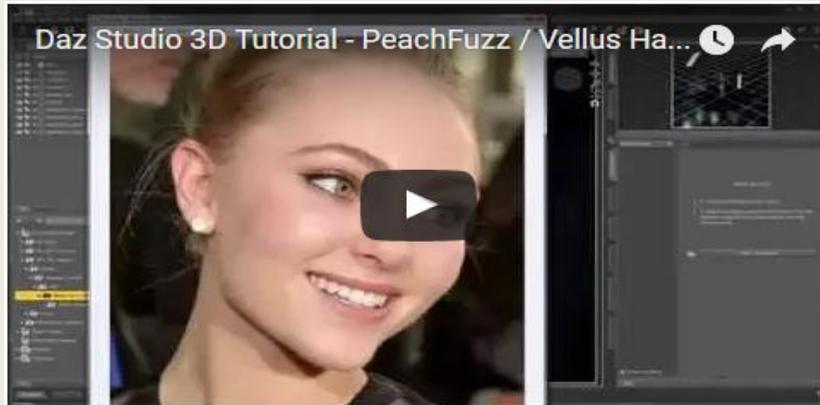
(alternatively, you can find all my videos by searching for the channel "The Philosopher")

USER GUIDE

BASIC SETUP

The Hair is located in your content library in **People > Genesis 3 > Hair > PeachFuzz – Facial Vellus Hair**. Navigate to the folder and double-click the hair to import them into your scene (be sure to select your G3F-based character first prior to import).

(note, the hair is split into 4 sections: Cheeks, nose, mouth, and ears. I purposely split them up so that you will be able to make individual adjustments to each section to better tweak to your liking).

MAKING ADJUSTMENTS

To adjust the hair, first select the hair in your scene tree. Then in the parameters tab, at the top there will be an adjustment called "Reduce Hair Length." Drag the slider to the right to reduce hair length, or to the left to increase it.

TROUBLE-SHOOTING

IF HAIR DOES NOT FOLLOW CERTAIN EXPRESSIONS
It is possible that when adjusting an expression, the hair does not follow the expression. This is likely due to the fact that the expression does not have the "follower" parameter checked in its "parameter settings" (the little gear icon next to the slider). Be sure the expression has this boxed checked.

If the box is checked and you still are having difficulties, it may be that the expression uses more than one parameter, and thus you may need to check that follower is turned on for each individual parameter that compose the expression.

ALTERNATE SOLUTION
Alternatively, you may simply add a smoothing modifier to the hairs, which will force them to follow all morphs of the face.

If you have any questions about this product,
feel free to contact me personally at ThePhilosopher.PA@gmail.com

Enjoy!

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