



PRO-MORPHS-VOL 1 For TERRADOME 3 - USERGUIDE

Welcome to the Pro-Morphs Vol 1 Userguide.

Please refer to the TerraDome 3 userguide for more specific instructions regarding using the content of this product.

Where to find the morphs.

After installation load any part of TerraDome 3 that includes the Azone and/or the Bzone. The morphs can be found under Morphs/ProMorphs in the Parameters pane of Daz Studio for each of the zones.

All the morphs can be mixed with other morphs in this product and from the original base product. However it is inadvisable to mix them at their full intensities of 100%. Lesser increments are usually more desirable and will cause less distortion of the base mesh.

For a more smoother look to the morphs use 1 or 2 levels of SubDivision in your renders.

Two '**Reset**' files have been included to separately reset the morphs on either zone to zero. These can be found under '**Environments\TerraDome 3\Presets\ProMorphs**'.

That about wraps it up for '**Pro-Morphs Vol 1**'.

Don't forget to [subscribe to My YouTube Channel](#) where you will find all my tutorial videos and more.

<https://www.youtube.com/channel/UC26MRLGxc0eqX9LmZbyd8qw>

Check out [my Facebook page](#) were I give you tips on using Pro-Studio-HDR and all my forthcoming and past products at Daz., Look out for those new products too in the Daz store. I have many planned.

<https://www.facebook.com/colmjackson3d>

I sincerely hope you enjoy using Pro-Morphs Vol 1.

Have fun rendering.

A handwritten signature in black ink, appearing to read 'Colm', written in a cursive style.

