# TheBass

# Tips

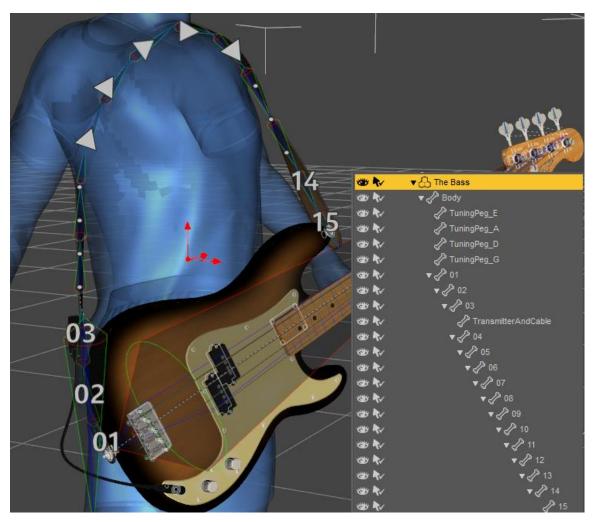
"Figure" always means a Genesis figure with The Bass loaded in the following. The Bass parents to the "Abdomen Lower" bone of the selected figure.

#### <u>The Strap</u>

The strap of The Bass is fully rigged.

It is attached to The Bass at the lower body and consists of 15 bones/parts attached to each other.

The 3<sup>rd</sup> bone also has the Transmitter and Cable attached. You can't and don't need to pose the Transmitter and Cable. The bone is just there to be able to hide that part. It will always stay plugged in.



If you create your own poses start at 01. You can click directly on the parts in your viewport or use the scene tab.

The parts can be rotated around all 3 axis.

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Most times the length (X Scale) of some parts also needs to be altered to get around the shoulder to the other end of The Bass, depending on your pose.

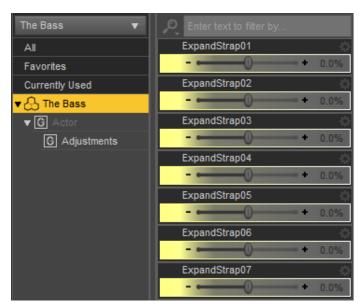
The Bass : 11 🔹 🔻	🔎 Enter text to filter by
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Don't stretch or shrink the first and last part as they also include the strap lock.

Don't use too high or low values as it might stretch the texture too much.

Distribute the length adjustments evenly along several connected parts of the strap and you should be able to create a huge variety of poses.

The strap also includes 7 morphs. You will find them in the Shaping tab when The Bass is selected.



The morphs expand or collapse the strap at different areas, starting with 01 at the lower body.

This is mainly for fine-tuning the strap to different clothes or body shapes.

#### The Scale

The Bass is set-up to stay in real world scale. If you load it to down- or up-scaled figures like Darius 8 or if you manually scale your Genesis figure it will stay at its real world scale.

You can toggle between this behaviour and the standard behaviour of a prop, where it scales with the figure, if you want.

Just select your figure with the attached Bass in your scene and use the included scripts in the Poses folder.

Script Default setting. The Bass stays at real world scale. Select figure and run script.	Script Alternate setting. The Bass scales with the Genesis figure. Select figure and run script.
The Bass Reset	The Bass Set
Scale to Real	Scale to Figure
World Scale	Scale

The first script sets the default behaviour of The Bass as it is loaded into the scene (real world scale).

The second one sets the standard behaviour of a prop, where it scales with its parent figure.

#### The Pick

The pick is used by some of the included poses.

When you load it to the selected figure, it is parented to the figures right thumb.

The little pick symbol at each pose indicates if the pose should be with or without the pick.

With the included script you can easily toggle its visibility without browsing through your scene tab or trying to hit that little thing in your viewport.

Just select the figure with the attached pick and run the script.



#### The Poses

The Bass loads in the standard pose for Genesis 8 Male.

For this reason each figure has its own hierarchical base pose.

A few poses use rotations of the left thumb bones beyond the limits.

As the poses are H-Poses, they will not ask to turn off the limits when loaded.

Just select the figure and run the included script before loading a pose to make sure the poses load correctly. You only need to run the script one time for each figure.



#### The Bass Solo

To use The Bass as a standalone prop (for decoration, etc. ), just load it without a figure selected.

Press "Ctrl + Alt + F" to restore the figure pose or select "Edit – Figure – Restore – Restore Figure Pose".

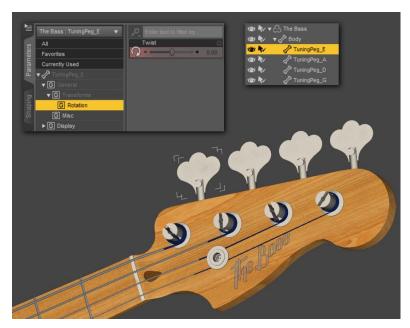
This will set The Bass into a standard upright position.

In the Poses folder you will find pre-sets to hide the strap and/or the transmitter and cable.

To pose The Bass select the Body of The Bass in the scene tab or select it in the viewport.



## The Tuners



The Bass tuners are rigged so you can select each tuning peg and twist it.

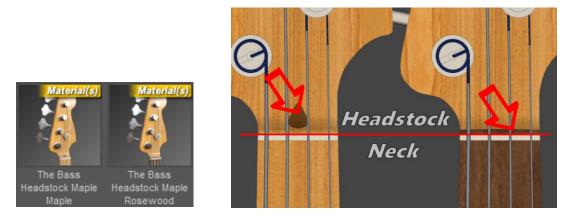
The Tuner Randomizer Script (Poses folder) will help you to easily create random tuner poses.



Select The Bass root or the figure with The Bass and run it as often as you want to create random tuner poses.

### The Headstock

Keep in mind that the maple headstock has different versions for the rosewood and the maple neck design. It loads together with the neck designs or can be applied separately.



The coloured headstock designs fit all neck designs.



Eagle99