

# Oodles Of Faces

for Genesis 8 Female



*OOF MELODY Head Morph  
Textures used: Leisa 8*

OODLES OF FACES is a collection of different face shapes and morphs for Genesis 8 Female. Each face morph was carefully created in ZBrush to have the looks and contours of a natural woman's face. This set can be used as a merchant resource for your own content creation as long as it is not to be given as a freebie or sold as an entire content. For vendors or content creators, these morphs can be used as is or can be modified to fit your needs. This set is also perfect for those who just wanted a different look in their characters for group renders, or to put a certain look and feature of a female in a scene.

**Oodles Of Faces** is a must-have for artists who never get enough of DAZ's Genesis 8 Female. Just apply any of your favorite character textures and enjoy our **OODLES OF FACES!**

## CONTENTS:

- ~1 Oodles of Faces Readme
- ~1 Master Head Shape Reset Preset to zero all Oodles Of Faces Head Shape morphs
- ~50 Unique Character Head Shape Morphs which may be dialed to desired strength or applied via the included Shape Presets for Character head shape desired.

## GOOD TO KNOW:

Applying any of the head shape morph presets to your Genesis 8 Female figure will zero any other **OODLES OF FACES** morphs already in use and set only the **OODLES OF FACES** Head shape morph designated by the preset to 100% value. If you wish to mix and match morph strength values of several morphs or only reset certain of the head shape morphs you will want to use the parameter editor sliders in the Actor: Head: People: OOF section of your Genesis 8 Female figure.

The Morphs may be used as a merchant resource in the creation of your own custom characters by mixing and combining morph values, or customizing in a modeling program, or combining with other head shape morphs which you have legal rights to distribute, or by using the **OODLES OF FACES** morph(s) as provided but renamed and saved to a new character folder location for your character. When using the head shape morphs as provided all necessary adjustment in rigging the morph shape to the figure bones has been done. If you customize the morph or create a new morph using one or more of the **OODLES OF FACES** Head Morphs it may be necessary to again adjust the rigging to shape for the newly generated morph(s). The **OODLES OF FACES** morph(s) used as provided, such as when dialing and mixing a combination of morphs and using ERC Freeze to create your Character, will need no changes other than be renamed and saved to the correct new data folder location for the character you are creating.