

### **To use this product as a merchant resource :**

Load Genesis 8 Female.

Delete the lash object in the scene.

Select Genesis 8 Female, then select the parameters pane. Change the subdivision level up as high as you think your computer can handle. The Poreflectionist morphs are built on a subdivision level of 5 which can be extremely difficult for some computers.

A safe bet is 3. 4 or higher is only recommended for higher end computers.

Dial in the Poreflectionist morphs of your choice. You can choose to increase the limits and dial the morphs in higher if you wish, but some may give artifacts if you dial them in too high or combine too many.

Once you are happy with your results, export Genesis 8 Female with the subD. Save it as: G8 High Poly. This will take several minutes to do, and at the beginning may even look frozen. Do not worry, just let the object export. Once this is completed, restore the figure by going to :

edit: figure: restore figure. Now export this object out and save it as G8 Low Poly.

These are the objects you will need to create your normal maps. Baking normal maps can be done in most modelling programs such as Zbrush, Maya, Mudbox, Modo, Substance Painter, and Blender. I don't recommend Normal Map online as it doesn't seem to load heavy objects like these at all.

If you use one of these, just google normal map baking (software of choice)

**If you have never used any of these programs, I encourage you to download Blender which is free here:**

<https://www.blender.org/>

A great Youtube video on baking normal maps in Blender is here:

<https://www.youtube.com/watch?v=0r-cGjVKvGw>

Normal maps are the only way you can use these morphs as a merchant resource unless you are a DAZ PA and have access to the HD tools.

If you are a DAZ PA, and have access to the HD Tools, you can simply dial these morphs into your character and bake them.