



Triton Mertails

Thank you for purchasing my Triton Mertails for Genesis 2 Female!

Here are some quick useful hints to make your experience with this new product even more enjoyable.

Loading the Parts

The Legfins need to be fitted (DS) or conformed (Poser) to the Tails so they can move correctly.

All the other parts have to be fitted or conformed to Genesis 2 Female.

Do NOT use a smoothing modifier on the Tails!

The Hipscales figure is a bonus, you can use it together with the Tails to cover the hip area some more, or you can use it on a human figure without the tails.

Hiding the Figure's Legs

DAZ Studio:

- Apply a skin texture of your choice to Genesis 2 Female.
- Apply the provided pose ("! G2F_LegsOff") to Genesis 2 Female.
- If you apply another texture set to the body, please apply the LegsOff pose again.

Note:

This applies transparency to the legs. They will still be visible in the wireframe preview, but they will be invisible in the render.

Depending on the type of UV set and the shaders used, use the LegsOff pose for V5 or G2F. The set for G2F will fit the G2F Base shape, V6, Gia, and Girl6. There are two presets, for normal shaders and for SSS shaders. Use what matches your character setup.

Poser:

There are 2 methods to hide the legs.

Manual method:

- Select the toes part.
- Go to the Parameters palette, click on the + sign next to Mesh Resolution and set "Subdivision Exclude" to 1.
- Now go to the Properties palette and uncheck the "Visible" box (you can also use the Hierarchy palette to set the visibility).
- Repeat this process for Foot, Shin and Thigh on both sides.

Note:

After loading a saved scene where the legs are switched off, you might notice some distortion in the thigh area. Just unhide the thigh and hide it again, and all will be back to normal.

Scripted method:

- Download and install Semidieu's free Advanced Shaders script (<http://www.runtimedna.com/Advanced-Shaders.html>)
- Apply a skin texture of your choice to Genesis 2 Female.
- If you want to run the EZSkin script on it, do that now.
- Apply the provided pose ("! G2F_LegsOff") to Genesis 2 Female.
- If you apply another texture set to the body or re-run EZskin, please apply the LegsOff pose again.

Note:

This applies transparency to the legs. They will still be visible in the wireframe preview, but they will be invisible in the render.

Depending on the type of UV set used, use the LegsOff pose for V5 or G2F. The set for G2F will fit the G2F Base shape, V6, Gia, and Girl6.

Posing the Tails

The tails have 8 poseable parts on the legs and 4 on the fins. Pose those as you like, but don't pose the thighs.

The thighs are controlled by the figure's movement, so if you want to adjust that part, adjust the thighs in the figure and not in the tails.

Happy rendering!

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