DENTAL PLAN 2 TUTORIAL



THANK YOU FOR CHOOSING DENTAL PLAN 2. LET'S GET STARTED RIGHT AWAY.

THIS BASIC GUIDE SHOWS HOW TO FIND THE PRODUCT FILES AND USE THE BASIC FUNCTIONS.

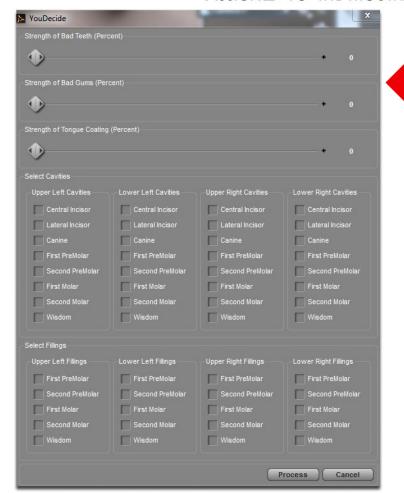
PRODUCT LOCATION



ALL OF THE MORPHS CAN BE LOCATED UNDER SHAPING\MOUTH\REAL WORLD\DENTAL PLAN

USING THE INTERFACE

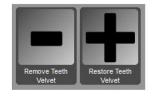
WHEN USING THE INTERFACE (YOU DECIDE) OR THE PRESETS, THE TEXTURES WILL AUTO SWITCH TO THE BASE MATERIALS PROVIDED BY THE PRODUCT WHICH IS BASED ON THE BASE UV MAPPING. DENTAL PLAN MATERIALS WILL NOT WORK WITH ANOTHER UV SET ASSIGNED TO THE MOUTH.



OPTIONS UNDER MATERIALS



EXTRA SETTINGS



DONOTMOVE



THE 'DO NOT MOVE' FOLDER CONTAINS SCRIPTS THAT THE INTERFACE CALLS APON. DO NOT CLICK ON THEM.

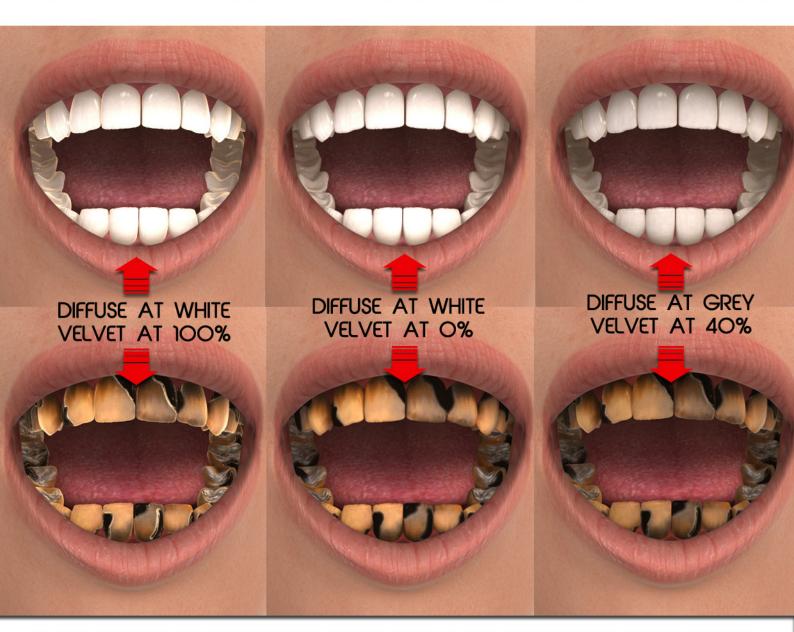
SHAPE PRESETS

THESE ARE LOCATED UNDER THE "SHAPES" FOLDER OF THE CHARACTER, THESE PRESETS ZERO OUT CERTAIN SECTIONS OF THE MOUTH.



MATERIAL SETTINGS

BY DEFAULT, DENTAL PLAN APPLIES A WHITE DIFFUSE AND A VELVET STRENGTH OF 100% TO THE TEETH MATERIAL. SOMETIMES IT CAN BE A BIT TOO BRIGHT DEPENDING ON YOUR SCENE LIGHTING, TO MATCH YOUR SCENE LIGHTING, THESE VALUES CAN BE ADJUSTED AND CAN GIVE DIFFERENT RESULTS. BELOW IS EXAMPLES OF HOW CHANGING THE SETTINGS CAN CHANGE THE APPEARANCE, THIS CAN BE DONE TO THE TONGUE AS WELL AS THE GUMS.

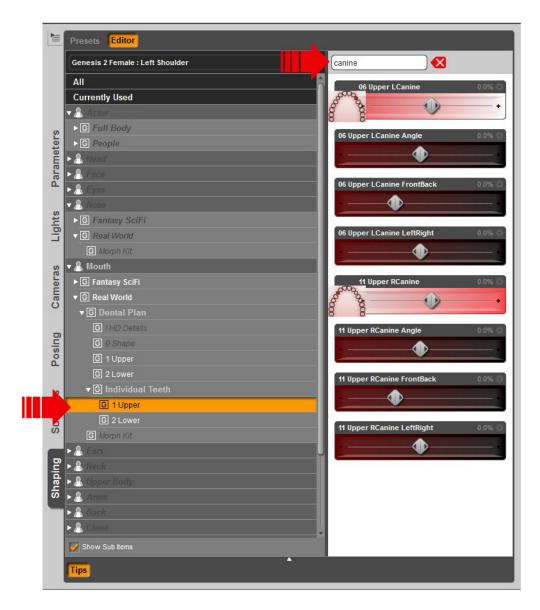


AS YOU CAN SEE, BY ADJUSTING THE VELVET SETTINGS AND TWEAKING THE DIFFUSE COLOUR, YOU CAN GET DIFFERENT RESULTS. SPECULAR AS WELL AS DISPLACE SETTINGS CAN BE ALTERED AS WELL.

TO EDIT THE TEETH MATERIAL, CLICK ON LEGACY SURFACES AND HIGHLIGHT 4_TEETH.

QUICK SELECTING & FINDING MORPHS

BECAUSE OF THE LARGE AMOUNT OF MORPHS AVAILABLE, SOMETIMES FINDING
THE ONES YOU WANT CAN BE TEDIOUS BY SCROLLING DOWN THE LISTS. A GOOD SOLUTION
IS TO TYPE IN THE TOOTH OR MORPH YOU WANT TO EDIT IN THE SEARCH TAB. IN THIS EXAMPLE
I AM LOOKING FOR ALL THE CANINE MORPHS FOR THE UPPER INDIVIDUAL TEETH.



AS YOU CAN SEE ONLY THE ONES I AM LOOKING FOR APPEARS IN THE LIST.

THAT CONCLUDES THIS TUTORIAL ENJOY, AND IF YOU HAVE ANY PRODUCT RELATED ISSUES, PLEASE PM US.

THANK YOU FOR YOUR SUPPORT.

