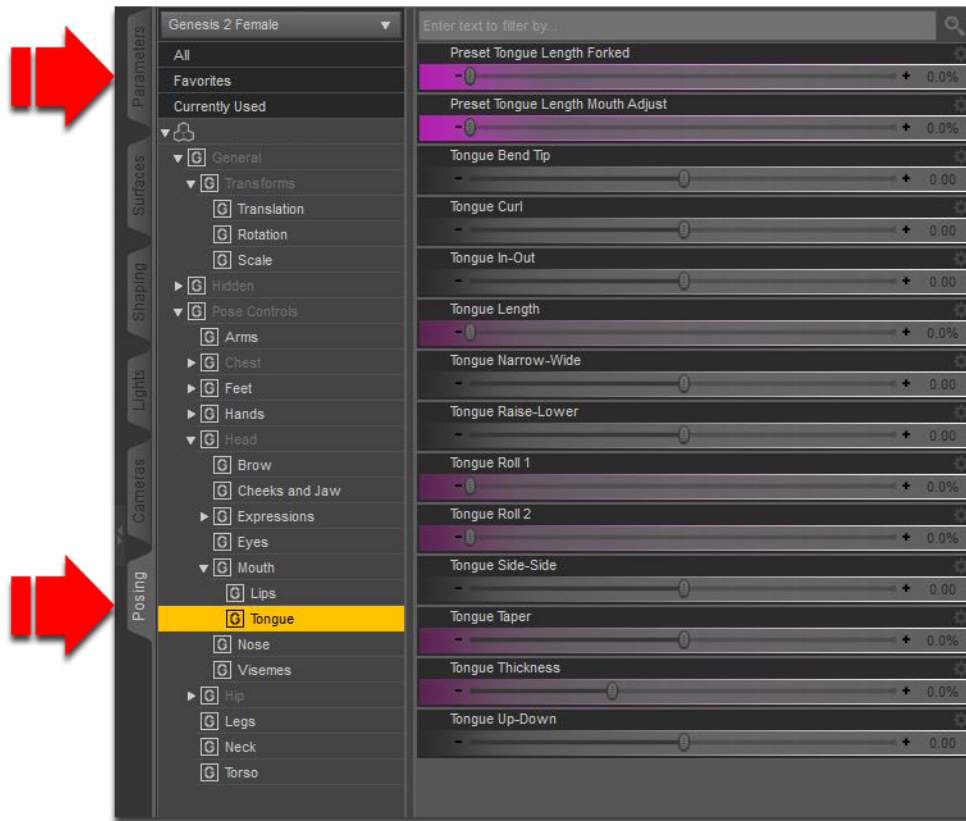


TONGUE CONTROL QUICKTIPS

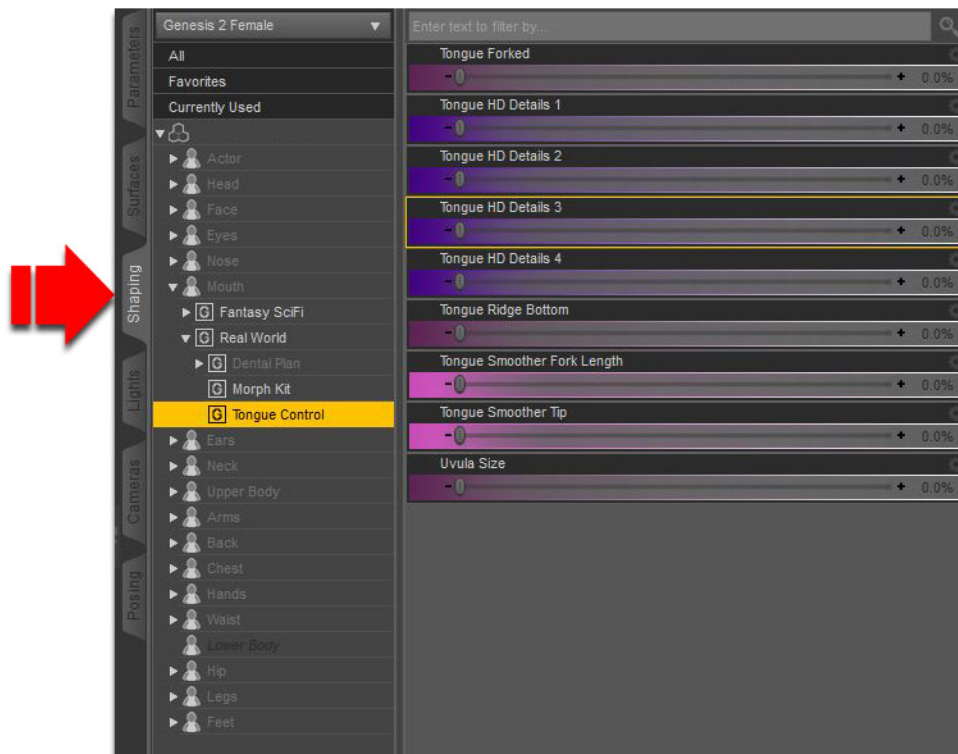
THANK YOU FOR CHOOSING TONGUE CONTROL. LET'S GET STARTED RIGHT AWAY. THIS TUTORIAL IS BASICALLY A GUIDE AS TO HOW THE PRODUCT CAN BE USED.

PRODUCT MORPH LOCATION

GENESIS 2 MUST BE HIGHLIGHTED IN SCENE TAB.



FOR POSE MORPHS YOU CAN CHOOSE EITHER PARAMETERS OR POSE TAB.



ZERO PRESETS ARE LOCATED UNDER THE SHAPES FOLDER UNDER THE SELECTED FIGURE.

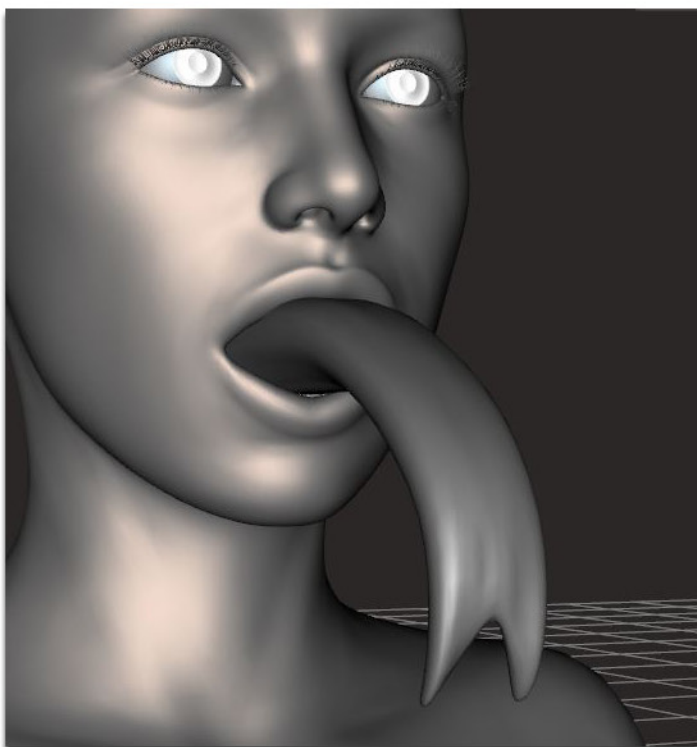
TONGUE CONTROL QUICKTIPS

FIRSTLY, I AM GOING TO HIGHLIGHT HOW THE SMOOTHER MORPHS ARE USED. EG. IF YOU DECIDE TO USE THE TONGUE LENGTH AND TONGUE FORKED MORPH TOGETHER AT DIFFERENT STRENGTHS, YOU MIGHT GET THE FOLLOWING RESULT IF IT'S BENT OR CURLED.



MORPHS USED
TONGUE LENGTH - 110%
TONGUE FORKED - 56%

NOTE THE BULGE IN THE CENTER.



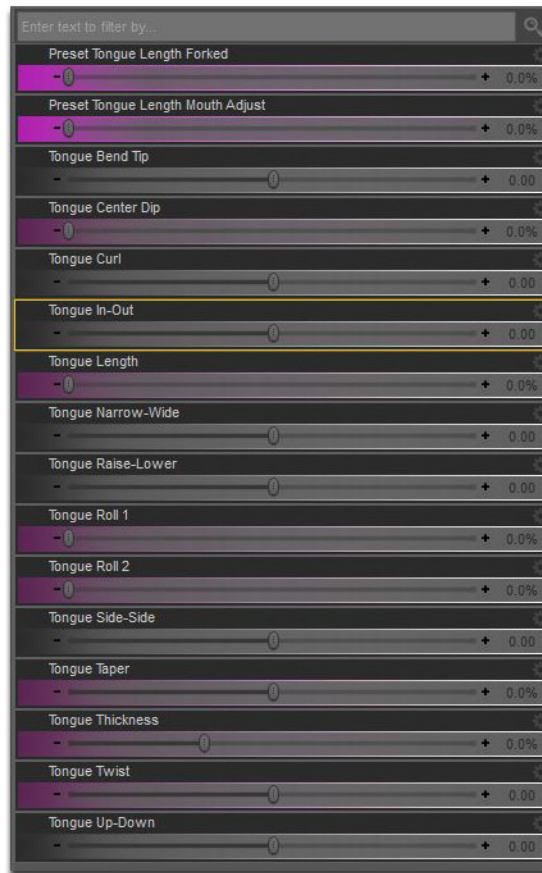
MORPHS USED
TONGUE LENGTH - 110%
TONGUE FORKED - 56%
TONGUE SMOOTHER FORK LENGTH - 39%

HERE I APPLIED A BIT OF THE TONGUE SMOOTHER FORK LENGTH MORPH. AS YOU CAN SEE, THE BULGE IS NOW REMOVED.

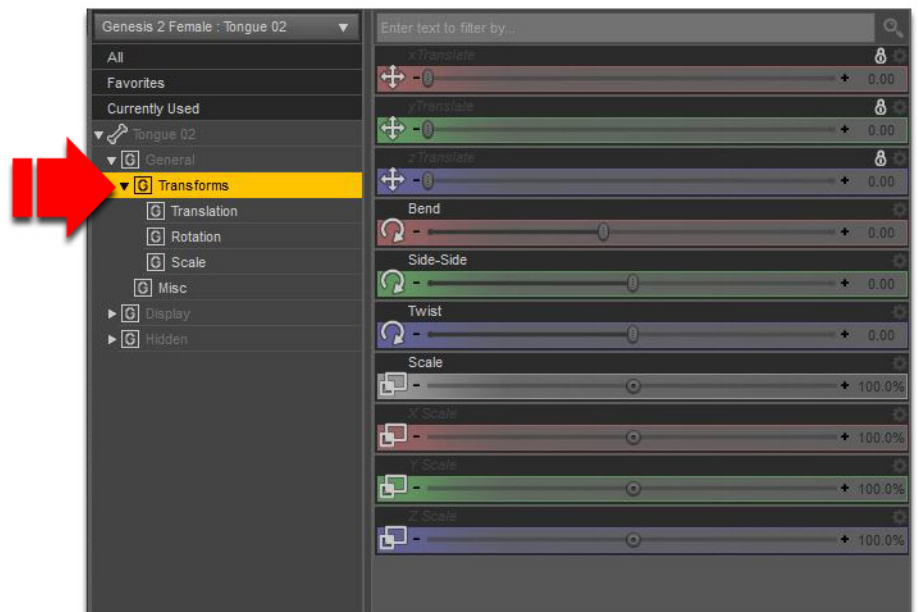
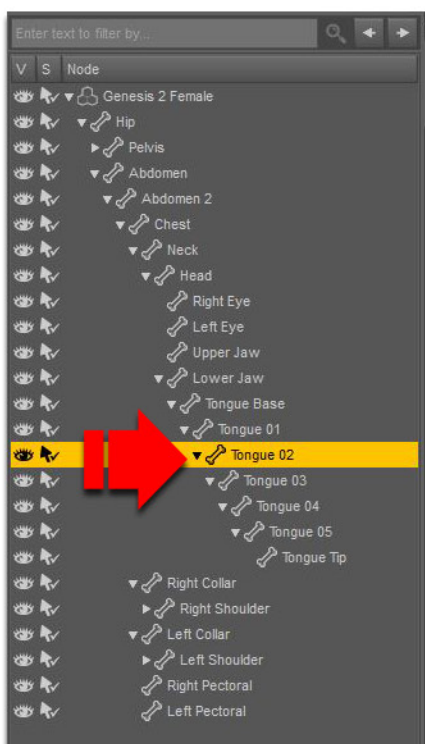
THERE IS ONE OTHER SMOOTHER MORPH CALLED TONGUE SMOOTHER TIP, BUT THAT IS ONLY USED IF YOU FEEL THE TIP IS A BIT DISTORTED AND WOULD LIKE TO TRY AND CORRECT ITS APPEARANCE.

TONGUE CONTROL QUICKTIPS

WITH TONGUE CONTROL YOU CAN MOVE THE TONGUE USING TWO METHODS. THE FIRST IS BY USING THE POSE MORPHS.



THE SECOND WAY (WHICH CAN BE COMBINED WITH USING POSE MORPHS), IS BY SELECTING A TONGUE BONE.



TONGUE CONTROL QUICKTIPS

RULES OF CONFLICT

TONGUE CONTROL IS DESIGNED TO WORK WITH ALL SHAPES AND EXPRESSIONS. HOWEVER THERE ARE A FEW CONFLICTS THAT CAN CAUSE ISSUES.

HERE ARE THE FOLLOWING FINDINGS.

TONGUE CONTROL WILL NOT WORK WITH EXPRESSION SETS WHERE THE BONE RIGGING HAS BEEN IGNORED ON THE HEAD\JAW\TONGUE. IN ORDER FOR IT TO WORK WITH EXPRESSIONS OR PRESETS, THE BONES HAVE TO BE RIGGED. IF YOU COME ACROSS A SET THAT CONTAINS UNRIGGED BONES WHEN AN EXPRESSION IS DIALLED IN, PLEASE NOTIFY DAZ. IF THE ISSUE LIES WITH AN EXPRESSION SET FROM ANOTHER SITE, PLEASE CONTACT THAT PA\VENDOR AND ASK IF THEY WILL BE WILLING TO UPDATE THEIR PRODUCT.

TONGUE CONTROLS TONGUE LENGTH MORPH IS NOT DESIGNED TO WORK WITH THE TONGUE IN-OUT MORPH. IT CAUSES DISTORTIONS. THERE IS NO NEED FOR IT TO BE DIALLED IN AS WELL BECAUSE THE TONGUE LENGTH MORPH SUBSTITUTES ITS FUNCTION.

IF YOU HAVE ANY ISSUES OR QUESTIONS REGARDING THIS PRODUCT, PLEASE FEEL FREE TO DROP ME A PM AT DAZ3D OR RESPOND VIA RELATED PRODUCT THREADS.

THANK YOU FOR YOUR SUPPORT.

