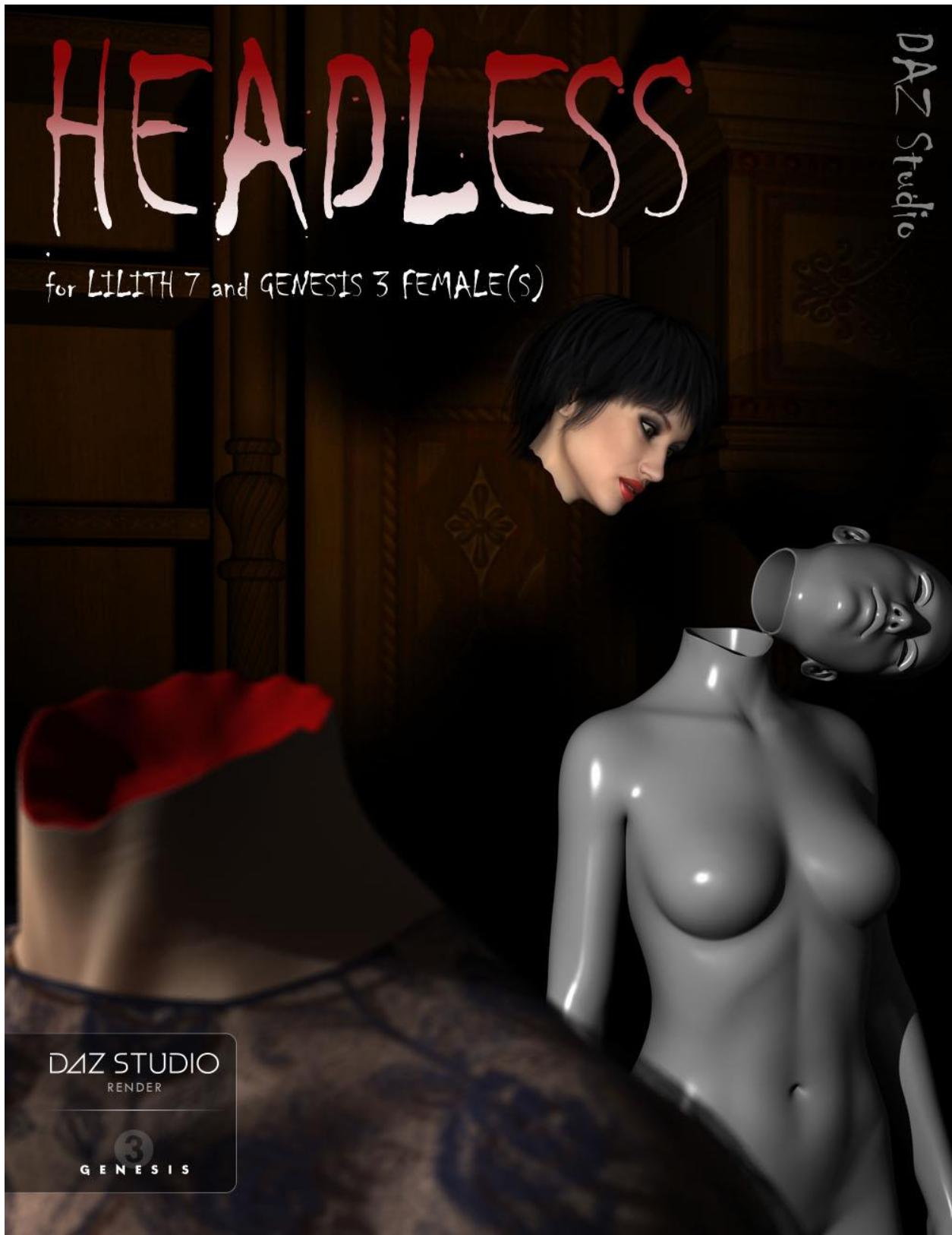# Headless for Lilith 7 and Genesis 3 Female(s)

<u>Instructions for use</u>

1. Load and select Genesis 3 Female.

2. Click on the 'Headless !' icon which is found at:
    People > Genesis 3 Female > Anatomy > Headless for Lilith 7.

    This runs a script which loads the Head Geograft and the Body Geograft and fits them to Genesis 3. The Shader for the Torso will be identified and then applied to the geografts before the textures and other material settings are copied from Genesis 3 and pasted to the skin surfaces of the geografts. The script will then set the rotation limits for the head to 180° in each direction around all three axes.

    The '!Body Only' and '!Head Only' icons load the appropriate geografts then hide the unwanted nodes of Genesis 3 Female. The '!Hinged' icons also load the hinge and reposition the pivot joint for Genesis 3 Female's head. The '!Neck Groove' icon loads the Neck Geograft, which simulates the "headless" state but allows ordinary neck movement.

3. Go to the Parameters tab and navigate to *Actor / Head / Real World / Headless*. There are six sliders, three for the head translations and three for the rotations. You can use these to position the head as needed.

4. Because of the extreme nature of the neck morphs articles of clothing with head bones and items of long hair are likely to be visibly affected. In order to neutralise these affects select the affected item and click on either the 'Clothing Fix' or the 'Hair Fix' icon. In the case of a deformation of the hair it is advised to reload the hair onto the Head Geograft itself, by selecting the Head Geograft in the Scene tab, and then applying the Fix on the hair.

    The Clothing Fix neutralises the effects of the head movement morphs and removes all bones above the neck so that rotational movements are not enacted in the clothing. The Hair Fix removes all bones except the head bone and posing bones*. **Items of hair which have their own additional posing bones will need to have the Fix applied each time the head is moved**. Also, if you save a scene with clothing which has had the Clothing Fix, on reopening the scene you may need to reapply the fix to the clothing.

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The component parts of the loading scripts can be found in the 'Components' sub-folder. Usually it should not be necessary to run these individually, though it is possible to do so.

The 'Apply Shader' script will detect the shader used by Genesis 3 and then attempt to apply the shader from its expected path in the "Shader Presets" folder to the geografts. If this preset has been moved, or renamed, perhaps because of user customisation, a message box will appear saying that the shader cannot be found and that it must be applied manually. Once this has been done you can rerun the loading script.

The '!Zero Head' preset repositions the head on the body by resetting the translation and rotation sliders to zero.

The hinges can be loaded separately from the 'Hinges' sub-folder, and this is how they should be loaded if you are using the Neck Groove geograft. The hinges also have a 'Hinge Size' morph (*Actor / Morphs*).

Hinged head movements are supported for all Full and Partial Body Morphs included in the *Genesis 3 Female Body Morphs* product, and also for Victoria 7 and Lilith 7. For other shapes you can adjust the head pivot manually to align the hinge with the geografts by using the 'Adjustments' sliders found beneath the main Headless controls in the Parameters tab.

The Head and Body geografts each have morphs (*Actor / Morphs*) to make the neck cross-section jagged or hollow, or to adjust the height of the neck. There is also a 'Hollow - Adjust' slider to adjust the sides of the hollow in case of a collision with other parts of the Genesis 3 mesh. A 'Smooth' slider is also included to mitigate, at least to some extent, the effects of unsupported shapes on the neck cross-sections.

The 'Neck Hollow' material preset is designed to be used with the Hollow morph to give the illusion of greater depth.

There are five partial poses in the 'Poses' sub-folder, optimised for the Base Female and Lilith 7.

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