

Real Ladies for Aiko, Victoria 3, and Stephanie Petite

Product Created by: JGreenlees (Midway Productions) Product line: Real Ladies, Real Men Products Required: Aiko base, Aiko head and body Morphs, Victoria 3 base, Victoria 3 head and body morphs, Stephanie Petite base, Stephanie Petite head and body Morphs

Real Ladies was created to resemble in essence and fact people that the creator has known in real life. Each character has been morphed by hand with attention to details.

The Real Ladies Line rarely will include a skin texture, this is because these morphings can be used to create many different characters rather than just one. Just by changing the hair, or skin you can create a new character. However I know that some people wish to create the character that I have shown so below is a list of the hair and skin used for the promo images for each character.

Aiko:

- <u>Angela</u>
- <u>Ayako</u>
- <u>Paige</u>
- <u>Tonya</u>

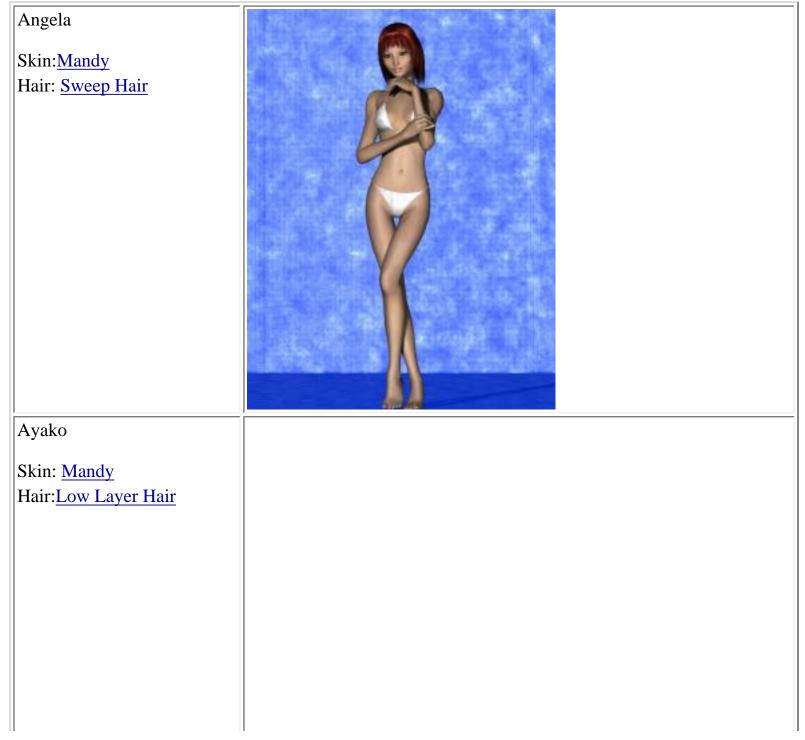
Victoria 3:

- <u>Amanda</u>
- <u>Christine</u>
- <u>Caitlin</u>
- <u>Shawna</u>

Stephanie Petite:

- <u>Cindy</u>
- <u>Linda</u>
- <u>Shayna</u>
- <u>Wendy</u>

Aiko Characters





Paige

Skin: <u>London</u> Hair: <u>Jada Hair</u>





Stephanie Petite Characters:

Cindy

Skin: <u>Mandy</u> Hair:<u>Wavy Hair</u>



Linda

Skin: <u>Rebbecca</u> Hair: <u>Wavy Hair</u>



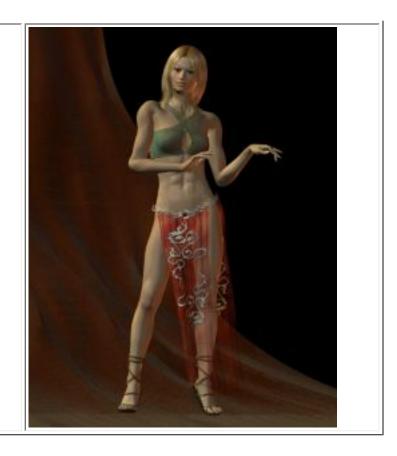
Shayna

Skin: <u>Ethereal Elegance & Shadow for Victoria 3</u> Hair: <u>Jada Hair</u>



Wendy

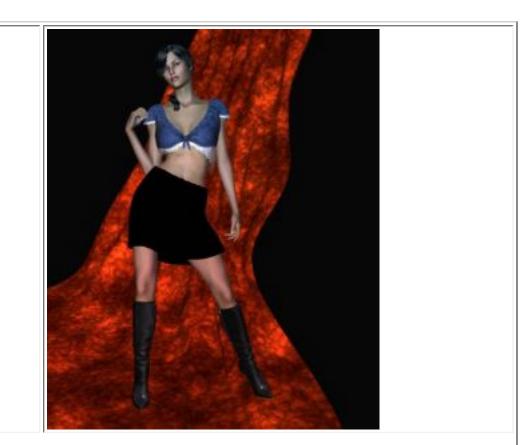
Skin: <u>Mandy</u> Hair: <u>BabyDoll</u>



Victoria 3 Characters

Amanda

Skin: <u>Rebbecca</u> Hair: <u>Toyo Hair</u>



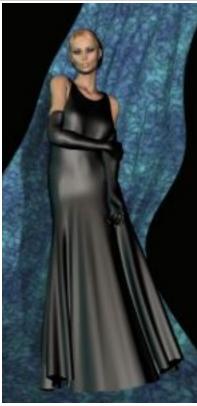
Christine

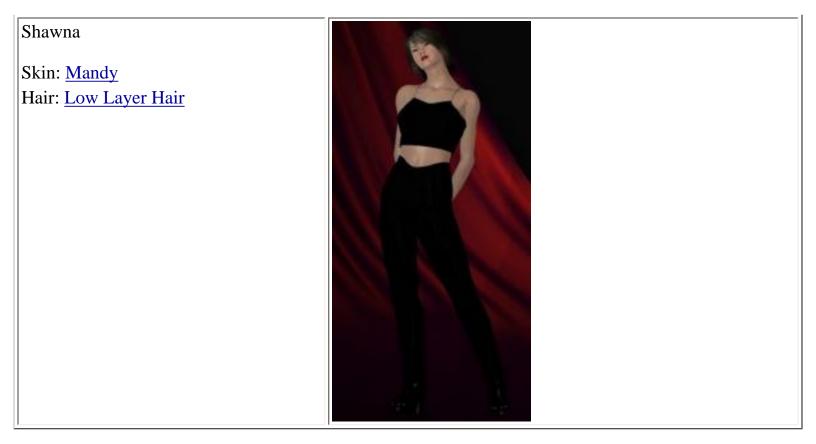
Skin: <u>Rebbecca</u> Hair: <u>Andromeda Hair</u>



Kelsey

Skin: <u>Trixie</u> Hair:Kozaburo ponytail





Notes: The images created are using a 400 focal length on the Camera. This is a more realistic (or so I believe) setting for the figures. To recreate the characters you must use the included cameras

The characters will change appearance with different hair and skin.

Aiko Morphs are MOR's not INJ/REM