REAL MEN

Common Men

by Midway Productions

I guess it's no secret that I love to create guys. Common, everyday, or just plain sexy guys. Men that you can meet somewhere. I take cues from the guys I see around me.

Common Men are no exception. These men aren't extraordinary. They are every day guys.Guys you see all the time but rarely pay attention to.

The Real Men product line rarely includes a skin texture. This is because these morphs can be used to create new characters not just one single character. That is why you will always recieve around 10-12 men in a pack. Oftentimes the morphs will be characterized to bring life to the morphings. However when you choose a different skin, or hair each guy will look completely different. This is completely intentional because no one looks the same with darker skin or different hairstyles or even a different Hair color.

Because I understand that some people want to recreate the character this file will help you to do just that.

If you wish to recreate a character please read on.
How to create David characters

Cole Skin: L75 Vol.2 Mikani Hair: Flat Top Hair	

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Grant Skin: Everyday Male Hair: Here comes trouble	
Josh Skin: Everyday Male Hair: Anders Hair	
Matt Skin: Tuff Guys Hair: Wedgecut hair 2.0	

how to create Hiro Characters

Daniel Skin: SledMasters Hair: Erin Hair	
Rodger Skin: Tuff Guys Hair: Wedgecut hair 2.0	
Ryan Skin: Everyday Male Hair: Hiro Hair	

| Shaun

Skin: Tuff Guys
Hair: Jada Hair | |

How to create Micheal 3 characters

Arthur Skin: Everyday Male Hair: Wedgecut hair 2.0	
Kain Skin: SledMasters Hair: Corsair Hair	
Ky Skin: SledMasters Hair: Jada Hair	
Rhys Skin: SledMasters Hair: Aredhel (Elf) Hair	

Notes:
these characters look different with different skin, hair , skin tones, even different camera settings. Play around to see who you might come up with.

Cameras are always included in these packages so when recreating the character please remember to use them or they may not look the same. In studio use a 400 focal length on the main camera to get the same look

Micheal characters are indicated with a M3, David with a D3, and Hiro with a H3, rather than fill up your

runtime I decided one folder was better with different initials for the characters.

In most cases Micheal and david characters with beards are using the Millenium beard

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