

MERCHANT RESOURCE AGREEMENT

Breast Control for Genesis 8 Female(s) may be used as a Merchant Resource under the following conditions.

What you MAY do:

You may save a character\shaping preset in conjunction with your morphs where users will require the Breast Control for Genesis 8 Female(s) product in order to work, much in the same way characters require Daz3D Head and Body Morph packages if they are used in the creation of that character.

You may also bake the combined Breast Control morphs where your own rigging will be required if necessary. If product morphs are baked, the Breast Control product must be mentioned in the created products readme as a used resource.

What you MAY NOT do:

You may not distribute\copy the morphs from this product in their current format or modify them, unless for personal use.

You may not create freebies distributing the morphs from this product in any form unless it is a character\shaping preset where users will require the Breast Control product in order to work.

This Merchant Resource agreement extends to Genesis 8 Female(s) only. No character for any other base figure may be created using this product.

You may NOT create your own Merchant Resource using any aspect of this product or modification there-of, or create any other Breast Shaping\Pose offering package where Breast Shaping or Movement is an aspect of the product.

Products\Sellers suspected of violating these rules will be reviewed and monitored and will be dealt with accordingly.

Product Morph/Files Location

Breast Shaping Morphs - Actor/Chest/Real World/Breast Control
Breast Posing Morphs - Actor/Pose Controls/Chest/Breast Control

Pose Zero Presets - People/Genesis 8 Female/Poses/Breast Control Pose & Puppeteer
Shape Zero Presets - People/Genesis 8 Female/Shapes/Breast Control Shaping

Puppeteer Preset Usage

1. Load required figure.
2. Open Puppeteer Pane/Tab via Window/Panes
3. Go to Poses directory of figure and load puppeteer interface located under Breast Control Pose & Puppeteer.
4. In puppeteer interface, change mode from edit to preview and start using.
5. Depending on your puppeteer window size, you can also center icons by right clicking then selecting center view.

Thank you for your support. Feel free to ask any product related questions in the official support thread by using the product support icon.

