The Universal Weapons Prop and How to Use it!

Thank you for purchasing The Universal Weapons Prop and Poses for Genesis 3 and 8.

So what is the Universal Weapons Prop? In short, it is a simple prop that acts as a host for other weapons, allowing you to use almost any sword, knife, spear, staff, club or other such weapons with the poses in this set and poses from other sets via the included hand poses.

Loading the Universal Weapons Prop

You have two main options for loading the UWP in to the scene:

- Left or Right hand presets for each supported figure.
- Stand alone preset that just loads it to the center of the scene.

While the left and right hand options are obvious, the second option is for when you need to attach a different weapon to it. Once the UWP is in the scene, you can attach Laser Sword 3 or Laser Staff 2 to the UWP with the included presets.   Make sure the UWP is selected in the scene first before loading the Laser Sword or Staff. There are also two additional bonus presets that make this set cross compatible with *"Laser Swords and Poses 2 for Genesis 3 & 8"* for customers who own both sets.
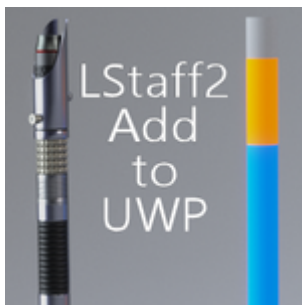
The first bonus preset will add the Laser Sword 2 to the UWP so you can use it with the poses in this set. The second loads Laser Sword 2 with the UWP parented to it so you can use the weapons from this set, or other weapons, directly with the poses from Laser Swords and poses 2. The second bonus preset also loads Laser Sword 2 with the same display parameters as the UWP listed below.

The Universal Weapons Prop features:

- Color coded for weapons and hand placement
- Includes 2 pose controls to flip and rotate parented weapons
- Display Parameter "Visible in Render" - Off
- Display Parameter "Visible in Simulation" - Off
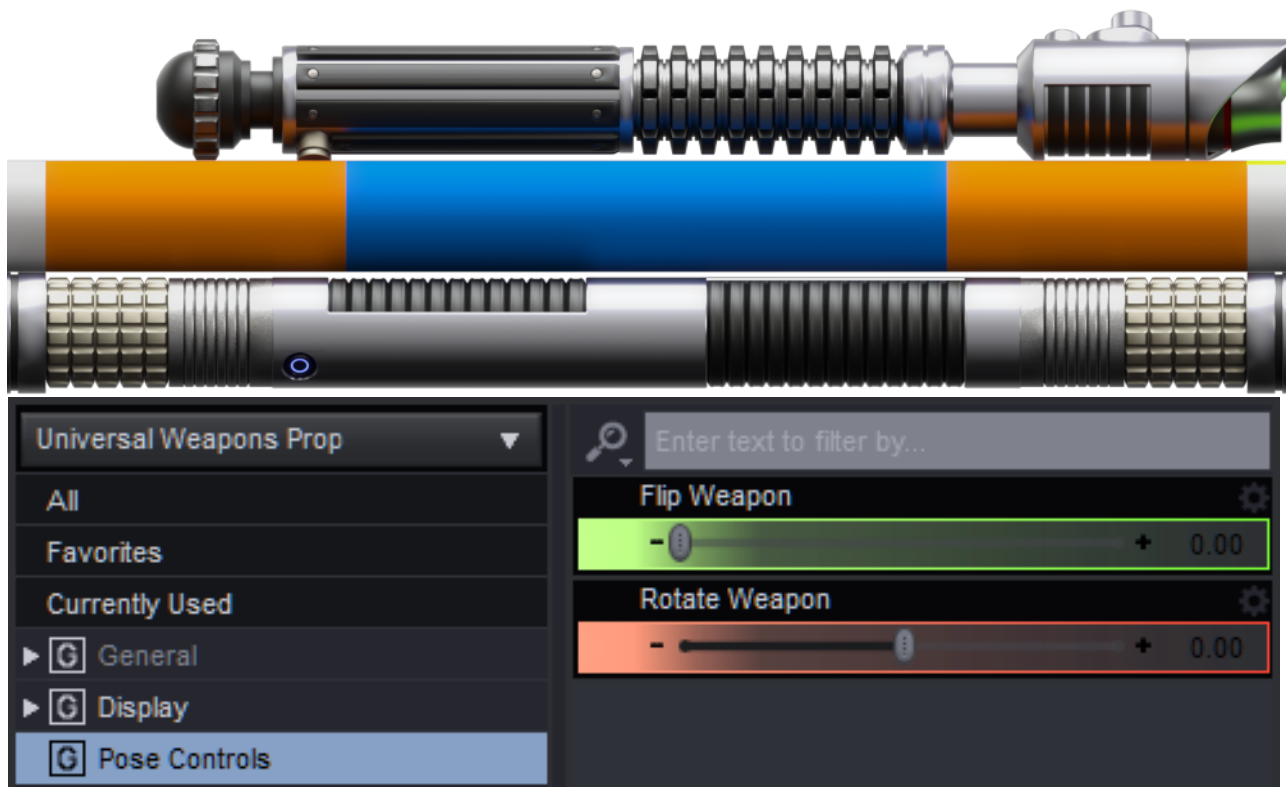
The Blue area is where the hands will grasp for the single handed weapons and the orange areas for the longer staff weapons.

Parenting Weapons:
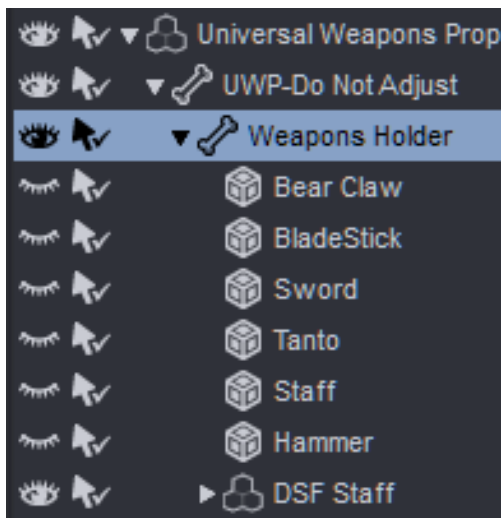
Any weapon you want to use with the UWP needs to be manually parented to the **Weapons Holder** node. Line up and scale the additional weapons with the color coded areas so that it works correctly. Once lined up properly, the UWP becomes the zero point for the parented weapon so you can flip, rotate or translate the weapon in the figures hand with ease and simplicity. The included presets for Flip Weapon On and Off affect the Pose Control so you can either do it manually or with a preset and

have it correspond. The Weapons Holder node is not affected by the poses and therefore you can change poses and weapons without changing the pose or re-applying it.

Mattymanx – 2019-08-03