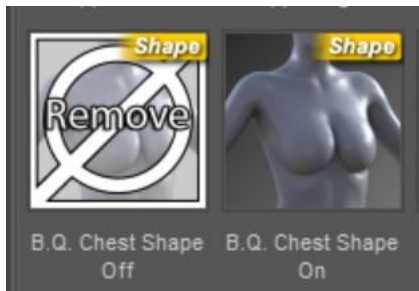


Thanks for buying this product,

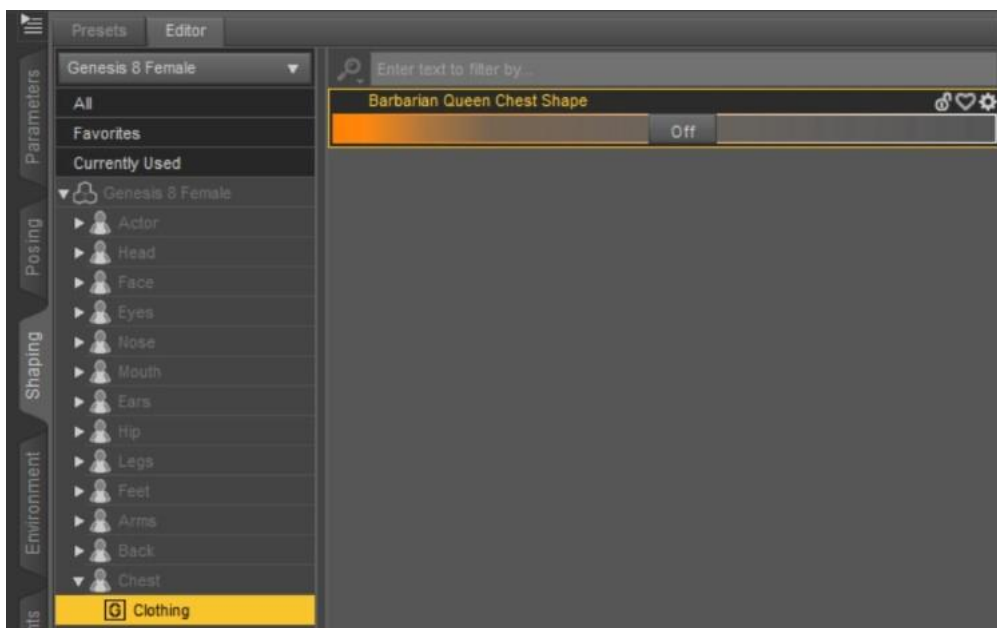
Now some tips for the provided chest shape and bone selection of the hip section so you can make the best of this armor.

### 1 - Barbarian Queen Chest Shape

- –To use “Barbarian Queen Chest Shape” morph, go to “Content Library” -> “Poses and Shapes” then use preset to apply or remove.



1.2 You can also use the morph “on/off” if you go to “Shaping”-> “Chest”->”Clothing”



This two morphs works for the same goal, but independently, and doesn't interfere with each other. So you need to work with either of them.

It may work with other Shapes than Genesis 8 Female Base, but you may need to manually adjust it.

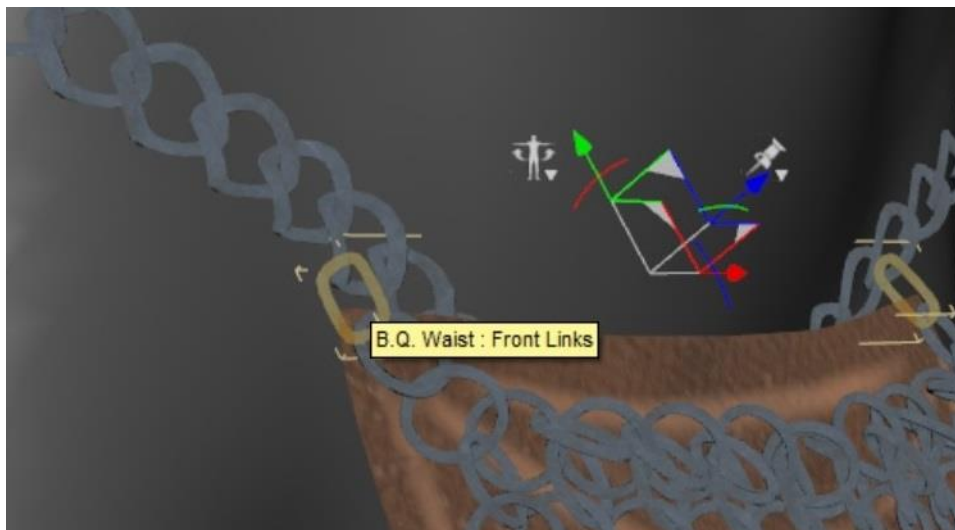
## 2 - Barbarian Queen Waist front piece movement.

2.1 –You can use the “Front Link Bones” selected from the “Viewport” or “Scene” tabs to move this part of the fabric and chainmail for posing or helping d-force simulation.

### Selected from “Scene”

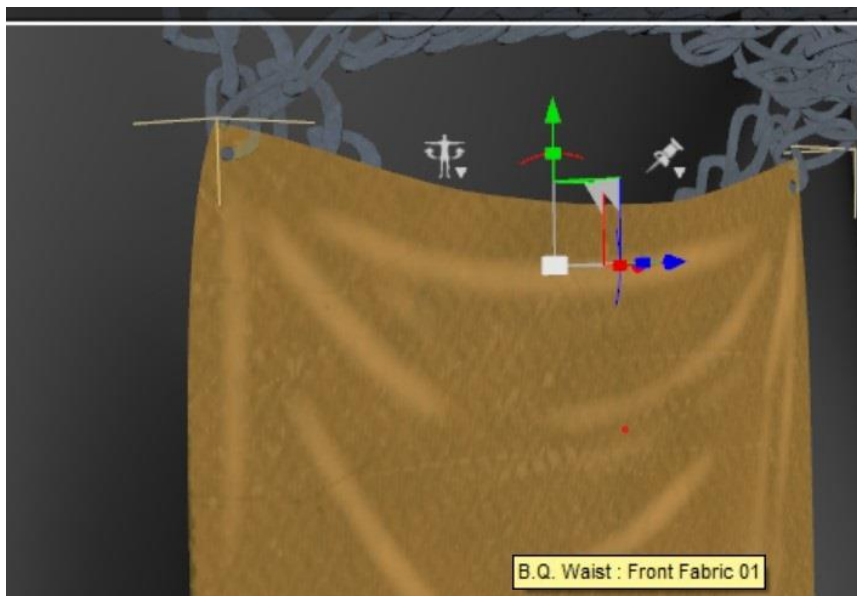


### Selected from Viewport.

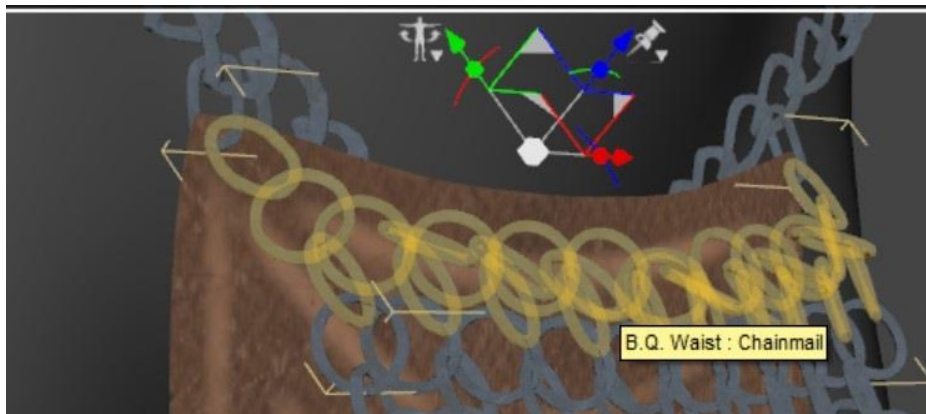
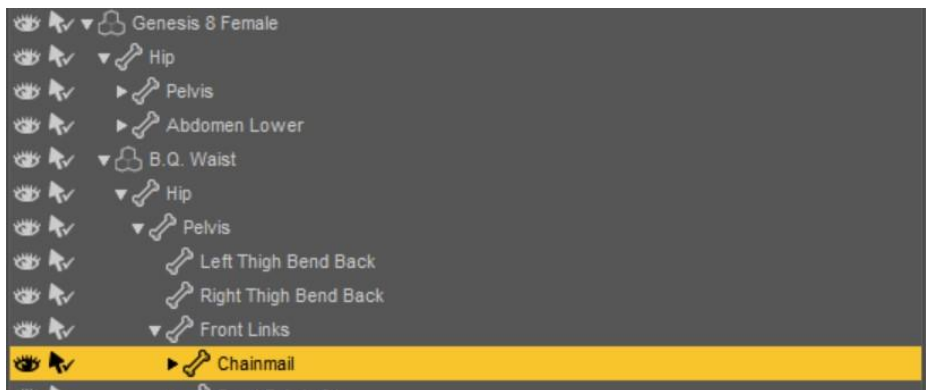


2.2 –You can move “Chainmail” and “Front Fabric” in separated ways selecting the following bones and children from “Viewport” or “Scene” as follows.

### Front Fabric



## Chainmail:

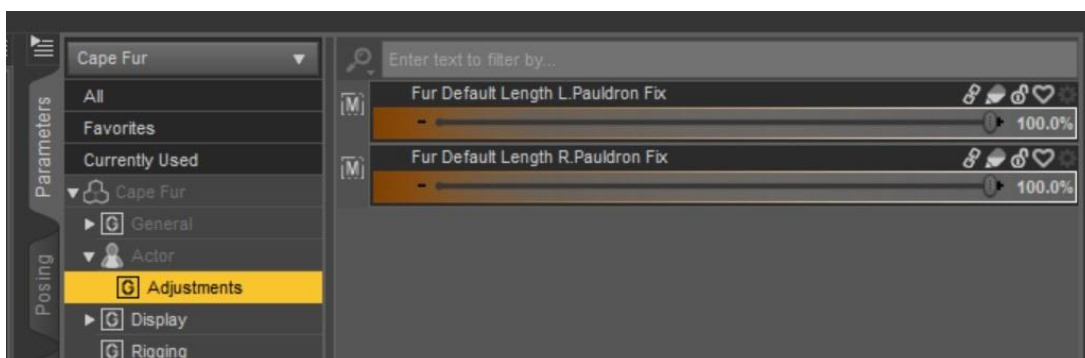


To use the Barbarian Queen Cape Default Fur with the Pauldrons, do the following to fix pokethrough.

First, select the cape, and then the fur from the Scene Tab.



And on parameters use the separated morph for each pauldron.



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