Contents

General Morph and Dial Types

The parts of this product load with a selection of morphs, and control dials:

- Adjustments: Alter shape and fit of a piece.

- Controls: To give easy access to the separate moveable parts and to move them all at once.

- Styles: Contains shaping morphs which for the different parts

The Tail and Fin Pieces

The Scopis Mertail set with its numerous appendages and fins is a complex outfit with a number of pieces to achieve its characertistic look.

The tail and long lures are geografted items which will automatically attach themselves to Genesis or the tail when loaded. The separate attachment pieces like fins, front and back scales are autofitting items which have to be fitted to either Genesis or the tail. The thumbnails are marked accordingly to help you determine which pieces belongs where.

To give you easy starting points, different wearable presets are provided which load different configurations of the tail and appendages at once. Please make sure you have Genesis selected when using these presets.

Creating the Tail and Gills Blends

To ensure a seamless blending between tail and body of Genesis, the Scopis product utilizes a geometry shell which overlays the whole tail and the blending area between upper tail end and Genesis' torso.
This shell loads with a blending opacity map, but the underlying area of the tail itself has to be prepared to accept a copy of the Genesis torso material you wish to use on your character.
Per default this torso are of the tail will load white and is seat up to accept PBR skin materials.

Please follow the steps below to set up a fitted tail with its geoshell for best blending results:

1. Select Genesis in your scene hierarchy tab. Then open the surface tab and locate the „Body" material.
   Right-click on this material and select „Copy selected Surface(s)".
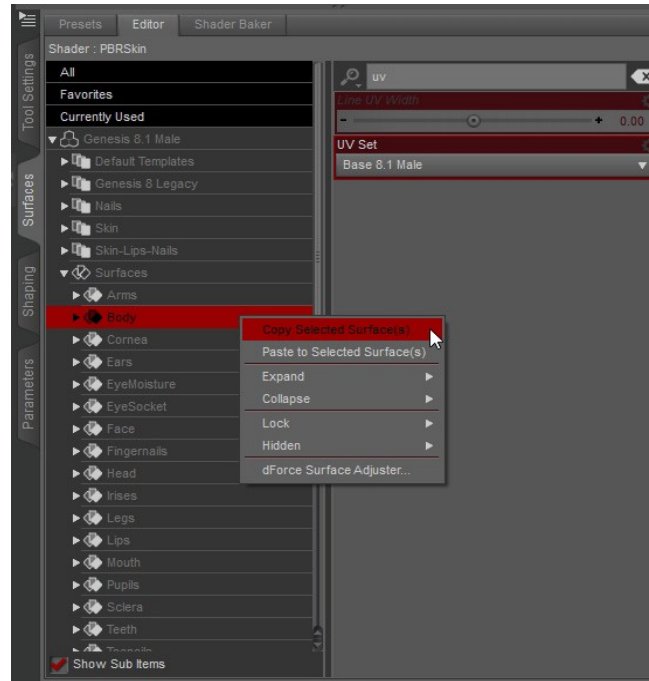
2. Then navigate to the tail figure in your scene tab and locate its „Torso" material in the surcafe tab. Right-click and select „Paste to Selected Surface(s)".
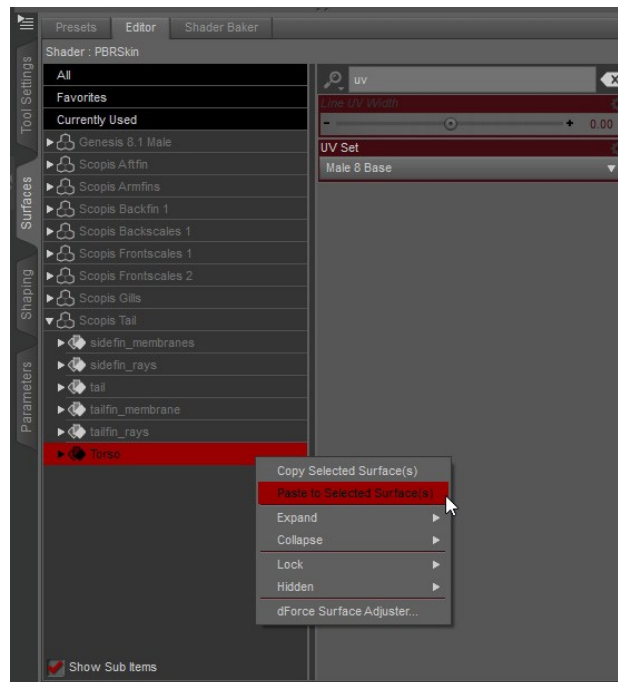
3. Then locate the UV options in the surface tab of the „Torso" material of the tail. For easy access type „UV" in the search window on top of the surface options. Then select „Male 8 Base".
The torso material should now display correctly on the upper tail section.
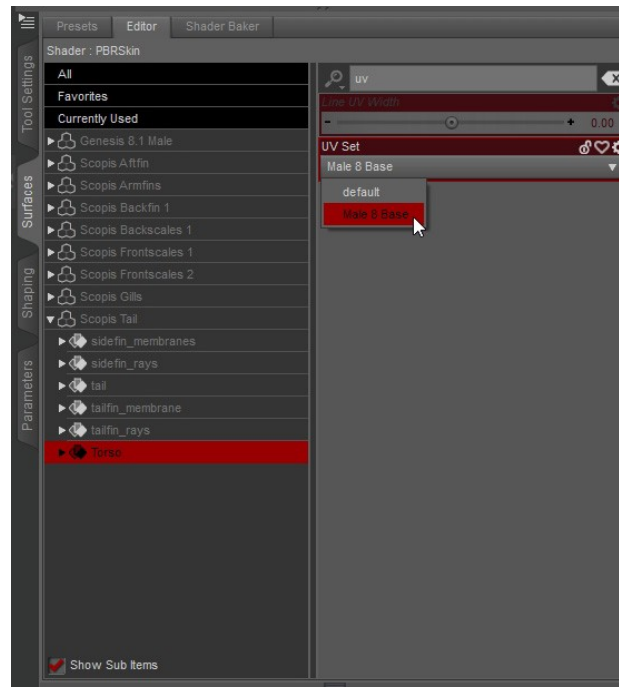
These same steps have to be used to copy the „Head" Material of Genesis over to the Gills' „Torso" material if you wish to use the gills in your scene.

The Gills and the Geoshells

One note on the gills material when using them together with the geoshells:
In some cases it might appear that the copied material will not show up on the gills Torso material. In this case, please check if one of the geoshells overlays the gills.
To do so, select the geoshells, go to the Parameters tab and navigate to the „Shell" section on the bottom of the parameters list. Under „Visibility", select „Surfaces" and switch the visibility for the material „AKSCgills_496_Torso" off. Please repeat this process with the materials AKSCgills_496_gillarches" and „AKSCgills_496_gills_border".
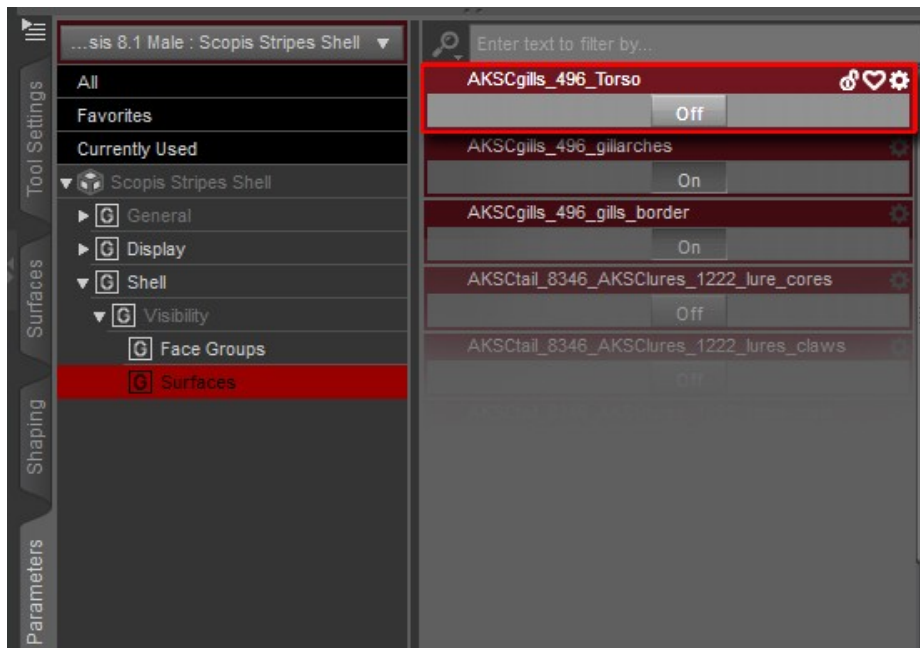
Creating your own Look – and how to apply the Geoshells

If you wish to create your own tail and fin configurations with this product, you have to apply the different parts in a specific order:

1. Apply the main tail and all the fins and appendages you wish to use. Fit all parts to their respective parent figures (see thumbnail tips).

2. Load the tail geoshell for the blending between Genesis and tail after the first step.

3. Create the tail, gills and body blending transition as described in the section „Creating the Tail and Gills Blends" above.

4. Apply the stripe geoshell last