HOW TO CREATE A NEW STYLE FROM TWO DIFFERENT HAIR ITEMS

| Author: | Matrix07 Printable Version | Tools Needed |
|----------|---|--------------|
| Step 1: | Select Razored Moffitt from the figures library and choose the Jet Black MAT | * Poser |
| Step 2: | Make Vicky invisible | |
| Step 3: | Select Group Editor | |
| Step 4: | Select all of hair | |
| Step 5: | Click "Create Prop" and when the "New Prop Name" box coms up choose a name | |
| Step 6: | Select a new V3 figure from the library and name it TEMP | |
| Step 7: | Select Sassy Hair 2.0 and choose the black MAT from the Pose library. | |
| Step 8: | Parent the Sassy Hair to the ShagHair which is parented to the original V3. after doing this you can delete the TEMP V3. | |
| Step 9: | Next select the "parent" hair prop which is the razored moffitt. | |
| Step 10: | Choose the Props directory and create a new folder where you will store your new Hair Props. | |
| Step 11: | Choose a name for such as "Shag" then click on the "Select Subset" button. | |
| Step 12: | Make sure both Hair Props are checked. do not check anything elseClick OK and then OK in the hierarchy box and click Ok in the "New Set" box to save. | |
| Step 13: | after saving your new hair item to the PROPS directory delete all hair props in your scene. | |
| Step 14: | select V3 and then select your new hair props from the library. | |
| Step 15: | both will appear in the window. | |

Introduction

Start with a new blank scene and select V3 from the Figures library



Step 1 - Select Razored Moffitt from the figures library and choose the Jet Black MAT



Step 2 - Make Vicky invisible



Step 3 - Select Group Editor



Step 4 - Select all of hair

| Preview Render | Untitled | | Group Edit | or (Polygon) |
|--------------------|---------------------------------------|---------|-------------|--|
| ▼ Moffitt 1 ▼ Head | C C | 0 -0- 6 | 0 | 0 |
| Face Camera | | | | |
| | | | - nees | |
| | | | New Group | Delete Group |
| | | | Modif | y Selection |
| | | | Add All | Add Group |
| | | | Remove All | Remove Group |
| | | | Invert | Add Material |
| | | | Hide othe | r objects Itigrouped faces i-grouped faces |
| | | | Geomet | ry Functions |
| | | | Create Prop | Spawn Props |
| | · · · · · · · · · · · · · · · · · · · | | Assign | Material |
| | | | Assign St | noothing Id |
| | | | Create Per | spective UVs |
| | | | Reverse G | roup Normals |
| 1 1- | / | | Auto Group | Weld Group |

Step 5 - Click "Create Prop" and when the "New Prop Name" box coms up choose a name

| Face Camera Face | Preview | Render | Untitled | 3 0 | the P | Group Edi | tor (Polygon) |
|---|-----------------------------------|--------|-------------------------|-----|-------|--|---|
| Auto Group Weld Group | <i>▼ Moffitt 1</i> Face Camera | ✓ Head | New Prop Na ShagHair | | | Create Prop Assign Assign S Create Prop | d >>> Delete Group fy Selection Add Group Remove Group Add Material er objects digrouped faces ry Functions Spawn Props Material moothing Id rspective UVs iroup Normals |
| | / | | 7 1 | | | Auto Group | Weld Group |

Step 6 - Select a new V3 figure from the library and name it TEMP



Step 7 - Select Sassy Hair 2.0 and choose the black MAT from the Pose library.

http://www.daz3d.com/i.x/tutorial/tutorial/-/?id=1819&printable=1



Step 8 - Parent the Sassy Hair to the ShagHair which is parented to the original V3. after doing this you can delete the TEMP V3.



Step 9 - Next select the "parent" hair prop which is the razored moffitt.

http://www.daz3d.com/i.x/tutorial/tutorial/-/?id=1819&printable=1

Step 10 - Choose the Props directory and create a new folder where you will store your new Hair Props.

Step 11 - Choose a name for such as "Shag" then click on the "Select Subset" button.



Step 12 - Make sure both Hair Props are checked. do not check anything else..Click OK and then OK in the hierarchy box and click Ok in the "New Set" box to save.



Step 13 - after saving your new hair item to the PROPS directory delete all hair props in your scene.

Step 14 - select V3 and then select your new hair props from the library.

Step 15 - both will appear in the window.

