

TOOLGIRL

2

USER MANUAL



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PRODUCT REQUIREMENTS

- V4 Base model required.
- Following morphs and characters recommended and supported: V4, V4++, V4 Elite, Aiko 4, The Girl 4 and Stephanie 4
- DAZ Studio 4.6 or Poser 9 and up recommended.
- Product may work in earlier versions in both programs, but has not been thoroughly tested in the earlier versions.

QUICK START INSTRUCTIONS

DAZ STUDIO

- Load V4 into the scene and inject desired morphs.
- Load desired pieces and "Fit To" V4. DAZ Studio will, by default fit clothing figures to V4, but in some cases they may have to be fitted (conformed) to V4 manually. Do not apply V4's Magnets.
- Morph and pose your character and clothing pieces as desired.
- The clothing is 'super-conforming'. This means that the full and partial body morphs from the supported morph list will follow the character automatically.

POSER

- Load V4 into the scene and inject desired morphs.
- Make sure V4 in your scene is selected prior to inserting each clothing cr2(character file) into your scene. This step is critical to ensure that Superconforming and JCM's work properly. Do not apply V4's Magnets.
- Load desired clothing cr2 into the scene.
- Select the loaded object, and conform to V4.
- to insert the next piece of clothing into the scene, Make sure V4 in your scene is selected AGAIN, before inserting the next clothing cr2.
- Clothing pieces will load into the scene untextured. Select each piece of clothing and load desired textures.

POSER AND DAZ STUDIO

- In case of poke-throughs during posing, numerous manual adjustment morphs have been provided. Poser

users are encouraged to use morph brush in case of poke-throughs in advanced poses and morph mixing.

- Each clothing item has a variety of styling, movement and speciality morphs.

GENERAL USE TIPS

- **All CR2's will load with no materials applied.** Once in the scene, please navigate toRuntime\libraries\Materials\Toolgirl 2.0\ materials directory and apply desired material poses. This will work for both, Poser and DAZ Studio. In DAZ Studio, pay specific attention that the scene object and the corresponding surface are both selected. Otherwise the material may not apply.

- **Clothing items make use of JCM and Super conforming (crosstalk) features.** For Poser, It is recommended you follow the loading procedure outlined in quick start instructions to ensure the morphs in the clothing link properly to those in the V4 figure. Failure to do this may result in severe poke-throughs and clothing behaving in an unexpected manner. If the internal JCM or Super conforming link should break or not activate for some reason, you may still use the Dial(s) in the BODY (or body part) group to manually morph the clothing as needed.

- **Clothing is meant to be used with V4 posing limits turned on.** While the posing limits may be turned off for more extreme character poses, clothing performance will be degraded beyond limits.

- This product also contains many loosen/tighten and adjust morphs to aid with fits in a wide range of poses.

- **Styling Morphs** - these are the fun morphs, but can also aid in fitting. Please take your time to familiarize yourself with their look and function. Our products have a lot of them. How you will use many of them is up to your imagination. Not all styling dials will work well when mixed. What works together well is mostly based on common sense.

- **Loosen/Tighten Morphs** - these morphs aid in adjusting fit and correcting minor poke-throughs which you may encounter with some poses or with full or partial body morph mixing.

- **BodyMorphs** - Clothing pieces in this set include the following V4 morphs: V4 Base, V4++, V4 Elite, Aiko 4 , The

Girl 4, Stephanie 4. All Full Body Morphs (FBM's) and Partial Body Morphs (PBM's) are super-conforming (Taking advantage of Crosstalk and will follow the morph values dialed in the character) except for Hat and Hair. The dial setting values on these are best kept between 0 and 1. Higher or lower setting +/- can yield undesired results. However, you can often use the Loosen-Tighten and Styling Morphs to compensate.

- Poser and DAZ Studio materials have been assembled to work with medium intensity white light combined with medium intensity IDL. For more refined results, specular-ity, reflection, diffusion and other shader parameters may need additional adjustments to perform best under your lighting of choice. This is normal. There are no "one size fits all" solutions for every shader and lighting combination

- For extended mixing and matching we recommend purchasing Bad Kitteh Co's Cowboy Sweetheart and Welder Girl products. Many clothing pieces in these sets have morphs which aid in fitting them together.

- Clothing in this set contains a number of dials known as 'morphforms' or 'easy-pose'. These are dials which control several morphs or bones together in order to assist with posing of multiple bones, or setting multiple morphs.

- This is a very detailed set, with relatively high polygon count meshes and very high resolution textures. They are optimized for large single character renders. They may not perform well in multi-figure scenes.

SPECIFIC USE TIPS

HARDHAT



dialed manually.

- Hardhat in this set can be used with the accessories from the Welder Girl set

- Hat Hair Pigtales included in this set are made to fit under the hard hat.

HAT HAIR



the BODY section of manually.

- Hat Hair pigtales are rigged for swinging and twisting movements along with several morphform (EZ-Pose) type dials allowing for movement of both pigtales at once.

- Several hair styling morphs are also provided.

- This Hat Hair will also fit a Cowboy Hat from Bad Kitteh Co's Cowboy Sweetheart set and a ballcap from the Welder Girl set.

- HatHair.cr2 is a conforming pigtales specifically modelled to fit under the hard hat and it is a partial hair (not meant to be used without the hat).

- It has several dials to fit it to Aiko4 head and The Girl4 head. These morphs are located in the figure and have to be dialed

BILLY BOOTIES



products' utility pose folder to set the foot visibility and posing for the boots. This pose needs to be applied to V4, and it can be done before or after conforming the boots.

- The boots can be used in this set, or mix and matched with other Poser clothing.

- BillyBooties.cr2 are classic steel-toed construction ankle boots.

- When you initially load and conform the billy boots, you may notice that the feet are poking through the boot. Please use the "Fit4Shoes" pose located in the

HILLY BOOTS



- HillyBoots.cr2 are high heeled rugged outdoorsy booties that you may find worn at fashionable ski resorts.

- When you initially load and conform the Hilly Boots, you may notice that the feet are poking through the boot. Please use the "Fit4Shoes"

pose located in the products' utility pose folder to set the foot visibility and posing for the boots. This pose needs to be applied to V4, and it can be done before or after conforming the boots.

- The boots can be used in this set, or mix and matched with other Poser clothing.

SOCKS



- Socks.cr2 are top stubs of bobby socks which can be added to Billy or Hilly boots. A morph for fitting the socks with either pair of the boots has been provided for a snug fit. Socks are not meant to be used without shoes.

- Socks will load with "Fit to Billies" morph dialed to 1.

- To fit the socks to Hillies boots set "Fit to Billies" morph to zero (0) and set Fit to Hillies morph to One (1). This raises the socks up, to be above Hilly boots. AD-Loosen/Tighten Morphs for sock tops must be used to make them fit various V4 morphs.

TIETOP



- Tietop.cr2 is a classical pinup tie-top blouse with several basic texture sets to get you started.

- Main feature of the tie-top are it's numerous styling morphs which include unbuttoning and undressing for those 'oops, it came undone' embarrassing moments.

- Tie top also has numerous JCM morphs working together (and automatically) which offer shoulder bending with built in cloth wrinkling and UV stretch corrections. No ballooning stretched-out shoulders and underarms in this blouse.

- As is customary in Bad Kitteh Co Clothing, this blouse too has a selection of manual adjustment/fitting morphs to aid with more extreme poses or morph mixing.

DAISY DUKES

- Dukes.cr2 are classic Daisy Dukes shorts with slightly rolled up pant legs.



- Main feature of the Daisy Dukes are it's numerous styling morphs which include unbuttoning and undressing for those 'oops, it came undone' embarrassing moments.

- Shorts also include a 'hang from a hook' morph which is meant to be used unconformed (as a scene prop) and simulates shorts hanging off

a dressing hook or a door knob.

- Daisy Dukes also have numerous JCM morphs working together (and automatically) which offer hip bending with built in cloth wrinkling and UV stretch corrections.

- Dukes shorts also have a selection of manual adjustment/fitting morphs to aid with more extreme poses or morph mixing.

TOOLBELT



- Toolbelt.cr2 is a conforming piece. It initially loads with no fitting morphs applied. This toolbelt can be used with the shorts, with underwear from the welder girl set or with nothing at all.

- To fit it over Daisy Duke shorts in this set, please

dial "FitOverShorts" morph located in the toolbelt to 1.0.

- Several pouches on the toolbelt are rigged for movements. Dials for the movements are available in BODY section of the toolbelt.

- Since the toolbelt would be a naturally constraining piece of clothing it is not meant to work in more extreme poses, even within V4's range limit, especially in squatting poses.

- Toolbelt is filled with styling morphs giving it a lot of additional playful or utility character

- Toolbelt also has several unbuckle and open morphs which can be used in conformed state to simulate undressing.

- Special feature morph in the toolbelt is 'DropOnTheFloor' and it is meant to be used unconformed, turning the toolbelt into a scene prop.

- Since there are several very nice sets of tools already available for Poser and DAZ Studio, we did not make tools to fit inside the toolbelt.

- Toolbelt has a selection of manual adjustment/fitting morphs to aid with more extreme poses or morph mixing.



LADDER

- Ladder.cr2 is an aluminum style ladder figure, a bonus item in this set.

- It is rigged to open and close.



PEDESTAL

- Pedestal.cr2 is also a bonus piece in this set. It is a chunk of asphalt torn out of the ground.

- It has a plane simulating water and a morph exposing it and giving you puddles.

TEXTURES AND SHADERS

- Textures for this set have shaders for DAZ Studio 4.6 and above, and for Poser 9 or Poser Pro 14.

- Each set of mat poses (shader settings) makes use of several texture maps. In most cases there is a color diffuse map, bump map, specular map and a displacement map.

- Poser users, for best results please make sure that the 'displacement' is ON in your render settings.

- Material presets are found in your runtime Materials section, for both Poser and DAZ Studio. End user does not need to do anything special but load the MAT pose, for the correct program specific setting to apply. Poser will know to use Poser files, and DAZ Studio will know to load DAZ Studio compatible files.

- Most texture maps are 4096x4096 pixel JPG files. Most displacement maps are 4096x4096 TIFF files to ensure smooth displacement.



- All textures are created to give good quality for close-up renders. The drawback to this is that due to large files, the set may be heavy on resources in multi-figure scenes. More advanced users may want to make a copy of the textures in a separate directory and resize them as desired with help of any of the numerous image editing programs available.

- As is usual with 3D, shader settings may need to be adjusted manually to perform best under the lighting of your choice. Material presets and shaders in this set were optimized for medium intensity white light with a medium strength IDL (Indirect lighting) component. Using them with strong IDL settings, the specularity may weaken, and without IDL, specularity may appear too strong. It is up to the end user to adjust this as needed.

POSES

- Several fun and utility poses have been included with this set to aid fitting things together.

- Shoe Fit Pose is necessary for the Shoes to fit V4. It can be applied to V4 before or after conforming the shoes.

- Fun poses are made with Basic V4 body shape. When body morphs are used the poses may need to be slightly

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