

How to use it in few steps

1) First of all, wear your mesh clothes and their alpha masks if required (wear these last doing 'right-click > Add').

2) Then go to your mesh head folder and wear:

- "Acacia – Head Alpha Mask" (always doing 'right-click > Add')
- "Acacia – Alpha Hair"
- "Acacia – Shape"
- "Acacia – Head"

3) Optionally you can also wear:

- "Acacia - Eyes Alpha Mask" (do 'right-click > Add')
- "Acacia – Eyes"

These are mesh eyes (you can edit them as they comes with M/C permissions) but if you prefer to use the default SL eyes then take off these two items and stick with your own eyes (if you don't already have, feel free to use the full-perm "Acacia – SL eyes").

HUD

Your mesh head can be colored through HUD in order to match your skin color. Wear "Acacia – Head (RGB HUD)" and use the buttons (to the right) to choose the head's parts you want to color.

Actually the parts are three: Head, eyebrows and lips.

It's very simple!

P.S. You can also save your favourite colors clicking on arrows icons.

Stuff for nerds ;-D

In the "Vanilla" folder you will find a unscripted mesh head with M/C permissions for your own purposes with included full-perm textures which you can open, save to your desktop and edit with GIMP or Photoshop. Vanilla head comes as it is uploaded in SL so it doesn't have facial animations, if you need them just copy all the items inside the folder "Animate" into the vanilla head.