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► BUILD

Rezz a box and go to Object Tab. Set as sculpted and drop the sculpt map from inventory. Go to the Texture Tab, and drop the shadow map or the texture.

You can use the Example to see the size, repeats per face, stitching type....

To see better your sculpts without increasing the lag; follow this steps:
- [Ctrl] + [Alt] + [D] to show the Advanced Menu on top bar.
- Select "Debug Settings...".
- Write the word in the space "RenderVolumeLODFactor" and rise it till 5.

► BUILD WITH REZZER OPTION

Rezz a prim and call it "Hydra". Take it to your inventory.

Rezz the rezzer and drop the prim Hydra you created, into contents tab.

Click "Yes" when requested permissions. Now it is ready to build. Click the rezzer to start.

► REFUNDS

There are no refunds or exchanges, these are full perm items.

► REDELIVERY

For a redelivery, please send me a notecard with your avatar complete name and transaction history. Instant messages sometimes are capped.

► PERMISSIONS.

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