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►DESIGN

Mesh are only visible using a viewer that supports themselves, like Second Life Viewer 3, Phoenix 1.6.0, Singularity 1.6.0.3 and Firestorm 3.2.

You can customize your viewer to see mesh items:

In Phoenix: Edit - Preferences – Graphics (at least on Mid). Enable checkboxes: Custom, Hardware skinning.

Rigged meshes cannot be resized or modified. They are attached to your avatar skeleton bones and they stretch following those bones.

Alpha Layer makes you possible to see better the mesh. Alpha textures are included to create your own alpha layers and put together with other alpha textures from other body parts, if necessary.

Hydra Mesh uses the Standard Sizing Shapes. Use or modify the shapes provided in the package, or download free here: https://marketplace.secondlife.com/p/Standard-Sizing-Package-Updated-Male-Female/2894727

Download the .psd file (UV Layout, ambient occlussion, texture and alpha layers) in the url provided to make your own textures.

To sell your mesh design, you as a creator, link your own root prim to the mesh.

► 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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