

INSTRUCTION MANUAL

THE FIRST APPROACH (Basics)

- Drop the box you received on the ground.
- Left click it (Box will send a folder to your inventory).
- In your inventory, go to the new folder and wear the following items :

- > Horo - Alpha Hair
 - > Horo - Alpha Mask
 - > Horo - Alpha Skin
 - > Horo - HV5 : [SHAPE NAME] (Generic Shape)
 - > Horo - HV5 : [MESH SHAPE NAME] (Rigged Mesh)
- Optionally, wear also 'Horo - HV5 : [MESH SHAPE NAME] (HUD)'.

NOTE: Viewer restart is no longer required.

GRAPHICS (Let's play with some settings...)

In order to see your mesh shape correctly you need to improve your graphics.

- In your viewer (at the top), go to 'Me -> Preferences... -> Graphics [Tab]' (In Firestorm is: 'Viewer -> Preferences... -> Graphics [Tab]').
- In 'Graphics [Tab]', click the 'Advanced' button and check the following boxes:

Required

- . Basic shaders
- . Lighting and Shadows (this is fine even if 'Shadows' are set to 'none')

Optional

- . Atmospheric Shaders (Optional)
- . Anisotropic Filtering
- . Antialiasing (atleast set on 2X)

DEBUG SETTINGS (Introduction to the LOD)

Increase the LOD will make you able to see nicely distant mesh items (and sculpties).

- In your viewer, enable 'Advanced Menu' (visit 'http://wiki.secondlife.com/wiki/Advanced_menu' for a tutorial).

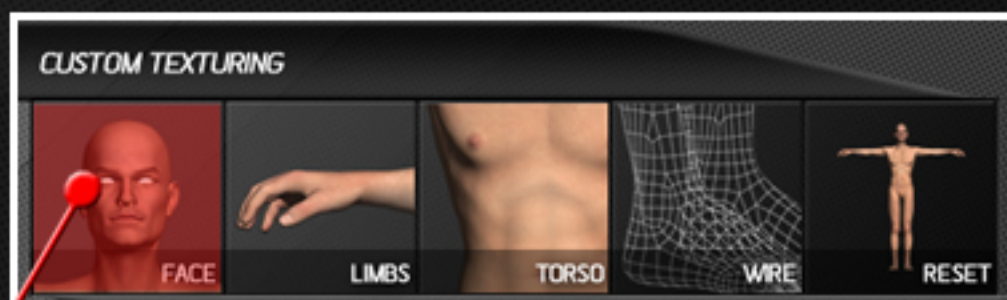
- In your viewer (at the top), go to 'Advanced' and click on 'Show Debug Settings'.
- In the new popup window, click on the text field and type '**RenderVolumeLODFactor**'.
- Change the default value of 2.000 to 5.000 (or more than 10.000 if your graphics card is in a good mood).

SKINS (Introduction to skinning)

Human V5 shapes and extras (like custom heads), supports as well custom and(or) installable skins via HUD setup.

CUSTOM SKINS PROCEDURE

- Wear 'Horo - HV5 : [MESH SHAPE NAME] (HUD)'.
- In your HV5 main folder (where your mesh shape is present), you will find a folder called 'Custom Templates', open it and save each texture you see (respectively 'FACE', 'TORSO' and 'LIMBS') to your drive (textures have full permissions so you are able to open them and save them to your drive as .tga).
- Play with these templates as you want, with Photoshop, GIMP or any other graphics software then import (upload) them back into Second Life.
- After the upload, go to your inventory and right click (for eg.) the texture 'FACE' and click on 'Copy Asset UUID'.



- Click the 'FACE' button in your 'Horo - HV5 : [MESH SHAPE NAME] (HUD)' and in the text field of the popup window that will appear, do right click, paste and click on the 'Submit' button. If you did anything correctly, you should have your face skin applied to your mesh shape. Do the same procedure for 'LIMBS' and 'TORSO'.

NOTE: *UUID texturing is even a good thing if your friends wants to share their own skins with you.*

NERD WAY

Use the 'Vanilla' shape (non-scripted rigged mesh shape with modify/copy permissions) to apply manually each texture on each body's face. In terms of money this procedure is a way better as you can use local textures.

WIRE AND RESET

In the 'Horo - HV5 : [MESH SHAPE NAME] (HUD)', you will find two buttons: 'WIRE' and 'RESET'. Wire will make you know the exact position on each body's polygon (this is useful when you do custom texturing). Reset might have two functionalities independently from what you are doing. It is used to reset the skin to default but even to install extra body parts (like custom heads).

MESH CLOTHES (Let's try this way...)

In the previous Human series was possible using alpha layers by uploading textures with alpha channels (.PNG and .TGA), anyway this procedure was a way too complex for many people. In Human V5 you don't need to deal with external graphics software, just hide (through HUD) the interested body parts.

GRAPHICAL EXAMPLE



This is a mesh shirt found in SL Marketplace and that's what happens when it is worn on HV5 Kevin mesh shape without using alpha layers. So, just open your HV5 HUD and click the button responsible to hide arms (as in the small picture below).



THE RESULT

The result is a clean worn t-shirt. You are able to hide eight parts of your body respectively 'head', 'face', 'torso', 'arms', 'bottom', 'legs', 'feet' and 'hands'. It is even possible to show/hide the full body or do different combinations.



NOTE: That does not mean you will be able to wear ANY mesh cloth but this way significantly increase the possibilities to wear them.

COMPATIBILITY (New version, new concept...)

COMPARING TABLE (General)

	HV3	HV4	HV5
HV3 Skins	YES	YES	NO
HV4 Skins	YES	YES	NO
C-Mesh Heads	NO	NO	YES
HV3 Clothing	YES	NO	NO
C-Texturing	YES	YES	YES
Alpha Layers Combinations	DIY	DIY	YES
Commands	MANUAL	MANUAL	HUD
Skin Auto Renderer	NO	NO	YES

SKIN AUTO RENDERER (New feature)

In the previous Human series (in many occasions) you had to enable the viewer option called "FullResTextures" or rez your shape on the ground to see properly your skin. In Human V5 all that is no longer required, just wear your shape and wait for the skin to be loaded...

...But, if for some reasons your skin refuse to load then you can try some of these steps:

- Rewear your rigged mesh shape.
- Restart your viewer.
- Empty your cache and restart your viewer.
- Click the 'Reset' button in your HV5 HUD.
- Switch region.

If none of these steps worked, please contact Acacia Co., (info@acaciaarchitecture.com) eventual bug reports are always accepted and carefully considered, same for suggests critiques or eulogies.