



What is it?

A 'Human' mesh shape it's a full 3D mesh body rigged over the default Second Life skeleton. Human's project main purpose is making nice looking avatars, more complex and detailed than ones you have by default in Second Life.

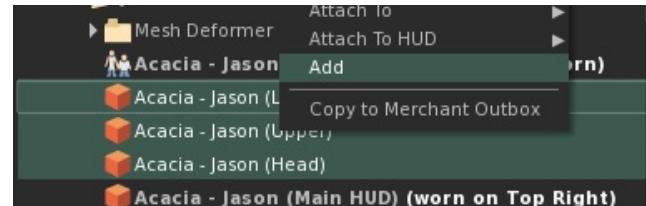
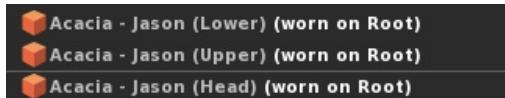
Let's start!

Unpack the bag you purchased then look in your inventory for the folder given to you (Recent items).

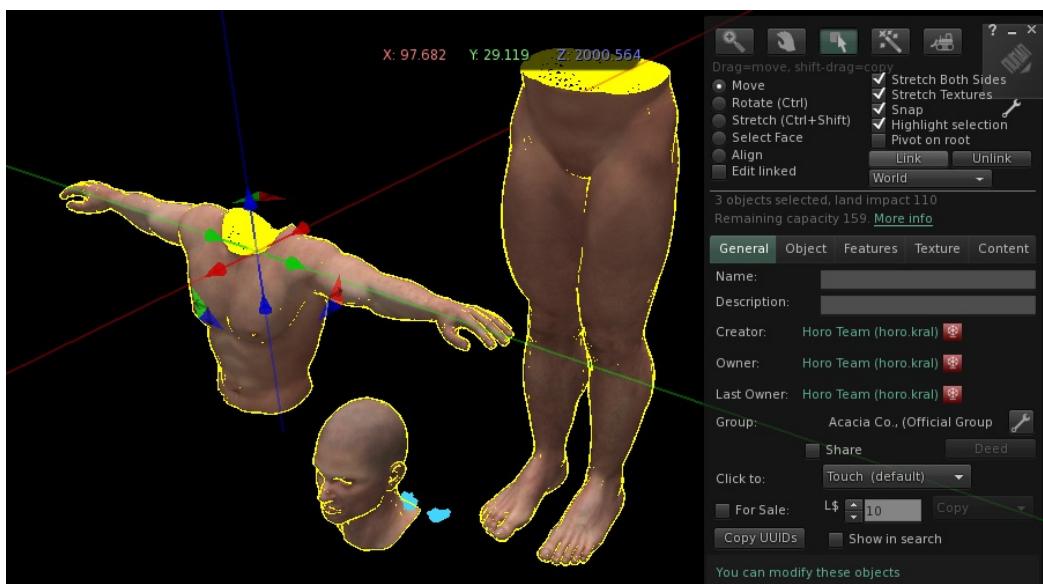
Wear these items:

- ... Alpha Hair
- ... Alpha Mask
- ... Alpha Skin

Then, like in the picture at the right, select each part of body [head, upper and lower] and click 'Add'. Any item will be worn on 'Root' attachment point.



Alternatively, if you don't mind using extra body parts, you may link these three items in one single object like in the picture at the bottom*.



* Selecting the body parts to link.

Introduction to alpha layer combos

In the picture at the bottom you can see a rigged mesh t-shirt that doesn't fit properly on the body shape, to get around this issue you need to use 'Alpha Layer Combinations' present in your Human HUD.



Click the body parts that pop out from the t-shirt to hide them, in the picture case was needed clicking 'front torso', 'back torso', 'deltoids', 'biceps', 'brachialis', 'brachioradialis' and 'extensor carpi' [any button has a switch function "hide/show"]. Result will be like in the next picture.

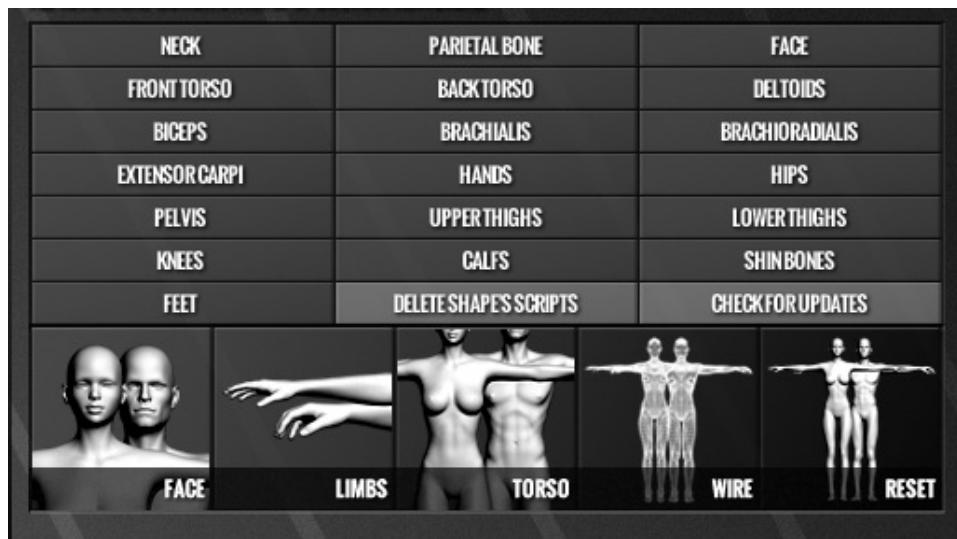


General improvements

There are some differences from Human* and Human V5, most of them are about scripts that in the latest version have been minimized and improved. Human* has a different concept on how to manage extra body parts. Human V5 extra body parts used to work like "background processes", for example, if you worn a custom head the default one gets hidden but still there, so you have two heads, one invisible and one visible, with Human* you can just add a custom head and detach the old one, same thing for upper and lower, in this way everything is clear and more orderly. Human* fully supports Human V5 skins as both versions share the same UV maps for the 3D models. Any Human* body part is mesh deformer ready http://automated-builds-secondlife-com.s3.amazonaws.com/he/repo/oz_project-2/rev/273384/index.html, give it a try if you feel adventurous as this viewer still in alpha version. Human* extra body parts [when ready] will support alpha layers.

* Collection 2013/2014

Introduction to HUD



1. Alpha Layer Combinations

From 'neck' button to 'feet'. These are the buttons you need to click to hide/show your body parts.

2. Delete shape's scripts

This is the button you need to click in case you have a ready avatar, skinned, dressed and with alpha layers set. Always remember to keep a backup copy of your mesh shapes before to delete its scripts because after this procedure you won't be able to change skin and alpha layers anymore. As this is a very dangerous procedure, you can ask for a redelivery of a new copy in case something goes wrong.

3. Check for updates

Click this button to receive a new updated box [bag] when available.

4. Custom skins

From 'face' to 'torso'. Feel free to design your own skins as you want. Download the skin templates [for Human V5] at the page "<http://acaciaarchitecture.com/#downloads>". Upload them in Second Life when your artwork is complete then apply them to the mesh body, manually or through HUD using UUID's. For more info's or howto's, read Human V5 manual, page 2.

5. Wireframe mode

This function helps you to know any polygon/face position of your mesh body.

6. Reset

This function will reset your skin, it's no more needed to install extra body parts like in the previous version.



Note: Click on the HUD to reduce it to icon then click the icon to show it back.

Comparative schedule: Compatibilities and differences

...	HUMAN V5	HUMAN*
Human V5 skins	COMPATIBLE	COMPATIBLE
Human* skins	COMPATIBLE	COMPATIBLE
Human V5 extras	COMPATIBLE	INCOMPATIBLE
Human* extras	INCOMPATIBLE	COMPATIBLE
Mesh deformer (body)	INCOMPATIBLE	COMPATIBLE
Mesh deformer (extras)	INCOMPATIBLE	COMPATIBLE
Items permissions (body)	COPY	COPY/MODIFY
Items permissions (extras)	COPY	COPY/MODIFY
Scripts memory	MEDIUM/LOW	LOW
Body parts	UNITED (Linked)	SEPARATED (Unlinked)

*Collection 2013/2014

Support & Informations

For any question please contact support@acaciaarchitecture.com or visit <http://www.acaciaarchitecture.com>.