



## What's new?

In the last two years many things happened.  
Mesh Deformer Project died but a new one reborn from its ashes:  
The '**Second Life Project Fitted Mesh**'.

**Human v6** mesh shapes, were developed from scratch, new models, new rigging, new bones and new skins with only one target, being compatible with the Fitted Mesh Project in the best possible way.

## Comparating Schedule

	Human v5	Human 2013/2014	Human v6
Polygons	29.476	29.476	33.126
Bones	23-25	23-25	45-48
Release Year	2012	2013	2014
Scripts Memory	MEDIUM/LOW	LOW	LOW
Body Parts	Pre-Linked	Separated	Separated and Pre-Linked
Item Permissions (SL)	C	M/C	M/C
Skins Compatibility	HV5	HV5	HV5
Add-Ons Compatibility	HV5	Human 2013/2014	HV6

# 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!

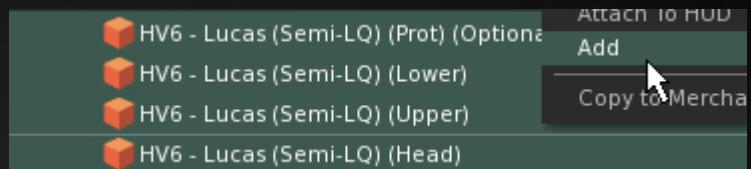
Unpack the bag you purchased then look in your inventory for the folder given to you (Recent items).

Wear these items:

Required	Optional Details
* Acacia - Alpha Hair	* HV6 - ... (Eyes)
* Acacia - Alpha Mask	* HV6 - ... (Eyelashes)
* Acacia - Alpha Skin	* HV6 - Facelight (Optional)
* HV6 - ... (Default Shape)	* HV6 - ... (LQ Physics)

Then, like in the picture at the right, select each part of body ['Head', 'Upper', 'Lower' and optionally 'Prot'] and click 'Add'.

Any item will be worn on 'Root' attachment point.



If you don't mind to buy HV6 add-ons then only use the pre-linked version, wear it with 'Add'.



Wear (Semi-LQ) items only if you are using a 3rd party viewer or an old version of an official Second Life viewer. If you are using the latest version of 'Second Life FittedMesh Viewer' (which can be downloaded [here](#)) then you should wear (LQ) items as they supports more bones you can play off and does support physics.

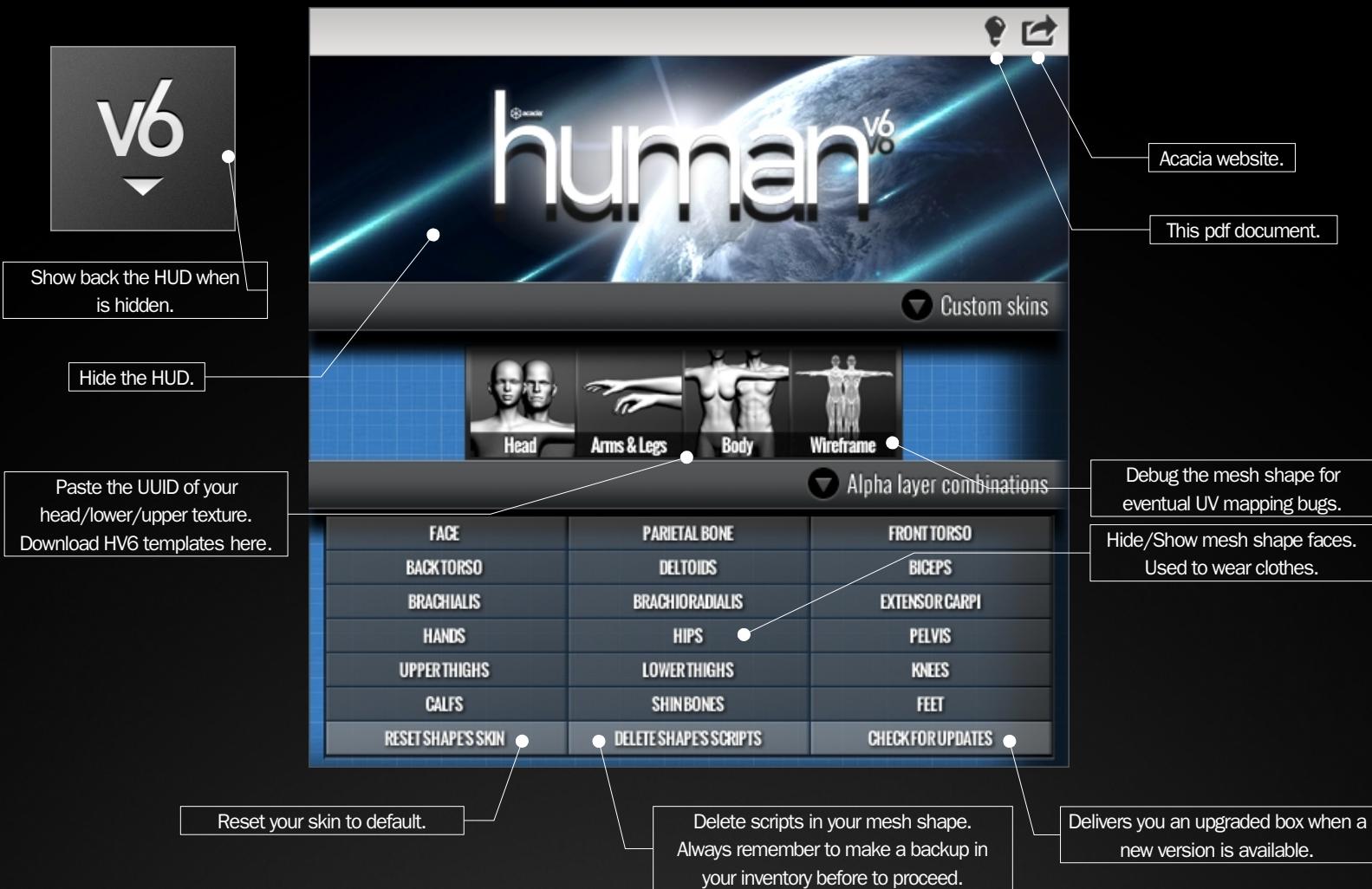
## Tips & Tricks

\* With the 'FittedMesh viewer' you can also edit your shape over using alpha layer combinations to hide those body parts that pop out from your clothes.

\* If your mesh clothes won't just fit, even if you set alpha layer combinations or new settings in 'editing mode', you can always try to make a skin by yourself with your favourite graphics software using as base the HV6 templates downloadable [here](#), just make transparent (alpha) the parts you need to hide, save the skin as \*.png or \*.tga, copy its UUID and apply it through the "Custom Skin" section of your HV6 HUD (optionally you can do it manually as items comes with modify permissions).

\* Make many copies as you want of your edited shapes with different outfits in order to don't mess with alpha layer combinations anytime you buy new clothes.

# Introduction to HUD



## Contact

For any question please contact '[info@acaciaarchitecture.com](mailto:info@acaciaarchitecture.com)' or visit '<http://www.acaciaarchitecture.com>'. Also, feel free to follow our [Twitter channel](#) and if you like our products, don't forget to subscribe to our [Youtube channel](#).