

INFO-SETUP-LICENSE

MAMEHINATA HAIR SET

CONTENTS OF THE PACKAGE

- 8 HAIR COLOUR SETTINGS

- 1 FBX - 5, 340 TRIANGLES
- 2 KINDS OF 2K TEXTURES + MATCAPMASK, OUTLINEMASK
- 1 MODIFIED EAR/TAIL TEXTURE (PNG)
- LILTOON MATERIALS
- 8 PREFAB - WITH PHYSBONE
- 1 PSD

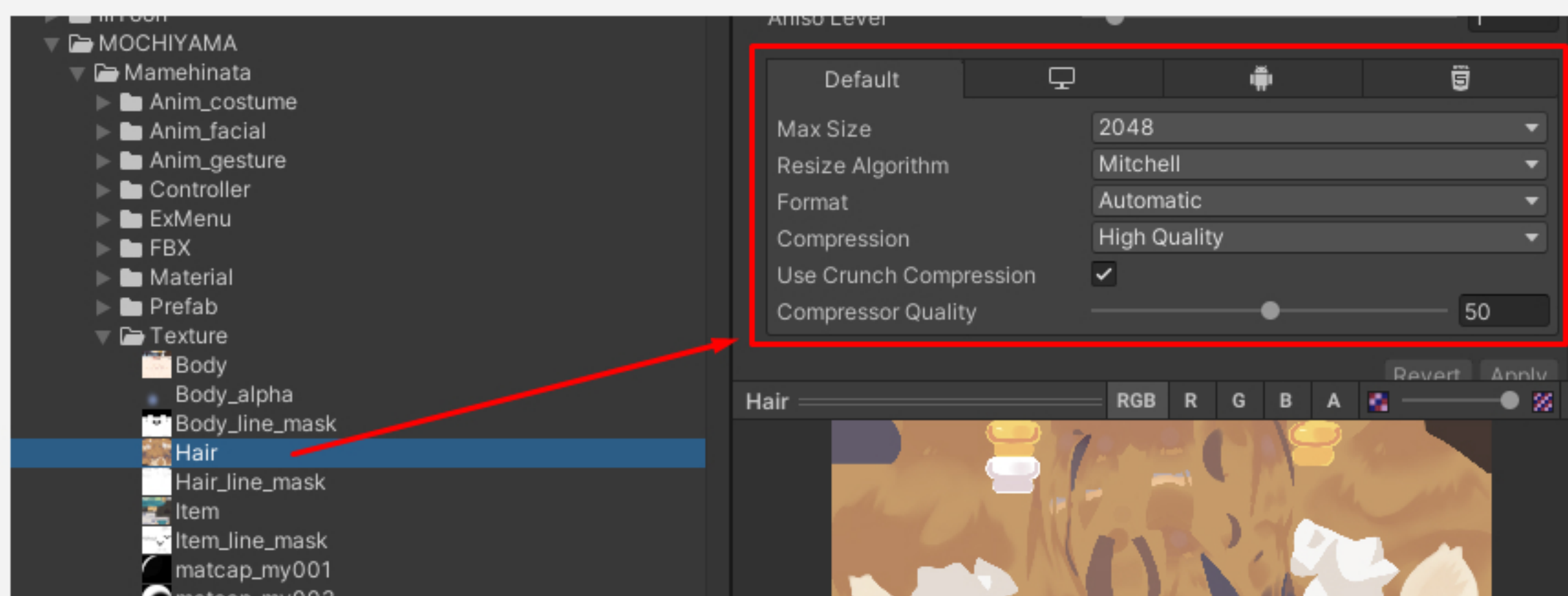
SYSTEM REQUIREMENT: SDK3 AVATARS, UNITY 2019.4.31F1
SHADER: LILTOON [HTTPS://LILXYZW.BOOOTH.PM/](https://lilxyzw.booth.pm/)

PULL THE PERFAB UNDER THE HEAD BONE, OR

YOU CAN USE THE 'DRESSINGTOOLS' TOOL TO ASSEMBLE THE DRESS:
[HTTPS://BOOTH.PM/EN/ITEMS/3639300](https://booth.pm/en/items/3639300)
OR WHICHEVER YOU PREFER ;)

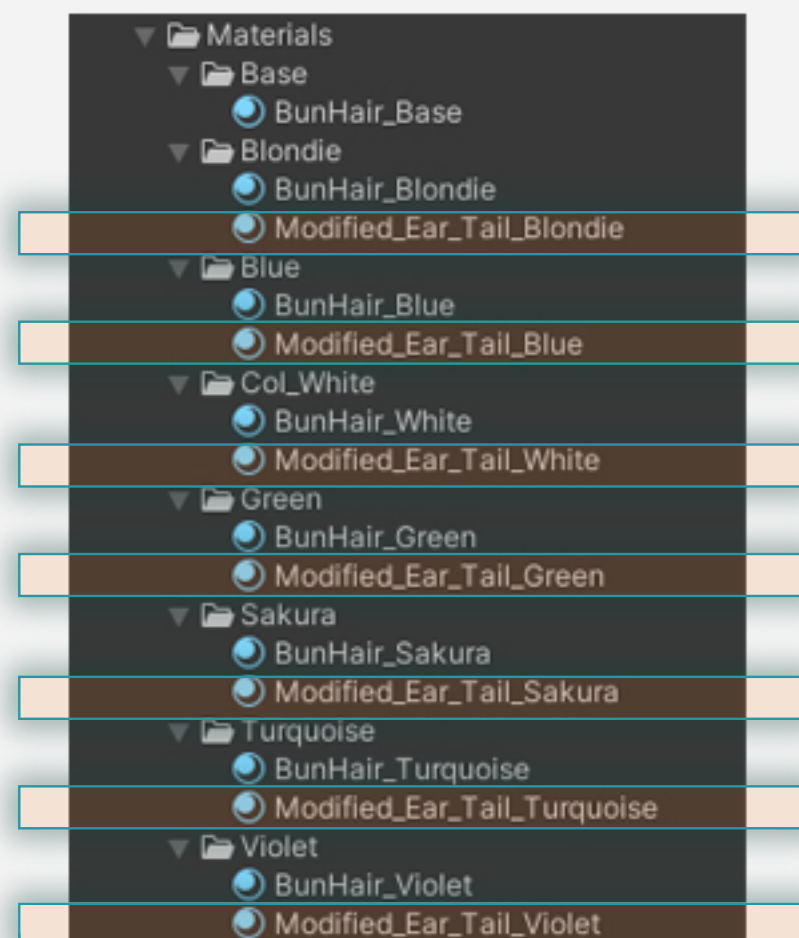


THE TEXTURES OF THE MODIFIED EAR/TAIL WILL BE SHARP
IF YOU USE THE FOLLOWING INPUTS ON THE ORIGINAL 'HAIR' TEXTURE:



USE THE MODIFIED MATERIAL FOR THE EARS AND TAIL.

THIS CONTAINS THE ORIGINAL MOCHIYAMA TEXTURES,
WHICH SHOULD BE ADJUSTED AS ABOVE.



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SUPPORT

IF YOU HAVE ANY PROBLEMS OR NEED HELP WITH THE PACKAGE, DROP ME A LINE.

LICENSE



THE MODEL, TEXTURES AND ANIMATION ARE THE PROPERTY OF THE AUTHOR.
THE ORIGINAL MODEL, TEXTURES AND ANIMATIONS CANNOT BE RESOLD.
THE MODEL, TEXTURES AND ANIMATIONS CAN ONLY BE MODIFIED OR UPDATED FOR YOUR OWN USE AND NOT RESOLD.
THE PACKAGE MAY NOT BE TRANSFERRED TO A THIRD PARTY.

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