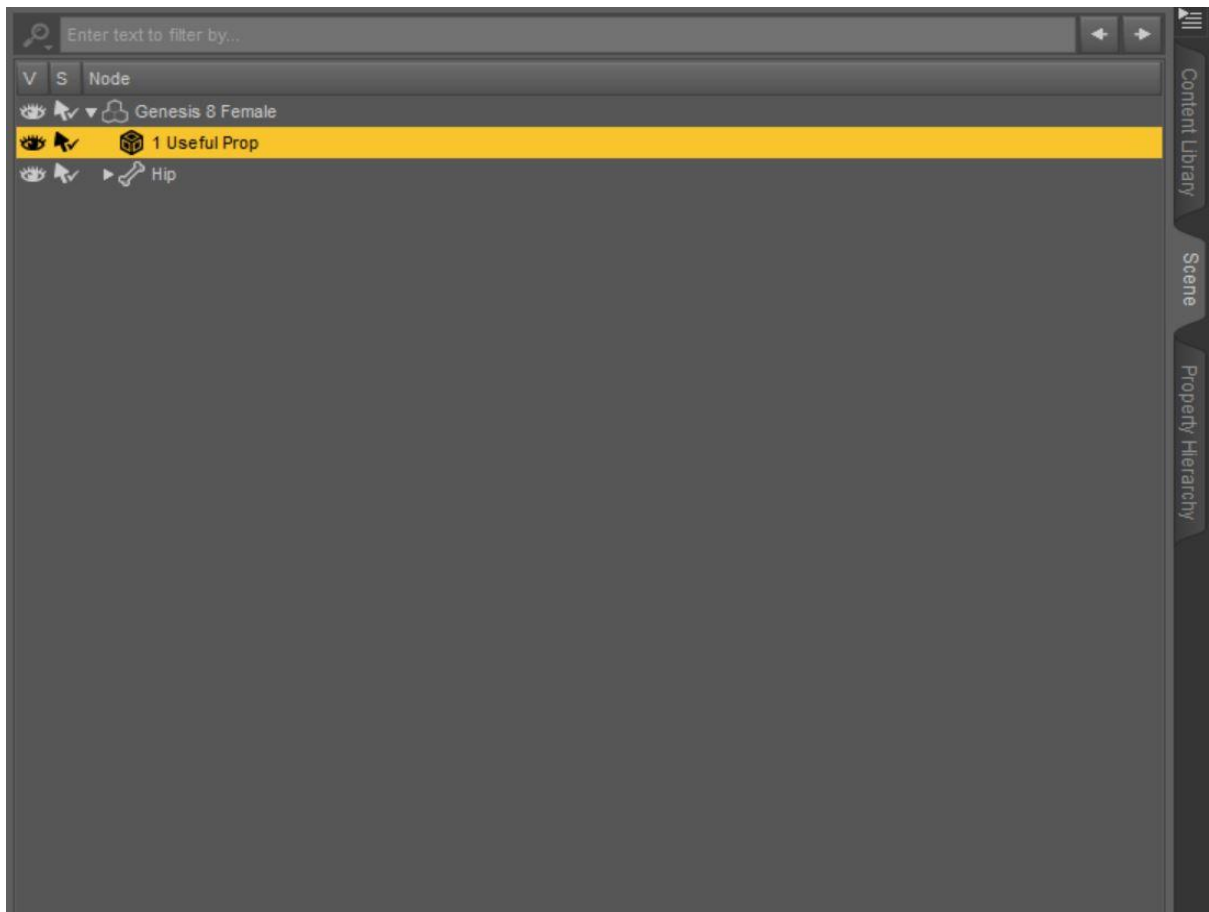# Prop and Hierarchical Pose Tips

Important Note:

To make use of these poses optimally, please parent the prop to Genesis. See an image below for how it should look in your scene tab.

You can do this easily by loading Genesis, selecting Genesis in the scene tab, and then loading the prop. If Genesis is selected, it will automatically parent correctly.

Alternativity: if the prop is already loaded, drag and drop the prop onto Genesis (drop onto the top level node, not on hip).

You can then have either the prop or Genesis selected and applying the hierarchical pose will work correctly.

Prop Type

If a product has more than 1 type of prop, the pose will include a name of the props you need to load. Sometimes a H-pose will use more than 1 prop, in which case simply load them all (with Genesis selected) and then apply the pose as normal.

More than 1 of same Prop

Occasionally, a specific pose may use more than 1 of the same prop. For example a pose holding 3 pencils spread out. It will usually say in the pose name how many times that prop is used. In this example, it might say Pose 01 - Pencil X3, meaning 3 pencils. So when you see X2 or X3 next to a pose name, just load that same prop the correct number of times and all will work fine.

Hierarchical Pose Explanation:

The poses included in this set are hierarchical, rather than standard. This means pose data for both Genesis and the Prop are included in one file.

The benefit of this is if there is a pose with the prop moved in some way, both the pose and the prop will go into the correct position automatically.

Also, another benefit for using hierarchical poses is that you can have more flexibility in how the figure interacts with the prop. One pose can hold the item at the "bottom" and another pose could hold the prop from the "top" if needed. With this extra data, you are not limited to one holding position.

Basically using this method can sometimes offer more flexibility in what you can achieve with poses and props, and can create interesting results.