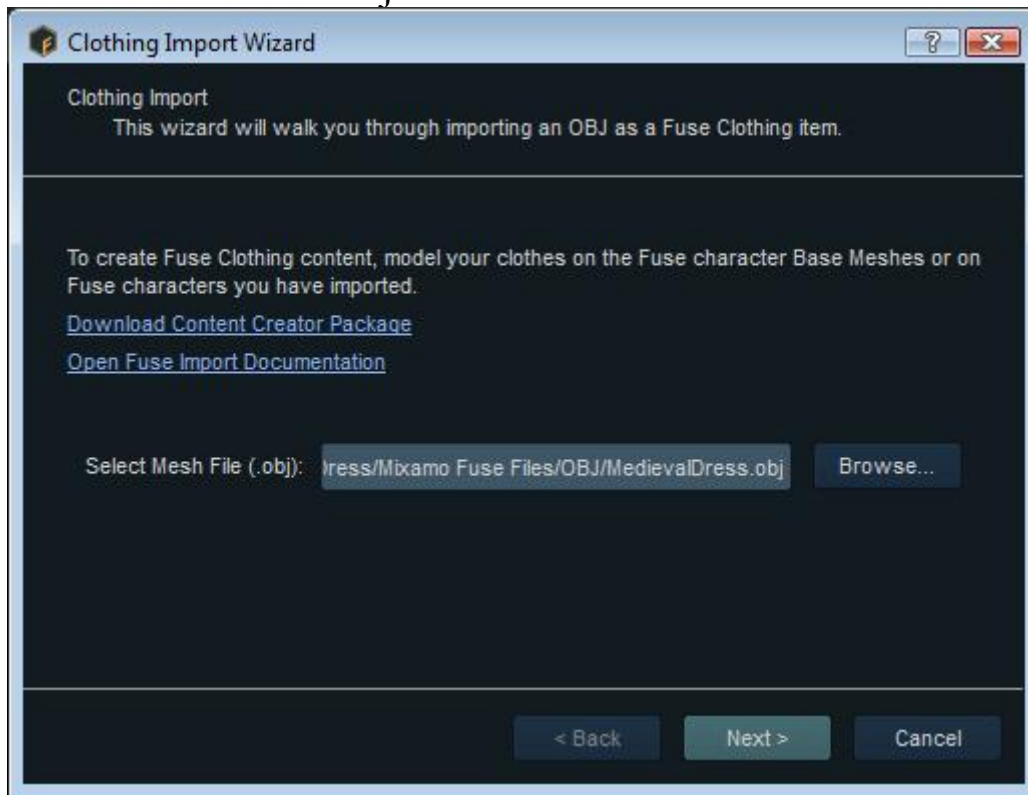


Medieval Dress for Mixamo Fuse

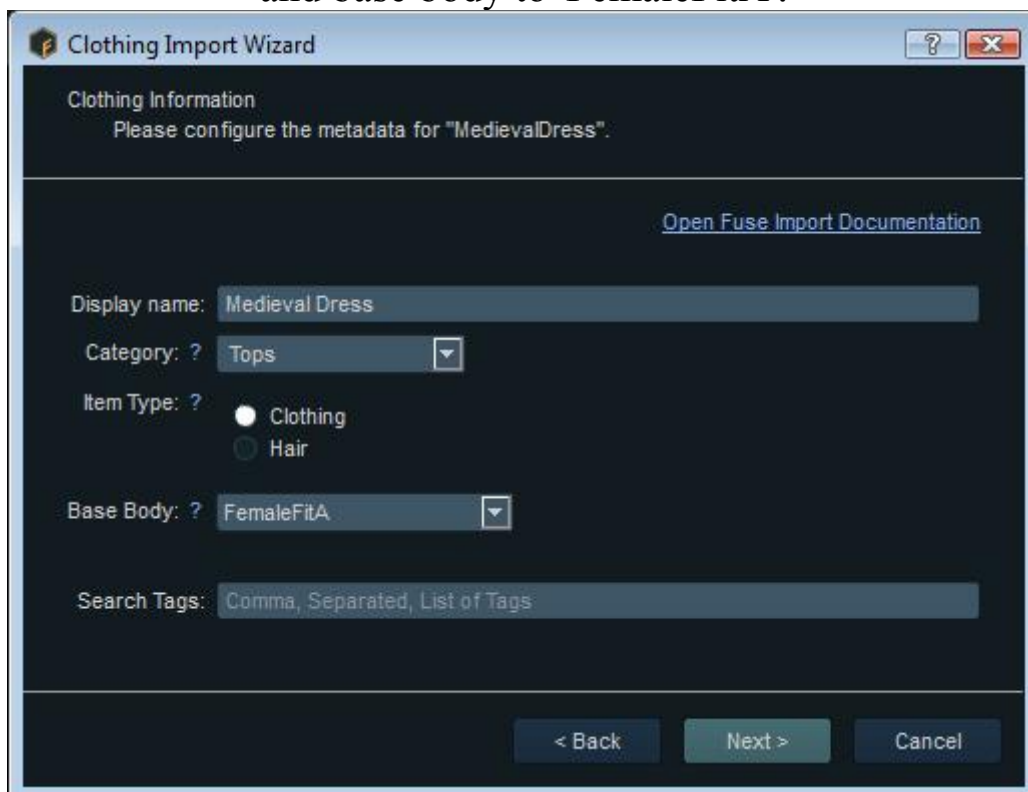


Import the medieval dress into mixamo fuse.
In fuse use 'File/Import/Import Clothing'.

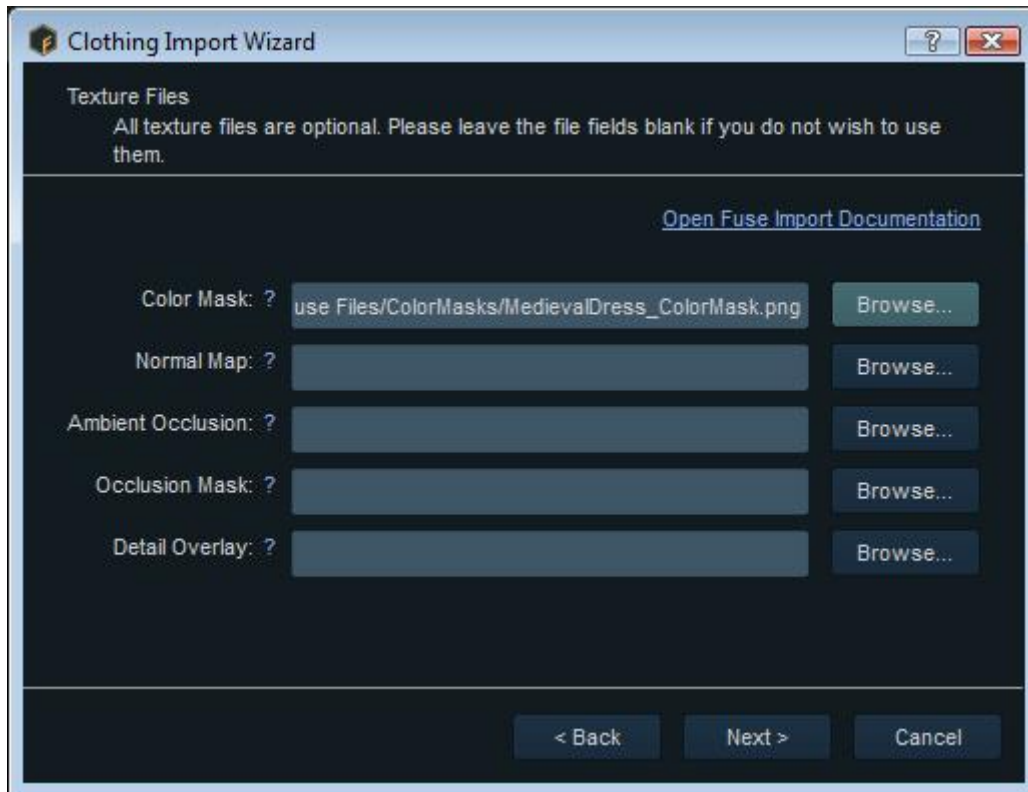
Select the obj-file from the medievaldress.



For the medievaldress you must set category to 'Tops'
and base body to 'FemaleFitA'.



Select the colormask-file from the medievaldress.



Enter all like you see in the following picture.



You are now ready for the next step !

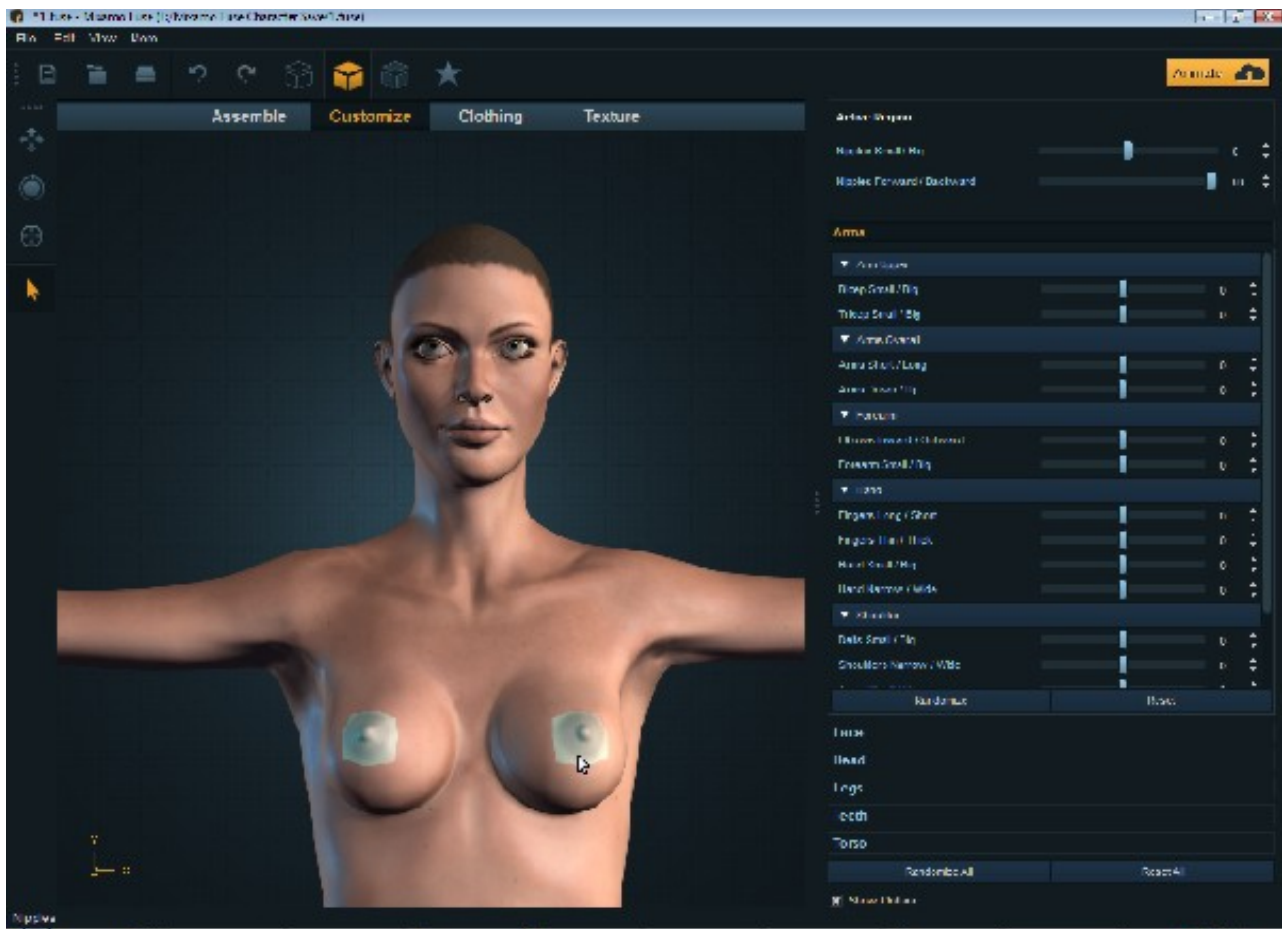
After you have imported the medieval dress you must build a female character under the use of the FemaleFitA bodyparts.

Head, Torso, Leg and Arm.

Then you must select **Customize** and the character nipples.

Set the 'Nipples forward / backward' value to 99.

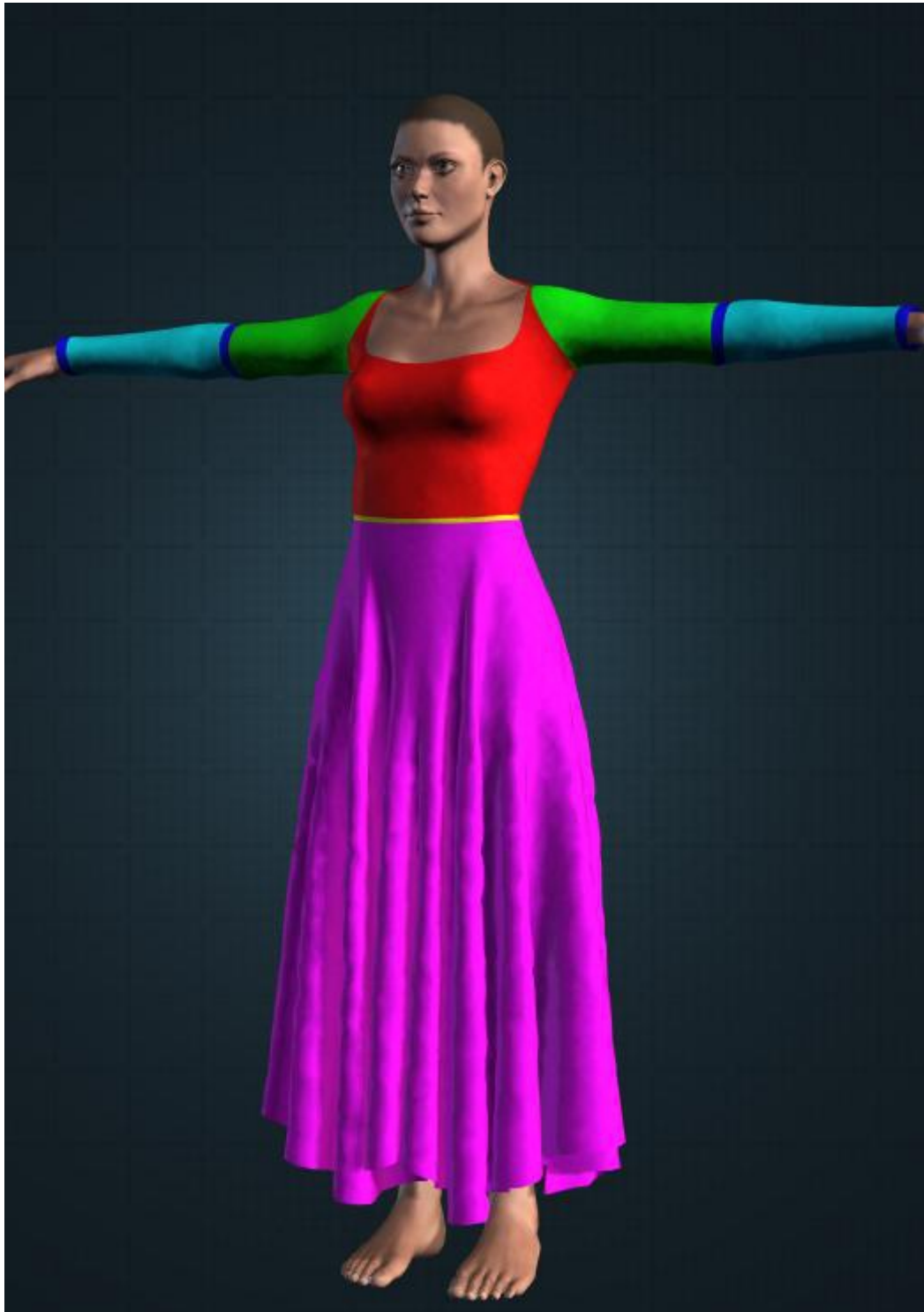
With this you can avoid a peak through the clothings !



Now you can find the medieval dress under **Clothings** and **Tops**.

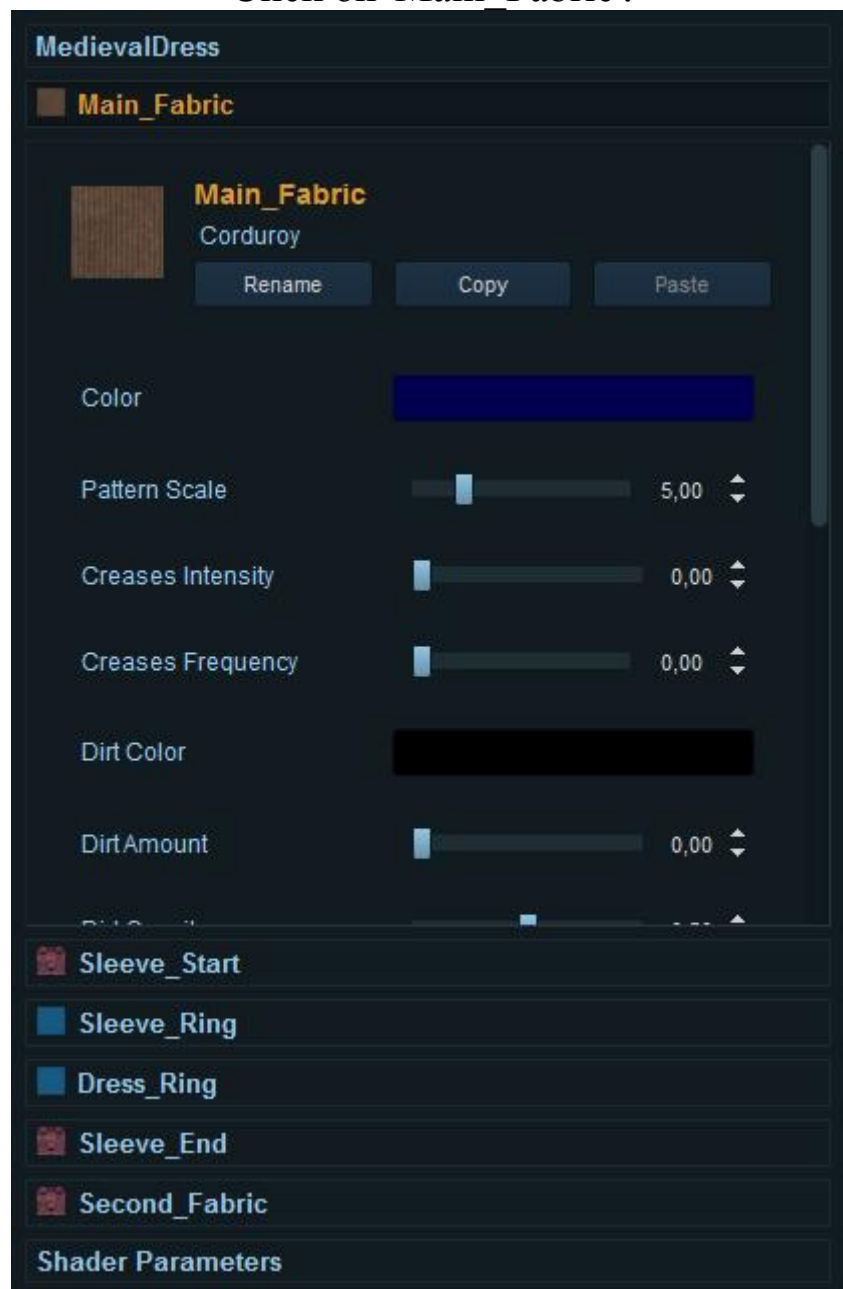


The medieval dress appears and it's colored in the colors from the colormask.

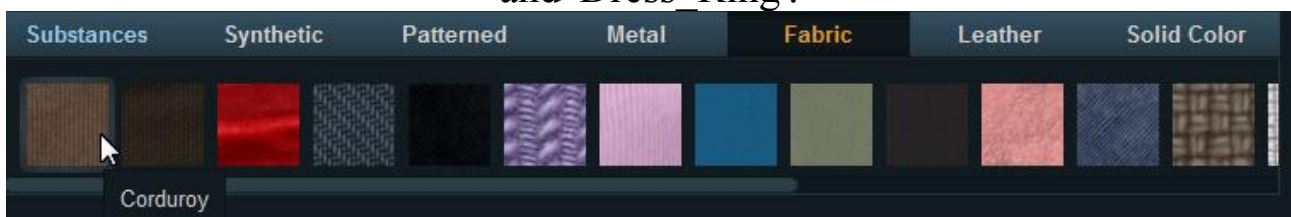


It's now time to select the right texturing for it.

Select now **Clothings** and select then the medieval dress.
Click on 'Main_Fabric'.



As an example use 'Fabric/Corduroy' for 'Main_Fabric', 'Sleeve_Ring' and 'Dress_Ring'.



'Patterned/Damask' for the other.

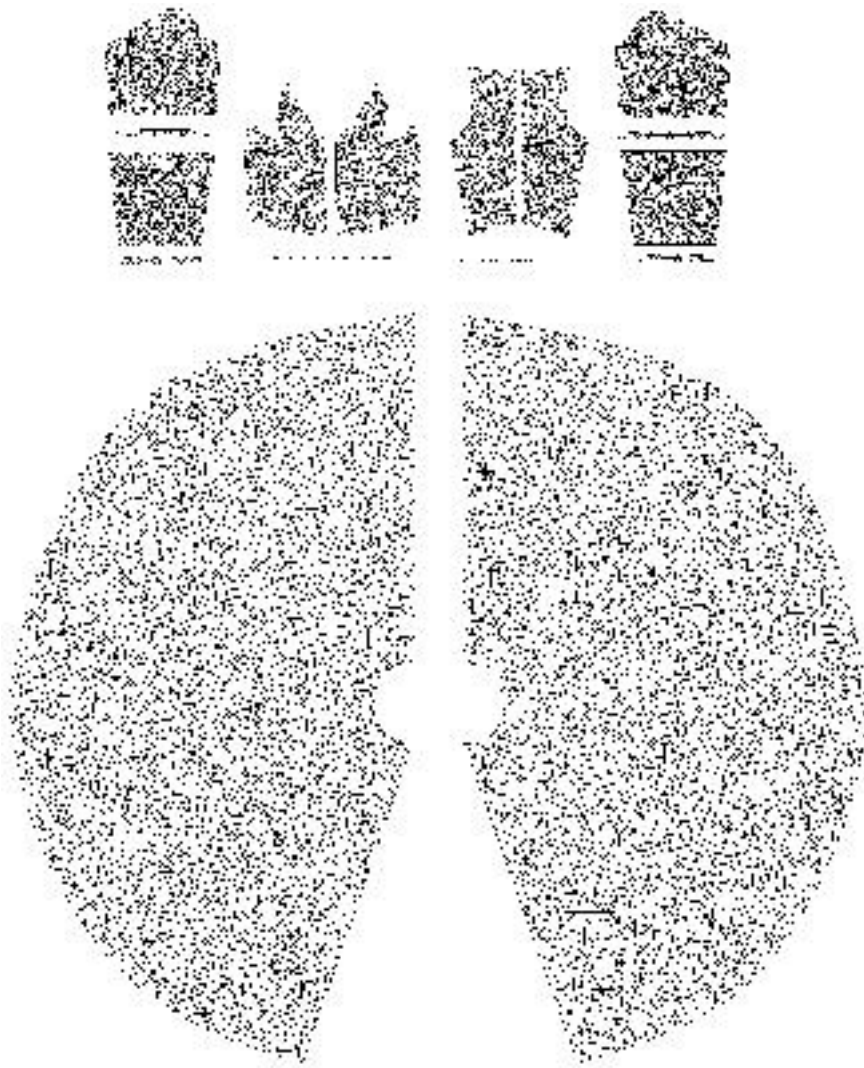


The bathtowel appears in his new look:



Now it's time to rig your character through the 'File/Animate with Mixamo' function.

Under the use of this template file you can draw your own texture files.
Without the use of fuse substances.



This asset includes default textures and 4 materials for the use with
Unity3D.