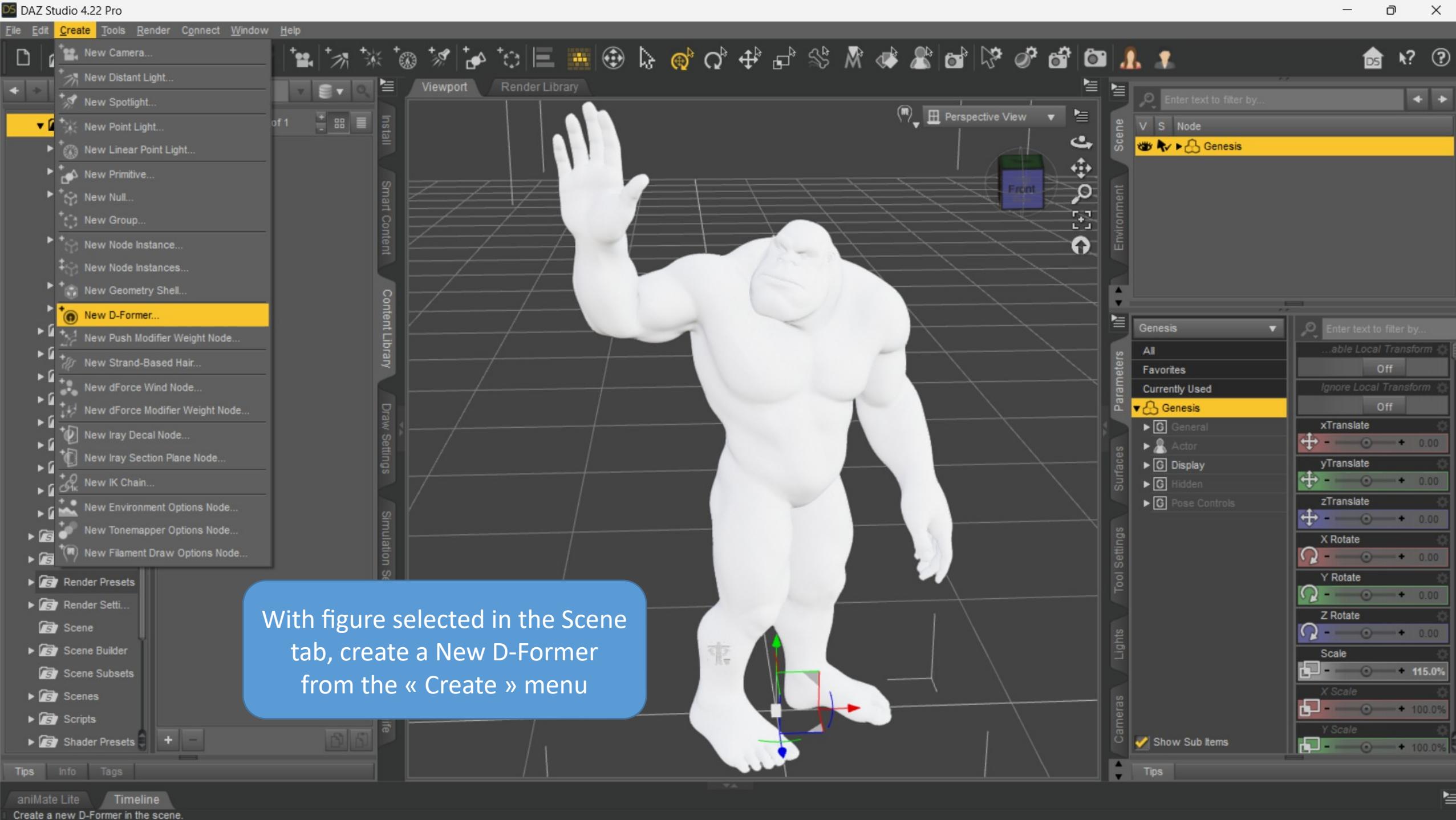
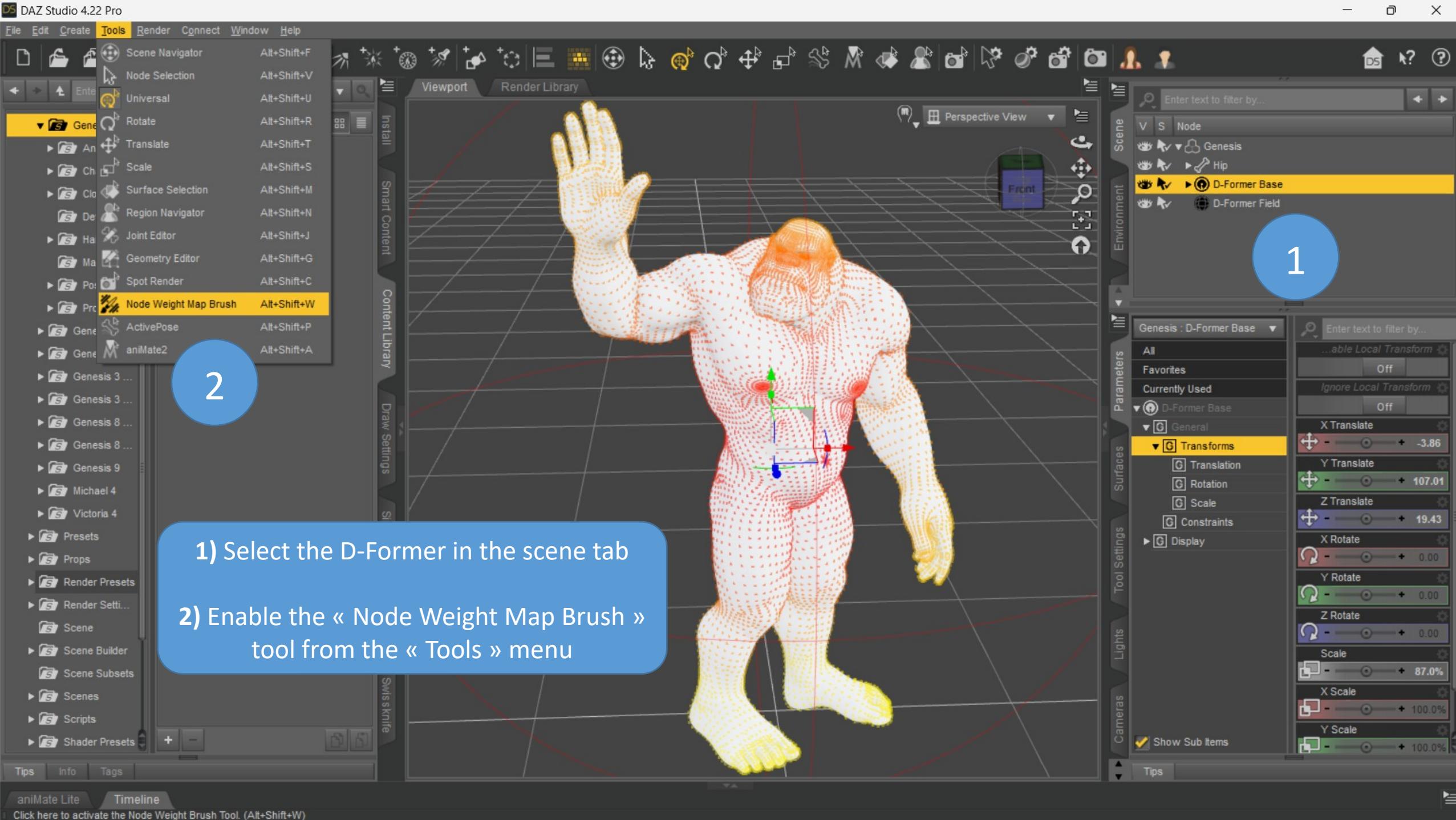
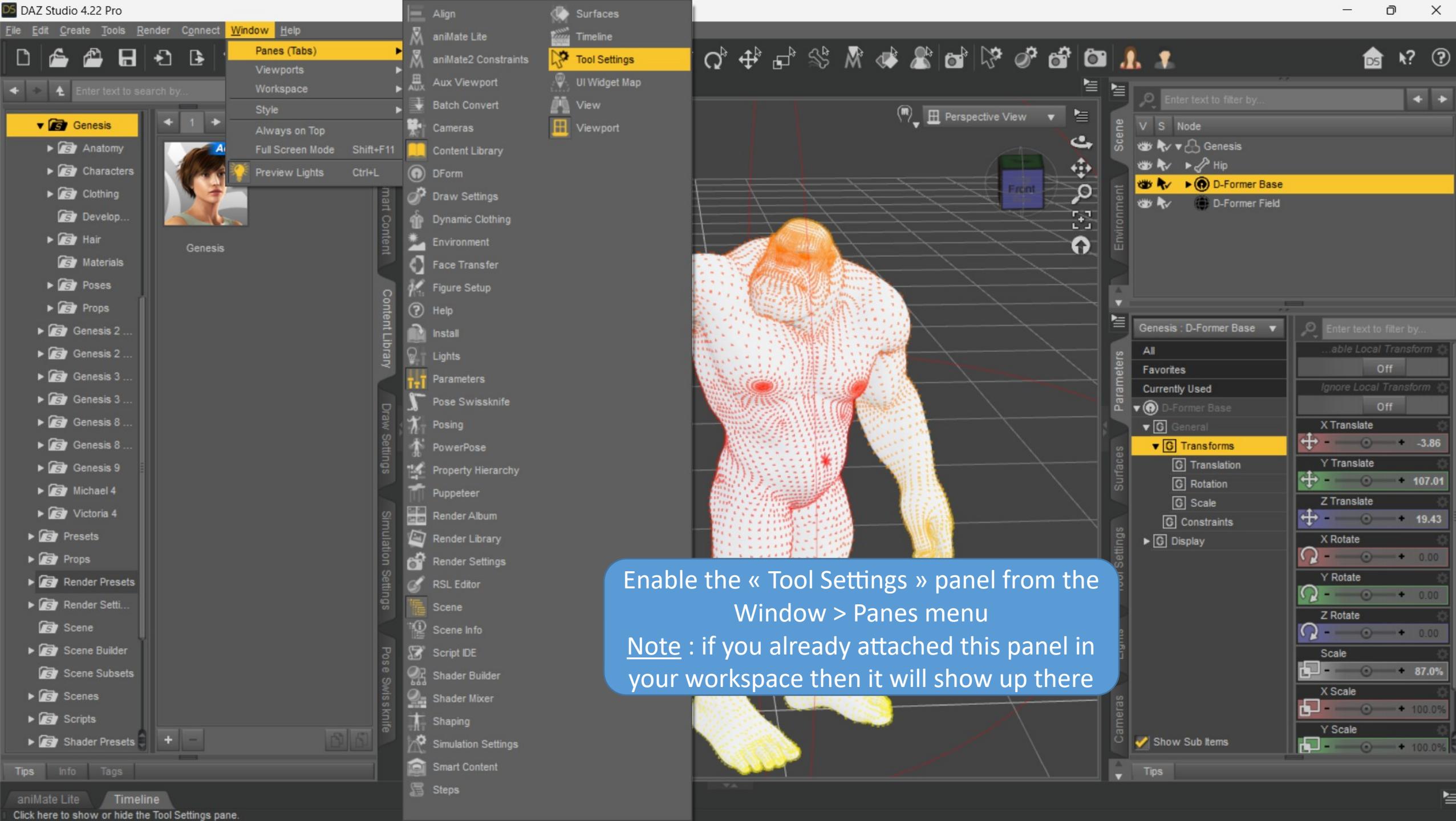


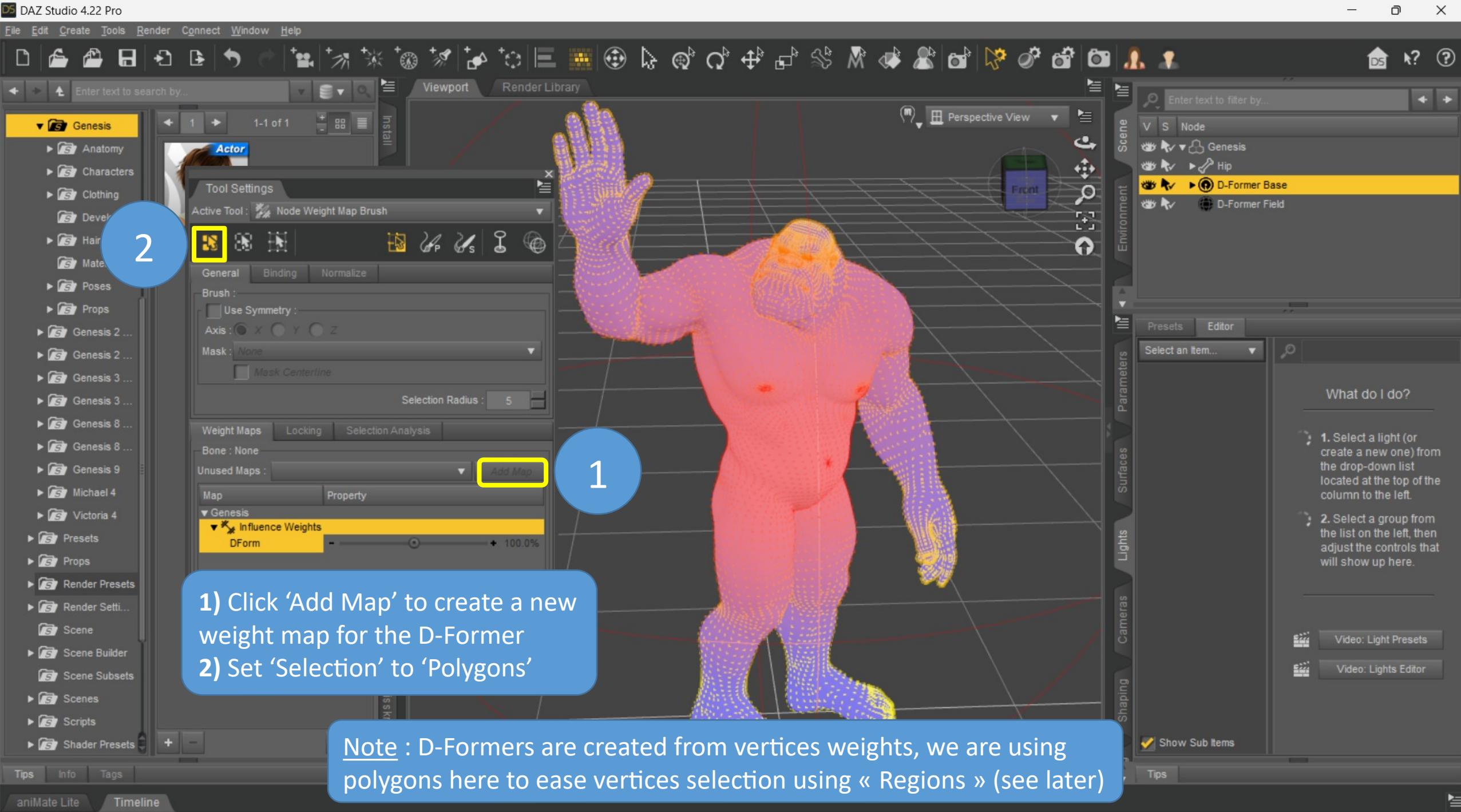
# Head Split D-Former Creation

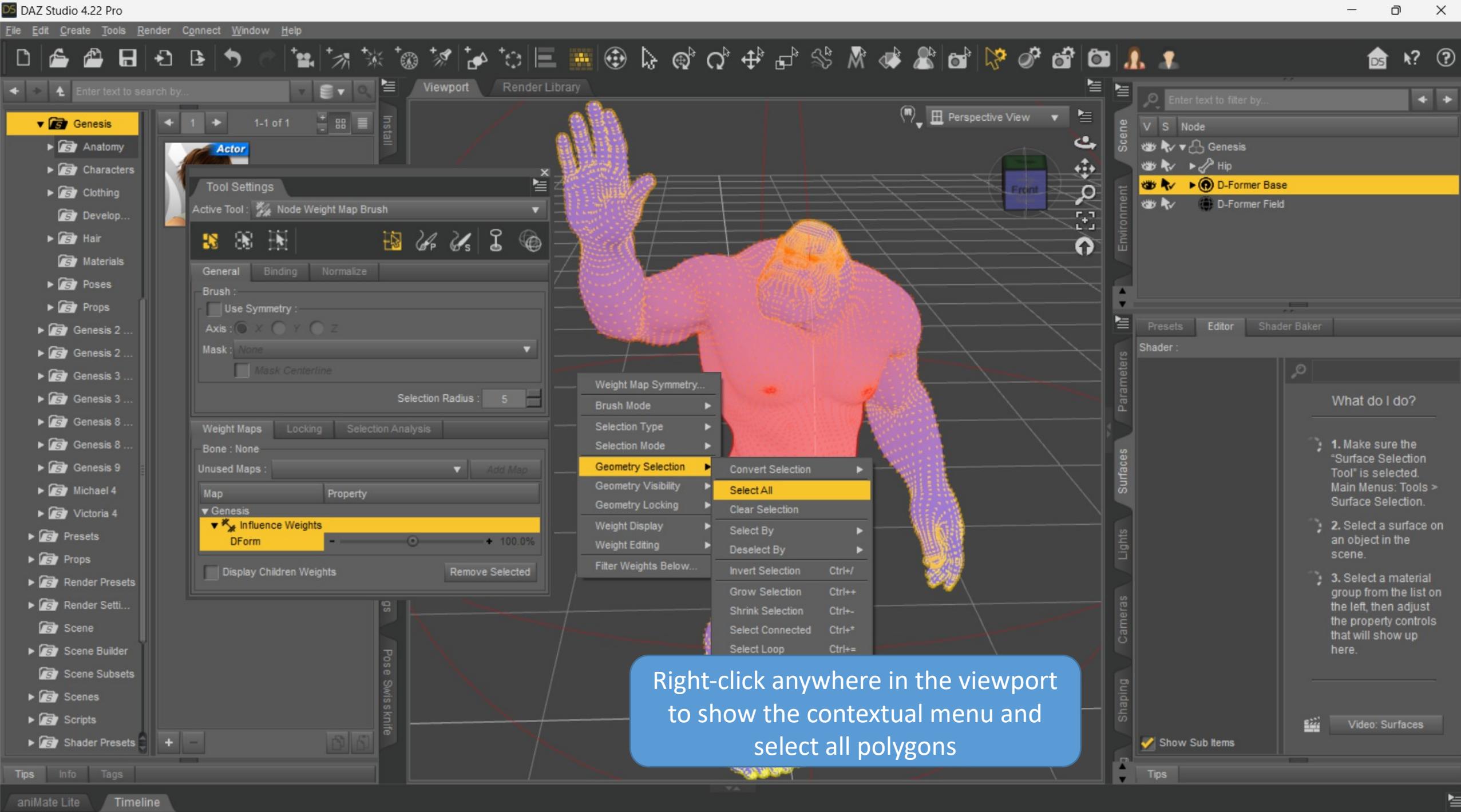


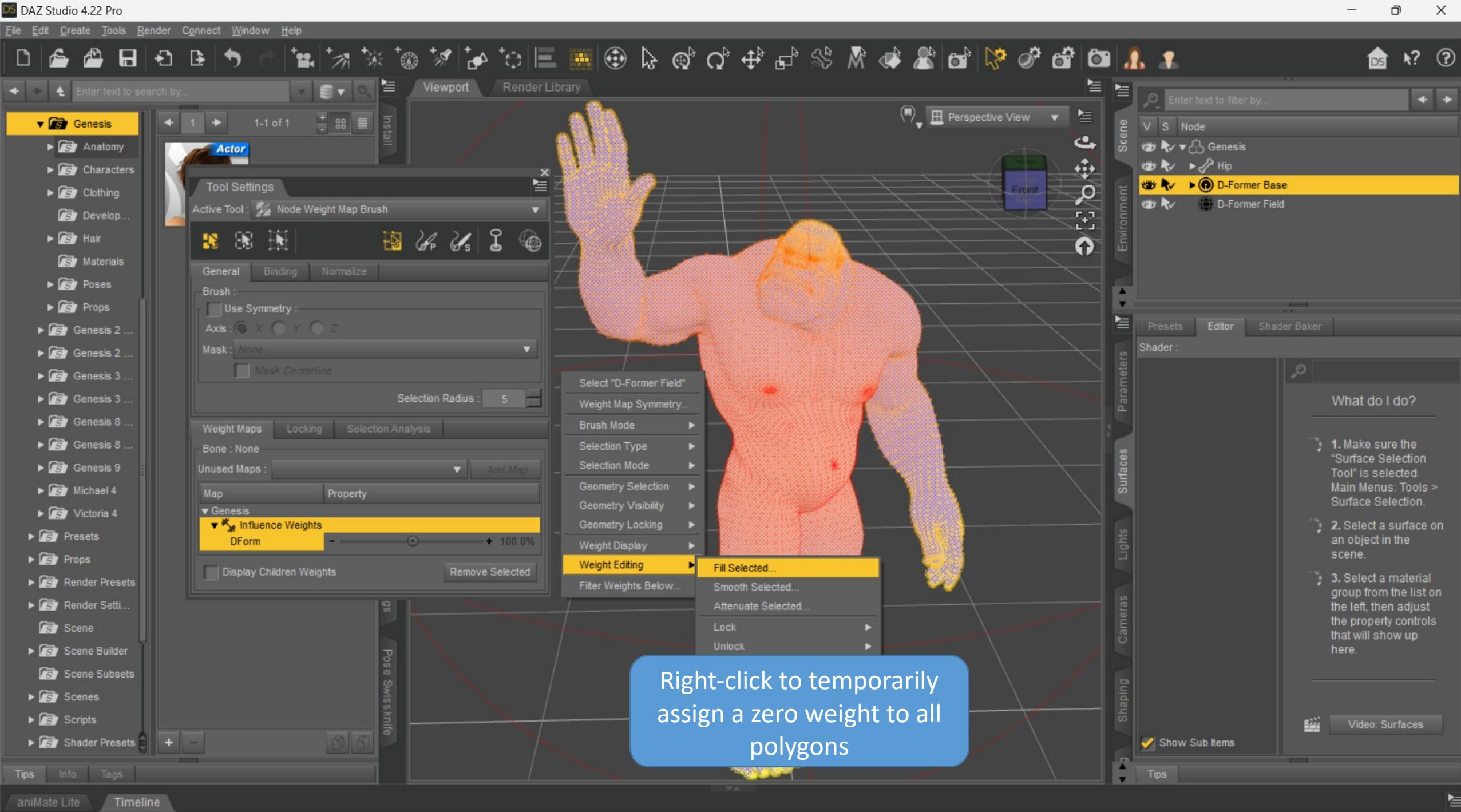


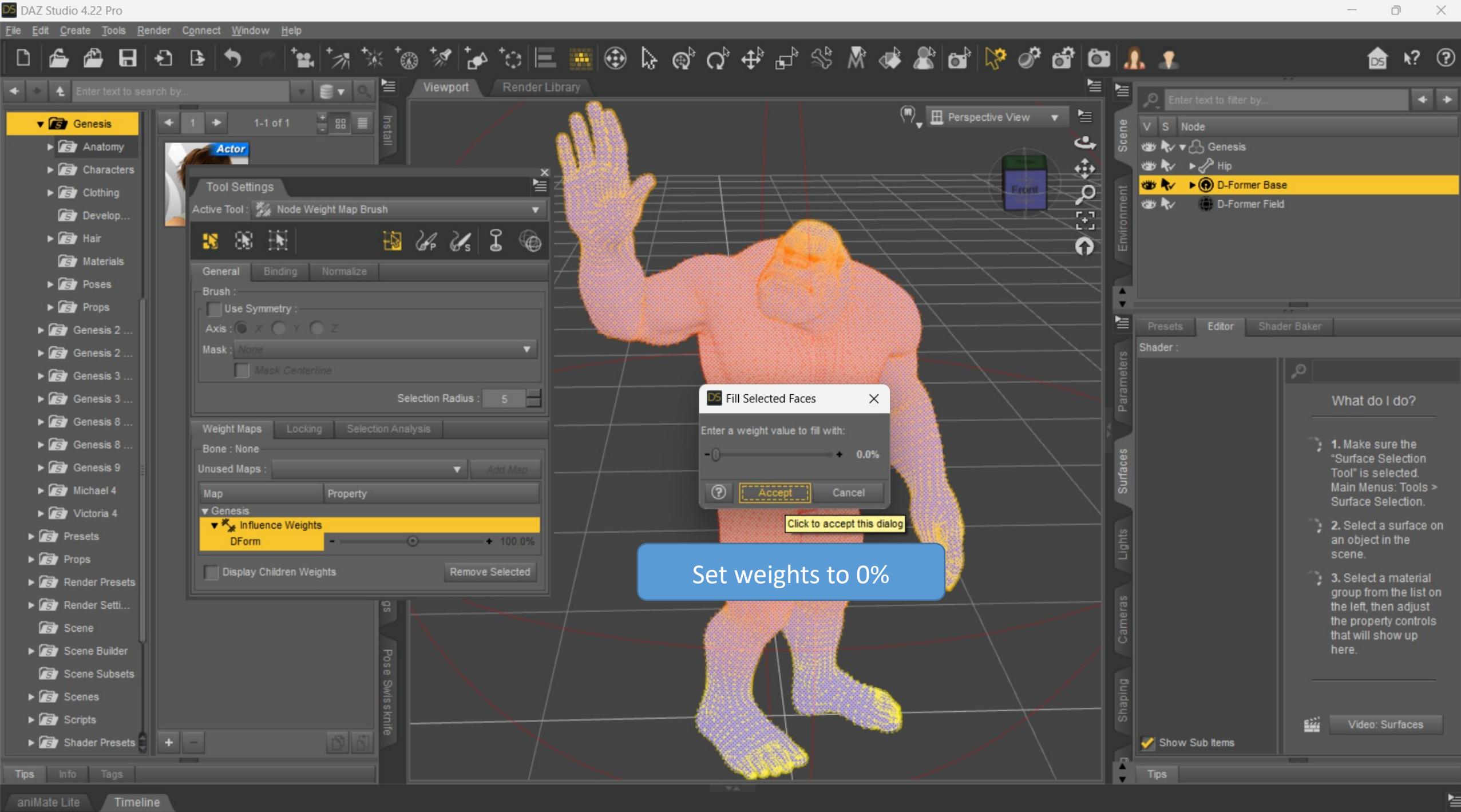


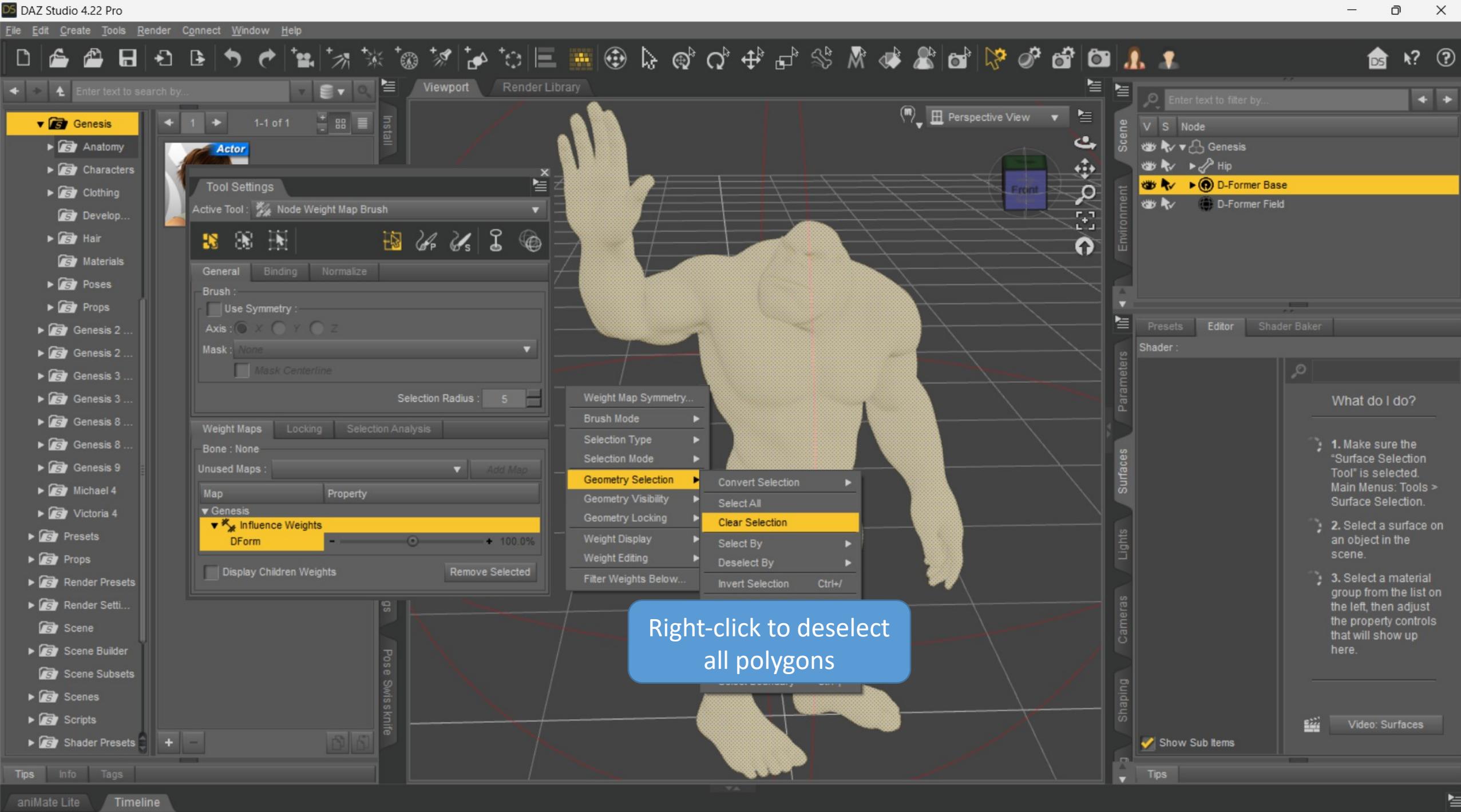


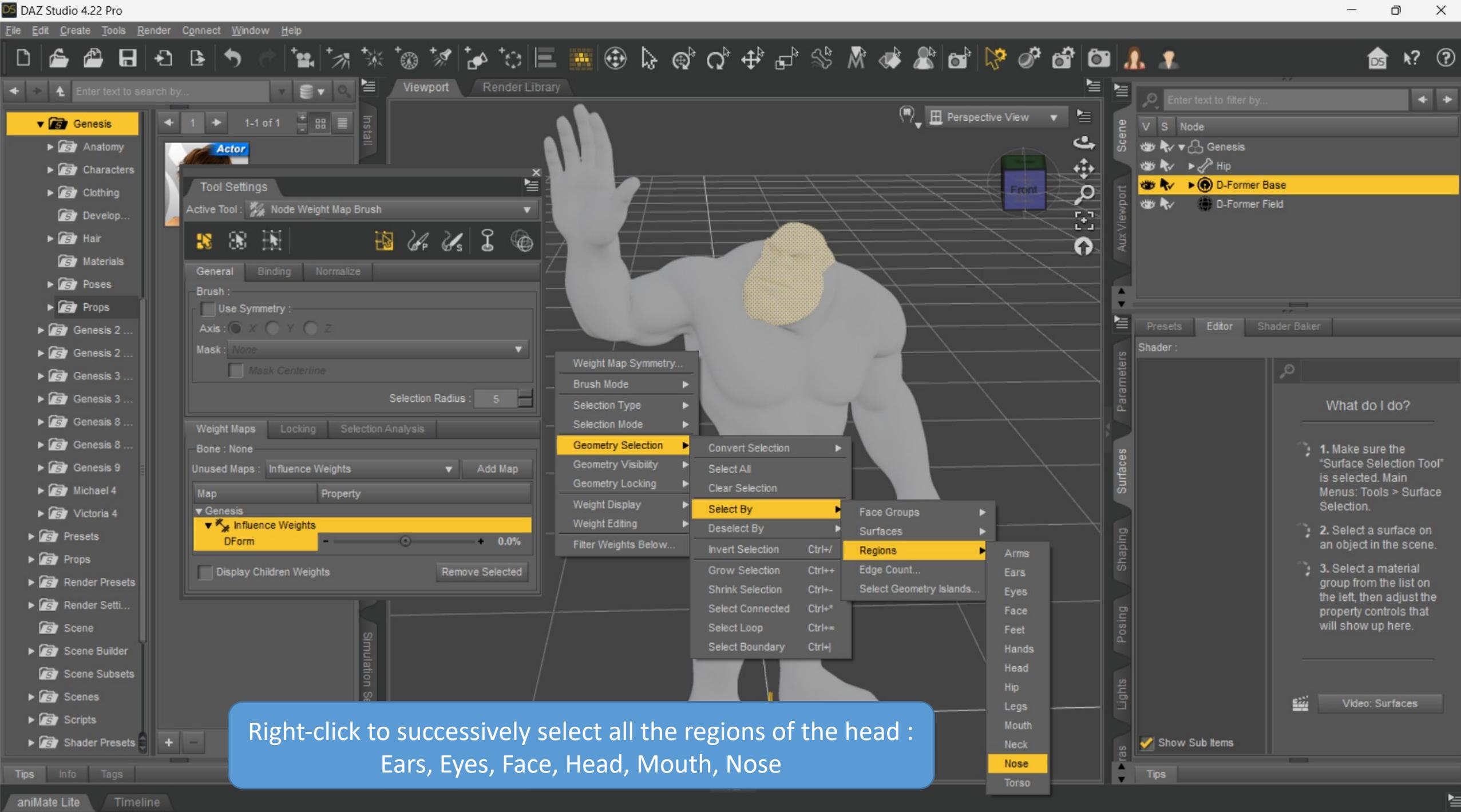


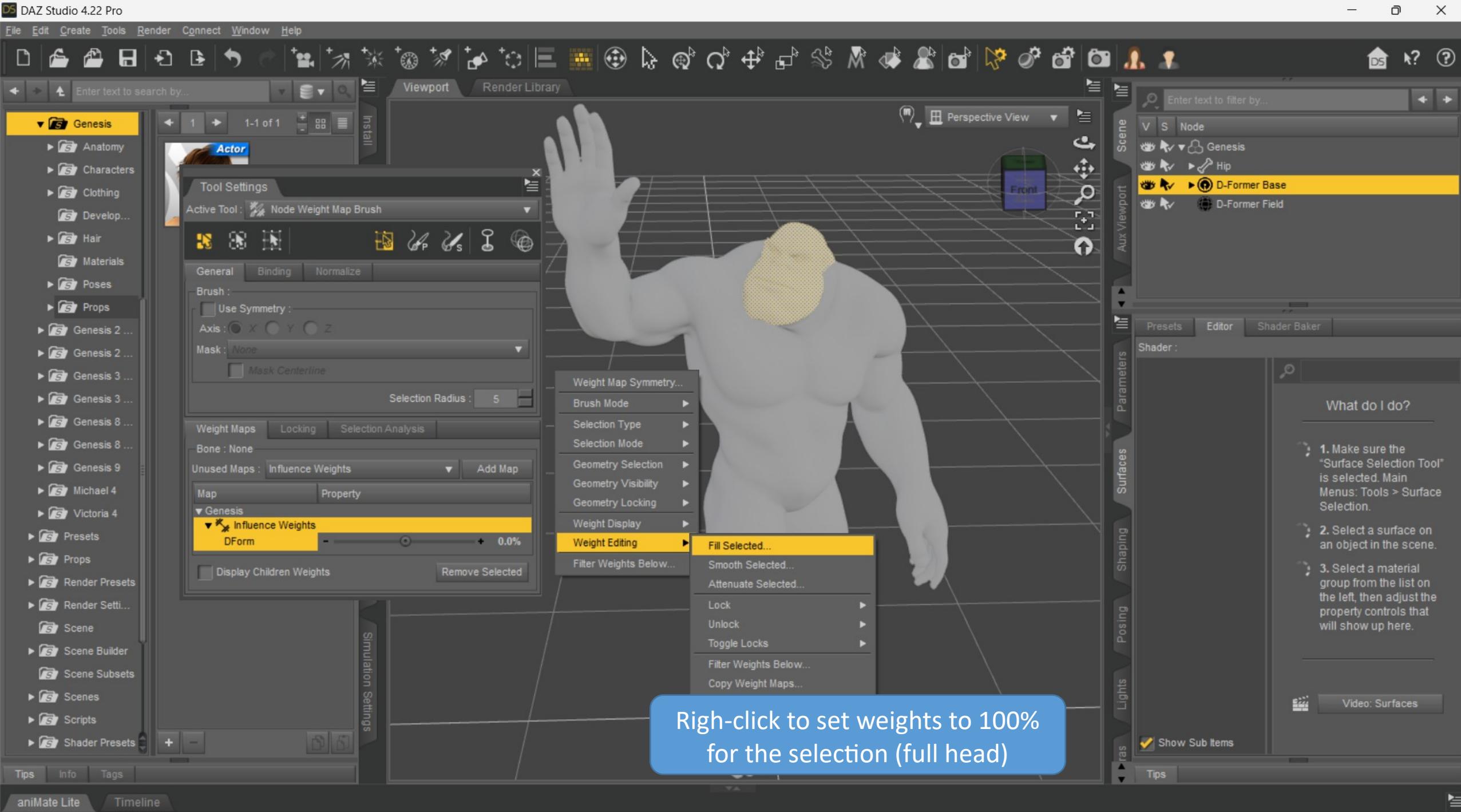


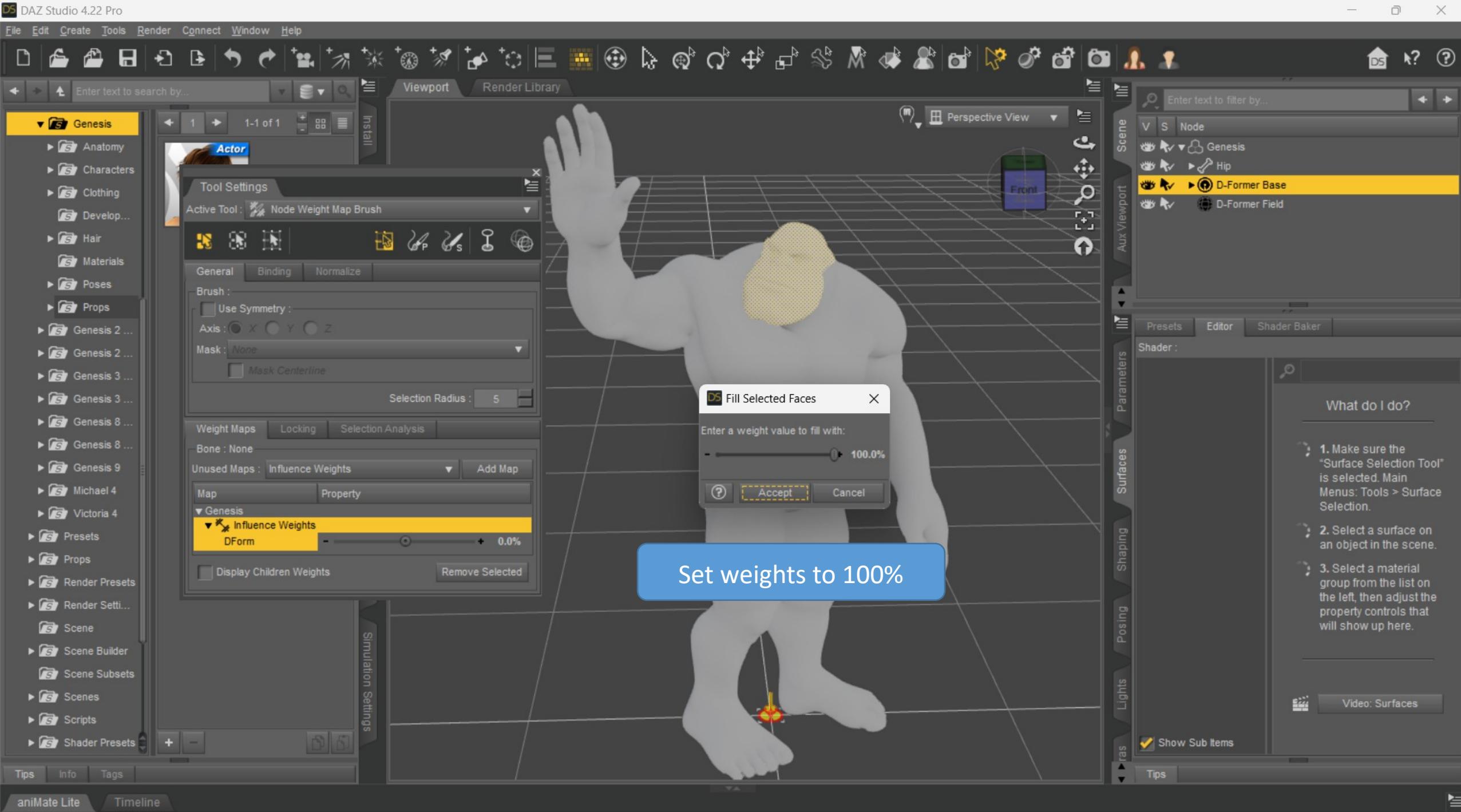


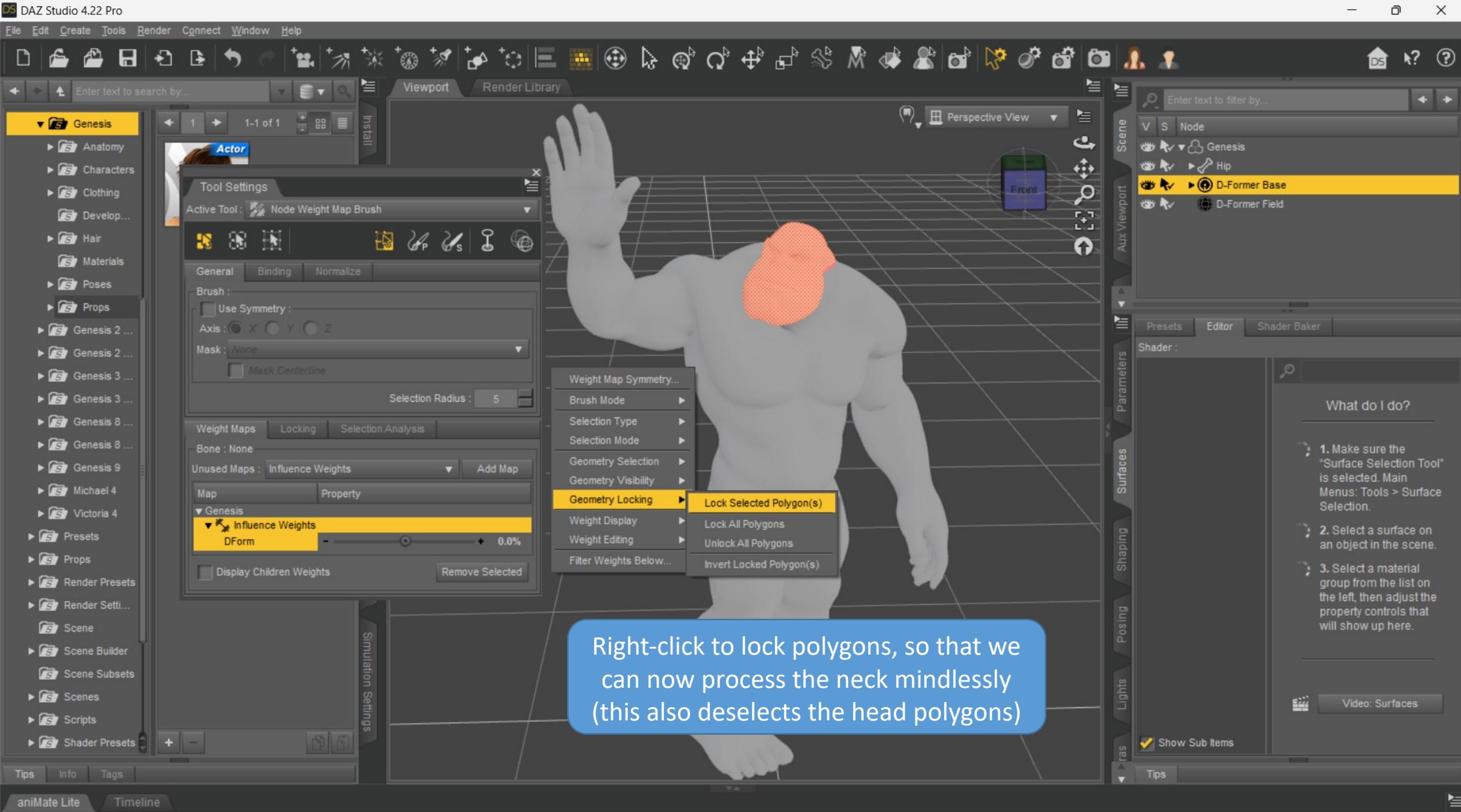


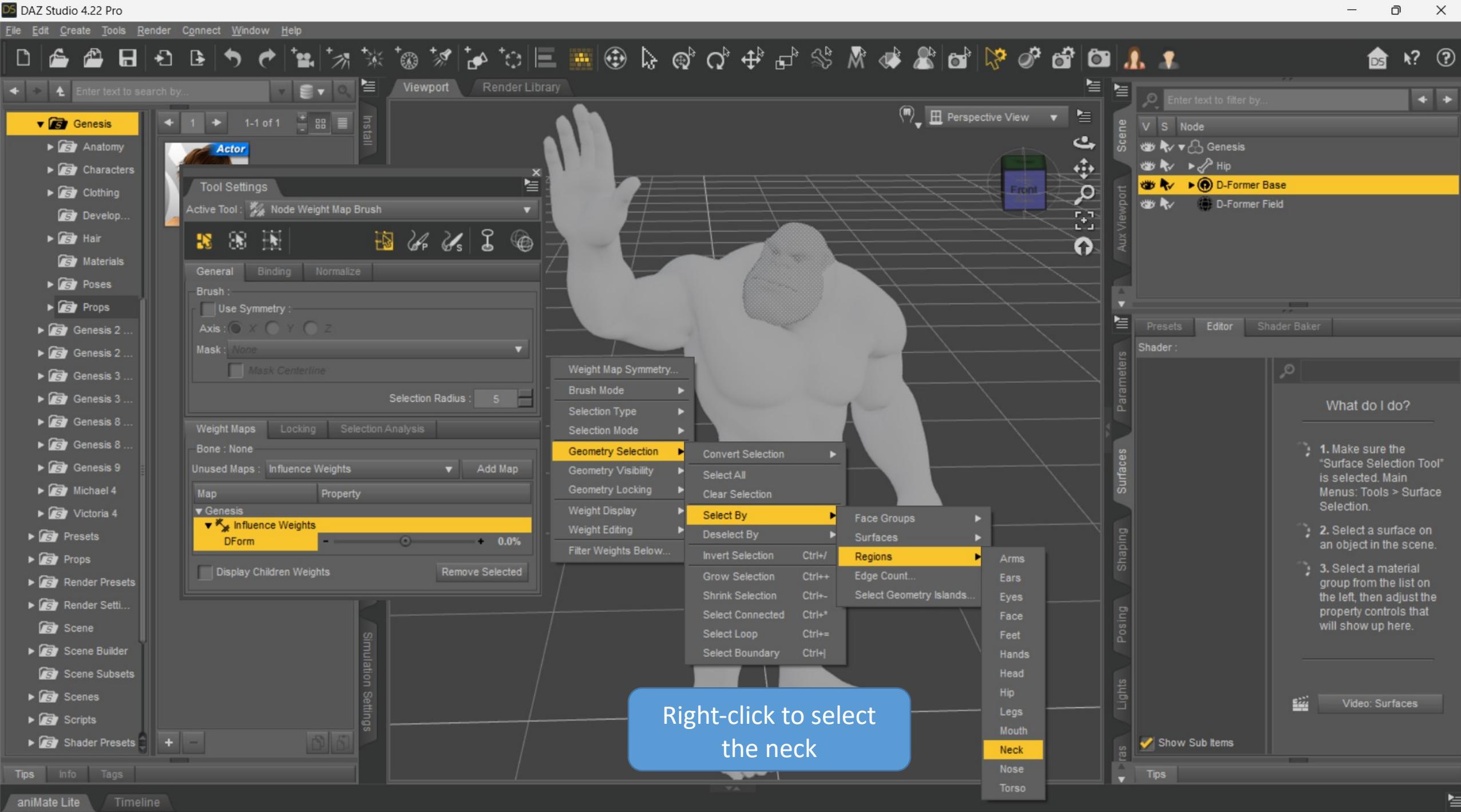


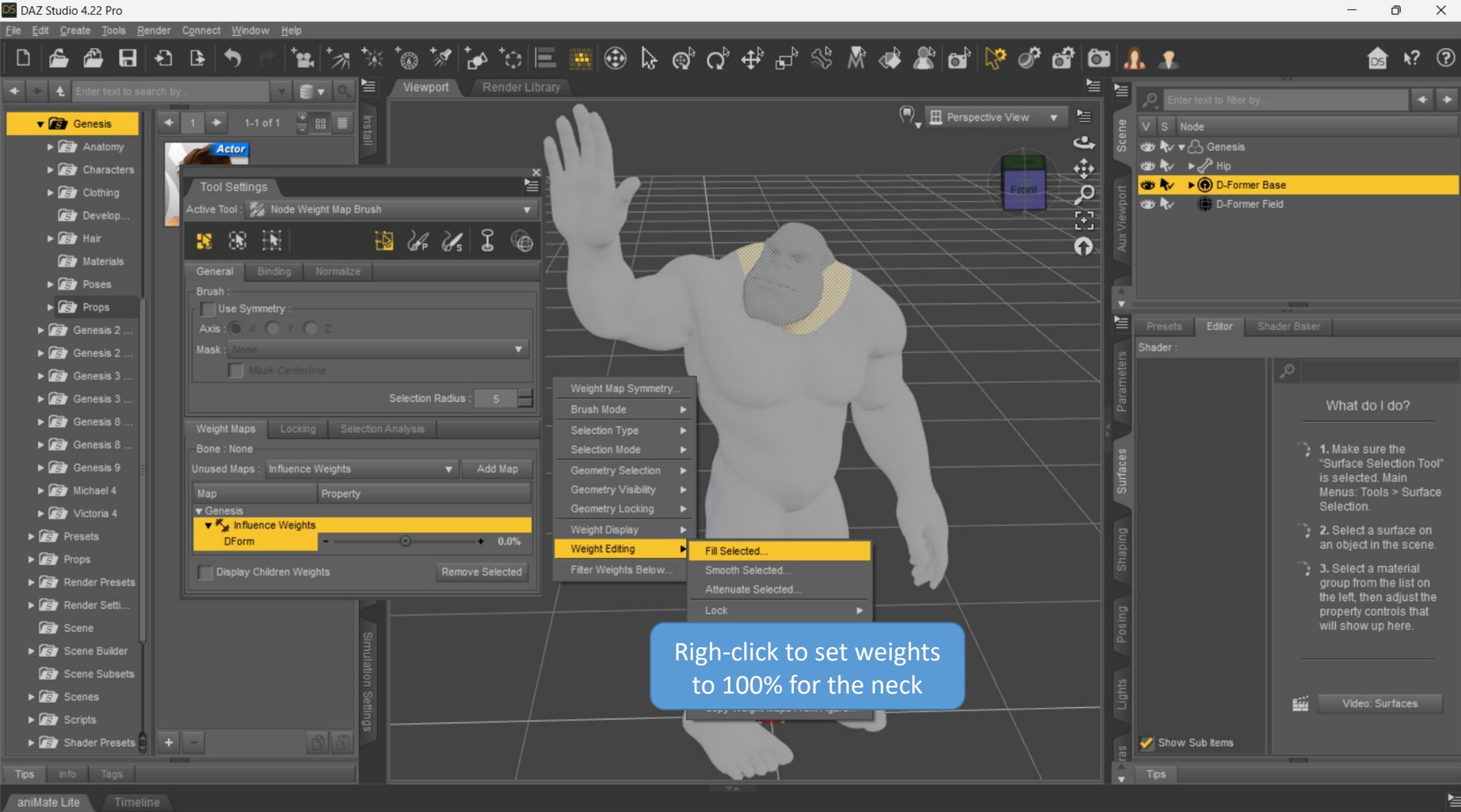


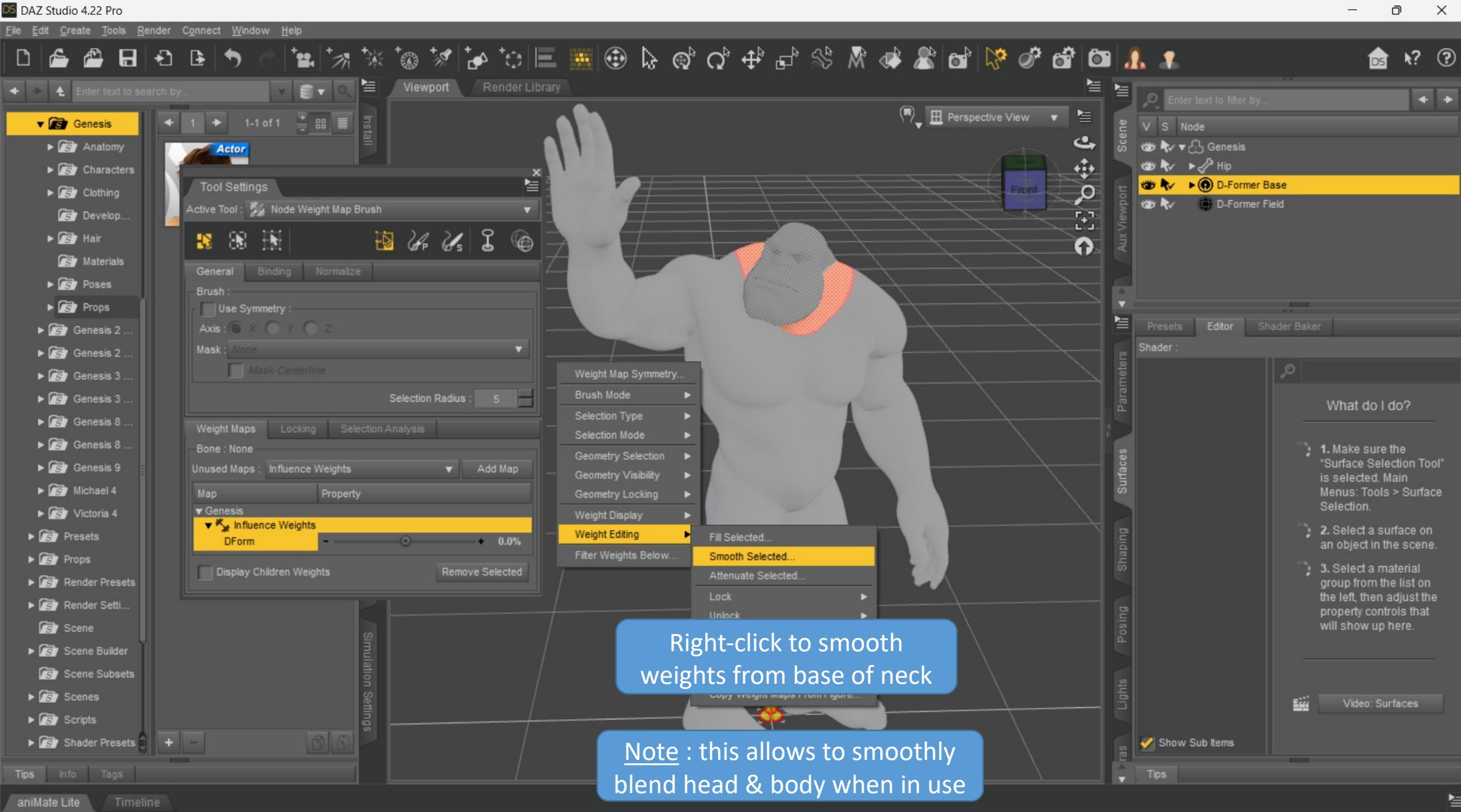


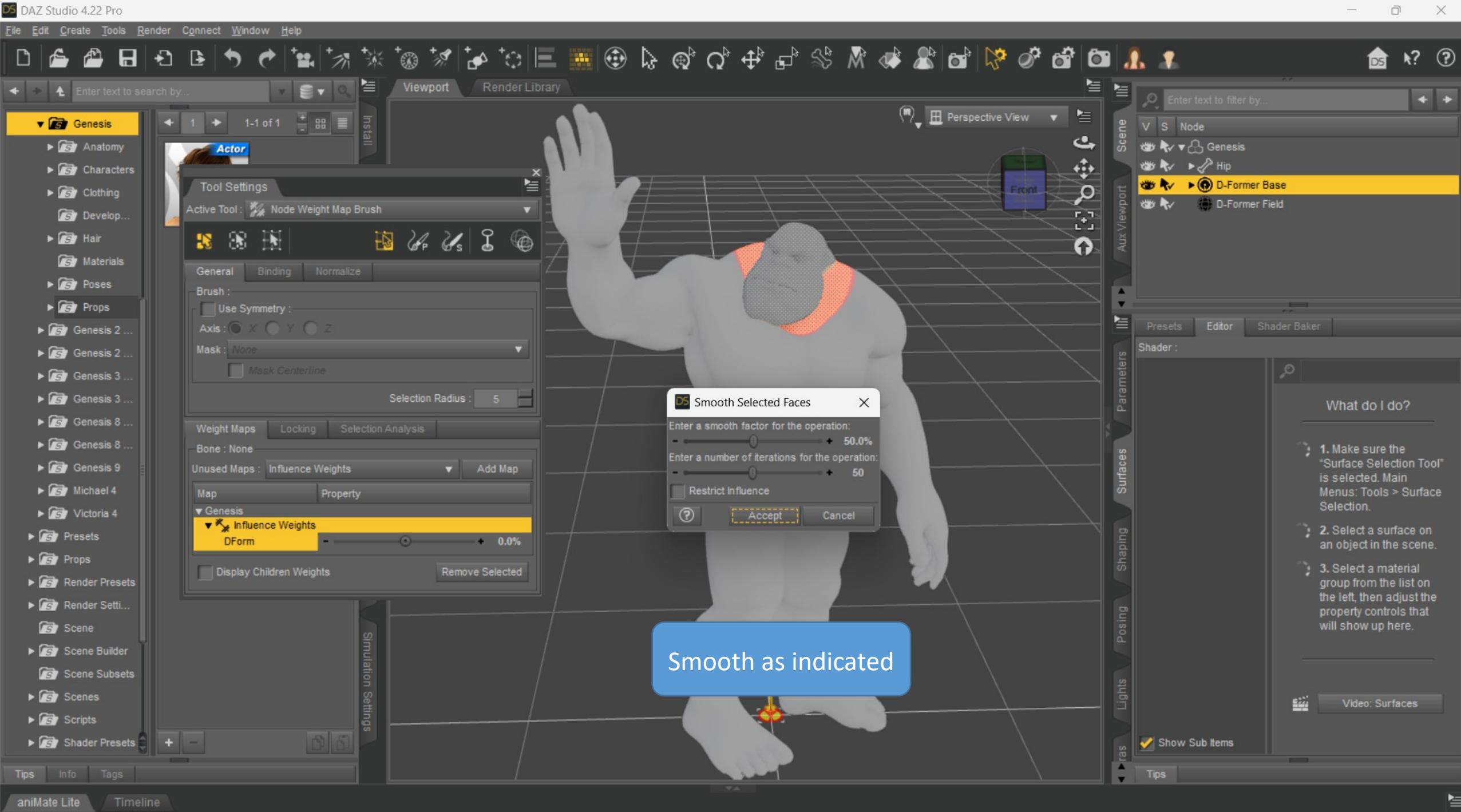


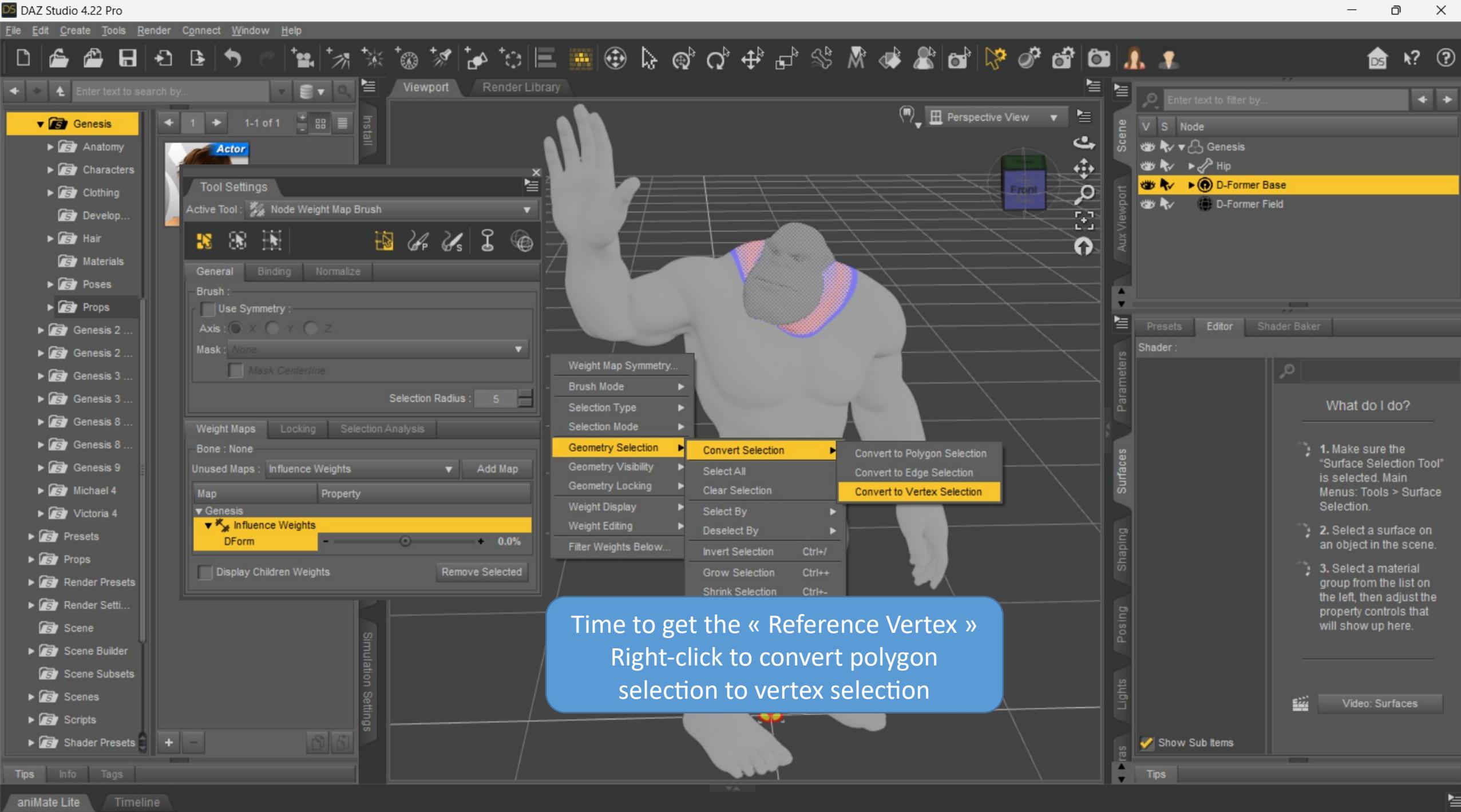


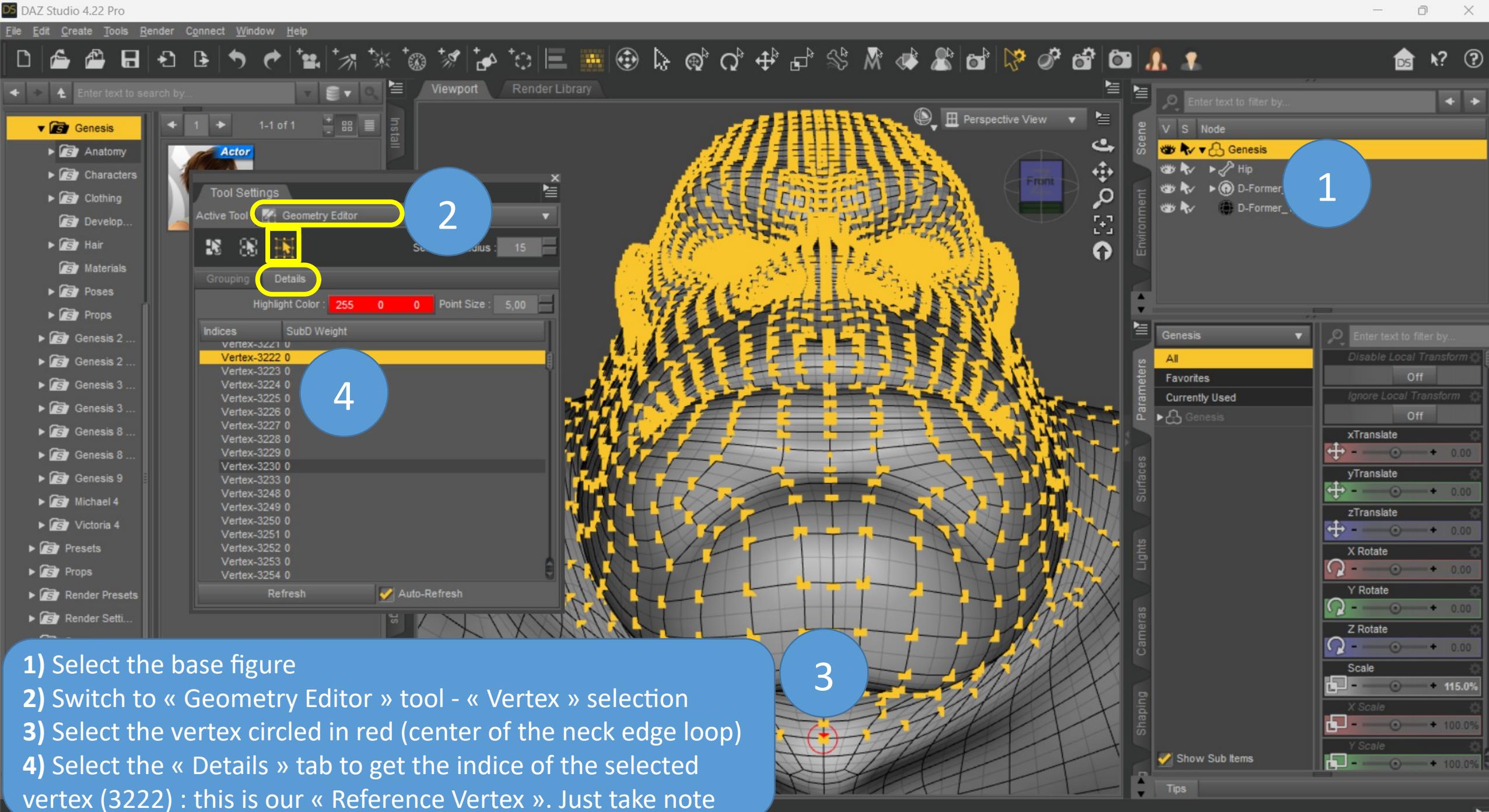












- 1) Select the base figure
- 2) Switch to « Geometry Editor » tool - « Vertex » selection
- 3) Select the vertex circled in red (center of the neck edge loop)
- 4) Select the « Details » tab to get the indice of the selected vertex (3222) : this is our « Reference Vertex ». Just take note



# Setting the « Reference Vertex » in Character Splitter

In the « Body » tab, simply set the « Vertex » field to the vertex indice you identified previously.

If you want to make this change permanent, you can hard-code it in the SetRefVert() function of the script (Character Splitter.dsa file)

