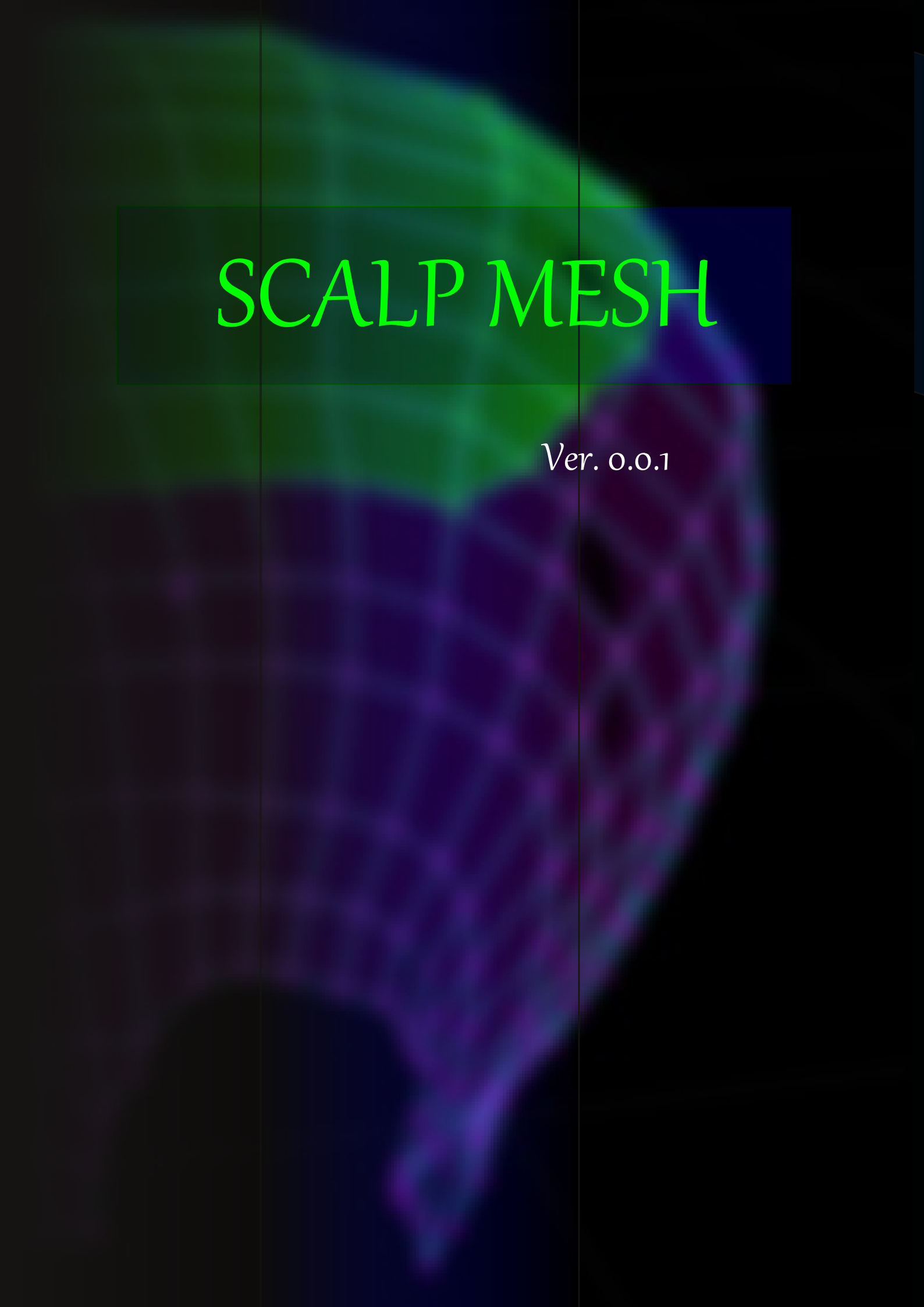
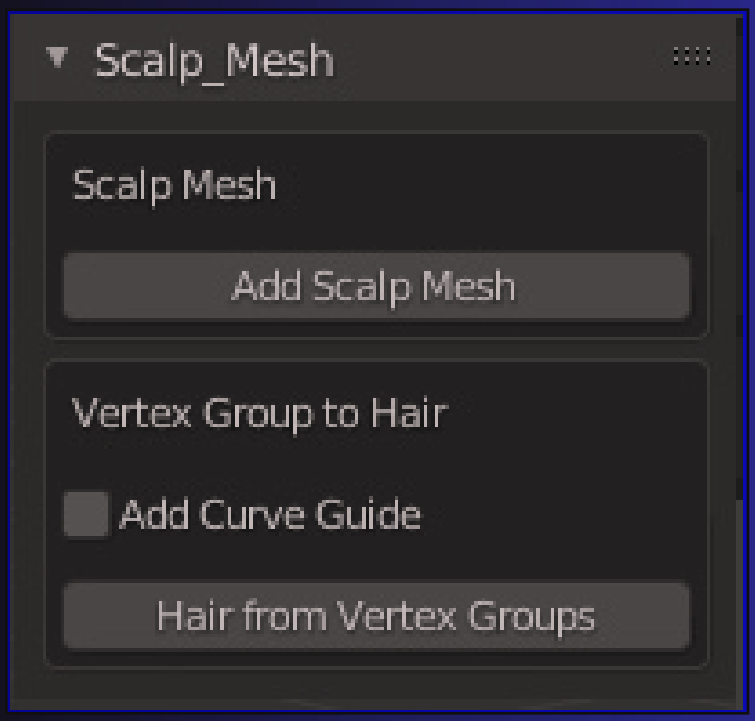
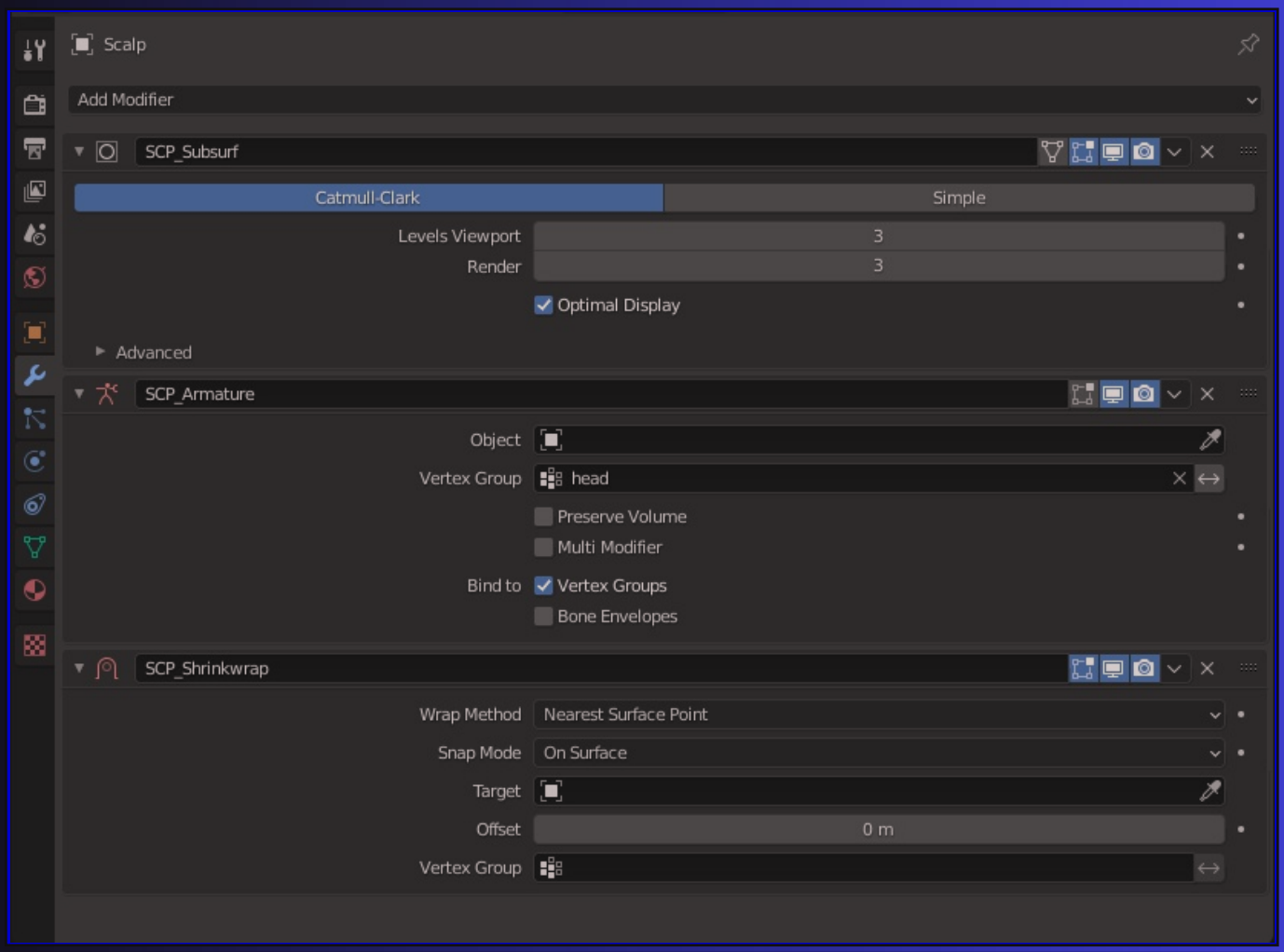

SCALP MESH
Ver. 0.0.1




This is a simple tool to make hair assets. This addon provides a mesh, but if you prefer your own mesh (with vertex groups) this addon can work for your mesh as well.

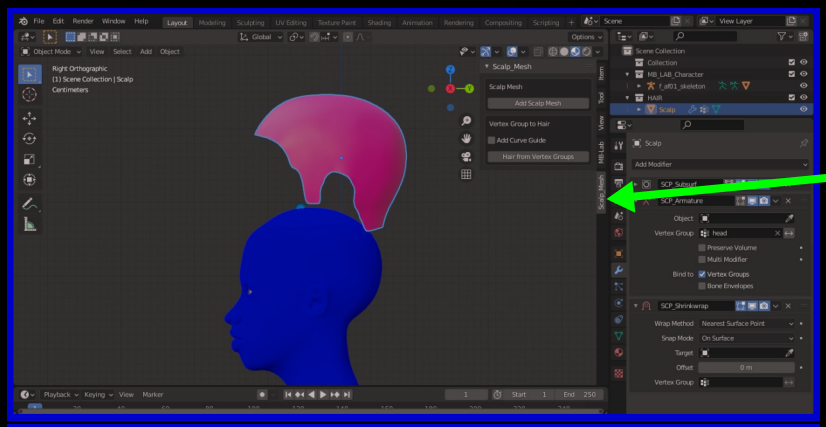



Scalp Mesh has a modifier stack provided for convenience.

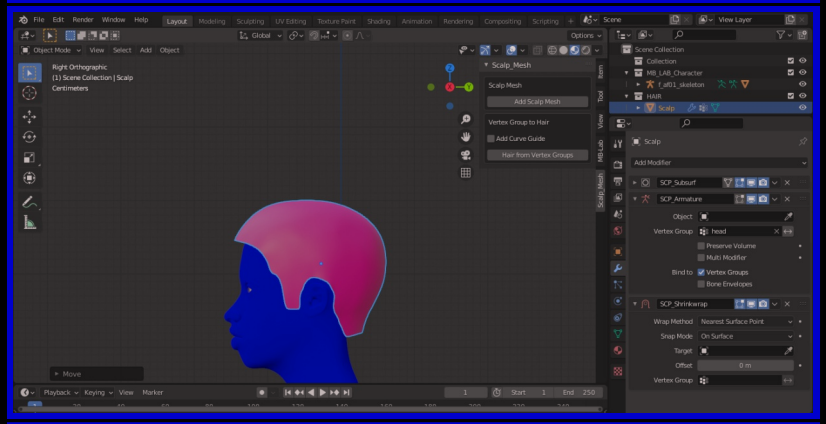
SCP_Subsurf for subfurf control.

SCP_Armature for linking this mesh to an armature.

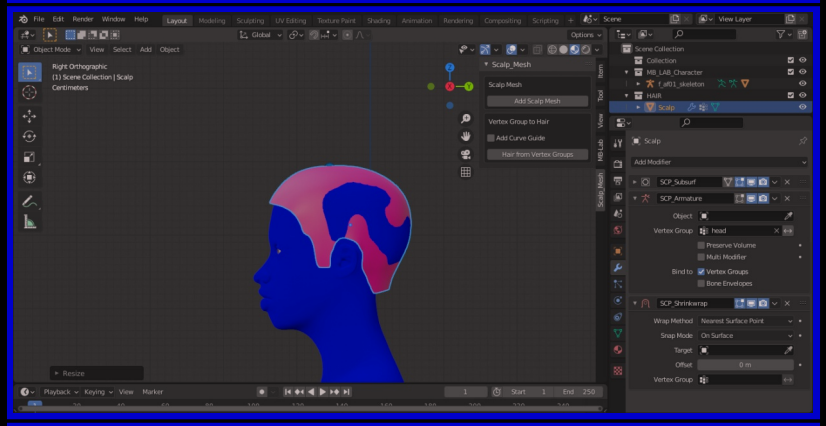
SCP_Shrinkwrap for fitting the mesh to a character without the need for sculpting.



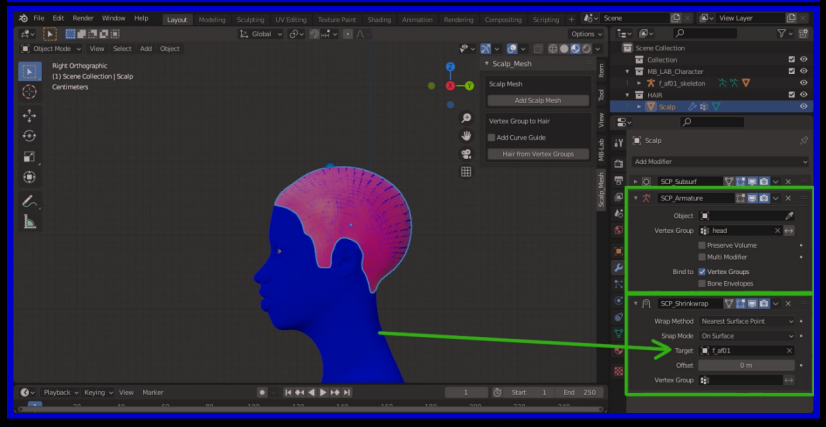
Scalp_Mesh can be found in the 3D_view window.
Some adjusting of the scalp mesh is most likely required.



Position and scale the mesh as close as possible.

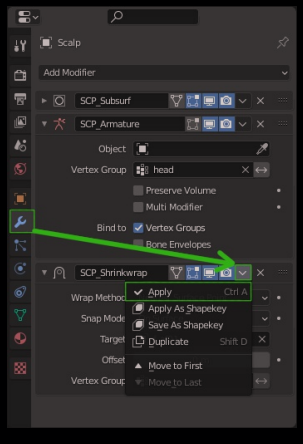


It does not have to be perfect, as seen here.
The shrinkwrap modifier will handle shaping the mesh.

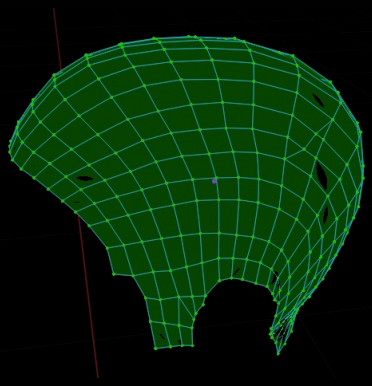


If you intend to use the scalp for posing or animation,
you will need to go to the SCP_Armature modifier and set the armature as the "Object" and the head bone as the "Bone".

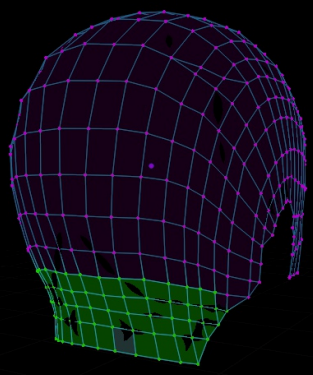
You need to go to SCP_Shrinkwrap modifier and set your character as the "Target" as shown here.



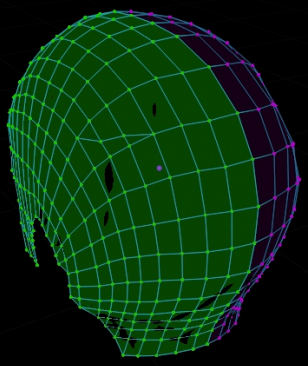
Be sure that everything looks right before you apply the modifier as shown here.



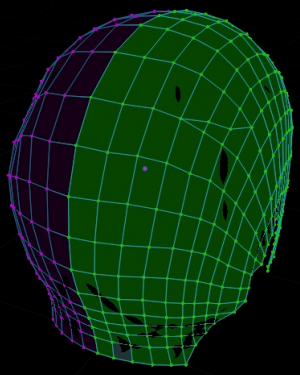
head



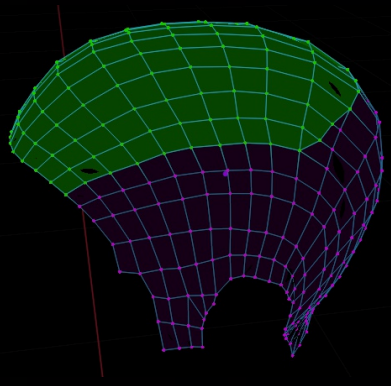
neck



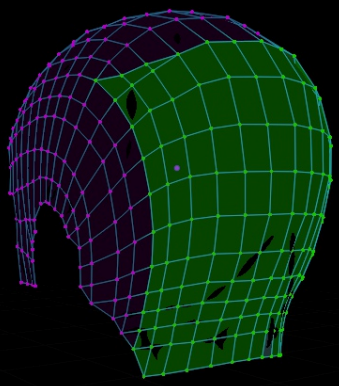
left



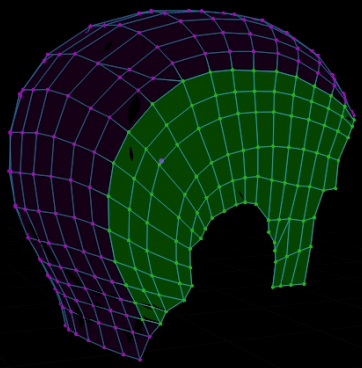
right



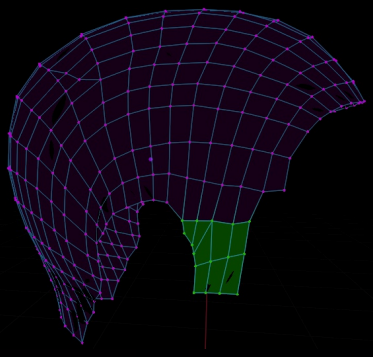
top



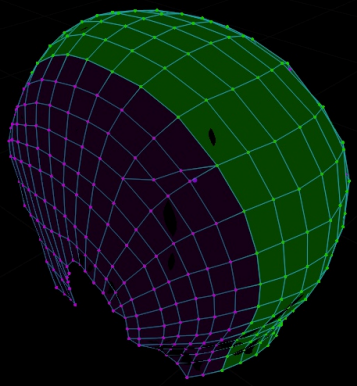
back



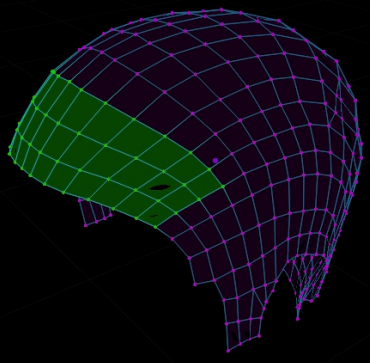
sides



sideburns

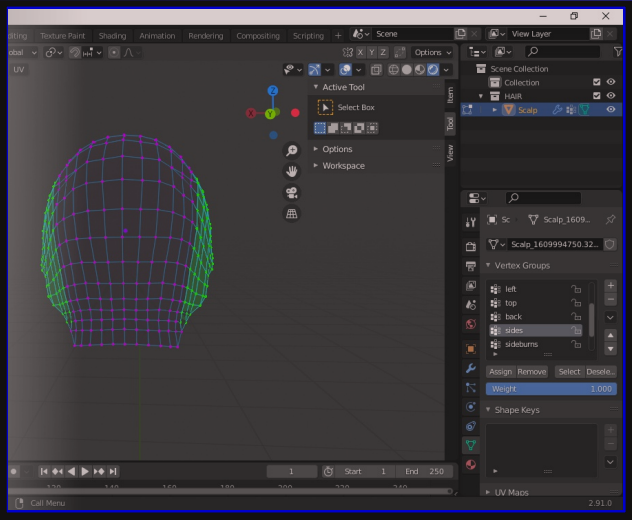


mohawk



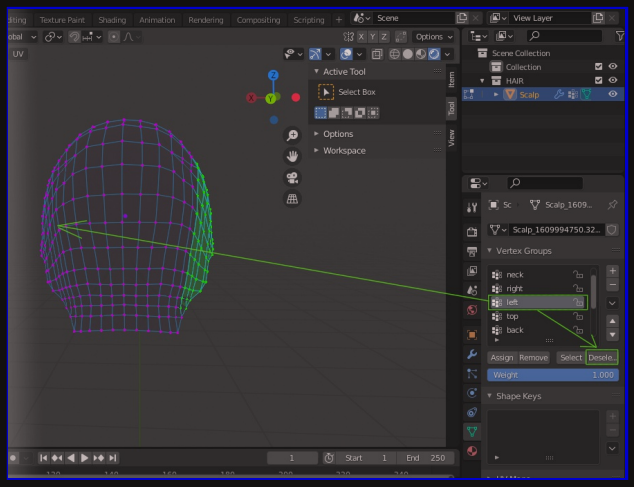
bang

You can choose one or several of the included vertex groups highlighted here, or create your own. Vertex groups can be combined or masked out by other vertex groups to create new vertex groups.



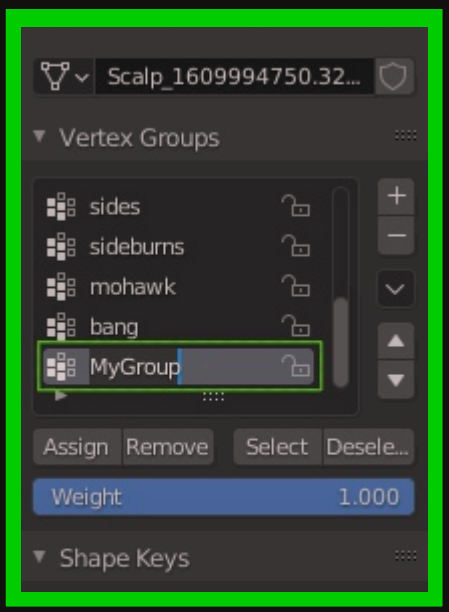
The process for mixing vertex groups is fairly easy. Here is an example.

First select a vertex group to work with.

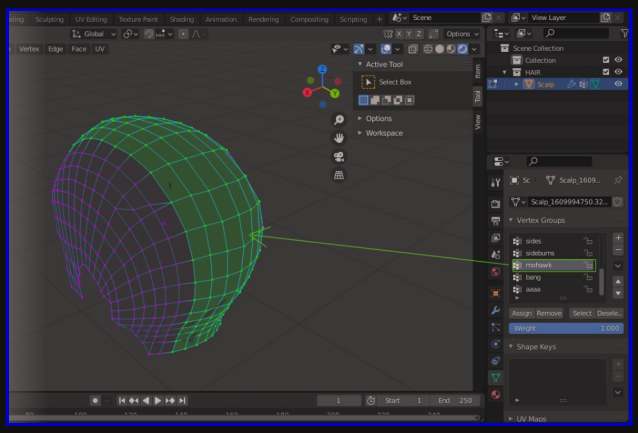


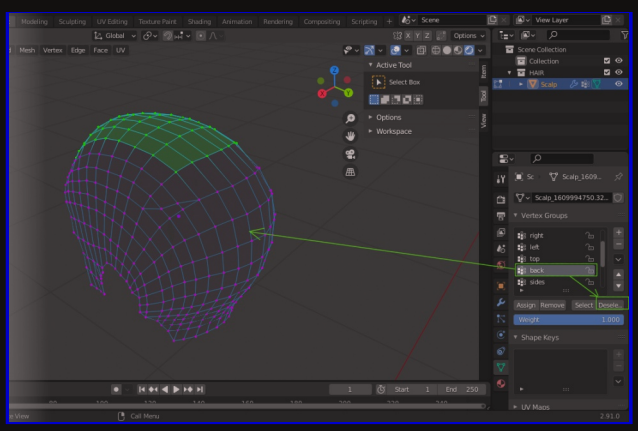
Then select a vertex group to mask out the active vertex group.
In this example, I use the "left" vertex group to mask out the "sides" vertex group by selecting it and pressing deselect.

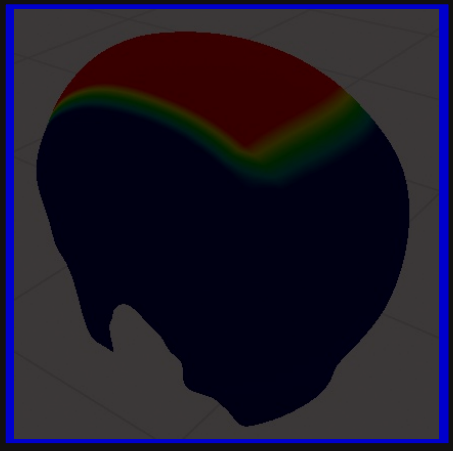
It is important to save the new vertex group.



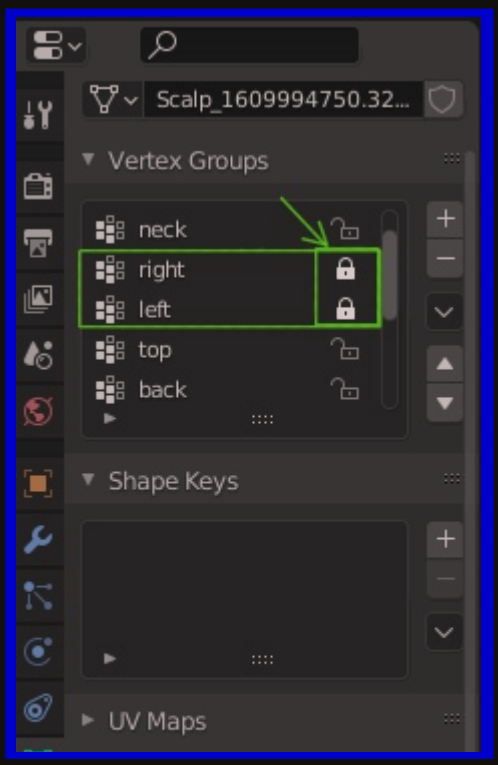

Another example.

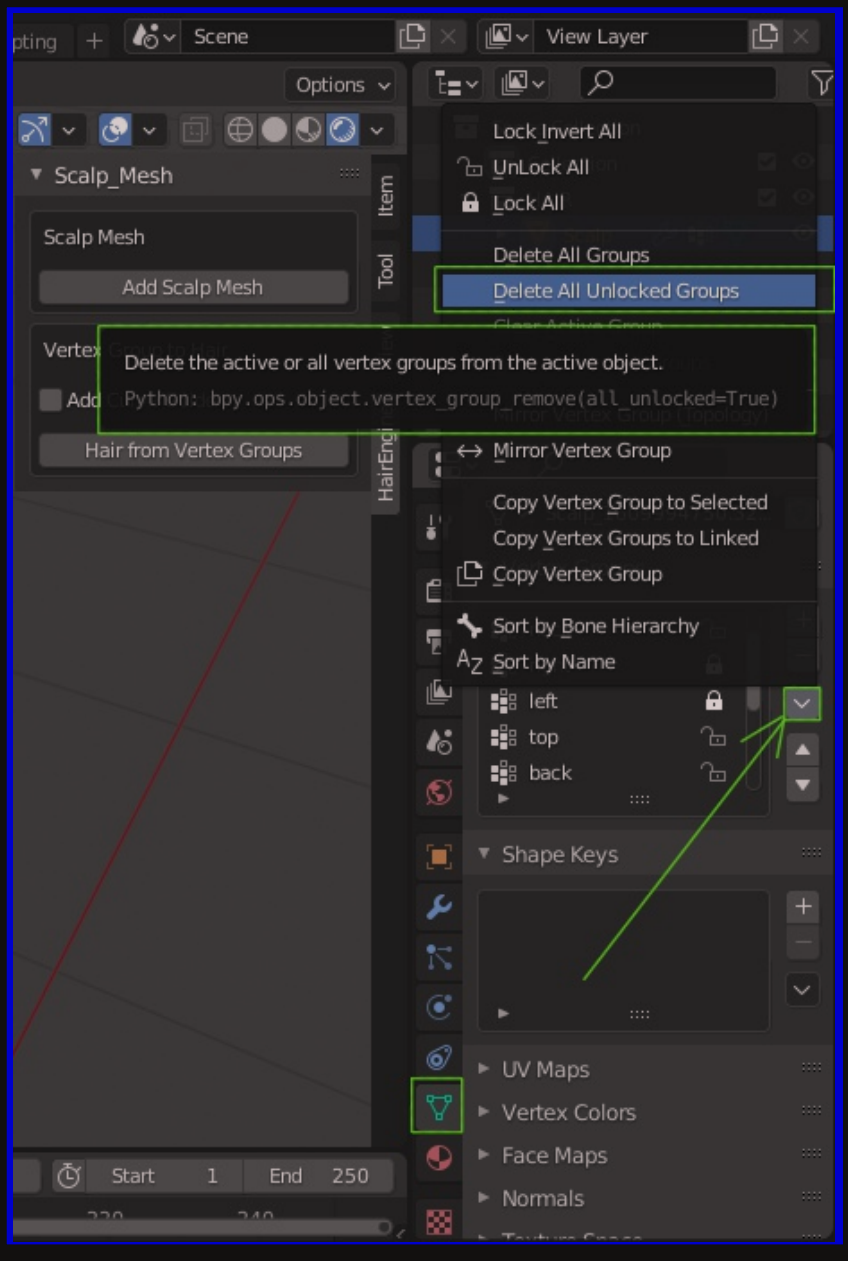






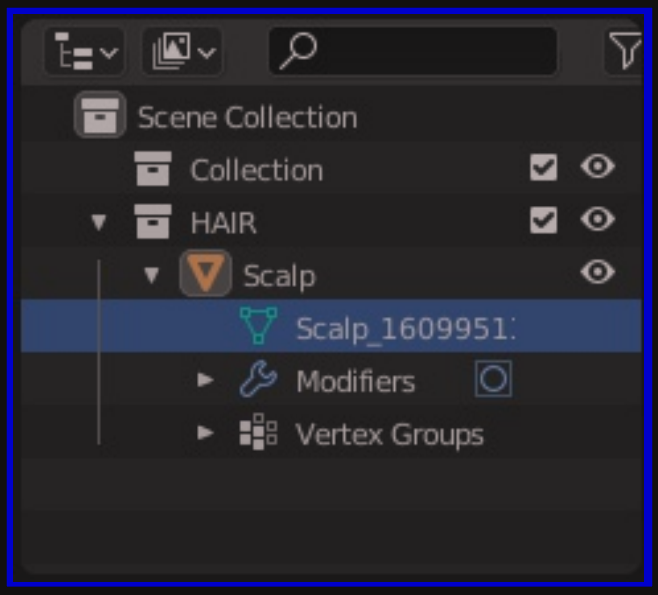
Once you are satisfied,
lock the vertex groups that you want to keep.



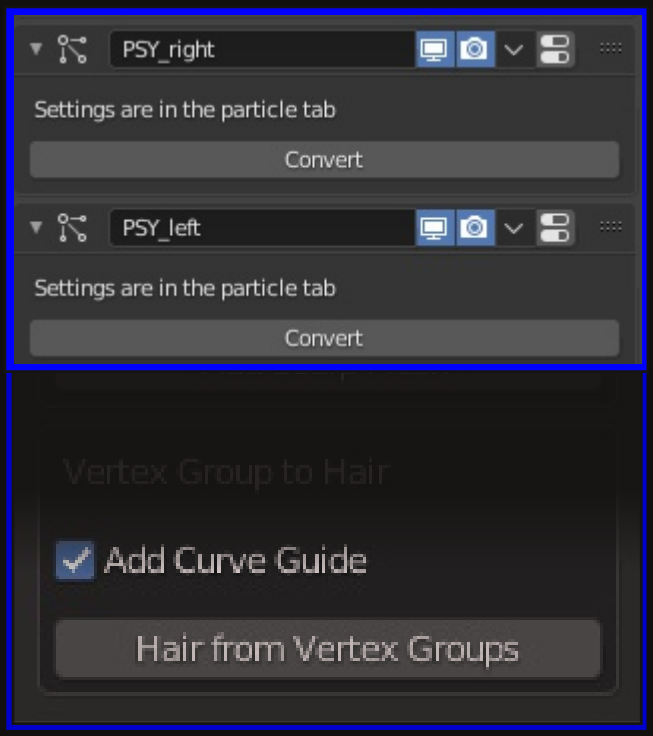

Look for this button in the mesh panel of the properties panel shown here.

select "Delete All Unlocked Groups"

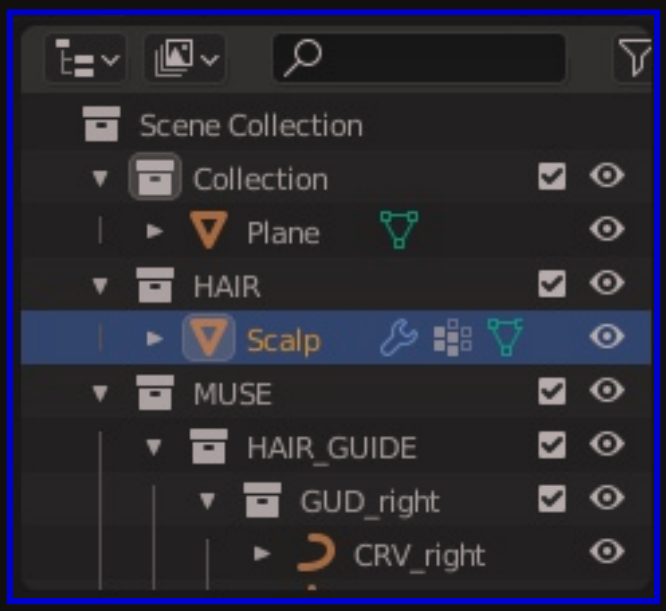



This addon creates a collections for the scalp mesh to store seperate from other assets.

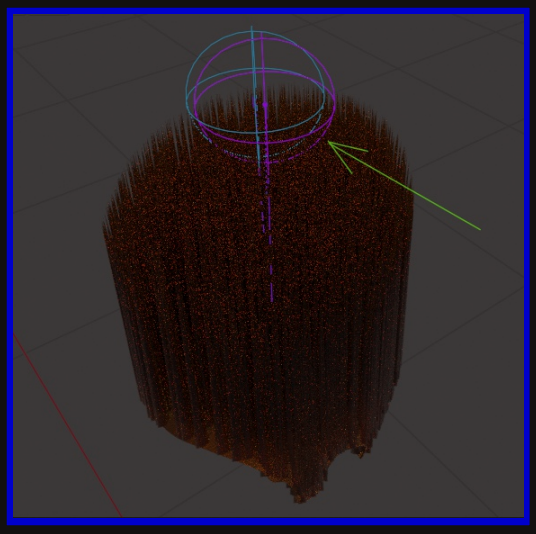
"Hair from Vertex Groups" will create hair particle systems for each vertex group of a selected mesh. A prefix of "PSY_" is given to the respective particle system.



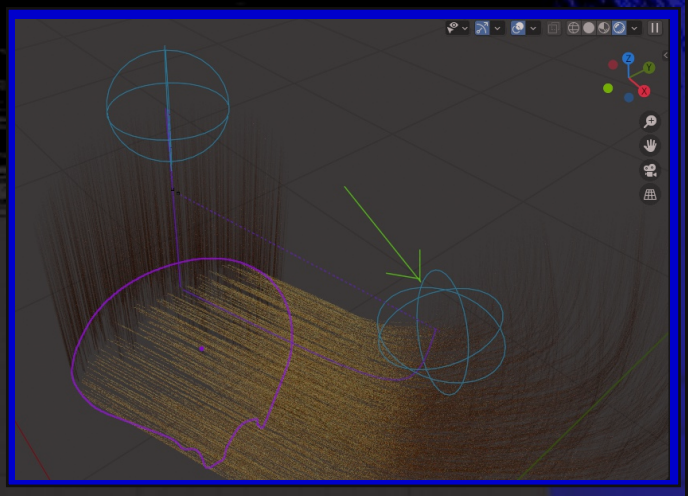

You have the option to add curve guides.



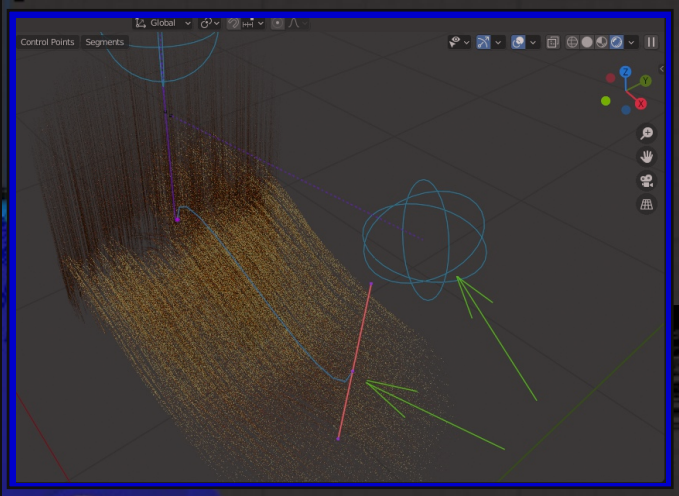

Collections are created for each curve guide with a prefix of "GUD_" for "guide".
Curves are created with a "CRV_" prefix for each curve respectively.
This addon only creates one curve guide per vertex group, but you can add more if needed. Just move the curve to the correct collection.



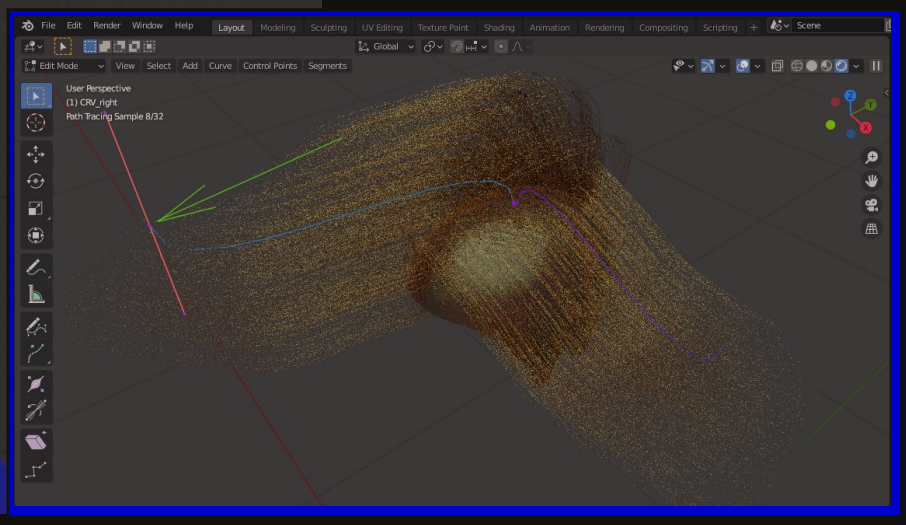
In addition to curve guides, empties are provided for seperating the curves.



Move the empties in object mode to seperate the curves.



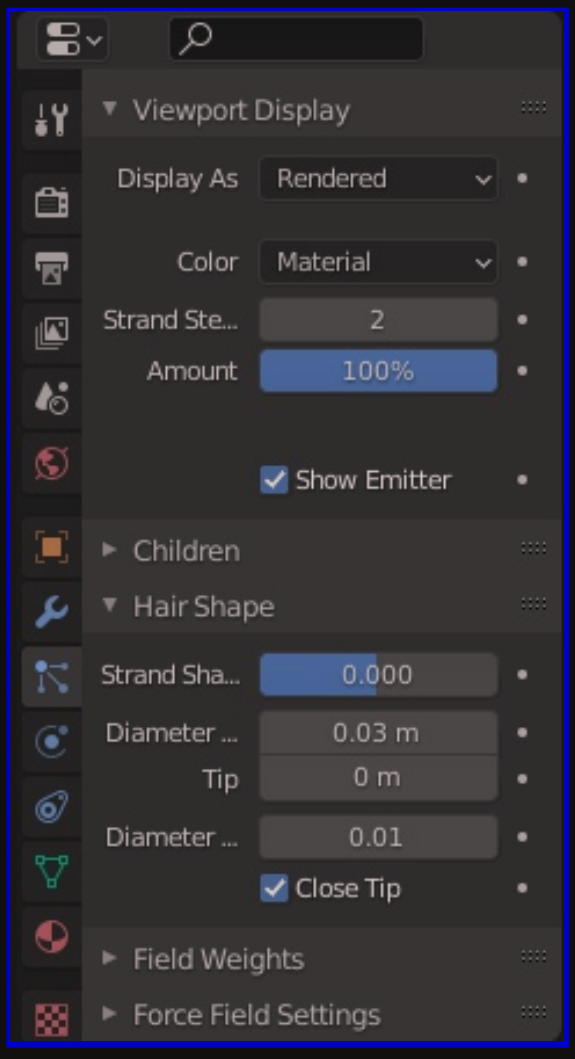

Select a curve.
Switch to edit mode.
Move the control points to the side.




Delete the empties.
You no longer need them.

A shrinkwrap constraint is added to each curve to keep the curve attached to the mesh. The influence can be adjusted or you can remove the constraint if it is not needed.

After you are done editing the weights, you can choose to hide the mesh by unchecking the "Show Emitter" option.



This addon is a standalone component of the updates coming to the Hair Engine Addon.

## Futre updates will include:

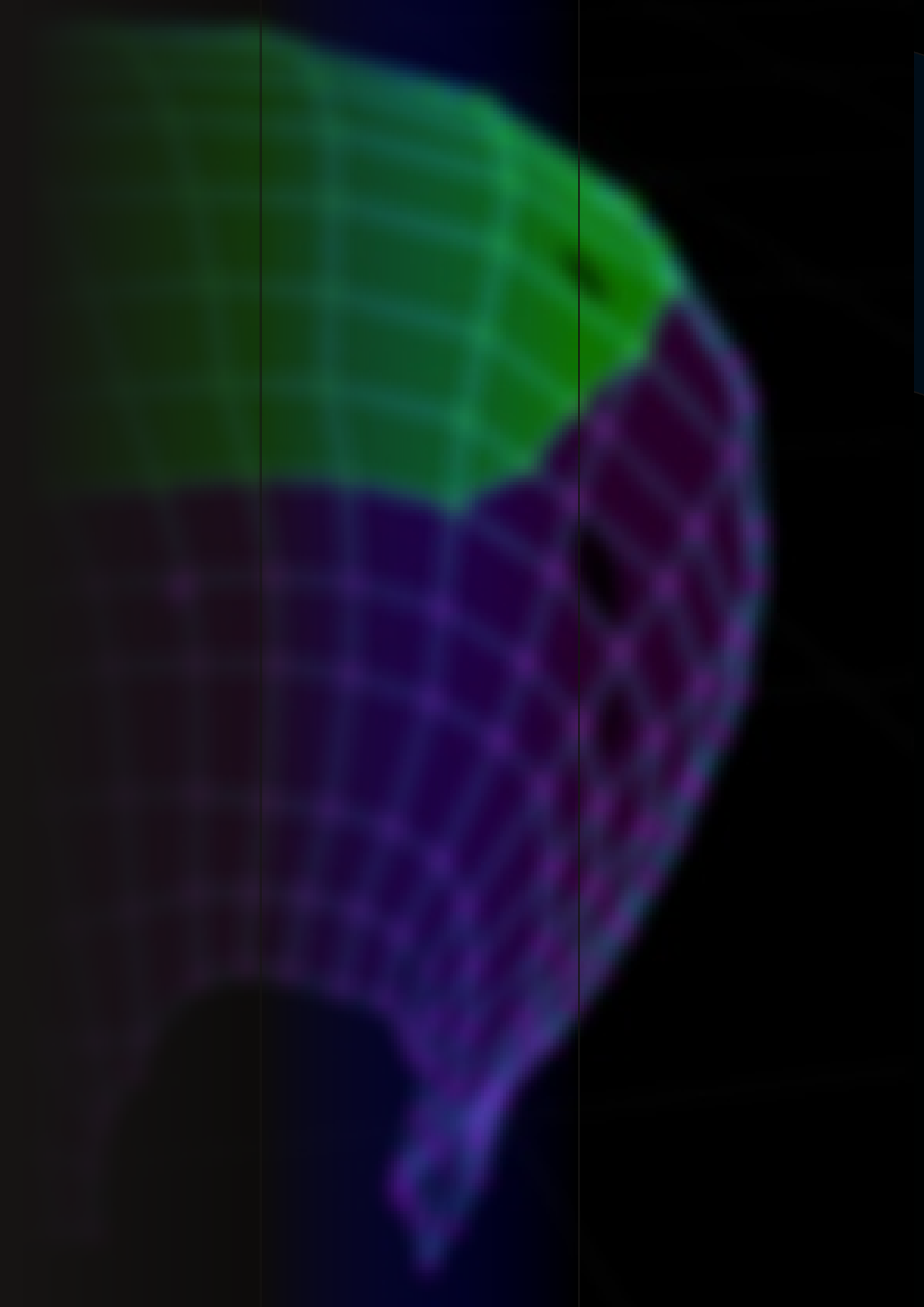
Baking the hair shaped by the curves guides.

Preset shaders.

Drawing the hair on the mesh.

Braids.

Hair cards.

# ENJOY!!!

Noizirom