

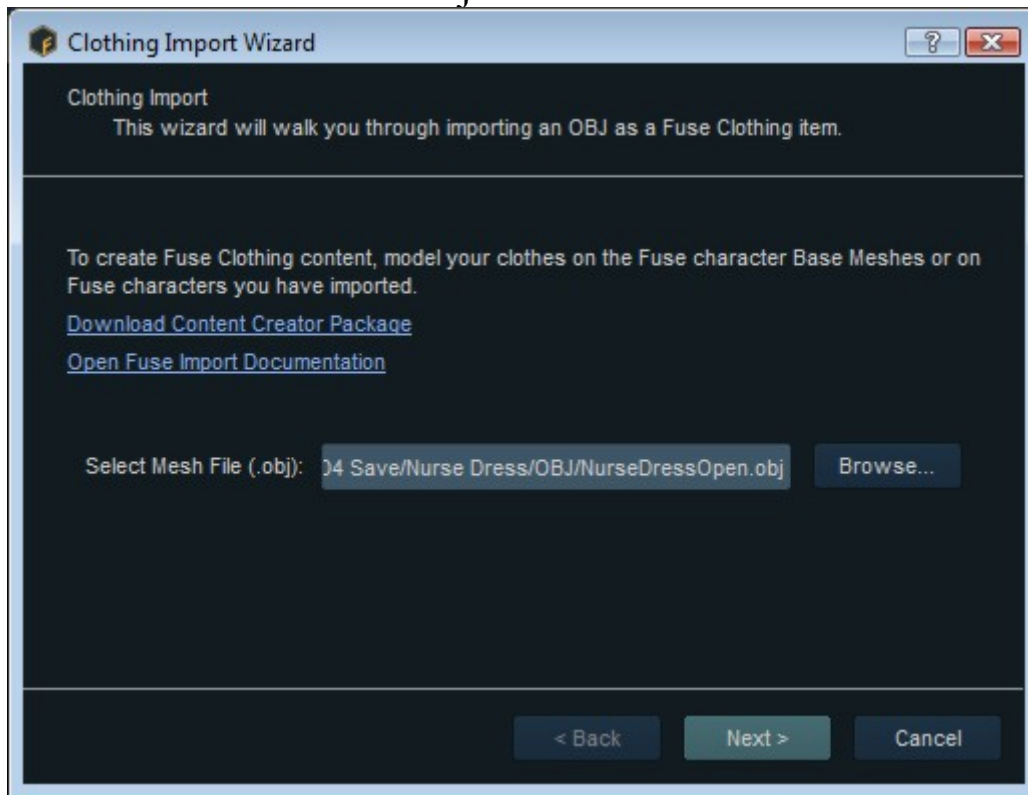
NURSE DRESS

for
Mixamo Fuse

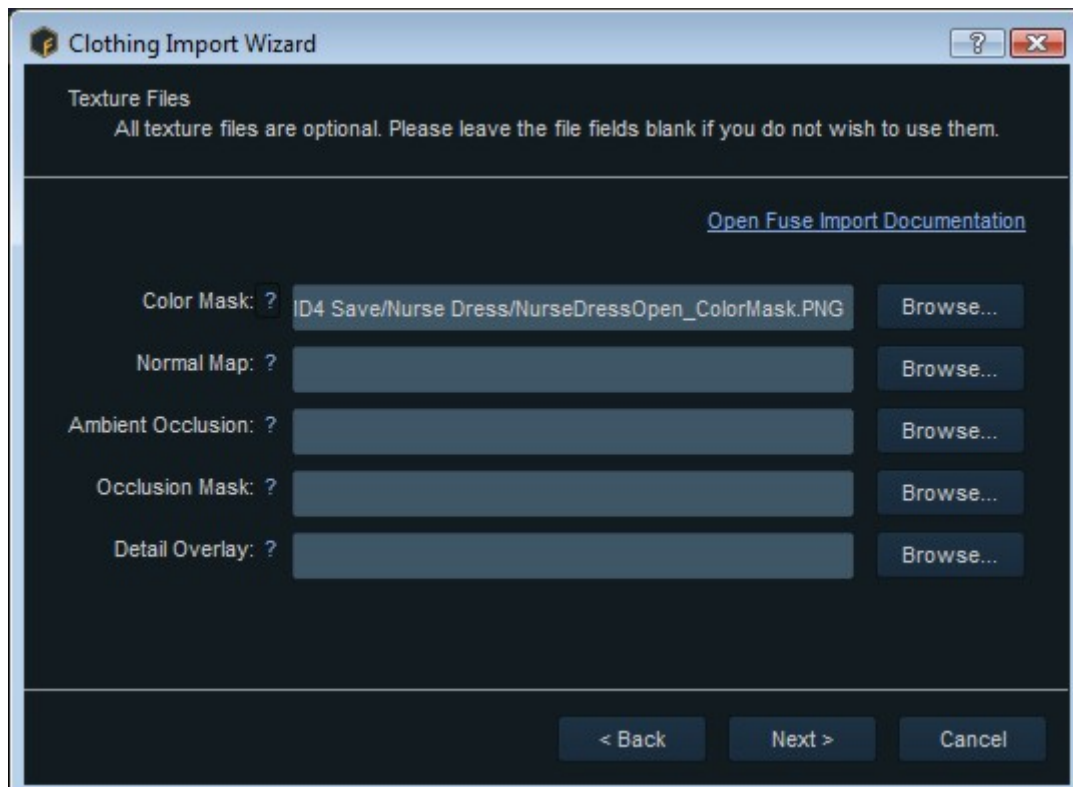


Import the dress into mixamo fuse.
In fuse use 'File/Import/Import Clothing'.

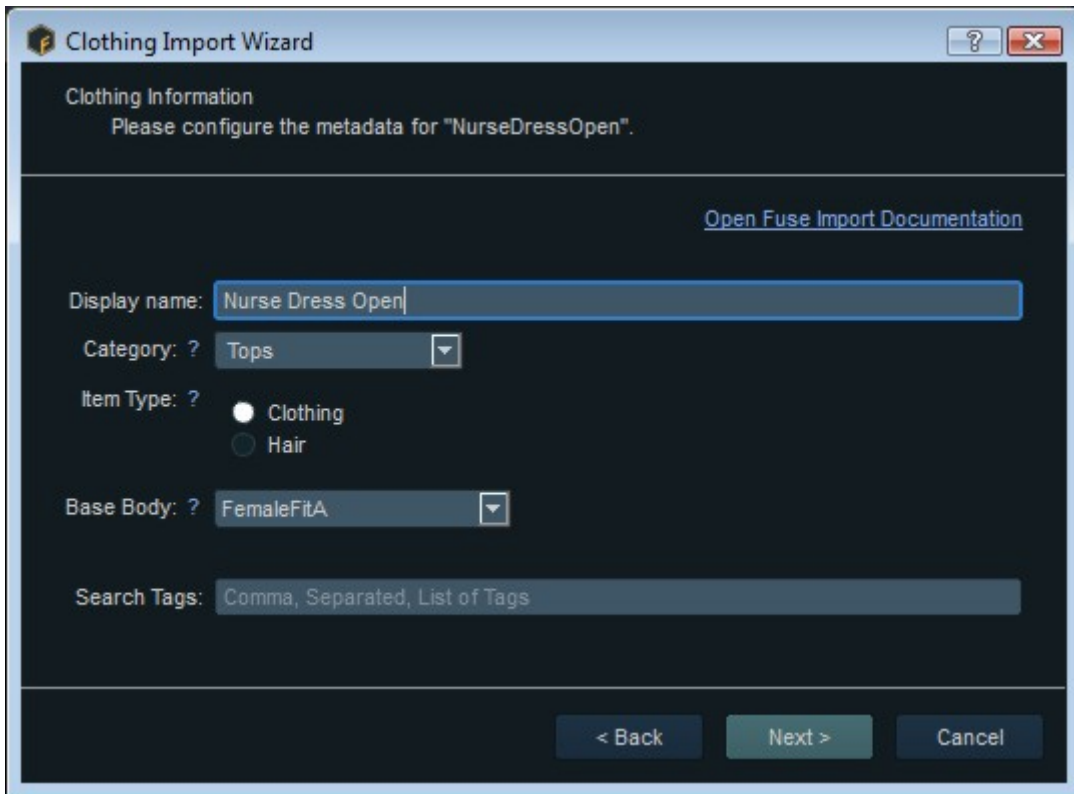
Select the obj-file from the dress.



Select the colormask-file from the dress.

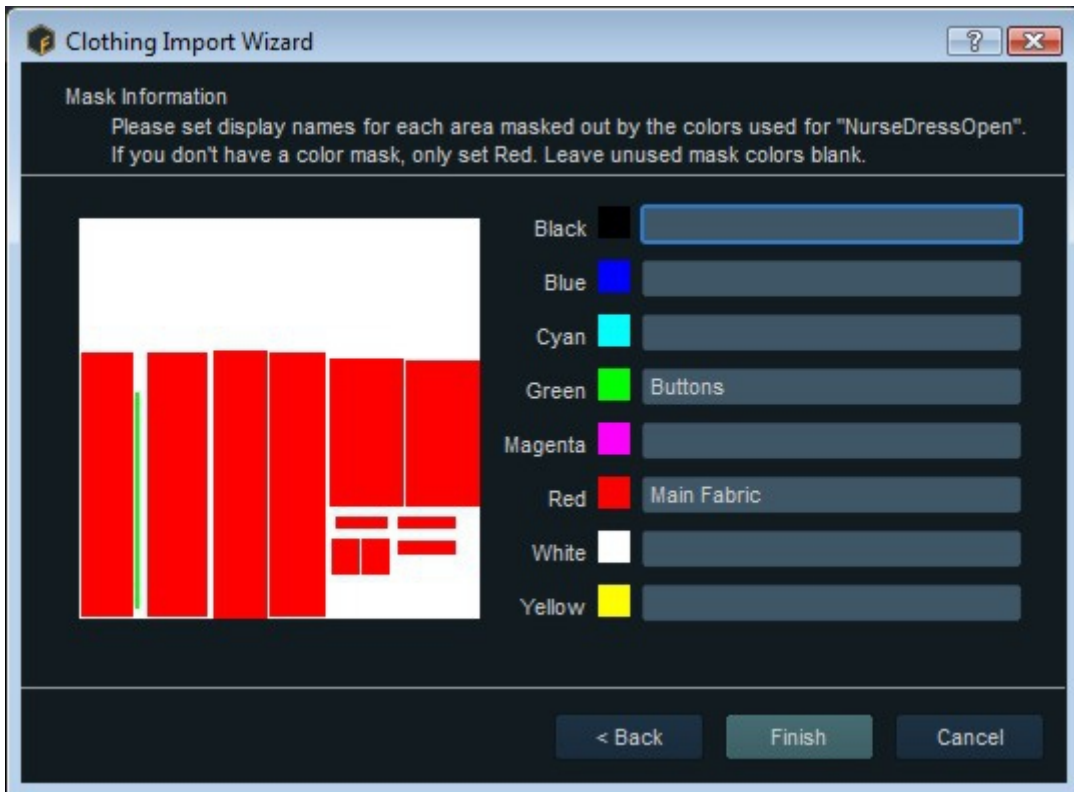


For the nursedress (both versions),
you must set category to 'Tops' and base body to 'FemaleFitA'.



The screenshot shows the 'Clothing Import Wizard' window with the 'Clothing Information' tab selected. The title bar reads 'Clothing Import Wizard'. Below the title bar, the text says 'Clothing Information' and 'Please configure the metadata for "NurseDressOpen"'. There is a link 'Open Fuse Import Documentation'. The 'Display name:' field contains 'Nurse Dress Open'. The 'Category:' dropdown is set to 'Tops'. The 'Item Type:' section has two radio buttons: 'Clothing' (selected) and 'Hair'. The 'Base Body:' dropdown is set to 'FemaleFitA'. The 'Search Tags:' field contains 'Comma, Separated, List of Tags'. At the bottom, there are three buttons: '< Back', 'Next >', and 'Cancel'.

Enter for red 'Main Fabric' and for green 'Buttons'.



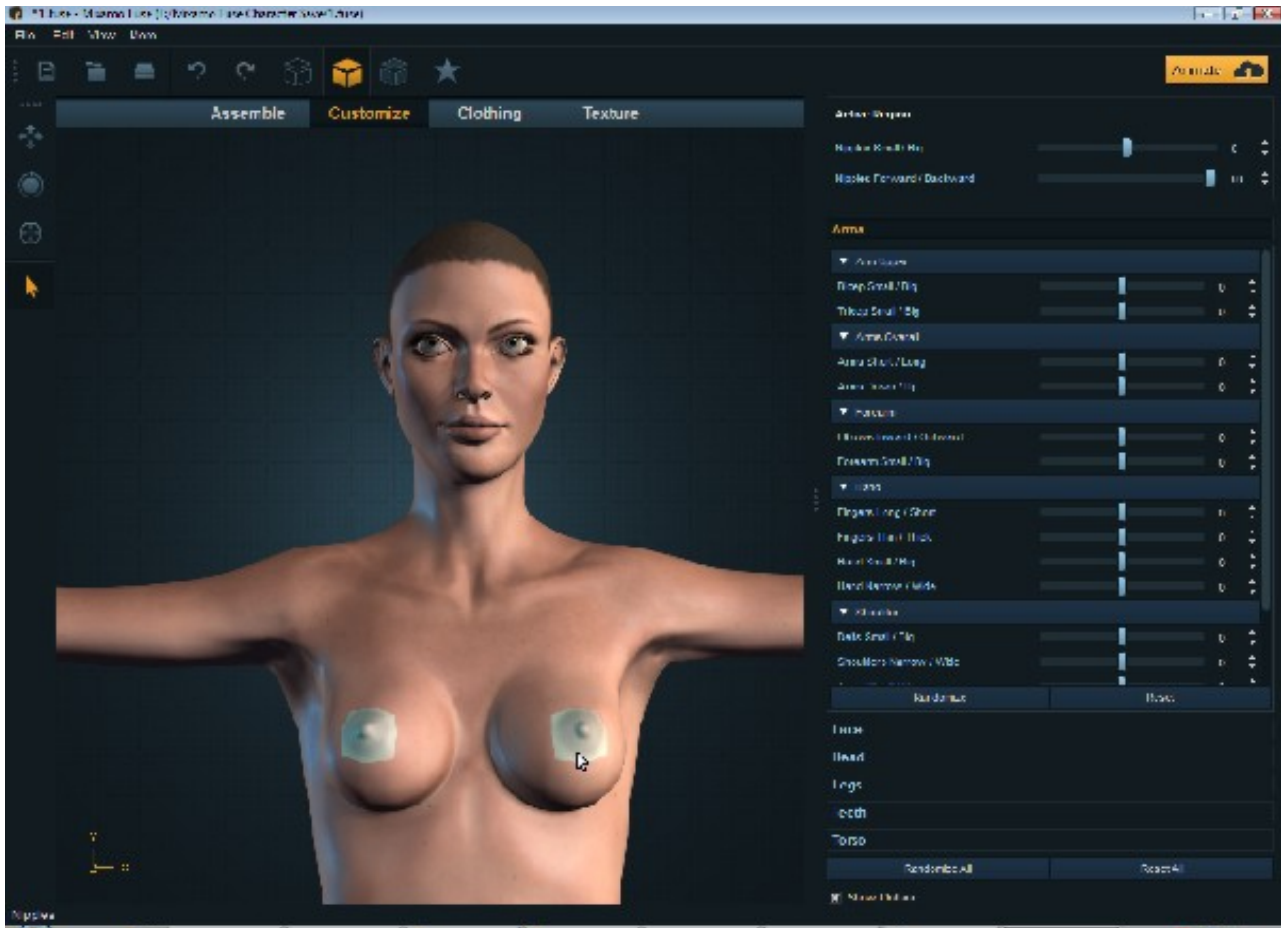
The screenshot shows the 'Clothing Import Wizard' window with the 'Mask Information' tab selected. The title bar reads 'Clothing Import Wizard'. Below the title bar, the text says 'Mask Information' and 'Please set display names for each area masked out by the colors used for "NurseDressOpen". If you don't have a color mask, only set Red. Leave unused mask colors blank.' On the left, there is a color mask preview showing a red dress with a green vertical line and red buttons. On the right, there is a list of colors with corresponding input fields: Black, Blue, Cyan, Green (labeled 'Buttons'), Magenta, Red (labeled 'Main Fabric'), White, and Yellow. At the bottom, there are three buttons: '< Back', 'Finish', and 'Cancel'.

Do all this steps again for the second nurse dress version.

After you have imported the 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 !

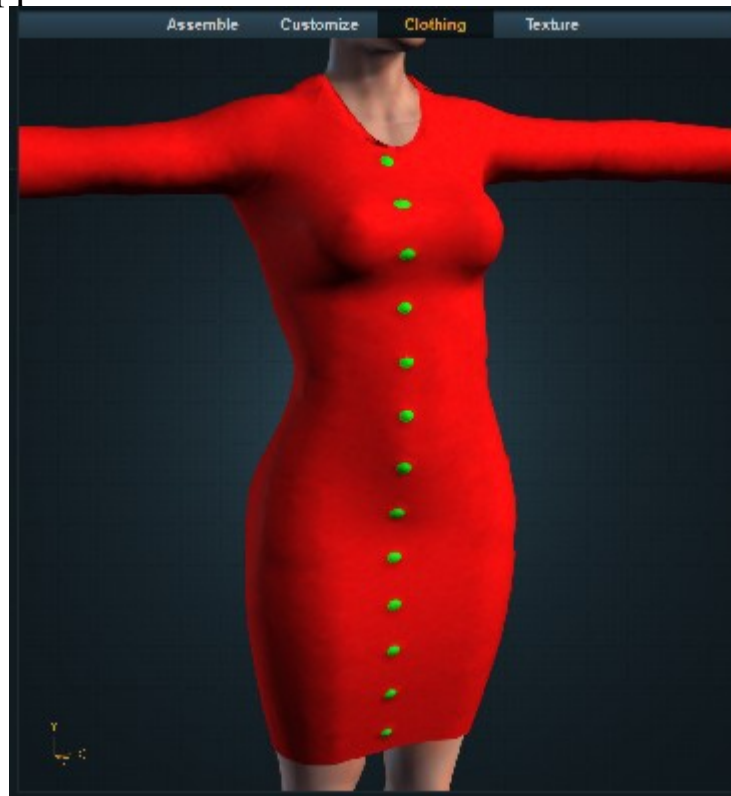


You can now find the dress under **Clothings** and **Tops**.



Select the version you want to use.

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



Now it's time to select the right texturing for it.

You can do it in the following way:

Select **Clothings** and **Tops**, then the scrub clothing.

Wait till the scrub clothing appears.

Select Texture and then click on the scrub clothing.

On the right screen side select 'Main Fabric', click now on the field 'Copy'.

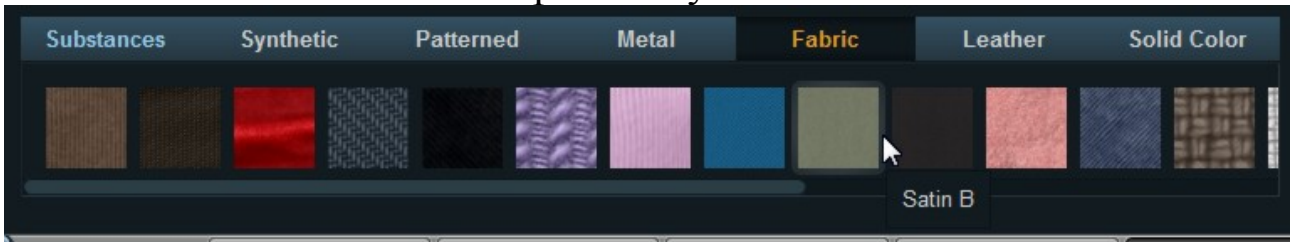


This stores the parameter values.

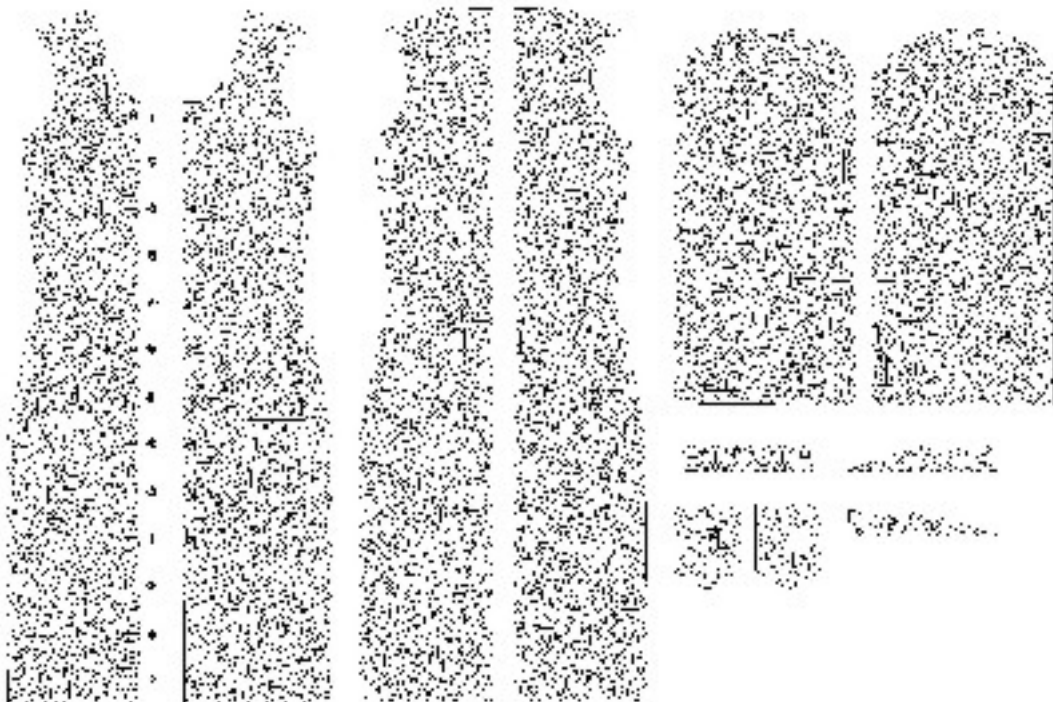
Select now Clothings and select the nurse dress again.
Do now the same you have done with the scrub clothing, with the difference you must click now on Paste.



The nurse dress has now the same blue texturing like the scrub before.
Select 'Buttons', now you can select a texturing for the buttons.
As an example use Synthetic/Plastic.



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



This pictures shows the ready rigged character who is clothed with the nurse dress in unity.



This asset includes default textures and 2 materials for the use with Unity3D.