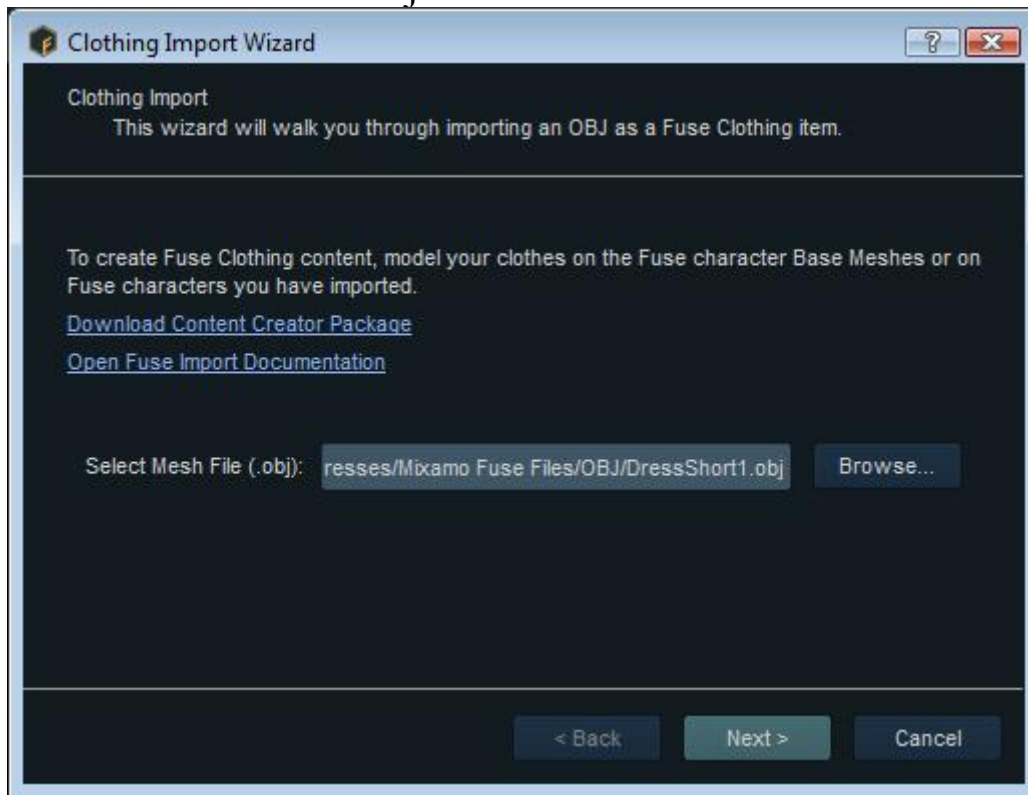


# Short Dresses (Minidresses) for Mixamo Fuse

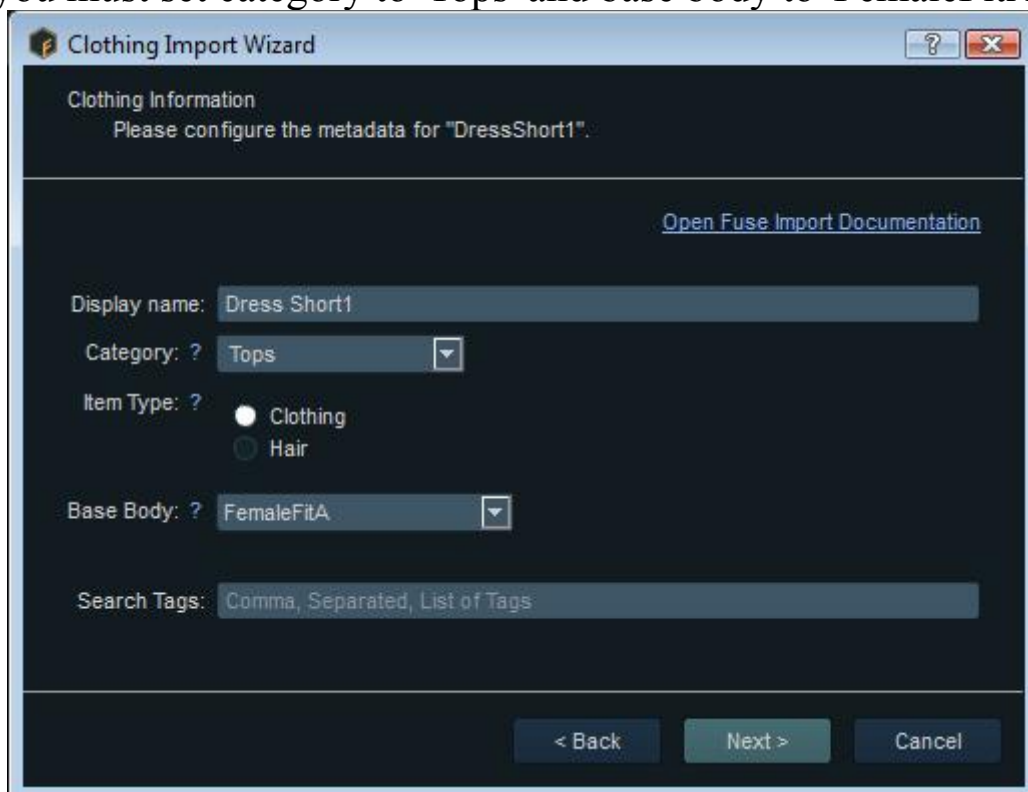


Import the dressshort1 into mixamo fuse.  
In fuse use 'File/Import/Import Clothing'.

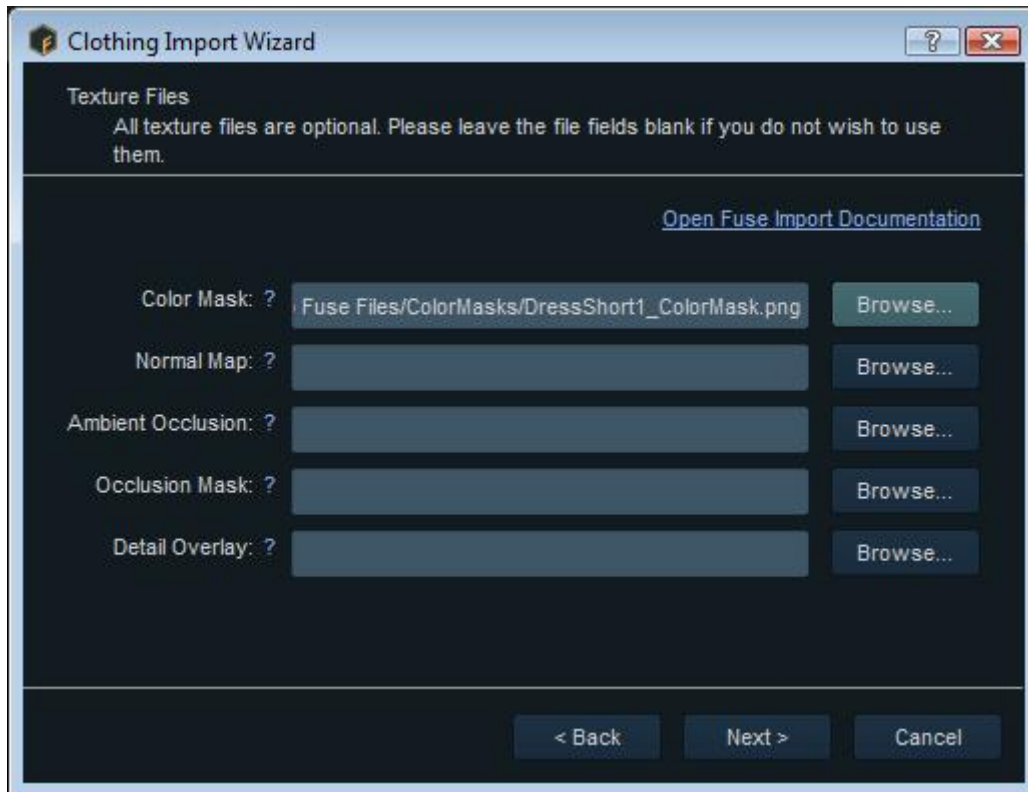
Select the obj-file from the dressshort1.



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



Select the colormask-file from the dressshort1.



Enter for red 'Main Fabric' and for magenta 'Second Fabric'.



Do all this steps again for the other short dress version.

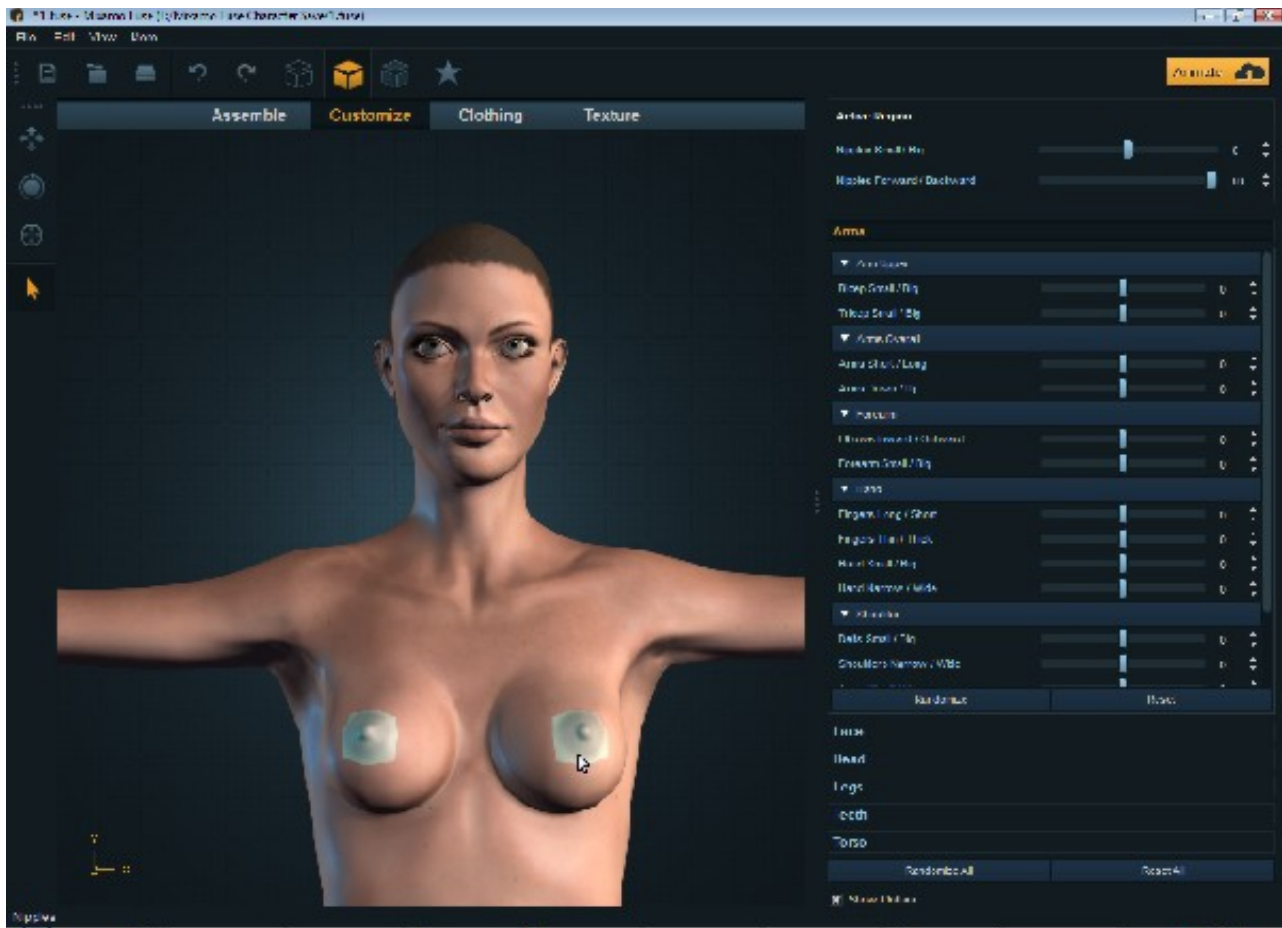
After you have imported the dressshort1 you must build a female character under the use of the FemaleFitA bodyparts.

## Head, Torso, Leg and Arm.

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

Set the 'Nipples Forward / Backward' value to 99 and  
'Nipples Small / Big' to -25.

With this you can avoid a peak through the clothings !



Now you can find the both short dresses under **Clothings** and **Tops**.



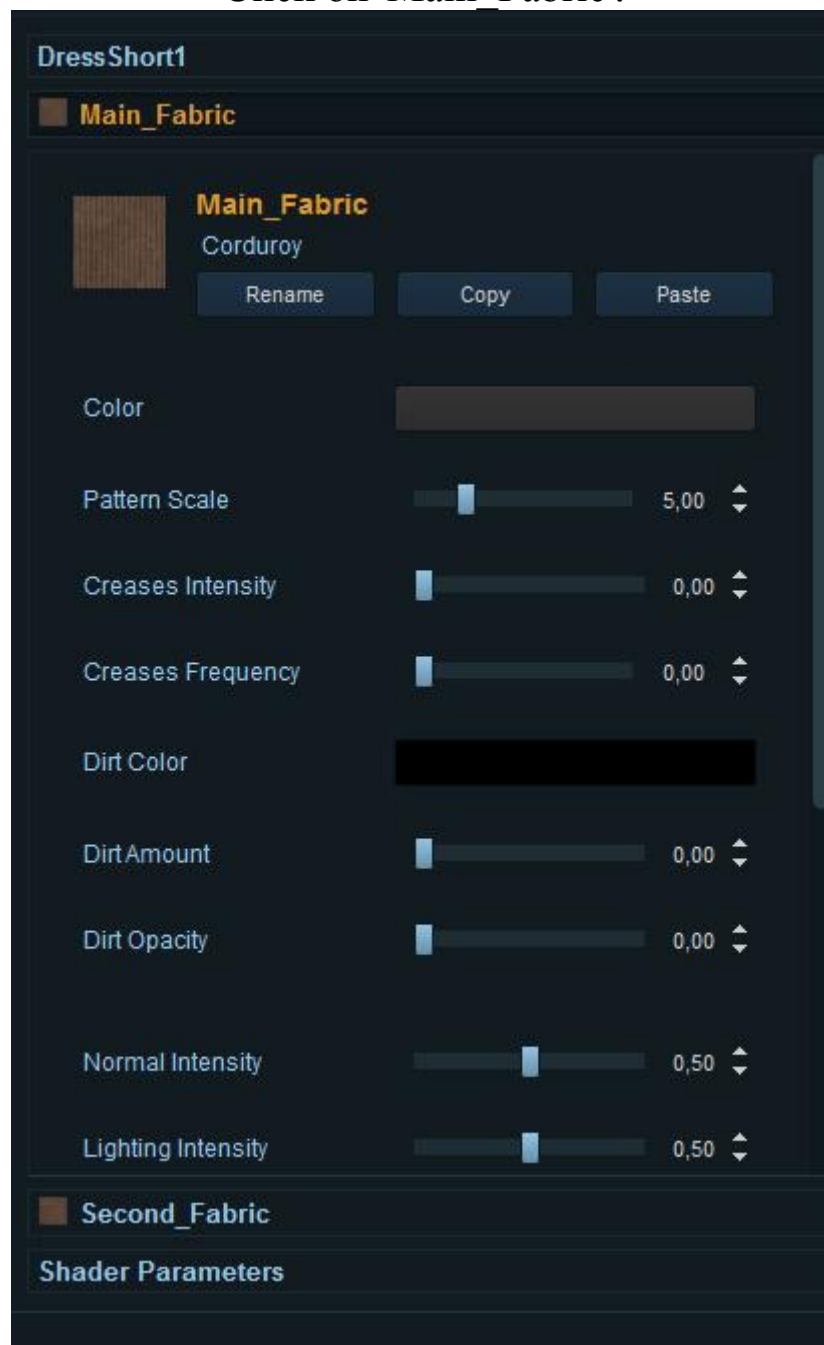
Select the version you want to use.

The short 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 short dress.  
Click on 'Main\_Fabric'.



As an example use 'Fabric/Corduroy' for 'Main\_Fabric'  
and for the 'Second\_Fabric'.





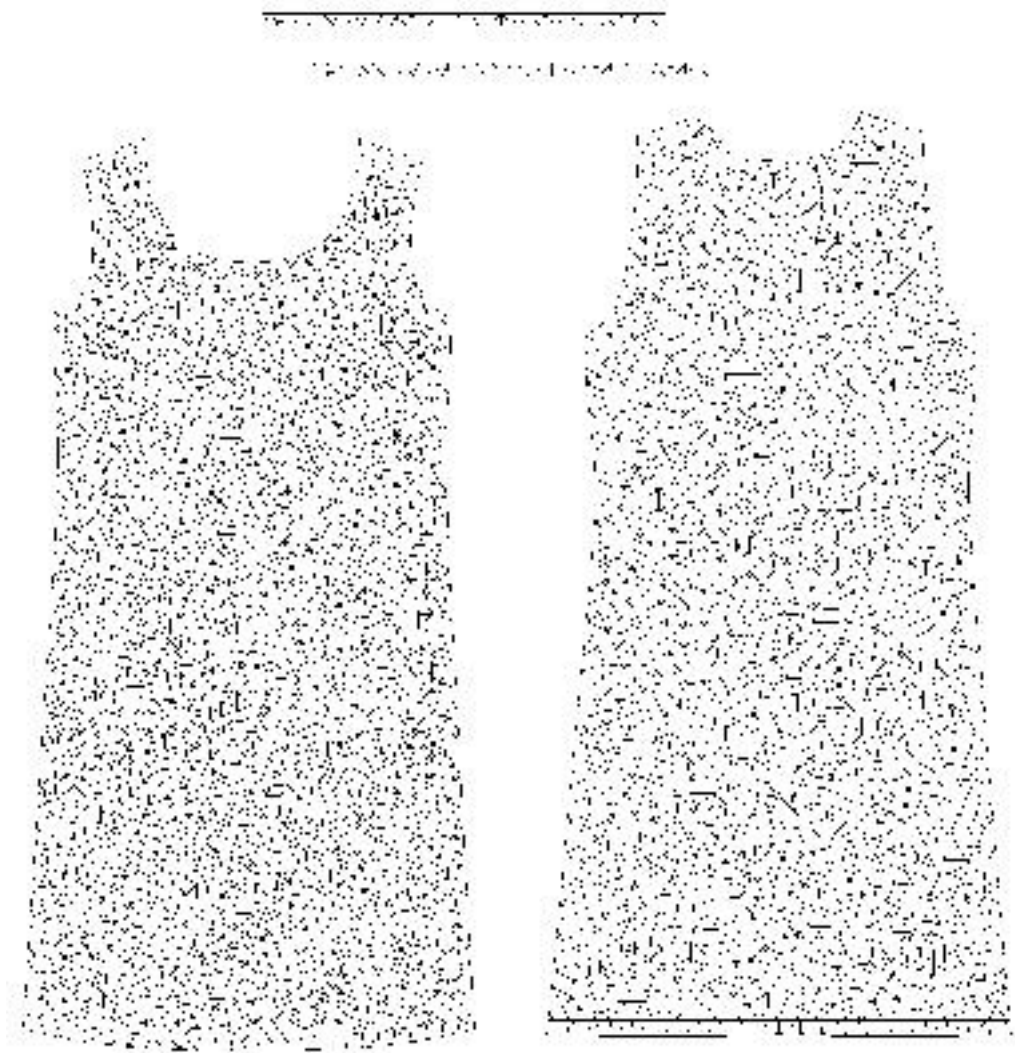
The short dress appears in his new look:



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 6 materials for the use with  
Unity3D.