

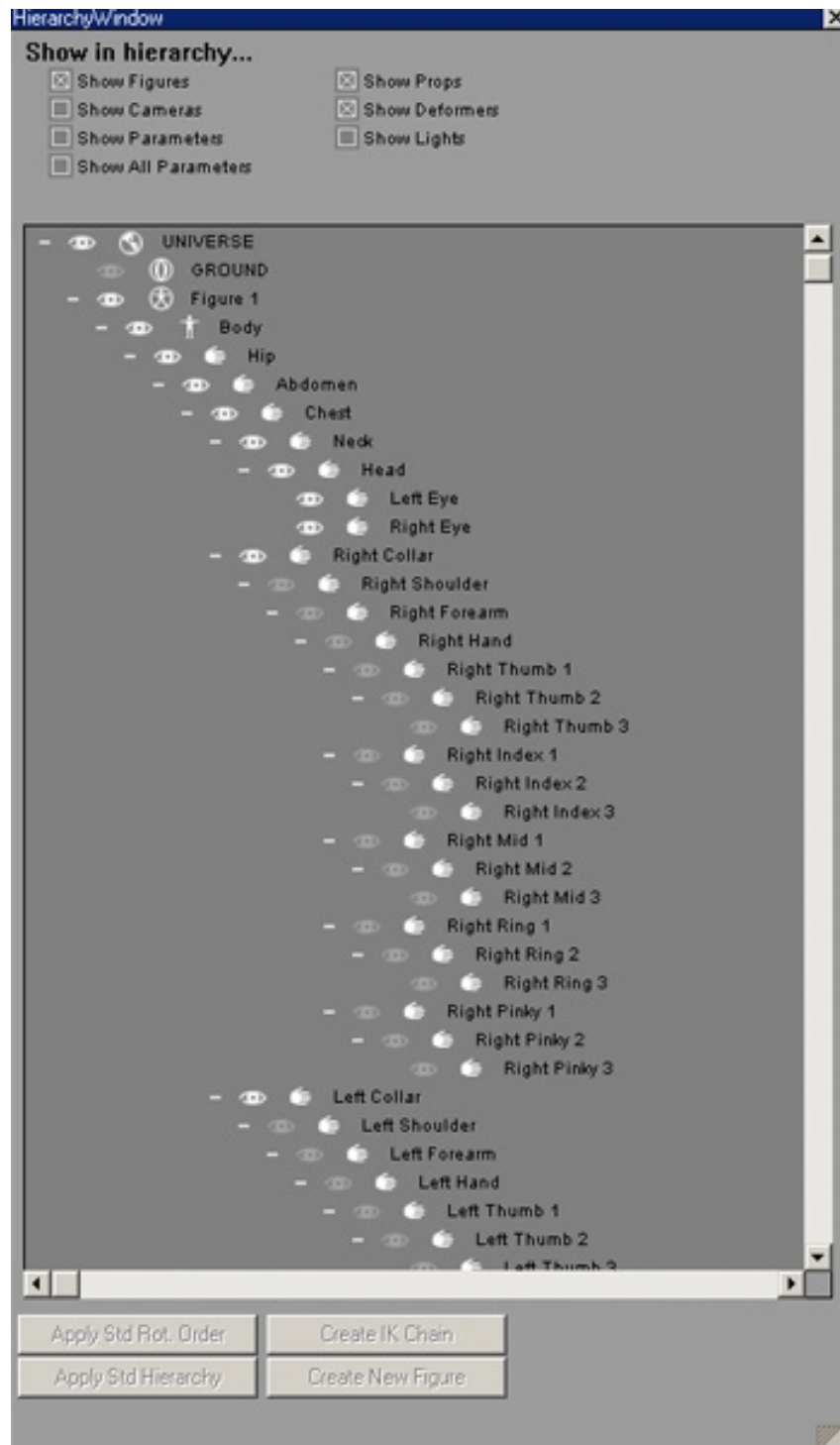
# A3 Sera

How to get it set up

Main Camera



Load Aiko 3 into your scene.



Open up the hierarchie editor  
over the windows roll out menu.

Turn all fingers, arm parts, toes and  
feet invisible by clicking once on the  
white eye in front of each body part.

## Main Camera



Load all items into the scene and conform them. If the feet look like on the picture, while conformed follow these steps to fix it.

1. Select Figure 1 (Aiko 3)
2. Click Figure in the Menu
3. Roll out Symmetry
4. Click "Left to Right"
5. When prompted for joint zones select "yes"

Main Camera



To add the tail to the body and move with it, select the tail and go on "Figure" in the Menu bar.

Choose "Set Figure Parent" and select the hip of Figure 1 (Aiko 3).

Main Camera



To apply the skin texture, select Figure 1 (Aiko 3). Open your Poses Menu on the right and look for an entry "!!!MAT SERA". Open it and double click it.

Finally, you only have to apply a hair style to her.

The figure was originally created for the game "Y's VI The Ark of Napishtim", which I found a wallpaper from.

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For information about the game visit: <http://www.falcom.com/ysf/> (not in english though)  
If you have problems with the file or any comments, mail to: [specs\\_hoshi@gmx.de](mailto:specs_hoshi@gmx.de)