

VAM Create and load appearance presets

First, select the model, you want to make a preset of



In the Control Menu now click on Select Root

Select Root **Teal Hair Chick:chestControl**

Interactable in Play Mode Possessable

Select Link To From Scene

Link To Atom	Filter...	X	1 / 1
Link To	None		
Link To	Filter...	X	1 / 1
Link To	None		

On Comply Off Parent Link Physics Link Hold Lock Allow Possess/Grab

Position

Rotation

Comply Position Threshold: 0.0010

Comply Rotation Threshold: 5.0

Comply Speed: 10.0

Comply Joint Drive: 20.0

Comply Position Spring: 1500

Comply Rotation Spring: 150

Comply Position Damper: 100.00

Comply Rotation Damper: 10.00

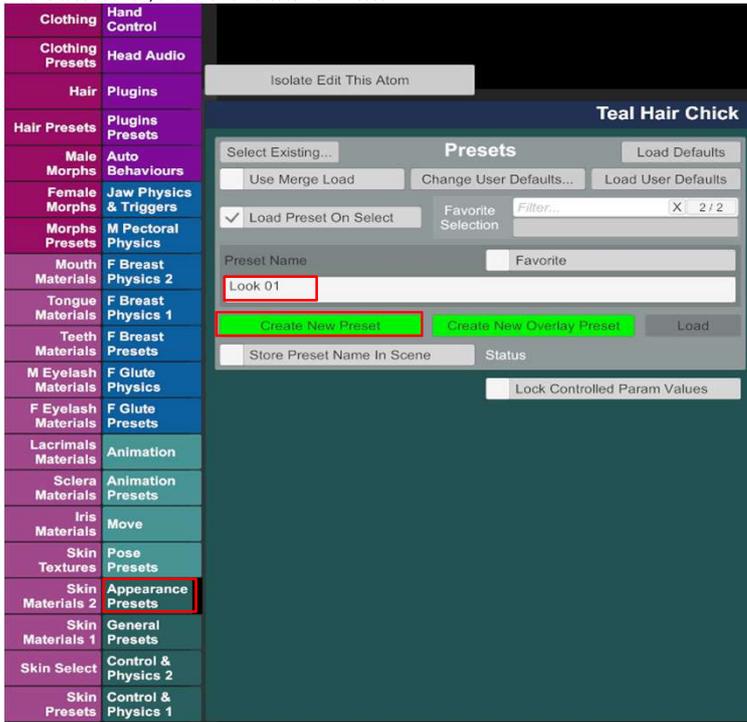
Physics

Animation

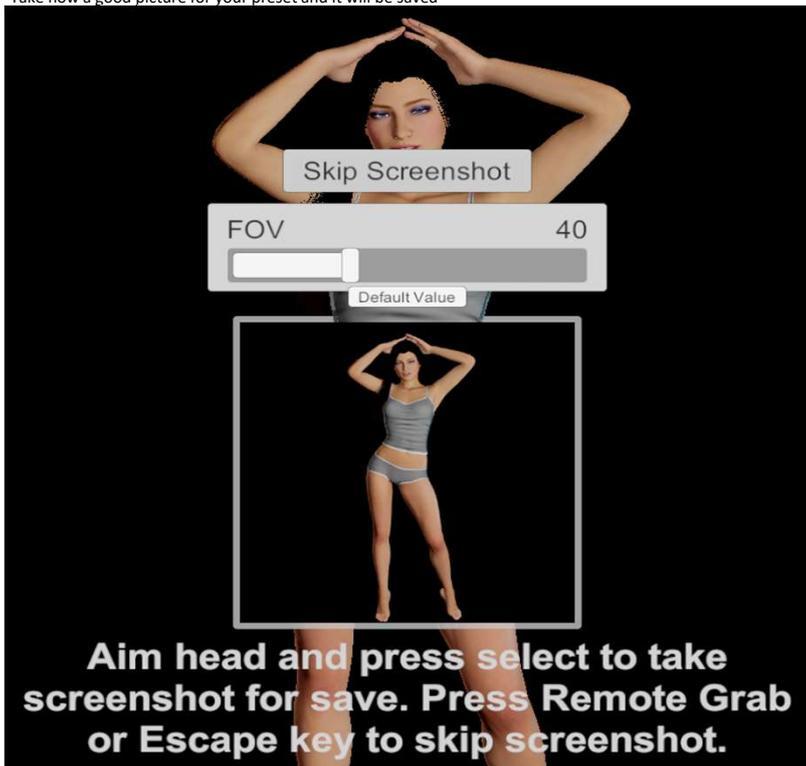
Move

Control

Click now on the Appearance Presets Tab, type in a name for your new Appearance Preset, in this case Look 01, click then on Create New Preset



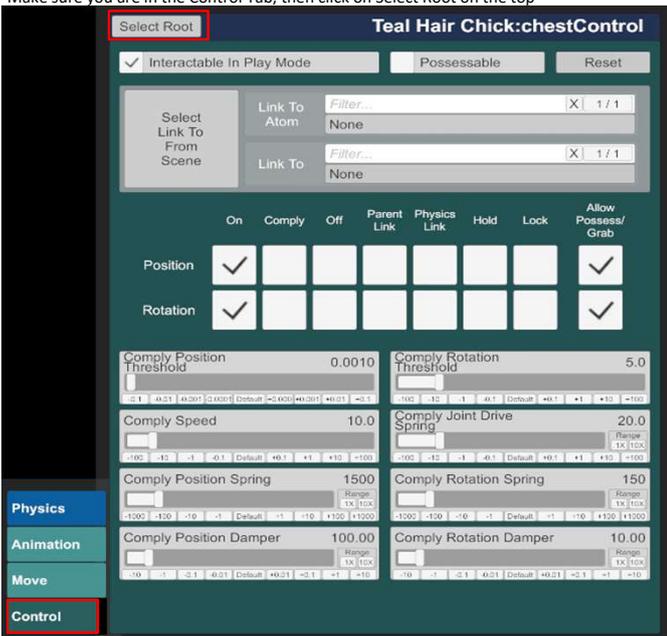
Take now a good picture for your preset and it will be saved



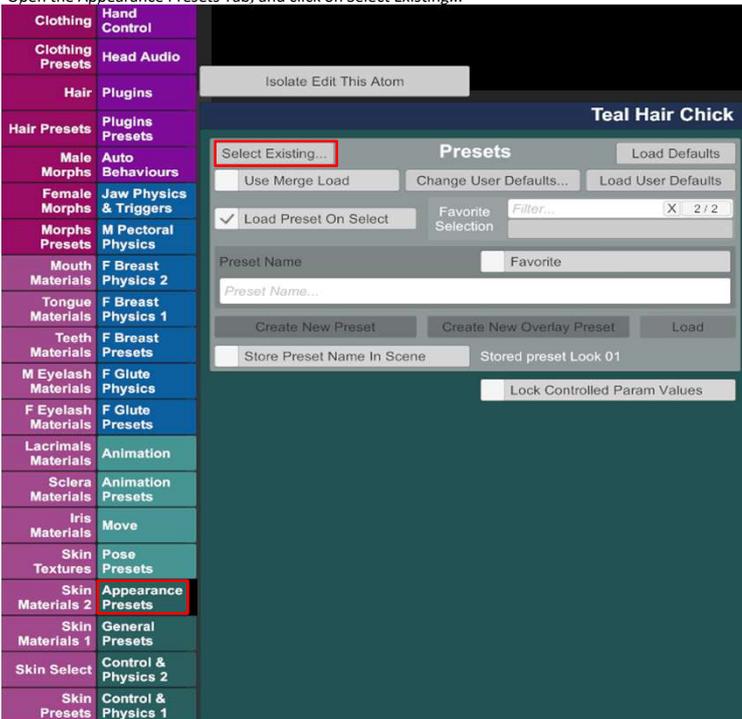
If you are now in a scene and want to change the look of a model, you can do this very easy

Select the Model whose look you want to change

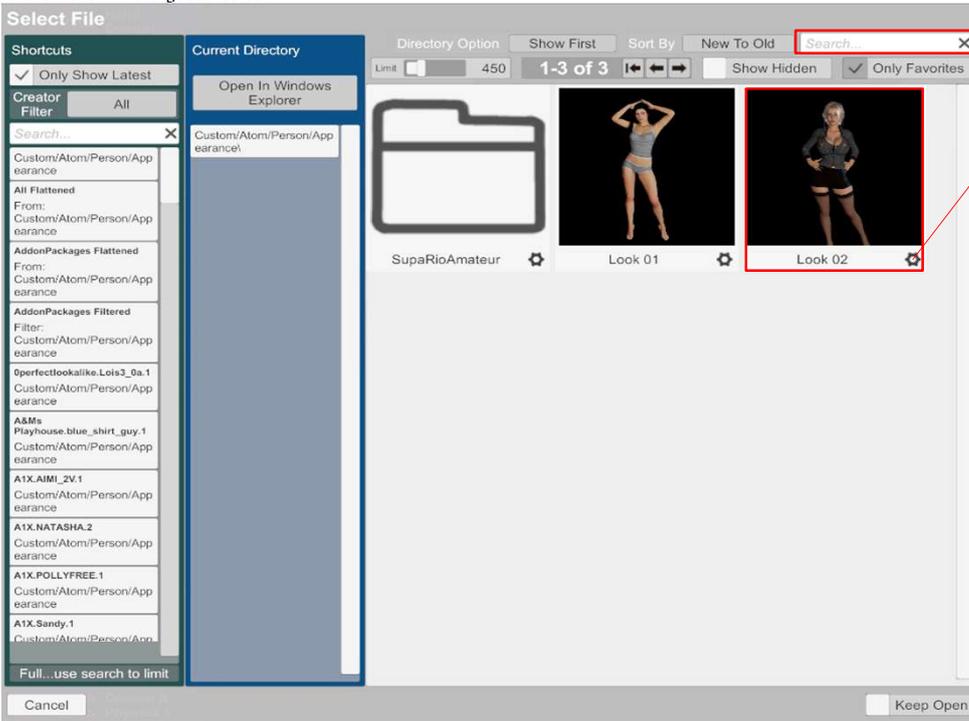
Make sure you are in the Control Tab, then click on Select Root on the top



Open the Appearance Presets Tab, and click on Select Existing...



You can type in a search text in the right upper corner, to find your look easier, especially if you have a lot of looks in here
 In my scene there is actually the Girl with the appearance (Look 01), i saved a second look (Look 02) and want now to change the appearance to this second look. So just click on the look you want to load, in this case Look 02 and the appearance of the model will change to that look



You can also click on the Settings Button and activate Hide it or mark it as Favorite Or you can Rename it oder Delete it

Above the the preset pictures you see the options Show Hidden and Only Favorites you can activate With this you can make presets visible who are marked as Hide Or show only the presets who are marked as Favorite

The appearance of the Model has now changed from Look 01 to Look 02

