

# KRYSTAL V2 SFM GUIDE

Hi everyone!! After all thanks for the all support and for download this model!!

Here is the Basic noviced tutorial to manipulate correctly this model in SFM, also to void the constant bombarding of questions like “How i use the tail bones?” here i explain all my “how to” to take advantage of the maximum potential of the model



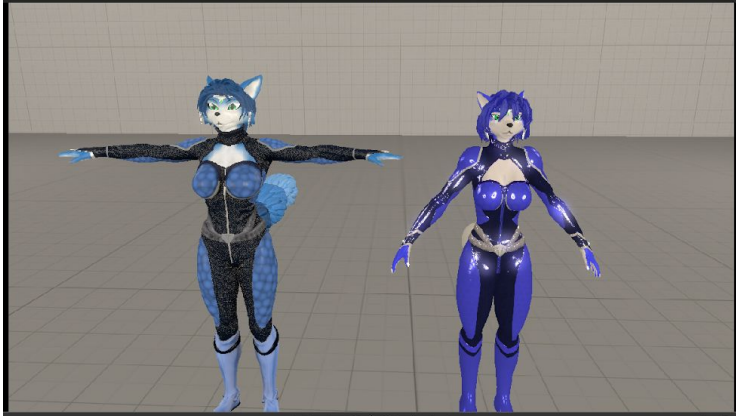
## Content

1. Knowing the model
2. Bodygroup List
3. Extra bones and how to manipulate them
4. Advanced Eye manipulation
5. Corrective morphs
6. Hidden tongue

+18 content inside, if you are under aged, please go very far! or i gonna tell to your mom!

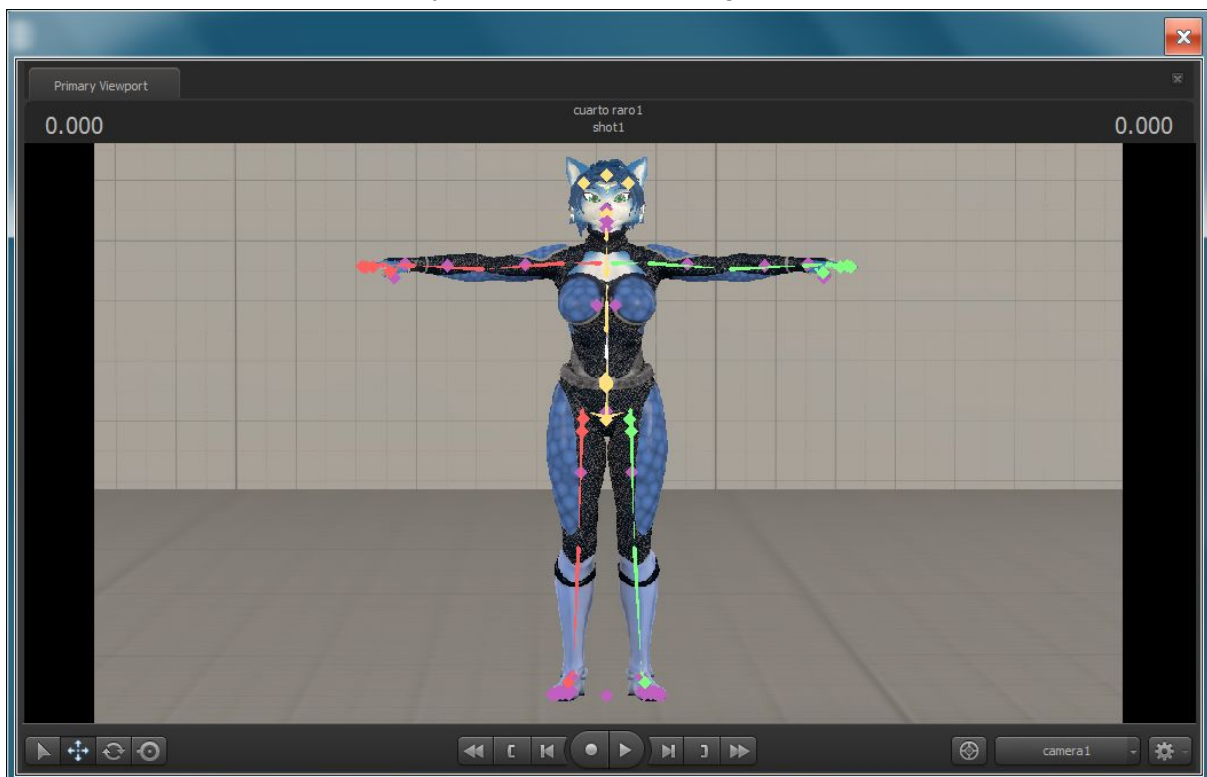
## 1. Knowing the model

Also this is not a Update of the Krystal 2017, its a complete rebuild, that means what if you are nostalgic with the old model you can keep it without mess any previous work



when loads a mode Just simply tipping “Krys” you will find the “KRYSTAL2018.mdl” to use it the model file its under “usermod\models\Fursonas\KRYSTAL2018.mdl” DO NOT MOVE FROM THAT! (can cause invisible model bug)

it have VALVE default bones, so you can use default Rig Script

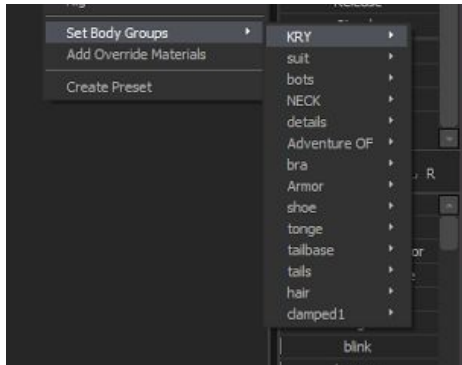


Apart of that, its contain basic features

\*Eye posing

- \*Face Posing
- \*Full hands, breast, Tail, hair partial, ears and feet's bones
- \*Complete bodygroup setup
- \*Some correctives Flexes
- \*Some Correctives bones

## 2. Bodygroups



Here's a list of the bodygroups what composes the body, also all they are just Cloth, The main one its "KRY" the body and unremovable and as default comes with the ASSAULT suit on

also all are booleans, that's means what you most ON/OFF them, in bodygroups the option "<none>" means OFF

### PILOT GROUP

- \*Suit: Assault pilot suit, covers most of the body, except of the feets
- \*Bots: Assault pilot Bots (by public demand)
- \*Neck: Assault pilot Scarf
- \*Details: Crown, Earrings

### TRIBE GROUP

- \*Adventure OF: loincloth and neck details , chest uncovered
- \*Bra: bra....just that dude!
- \*Armor: Armor parts in shoulders, forearms and legs
- \*Shoes: Slipper

## BODY PARTS GROUP

\*Tonge: Rigged tongue to replace the default one

\*Tailbase: Tailbase

\*Tail: Fluff part of the tail

\*Hair: Set ON/OFF head hair

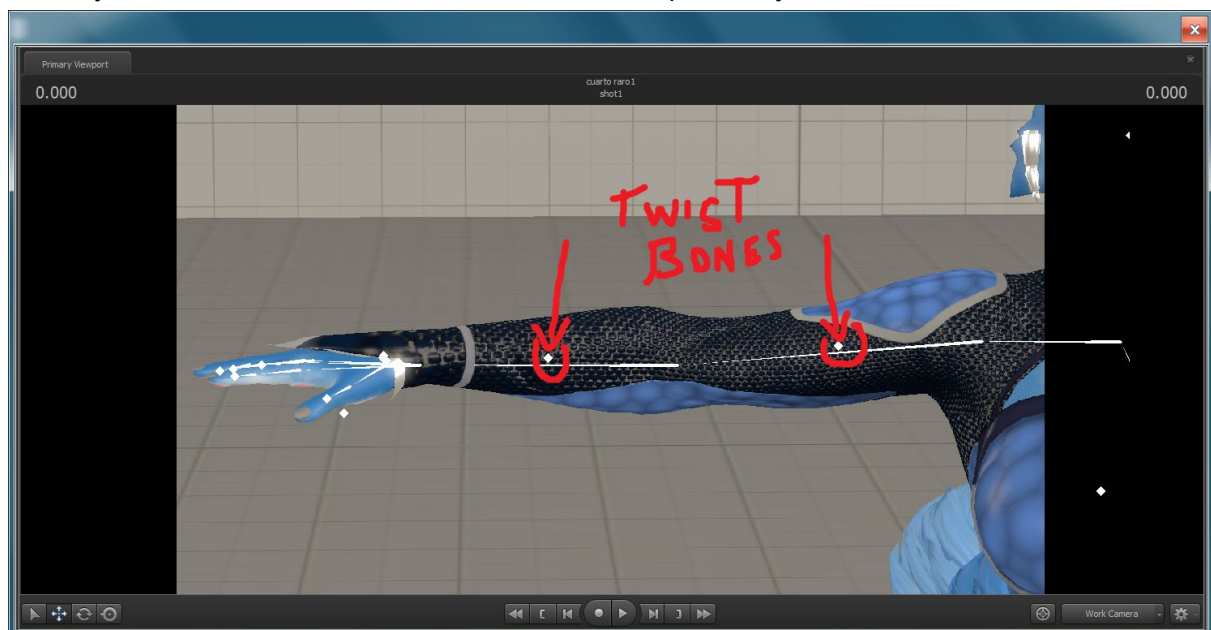
\*Clamped: I dunno

## 3. Extra bones and how to manipulate on RIG mode

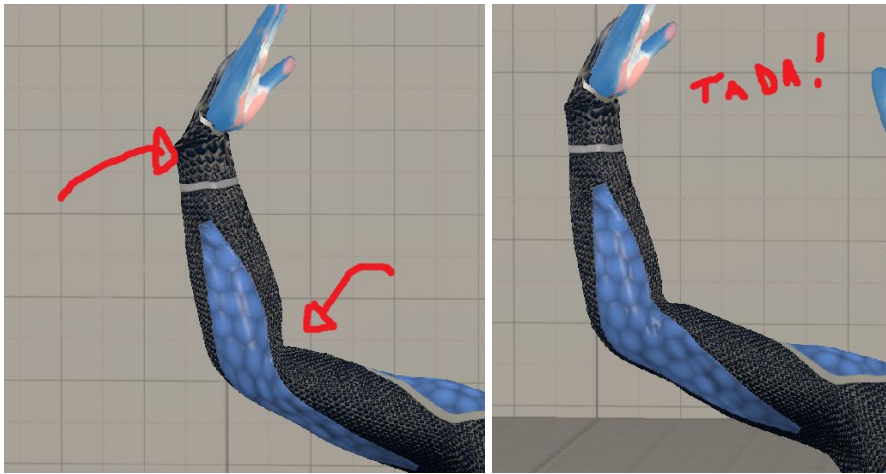
As default most of model have only 3 bones on the arms/legs

Upper arm, Forearm, and Hand , in the chases of the Arms

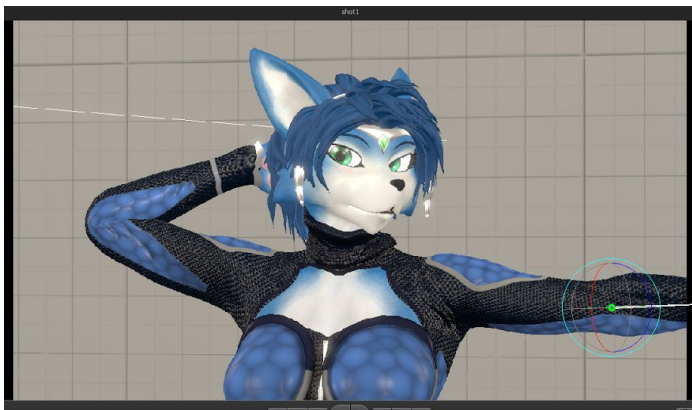
Now if you aren't familiar with the twist bones, i will present you



Sometimes the bones twist in a way where you see a sharp area or bad twisted are... specially when you raise arms

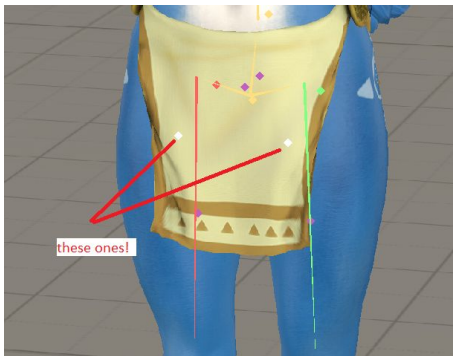


its improved for a more natural posing and void the awful clipping

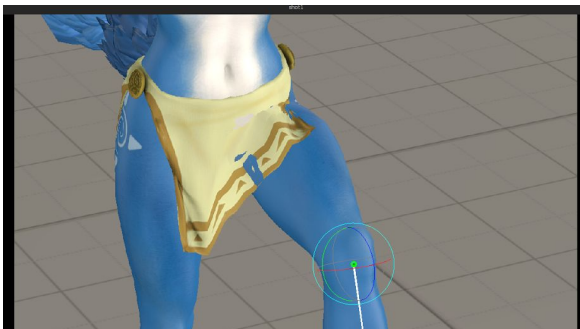


You can found them on the thighs too.

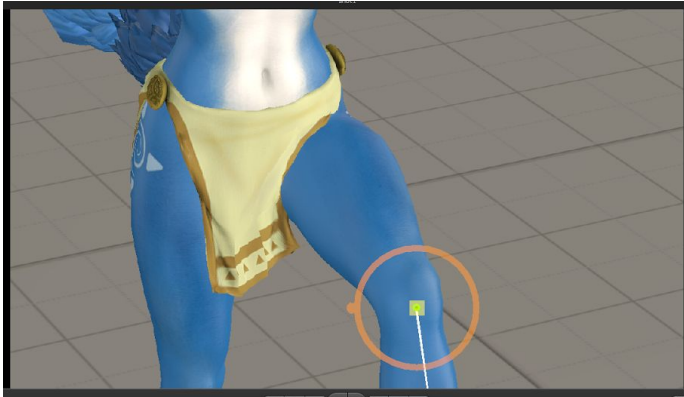
Loincloth has bones too but for other function



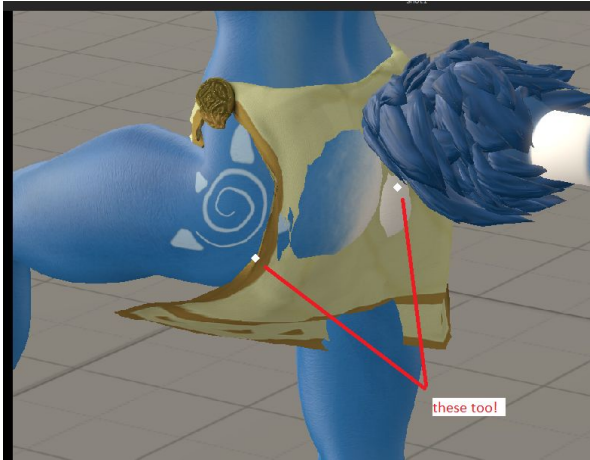
Naturally , SFM does not have Physics, and less for the clothes, so if you raise the leg you will get something like this!



Also, we can control these bones to correct this

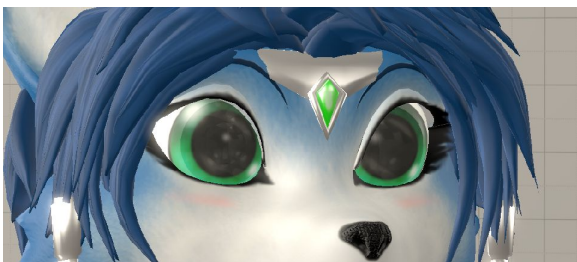


Back part have the same issue and solution



Just turn and move the bones to a decent/desired position

#### 4. Advanced Eye manipulation



-sometimes the beauty can be found on a single sight

this model have Eye refract shader, also it contains some features to edit inside SFM  
exist 2 ways to manipulate this,

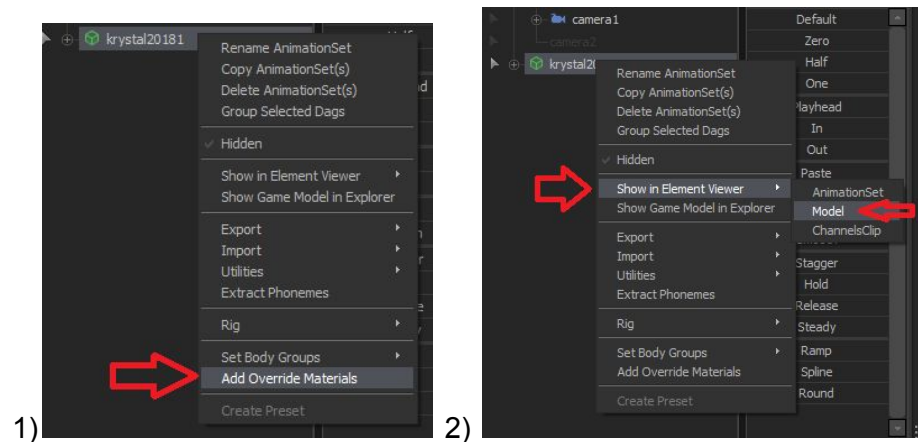


The Global method (this mean affect all models in the map) it's using the “r\_eyesize X ” command on the console replacing X using values between 3 and -3 the default is 0 on

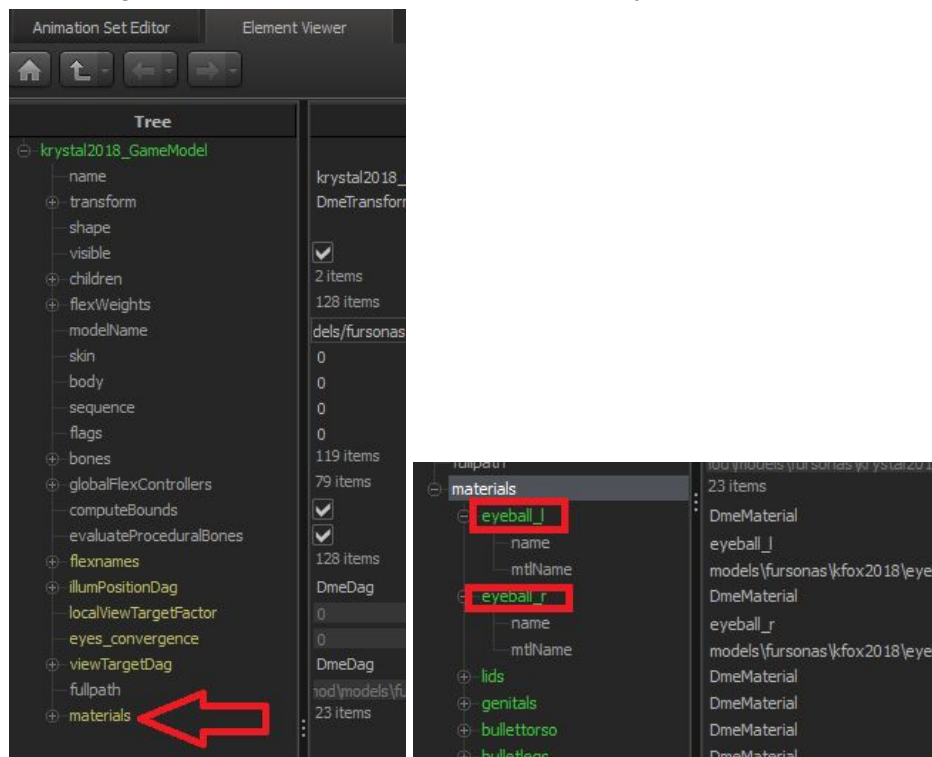
+1 values twice the size of the cornea and -1 values reduce it at half

And the other method is override the “\$dilation” value on the eye, this change the IRIS size

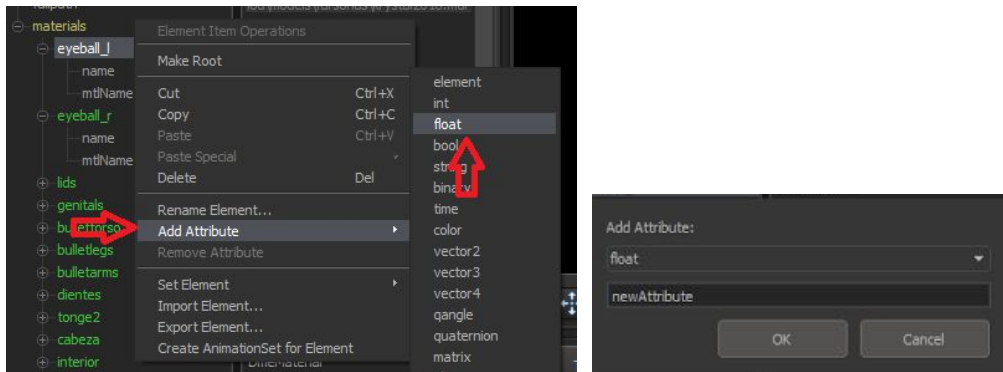
A)First we need override materials, and then go to element viewer, on model



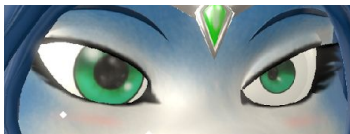
B)Then, go to materials and choose one of the eyeballs



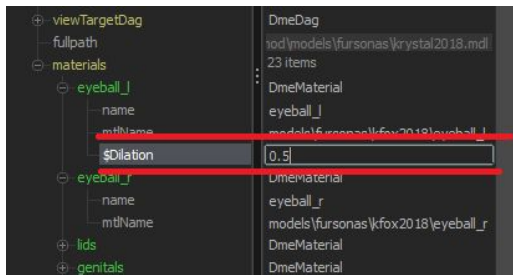
C)Later left click in one of the “eyeball\_x” and add a attribute as “float”



If you noticed what one of the eyes gets smaller, you did ok!

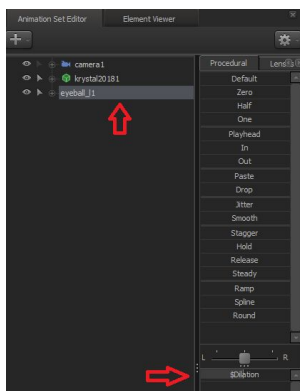
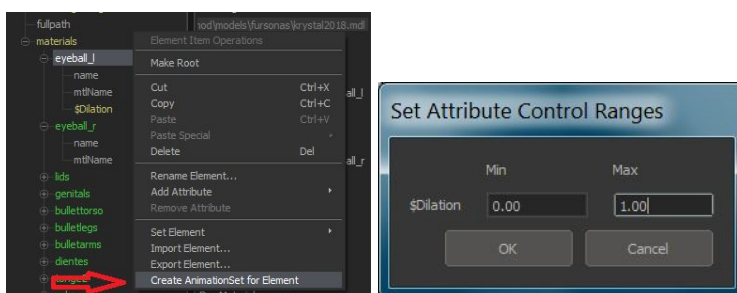


D) Now go to the “eyeball\_x” and edit the “\$Dilation” value as want, the default value in this model is “0.5”



Now do the same from the C) step on the remaining eyeball

Optionally, you can create a slider on animation to control this value, set animation values window will appear and we hit OK, and go to animation set editor, you will found the controller





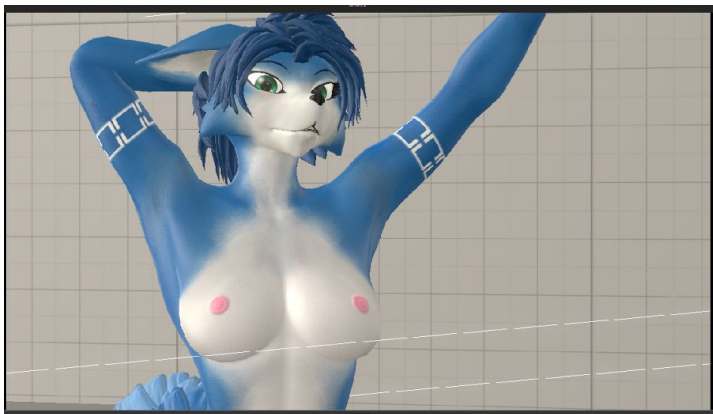
## 5. Corrective morphs

Krystal have some useful corrective morphs for nude pose... unfortunately these cannot be used when she are clothed, they clip through them

----Also i recomend enable “Show Hidden Controls” you can find these and more others controllers inside

In the chase of the

“CollarUP50\_R/L” works on where the collars raise too much and the chest get wider than usual

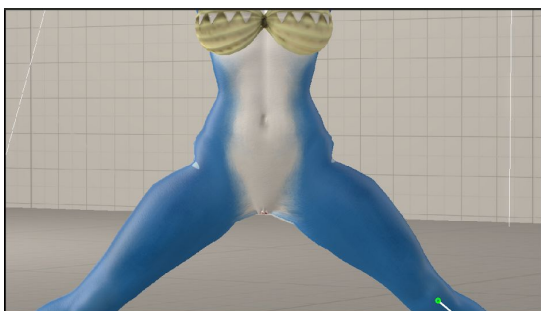


CollarUP50\_R/L at 0%

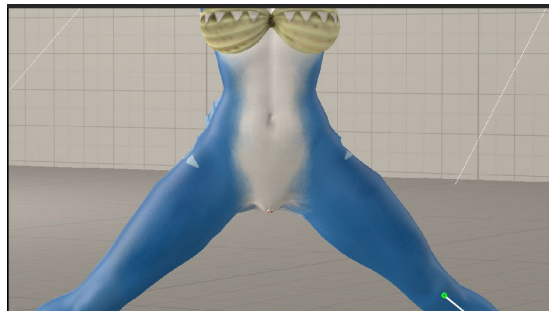


CollarUP50\_R/L at 80%

the “LEGSPREAD R/L” works on situations where..... you know.... need open his leg



LEGSPREAD R/L to 0%

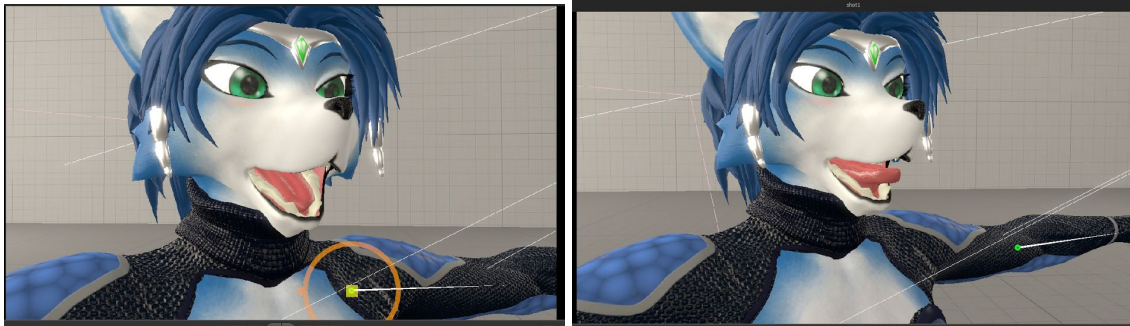


LEGSPREAD R/L to 100%

As extras we have other naughty flexes but i let to you see that part :P

## 6. Hidden Tongue

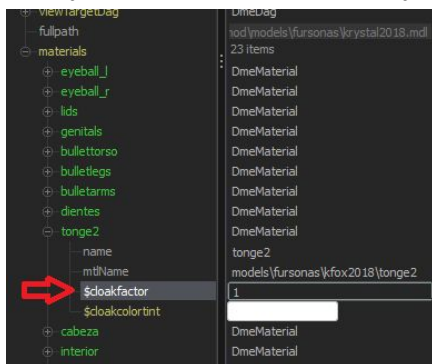
Krystal have 2 tongues, the default with flexes moved with the jaw and another driveable by bones



we can make appear in the bodygroups in “Tongue”, but if you wanna hide the default on or add another custom tongue, you can hide it doing the next!

Enable “Add Override Materials” option on the model and go to the Materials tree,

Find “Tonge2” material and set “\$cloakfactor” to “1” and its done! you can hide the tongue or any other material in this way



thats is all for now folks!

Model created the 11/11/2017 Krystal fox belongs to RARE or Nintendo... or wharever!

Model and the Tutoriel! Builded by Warfaremachine

**YOU CANNOT EDIT/ ALTER/ OR EXPORT THIS MODEL, MESH, TEXTURES, WITHOUT AUTHORIZATION!**

Credits to Neroticus for the Body base mesh and rig <https://smutba.se/project/21/>