

Welcome to LeLUTKA

# Evolution XTREME!

*BOM + HD Appliers*

## IMPORTANT!

**OMEGA EYES COMPATIBILITY ONLY. ALL OTHER OMEGA APPLIERS WILL NOT WORK.**

Evolution Heads were stripped of excessive mesh layers and we focused on Bakes on Mesh and HD layers instead to lower the game play impact.

**CONTINUOUSLY LOOPED TALK / SING GESTURES FOR VLOGGING, PERFORMING AND THINGS OF SIMILAR NATURE ARE AVAILABLE IN THE GESTURE PACK.**

If you wish to use the same vocal gesture as the one checked on the main HUD e.g. singO gesture - singO on HUD, vocal button on the main HUD needs to be unchecked for the VOCAL GESTURE to operate properly.

If you wish to activate a different vocal gesture from the one selected on the main HUD e.g. singO gesture - talk) on HUD, you can leave it active.

**PLEASE DEACTIVATE ALL ACTIVE GESTURES FROM PREVIOUS VERSIONS TO AVOID INTERACTIONS AND SCRIPT ERRORS.**

**3 VOICE GESTURES are included in the head folder.**

All 3 need to be active for VOCAL animations selected on the HUD to sync with your microphone activity.

## PLEASE REMOVE ALL UNNECESSARY ALPHA MASKS.

You can create your own Alpha Mask or Edit (if it's permitted) already worn one. Another option is to wear one of the Alpha Masks provided in the folder with your Head, listed and explained below.

### Alpha.Mask (Bom Head, APPLIER Body/Eyes)

You should wear this alpha if you are wearing BOM (Bakes On Mesh) head, applier body and eyes.

### Alpha.Mask (BOM Head/Body, APPLIER Eyes)

You should wear this alpha if you are wearing (most recommended alpha) everything BOM (Bakes On Mesh) except the eyes.

### Alpha.Mask (BOM Head/Eyes, APPLIER Body)

You should wear this alpha if you are wearing BOM (Bakes On Mesh) head and eyes, and applier body.

## NOTE:

**ERIN, NOVA, LAKE, NURI, SKYLER and LUKA have been updated to "boundless" rig.**

"Dated" versions have been included at the very top of your CONTENT FOLDER.

If you wish to continue using this version, please unpack \*\*\*LeLUTKA.NAME.Head.No (dated).



# Folder Content

## HEAD PACK (f)












































- ▼ LeLUTKA **FEMALE** Head No
  - \* Creator Kit LeLUTKA 3.1 (no modify) (no transfer)
  - \*\* About Your Product (no modify)
  - \*\* Update Log (no modify)
  - + ALPHA ( BOM Head + Body - APPLIER Eyes ) (no transfer)
  - + ALPHA ( BOM Head + Eyes - APPLIER Body ) (no transfer)
  - + ALPHA ( BOM Head - APPLIER Body + Eyes ) (no transfer)
  - + FACELIGHT LeLUTKA (add) (no transfer)
  - + LeLUTKA voice level 01 (no transfer)
  - + LeLUTKA voice level 02 (no transfer)
  - + LeLUTKA voice level 03 (no transfer)
  - BROWS - lel EvoX **FEMALE** 001 (no transfer)
  - BROWS - lel EvoX **FEMALE** 002 (no transfer)
  - BROWS - lel EvoX **FEMALE** 003 (no transfer)
  - BROWS - lel EvoX **FEMALE** 004 (no transfer)
  - EARS - lel EvoX 002 (no transfer)
  - EARS - lel EvoX 003 (no transfer)
  - EARS - lel EvoX 004 (no transfer)
  - EARS - lel EvoX 005 (no transfer)
  - FACE - lel EvoX **FEMALE** 002 (no modify) (no transfer)
  - FACE - lel EvoX **FEMALE** 003 (no modify) (no transfer)
  - FACE - lel EvoX **FEMALE** 004 (no modify) (no transfer)
  - FACE - lel EvoX **FEMALE** 005 (no modify) (no transfer)
  - SHAPE Brow lel EvoX **FEMALE** (no transfer)
  - SHAPE Default lel EvoX **FEMALE** (no transfer)
  - / EARS / **FEMALE** ELF (add) 3.1 (no modify) (no transfer)
  - / EYES / lel EvoX 3.1 (no modify) (no transfer)
  - / HEAD / lel EvoX **FEMALE** 3.1 (no modify) (no transfer)
  - / HUD / lel EvoX (f) 3.1 (no modify) (no transfer)
  - / HUD / STYLE lel EvoX (add) 3.1 (no modify) (no transfer)
  - / TEETH / LeLUTKA 3.1 (no modify) (no transfer)
  - / TEETH / LeLUTKA Braces (add) 3.1 (no modify) (no transfer)
  - / TEETH / LeLUTKA Gems (add) 3.1 (no modify) (no transfer)
  - Unpack - ADDONS - lel EvoX BOM (no modify) (no transfer)
  - Unpack - ADDONS - LeLUTKA Classic BOM (f) (no modify) (no transfer)
  - Unpack - HAIRBASES - lel EvoX BOM (no modify) (no transfer)
  - Unpack - HAIRBASES - LeLUTKA Classic BOM (no modify) (no transfer)
  - Unpack - PIERCINGS - lel EvoX AVALON (no modify) (no transfer)
  - Unpack LeLUTKA GESTURES (no modify) (no transfer)
  - Update My **FEMALE** (no modify) (no transfer)

## HEAD PACK (m)






























- ▼ LeLUTKA **MALE** Head No
  - \* Creator Kit LeLUTKA 3.1 (no modify) (no transfer)
  - \*\* About Your Product (no modify)
  - \*\* Update Log (no modify)
  - + ALPHA ( BOM Head + Body - APPLIER Eyes ) (no transfer)
  - + ALPHA ( BOM Head + Eyes - APPLIER Body ) (no transfer)
  - + ALPHA ( BOM Head - APPLIER Body + Eyes ) (no transfer)
  - + FACELIGHT LeLUTKA (add) (no transfer)
  - + LeLUTKA voice level 01 (no transfer)
  - + LeLUTKA voice level 02 (no transfer)
  - + LeLUTKA voice level 03 (no transfer)
  - BROWS - lel EvoX **MALE** 001 (no transfer)
  - BROWS - lel EvoX **MALE** 002 (no transfer)
  - BROWS - lel EvoX **MALE** 003 (no transfer)
  - BROWS - lel EvoX **MALE** 004 (no transfer)
  - EARS - lel EvoX 003 (no transfer)
  - EARS - lel EvoX 004 (no transfer)
  - EARS - lel EvoX 005 (no transfer)
  - EARS - lel EvoX 006 (no transfer)
  - FACE - lel EvoX **MALE** 003 (no modify) (no transfer)
  - FACE - lel EvoX **MALE** 004 (no modify) (no transfer)
  - FACE - lel EvoX **MALE** 005 (no modify) (no transfer)
  - FACE - lel EvoX **MALE** 006 (no modify) (no transfer)
  - SHAPE Brow lel EvoX **MALE** (no transfer)
  - SHAPE Default lel EvoX **MALE** (no transfer)
  - / EARS / **MALE** ELF (add) 3.1 (no modify) (no transfer)
  - / EYES / lel EvoX 3.1 (no modify) (no transfer)
  - / HD BEARD / lel EvoX (add) 3.1 (no modify) (no transfer)
  - / HEAD / lel EvoX **MALE** 3.1 (no modify) (no transfer)
  - / HUD / BEARD lel EvoX 3.1 (no modify) (no transfer)
  - / HUD / lel EvoX (m) 3.1 (no modify) (no transfer)
  - / HUD / STYLE lel EvoX (add) 3.1 (no modify) (no transfer)
  - / TEETH / LeLUTKA 3.1 (no modify) (no transfer)
  - / TEETH / LeLUTKA Braces (add) 3.1 (no modify) (no transfer)
  - / TEETH / LeLUTKA Gems (add) 3.1 (no modify) (no transfer)
  - Unpack - ADDONS - lel EvoX BOM (no modify) (no transfer)
  - Unpack - ADDONS - LeLUTKA Classic BOM (m) (no modify) (no transfer)
  - Unpack - HAIRBASES - lel EvoX BOM (no modify) (no transfer)
  - Unpack - HAIRBASES - LeLUTKA Classic BOM (no modify) (no transfer)
  - Unpack - PIERCINGS - lel EvoX EON (no modify) (no transfer)
  - Unpack LeLUTKA GESTURES (no modify) (no transfer)
  - Update My **MALE** (no modify) (no transfer)



## UNISEX PACKS

- ▼  Unpack.LeLUTKA.BOM.Hairbases (uni.pack)
  -  LeLUTKA.Hairbase.001.Ash (m) (no transfer)
  -  LeLUTKA.Hairbase.001.black (f) (no transfer)
  -  LeLUTKA.Hairbase.001.Black (m) (no transfer)
  -  LeLUTKA.Hairbase.001.blonde.01 (f) (no transfer)
  -  LeLUTKA.Hairbase.001.blonde.02 (f) (no transfer)
  -  LeLUTKA.Hairbase.001.Brown (m) (no transfer)
  -  LeLUTKA.Hairbase.001.brown.01 (f) (no transfer)
  -  LeLUTKA.Hairbase.001.brown.02 (f) (no transfer)
  -  LeLUTKA.Hairbase.001.Red (m) (no transfer)
  -  LeLUTKA.Hairbase.001.red.01 (f) (no transfer)
  -  LeLUTKA.Hairbase.001.red.02 (f) (no transfer)
  -  LeLUTKA.Hairbase.001.SilverFox (m) (no transfer)
  -  LeLUTKA.Hairbase.001.white (f) (no transfer)
  -  LeLUTKA.Hairbase.002.Ash (m) (no transfer)
  -  LeLUTKA.Hairbase.002.black (f) (no transfer)
  -  LeLUTKA.Hairbase.002.Black (m) (no transfer)
  -  LeLUTKA.Hairbase.002.blonde.01 (f) (no transfer)
  -  LeLUTKA.Hairbase.002.blonde.02 (f) (no transfer)
  -  LeLUTKA.Hairbase.002.Brown (m) (no transfer)
  -  LeLUTKA.Hairbase.002.brown.01 (f) (no transfer)
  -  LeLUTKA.Hairbase.002.brown.02 (f) (no transfer)
  -  LeLUTKA.Hairbase.002.Red (m) (no transfer)
  -  LeLUTKA.Hairbase.002.red.01 (f) (no transfer)
  -  LeLUTKA.Hairbase.002.red.02 (f) (no transfer)
  -  LeLUTKA.Hairbase.002.SilverFox (m) (no transfer)
  -  LeLUTKA.Hairbase.002.white (f) (no transfer)
  -  LeLUTKA.Hairbase.003.black (f) (no transfer)
  -  LeLUTKA.Hairbase.003.blonde.01 (f) (no transfer)
  -  LeLUTKA.Hairbase.003.blonde.02 (f) (no transfer)
  -  LeLUTKA.Hairbase.003.brown.01 (f) (no transfer)
  -  LeLUTKA.Hairbase.003.brown.02 (f) (no transfer)
  -  LeLUTKA.Hairbase.003.red.01 (f) (no transfer)
  -  LeLUTKA.Hairbase.003.red.02 (f) (no transfer)
  -  LeLUTKA.Hairbase.003.white (f) (no transfer)
  -  LeLUTKA.Hairbase.004.black (f) (no transfer)
  -  LeLUTKA.Hairbase.004.blonde.01 (f) (no transfer)
  -  LeLUTKA.Hairbase.004.blonde.02 (f) (no transfer)
  -  LeLUTKA.Hairbase.004.brown.01 (f) (no transfer)
  -  LeLUTKA.Hairbase.004.brown.02 (f) (no transfer)
  -  LeLUTKA.Hairbase.004.red.01 (f) (no transfer)
  -  LeLUTKA.Hairbase.004.red.02 (f) (no transfer)
  -  LeLUTKA.Hairbase.004.white (f) (no transfer)

















## ADD-ONS (f)

- ▼  Unpack.LeLUTKA.BOM.AddOns (f)
  -  LeLUTKA.BloodyMurder.001 (no transfer)
  -  LeLUTKA.BloodyMurder.002 (no transfer)
  -  LeLUTKA.BloodyMurder.003 (no transfer)
  -  LeLUTKA.Blush.001 (no transfer)
  -  LeLUTKA.Blush.002 (no transfer)
  -  LeLUTKA.Blush.003 (no transfer)
  -  LeLUTKA.Blush.004 (no transfer)
  -  LeLUTKA.Eyeshadow.001 (no transfer)
  -  LeLUTKA.Eyeshadow.002 (no transfer)
  -  LeLUTKA.Eyeshadow.003 (no transfer)
  -  LeLUTKA.Eyeshadow.004 (no transfer)
  -  LeLUTKA.FaceMask.001 (no transfer)
  -  LeLUTKA.FaceMask.002 (no transfer)
  -  LeLUTKA.FaceMask.003 (no transfer)
  -  LeLUTKA.Freckles.001 (no transfer)
  -  LeLUTKA.Freckles.002 (no transfer)
  -  LeLUTKA.Freckles.003 (no transfer)
  -  LeLUTKA.Freckles.004 (no transfer)
  -  LeLUTKA.Highlight.Drk (no transfer)
  -  LeLUTKA.Highlight.Lgt (no transfer)
  -  LeLUTKA.Highlight.Mid (no transfer)
  -  LeLUTKA.Lipstick.001 (no transfer)
  -  LeLUTKA.Lipstick.002 (no transfer)
  -  LeLUTKA.Lipstick.003 (no transfer)
  -  LeLUTKA.Lipstick.004 (no transfer)
  -  LeLUTKA.Mature.Drk (no transfer)
  -  LeLUTKA.Mature.Lgt (no transfer)
  -  LeLUTKA.Mature.Mid (no transfer)
  -  LeLUTKA.SmileLines.Drk (no transfer)
  -  LeLUTKA.SmileLines.Lgt (no transfer)
  -  LeLUTKA.SmileLines.Mid (no transfer)

## ADD-ONS (m)

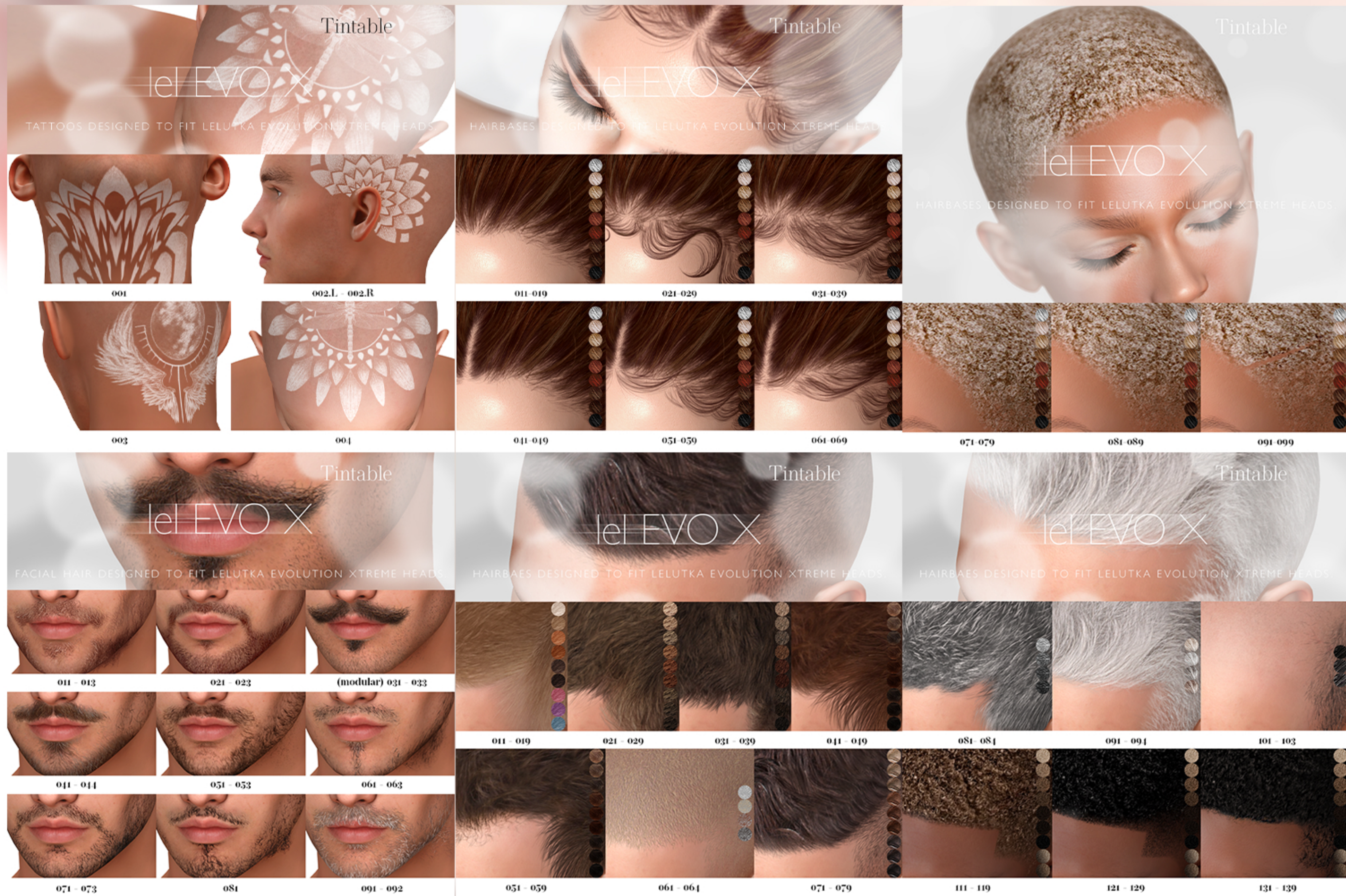
- ▼  Unpack.LeLUTKA.BOM.AddOns (m)
  -  LeLUTKA.Beard.Ash (no transfer)
  -  LeLUTKA.Beard.Black (no transfer)
  -  LeLUTKA.Beard.Brown (no transfer)
  -  LeLUTKA.Beard.Red (no transfer)
  -  LeLUTKA.Beard.SilverFox (no transfer)
  -  LeLUTKA.BloodyMurder.001 (no transfer)
  -  LeLUTKA.BloodyMurder.002 (no transfer)
  -  LeLUTKA.BloodyMurder.003 (no transfer)
  -  LeLUTKA.Eye.Dusky.Drk (no transfer)
  -  LeLUTKA.Eye.Dusky.Lgt (no transfer)
  -  LeLUTKA.Eye.Dusky.Mid (no transfer)
  -  LeLUTKA.FaceMask.001 (no transfer)
  -  LeLUTKA.FaceMask.002 (no transfer)
  -  LeLUTKA.FaceMask.003 (no transfer)
  -  LeLUTKA.Freckles.001 (no transfer)
  -  LeLUTKA.Freckles.002 (no transfer)
  -  LeLUTKA.Freckles.003 (no transfer)
  -  LeLUTKA.Freckles.004 (no transfer)
  -  LeLUTKA.Mature.Drk (no transfer)
  -  LeLUTKA.Mature.Lgt (no transfer)
  -  LeLUTKA.Mature.Mid (no transfer)

## GESTURES

- ▼  Unpack.LeLUTKA.Gestures
  -  LeLUTKA.gesture :P - :P (no transfer)
  -  LeLUTKA.gesture argh - x( (no transfer)
  -  LeLUTKA.gesture blee - :r (no transfer)
  -  LeLUTKA.gesture c'mon - :> (no transfer)
  -  LeLUTKA.gesture cool - B) (no transfer)
  -  LeLUTKA.gesture eyeroll - 9\_9 (no transfer)
  -  LeLUTKA.gesture forward - ?( (no transfer)
  -  LeLUTKA.gesture grin - :D (no transfer)
  -  LeLUTKA.gesture hm - ;S (no transfer)
  -  LeLUTKA.gesture lipbite - : "x (no transfer)
  -  LeLUTKA.gesture mwah01 - :\*( (no transfer)
  -  LeLUTKA.gesture mwah02 - :x (no transfer)
  -  LeLUTKA.gesture oh - o\_o (no transfer)
  -  LeLUTKA.gesture oh no - >\_< (no transfer)
  -  LeLUTKA.gesture pop - ):P (no transfer)
  -  LeLUTKA.gesture sad - :( (no transfer)
  -  LeLUTKA.gesture smexy - ):D (no transfer)
  -  LeLUTKA.gesture smile01 - :) (no transfer)
  -  LeLUTKA.gesture smile02 - :C: (no transfer)
  -  LeLUTKA.gesture snarl - :/ (no transfer)
  -  LeLUTKA.gesture tease - (h) (no transfer)
  -  LeLUTKA.gesture whee - :>:D (no transfer)
  -  LeLUTKA.gesture wink - !) (no transfer)
  -  LeLUTKA.gesture yeesh - :< (no transfer)
  -  LeLUTKA.start SING :O - start:O (no transfer)
  -  LeLUTKA.start SING O - startO (no transfer)
  -  LeLUTKA.start TALK ) - start) (no transfer)
  -  LeLUTKA.start TALK :) - start:) (no transfer)
  -  LeLUTKA.start TALK :I - start:I (no transfer)
  -  LeLUTKA.start TALK I - startI (no transfer)
  -  LeLUTKA.stop SING :O - stop:O (no transfer)
  -  LeLUTKA.stop SING O - stopO (no transfer)
  -  LeLUTKA.stop TALK ) - stop) (no transfer)
  -  LeLUTKA.stop TALK :) - stop:) (no transfer)
  -  LeLUTKA.stop TALK :I - stop:I (no transfer)
  -  LeLUTKA.stop TALK I - stopI (no transfer)

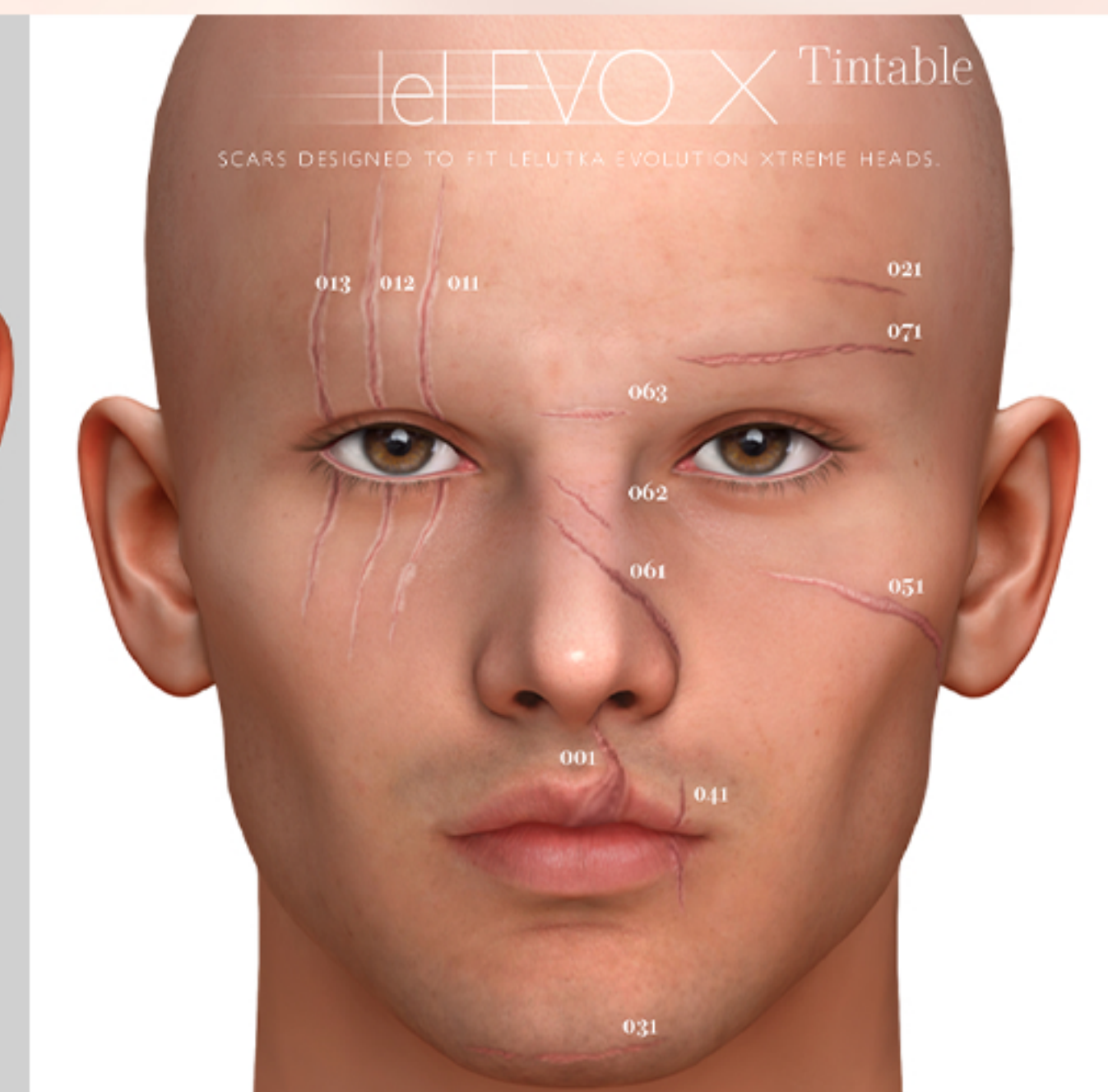


# Content EvoX





# Content EvoX





# Content Piercings

**DETACH HUD** – detaches the HUD from your screen.

To **SHOW / HIDE** individual piercings, you can simply click on the image representation of the same and it will simply hide or show the corresponding piercing, provided you are wearing the matching set.

## DETACH ALL PIERCINGS

To help you get rid of all 3 attachments easier, this button will detach them in a single click.

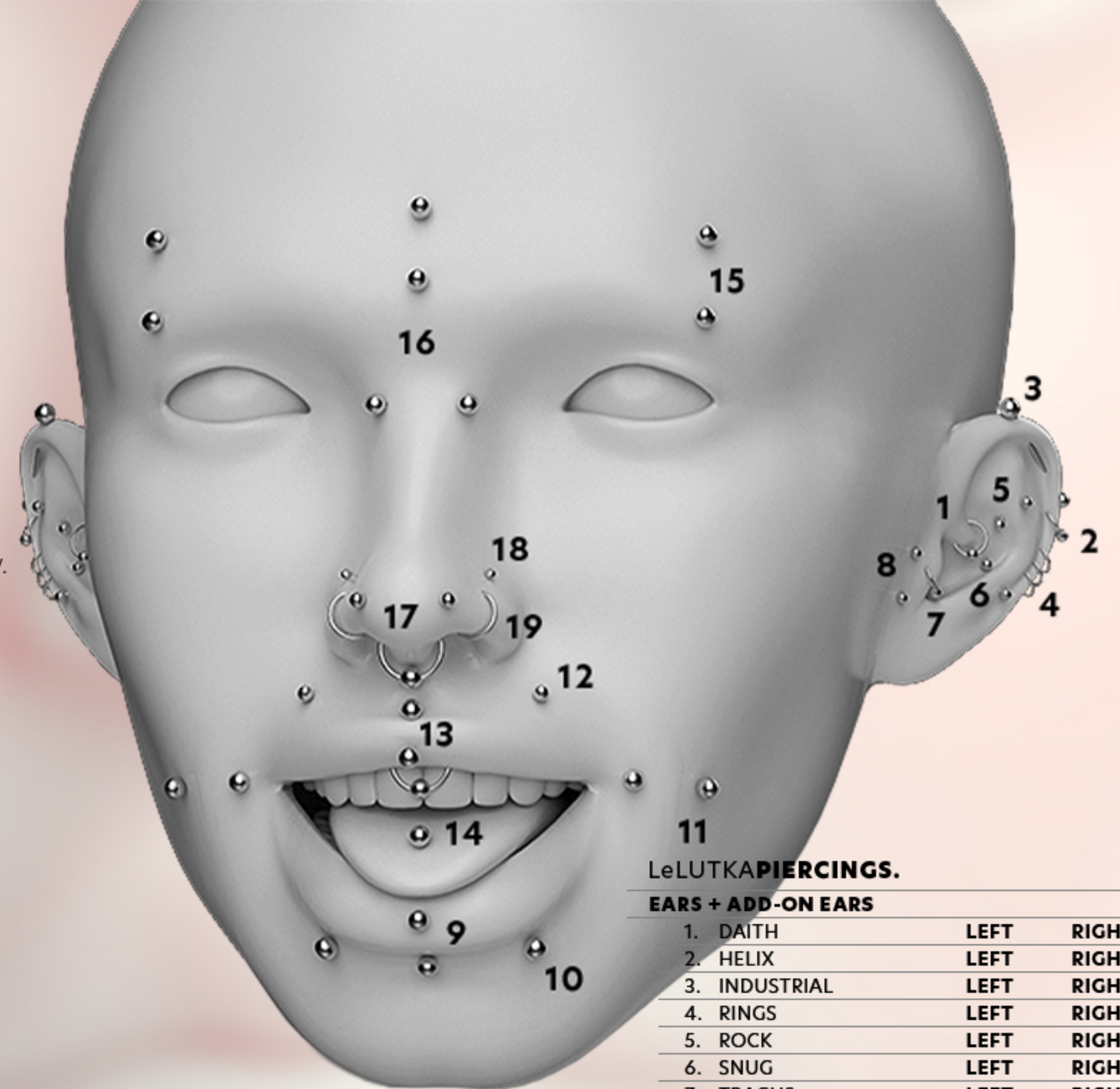
## SHOW HIDE ALL

To speed up the process of showing and hiding all piercings, this button will achieve this step in a single click.

## PICK COLOR

We guess it's obvious but in case you are still wondering, these are buttons to color your piercings.

Piercings have been split into three groups to simplify use but still keep them land impact friendly.



## LeLUTKAPIERCINGS.

### EARS + ADD-ON EARS

1. DAITH	LEFT	RIGHT
2. HELIX	LEFT	RIGHT
3. INDUSTRIAL	LEFT	RIGHT
4. RINGS	LEFT	RIGHT
5. ROCK	LEFT	RIGHT
6. SNUG	LEFT	RIGHT
7. TRAGUS	LEFT	RIGHT
8. TRAGUS SURFACE	LEFT	RIGHT

### LIPS

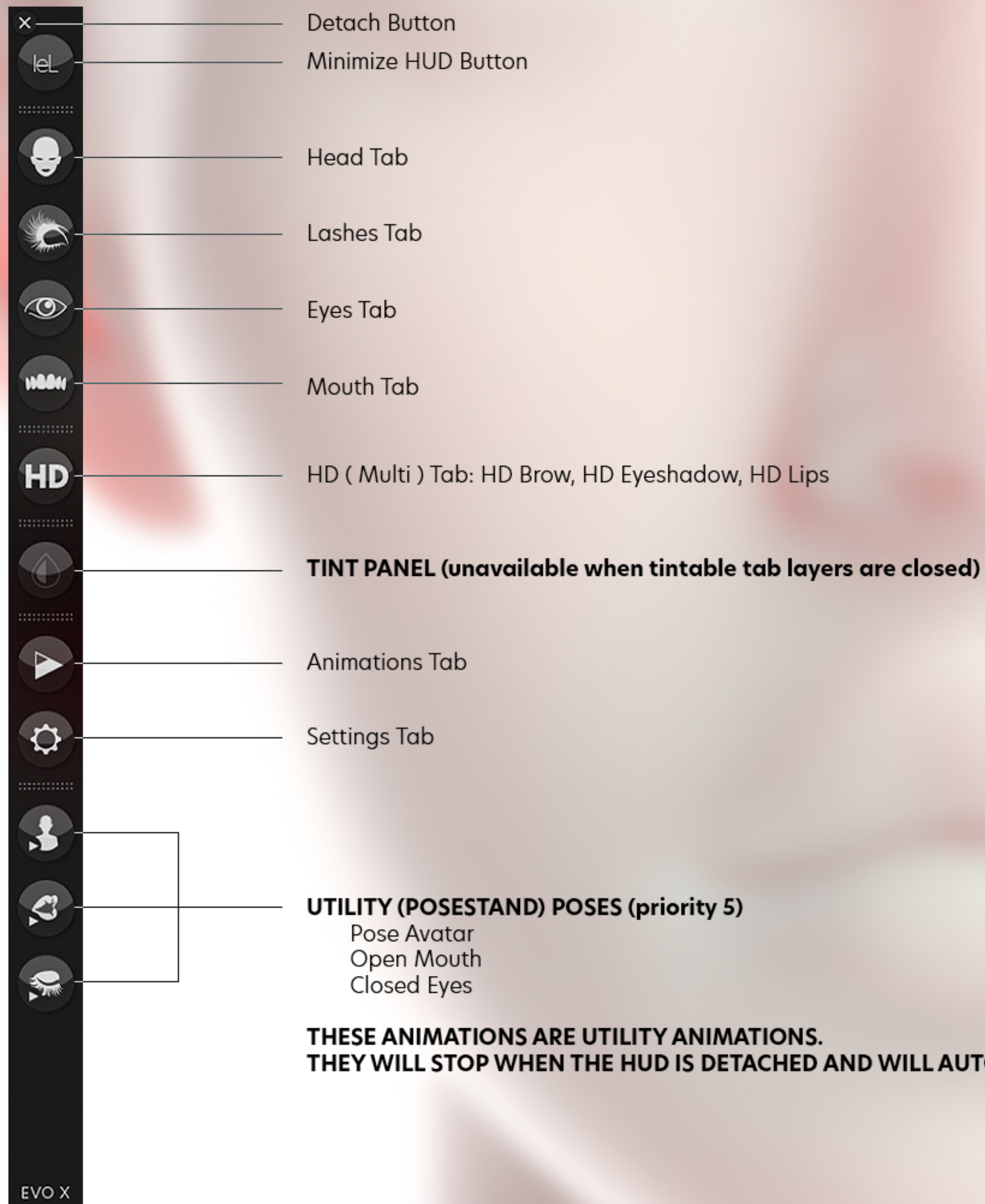
9. ASHLEY/LAUBERT	TOP	BOTTOM
10. LAUBERT SIDES	LEFT	RIGHT
11. DAHLIA/DIMPLES	INNER	OUTER
12. MADONNA/MONROE	LEFT	RIGHT
13. MEDUSA/JESTRUM	TOP	BOTTOM
14. FRENULUM/TONGUE	TOP	BOTTOM

### NOSE

15. BROW	LEFT	RIGHT
16. 3RD EYE/BRIDGE	TOP	BOTTOM
17. AUSTIN/SEPTUM	TOP	BOTTOM
18. NOSTRILS	LEFT	RIGHT
19. RINGS	LEFT	RIGHT



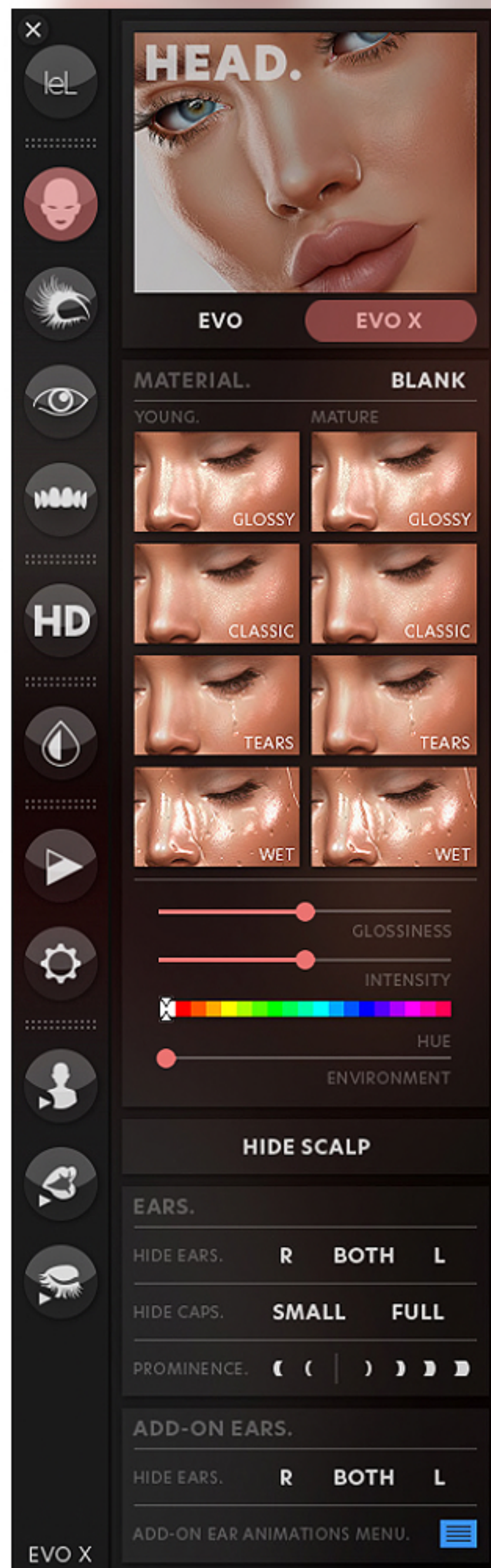
# Sidebar



**THESE ANIMATIONS ARE UTILITY ANIMATIONS.  
THEY WILL STOP WHEN THE HUD IS DETACHED AND WILL AUTOMATICALLY DISENGAGE AFTER LOGGING OFF.**



# Head



## Heads are Bakes On Mesh ONLY!

If you wear alpha mask layer which includes the head, head object itself will become invisible. Please make sure you wear appropriate alpha mask layer to avoid such effects.

## MODE BUTTON

Switches between *Classic EVOLUTION - HEAD UV* and *Custom HD EvoX - HEAD UV* mode.

## MATERIAL SECTION - YOU NEED A LIGHT SOURCE AND ADVANCED LIGHTING ENABLED TO VIEW THESE MATERIALS.

**BLANK** - applies empty materials texture (normal and specular maps).

2 skin materials for each young and/or mature look.

2 additional options of Tears and Wet skin look are available only in one detail variation

## ADJUST SHININESS

4 sliders are provided to adjust the shininess of your head:

**GLOSSINESS** - making the head shine more focused or disperse.

**INTENSITY** - influencing the shine from fully white, all the way to invisible black.

**HUE** - influencing the shine hue from standard white through 18 different colors giving you a wide variety of reflection colors to choose from for a more metallic look or rosy glow. Lowering the intensity, the color will become deeper and richer.

**ENVIRONMENT** - gives the head shine a metallic look reflecting the sim lighting.

You can easily adjust them until you have found the look you are wanting!

## HIDE SCALP

Quick **HIDE / SHOW** toggle option for the scalp for tighter fitting hair when alpha mask layer is not available.

## HIDE EARS

Quick **HIDE / SHOW** toggle option. You can choose which ear you want to hide depending on your needs!

Differently sized ear caps / covers are available for easier 3rd party ears fit when default ears are hidden.

## EARS PROMINENCE

Seven position to make your ears more or less prominent. Set to 0 for the default position.

## ADD-ON EARS.

Quick **HIDE / SHOW** toggle option. You can choose which ear you want to hide depending on your needs!

Animations **DIALOGUE BOX** button activates said dialogue box.

It contains additional animations specifically designed for Add-On Ears.

CLICK on the animation you wish to use, STOP or CYCLE Dynamic animations and after you are done, press DONE.

## TINT PANEL IS AVAILABLE FOR THIS LAYER.

LeLUTKAADD-ON EARS ANIMATIONS MENU.  
Select Animation.

Static01

Static02

Static03

Dynamic01

Dynamic02

Dynamic03

STOP

DONE

CYCLE



# Lashes



## AFFECT LASHES

We have made it easier to for the user to have a more unique look, by giving you the option to select a different top and bottom layer for your lashes.

**TOP** - Changes the top lashes.

**BOTH** - Changes the top and bottom lashes.

**BOTTOM** - Changes the bottom lashes.

We have added 12 different lashes to choose from.

## ALPHA MODE

Lashes have 2 MODES. Classic **BLEND** mode and **MASKING** mode when your Lashes are cutting too much in your other Head attachments like hair.

Corresponding **MASKING CUT-OFF Slider** adjusts the amount of the cut on your Lash Texture so that you can fine-tune it to better display the lashes.

**MASKING IS A PART OF A NEW FUNCTION INTRODUCED TO MINIMIZE HEAD / HAIR ALPHA GLITCHES.  
AN ADDITIONAL PART OF THAT FUNCTION IS AVAILABLE ON THE SETTINGS TAB.**

**LASHES DO NOT SUPPORT MATERIALS.**

## HIDE LASHES

You can choose which lashes you want to hide individually, LEFT or RIGHT side, TOP or BOTTOM lashes.

Quick **HIDE / SHOW ALL** toggle option hides / shows them fully with a single click.

## LASH LENGTH

5 different lash lengths are available in total.

4 length buttons will change your lash length from just an enhanced curve to a full blown cat-eye-drag-realness. When nothing is selected, lashes are set to their default length.

**TINT PANEL IS AVAILABLE FOR THIS LAYER.**

**SAVE SLOTS FOR THIS LAYER ARE AVAILABLE ON THE EXTERNAL / HUD / STYLE.**





Default Eye mode is Applier mode. Once you switch to Bakes On Mesh mode and you are still wearing the alpha mask layer which includes the eyes, eye objects themselves will become invisible. Please make sure you wear appropriate alpha mask layer to avoid such effects.

## MODE BUTTON

Switches between applier mode and bakes on mesh mode. When you turn off bakes on mesh the default HUD texture is applied to your eyes.

## APPLIER AFFECT

You can choose which eye you want to modify so you can create your unique look mixing different right and left eye.

## EYE COLOR

12 + 6 LeLUTKA eye options that will apply to the mesh eyes included with your head.

Eyes are a separate attachment included with the heads. You do not have to use them, but these are provided for a better fit and optional functionality, while providing 3rd party creators the ability to make textures / appliers for these.

## MATERIAL - YOU NEED A LIGHT SOURCE AND ADVANCED LIGHTING ENABLED TO VIEW THESE MATERIALS.

**BLANK** - applies empty materials texture (normal and specular maps).

2 eyes materials are included.

## ADJUST SHININESS

3 sliders are provided to adjust the shininess of your head:

**GLOSSINESS** - making the eye reflection more focused or disperse.

**INTENNSITY** - influencing the shine from fully white, all the way to invisible black.

**ENVIRONMENT** - gives the eyes reflection a metallic look reflecting the sim lighting.

You can easily adjust them until you have found the look you are wanting!

## EYE OPTIONS

This section lets you control your eyes' irises **TEXTURE** size / scale and offsets.

**SIZE** - 5 sizes you can choose from. The bigger the circle you click, the bigger the iris will be. The medium circle is the default size.

**OFFSET** - You can move your eyes' irises away or closer to the medial line of your face.

**RIGHT / LEFT ARROWS** - 3 positions to move your irises closer or afar from your nose.

**UP / DOWN ARROWS** - 3 positions to move your irises up or down.

**CENTRAL CIRCLE** - Default position.

**RESET** - Resets eye texture size and offset to the default values.

## EYE SOCKET

**SHOW / HIDE** toggle option for the Eye Socket.

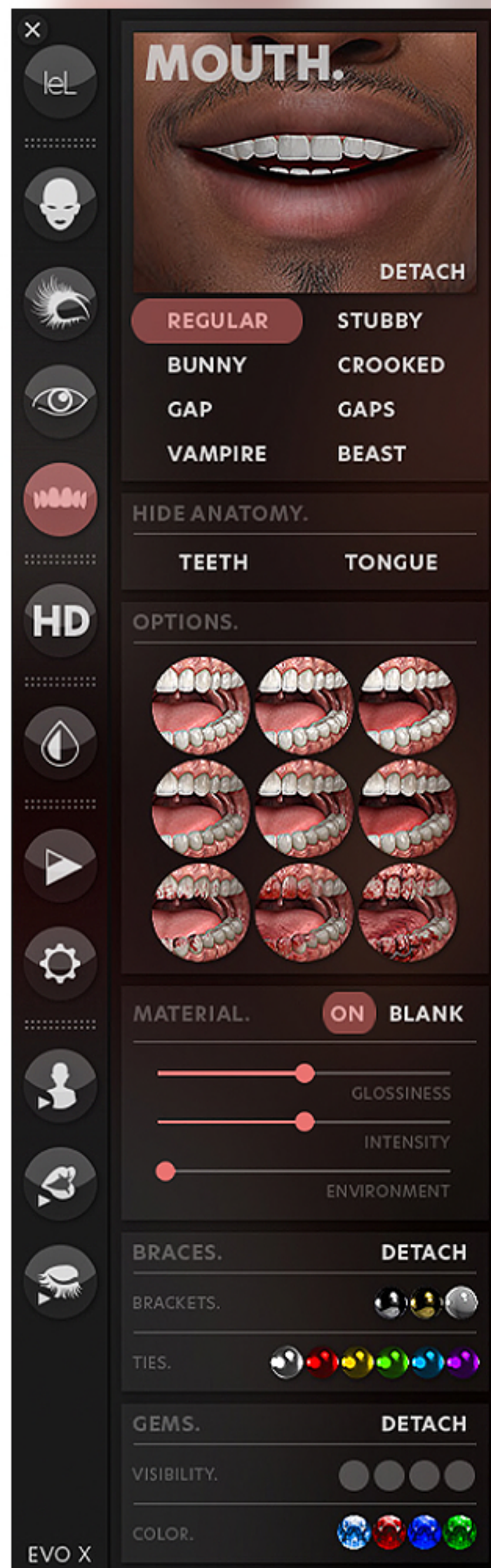
**COLOR** - 9 shades to choose among for light to dark skins as well as White or Black Tear Line (Eye Liner).

**MATERIAL** is provided for the Eye Socket to compliment the eye and overall "wetness" of the eye for a more realistic effect. You can have it **BLANK** if you prefer it so.

**TINT PANEL IS AVAILABLE FOR THIS LAYER.**



# Mouth



**DETACH** - detaches the inner part of the mouth from your head.

## MOUTH ANATOMY

8 teeth options are available ranging from regular human to beast teeth...

**HIDE TEETH** — If you wish to wear custom / 3rd party teeth but retain LeLUTKA Gums and Tongue, this would be the button to click to move LeLUTKA teeth out of the way.

**HIDE TONGUE** — You guessed it, it removes the tongue leaving you with an option of wearing a 3rd party attachment without the original tongue interfering.

**OPTIONS** - We have included a lighter and a darker LeLutka mouth and teeth option, both in 3 different shadow intensity options. Bottom row is 3 different bloody teeth variations for all our Children of the Night.

## MATERIAL - YOU NEED A LIGHT SOURCE AND ADVANCED LIGHTING ENABLED TO VIEW THESE MATERIALS.

A single material has been included with your teeth, by using the ON / BLANK toggle you can either have the material visible or not depending on your preferences.

## ADJUST SHININESS

3 sliders are provided to adjust the shininess of your head:

**GLOSSINESS** - making the teeth reflection more focused or disperse.

**INTENSITY** - influencing the shine from fully white, all the way to invisible black.

**ENVIRONMENT** - gives the teeth reflection a metallic look reflecting the sim lighting.

You can easily adjust them until you have found the look you are wanting!

*The Mouth is a separate attachment included with the heads. You are not obligated to use it, however, we recommend that you do.*

## TINT PANEL IS AVAILABLE FOR THIS LAYER.

## BRACES

**DETACH** - detaches the braces from your teeth.

**BRACKETS** - Three options for brackets textures.

**TIES** - Six options for ties texture.

## GEMS

There are a total of four gems that you can attach to your teeth.

**DETACH** - detaches the gems from your teeth.

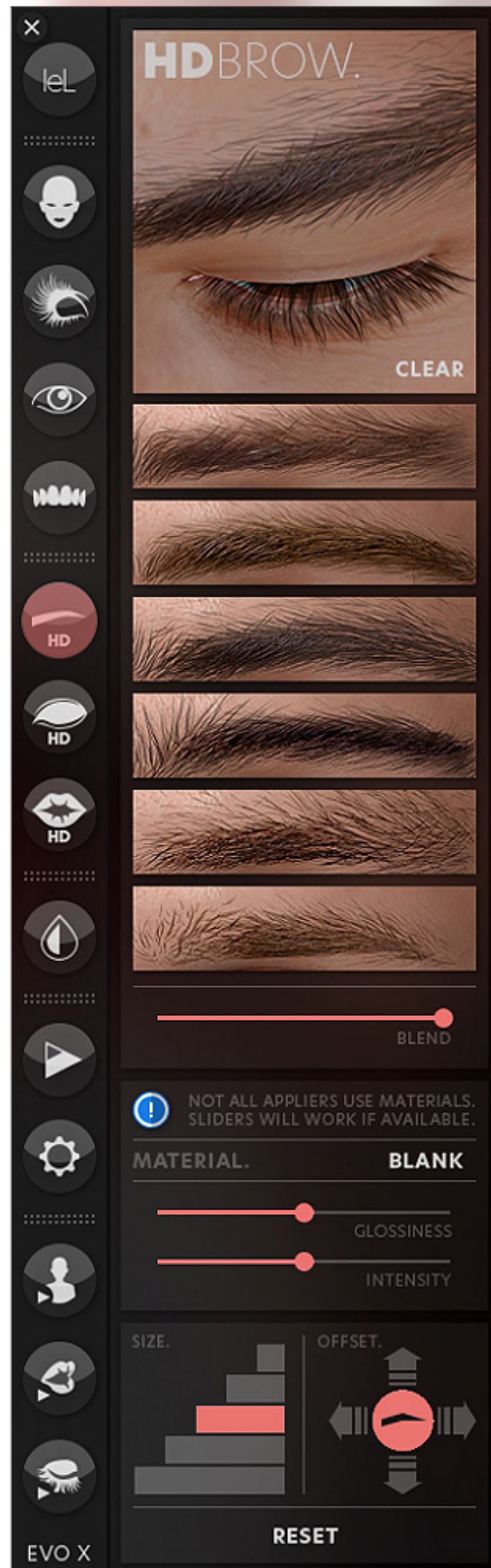
**VISIBILITY** - You can hide / show each gem so you can create many combinations.

**COLOR** - Four options for gems texture. The gems will all be of the same color.

*ADD - ONS are separate attachments included with the heads. You are not obligated to use these.*



# HD Brow



**CLEAR** – applies empty materials texture (diffuse map).

**OPTIONS** – 6 eyebrow textures are included.

**BLEND** – This slider controls the transparency of the eyebrows. It will turn to 100% each time you select a different texture.

**MATERIAL** - *YOU NEED A LIGHT SOURCE AND ADVANCED LIGHTING ENABLED TO VIEW THESE MATERIALS.*

**BLANK** – applies empty materials texture (normal and specular maps).  
Each brow option on the HUD has its own, matching material set.

#### IMPORTANT NOTE:

**NOT ALL APPLIERS WILL USE MATERIALS, MEANING THAT THE SLIDERS WILL WORK ONLY IF THOSE ARE AVAILABLE, IF NOT, SLIDERS WILL HAVE NO EFFECT.**

#### ADJUST SHININESS

2 sliders are provided to adjust the shininess of your head:

**GLOSSINESS** – making the brow reflection more focused or disperse.

**INTENSITY** – influencing the shine from fully white, all the way to invisible black.

You can easily adjust them until you have found the look you are wanting!

#### BROW EDIT OPTIONS

This section lets you control your brow TEXTURE size / scale and offsets.

**SIZE** – 5 sizes you can choose from. The longer the line you click, the longer the brow will be. The medium line is the default size.

**OFFSET** – You can move your brow away or closer to the medial line of your face.

**RIGHT / LEFT ARROWS** – 3 positions to make your brow closer or afar from your nose.

**UP / DOWN ARROWS** – 3 positions to move your brow up or down.

**CENTRAL CIRCLE** – Default position.

**RESET** – Resets brow size and position to the default values.

**TINT PANEL IS AVAILABLE FOR THIS LAYER.**

**SAVE SLOTS FOR THIS LAYER ARE AVAILABLE ON THE EXTERNAL / HUD / STYLE.**



[illegible]

## LAYERS

**This allows you to wear multiple HD Eyeshadows at the same time blending and mixing them together.**

**The same will apply to 3rd party APPLIERS.**

**BLEND** – This slider controls the transparency of the eyeshadow. It will turn to 100% each time you select a different texture.

**BLANK** - applies empty materials texture (normal and specular maps).

## ADJUST SHININESS

**GLOSSINESS** – making the eyeshadow reflection more focused or disperse.

**INTENSITY** – influencing the shine from fully white, all the way to invisible black.

**HUE** - influencing the shine hue from standard white through 18 different colors giving you a wide variety of reflection colors to choose from for a more metallic look or rosy glow.

Lowering the intensity, the color will become deeper and richer.

You can easily adjust them until you have found the look you are wanting!

## FLIP SIDES

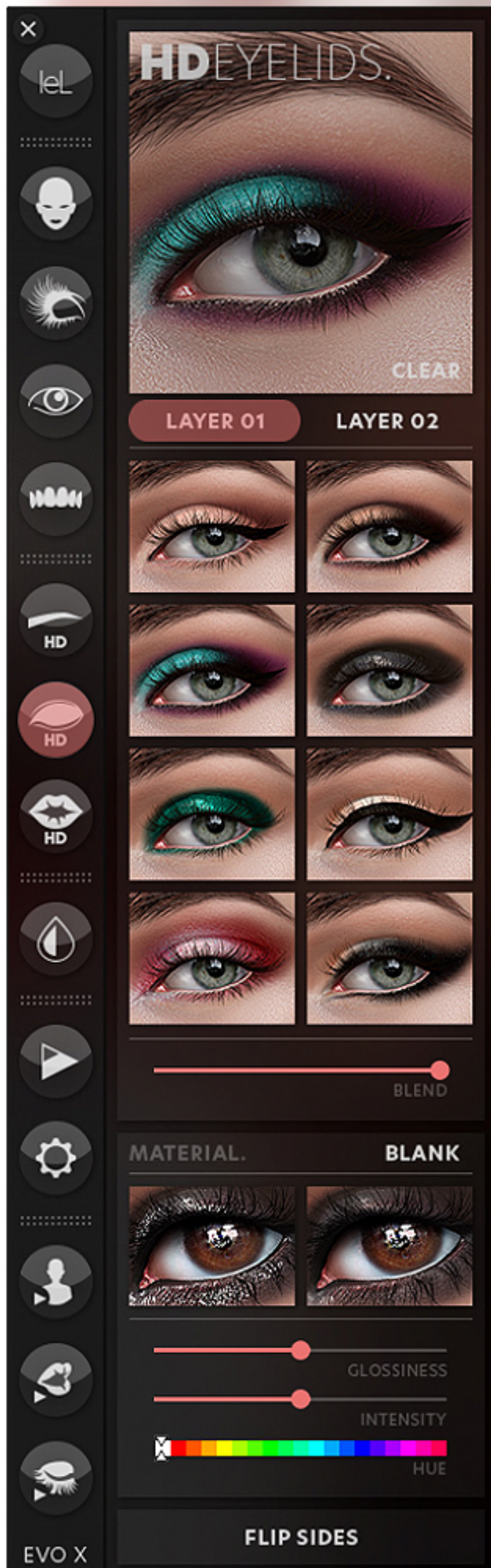
This button allows you to flip the right eyeshadow with the right one and the other way around.

This will be useful if you have an applicator that has a different texture for right and left side.

**Flip will work on a layer selected on the top of this tab.**

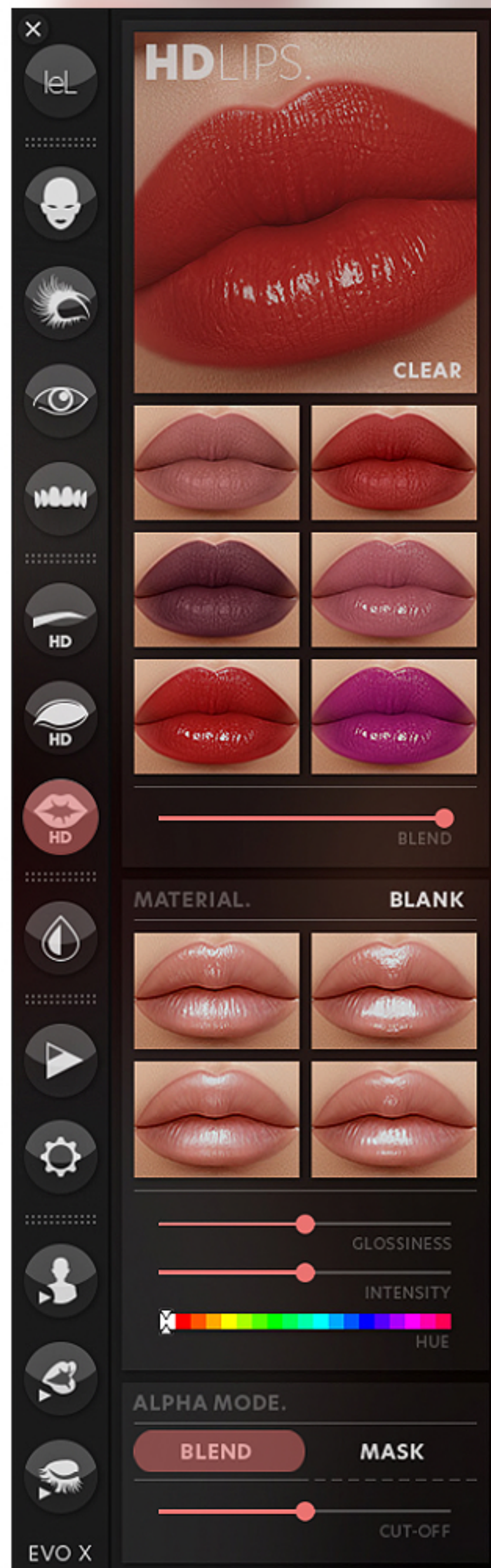
**TINT PANEL IS AVAILABLE FOR THIS LAYER.**

**SAVE SLOTS FOR THIS LAYER ARE AVAILABLE ON THE EXTERNAL / HUD / STYLE.**





# HD Lips



**CLEAR** - applies empty materials texture (diffuse map).

**COLORS** - 6 HD lips textures are included.

**BLEND** - This slider controls the transparency of the lips. It will turn to 100% each time you select a different texture.

**MATERIAL - YOU NEED A LIGHT SOURCE AND ADVANCED LIGHTING ENABLED TO VIEW THESE MATERIALS.**

**BLANK** - applies empty materials texture (normal and specular maps).  
4 lips materials are included.

## ADJUST SHININESS

3 sliders are provided to adjust the shininess of your head:

**GLOSSINESS** - making the eyeshadow reflection more focused or disperse.

**INTENSITY** - influencing the shine from fully white, all the way to invisible black.

**HUE** - influencing the shine hue from standard white through 18 different colors giving you a wide variety of reflection colors to choose from for a more metallic look or rosy glow.

Lowering the intensity, the color will become deeper and richer.

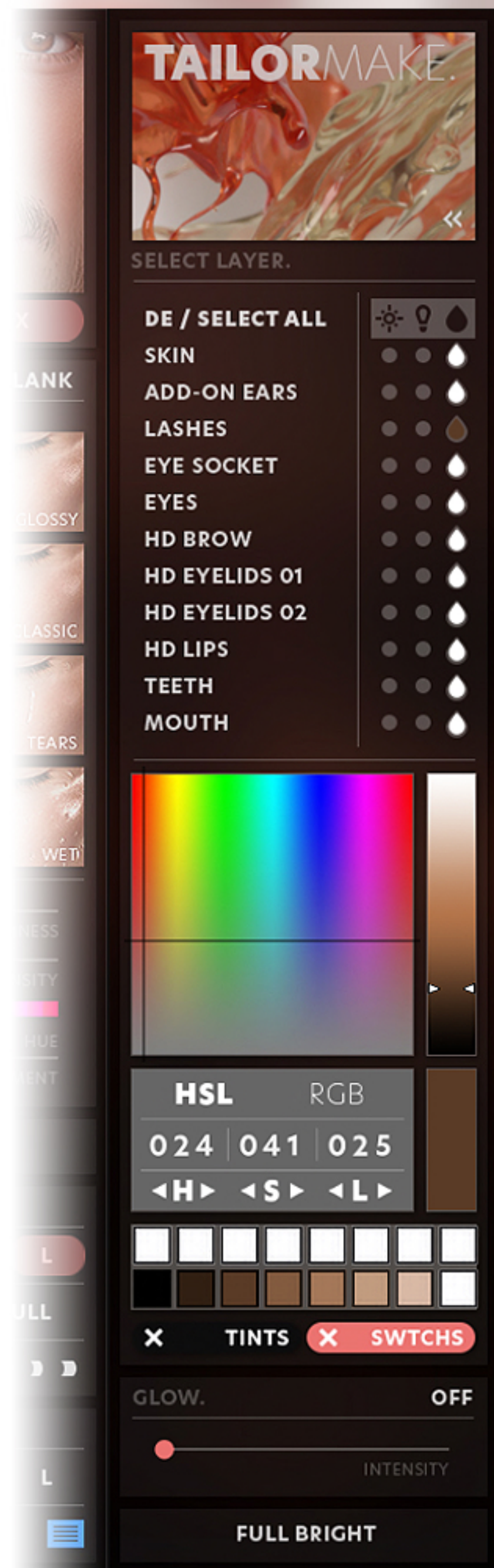
You can easily adjust them until you have found the look you are wanting!

**TINT PANEL IS AVAILABLE FOR THIS LAYER.**

**SAVE SLOTS FOR THIS LAYER ARE AVAILABLE ON THE EXTERNAL / HUD / STYLE.**



# Adjustment panel



This panel lets you control the color, glow and full bright properties of your head and eyes layers.

## SELECT LAYER

Click the name of the layer on the left side of the tinting panel.

You can select multiple layers at once, all layers, or individually.

On the right side of the layers name there are three icons, that show the current layer properties.

From left to right they are glow, full bright and color.

When only one layer is selected, the Glow slider and the Full Bright button will reflect the actual layer value.

## TINT PANEL

Use the color picker to find the color you want. Any tint color can be saved to the swatches section of the tinting panel by clicking and holding your left mouse button on any swatch.

The save can be recalled by clicking on the swatch again at another time. This is only for saving a tint color, not for saving appliers.

**X TINTS** - Sets the color of the selected layers to the default value.

**X SWATCHES** - Resets swatches to default colors.

## GLOW

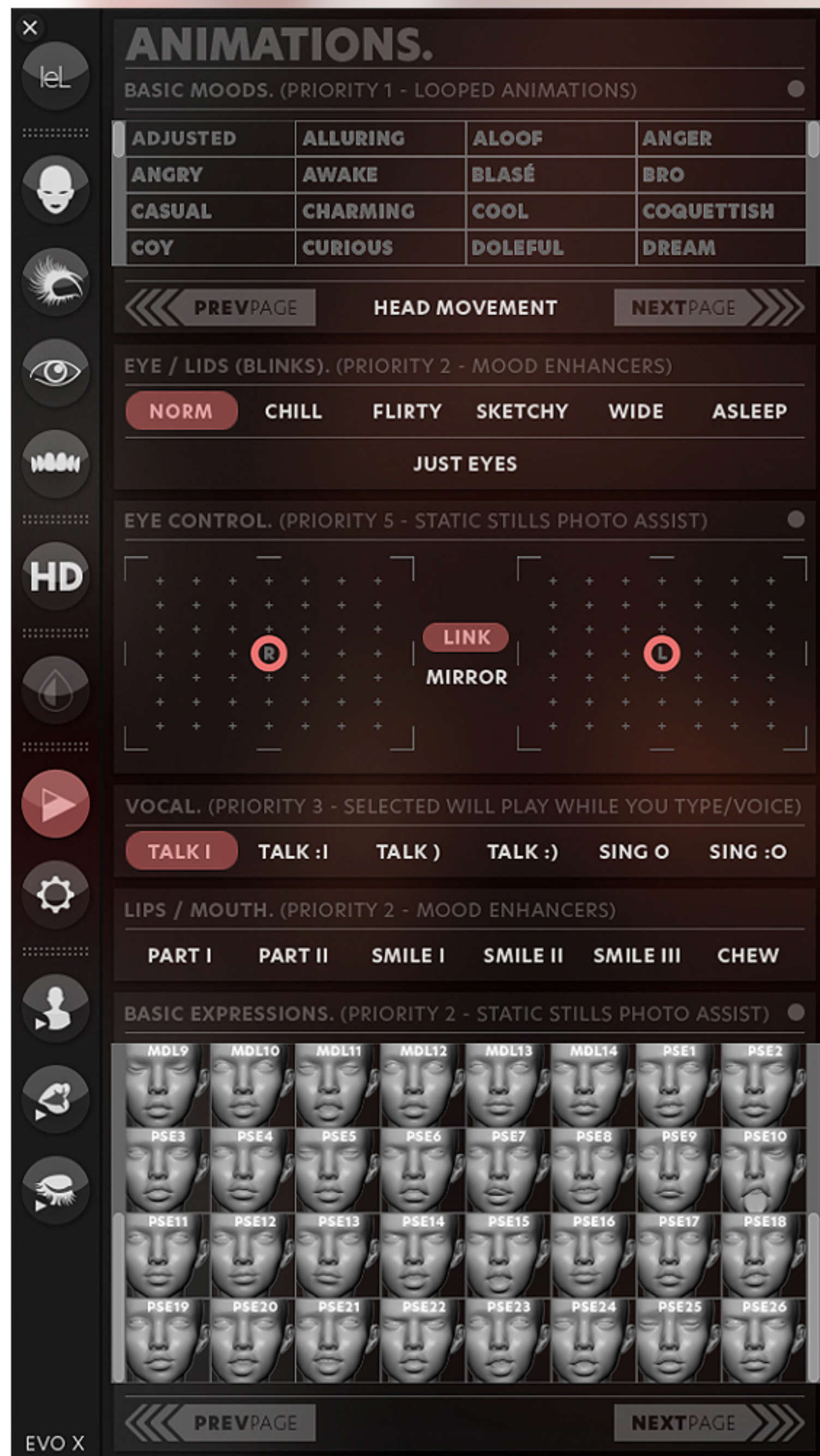
Slider that sets the glow value of the selected layers. Click the **OFF** button to set it to 0.

## FULL BRIGHT

**ON / OFF** toggle option for the full bright property.



# Animations



## BASIC MOODS ( priority 1 )

**ON / OFF** – switch will deactivate all Moods.

**MOODS BROWSER** – 64 animations are included, ranging from subtle to fun-loving.

You can select your individual Mood that will continue to play at all times, or you can select as many of the Moods as you like. HUD will randomly select and play active Moods making you appear very animated over time.

Click to activate / deactivate the Mood.

**HEAD BONE MOVEMENT** – Switching this on will cause your head to move along with the facial animations of your Mood. Head bone priority is 4 so if your AO, stand or furniture has equal or higher animation priority, it will override the head bone animation.

Turning this button off allows your head animations to be handled by whatever other body animations you might be using with your AO, dance HUD, or seat.

**ARROW BUTTONS** (right and left side of the panel) – These buttons allow you to move through the Moods pages.

## EYE/LIDS ( priority 2 )

6 variations included that will control your eyelids and eyes and override your Moods.

**Just Eyes** – This button overrides the SL default eyes animations only. It is available if:

No Moods animations are playing,

No Eye/Lids animations are playing (Animations Tab),

No Eye/Lids animations are playing (Closed Eyes Utility Pose).

When all those three conditions are reached, the Just Eyes button will automatically turn on. It can of course be turned off manually.

## EYE CONTROL ( priority 5 )

This module lets you control the position of your eyes.

Eye control animations will override all other animations which include eye and eyelid bones, EXCEPT the horizontal row of animations which leaves eyelids unlocked.

**ON / OFF** switch to toggle control over eye animation.

**LINK** – Controls both eyes together.

**MIRROR** – When you are facing toward your camera, toggle mirror mode on. When you are facing away from the camera, toggle mirror off. Doing this lets the script do the thinking for you on whether (for example) you want to look to your left or your avatar's left.

**THESE ANIMATIONS ARE UTILITY ANIMATIONS MEANT FOR USE IN PHOTOGRAPHY. THEY WILL STOP WHEN THE HUD IS DETACHED AND WILL AUTOMATICALLY DISENGAGE AFTER LOGGING OFF.**

## VOCAL ( priority 3 )

This includes animations that are triggered by typing in local chat or using voice in-world.

There are multiple talk / sing animations which can blend with your mood animations or

fully override them.

Talk I – neutral talk with only mouth bones animated.

Talk : I – neutral talk with full face animated.

Talk ) – happy talk with only mouth bones animated.

Talk : ) – happy talk with full face animated.

Sing O – singing animation with only mouth bones animated.

Sing : O – singing animation with full face animated.

**CONTINUOUSLY LOOPED TALK / SING GESTURES FOR VLOGGING, PERFORMING AND THINGS OF SIMILAR NATURE ARE AVAILABLE IN THE GESTURE PACK.**

If you wish to use the same vocal gesture as the one checked on the main HUD e.g. singO gesture - singO on HUD, vocal button on the main HUD needs to be unchecked for the VOCAL GESTURE to operate properly.

If you wish to activate a different vocal gesture from the one selected on the main HUD e.g. singO gesture - talk) on HUD, you can leave it active.

**Please deactivate all active gestures from previous versions to avoid interactions and script errors.**

**3 VOICE GESTURES are included in the head folder.**

**All 3 need to be active for VOCAL animations selected on the HUD to sync with your microphone activity.**

## LIPS / MOUTH ( priority 2 )

Animations that will override your Moods.

There are two parted lips at various stages of parting, three smiling lips and a chew animation. The chew animation just runs continuously without prompt once turned on.

These animations will play along with the moods so you can create some very unique looks.

## BASIC EXPRESSIONS ( priority 2 )

**ON / OFF** – switch to Deactivate all Expressions.

**EXPRESSIONS BROWSER** – 64 expressions included, all looped (will play until stopped) poses.

Only one expression has head bone ( priority 4 ) animated.

Click on an expression to play, and it will stay selected till turned off. Clicking again will turn it off, or you can use the stop expressions **ON / OFF** toggle button.

**ARROW BUTTONS** (right and left side of the panel) – These buttons allow you to move through the expressions pages.

**THESE ANIMATIONS ARE INTENDED FOR PHOTOGRAPHY, NOT AS MOOD ENHANCERS AS THEY ARE SIMPLE STILLS.**





This is where you will find options to control the inner workings of this product.

## TRIGGERS

In the event that a 3rd party designers create products that will utilize the animations in the head, this will allow those items to activate them. This also includes things such as some gestures, which are included with the head.

## LAYER MATERIALS - NONE

**HD COMPLEX** includes HD Brow, 2 HD Eyeshadow layers, Lashes and Eye socket, **HD Lips** includes, well, HD Lips.

Clicking these buttons will remove materials from matching layers. Removing materials will eliminate HAIR - HEAD alpha interaction IF HAIR HAS MATERIALS ENABLED, leaving your Head layers alpha clipping free. This means that the glossiness effect will be fully removed.

## REPAIR TRANSPARENCY

Returns all layer transparencies to appropriate mode. In the event an applier reverts a layer to the mode which is not optimal for this specific layer, you can restore it with this function.

## REPAIR MATERIALS

This will return all the specular and normal maps to the default settings, such as skin shininess, lipstick and eyeshadow shininess and so on. If another item has its own special materials, you can always return to original settings via this button.

## RESET SCRIPTS

In case of the HUD not working properly you can try to reset the scripts. Your save slots won't be affected so you won't lose any of your data.

## KILL SCRIPTS - MAKE A COPY OF YOUR HEAD FIRST!

Some sims have script limits, or you may just want to be running nothing. This will kill scripts but leave the applied layers visible, so you will still look fabulous.

To make a copy of your head, have it set the way you wish, then right click the head in your inventory choose copy and then paste into the same folder, or a new folder to keep separated. Try the copy on first before killing scripts, to ensure that you do have two copies of the look you wish to keep, one with and one without scripts.

## HUD SETTINGS

### CLICK VOLUME

We like things that make an impact, so we added a clicking sound to our HUD. If this sound makes you want to smash your screen and pull your hair you can turn it off or decrease the volume.

### REPOSITION HUD

Clicking on the arrows you will reposition the HUD along the horizontal axis on your screen.

RESET will place it back to a factory position.

### RESIZE HUD

We know some of you need your HUD to occupy less/more screen real-estate so by clicking on the Small, Medium (default) of Large buttons you can decrease/increase your HUD size to better fit your screen resolution depending on your needs.

### MODE

Our classic DARK mode and a high contrast LIGHT mode for those who wish to use it.

## USER MANUAL

Directs you to the assigned manual for this product - you're heeeeeeeeeeeeeeeeeeeeeee!

## MEDIA LINKS

Feel free to follow us on these platforms.

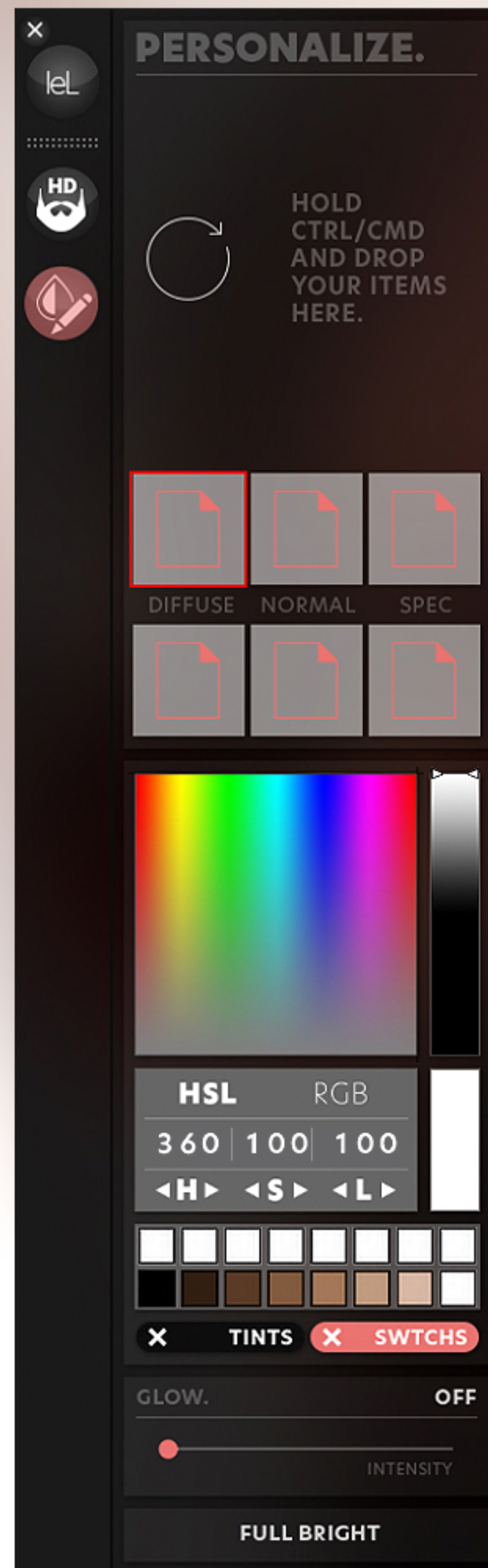
## SUPPORT LINKS

LeLUTKA inworld group and even better;

LeLUTKA **DICORD** server where you can get easy access to product help from customers themselves as well as our staff and where you can get notices about our and designer releases all in one place.



# HD Beard



## Male / specified heads only.

**DETACH** - detaches the beard from your head.

The HUD comes with 6 different beard styles (Stache, Artista, Casual, Patchy, Grand Goatee and Full Beard), each one in five different colors.

**BLEND** - This slider controls the transparency of the beard. It will turn to 100% each time you select a different texture.

**MATERIAL** - YOU NEED A LIGHT SOURCE AND ADVANCED LIGHTING ENABLED TO VIEW THESE MATERIALS.

**BLANK** - applies empty materials texture (normal and specular maps). Each Beard option on the HUD has its own, matching material set.

### ADJUST SHININESS

2 sliders are provided to adjust the shininess of your head:

**GLOSSINESS** - making the eyeshadow reflection more focused or disperse.

**INTENSITY** - influencing the shine from fully white, all the way to invisible black.

Lowering the intensity, the color will become deeper and richer.

You can play with them until you find your perfect look!

### SAVE SLOTS

This section of the HUD allows you to save your favorites, 8 in total.

Tint, Full Bright and Glow settings are saved along with the layer diffuse texture.

Once you apply to the layer, click and hold your left mouse button down on the slot until you see the texture change.

When you wish to reapply the saved application click the swatch.

If you wish to save another applicier over an already saved swatch click and hold until a drop down prompts you for more action. You can delete a saved setting by clicking and holding down the swatch and selecting clear.

## PERSONALIZE

### DRAG & DROP SECTION

By holing your CTRL / CMD key you can drag your full permissions textures into a white section of this tab. Textures will load in the first row of slots underneath the RESET button.

### RESET

**RESET** button will remove all dragged / applied textures and reset the whole HUD making it clear.

### APPLYING TEXTURES

Once the textures have loaded into the HUD, the red frame will indicate which slot is active and you can change it by simply clicking on a different slot.

After your texture is selected and active, you can click on the DIFFUSE, NORMAL or SPECULAR MAP fields to apply it.

Below are classic TINT, GLOW and FULL BRIGHT options.



# / HUD / STYLE (save slots)



This HUD has been designed as a separate attachment made to compliment your Main HUD design. The HUD can be used across heads with no restrictions and multiple copies of the HUD can be made. It can be easily repositioned on the screen to fit your needs. It will also change Light / Dark Mode if worn with the Main HUD. Detach (top right corner) – detaches the HUD.

## RENAME HUD

For easier finding and sorting, if multiple Style HUDs are present in your inventory, we've added an option to RENAME the STYLE HUD. Objects cannot be renamed while worn so the HUD will have to be REZZED on the ground in order for renaming to work.

## CLEAR ALL SLOTS

This function has been added to speed up the process of clearing HUD memory if needed. It will restore the HUD to factory settings.

## HOW IT WORKS

Tint, Full Bright and Glow settings are saved along with the layer diffuse texture.

Once you apply to the layer, click and hold your left mouse button down on the slot until you see the texture change.

When you wish to reapply the saved application click the swatch.

If you wish to save another applicier over an already saved swatch click and hold until a drop down prompts you for more action. You can delete a saved setting by clicking and holding down the swatch and selecting clear.

## SAVE SLOTS

This section of the HUD allows you to save your favorites.

8 slots - Eye Socket

16 slots - Lashes

16 slots - HD Brow

16 slots - HD Eyelids/Eyeshadows - Layer sets are saved and will be re-applied as such replacing all textures applied. If any of the layers was clear while saved, the transparent texture will be re-applied to the same layer.

16 slots - HD Lips

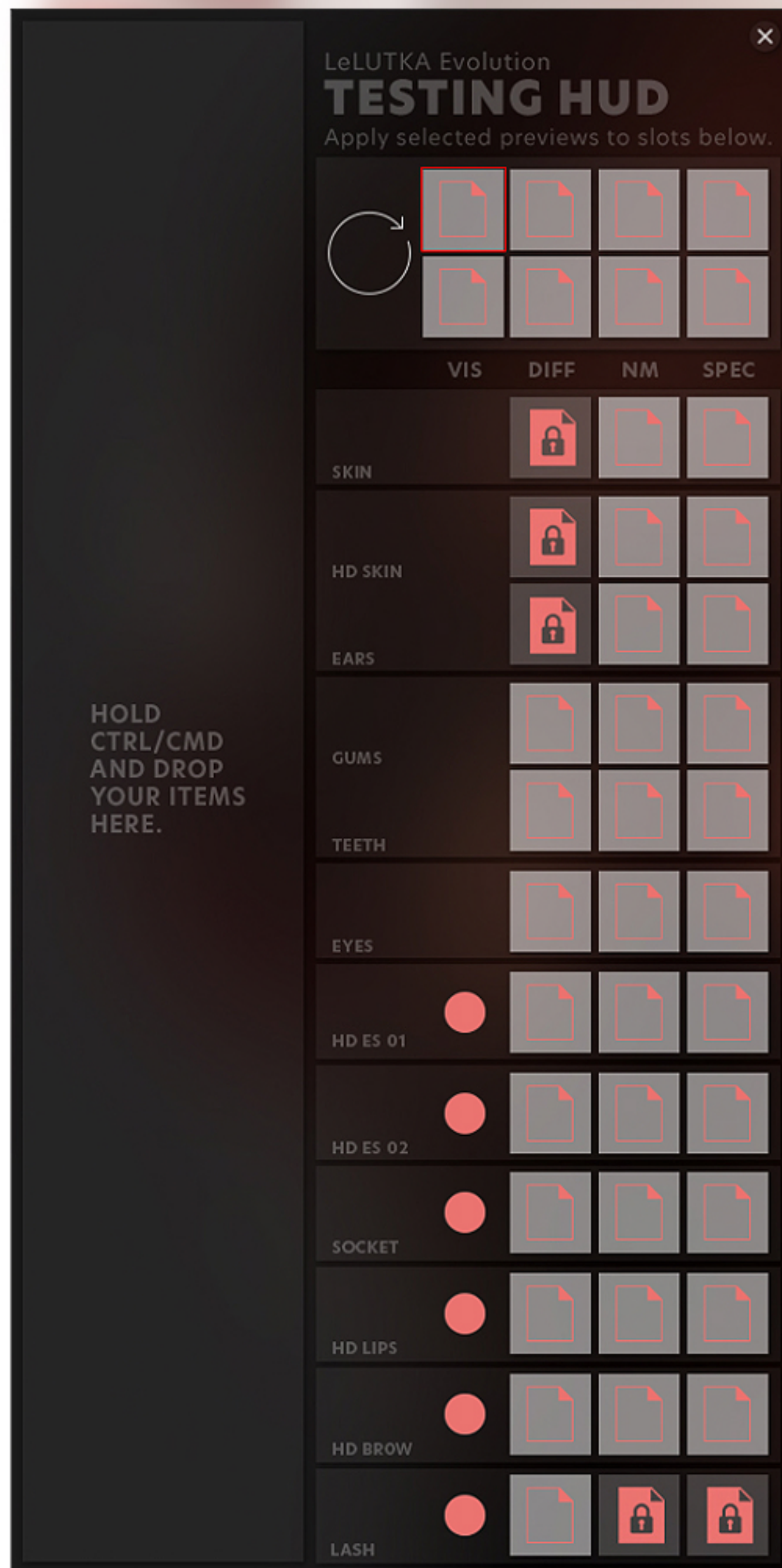
## THE LOOK - FULL FACE - 16 slots

Full Layer content will be saved for later application to ALL LAYERS.

You will be offered an option to save custom display images via DIALOGUE BOX by providing said texture UUID. If you choose not to use this function, a default image will be applied to the slot.

Due to the amount of information saved to the slot, it might take a few seconds to apply them all depending on your connection and/or local lag.





This HUD has been designed as a separate attachment made to compliment your Main HUD design. It can be easily repositioned on the screen to fit your needs. Detach (top right corner) - detaches the HUD.

## DRAG & DROP SECTION

By holding your CTRL / CMD key you can drag your full permissions textures into a white section of this tab. Textures will load in the first row of slots underneath the RESET button.

## RESET

**RESET** button will remove all dragged / applied textures and reset the whole HUD making it clear.

## APPLYING TEXTURES

***DIFFUSE MAPS have been DISABLED on SKIN / HD SKIN including the EARS since the Heads are BoM. LASHES DO NOT SUPPORT MATERIALS.***

Once the textures have loaded into the HUD, the red frame will indicate which slot is active and you can change it by simply clicking on a different slot. After your texture is selected and active, you can click on the DIFFUSE, NORMAL or SPECULAR MAP fields of the corresponding layers below to apply it.

Clicking on a DIFFUSE MAP slot EYES will automatically switch to APPLIER MODE showing the texture on the objects worn.

**Make sure you wear the corresponding ALPHA MASK layer to avoid the double head / eyes effect.**

HD layers and lashes are in applier mode by default, no action needed other than simply clicking on the diffuse slot.

If you wish to apply NORMAL and / or SPECULAR maps, click on the corresponding fields to the right of the diffuse map slots of the layer you wish affected.

***YOU NEED A LIGHT SOURCE AND ADVANCED LIGHTING ENABLED TO VIEW THESE MATERIALS.***

**ON / OFF** toggle switch will simply switch the TRANSPARENCY of the layer from 0 to 100% and back enabling you to quickly show / hide the affected layer.

If you wish to blend the layer precisely, use the BLEND slider of the layer on the Main HUD.