



## Audrey Tribute Double Feature Assembly Instruction

### Character list

- Audrey (Audrey's Face and Little Black dress are also available free here)
  - Little Black Dress
  - Oscar Outfit
  - My Variant with jewelry
  - My Version without jewelry
- Italian Vacation (Poster)
  - Princess Gown with removable jewelry layer, medallions, and crown
  - Peasant Dress w/ scarf and shoes
  - Princess Dress and hat
  - Gregory w/Suit
  - (Images)
- Brunch at Trinity's (Poster)
  - Black Dress with Tierra, Necklace and broach
  - Library outfit with removable Orange overcoat
  - Trench coat
  - Bonus: Night Shirt
  - George with suit and trench coat
  - (Images)
- Bonuses
  - Italian Vacation Reporter Eddie
  - Night shirt and iconic sleep mask for Brunch at Trinity's
  - 2 Posters as Props

## How to Assemble & Scale Characters

Scaling Data provided for each Character sets (Clothing and Faces):

- Scale
  - figure Base – (Chuck or Gwynn) (Default or (Preset))
  - Overall (%)
  - Height (%)
  - Shoulders (%)
  - Head (%)
  - (as needed)

Procedure:

- 1) Load **figure base** (i.e. load Gwynn or Chuck avatar)
- 2) Load clothing bases including shoes
- 3) Load clothing Material files
- 4) Load skin material file (if any)
- 5) Load Hair base & material and scale to fit(if any )
- 6) Load head (last – this will cause all body tones to match.)
- 7) Bring up Avatar Proportion. If **figure Base** set other than default set to that *Preset* (i.e. blump, Strong, etc.)
- 8) With *Body* selected and *Lock XYZ* checked, scale to **Overall** (this will give it the basic body mass)
- 9) With *Body* selected and *Lock XYZ* Unchecked, scale *Length* to **Height**
- 10) Select *Shoulders* with mirror on, scale *Length* to **Shoulder**
- 11) Select *Head*, hit reset and with *Lock XYZ* is checked, set scale to **Head**
- 12) Additional Scaling as indicated (hair, breasts, waist, legs, etc.).  
Lastly, load any Accessories and Save Character

You should have it pretty well scaled. Save Avatar.

For Standard Human, just Load cloths

# Hair for Audrey

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- Audrey 1
  - Base: G5 Hair WV054
    - Audrey Hair G5 HairWV054.iMtl
- Audrey 2 (Oscar dress)
  - Base: Very short
    - Color -21 0 0 0
- Audrey 3 (used in Brunch at Trinity's)
  - Base Prom
    - Audrey Hair Prom.iMtl
    - Move -2 -30 -16
    - Rotate 7 0 0
    - Scale 105 115 105
- Audrey 4 (used in Brunch at Trinity's Night Shirt)
  - Base Long Tied Up
    - Audrey Hair Long tied up.iMtl
    - Move 0 36 -10
    - Rotate 8 0 0
    - Scale 107 75 108
    -
- Audrey 5 ( Italian Vacation Princess)
  - Base Prom
    - Color -82 0 0 0
    - Move -2 -30 -16
    - Rotate 7 0 0
    - Scale 105 115 105



## Audrey with little black dress

- These Items are available as a freebie
- Face
  - Audrey.iFace
- Hair: Audrey 1
- Cloth (1 Little Black dress)
  - Bases
    - E005 Gwynn\_Upper\_Blouse
    - E005 Gwynn\_Lower\_Skirt Gored Straight
    - (any Black dress shoe)
  - Material
    - Audrey F G5 Upper Blouse.iMtl
    - Audrey F G5 Lower Gored Skirt.iMtl
- Accessories (none)
- Scale
  - figure Base – Gwynn default
  - Overall 90
  - Height 100\
  - Head reset
  - Shoulders 90 90 80
  - Ribcage 100 100 90



# OSCAR Dress and Shoulderless Dress

- Hair
  - Oscar: Audrey 2
  - Shoulderless: Audrey 5
- Cloths (3 Outfits)
  - Base
    - E005 Gwynn\_Upper\_Blouse
    - E005 Gwynn\_Lower\_Skirt Gored Straight
    - (recommend :Gwynn shoes High heel B)
  - Material
    - Audrey Oscar F G5 Upper Blouse.iMtl
    - Audrey Oscar F G5 lower skirt.iMtl
    - Audrey shoulderless with jewelry F G5 upper Blouse.iMtl
    - Audrey shoulderless F G5 upper Blouse.iMtl
    - Audrey shoulderless F G5 Lower gored skirt.iMtl
- Accessories
  - (Recommended Earrings for my variant is C032 Earrings 02. Note; necklace is imbedded in clothing)



GREGORY  
AUDREY

IN  
WHILEY WILLY'S

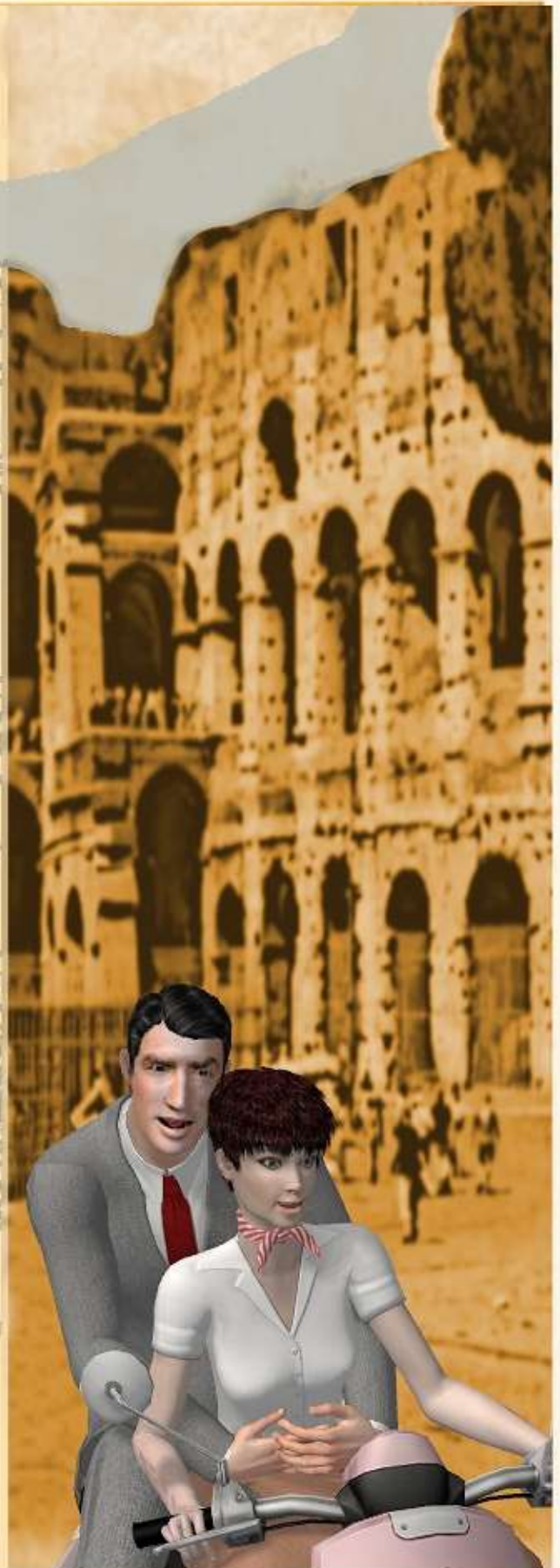
PRODUCTION OF

Italian  
Vacation

WITH



EDDIE



[\(Original Roman Holiday poster\)](#)

# Italian Vacation

## 1. Princess Gown

- Hair: Audrey 5
- Cloths
  - Base
    - G5 One Piece Gown = QUEEN Gown
    - (any Black or white dress )
  - Material
    - Audrey RH Princess F G5 Queen gown upper.iMtl
    - Audrey RH Princess F G5 Queen gown lower.iMtl
- Accessories
  - Audrey RH Princess Crown.iAcc
  - Audrey RH Princess Medal 1.iAcc
  - Audrey RH Princess Medal 2.iAcc
  - Audrey RH Princess Medal 3.iAcc

## 2. Peasant outfit

- Hair: Audrey 1
- Cloths
  - Base
    - E005 Gwynn\_Upper\_Blouse
    - E005 Gwynn\_Lower\_Skirt
    - E005 Gwynn\_Shoes\_Flat-Sole
  - Material
    - Audrey RH Peasant F G5 Upper blouse.iMtl
    - Audrey RH Peasant F G5 Lower Skirt.iMtl
    - Audrey RH Peasant F G5 Shoe Flat sole.iMtl
- Accessories
  - Audrey RH Peasant Scarf.iAcc





## Gregory (leading man)

- Face
  - Gregory.iFace
- Hair
  - B218\_US Navy Officer
    - Move -1 -63 -18
    - Rotate 4 0 0
    - Scale 116 131 115
    - Color -12 0 0 -100
- Cloth
  - Bases
    - E007 Chuck\_Upper\_Suit
    - E007 Chuck\_Lower\_Formal
    - (any black or brow dress shoe)
  - Material
    -
- Accessories (none)
- Scale
  - figure Base – Chuck default





# Italian Vacation Images





# AUDREY

PLAYS THAT DARING, DARLING  
HOEY SORIGHTLY TO A NEW HIGH  
IN ENTERTAINMENT DELIGHT!

# BRUNCH AT TRINITY'S

GEORGE

(Original Breakfast at Tiffany's poster)

# Brunch at Trinities

## 1. Black Dress

- Hair: Audrey 3
- Cloths
  - Base
    - E005 Gwynn\_Upper\_Blouse
    - E005 Gwynn\_Lower\_Skirt Gored Straight
    - (any black dress shoe)
  - Material
    - Audrey BAT Black Dress F G5 upper blouse.iMtl
    - Audrey BAT Black Dress F G5 lower gored skirt.iMtl
- Accessories
  - Audrey BAT Broach 2.iAcc
  - Audrey BAT Left Pearl Earring.iAcc
  - Audrey BAT Pearl Necklace.iAcc
  - Audrey BAT Right Pearl Earring.iAcc
  - Audrey BAT Tiara.iAcc
  - (sun glasses: A220C\_Sun Glasses\_M 05 – Glass brightness -100)
  - (cig holder: [Cig Holder & Motion](#) by Alley)
  - (Hat: "Breakfast at Tiffany's" by alfrebilbao in sketchup 3d Warehouse)
- Prop
  - (Tub sofa: "(Breakfast at Tiffany's) Tub Sofa" by Thomas C. in sketchup 3d Warehouse)
  - (Cat: wanted to use the cat in RL Household Pet but even though it has animation, you can't animated it. I used a daz model I imported but it has size issues , so I had to scale my character up 150% for the scenes with the cat)

## 2. Library outfit with removable Orange Overcoat

- Hair: Audrey 3
- Cloths
  - Base
    - Gwynn G5 Gown&Overcoat\_Cloth1F
    - (Natural Lower)
    - (Matching Dress shoe)
  - Material
    - Audrey BAT Library F BB G&O upper gown.iMtl
    - Audrey BAT Orange Jacket F BB G&O upper overcoat.iMtl
    - (Note: I do not use the Belt so set its Opacity to 0)
- Accessories
  - Audrey Fur Hat.iAcc





## George (leading man)

- Face
  - George.iFace
- Hair
  - B218\_US Navy Officer
    - Move -1 -63 -18
    - Rotate 4 0 0
    - Scale 109 131 115
- Cloth
  - Bases
    - E007 Chuck\_Upper\_Suit
    - E007 Chuck\_Lower\_Formal
    - (any black or brow dress shoe)
  - Material
    - George BAT M G5 Upper Suit.iMtl
    - George BAT M G5 lower formal.iMtl
- Accessories (none)
- Scale
  - figure Base – Chuck default



# Brunch at Trinity's Image



# Bonus:

## Eddie, the Photographer in Italian Vacation

- Face
  - Eddie.iFace
- Hair
  - B218\_US Navy Officer
    - Move -1 -63 -18
    - Rotate 4 0 0
    - Scale 116 131 110
- Cloth (1 slave outfit)
  - Bases
    - E007 Chuck\_Upper\_Overcoat
    - E007 Chuck\_Lower\_Casual
    - (any dress shoe)
  - Material
    - Eddie RH M G5 Upper overcoat.iMtl
    - Eddie RH M G5 lower casual.iMtl
- Accessories
  - (Camera)
- Scale
  - figure Base – Chuck default
  - Overall 91

## Night shirt for Audrey with Iconic Sleep Mask

- Hair: Audrey 4
- Cloths
  - Base
    - E005 Gwynn\_Upper\_Overcoat
    - (Natural lower and shoes)
  - Material
    - Audrey BAT Night shirt F G5 upper Ovecoat.iMtl
- Accessories
  - Audrey BAT sleep mask.iAcc

## Movie Posters as props

- Poster- Brunch at Trinities.iProp
- Poster- Itallian Vacation.iProp

