

Hairstyles Pack: Female.

Update 02

Added scalp Static Mesh (**SM_Scalp_A**)

Update 01

- Improved optimization of hairstyles to increase FPS.
- Improved physics simulation parameters.
- Some hairstyles has been visually improved.
- Fixed inaccuracies in the names of Source Files and the files themselves.
- Added a new extended Master Material ***M_Hair_Extended_Master_A_01** with examples of Material Instances.
- Added scalp mesh to the Source files as a separate ***mb** scene.

https://www.youtube.com/watch?v=5h-e7_zPifg