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_zPjfg