

Technical Documentation: Messy Buns Hairstyle

Asset Version: 1.0.0

Engine Compatibility: Unreal Engine 5.7+

1. Implementation Guide

Step 1: Project Prerequisites

- Enable the official MetaHuman Plugin in your project settings and restart the engine.

Step 2: Assigning the Groom via MetaHuman Creator

- Open the MetaHuman Creator Panel within the Unreal Engine editor.
- Navigate to the Hair and Clothing>Hair(Grooms) configuration section.
- Add WI_Messy_Bun to your custom outfit library slots.
- It will automatically scale, deform, and conform the skeletal mesh to match your chosen MetaHuman head archetype.

2. Technical Information

- The hair asset is strand based to match the native metahuman assets quality, which means it might slow down performance on lower end platforms.
- Physics isn't turned on by default to both save performance and to preserve the hair's shape and structure. Although if you would like to add physics to it, you can easily do so in the settings of GR_Messy_Bun under the physics tab by turning on the Enable Simulation option. You might have to fiddle around with the settings to get the look you want.

3. Customization

Open MI_Hair to adjust the exposed parameters:

- The hair uses the default Metahuman Hair Material, so you can expect the same broad **customizability** as you would from native hair assets.
- Change melanin, roughness, variation, highlights, ombre etc... (See Unreal Engine documentation for further info about these values).
- This means you can set **any color** and **any look** for this asset to compliment your own Metahuman.

If you encounter any issues **feel free to reach out to me in email** (listed on my seller profile).