Basic Guide for the Use of the F2u model
(By JasminManticore)

 This Furry base was made using Krita Ver 5.1.1 (Free Open Source drawing Program) So all the examples and explanations below were made using this Program. Most drawing programs share the same tools as the ones explained below, but the ubication and visual presentation, or even the name of these tools might be different with each application.

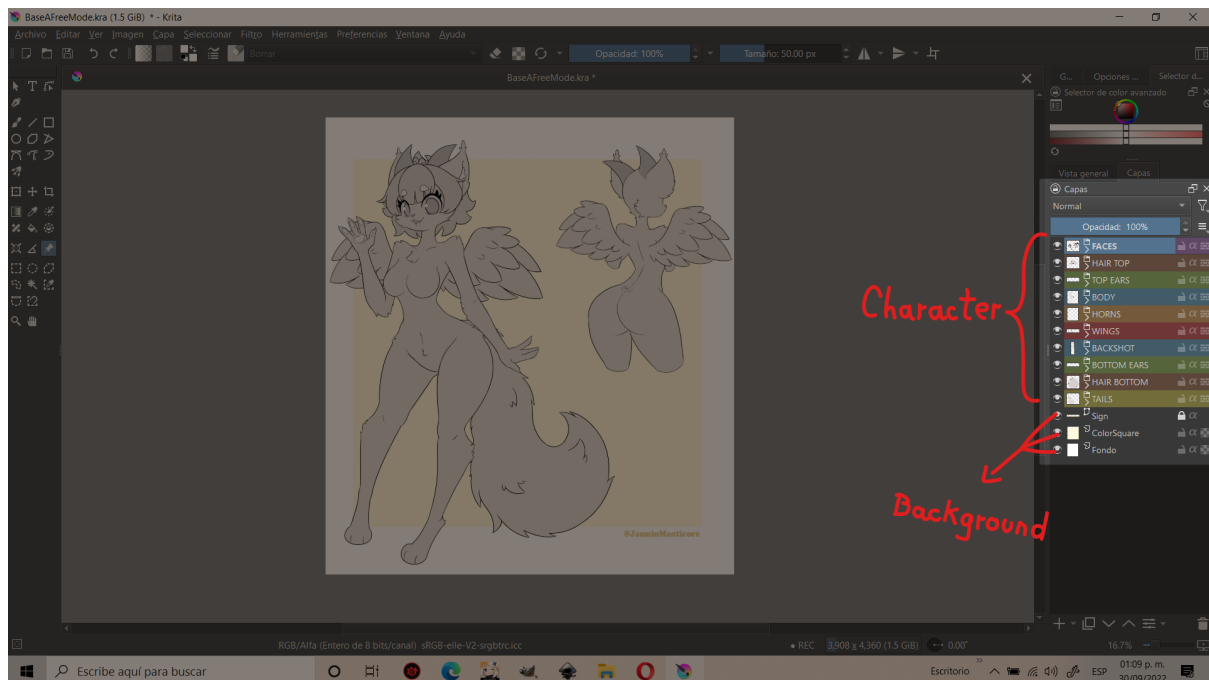The Zip folder that contains this guide has multiple files

1) READ THIS BEFORE USING: The specifications and rules of use; seriously, read it Before Using the Base.

2) Multiple BaseA Files: Since this project was made on Krita 5.1.1, the File BaseA.kra is the best choice if you are an user of Krita as Well; otherwise, there are several file extensions for the program that should work on most drawing softwares; particularly BaseA.psd is a Photoshop file that some of the most popular drawing programs support

3) Base1A Body Parts PNG: All the interchangeable parts are in this folder as line art PNGs with a transparent background; it's most recommended to manipulate the Base using one of the BaseA files previously mentioned, but if it's not possible you can use the PNG files to assemble a model in a program of choice.
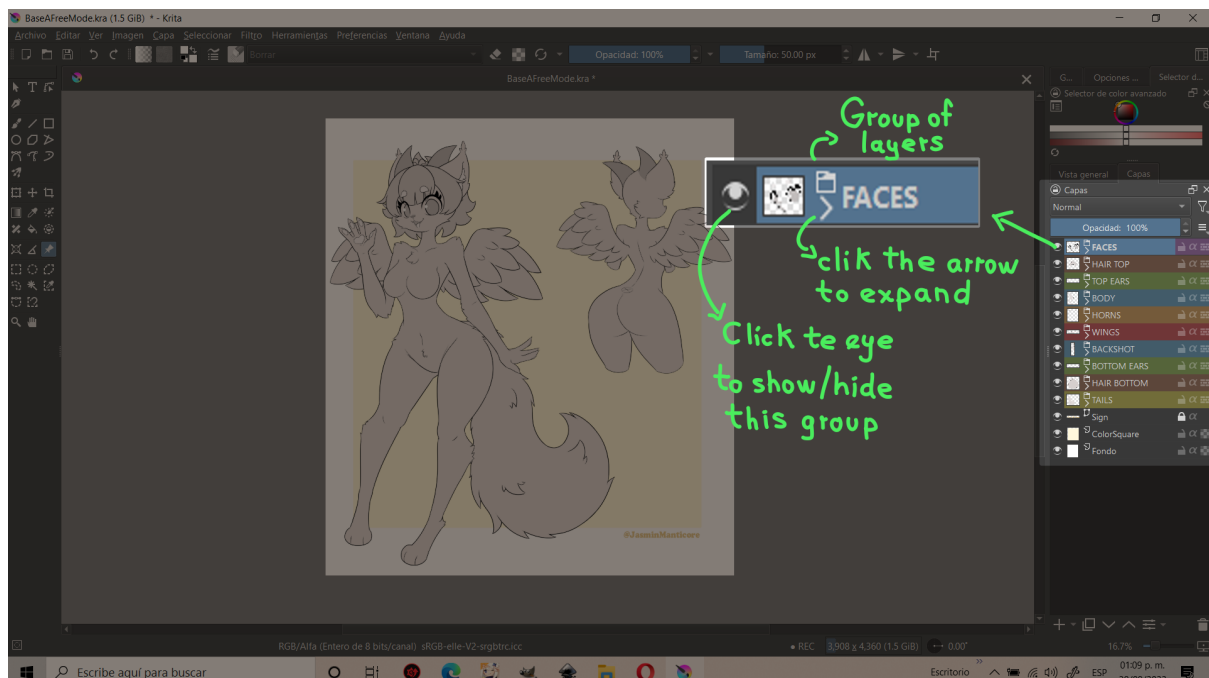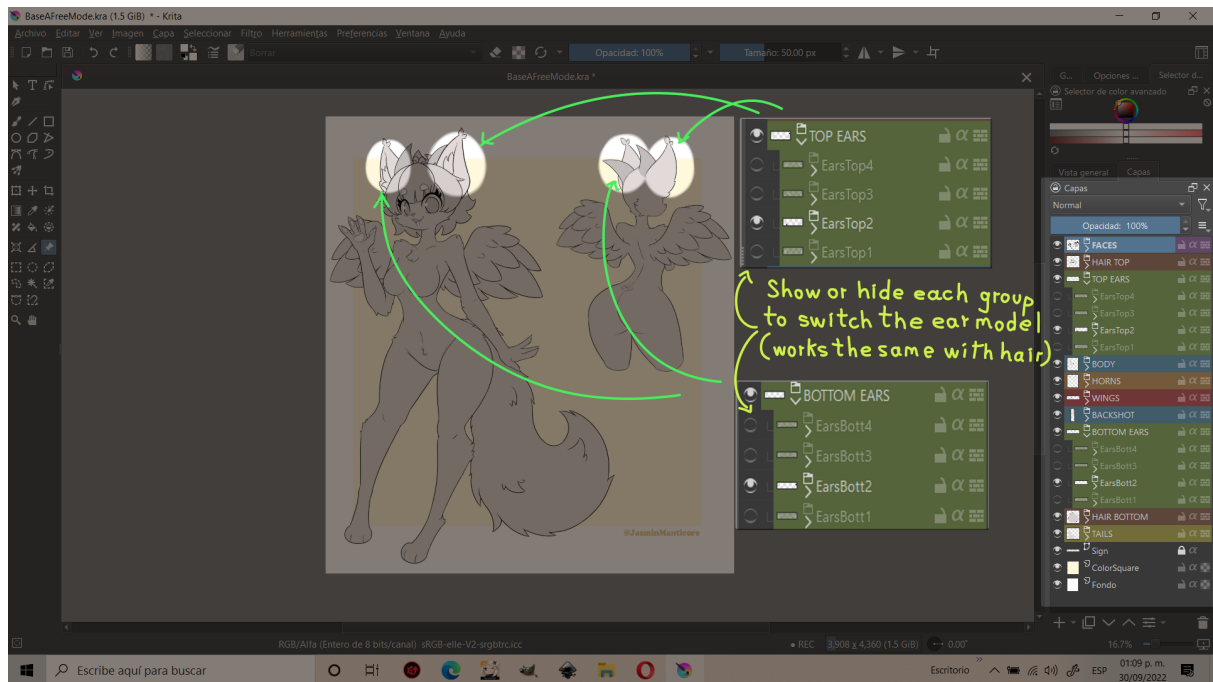
(Visual of Base on Krita 5.1.1)

Once you open the program you will be able to see the Base along it's multiple layers of parts that forms it, Basically dividing in two parts: The background (White Bg, Yellow Square and Signature of the Autor) And the Character parts.
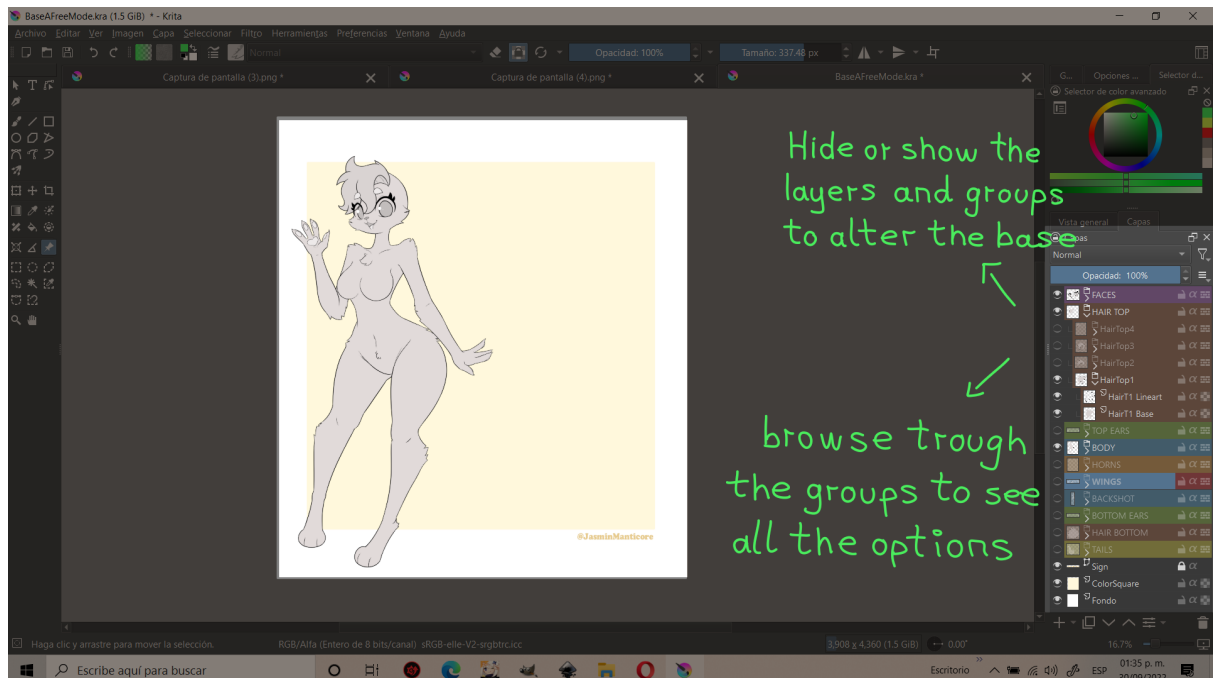

All Visible layers with a folder icon are Groups of layers, weach you can open, show or hide
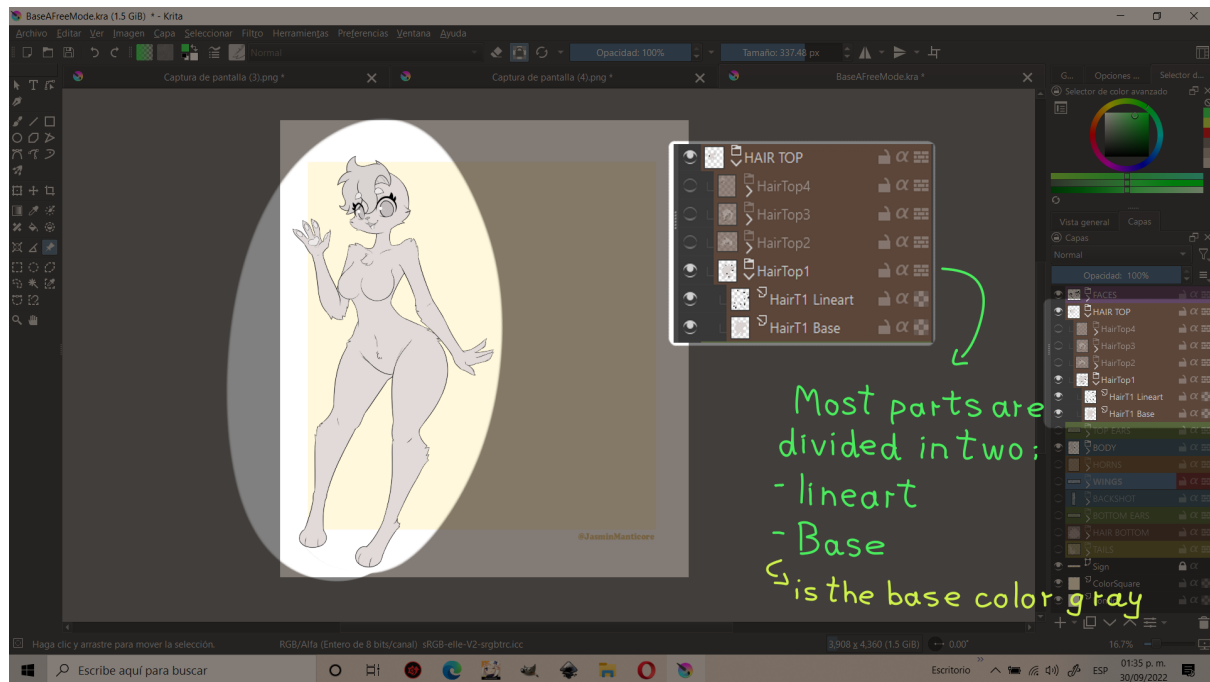
It is worth noting that two of the interchangeable parts, "Ears" and "hair", are formed by Top and Bottom Groups; this is like this so they work better in the angle on weach the base is. In the case of ears is recommended to use the respective layers on the Top and Bottom groups
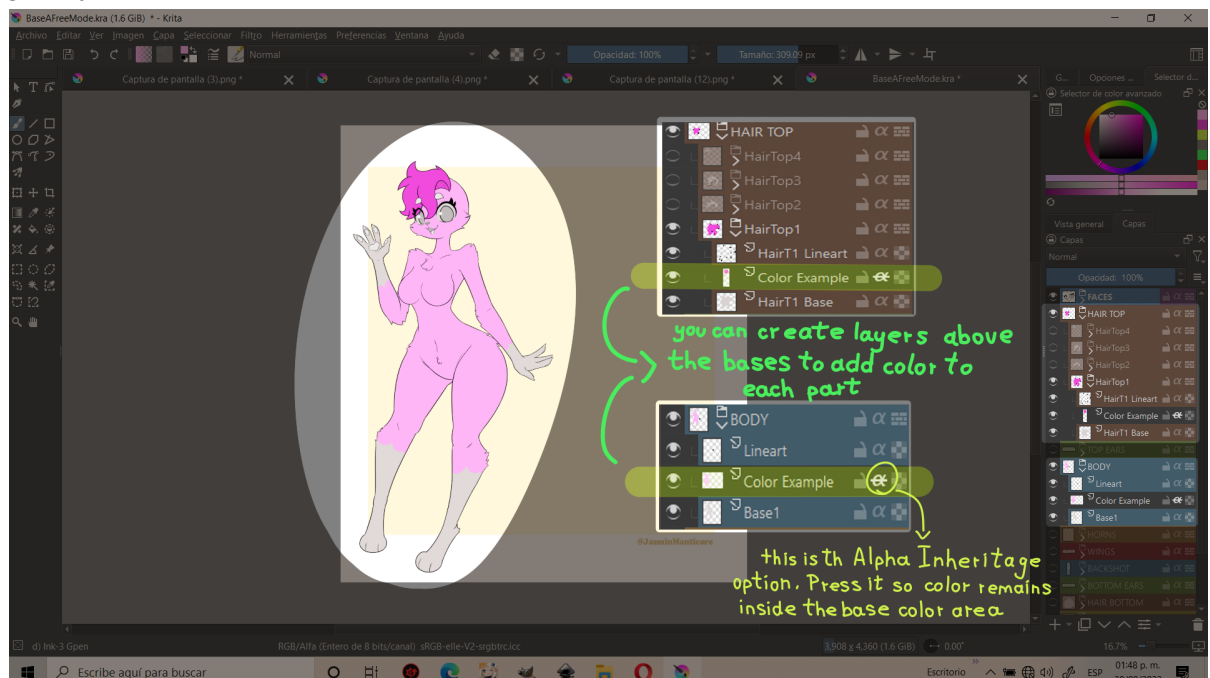

You also have the option to hide or show any layers based on your own preferences

Each group has several layers or even several other groups inside. Each separate part is conformed by it's Lineart and the placeholder color gray

To easely color the Base, you can create color layers above the Base laters of each part and add all the colors and details of your preference; using the Alpha inheritage option will greatly easen this work

This model is Free to Use and modify, so don't be shy at the moment of experimenting or even modifying any of it's part, after all is made for your personal enjoyment :3