

So it was figured out that due to Blender 4.3.2, presets were breaking hairs and making things look weird. Since all my existing presets were made with that version, I've decided to make some new ones with Blender 2.79 instead. These ones shouldn't break any hairs in-game. ALSO, the crotch has not been moved, since that seems to make CC react wildly in other presets I've tried.

Anyway, I hope you like them



**DETAILS:**

Made specifically for TS4

Find in 'body' options in CAS

Subtle edits to make your sims more shapely