

Genesis 2 Female

CLONE

FOR

GENESIS

Product by Sickleyield
Sold at <http://daz3d.com>

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Introduction/Acknowledgments

This is a set of instructions to help you get the best use out of your Genesis 2 Female clone for Genesis. You can still use it with Autofit the same as any other clone, but there are additional methods that can optimize your results, especially with high heels.

I would like to offer special thanks to Gilikshe of the DAZ forums, who showed me and others how to use the Transfer Rigging Space feature in DS4.6 to fix up shoes, and to the core group of customers and friends whose support, requests and commentary helped make this product possible.

You can always find help and share your work on the forums at <http://www.daz3d.com/forums>.

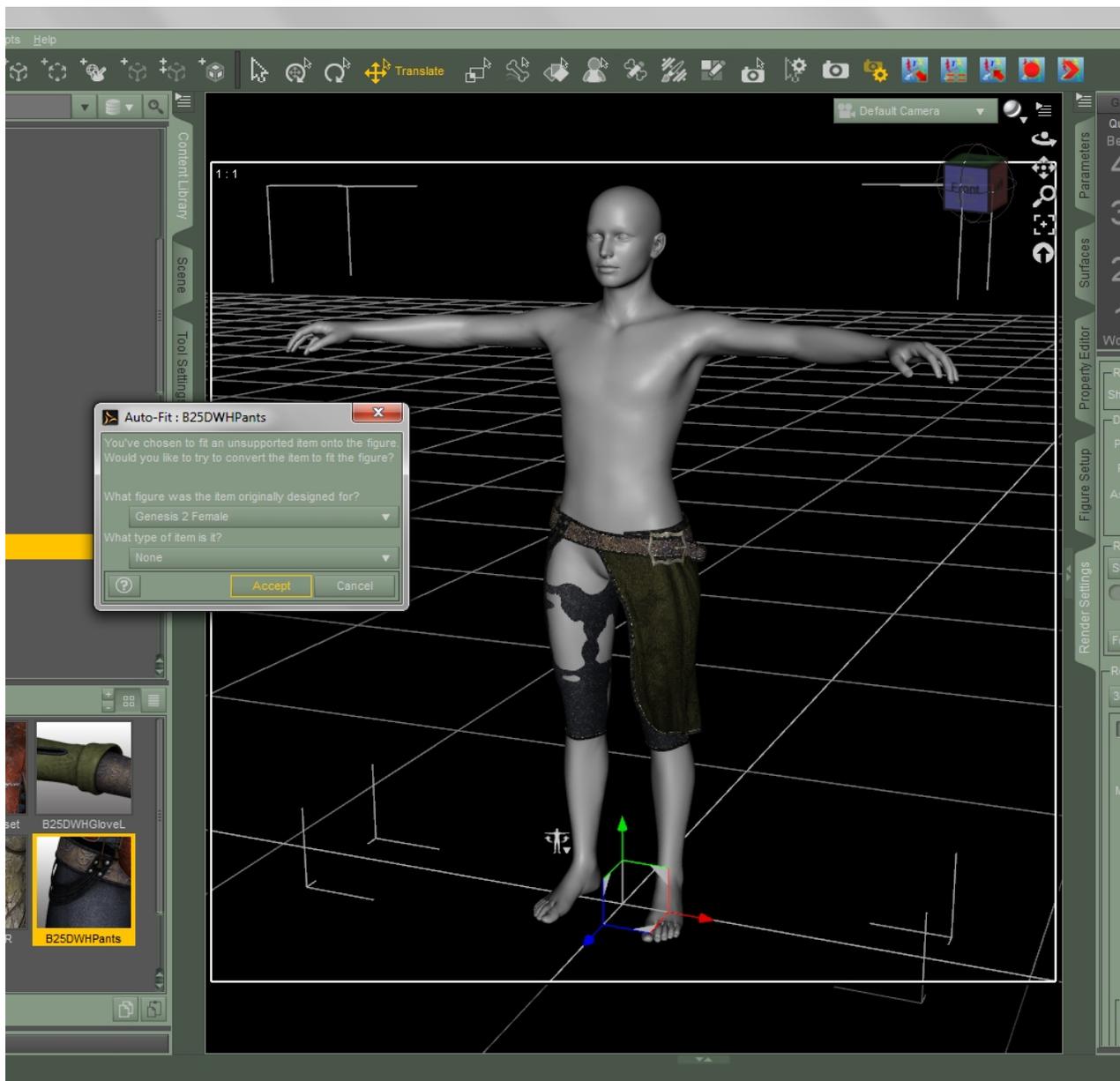
Chapter 1: Using the Clone With Autofit

This is the simplest way to use the clone. It works best with regular shoes and items. It is not recommended for very high heels.

Load Genesis into your scene.

Load a Genesis 2 Female item, like the pants from Darkwoods Heroine shown here.

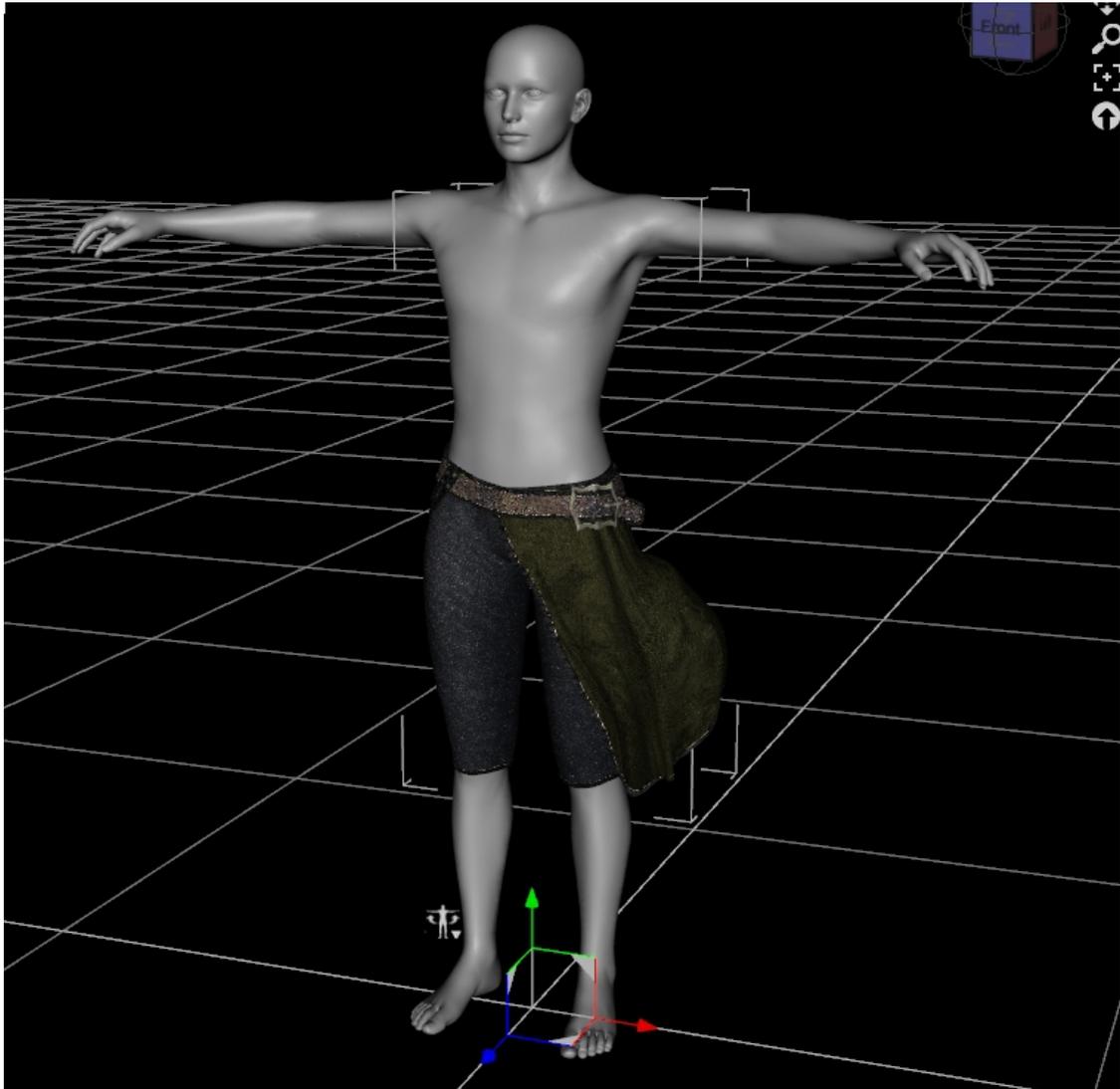
If the Autofit dialogue does not trigger automatically, click on the pants in the Scene Tab and choose fit to—Genesis.



As shown, choose Genesis 2 Female from the first dropdown. You may use “none” in the second one, or choose the SRMBodySuit template if you have SRMS. The default templates are not

recommended for this use, but feel free to experiment.

Now the pants will be fitted to Genesis with their morphs intact, like the Sweep 2 morph shown dialed in here:



And that is all there is to it. You probably don't want to do this if you're planning to save back to library for future use. That workflow is covered in the next chapter.

Chapter 2: Using the Clone With Transfer Utility

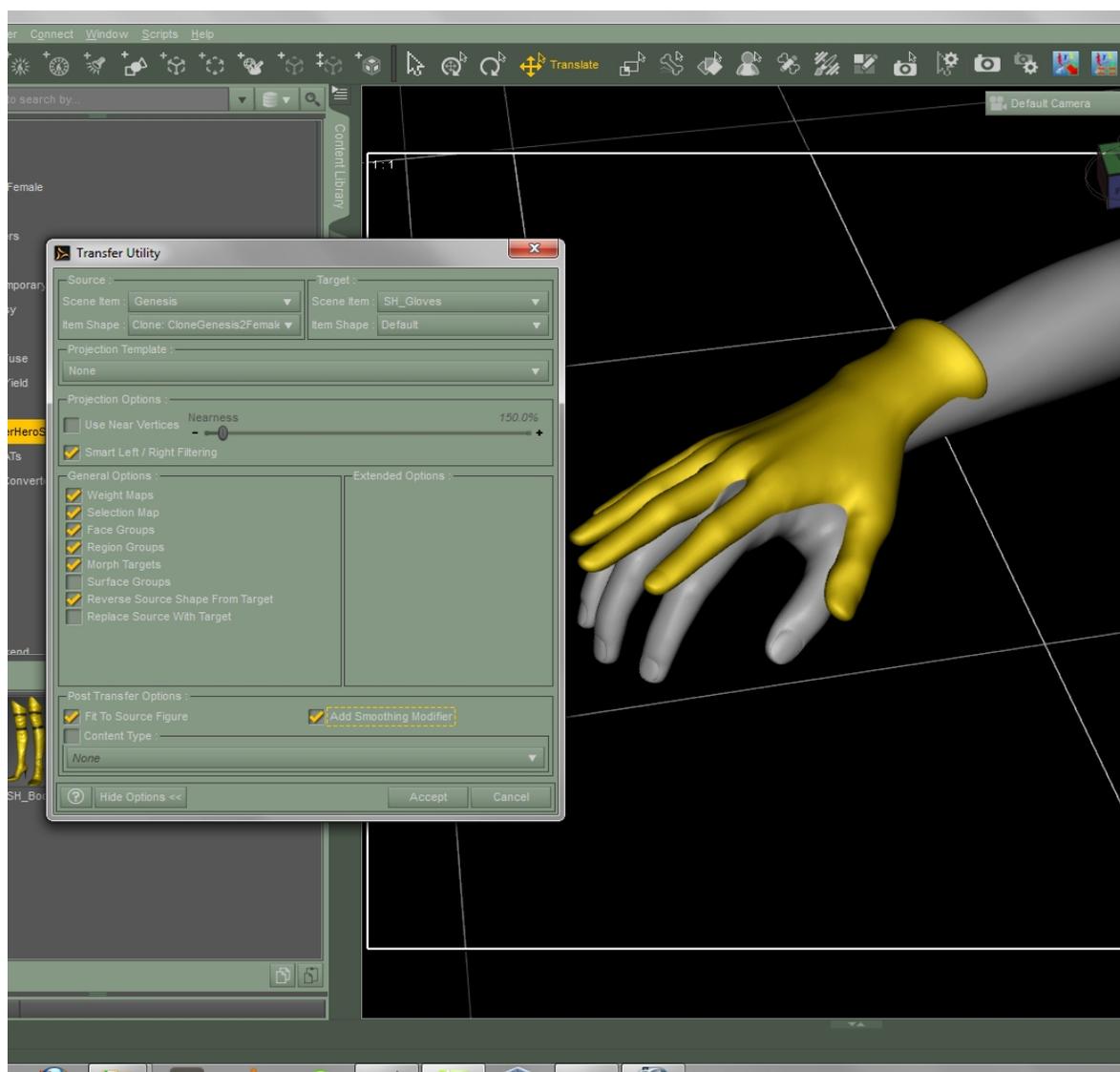
This method is preferred if you wish to save an item or outfit to library for future use, or if you are converting head or hand items that Autofit does not handle as well. Using Transfer Utility with high heels will be covered in the next chapter. Here's how it works with other items.

Load Genesis.

Load a Genesis 2 Female clothing item. The G2F SuperSuit Gloves are shown. If the Autofit prompt comes up, cancel it.

Start the Transfer Utility. Its icon looks like an arrow pointing up and to the right (shown here.)

A set of good Transfer Utility settings are shown. Be sure to select Clone and Genesis 2 Female from the dropdown under Source: Scene Item, and check Reverse Source Shape From Target.



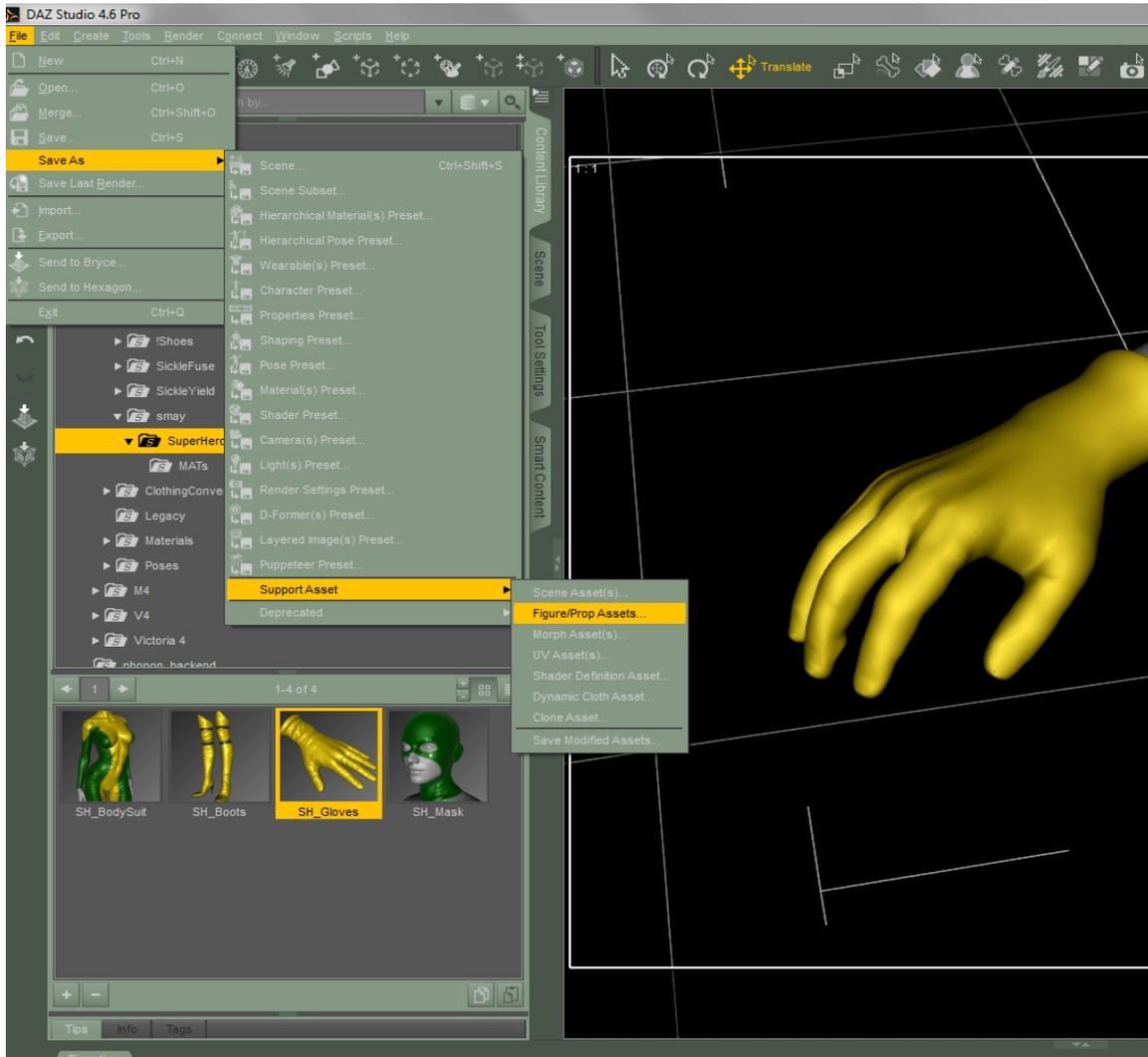
Click Accept. Transfer Utility will run, and the item will conform to Genesis.

Now it is very important that you:

SAVE TO LIBRARY BEFORE MOVING OR MORPHING GENESIS.

If you move or morph Genesis without saving, deleting and reloading, the clothes may not move or morph with the figure properly, and you will see a lot of clipping.

You should save using File—Save As—Support Asset—Figure/Prop Assets, shown below. Do not use the Wearables setting. It is intended for loading entire existing outfits, not for saving individual pieces to the library.



Another dialogue will come up asking you to choose a Vendor and product name. I used ConvertedG2FtoG as the Vendor and SuperSuit as the product. The important thing is that you do not use the same vendor and product name as the original item, because you don't want to overwrite the original G2F version.

AFTER YOU HAVE SAVED, DELETE THE CLOTHING FROM THE SCENE AND RELOAD IT FROM THE LIBRARY.

Now it is ready to use.

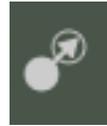
Chapter 3: Using Transfer Utility With High-Heeled Shoes

This method gets better results with very high heels.

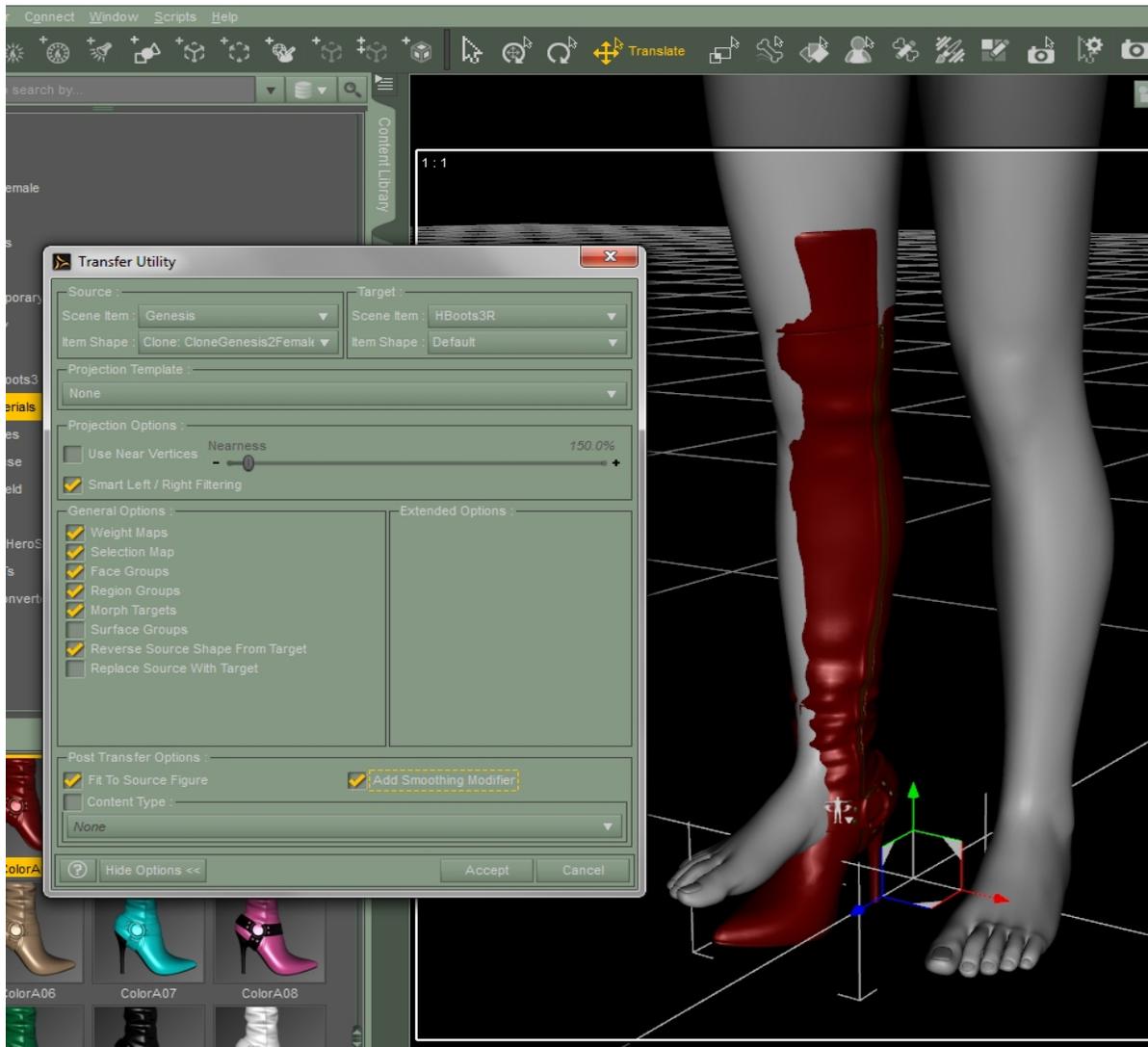
Load Genesis into the scene.

Load the shoes into the scene. The right boot from the G2F High Boots is shown.

Start Transfer Utility. Its icon looks like this right-pointing arrow.

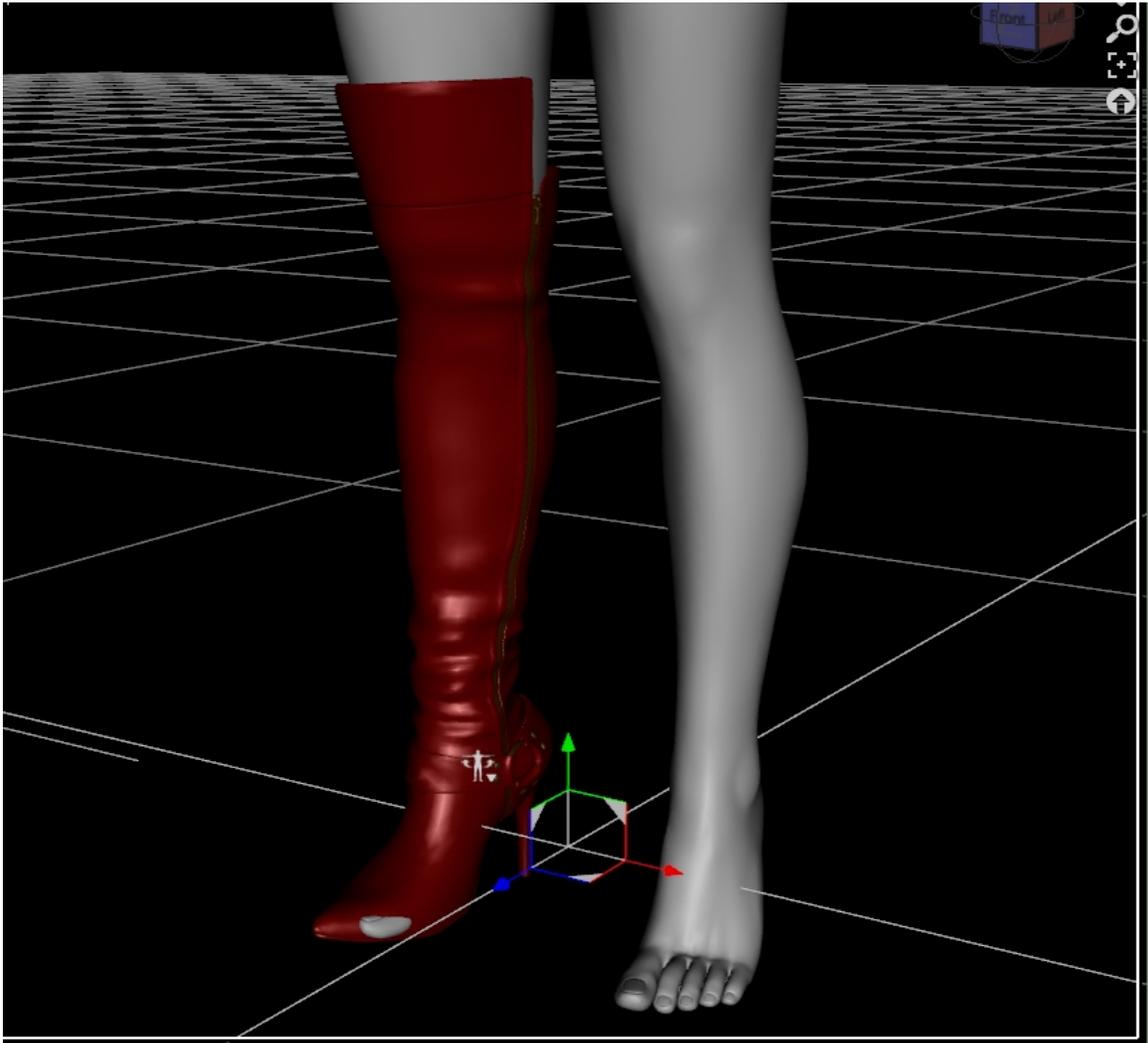


Here are the optimal Transfer Utility settings to use. The important thing is that you use the Clone and Genesis 2 Female options in the Source dropdowns on the left, and the Reverse Source Shape from Target option below that.



When Transfer Utility has finished, the heel will probably still appear to clip because it was modeled in the high-heel position. If this is so, you should check to see if it came with a foot pose for G2F, and apply that pose to Genesis. The boots shown do have such a pose. If there is not one, do your best to pose the Genesis feet so that they fit inside the boots.

This should and will result in an unattractive bend in the boots, because we're not done with them yet; there is one more step. Unconform the boots from Genesis. They should now appear to more or less properly overlap, as shown.

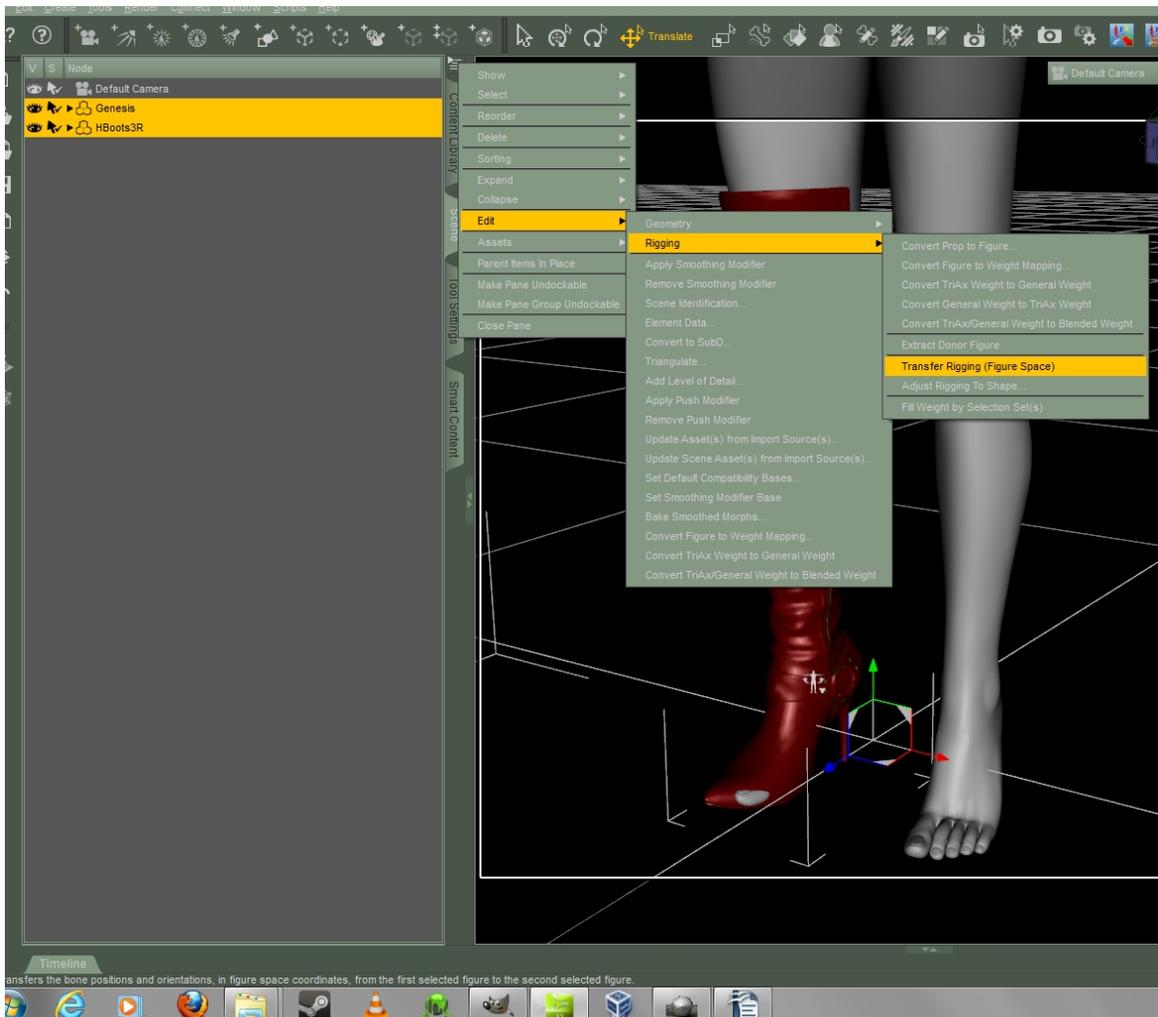


Now go to the Scene Tab. Select Genesis first, then ctrl+click the right boot to select it as well.

Now click on the tiny symbol in the upper-right corner of the Scene Tab. It looks like a square with a triangle and some lines in it, like this:



Choose Edit—Rigging--Transfer Rigging (figure space).



Now you should be able to conform the boot to Genesis and it will move appropriately with poses (you will still need to pose the feet to match the boots).



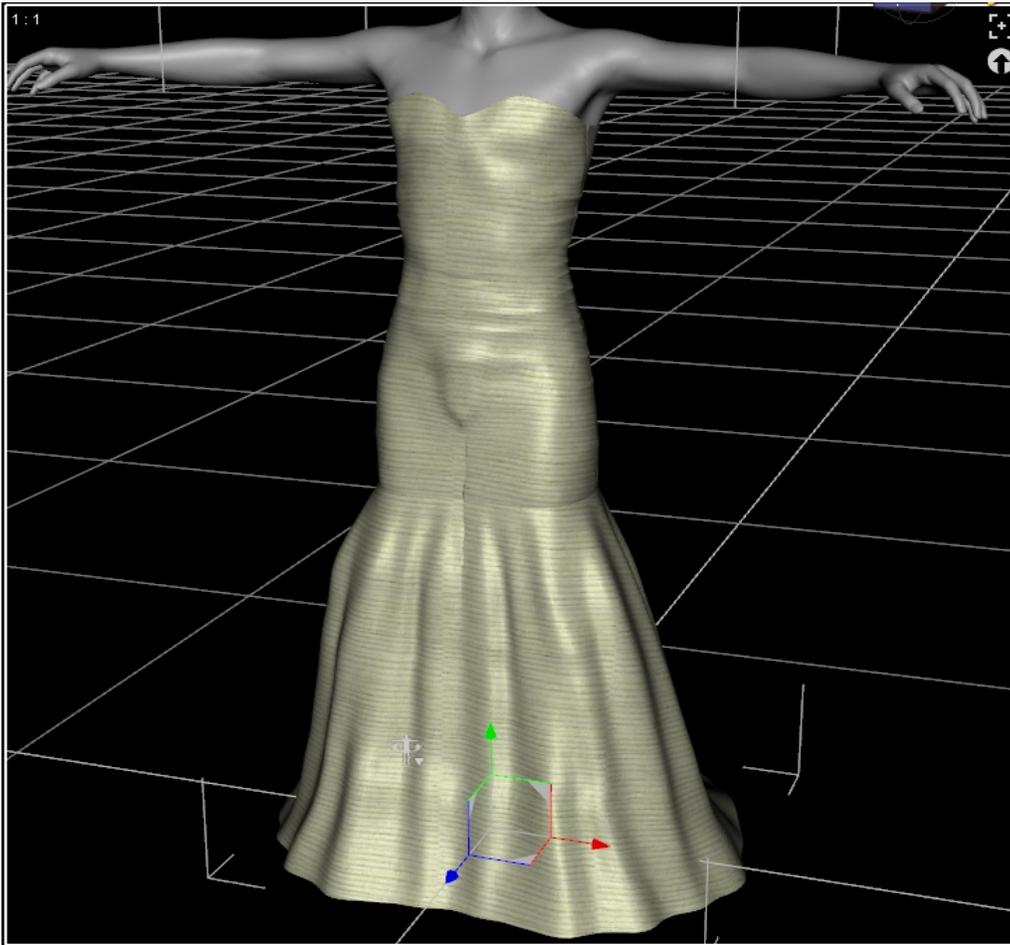
If you have clipping issues when FBMs are applied, there is a pose in People/Genesis/Poses/SickleYield/G2FClonePoses to hide (or show) the feet of the Genesis figure.

IMPORTANT:

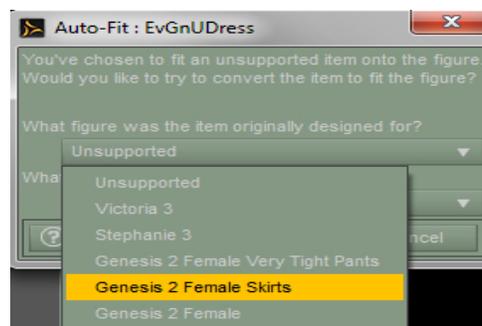
If you are using the Transfer Utility in conjunction with a template, such as those from the Sickle Rigging and Morphing System, it is recommended that you save to library, delete and reload BEFORE applying morphs or poses. Be sure to use File—Save As—Support Assets—Figure/Prop Assets to save, and NOT the Wearables Preset option.

Chapter 4: The Two New Clones (Tight Pants and Skirts)

The Genesis 2 Female clone for Genesis has some shortcomings when it comes to tightly-fitted dresses and very tight pants (ones that have no clearance at all between the legs). Fitting the underdress from the Genesis 2 Female evening gown sold through the Platinum Club is apt to have this result:



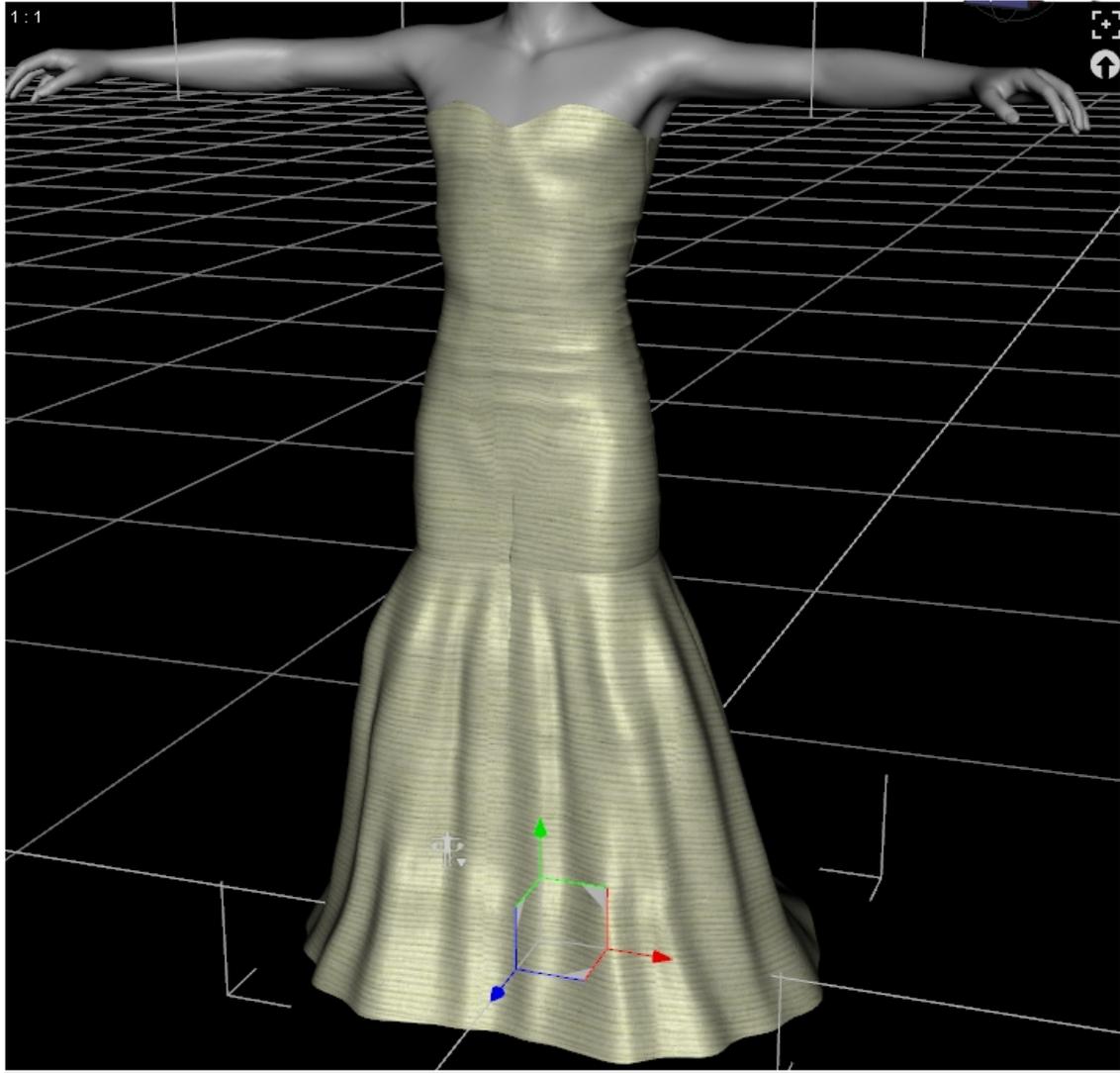
The set has now been updated with two additional clones to fix these issues. When you load an item from your Content Library and choose Autofit, you now have two more options:



These are “Genesis 2 Female Skirts” and “Genesis 2 Female Very Tight Pants.”

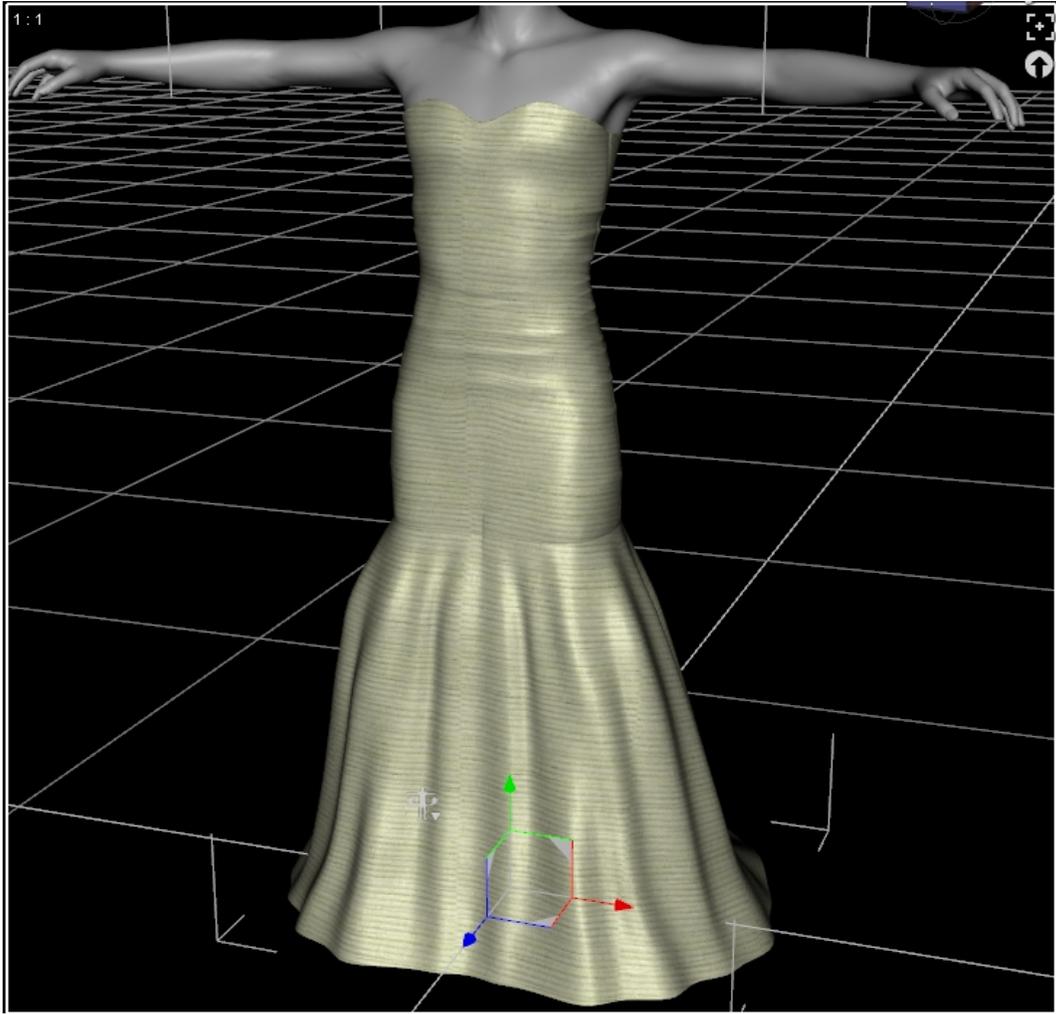
When loading a fitted skirt such as the Evening Gown underdress, conform to Genesis, then choose the Genesis 2 Female Skirts option. In this picture the “none” option was selected under “what type of item is it,” but you can choose one of your available dress options depending on what other products you have bought (such as B25's rigging kits or the Sickle Rigging and Morphing System). If using SRMS, autofit is not recommended, but rather the method from Chapter 2.

Here's what the dress looks like conformed with the Skirts clone.

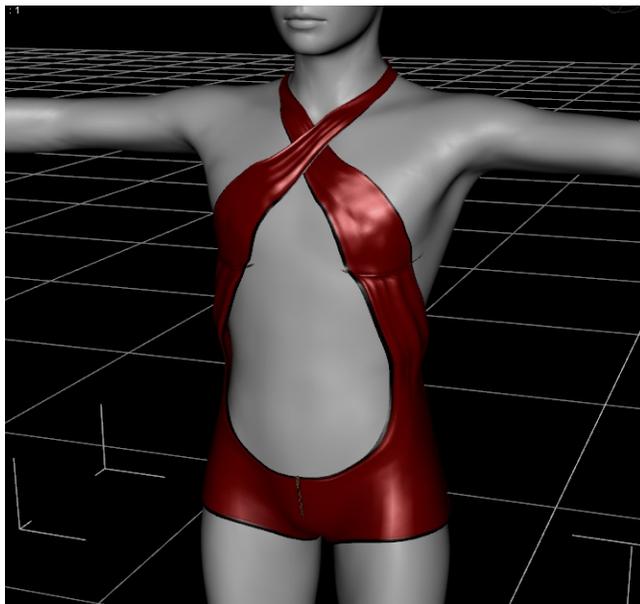


A small crease between the legs is unavoidable, but can be greatly reduced or eliminated by turning up smoothing iterations in the Mesh Smoothing modifier in your Parameters tab.

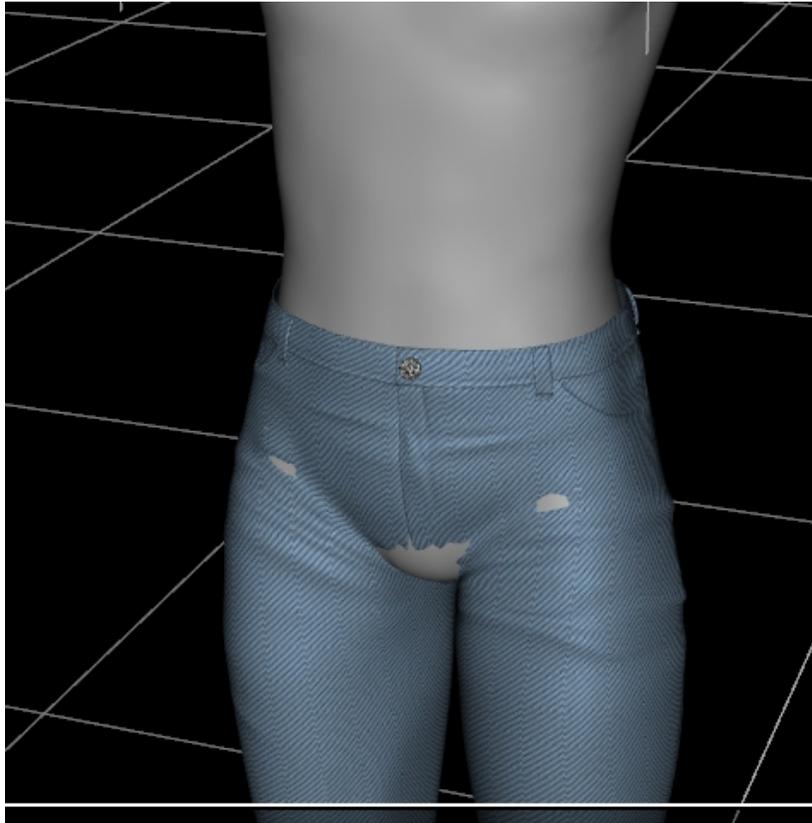
Here is the same thing with smoothing iterations set to 16 (top of the next page).



Next we will deal with tight pants. These are not necessarily the items you would expect; while the sexy G2F Fantasy Fighter works fine with the default clone...



The comparatively “ordinary” CsJPants from the Platinum Club Casual Jeans set fits with an odd clipping in the crotch area.

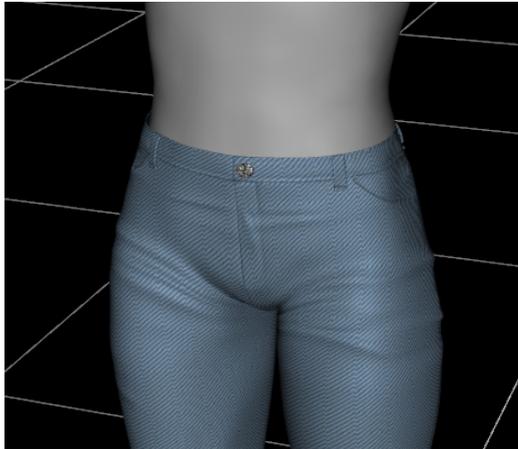


The reason is that Fantasy Fighter was actually modeled with the mesh a little away from G2F's body, but the jeans were modeled tightly flush to the area between the legs. This has nothing to do with the style of the garment and everything to do with how the mesh was built. Neither method is “wrong,” but they need different approaches when dealing with conversion.

You will probably have to experiment with some trousers and underwear to determine which work fine with the default clone and which need help. When you encounter an issue like the above, you should select the Genesis 2 Female Very Tight Pants option under “What Figure Was The Item Originally Designed For?” in Autofit or “Clone” in Transfer Utility.

(Please scroll to next page)

This alternative clone gives better results with the Casual Jeans.



With these additional tools at your disposal, you should be able to fit more items with greater accuracy.