

Making Poses Work for Different G2M and G2F Characters.

This is a brief Tutorial on how to make poses work for the variety of Genesis 2 Female and Male characters. If you have had problems with using poses for different Genesis characters this will remedy that issue.

There are two basic versions of the G2F/V6 and the G2M/M6 characters. As the versions differ most with the Michael model I will use it as the primary example.

1st there is the G2M. The G2M will morph into M6 two ways. The full M6 morph can be set, or the head and body morphs can be applied as 2 separate steps. 2nd, there is the full body/head morph as a single setting. The same is so for the G2F and V6.

Using the full M6 morph for G2M or using the stand-alone M6 character creates a “locked-in” morph change. The character values are set at 1.0. You cannot reset M6/V6 values in whole or part. They are locked. Using the G2M and adding separate body and head morphs does not lock the settings and allows variances between 0.0 and 1.0.

There is a significant variance with the character morphs. This has mainly to do with the Body Scaling. G2M loads at 100%. Using the full M6 morph for G2M or the 2-step method keeps the figure at 100%. However, the full M6 character loads at 103.6%.

As such, poses for the full M6 may not work well with the G2M morphed into M6. Mostly there are dislocations along the y-axis. Likewise, poses designed for the “plain” G2M figure may not work well with the full, locked version of M6.

Here is the trick. If you prefer to use G2M and add morphs you will need to select the Actor body and reset the scaling from 100% to 103.6%. You can see how this works by applying an M6 pose to a G2M-M6 morphed figure. Notice how the figure is off. If you simply rescale the figure to 103.6% it will snap into place as it should be.

This figure set-up allows the great morphing varieties for which Genesis is designed. However, most people are not aware of the scaling issue affecting poses. This is most notable for poses designed to fit specific

props, like on vehicles and in buildings, et cetera.

So, to use specific M6/V6 poses for other specific and mixed characters, apply the pose and then reset the scaling (for M6 to 103.6%). G2F and V6 both load at 100% so the variances are not as noticeable. However, other female Genesis characters are set at different scalings. Stephanie is at 92.0%, Gia is 97.8%, and Giselle is at 95.0%.

To make V6 poses work for other characters, set their scaling at 100%. This of course negates the appeal of the different size figures, like diminutive or heroic figures. The only option for that is to keep the built-in scaling and tweak the poses into place.

Full re-scaling solves most of the fitting problem. However, for both G2M and G2F there may still be some minor upper-body re-fitting to do if there are hands also in contact with a prop along with the feet or seat of the figure. This would be evident in poses designed for riding a motorcycle or climbing a ladder.

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