

G-SUIT2HD

BODYSUIT FOR GENESIS 2 FEMALES

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Preset Types

Materials Generic

This folder holds seamless materials you can apply to G-Suit2HD.

Hold the Ctrl-key to apply them only to the surfaces you have selected in the Surface tab.

That way you can e.g. have the torso covered in leather, the arms in latex, the legs in cloth.

Combined with the HD morphs this is quite powerful for creating your own styles.

The cloth, latex and spandex materials are color-neutral. You can set any color you want on the diffuse channel (Surface Tab).

The two spandex materials load with different settings, silver has more structure, gold is more shiny.

Presets Generic

Those are presets made from generic materials and HD-morphs, as described above.

You can think of it as examples for what you can do yourself if you want to.

Opacity Map Presets

Adds opacity maps, and, in most cases, related morphs.

E.g. a neck-cut and the according finishing morph.

Presets Full

Complete presets with custom made textures. Right now this holds the "Huntress" outfit (and two variations).

I hope to fill this up with addons over time.

Partial Presets

Right now you can load the gloves and boots section from the "Huntress" outfit here. Makes sense if you want the body in your own style but add gloves or boots with properly textured straps.

Morphs (Color Code and description)

I suppose the amount of HD morphs can be overwhelming, and it doesn't help that it's hard to see what they do in the viewport (on default subdivisions).

To help finding what you are looking for the morphs are color coded, mostly in line with the G-Suit's color code.

Head: Light Blue

Neck: Orange

Torso: Red

Arms: Brown

Legs: Blue

If you want the viewport preview to better show what the HD morphs are doing you can go to Parameters/Mesh Resolution and up the SubDivisions Level to 2 or 3. This can have a strong impact on your system's performance though.

What do all those morphs do?

Adjustments:

"Expand_Body" is probably the morph you will use the most. It expands only the main body but leaves hands, feet and head alone.

Very useful if you get some poke-through from Genesis2.

There is no reason to be shy about using it, G-Suit2HD is modeled extremely close (1mm) to Genesis2, so even if you expand it it's still tighter than most clothing items.

Belts and Straps:

Kinda self-explanatory. Belts and Straps. Likely to be used mostly in team with custom made textures.

Breastspans:

Breastspans for all supported Genesis 2 Females. Requires to meet the percentages you have dialed in on Genesis.

E.g. if you have a Character 50% Victoria and 25% Stephanie that's what you need for breastspans too, plus 25% Female Base if you'd like.

Poses can still break the breastspans, so honestly, it's hit or miss.

Finishings:

Use this to shape the outlines (rims) of your clothing creations. They are usually numbered outwards, e.g. Leg01 is closest to the hips, leg09 closest to the feet.

I find it easier to start dialing in finishes and set the material opacities afterwards.

Folds:

There are two kinds of folds, thin and fat. I like to mix them, and usually keep them at low values, especially the thin folds.

Relax:

Similar to Breastspans, but for other zones. Like Breastspans it's a bit hit or miss, depending on the character.

Presets always load without any relax options. Relax Toes is pretty useful to get a better look for boots or socks.

Seams:

S1 (style1) are thin "inside" seams. S2 are more pronounced "outside" seams. If you want you can also mix them.

This section also holds some Zippers. The thin one is ok for generic textures, the others certainly make more sense with custom textures.

Special:

Everything that doesn't fit above, likely a section I'll grow with addons. The mask morph is fun. ;)

Mesh Smoothing

Mesh Smoothing (found under Parameters/Mesh Smoothing) is off by default. This allows the G-Suit to pick up almost every detail of your characters.

It also allows for poke-through, which is why many clothing items have it on by default.

Turn it on if you either want less detail on the suit (e.g. get rid of muscle definitions) or have poke-through issues.

For the later personally I'd rather refer to the Expand_Body morph.

Mesh Smoothing should not be used on presets which have the Eyes section visible, since it picks up on Genesis' eye-lashes and thereby causes distortion in that region.

Tips and Workflow to create your own styles

In most cases I prefer to start with dialing in the finishings, and set the opacity for the material zones later. This way you avoid the confusion of using finishing dials on already hidden zones.

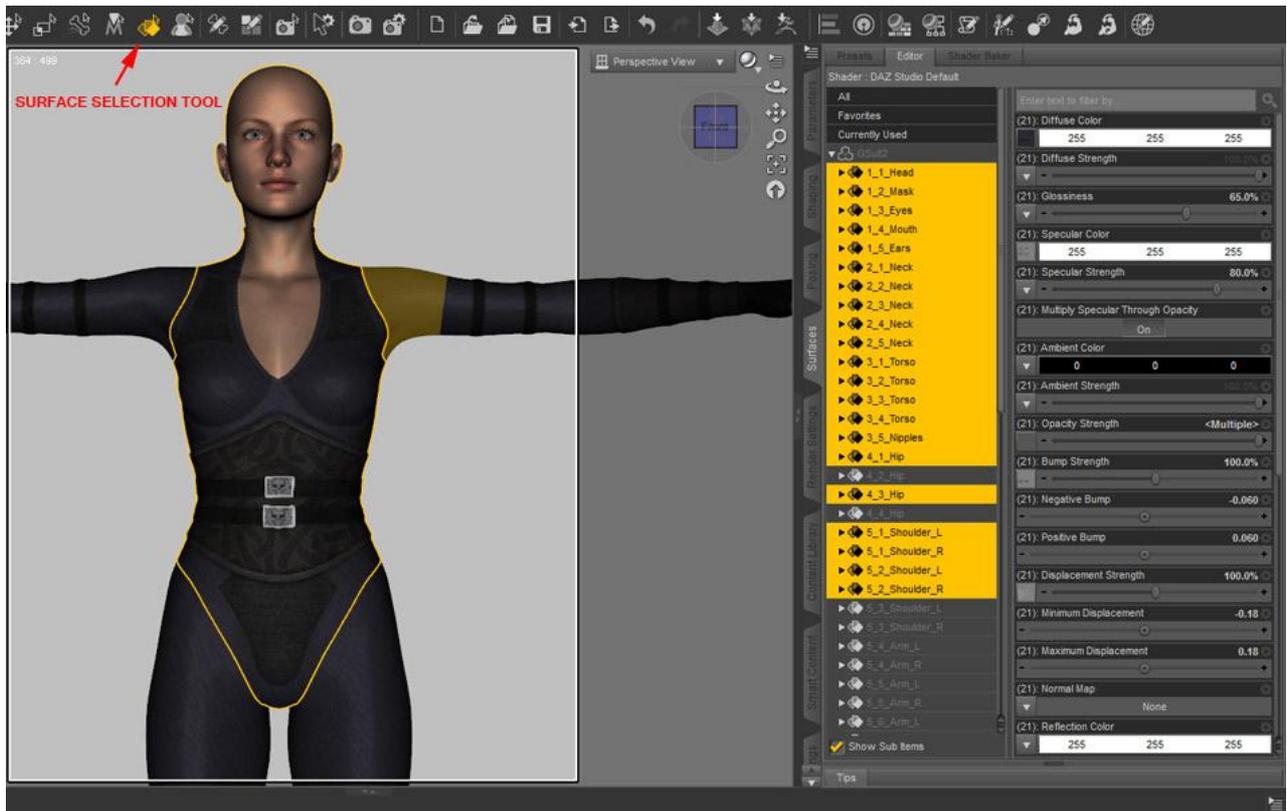
When selecting surfaces to either apply generic materials or set the opacities I always have Daz Studio's Surface Selection Tool active.

This gives you a nice visual representation of the selection, even if you do the actual selection on the Surface Tab.

If you use the Selection Tool directly hold Ctrl for multi-selection, on the Surface Tab you can use both Ctrl and Shift.

If you like creating your own custom textures make sure to download the Templates.

Aside from UVs and Color Code you will also find a PSD which holds many of the HD Morphs exported as Displacement Maps, - very useful as selection masks for stitches, seams, highlights, etc..



Supported Figures

You can use G-Suit2HD with all Genesis 2 Females, but will usually get the best results on supported figures (custom FBMs / FHMs).

Those are: Female Base, Victoria 6, Stephanie 6, Giselle, Lilith 6, TeenJosie, Olympia, Gia, Girl 6, Aiko 6.

There`s also custom FBMs for "Fitness" and "Bodybuilder".



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