

# WEAR THEM ALL Autofitting Clones And Clothing Smoothers for Genesis 3 Female(s)

---

(guide-through and instructions)



Thank you for purchasing Wear Them All package for Genesis 3 Female(s)!

**Artist:** VAlzheimer

**Compatible Figures:** Genesis 3 Female

**Compatible Software:** DAZ Studio 4.6+

**Details:**

Autofitting clones are created to smoothly fit any Genesis 2 Male, Genesis, Victoria 4 and Michael 4 conforming clothes to Genesis 3 Female(s) using the Autofit feature in DAZ Studio. All clones were made to be the exact projections of legacy figure shapes and can be used with all existing projection templates for Genesis 3 Female to fit every piece of conforming clothing from pants and shirts to footwear and headwear and even hair, as well as any full body clothing in DAZ Studio.

Package also includes six clothing smoothers integrated in projection morphs to help smooth up sensitive areas on clothes, oriented especially on the chest area.

**Disclaimer:**

Package doesn't include UVs or textures. Package can't be used as the merchant resource and can't be redistributed as the part of any other package. Tested in DAZ Studio 4.7 and 4.8, doesn't contain Poser files. All promo images are rendered in DAZ Studio 4.8.

\*\*\*

After installation of the package into your Genesis 3 Female directory you will find you have installed these features:

- **Genesis 2 Male Autofitting Clone for Genesis 3 Female** *(for fitting Genesis 2 Male clothes to Genesis 3 Female)*
- **Genesis Autofitting Clone for Genesis 3 Female** *(for fitting Genesis clothes to Genesis 3 Female)*
- **Victoria 4 Autofitting Clone for Genesis 3 Female** *(for fitting Victoria 4 clothes to Genesis 3 Female)*
- **Michael 4 Autofitting Clone for Genesis 3 Female** *(for fitting Michael 4 clothes to Genesis 3 Female)*

Six clothing smoothers:

- **Cleavage Fixer Default**
- **Cleavage Fixer Large**
- **Cleavage Fixer Mid**
- **Cleavage Fixer Wide**
- **Expand All**
- **Expand Chest**

All contents of this package were created to help cross-conform older products you may help and this guide will help you through explaining how to use them along with DAZ Studio integrated features to achieve best possible end results in DAZ Studio.

# Table of contents of this guide:

---

1. [What are Autofit, Autofitting Clones and Projection Templates and their purpose in DAZ Studio](#)
2. [Autofitting legacy figure's clothes using the clones included in this package](#)
3. [Using the Fixer morphs included in this package](#)
4. [Enhancing your results after the clothing is autofitted to Genesis 3 Female:](#)
  - [Using the Subdivision in DAZ Studio](#)
  - [Using the Smoothing Modifier in DAZ Studio](#)
  - [Help with persistent conforming items that won't fit properly](#)

Results with autofitting may vary depending on the difference between the original legacy figure and Genesis 3 Female, as well depending on the particular conforming item you are trying to fit and the nature of geometry that comes with it. Whereas you should get very satisfying results by default autofit, you may find slight distortions with particular persistent items like heels and footwear. It is suggested to go through step 4. "Enhancing your results after the clothing is autofitted to Genesis 3 Female" to make these distortions as smoother possible.

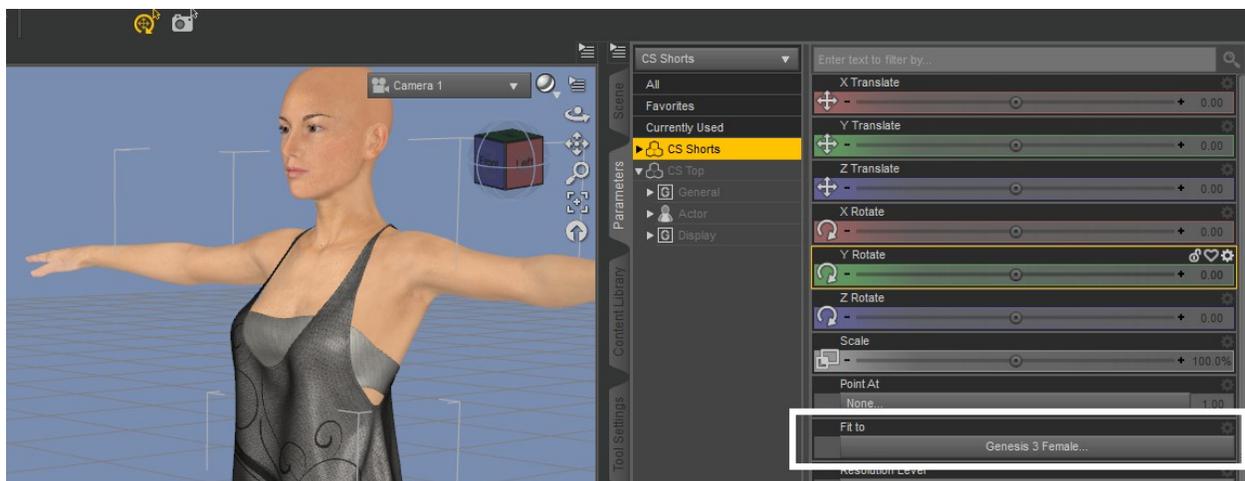
# What are Autofit, Autofitting Clones and Projection Templates and their purpose in DAZ Studio

---

To use Autofit feature in DAZ Studio it is preferred to first understand what it actually is, what is its purpose and how to properly use it. Through time I have heard people saying that all they need to fit clothes to their figures is the magic Autofit, which is only partially true. For the Autofit feature to work properly it is required to have the source figure template if you are fitting the clothes not intended for the figure in the scene. That's the main purpose why this package is created - to provide you with the necessary content for Autofit.

## What is Autofit?

Autofit is the handy feature integrated into DAZ Studio that allows you to "fit" clothes to your desired figure. Once fitted, the clothes should follow your figure's movements, shaping (via autofollow on all Genesis generations). Clothes created for the figure you are using will do this automatically and in the scene of your DAZ Studio when you select the piece of clothing and look under the Parameters tab you will see it like this:



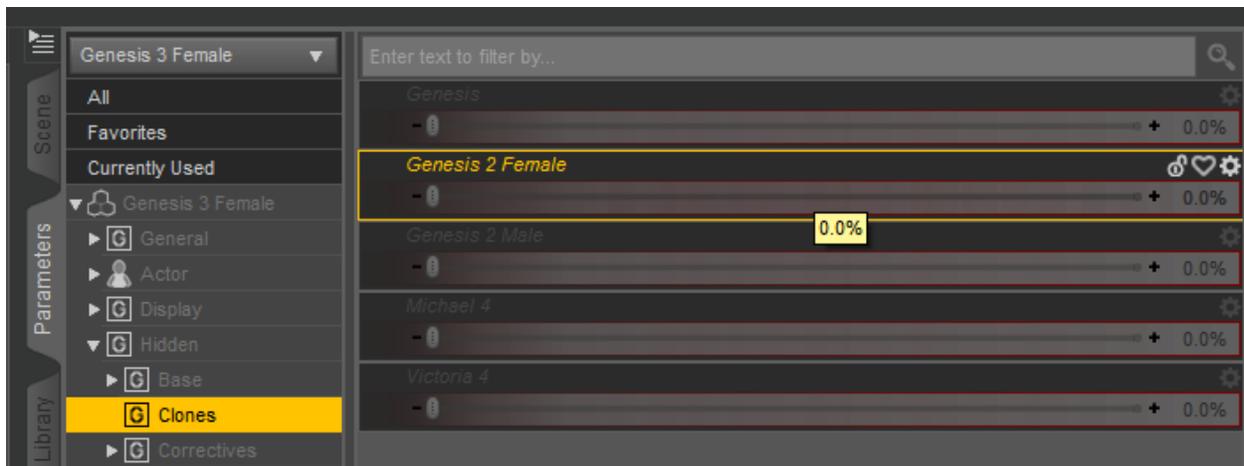
In case that for some reason this doesn't happen automatically and the "Fit to" field is empty, you can very easily do it manually as well, by selecting the figure through the same "Fit to" field:



And that is basically all you need to do if you are fitting the item to the figure it was created for.

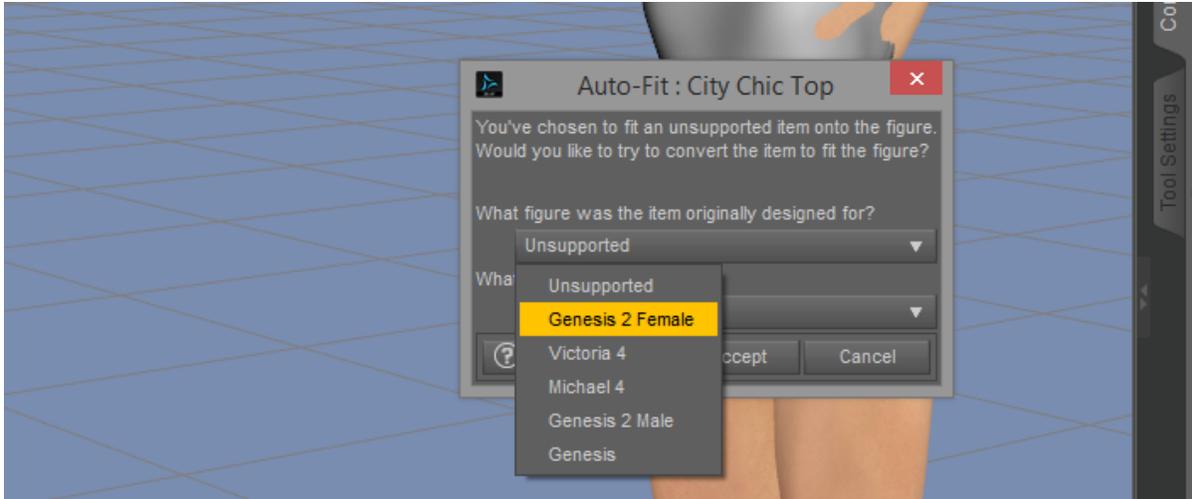
## What are Autofitting Clones?

In essence Autofitting Clone is the shape of the legacy source figure projected onto another figure's geometry. To fit say Genesis 2 Female clothes to Genesis 3 Female, you first need to have Genesis 2 Female clone included (this particular one is included with genesis 3 Female Essentials free with DAZ Studio). Clones are stored under Parameters tab and you can usually see them hidden under Hidden/Clones. It's good to know where they are, although they don't need to be unhidden because that is not where you will use them from:



If you try testing your clone by pulling the scale up from 0.0% you will notice your Genesis 3 Female is changing the shape into Genesis 2 Female which means the clone is functional and serves its purpose. This is purely informative and there is no need for it to be done with clones. Also take to notice that clones are NOT shapes, to create the actual shapes/morphs procedure differs completely and is not the part of this guide.

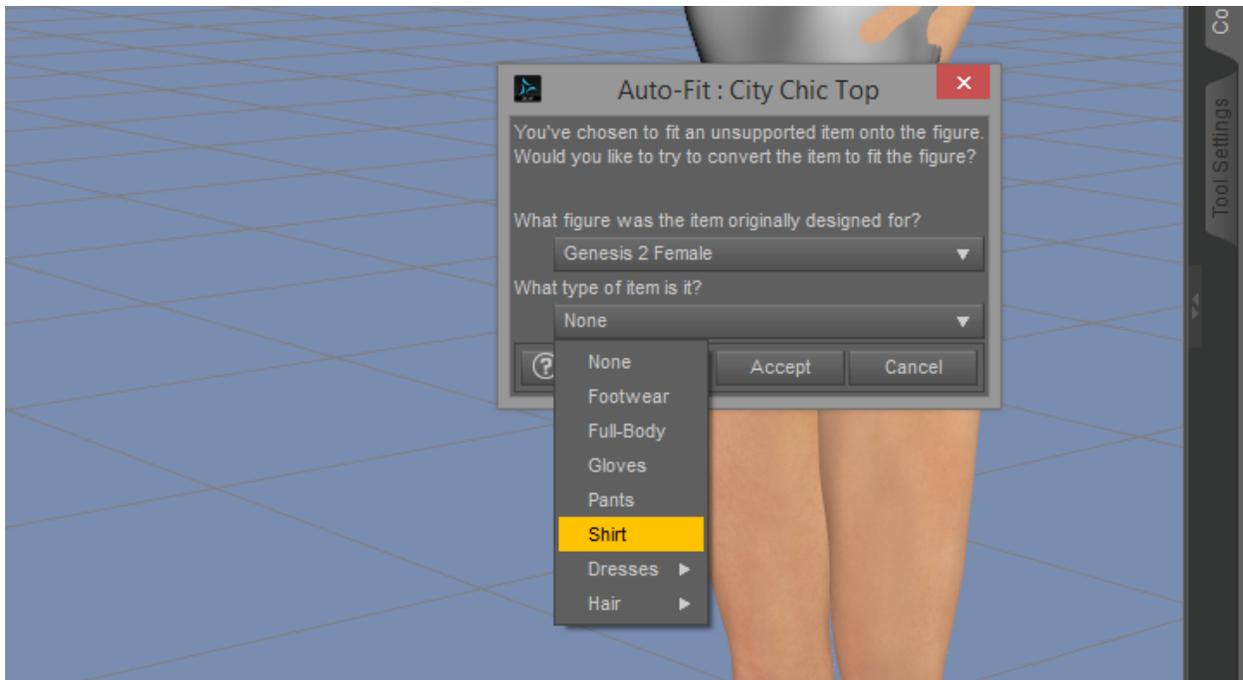
Clones will appear when you try fitting the clothes not intended for your figure and will be offered in the autofit popup in DAZ studio:



The list of supported figures/Clones will show as the dropdown many to choose from, so DAZ would fit your clothing item respectively.

## What are Projection Templates?

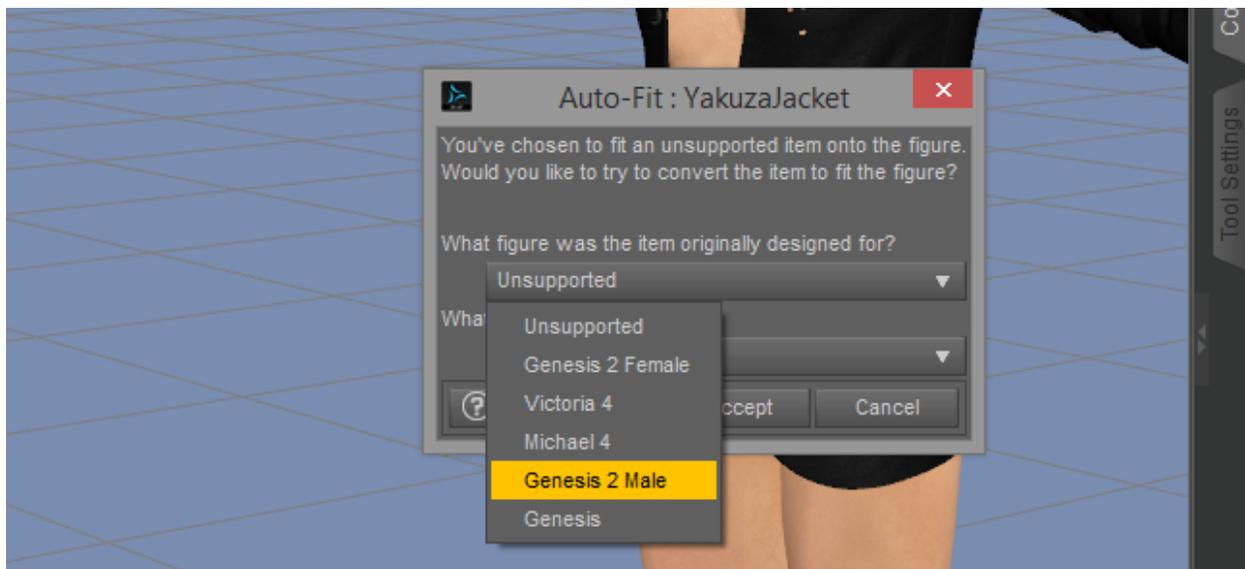
Aside from choosing the figure your clothing item is originally designed for, DAZ Studio will also prompt you to choose what piece of clothing that is, and these are called Projection Templates that also play the part in the accuracy of fitting the item and is preferred to choose the right one from the list:



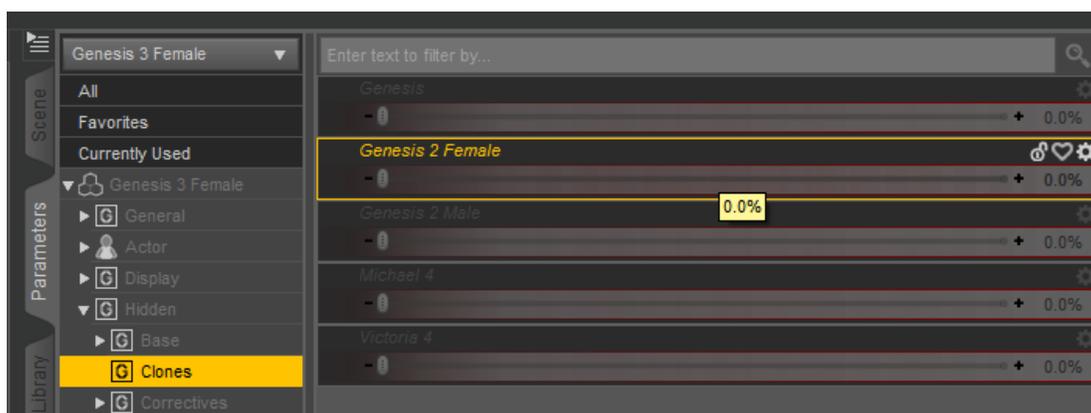
# Autofitting legacy figure's clothes using the clones included in this package

The same as you would use the already included Genesis 2 Female Clone explained in the previous chapter and by default included with Genesis 3 Female Essentials, the clones included in this package will give you the option to choose the right legacy figure source from the dropdown list in Autofit, including four different sources:

1. **Genesis 2 Male**
2. **Genesis**
3. **Victoria 4**
4. **Michael 4**



Now you will have the option to use 4 generations of clothes with your Genesis 3 Female and make her closet 4 times bigger in size than it was before. Procedure is automatic and easy and you will find clothes fitted to your figure just as you did before.



# Using the Fixer morphs included in this package

---

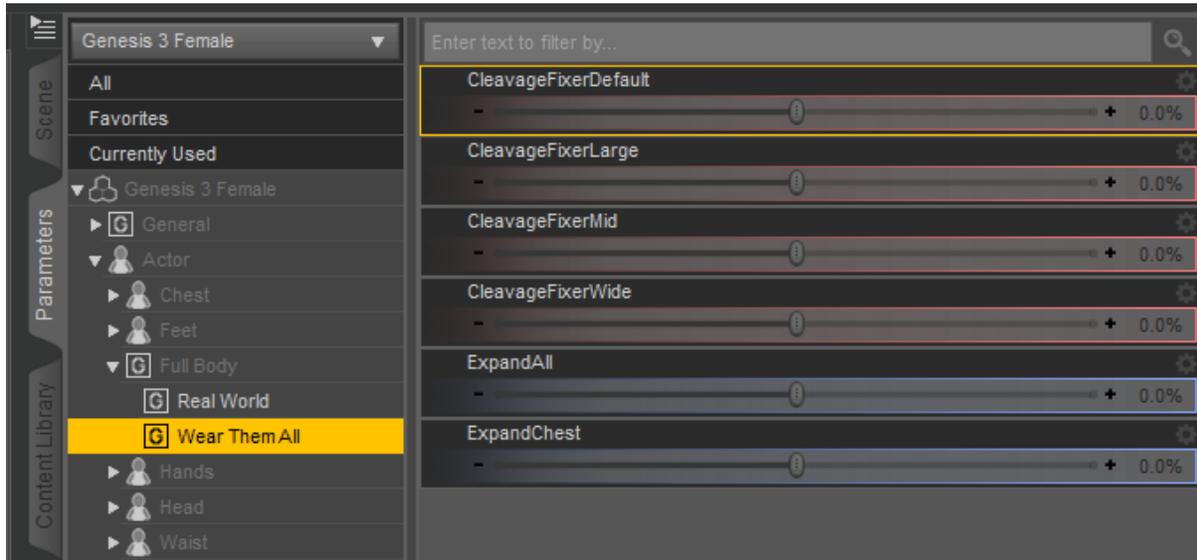
Upon fitting the clothing to Genesis 3 Female, even though you have chosen the right source figure and projection template you may encounter a result like this, especially in the sensitive area like chest where especially male and unisex items may not respect the female shape fit and would just "glue" the clothing on the shape:



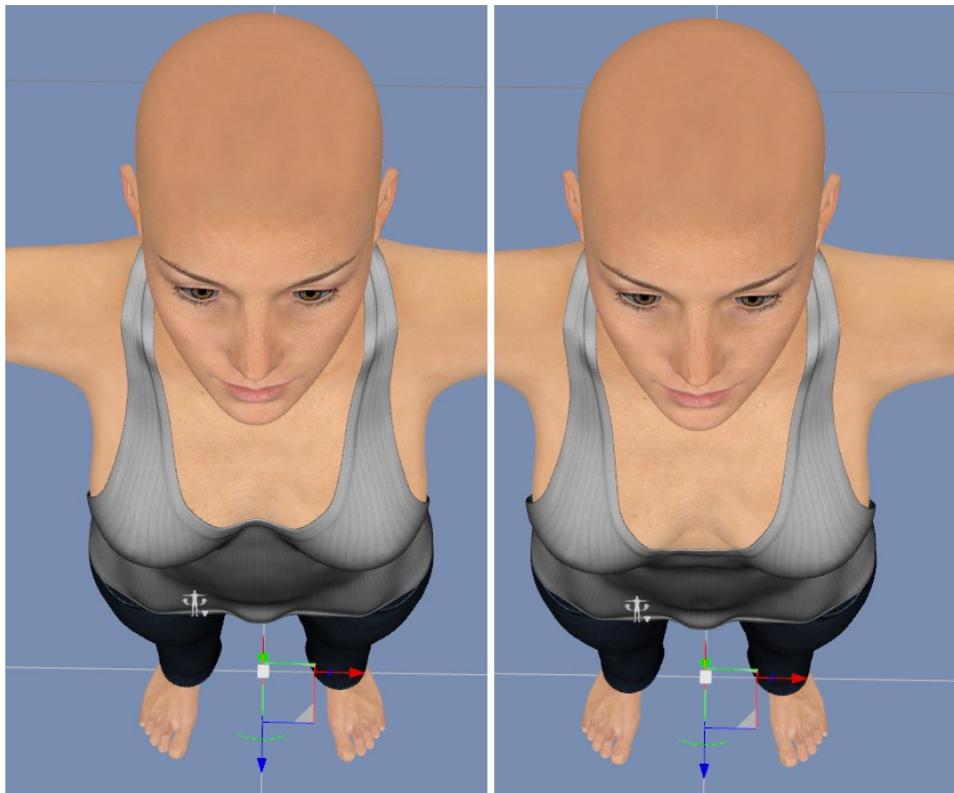
This is the reason this package has 6 included clothing smoothers oriented especially to these areas to help you fix the fitting by using Projection Morphs:

- **Cleavage Fixer Default**
- **Cleavage Fixer Large**
- **Cleavage Fixer Mid**
- **Cleavage Fixer Wide**
- **Expand All**
- **Expand Chest**

When you select your Genesis 3 Female you will find these fixers under Parameters in **Actor/Full Body/Wear Them All** as well as in the **Shaping** tab:



You can mix and match them until you get the desired result. These Fixers won't affect the shape of Genesis 3 Female, but will project onto the clothing fitted to her, so they can be used with all sorts of clothing such as even bikinis that uncover the models body shape:



# Enhancing your results after the clothing is autofitted to Genesis 3 Female

---

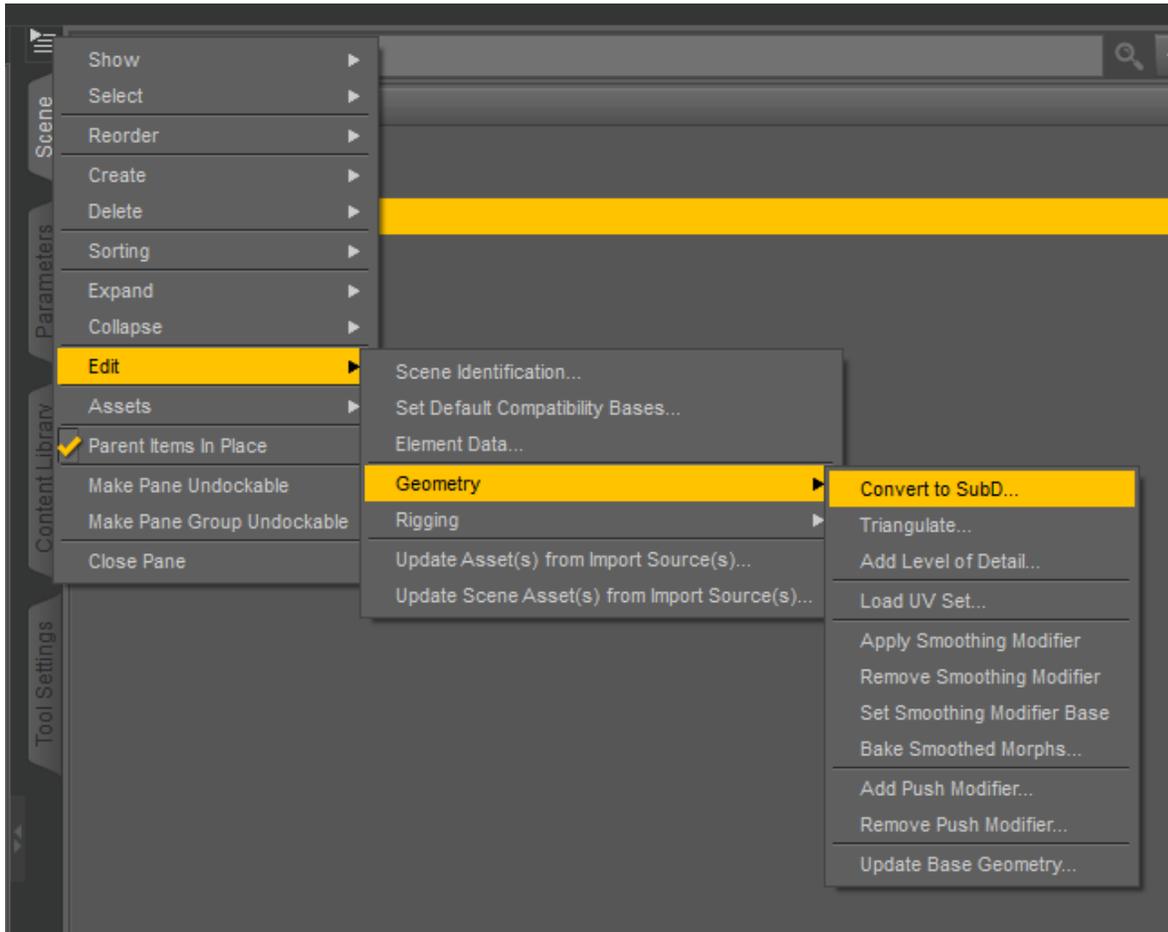
Finally, you have autofitted your favorite piece of clothing to Genesis 3 Female, you even used the fixers for it, but things don't look just right for you. Clothes may look a bit rigid, breaking apart on the edges causing angles and you don't know how to fix all that... Throughout the years as our beloved DAZ and figures have evolved, so did the items created for them. Don't worry, it doesn't mean that you can't make your favorite Victoria 4 or Michael 4 shirt or pants still look good. DAZ has the integrated solutions for this as well, they are using the **Subdivision** and using the **Smoothing Modifier**.



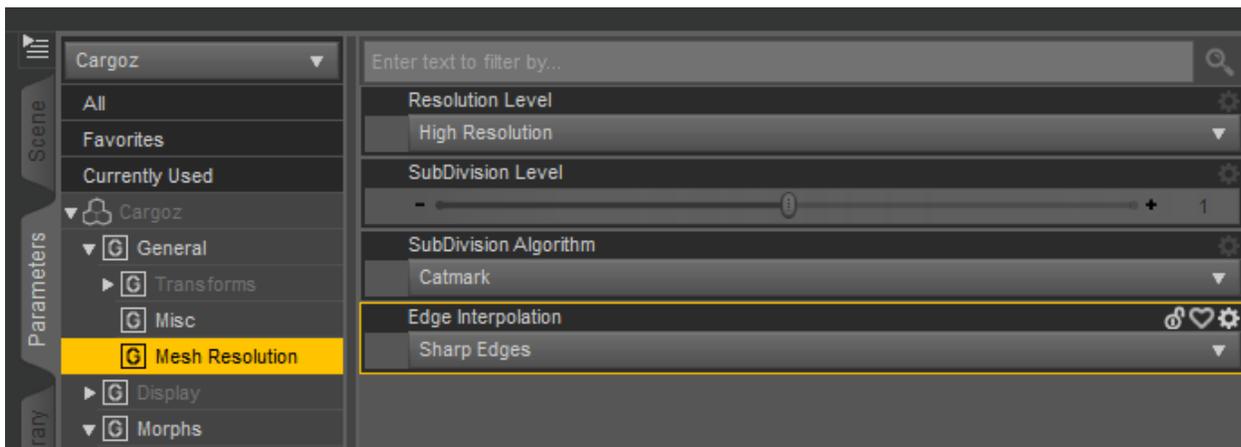
## Using the Subdivision in DAZ Studio

Especially if you are using older clothing items (ie Victoria 4 and Michael 4) you may find the resolution of the clothing doesn't exactly match now perfected Genesis 3 geometry and doesn't look to good. You can use the Subdivision in DAZ studio to enhance this manually for any item:

First, choose your item in the scene and use the option "Edit - Geometry - Convert to SubD":



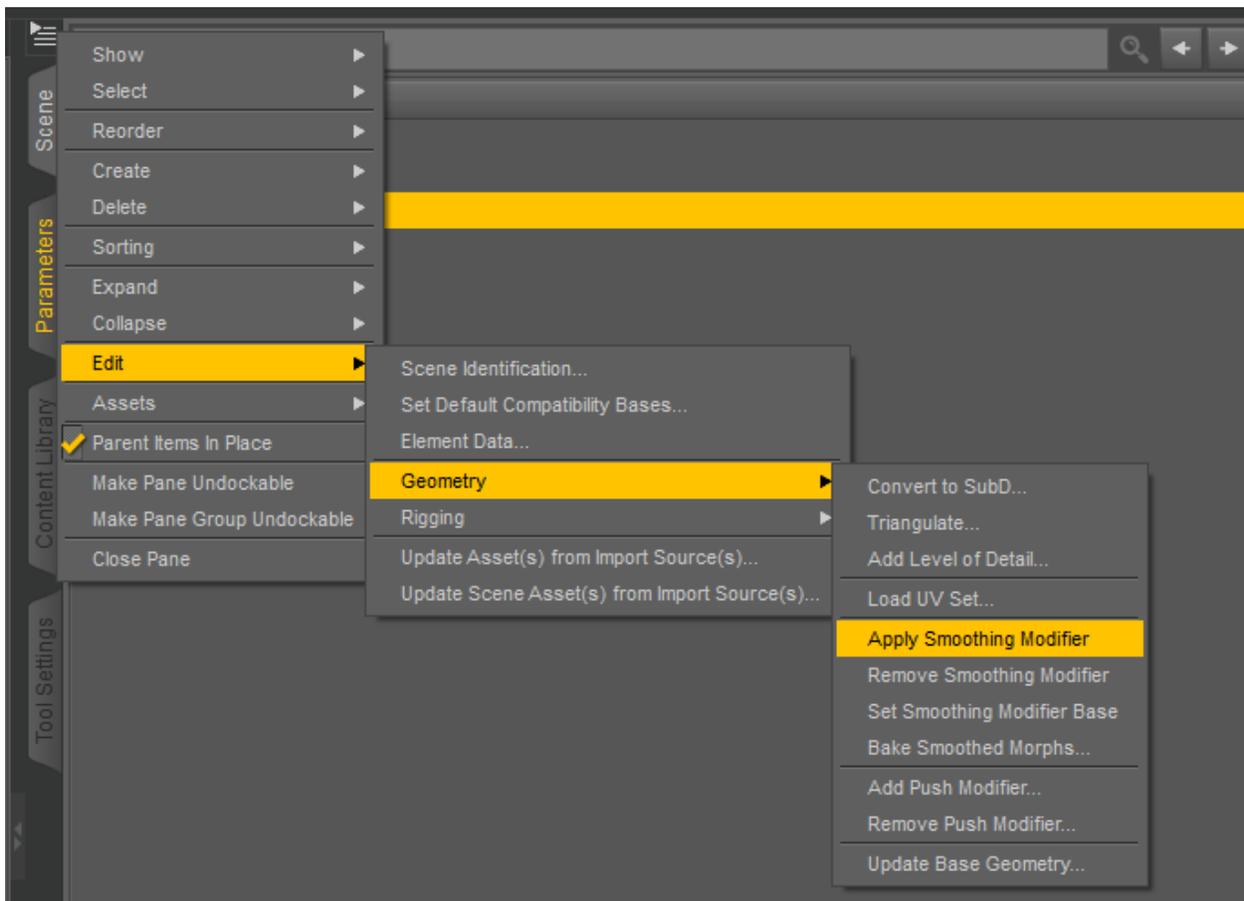
This will automatically change the resolution of the item from Base to High Resolution and you can manipulate the **Subdivision Level** under Parameters tab:



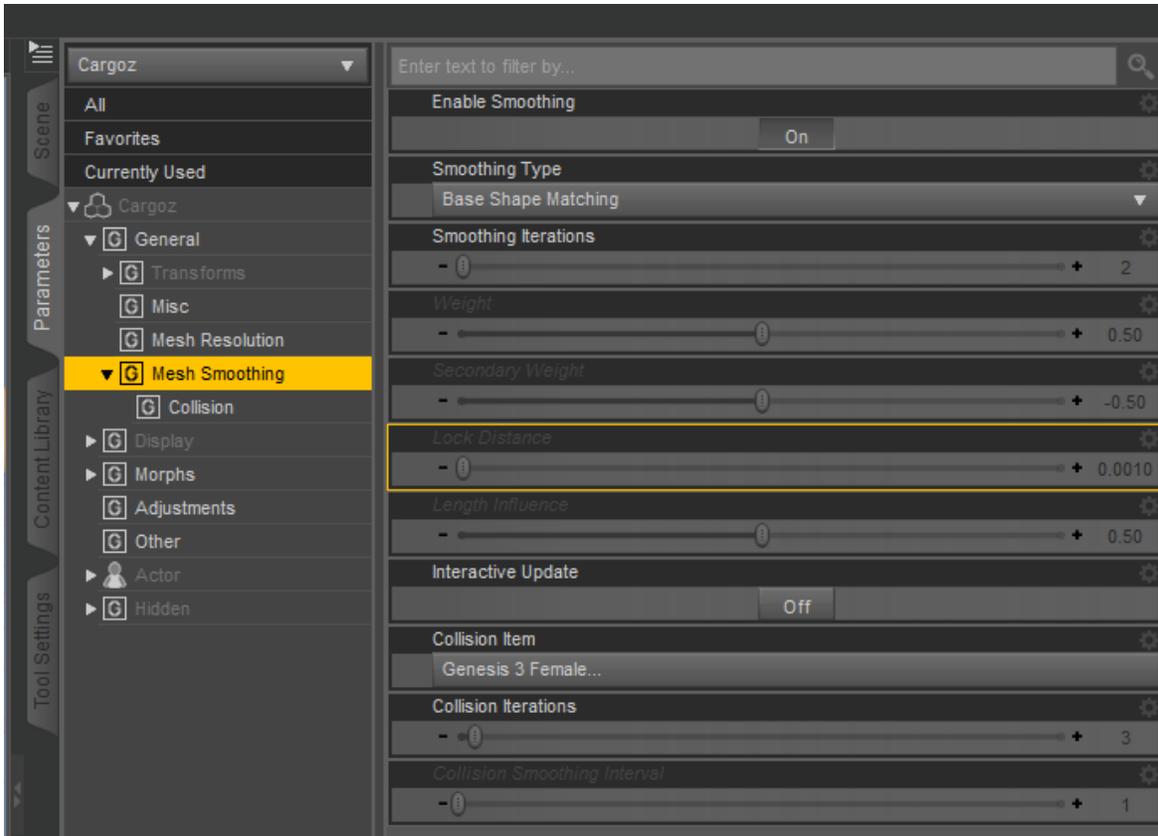
The Subdivison can be used for all items in the scene including your figures that are by default created in Base resolution and will enhance your rendering results removing the edges and making it look better and smoother in the scene.

## Using the Smoothing Modifier in DAZ Studio

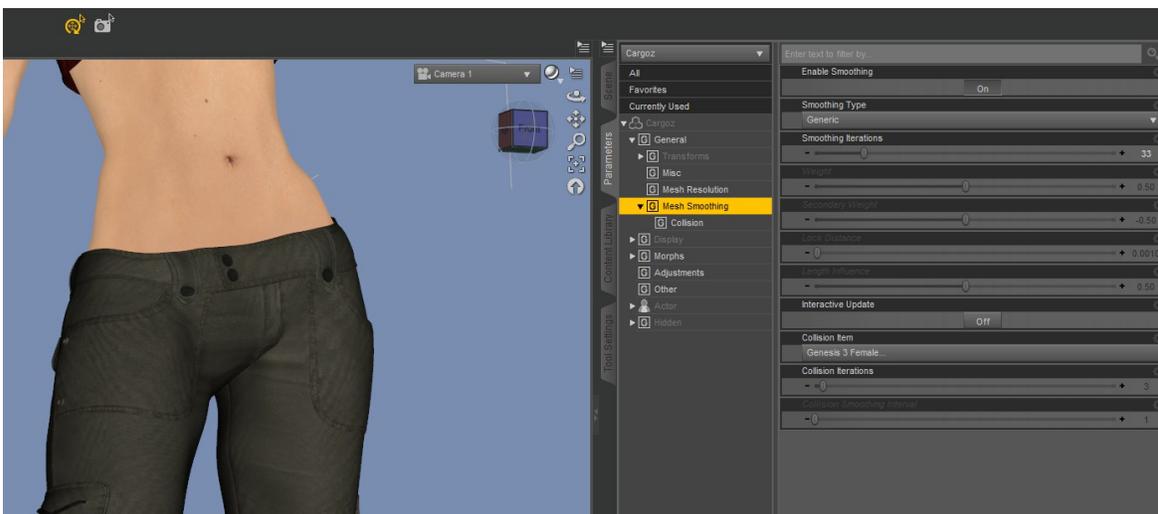
Even though we have now converted our clothing or hair or a figure to be of better resolution you may still encounter not-so-good fit, pokethroughs, or simply it looking not smooth enough. DAZ Studio lets you enhance this by using the famous and very useful Smoothing Modifier. Go back to your item in the Scene tab, and go to **"Edit - Geometry - Apply Smoothing Modifier"**:



This action will open the new options under Parameters tab when you select your clothing items, and you will now see both Smoothing and Collision available for you to manipulate from there:



Setting the **Smoothing Iterations** and **Collision Iterations** higher, sometimes over 50 or even 100 of Smoothing Iterations if needed, will enhance the look of your clothes - but pay attention because it may slow down your scene and also start with lower numbers to have the scene preview of the changes you are making, as results may differ from item to item you are using these on. Eventually, you should get satisfying results with the existing mesh now looking much smoother and better than before. You should also manipulate between **Smoothing Types** - **Base Shape Matching** or **Generic** to test which one gives you the better results. Shown on Victoria 4 pants fitted to Genesis 3 Female:



## Help with persistent conforming items that won't fit properly

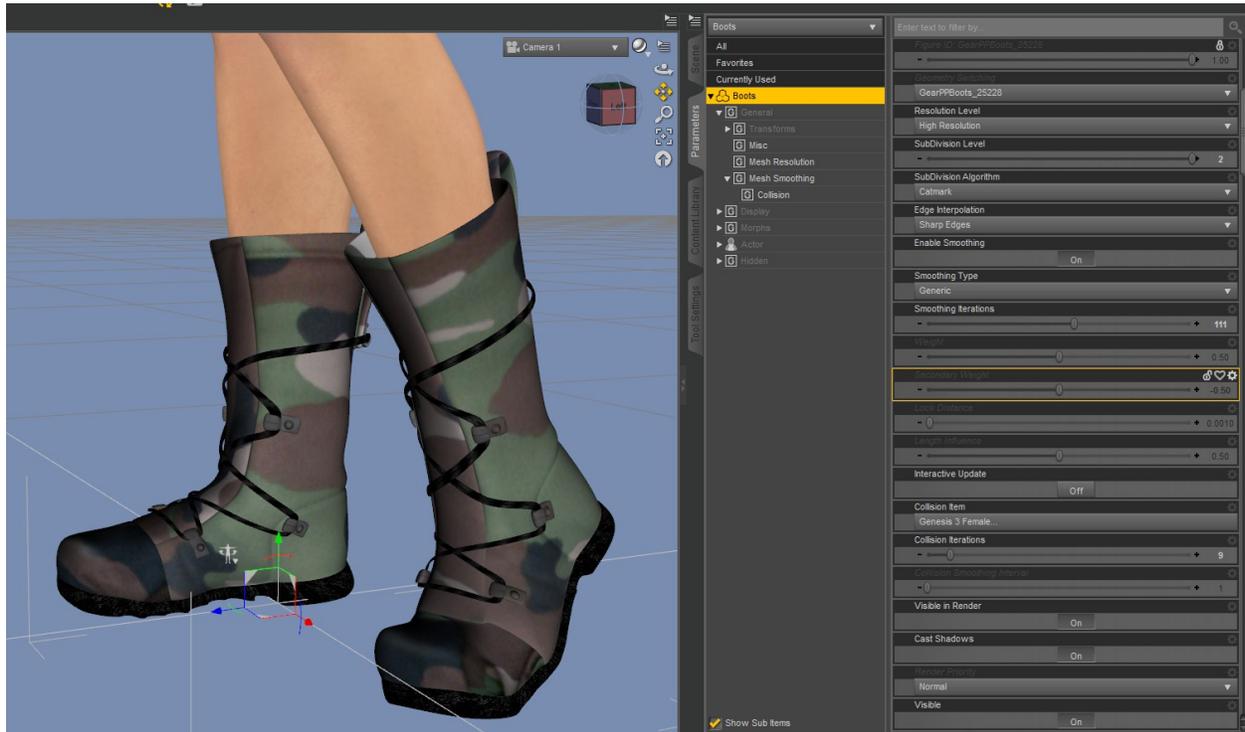
By "persistent conforming items that won't fit properly" here it is meant generally - footwear. High heels due to the difference in rigging and shape between figures won't behave well when autofitted, while there is still hope for flat footwear to make them look good and better by using earlier explained Smoothing and Subdivision.

This is the default result when you try fitting say Victoria 4 boots onto Genesis 3 Female, it fits but doesn't really look all that great:



By manipulating a few parameters, setting resolution to **High Resolution**, **Subdivision Level** from 1 to 2, **Smoothing Modifier** pushed at about 100 or over, and changed from **Base Shape Matching** to **Generic**, you should get much more decent results. With footwear not intended originally for Genesis 3 Female you should also take to notice her newly enhanced feet and toes rigging which wasn't familiar to older footwear, so it is suggested to make the pose of feet and toes as closer to default possible while not interfering with the pose you are using for your scene.

Main advice is to use the tips included in this guide, until you get what you are aiming for:



Hope you find this guide helpful and thank you for your interest in this product!

---

Thank you for your interest in this product and thank you for your purchase!  
Verica Alzheimer - VALzheimer Studio