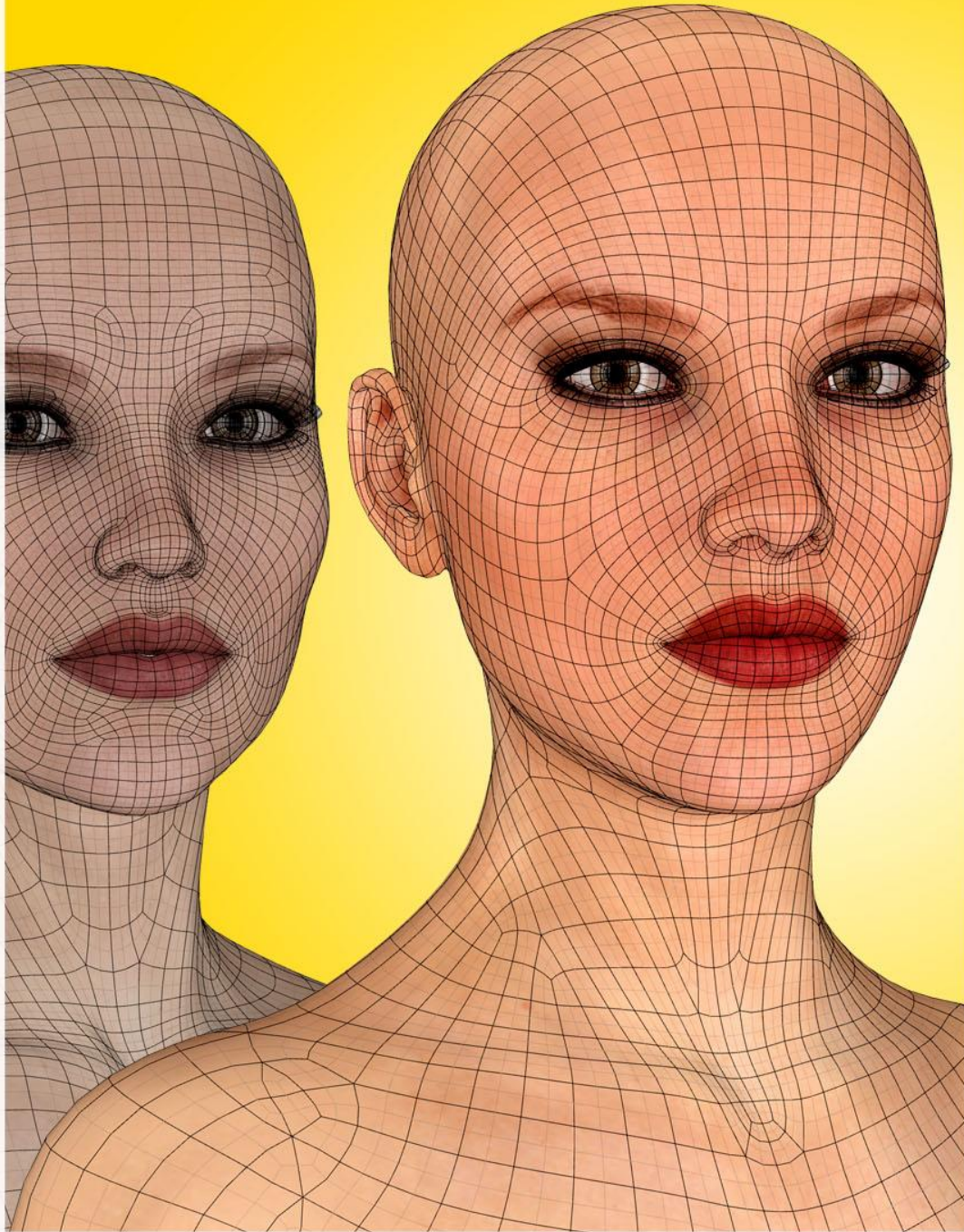# Legacy UVs for Genesis 3: Victoria 6

LEGACY UVs FOR GENESIS 3

VICTORIA 6

DAZ STUDIO

UV MAP AND GEOGRAFT KIT

Instructions for use

1. Load and select Genesis 3 Female.

2. Click on the '_Prepare G3F' icon.

   This will load and fit the five geografts, create the Legacy Surface Selection Sets so that legacy Material files will recognise the surface names, and apply a neutral surface material to Genesis 3.

   Genesis 3 and the geografts will also be selected in the Scene panel in readiness for the application of the legacy textures. If you have fitted the Genitalia geograft to Genesis 3, that will be also be prepared and selected. If you wish to add the genitalia at a later stage you must rerun the '_Prepare G3F' script. You can also rerun '_Prepare G3F' at any time to ensure that all the geografts are selected, because the script will check for existing geografts and will not keep loading new ones.

3. Apply the Legacy Material files in the normal way by navigating to the required folders and clicking the icons. (Although an 'Apply V6 UVs' icon has been included, it should not normally be necessary to use it because the Victoria 6 Material files will automatically set the UVs to 'Victoria 6'. *However, the eye surfaces, eyelashes and inner mouth share the same UVs as Genesis 2 Female, and in some cases the UV Sets point to the Base Female. In those instances it will be necessary to apply the V6 UVs. For example, the default Victoria 6 'Belle' material file has the eyelashes set to Base Female.*)

For convenience I have included an optional toolbar which you can load from the 'Components' sub-folder. This will make the icons in the main folder available as buttons which can be easily accessed without having to navigate back and forth between folders

The other icons in the Components folder are .duf files for the individual geografts, the material file for the 'neutral' start surface, and the script which adds the legacy surface names to Genesis 3 and the genitalia. It should not usually be necessary to use any of these directly as they are all run when the '_Prepare G3F' icon is clicked.

LIE presets

Loading a Victoria 6 LIE preset may result in multiple layers if the original preset was designed to span more than one surface on Victoria 6. For example, a LIE preset (like a tattoo) covering the neck, torso and hip surfaces on Victoria 6 will be loaded three times onto the torso surface for Genesis 3 because the torso now covers the surfaces originally covered by the neck, torso and hips. The additional layers can be removed in the LIE editor.