

Clothing Fit Helpers

Genesis 8

Male and Female

Manual And Instructions

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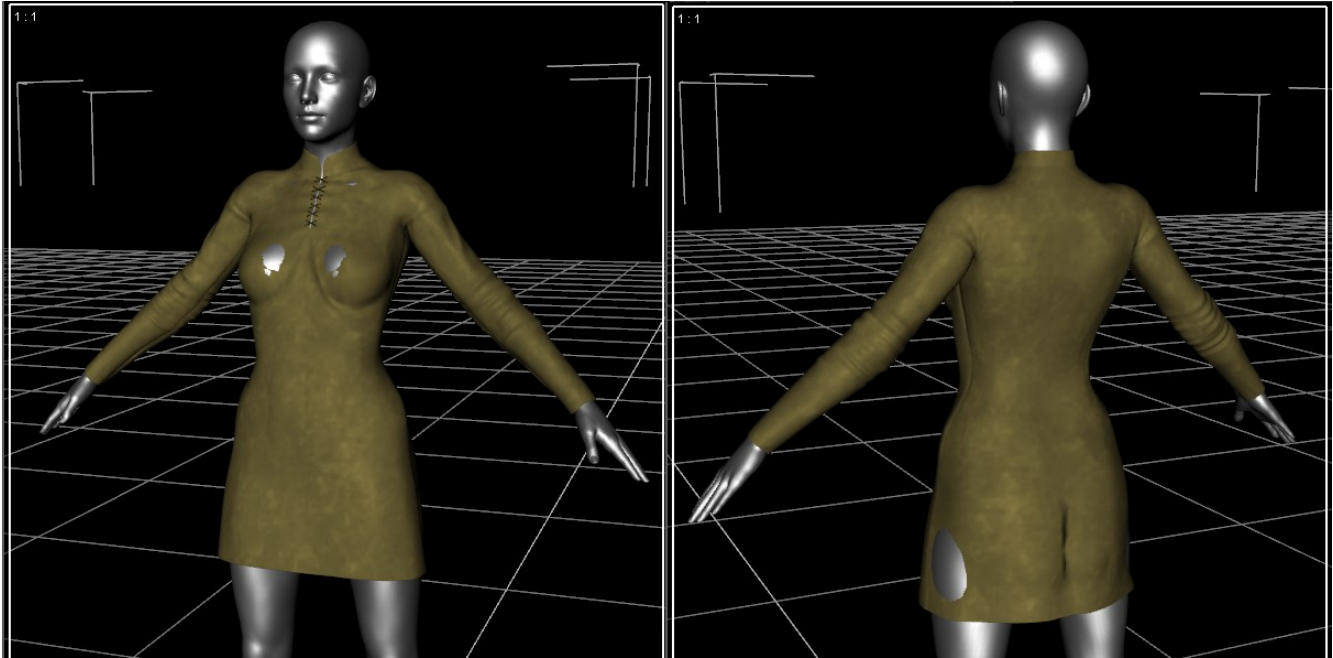
Introduction

Thank you for your purchase of the SY Clothing Fit Helpers for Genesis 8 Male and/or Female! The purpose of this manual is to teach you how to use your new product to the fullest, to get the very best look from your clothes and armor, particularly when converting from previous generations' clothing to Genesis 8.

The reverse projection morphs in this set may not be re-released as reverse projections (you can't just copy them into your product and claim them as your own work). You MAY copy them into clothing, make them visible, and then release that paid or free clothing using them as helper morphs if you wish. There will be instructions on how to do this in Chapter 4.

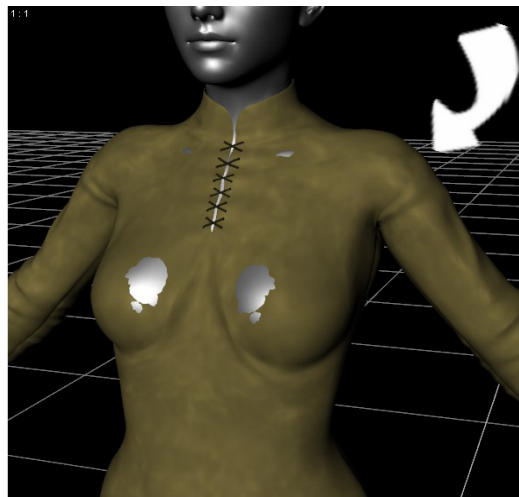
Chapter 1: Using Clothing Fit Helper to Fix Autofit Results

For my first example I will take the Genesis 2 Male Elven Warrior tunic and autofit it to Genesis 8 Female, as shown. I've turned off smoothing and collision so you can see the actual fit that results.

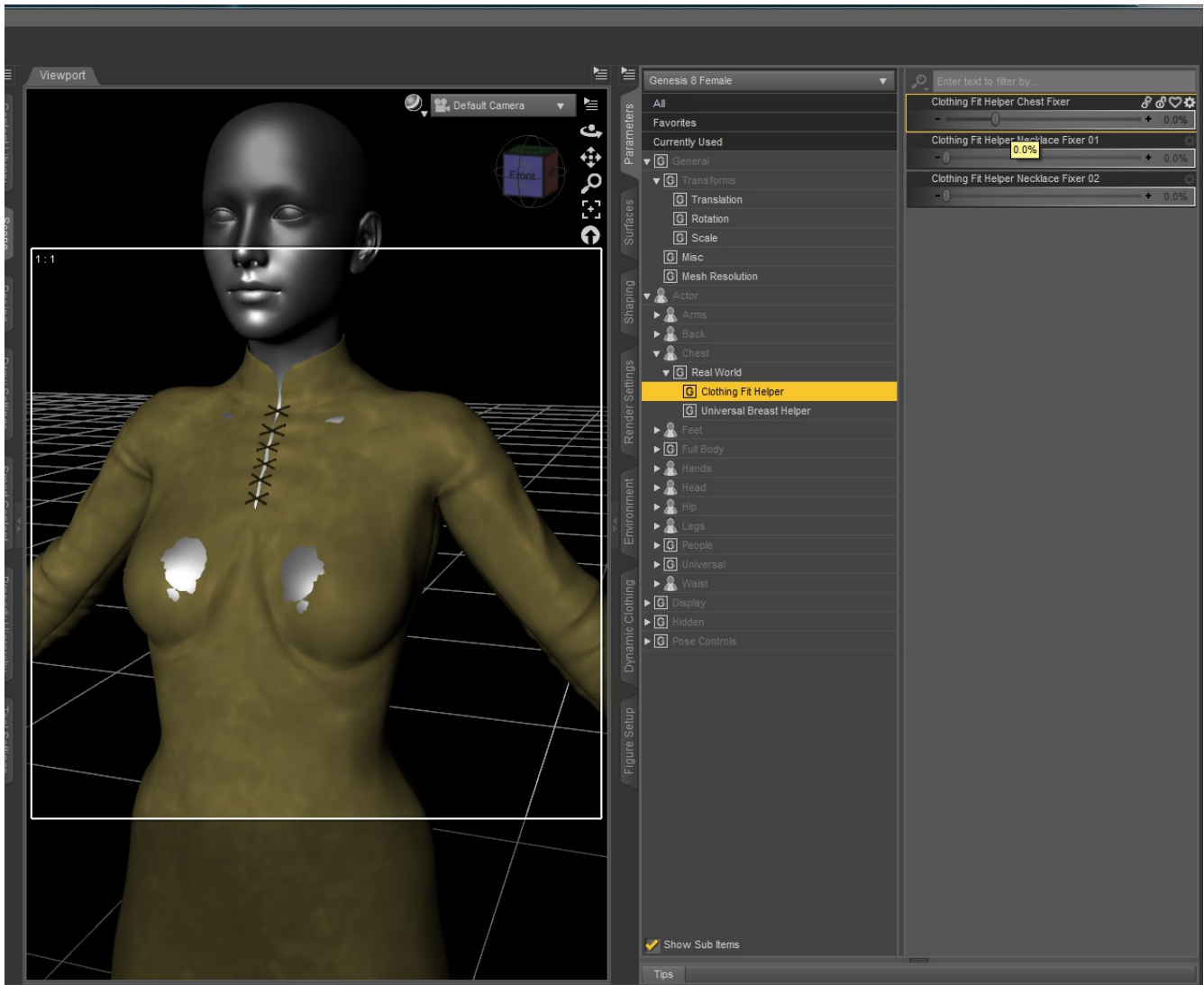


As you can see, there is clipping in both the front chest area and the backs of the thighs. These are perennial issues with autofitting previous generations, especially where the chest structure is very different (such as from Genesis, or between genders).

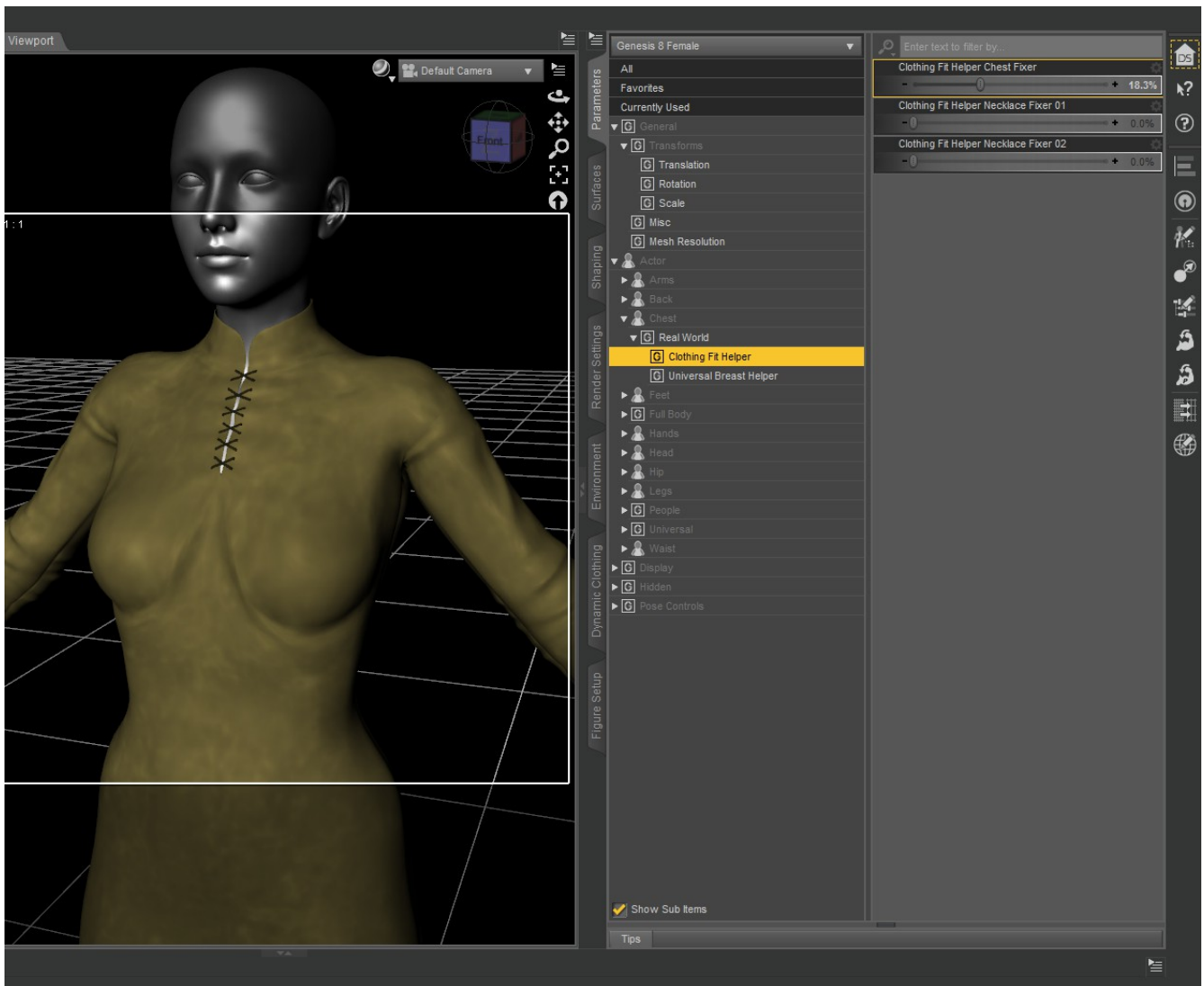
Closing in on the shoulder area, you can also see there's an odd pull in the upper sleeves, where the shoulders of the garment are tugged down over the arms. We can fix that, too.



First of all, let's find the chest area fixes. These are in your Genesis 8 Parameters or Shaping tabs under Actor/Chest/Real World/Clothing Fit Helper, as shown.

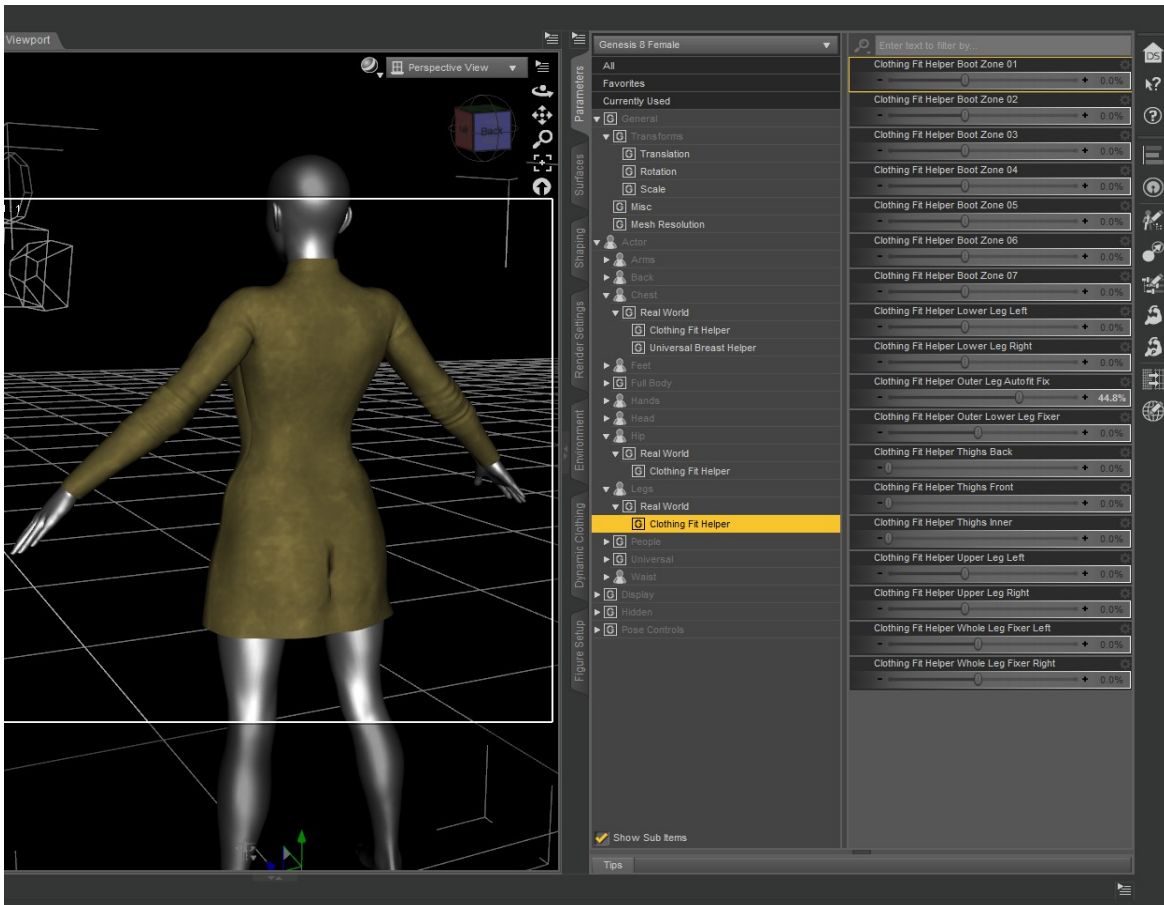


When you dial in the Clothing Fit Helper Chest Fixer, nothing will happen to the body of Genesis 8, but the clothes will be moved away from the chest area. **This is why these are called “reverse projection” morphs – they project into the clothes, but not the figure, even though you dial them on the figure.**

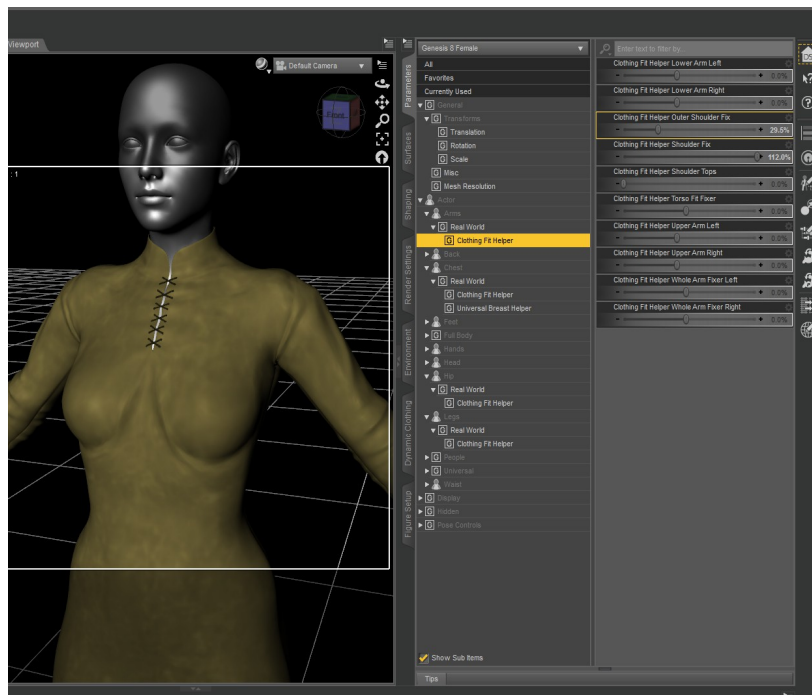


For the legs and buttocks, first we'll go to Actor/Legs/Real World/Clothing Fit Helper and find the dial called "Clothing Fit Helper Outer Leg Autofit Fix." Dialing this fixes the thigh clipping (see the picture on the next page).

In essence, that's all there is to it. When you have clipping in an area, you find the dial that matches that body part (Legs, Arms, Chest, Waist, etc.) and dial it in.

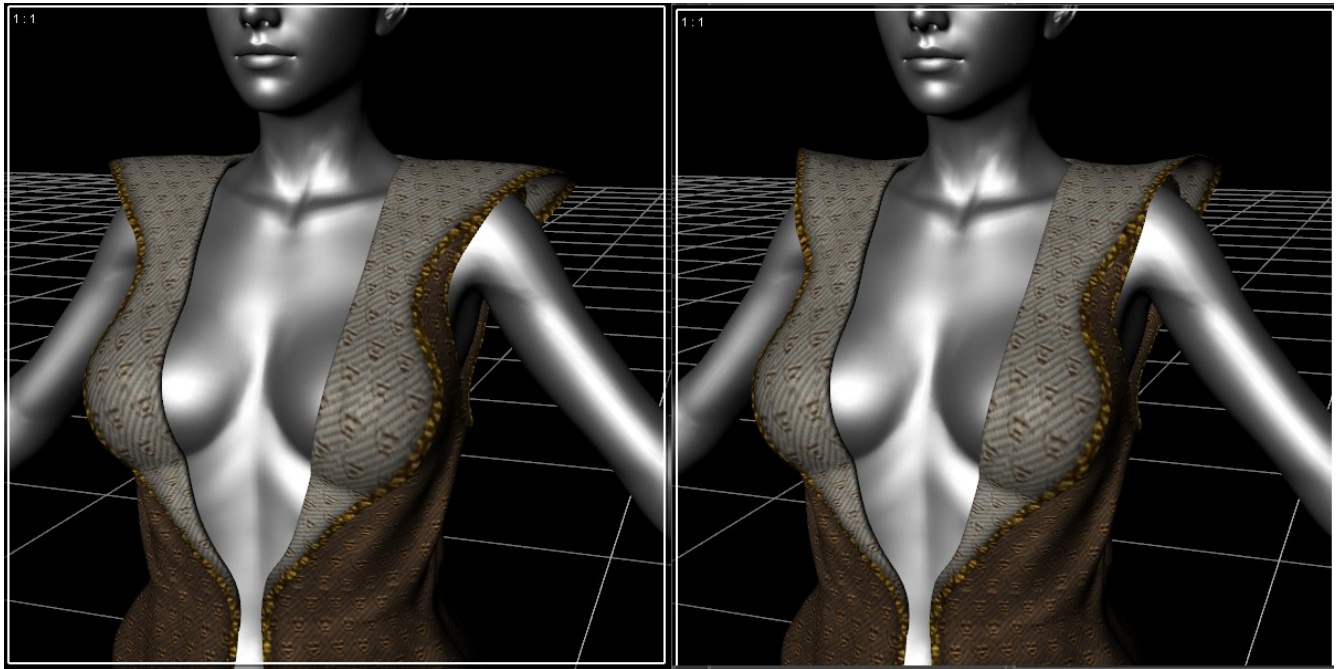


The fix for the shoulder area is found in Actor/Arms/Real World/Clothing Fit Helper/ and is called Clothing Fit Helper Shoulder Fix. If you then get clipping from the dial, as may happen with tighter-fitting clothes, you can also dial the Outer Shoulder Fix from the same area. Now your arm hems look better.

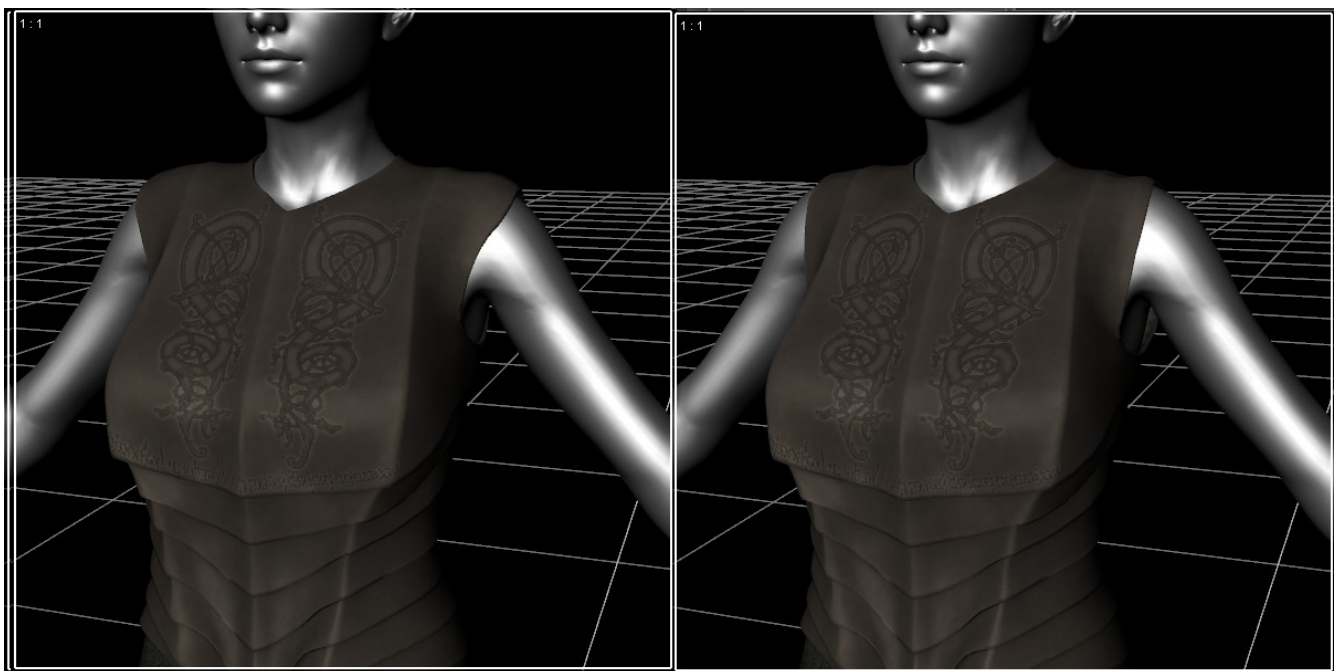


This fix has even more visible effect on shirts with short sleeves, like this vest from GIS Emperor for Genesis 2 Male.

Before at left, after at right:



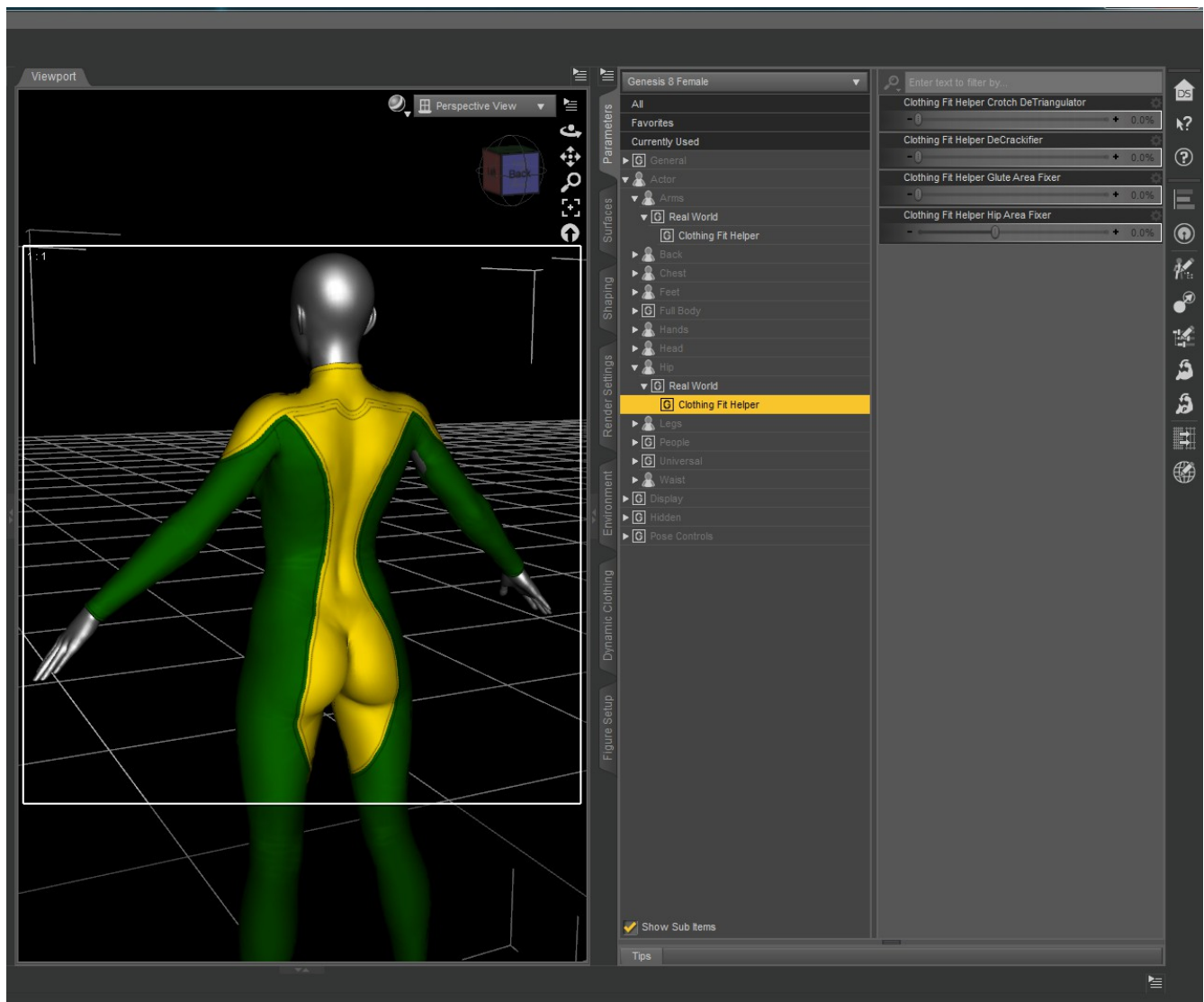
And here is the same fix applied to the Elven Armor's harness for Genesis 2 Female:



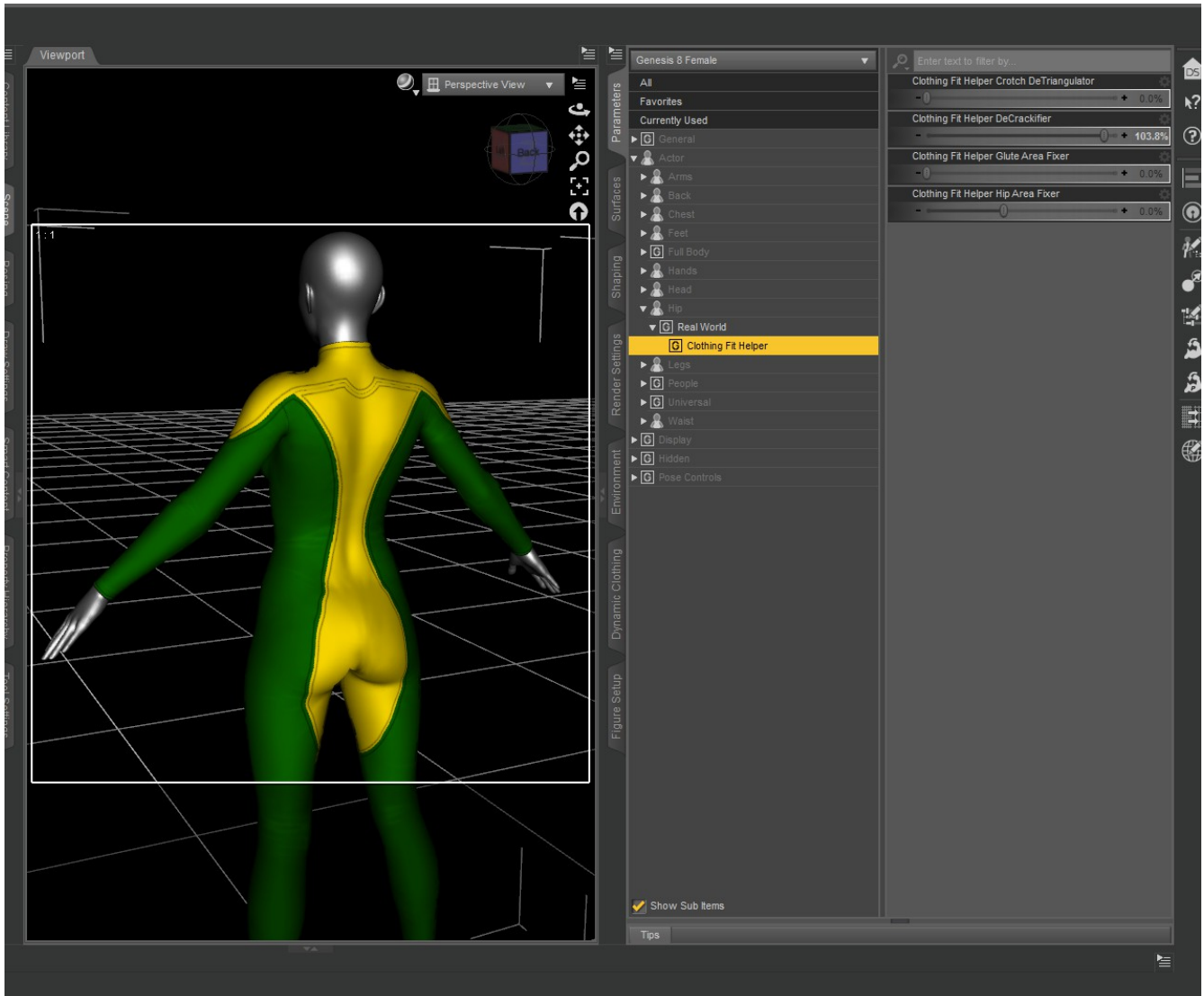
Chapter 2: DeCrackifier, DeTriangulator and Male Bulge

This chapter briefly covers three special dials and their specific usage. The DeCrackifier and DeTriangulator dials are found in the Hip of both male and female figures; the Male Bulge dial is exclusive to Genesis 8 Male.

As an example of how the DeCrackifier might be used, let's have a look at the Superhero Suit for Genesis 2 Female autofitted to Genesis 8 Female. As you can see, there's a deep “wedgie” in the back of the suit.

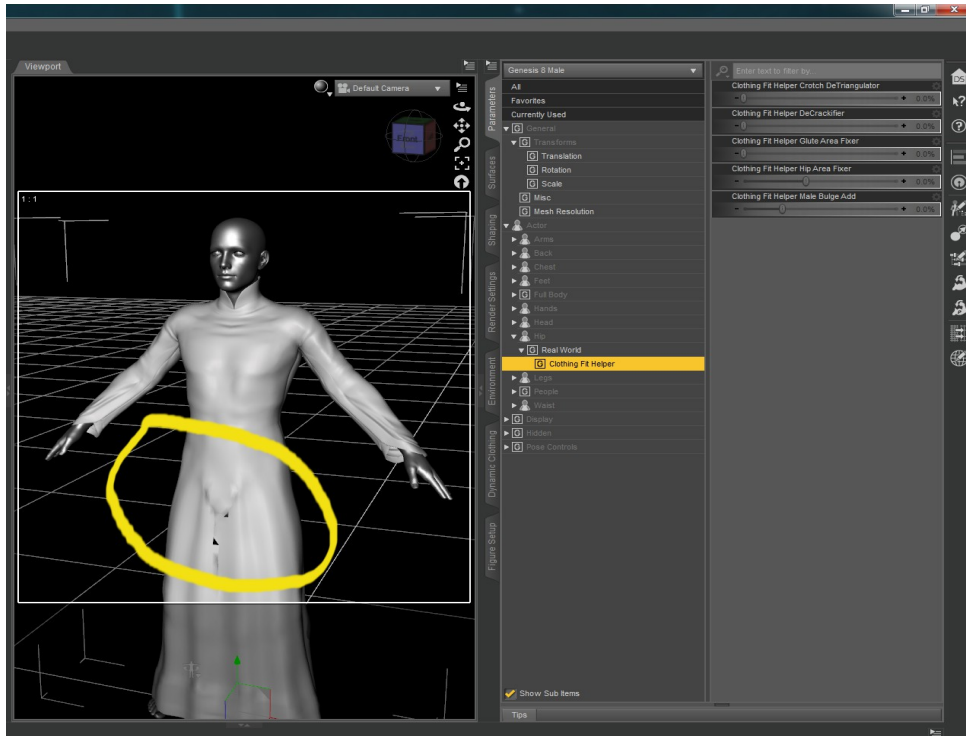


Dialing in the DeCrackifier helps smooth this out.

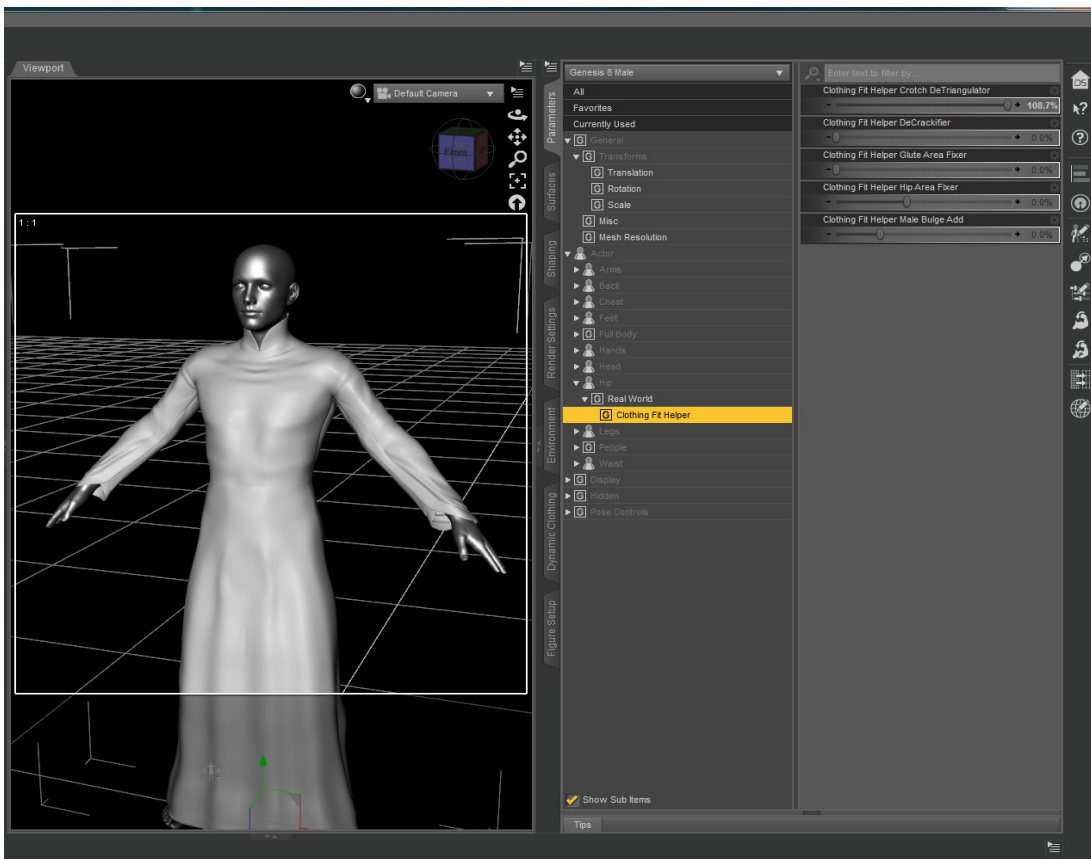


This dial is for situations where you want an outfit to have a smoother backside than the one it has after fitting.

For the DeTriangulator, let's have a look at Genesis 8 Male and the Royal Elf tunic for Genesis, here shown in smooth shaded mode so you can see the geometry distortion in full (next page).

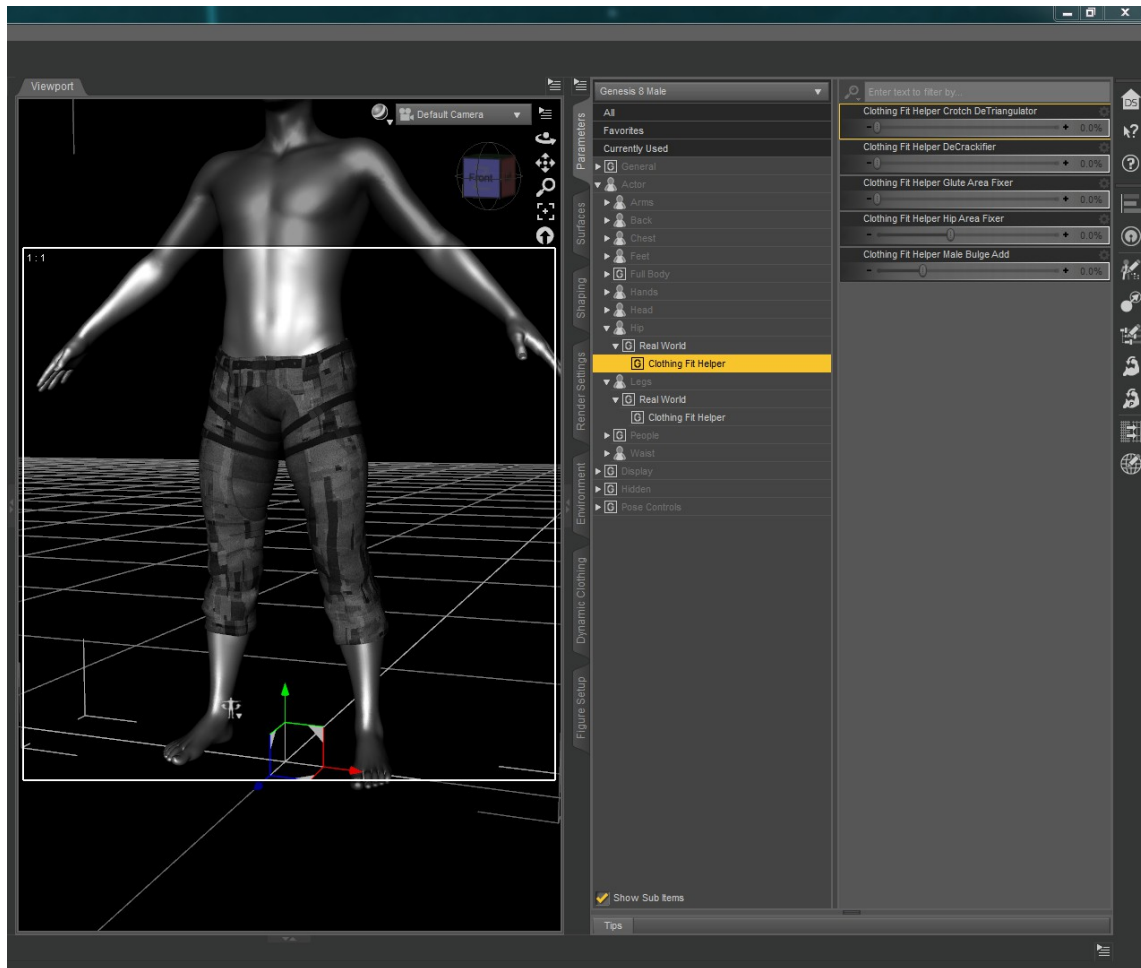


The DeTriangulator helps reduce this crotch-area distortion, which can happen on both figures but is usually worst on males. It is found under Actor/Hip/Real World/Clothing Fit Helper. The following pic also shows smoothing set to generic and 7 and 13 samples for smoothing and collision respectively. **Leaving smoothing on “Base Shape Matching” may have in a bad result.**



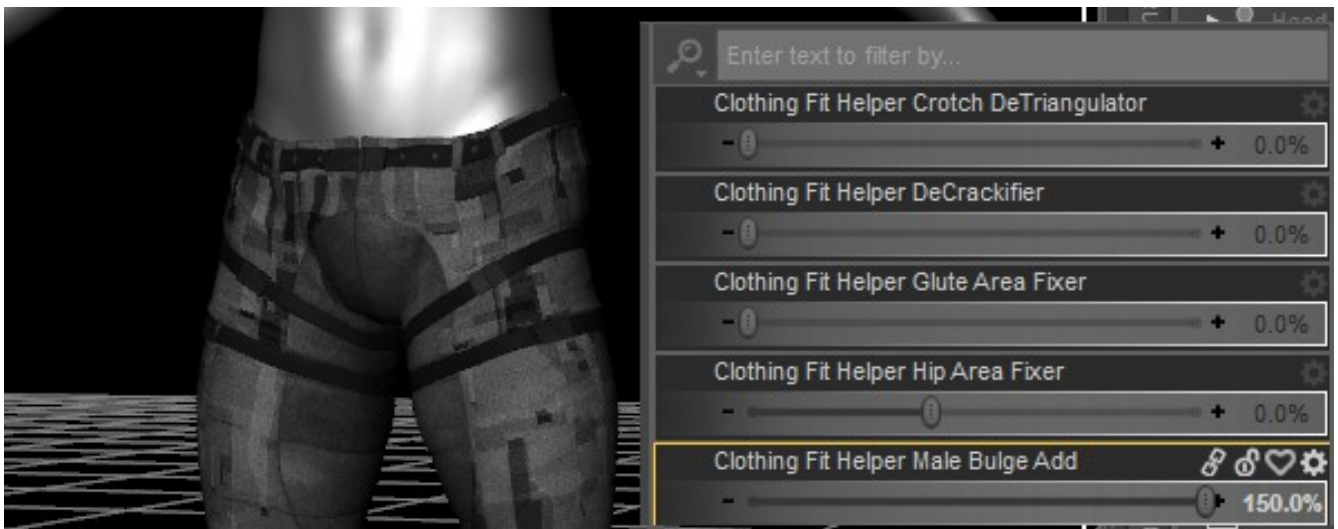
And finally, when using pants from Genesis or that were originally made for females, you may find that male characters look a bit “flat” in the crotch area. The Clothing Fit Helper Male Bulge Add dial, which is found under Actor/Hip/Real World/Clothing Fit Helper, adds a male bulge back to pants.

Here are the Future Cop pants for Genesis autofitted to Genesis 8 Male:



This looks a bit uncomfortable for the average guy, at the very least!

Here it is with the bulge dialed in (next page):



Now the male character has a bit more “room,” and the pants look as if a man is wearing them.

Next – on to kitbashing with your new morphs!

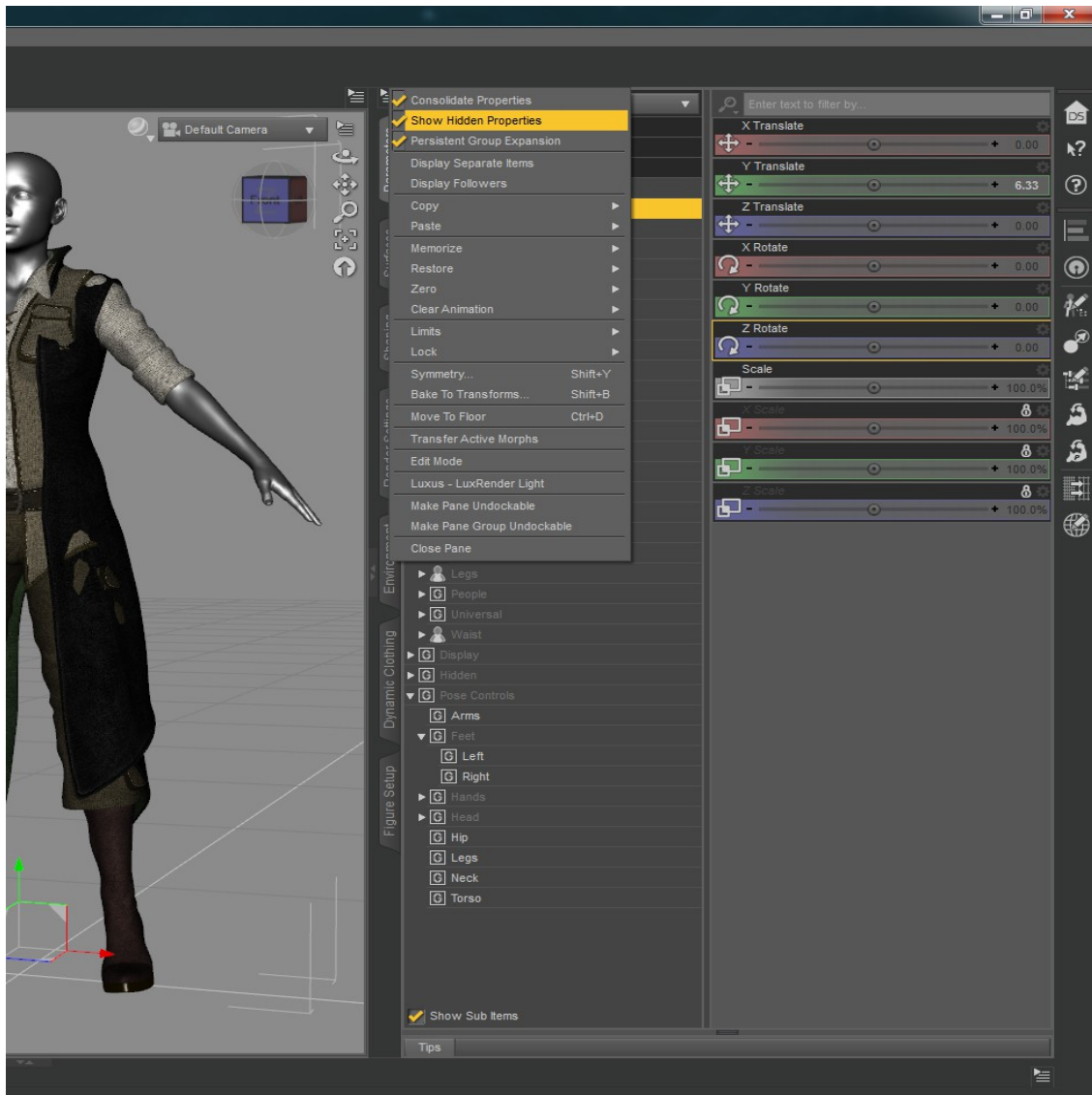
Chapter 3: Kitbashing and Layering

“Kitbashing,” for those new to Daz Studio, is using pieces from different outfits together that were not originally made to fit one another. This greatly expands the use of your library, so it's something most Daz Studio users will at some point want to do, but many outfits do not come with morphs intended for this use.

This image shows the shorts and shirt from Adventure Hero for Genesis, the boots from GIS Empress for Genesis 2 Female, and the coat from Asgard Cleric for Genesis 2 Male.



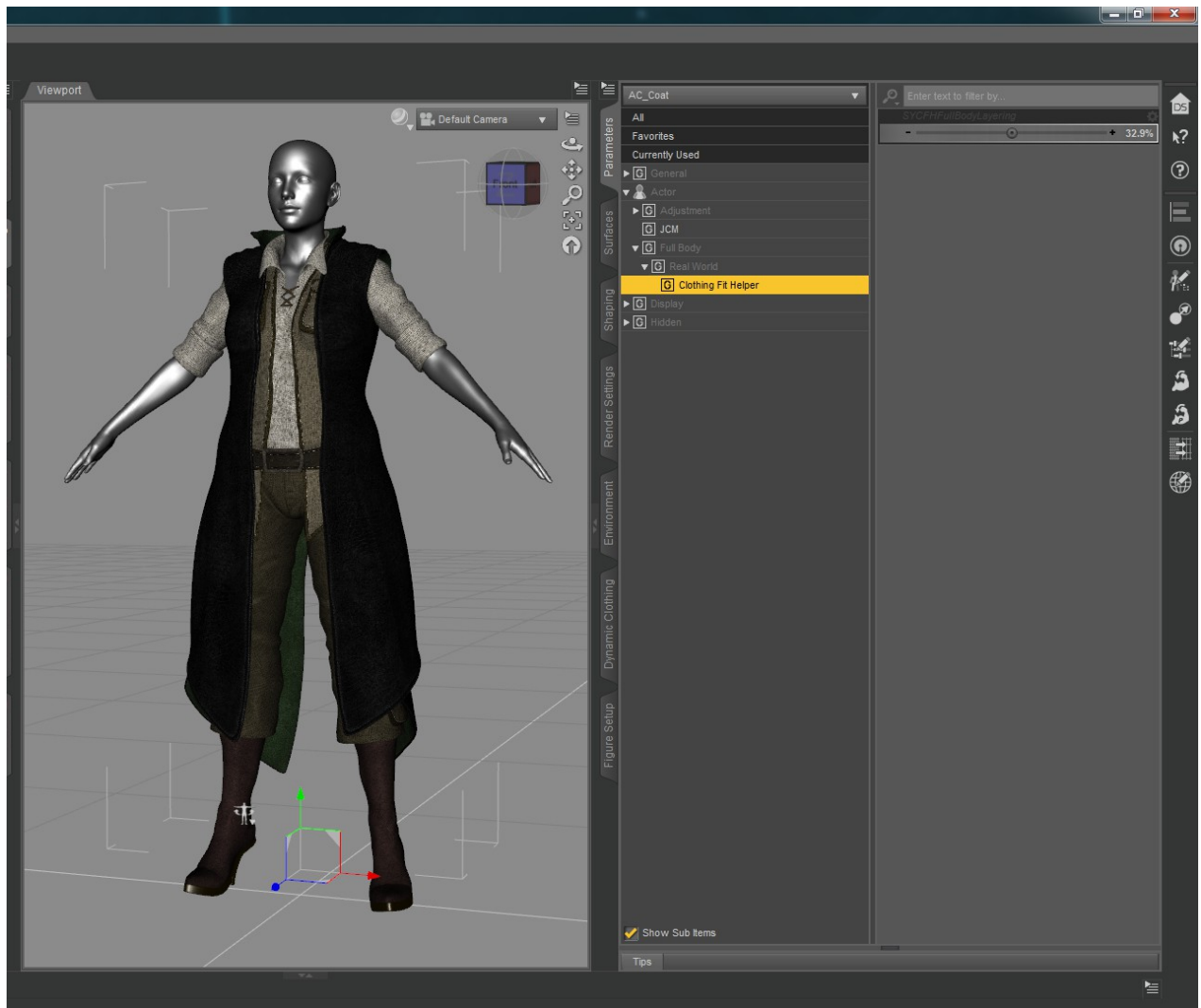
To make best use of the morphs for this purpose, you'll need to turn on "Show Hidden Properties" in your Parameters tab. This will enable you to see the morphs after they are transferred into the clothing. Here is where that setting is found.



Now go to Actor/Full Body/Real World/Clothing Fit Helper. Dial "Clothing Fit Full Body Layering" to 100% and then back to 0. You will see the clothes get huge for a second, then normal again.

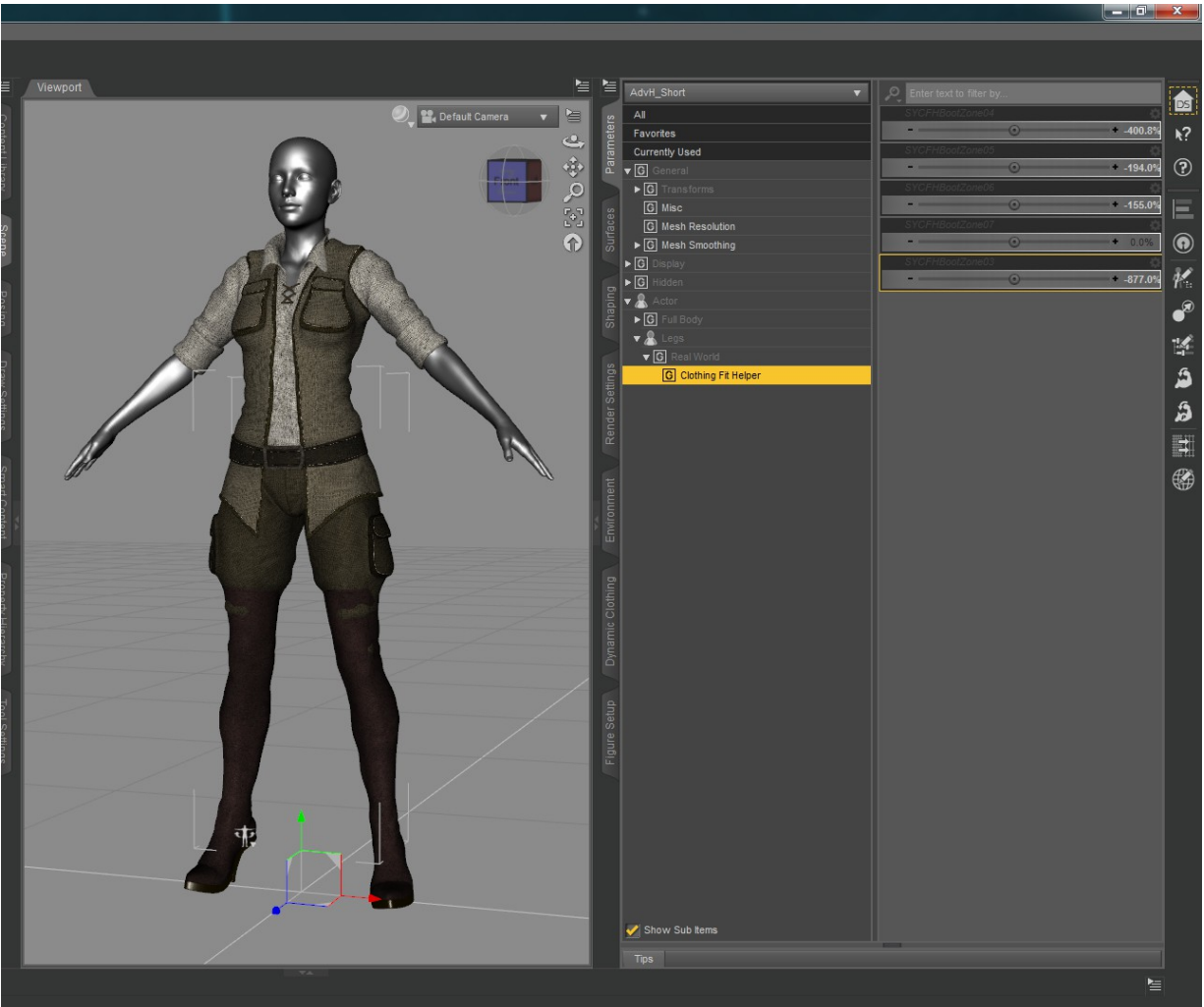
Now a list of relevant morphs have been transferred into the clothes. If you select the Coat, you can see that it now has the "SYCFHFullBodyLayering" dial.

If you dial it to 32% or so in the clothing, it will now affect only the coat, allowing it to layer on top of the shirt and shorts, as shown.

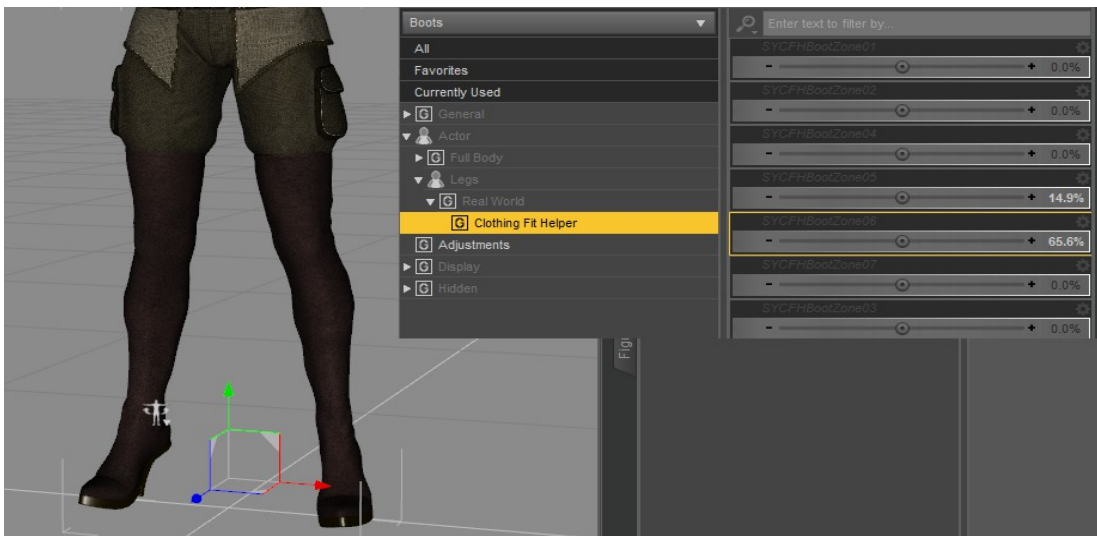


Now I'm going to hide the coat briefly to work on tucking the shorts into the boots. Here the dials I want are in Actor/Legs/Real World/Clothing Fit Helper, and they are called Clothing Fit Helper Boot Zone 01-07. 01-02 are further down the leg. I'm going to dial 03-07 on and then off again, to make them transfer into the boots and pants.

Now when I select the pants, I can dial these Boot Zones negative to hide the pants under the boots. It's not perfect with just dialing negative values in the shorts (be sure to also turn off Smoothing and Collision!), but in a minute we will fix that with the same dials because they also transferred into the boots.



And here it is with Boot Zone 05 and 06 dialed to a POSITIVE value in the boots, with the pants left at their current various negatives. Now even these very bulky pants fit into a pair of very high thigh boots using these morphs!



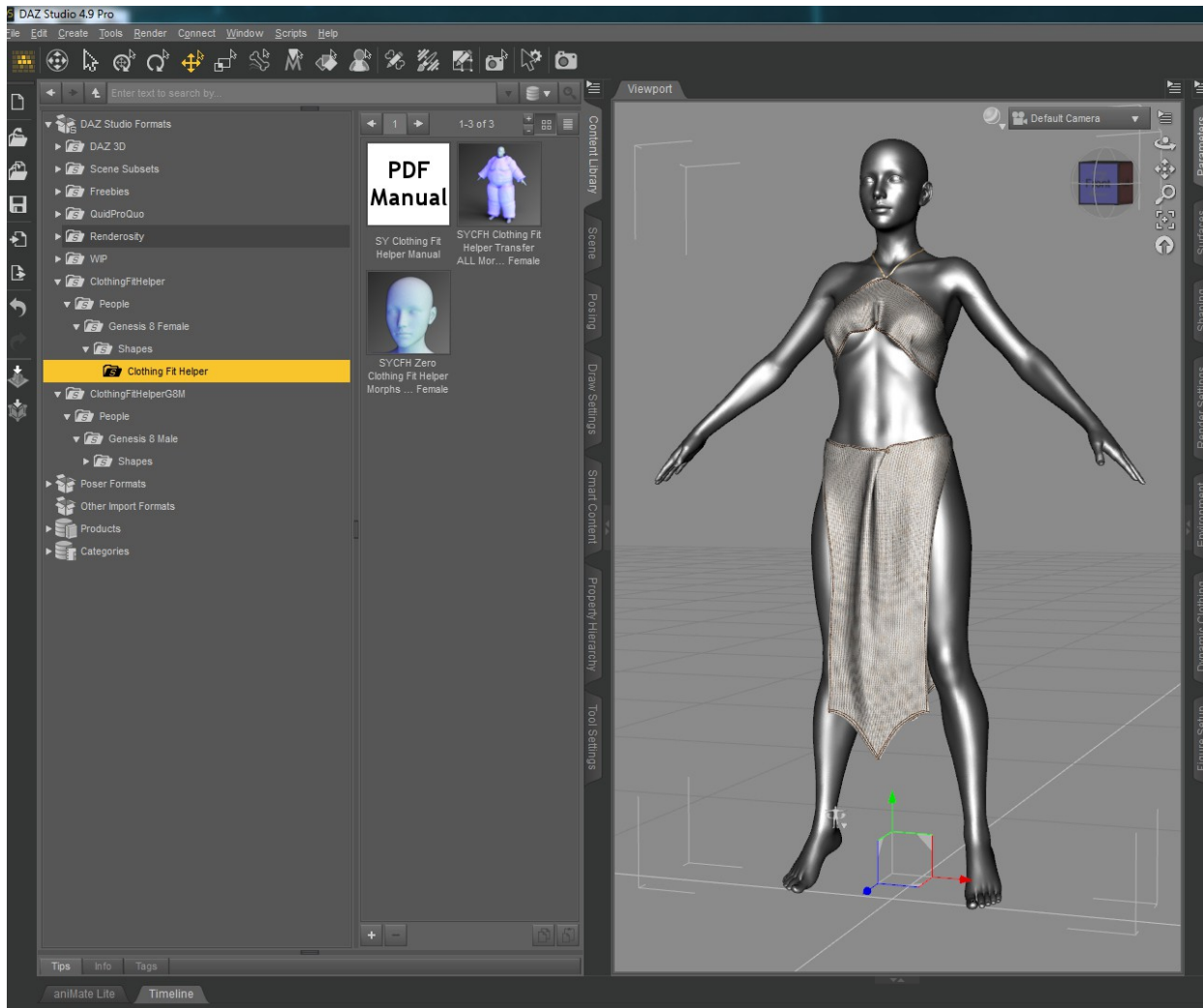
Here is the complete ensemble with coat and boots.



Your wardrobe has more flexibility than you would ever have thought possible with Clothing Fit Helper!

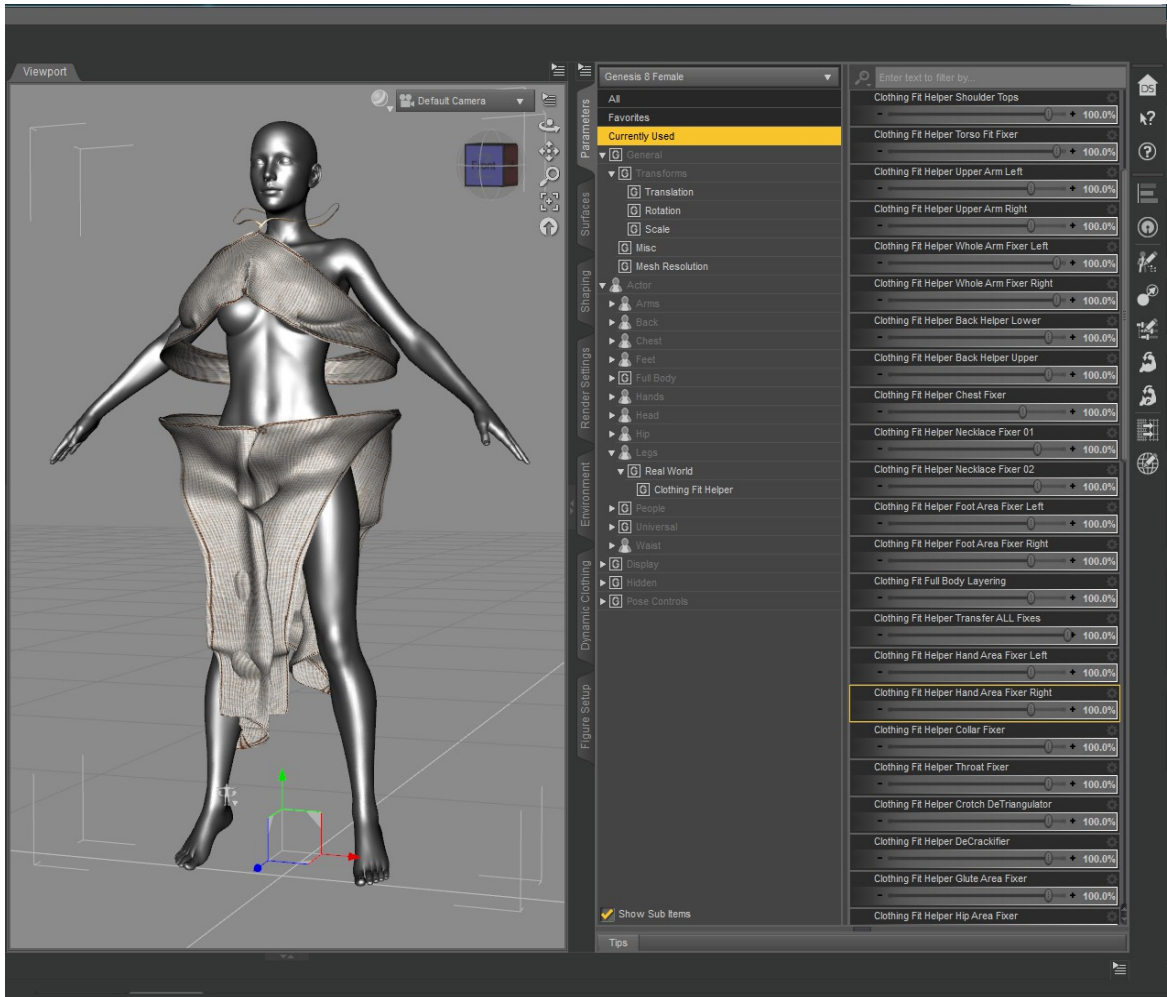
Chapter 4: Transferring Morphs for Your Clothing Product

You can use this product to transfer helper morphs into your product for re-release, whether as a freebie or in a store, or just to save out for your own convenience. I will demonstrate using a commercial product I've already created and released, for quickness' sake.



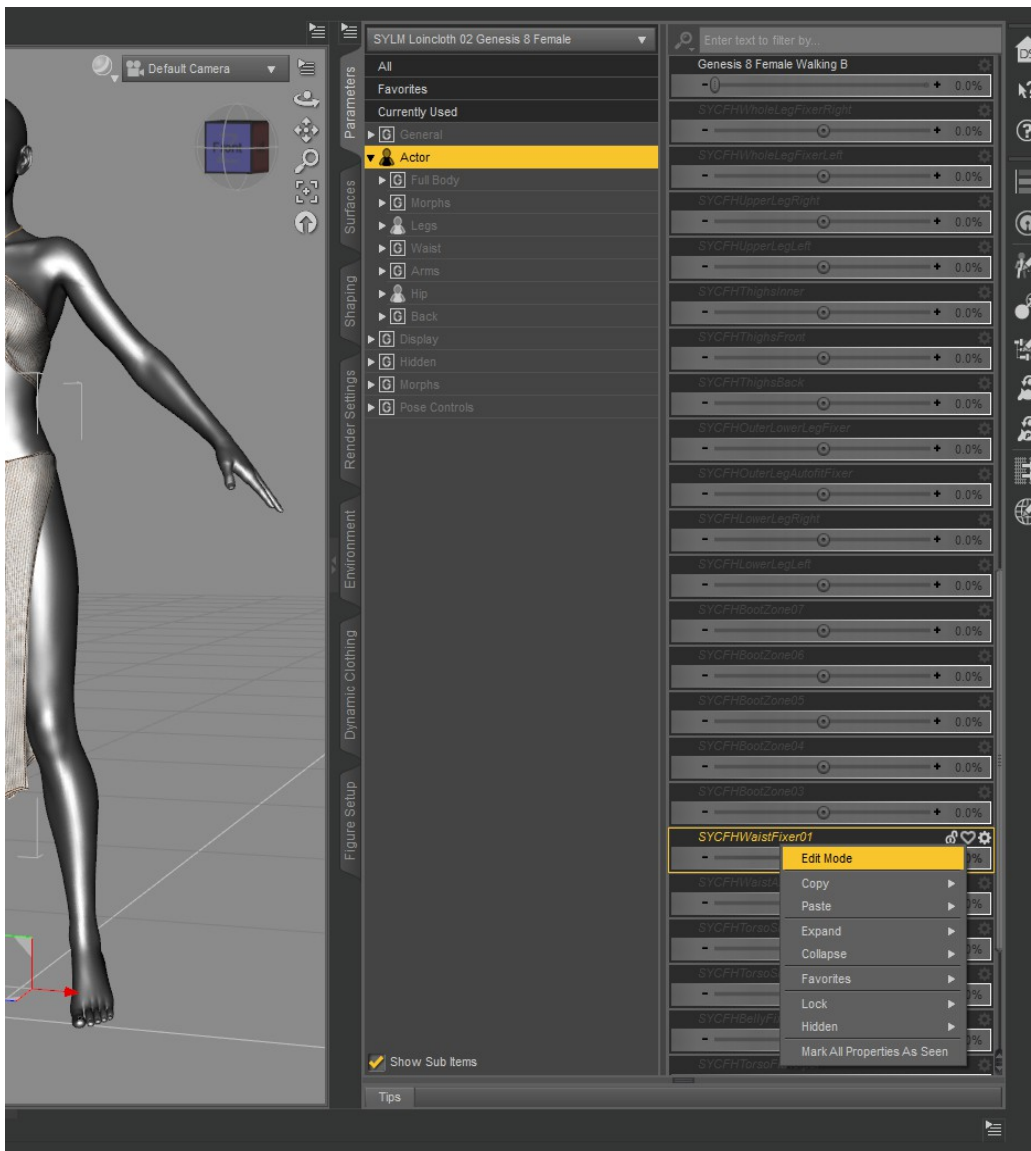
In the folder People/Genesis 8 Female/Shapes/Clothing Fit Helper you will find three icons: One that links to this manual, one that transfers ALL morphs from the set, and one that sets all of those morphs to 0.

When I click SYCFH Clothing Fit Helper Transfer ALL Morphs, the clothes inflate to a huge size to show that the morphs have transferred. Clicking the other icon restores things to a normal appearance, but the morphs are still there.

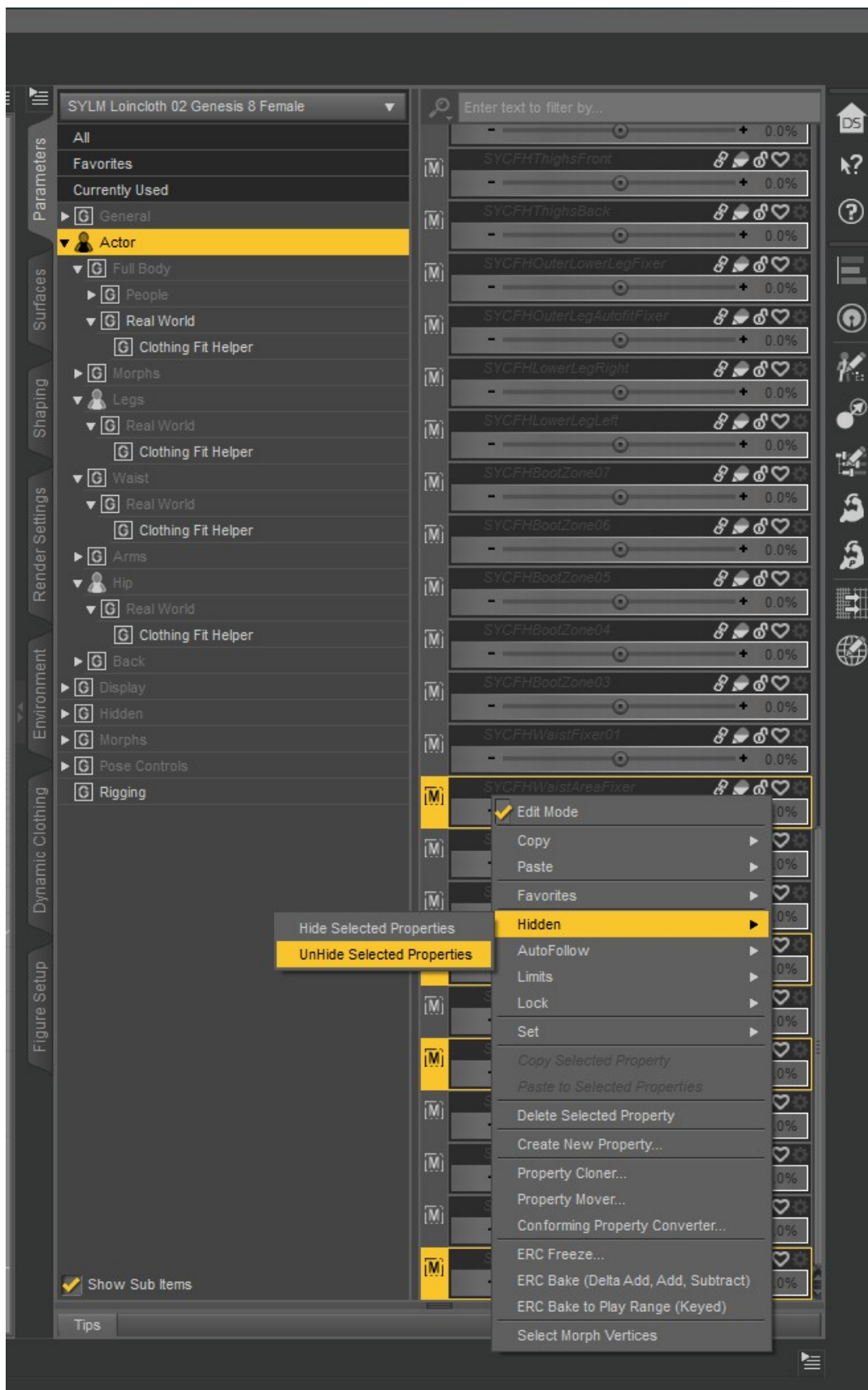


Now, by default these morphs are invisible, and they have not been saved as part of the clothing's data files. And I won't want to keep ALL of these morphs, because some are for areas the clothing doesn't cover. For instance, let's say I want to keep just the belly, lower back, waist, and hip dials for the loincloth.

I will locate one of these dials in the Parameters tab (you need to have Show Hidden Items checked, and it can be found in the little button on the top left of your Parameters tab). Then I right-click and choose Edit Mode, as shown on the next page.

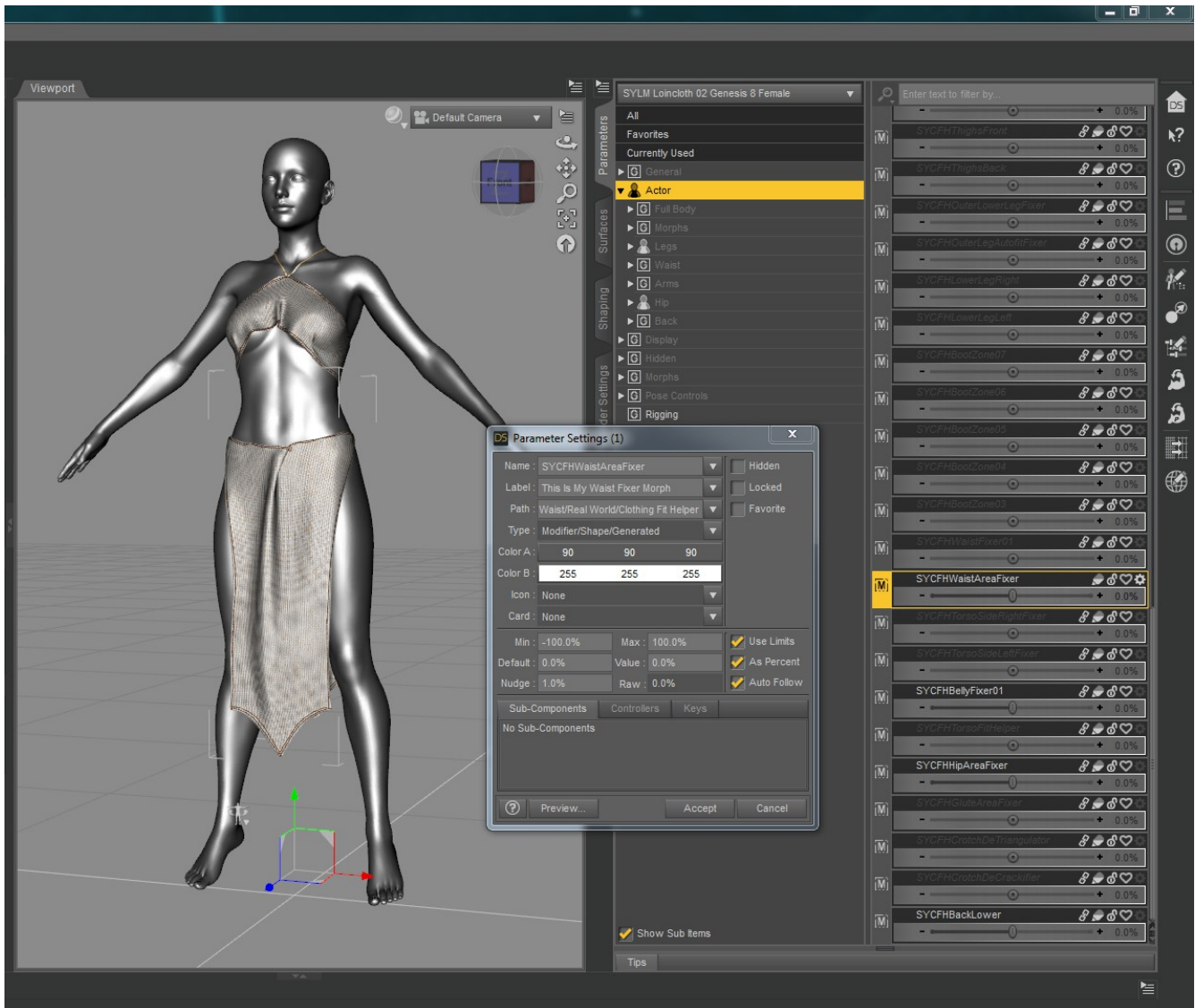


Now I can select all of the morphs I want to keep by holding down the Shift key in Windows as I click each one. When that is done I will right-click again and select Hidden-Unhide Selected Properties. Now the dials are visible. I can also use this multi-select and right-click menu to set Limits—On.



If you are releasing these with your own project, you should probably change the display name of each

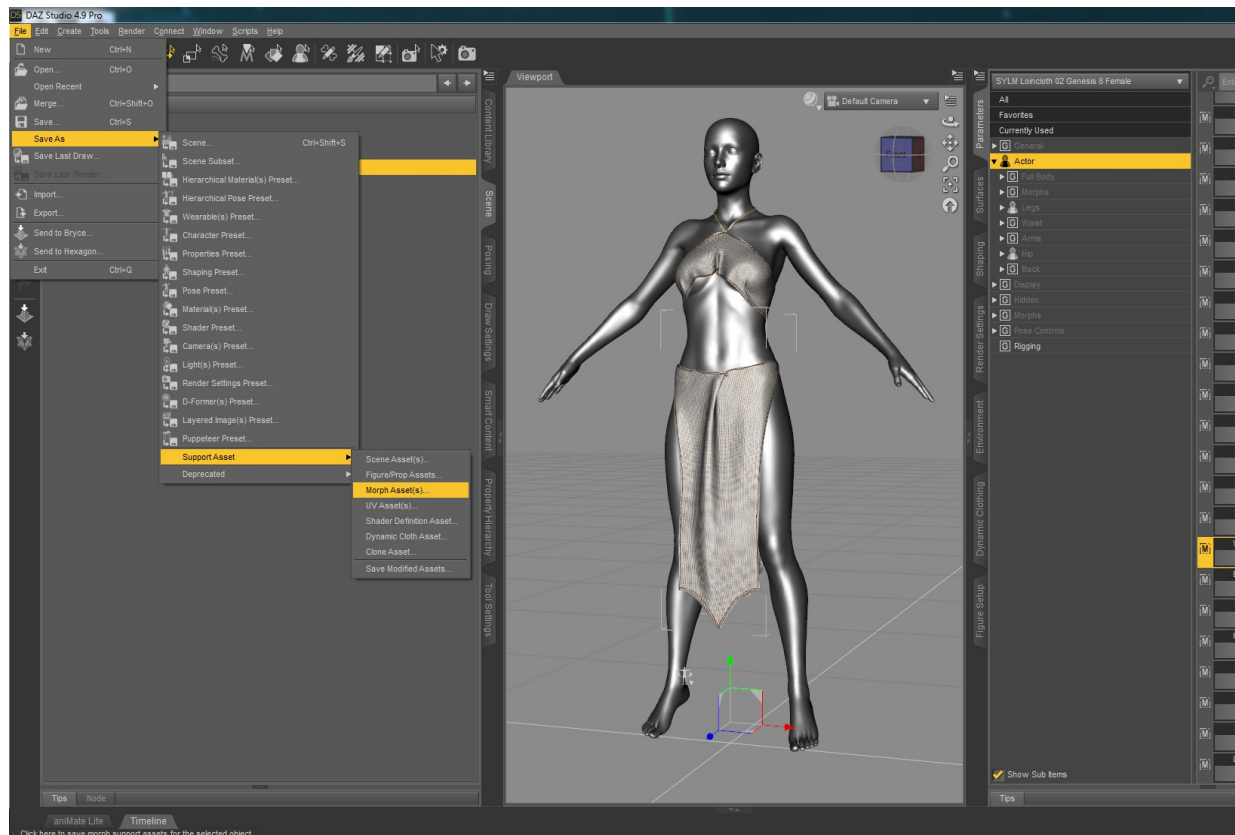
one. This has to be done in each individual morph, by clicking the little gear icon at far right of its name and choosing “Parameter Settings.” Then a dialogue pops up that lets you change the “Label,” which is what the user will see.



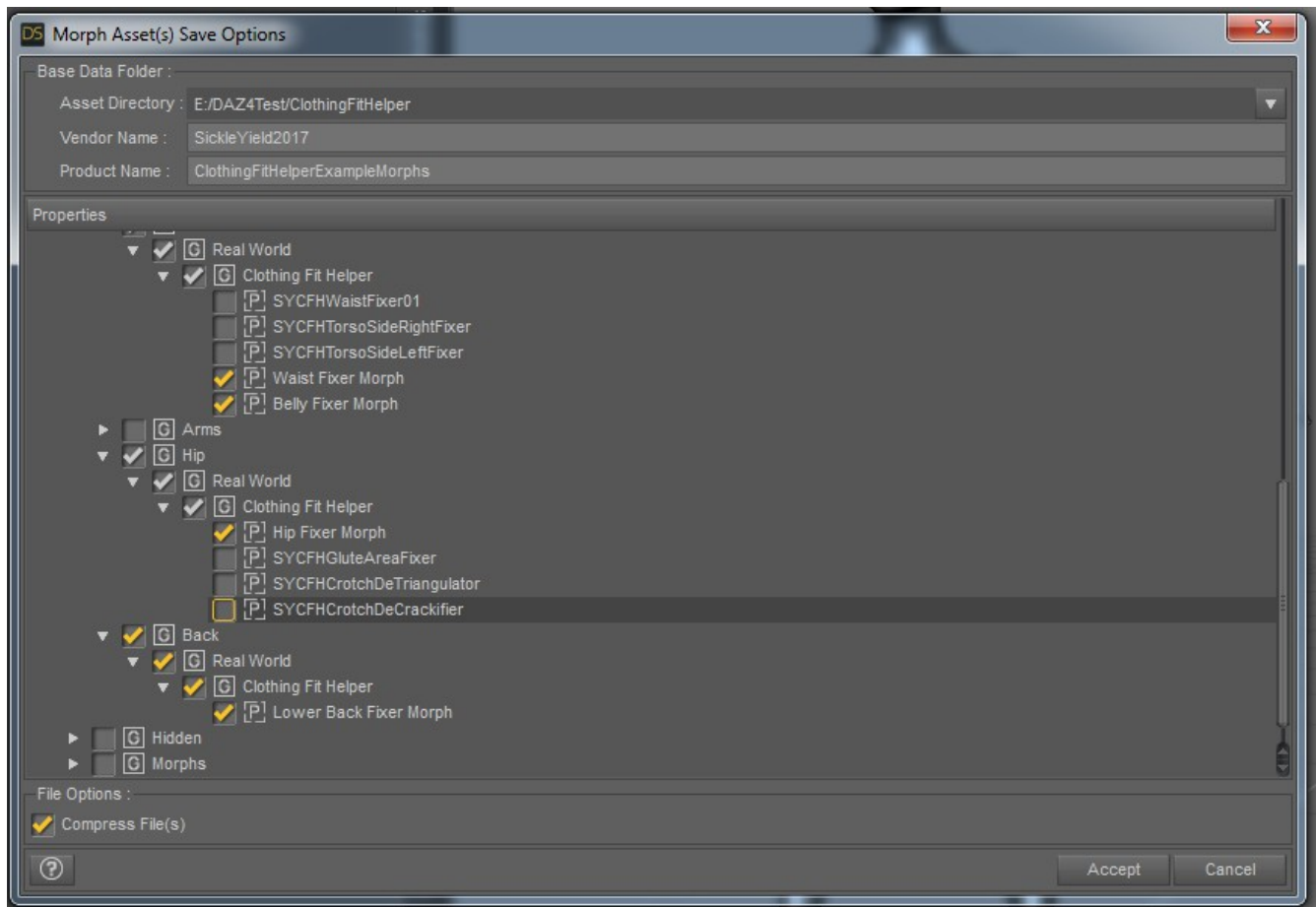
Below you can see that I've given new labels to the four selected morphs.



Now that I've made the morphs visible and given them new names, they're ready to be saved. I can do this using File—Save As—Support Asset—Morph Asset, as shown.

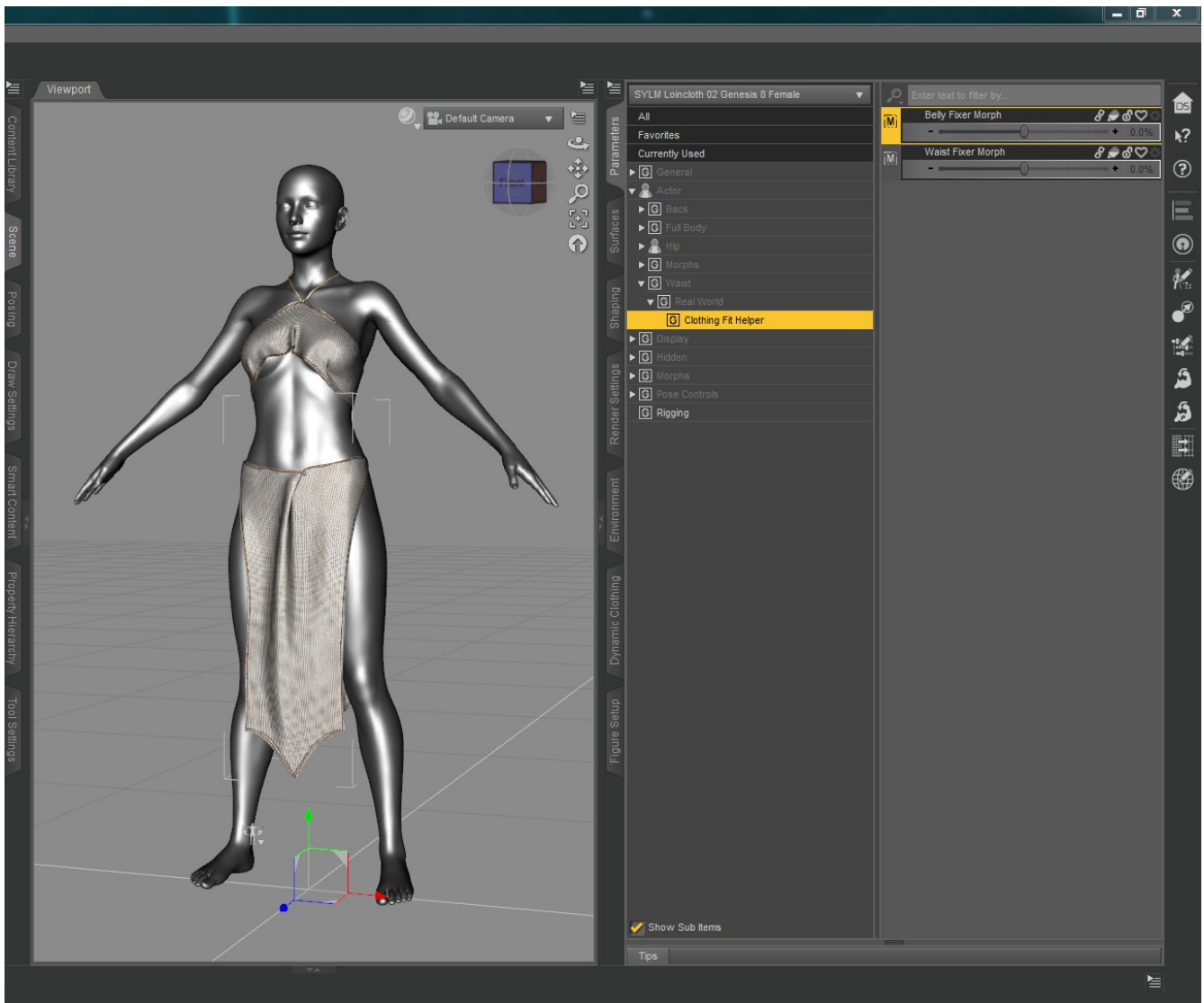


In the dialog that pops up, you must give a Vendor Name, a Product Name, and then click the dropdowns below to expand out the morph list until you find the morphs you want to save. Check only those morphs, as shown.



When you've checked just your new morphs, click Accept.

Now when I deleted and reload the loincloth from the library, those morphs are visible in the Parameters with their new names, and all the invisible ones we did not save are gone.



The morphs may look grayed out on your system if you did not change their names, only their labels, because they have the same names as the Clothing Fit Helper morphs on Genesis 8 Female (meaning that Daz Studio thinks they should autofollow the morphs on Genesis 8). You can fix this by giving them new names that do not match their original Clothing Fit Helper names before saving.

With this easy method you can add helper and fixer morphs to your clothing items in seconds!