

FIT CONTROL

RESOURCE, USAGE AND AGREEMENT

Fit Control Genesis 8 Male Morphs may be saved on clothing items for sale providing the following rules are followed:

Fit Control Morphs MUST be exported and imported as new morph name on clothing item to avoid any conflicts.

STEPS TO DO THIS ARE AS FOLLOWS:

1. Load Fit Control morphs on desired clothing via script.
2. Dial up desired morphs.
3. Export as .OBJ and modify if needed.
4. Import back onto clothing as new morph.

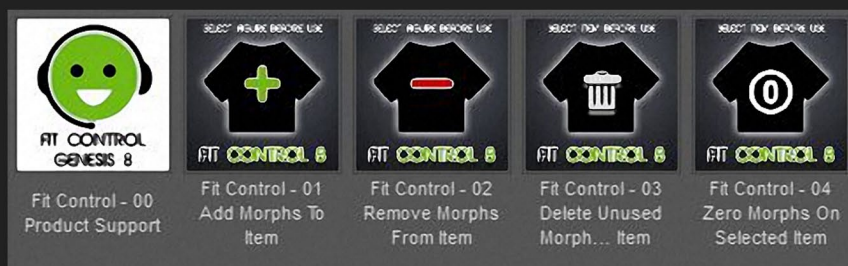
This process can also be used to assist with FBM\shape fits.

PRODUCT SPECIFICATIONS

This Product only supports Genesis 8 Male.
Supports any clothing autofitted to Genesis 8 Male.
This product only works with Daz 4.9.4.122 and above.

PRODUCT LOCATION

Content Library\People\Genesis 8 Male\Clothing\Fit Control



PEC ADJUSTER MORPHS

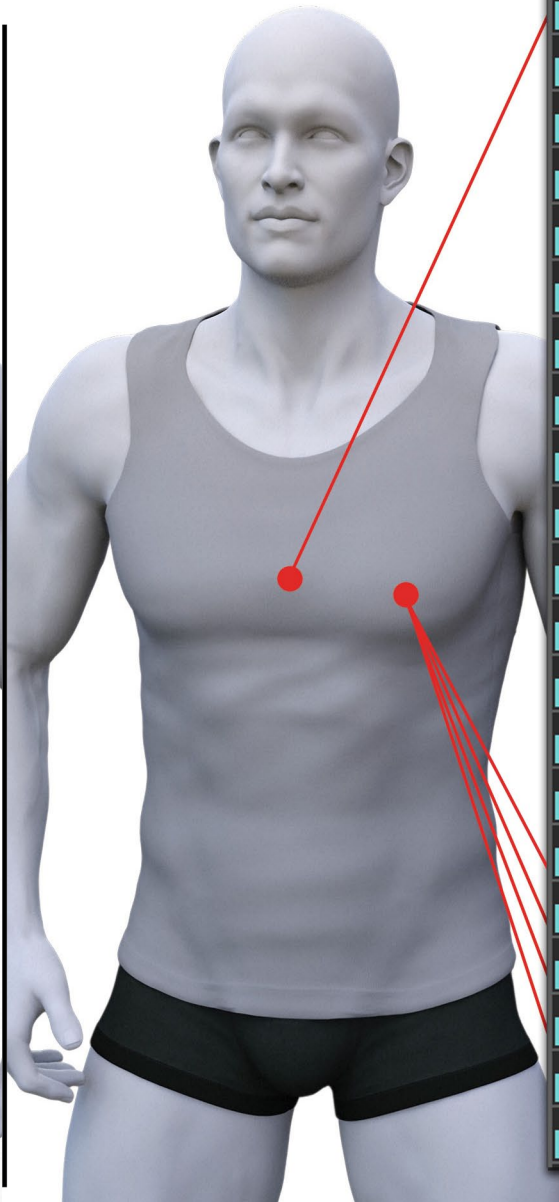
The main function of these morphs are to reduce the shrink wrap effect of clothing around the chest/pec area.

Here is an example of the morphs used and the results. The most important morph is the Center Depth Morph. This pulls the area between the pecs outwards. The other important morphs are the Under Height and Under Lower morphs. Their aim is to eliminate the shrink wrapping under the pectorals. The other morphs are mainly supporters to help these out.

Before



After



Morphs used

Center Depth	+ 124.0%
Center Depth Smoother	+ 0.0%
Center Height Bottom	+ 0.0%
Center Height Top	+ 0.0%
Center Pinch	+ 0.0%
Center UpDown 1	+ 0.0%
Center UpDown 2	+ 0.0%
Center Width 1	+ 0.0%
Center Width 2	+ 0.0%
Centre Depth Lower	+ 0.0%
Centre Depth Upper	+ 0.0%
Centre Gap Height	+ 0.0%
Depth Adjust	+ 0.0%
Side Smoother	+ 0.0%
Sternum Height	+ 0.0%
Under Height	+ -40.0%
Under Lower	+ 30.0%
Under Smoother 1	+ 6.0%
Under Smoother 2	+ 6.0%
Under Smoother 3	+ 0.0%
Under Smoother 4	+ 0.0%

When using the Under Height and Under Lower morphs together, the Under Height must roughly reflect the Under Lower morph value, but in the negative. They do not always have to follow this rule, but in most cases they produce nice results in reducing the under pec fold.

Values will vary depending on the pec morphs used, so this example is not a golden rule, but more of a starting point to understand how the morphs work.

TORSO ADJUSTER MORPHS

The main function of these are to reduce the shrink wrap effect of clothing on the torso area.

These are pretty straight forward to use and are mainly designed to make minor adjustments. They are particularly useful if the clothing set does not contain any fitting morphs or if you want to stack multiple clothing on top of each other.

Before



After



Morphs used

Expand All	27.8%
Expand Arms	0.0%
Hip Length	0.0%
Loosen Abdomen 1	22.7%
Loosen Abdomen 2	32.8%
Loosen Armpits	0.0%
Loosen Back Lower	59.5%
Loosen Back Mid 1	0.0%
Loosen Back Mid 2	0.0%
Loosen Back Upper	0.0%
Loosen Collars	0.0%
Loosen Front Lower 1	0.0%
Loosen Front Lower 2	0.0%
Loosen Front Mid	0.0%
Loosen Front Upper	0.0%
Loosen Hip 1	26.5%

HOW COME SOMETIMES THE FULL MORPH LIST DOESN'T APPEAR?

Fit Control will only copy morphs to clothing where the clothing is affected. Eg Pelvic morphs will not go over to a chest item as the chest item does not fit to that area of the figure's mesh, therefore those morphs will not be copied over. Sometimes certain morphs that have no relation do appear, but that is only because certain areas of the figure is picked up by the clothing.

SHAPE SMOOTHER MORPHS

The main function of these morphs are to reduce the appearance of shape\muscle details projected onto clothing.

EG if your character has Darius 8 body shape dialed in, simply dial up the Darius 8 Smoother morph. You can also combine it with other shape smoothers for a more dynamic effect depending on how the clothing fits. Smoothers give better results if combined with the Expand All morph.



Morphs used

Bodybuilder Smoother	-	+	0.0%
Darius 8 Smoother	-	+	98.7%
Emaciated Smoother	-	+	0.0%
Fitness Smoother	-	+	0.0%
Lucas 8 Smoother	-	+	0.0%
Michael 8 Smoother	-	+	0.0%
Navel Smoother	-	+	63.8%
Owen 8 Smoother	-	+	0.0%

Another way in reducing the shape detail is by lowering the figures shape projected onto the clothing (FBM morphs). By default these morphs are hidden, so you will have to unhide them by clicking parameters\show hidden properties. Reducing the FBM's can also be combined with the Shape Smoother Morphs.



Navel Smoother	-	+	63.8%
Expand All	-	+	25.4%
FBMDarius8	-	+	69.4%
PBMNavel	-	+	100.0%
3 Button Size	-	+	40.3%
3 Button Depth	-	+	34.3%

Once the figure shape on clothing has reduced, you can get the clothing to fit using the Fit Control Morphs.

UNDERWEAR PELVIC MORPHS

The main function of these morphs are to give clothing such as trunks or boxers added functionality.

However, these morphs are only compatible with certain design types. If the morphs are applied to clothing that do not match the style, undesired results can occur. For the Pelvic Morphs you require underwear or swimwear with waist straps and narrow crotch coverage. Some morphs are universal such as the Rear Loosen, Rear Down, Front Pull and Front Down Morphs, which can work on long pants or shorts.

Clothing style example



That about covers the tutorial. We hope you find this product useful. Please send any comments or feedback by clicking on the product support icon.

