

Genesis 3 & 8 Face Controls

Usage Notes

- **Parenting:**
 - Can be loaded either parented to the Head or the figure.
- **Selecting the nodes on the rig:**
 - If you are having an issue selecting the node on the rig do the following.
 - In Daz studio select the Universal Tool
 - Open Tool Settings
 - Under the Node Selection Mode Select "Node" from Dropdown Box
 - This should allow you to select the nodes on the rig instead of the root figure.
- **Special instructions for Genesis 3: (Video Included in General Installer)**
 - Because the FACS were created using the Genesis 8 facial rig setup, Genesis 3 must be modified so everything works as it should
 - Load a Genesis 3 and a Genesis 8 figure
 - Select Joint Editor Tool
 - Select Genesis 8, then select Genesis 3
 - Right-click in the viewport -> Edit -> Transfer Rigging (Figure Space)
 - The Genesis 8 figure is not required anymore so it can be deleted
 - Select all the children of the "Head" node on the Genesis 3 figure
 - Right-click in the viewport -> Memorize -> Memorize Selected Node(s) Rigging
 - Right-click in the viewport -> Restore -> Restore Figure Rigging
 - Both Genesis 3 and Genesis 8 have the same bone setup except Genesis 3's bones are arranged differently, therefore the bones of Genesis 3's face have to match that of Genesis 8 in order for the Face Controls to work identically.