

Sickle Dress Rig

Genesis 2 Female

MANUAL AND INSTRUCTIONS

Table of Contents

Permissions And Warning: Read First!.....	3
Chapter 1: Using the Dress Rig With Autofit.....	4
Chapter 2: Using the Dress Rig With Transfer Utility.....	7
Chapter 3: Adding Optional JCMs (Presently Conjectural).....	9
Chapter 4: Bonus Section On Retaining Extra Bones in Genesis Conversions.....	14

Permissions And Warning: Read First!

The Sickle Dress Rig for Genesis 2 Female is a set of templates and a conformer that allow you to add skirt handles and optional JCM to any item, converted or original.

With other utilities of mine, customers have sometimes had questions about what they can and can't do with a rig like this. This section tells you what you can do according to the EULA.

You MAY NOT:

- Alter and re-release the actual Dress Rig.
- Release the unaltered Dress Rig as a template or a conforming item.
- Convert an item that you did not create, then give away or sell it without the original creator's permission.

You MAY:

- Use the Dress Rig to rig a custom mesh you created yourself, then give away or sell that item.
- Use the Dress Rig to add the Optional JCM to a custom mesh you created yourself, then give away or sell that item.
- Use the Dress Rig to convert an item you did NOT create, then use it in renders and for personal use (without rereleasing or reselling the item itself).

Basically, use your common sense. If you made something from scratch, it doesn't stop being yours when you use the Dress Rig on it; if you did not make something, it does not BECOME yours because you used the Dress Rig on it.

And finally, a warning:

Do NOT use Autofit and Transfer Utility on the same item! If you autofit, then transfer, then save to library, it will NOT work properly upon reload. Use autofit to fit in the current scene, OR use transfer utility, save to library and reload. **Never both.**

Another very important note regards installation.

The Basic Dress files must be installed to the same library location as your Genesis 2 Starter Essentials. Otherwise you will get error messages and it will not behave as it should. If you have multiple libraries or runtimes, install this one to the one where you installed the Starter Essentials.

Please enjoy your new tools!

Chapter 1: Using the Dress Rig With Autofit

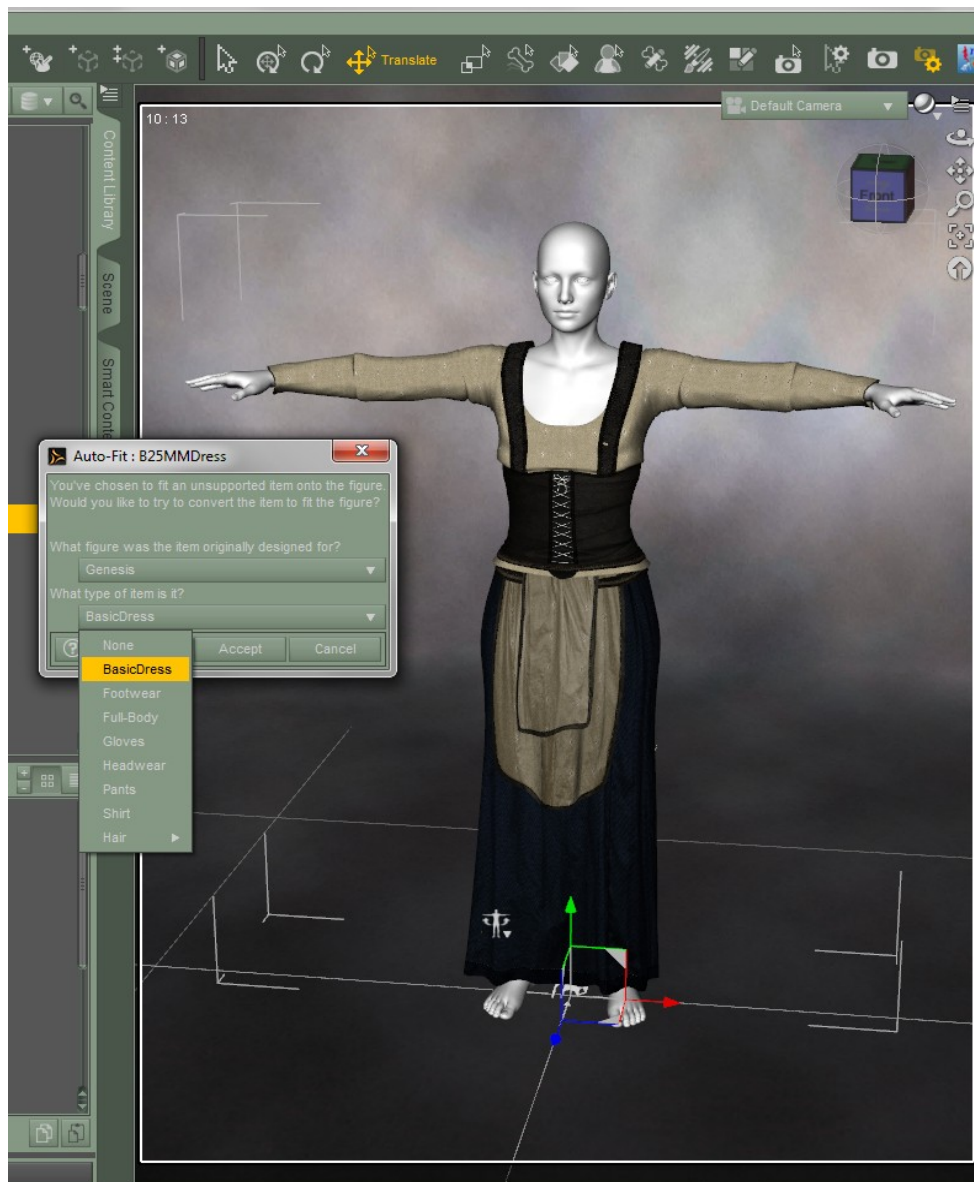
This is the very simplest way to use the dress rig. It enables you to use Genesis clothing with Genesis 2 Female quickly and easily.

Load Genesis 2 Female from People/Genesis 2 Female into your scene.

Now load a Genesis dress or skirt from People/Genesis/Clothing.

If it does not attempt automatically to fit your Genesis 2 Female, use right-click and fit to-- and select the figure.

The autofit dialogue will pop up, as shown. Choose “Genesis” for the first dropdown and “BasicDress” for the second.



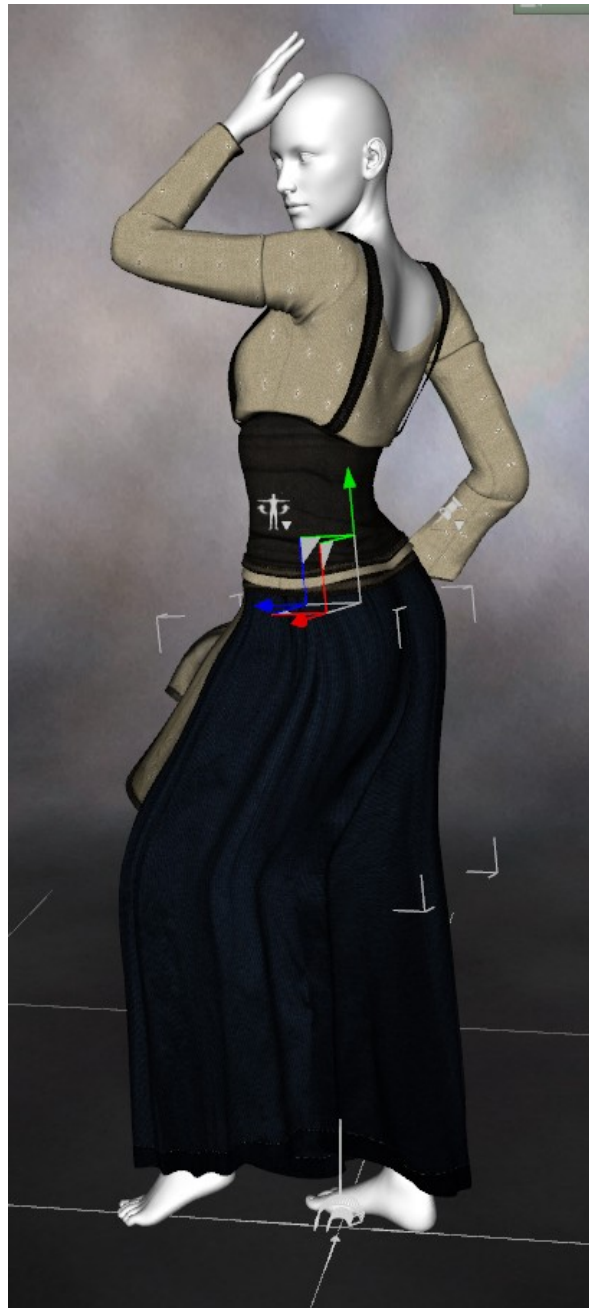
Now the dress should fit to Genesis 2 Female. If you look at the Scene tab, you can see the new upper and lower skirt handles grouped under the Pelvis heading as in this picture. If Autofit pops up twice, as it will for some dresses, cancel the *second* popup.



These give you the ability to pose the skirt yourself rather than have it stick rigidly to the thighs and calves, and also to bend more smoothly because the rigging is based on the BasicDress template rather than the lower resolution default templates.

It is important to know that because these are skirt handles, you will need to pose them yourself; they will not move with the figure's legs on their own.

Unlike with previous versions of DAZ Studio, if you are updated to DS4.6 and up, you can use the dress in your scene just like this, without having to save back to library.



Chapter 2: Using the Dress Rig With Transfer Utility

If you choose to use the template with transfer utility in order to convert clothing from Genesis 1 to Genesis 2 Female, the procedure is somewhat different. This method is preferred if you want to save back to library for future use, or if you want to add smoothing during conversion to an item that does not have it already.

First, load Genesis 2 Female from People/Genesis 2 Female.

Next, load a dress or skirt originally made for Genesis from the People/Genesis/Clothing folders. The one shown is from B25's Magna Hart, which is both attractive and often available inexpensively.

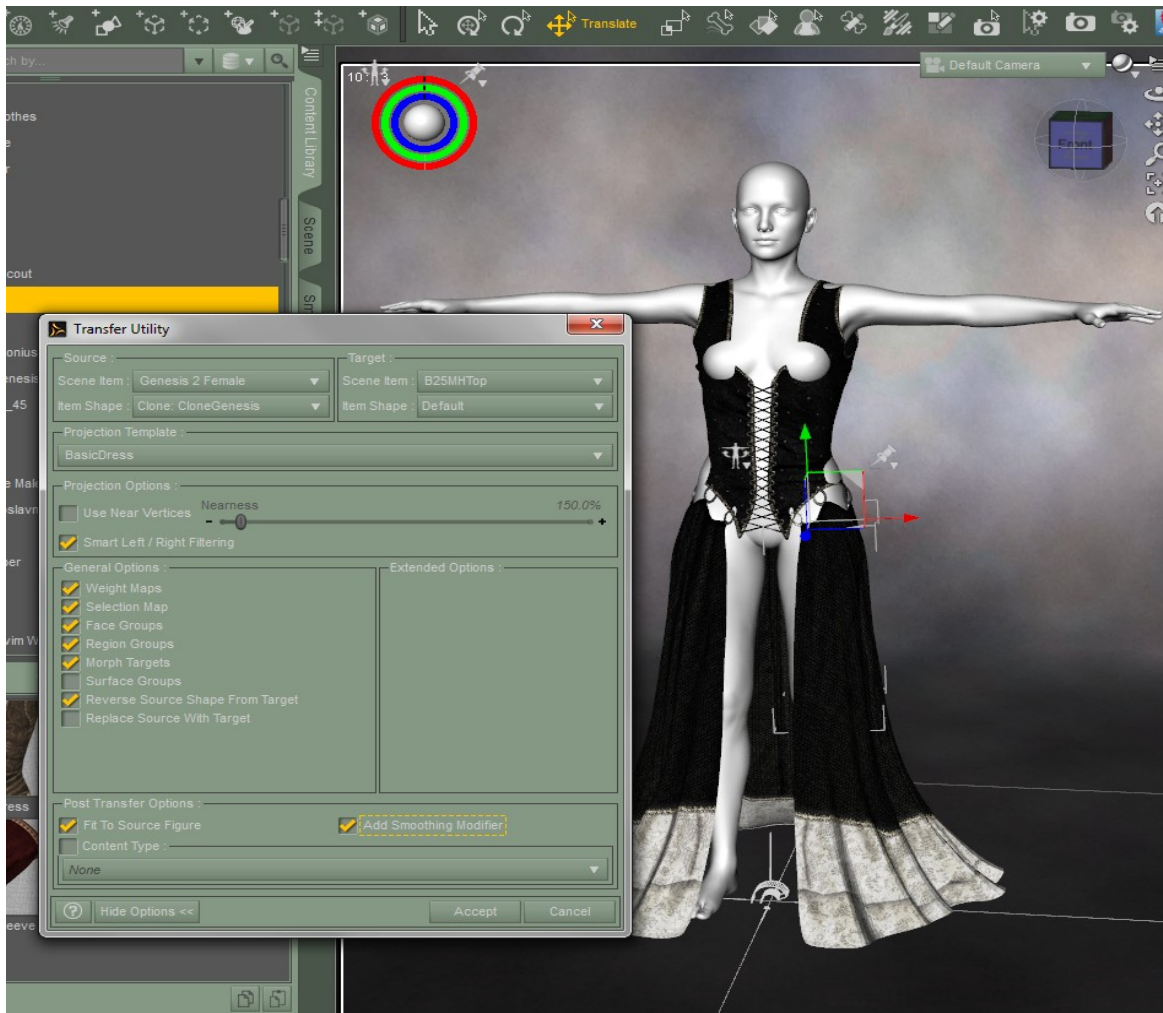
Cancel Autofit if it appears. You should never try to use Autofit and Transfer Utility on the same item.

Start Transfer Utility. The icon for it looks like a small arrow pointing to the right, as shown here:

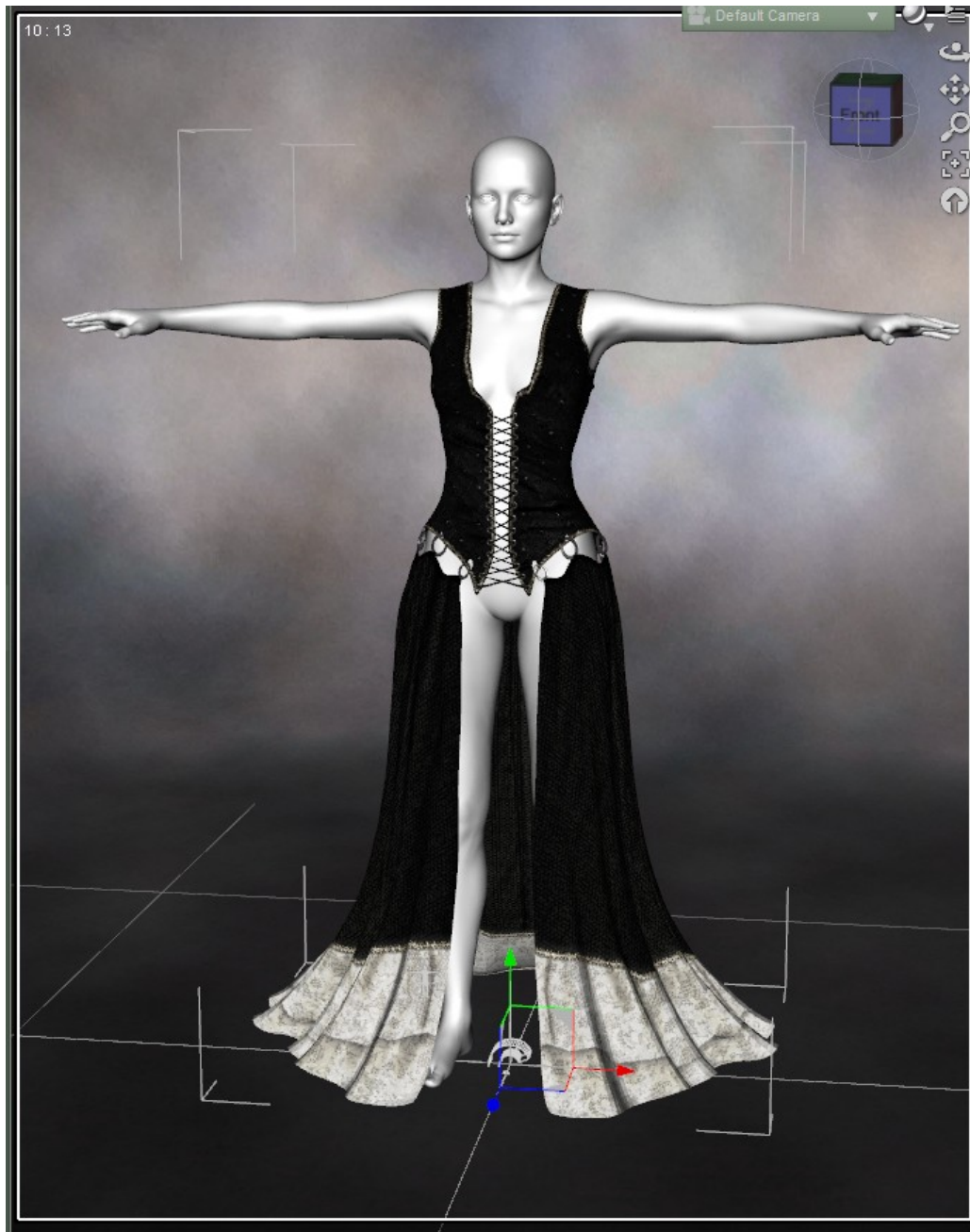
The background color will vary depending on your DAZ interface options.

Here are the Transfer Utility options you should use. The Scene Item under Source should be Genesis 2 Female. Choose Clone and Genesis. For Target, choose the item you wish to convert. Be sure to choose BasicDress from the Projection Template dropdown, and click Reverse Source Shape From Target in the General Options to make sure the conversion happens. Then you can check Add Smoothing Modifier or not, depending on whether the item already has one or not.





Now you should see the item refit to Genesis 2 Female, as in this picture.



Now if you wish it saved for future use, you can go to File--Save As—Support Assets--Figure/Prop Asset. Do NOT save as a wearables preset! Wearables presets are intended for saving multiple preexisting pieces in a full set for loading together, not for saving base clothing items.

Choose a vendor and product name. I saved this under B25G2F and Magna Hart. Adding G2F to the names you choose ensures nothing in the vendor's original folders will be accidentally overwritten. When you click Accept, the converted version will be saved to the library and can be reloaded again for future use.

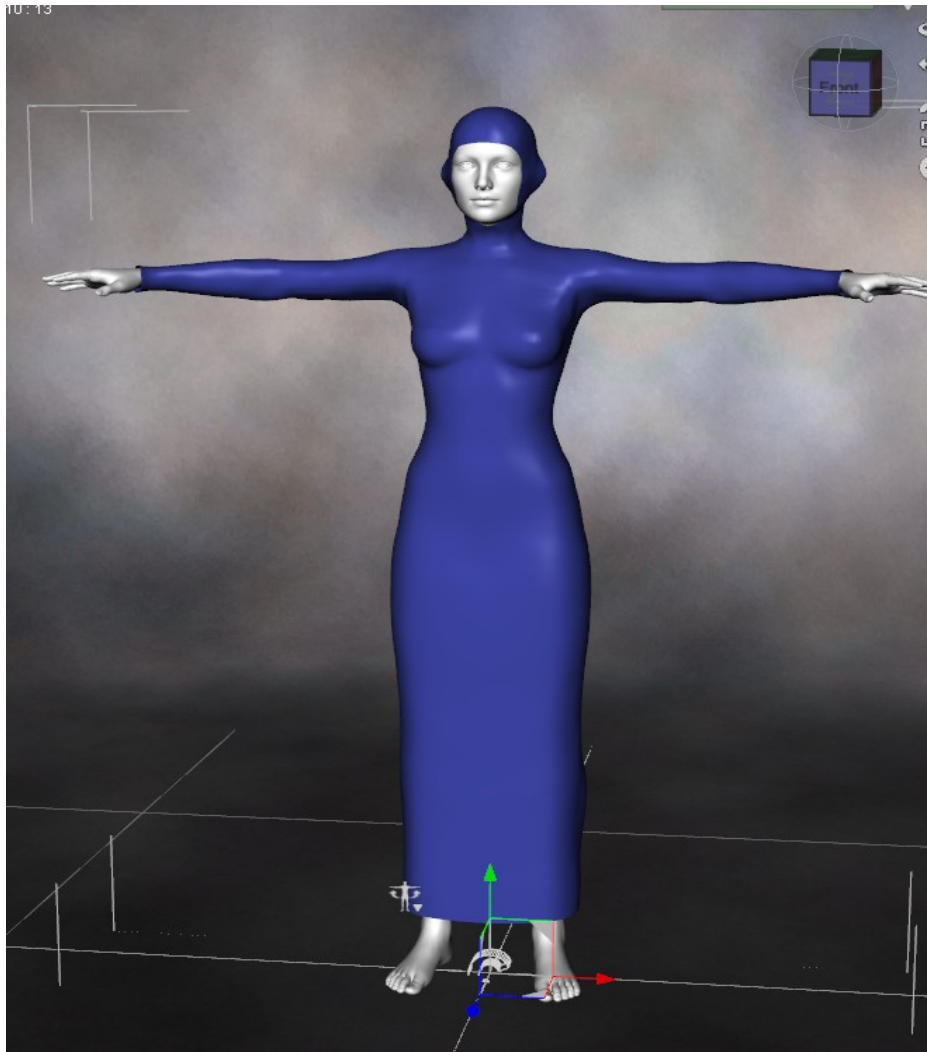
Chapter 3: Adding Optional JCMs (Presently Conjectural)

The Dress Rig comes with optional joint-controlled morphs, or JCMs, to make bending when sitting or squatting look more natural. At this time, these can only be properly transferred from one conformer to another, not through autofit or transfer utility.

Right now there seems to be a bug in DAZ Studio 4.6 that prevents conforming one piece of clothing to another without activating Autofit. Hopefully this will be fixed so that things will work as they do in Genesis 1 clothing and in V4—G2F conversions.

Here's how that should work when it's fixed.

First, load the Basic Dress Rig, SYBasicDressG2F, from People/Genesis 2 female/Clothing/SickleYield/BasicDressRigG2F. It is blue and covers the entire body.

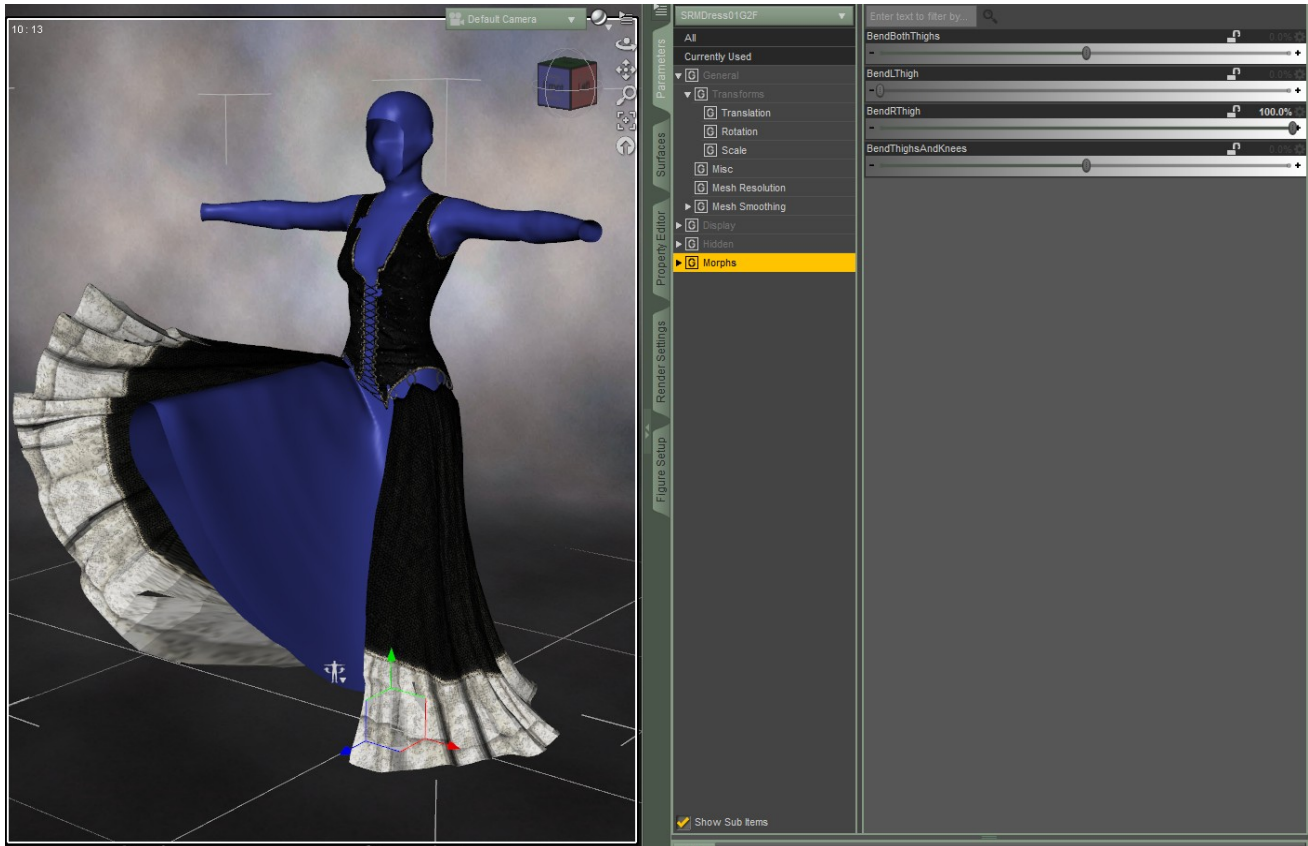


Now load a Genesis 2 Female dress or skirt and conform it to the dress, NOT to Genesis 2 Female. In fact, you can delete Genesis 2 from the scene if you like. We won't be using it for this. When the Autofit dialogue comes up, just click Accept.

Bend the right thigh of the underlying Dress Rig to -90 degrees. The Magna Hart skirt will bend

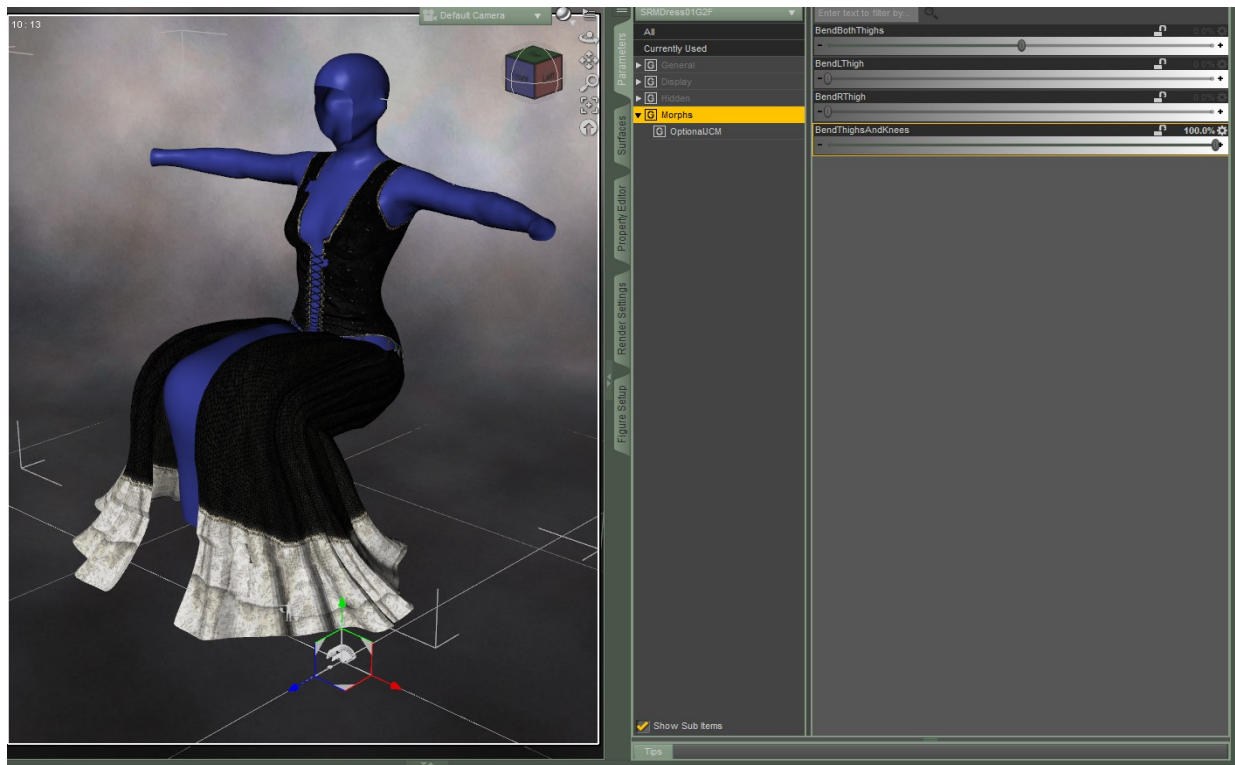
with it. It won't look great right away (and you probably need to turn the Smoothing Samples down to 4 to keep it from flying all over the scene), but that's because we're not done yet.

Now If you select the blue Dress Rig, in the Parameters you can see it has a heading called Morphs—Optional JCM. Under that heading are the morphs we want to transfer. First we'll use BendRThigh to help this right thigh bend. Dial it to 100%. The shape of both dresses will change somewhat, and if you select the Magna Hart you will see it now has the transferred dial.



To transfer the BendLThigh dial, you need to set the right thigh of the Dress Rig back to 0 degrees and the left thigh to -90 degrees. Then turn the BendRThigh dial to 0% and the BendLThigh to 100%. This transfers this JCM properly.

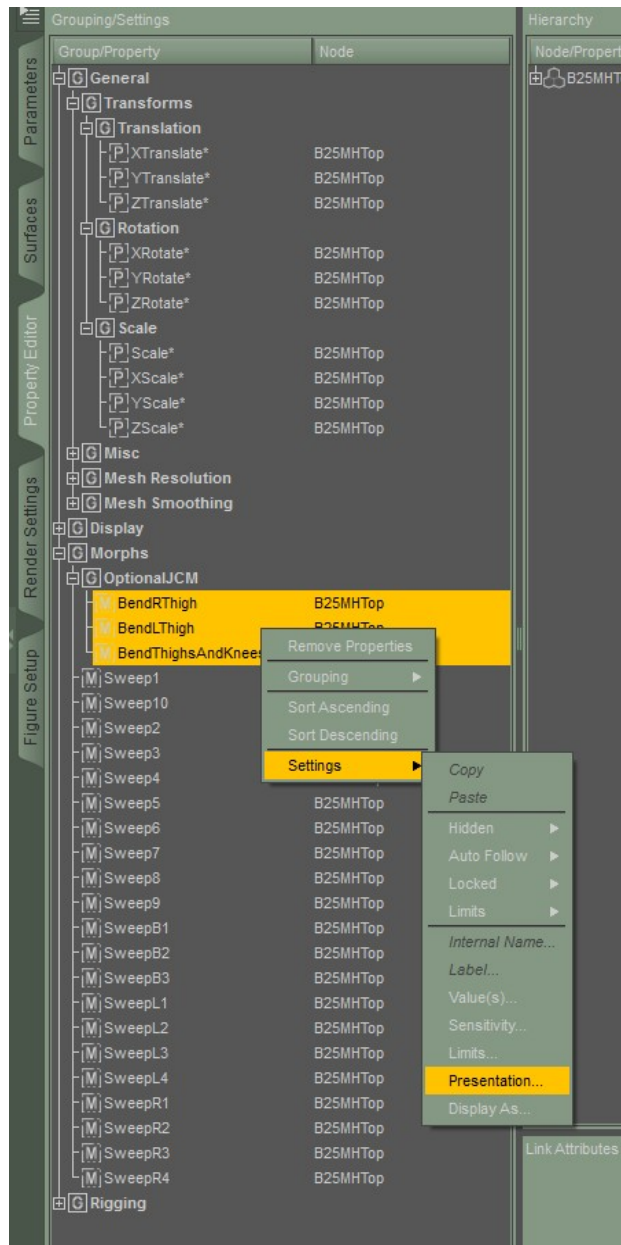
You transfer the BendBothThighs dial with BOTH thighs bent 90 degrees, and the BendThighsAndKnees dial with the thighs bent and the shins bent as well, like this (next page):



Now these are probably set as modifiers after transfer, which means they may not save properly to library. We can fix that in the Property Editor. If you don't have a Property Editor tab up, you can create one using Window—Panels (Tabs)—Property Editor.

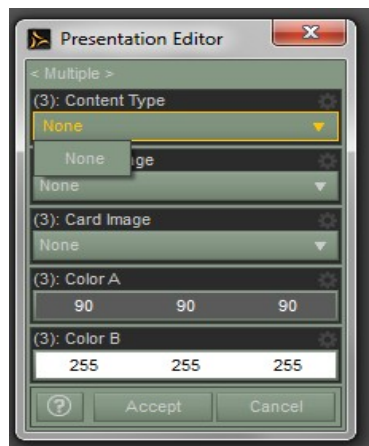
You will need to look at the left pane with your dress, not the Dress Rig, selected. Here you can see the Morphs—Optional JCM heading. Shift-click all the morphs under this to select them. This is important because the Magna Hart top has many other morphs we don't need to use this procedure with, since they converted over fine.

Now right-click with the JCMs selected and choose Settings—Presentation (picture on following page).



The Presentation Editor will pop up. Click on Content Type and choose None from the dropdown. It may seem like nothing happened, but something very important actually did. Choose Accept.

Now save the morphs to library by selecting your dress (not the Dress Rig) in the main window and choosing File—Save As—Support Asset—Figure/Prop Asset again. If you save using Support Asset—Morphs, it will not save the Optional JCM; this is why you must overwrite the original file this way.



Now when you delete the item and reload it from the library, your new JCM are present and accounted for.

The JCM will not work properly or have a reasonable effect unless they are used when the handles are bent, since they are made to correct the bends. This is what makes them joint controls instead of just regular morphs.

Chapter 4: Bonus Section On Retaining Extra Bones in Genesis Conversions

At this time, this will only work on Genesis to Genesis 2 Female conversions, not on Victoria 4/Michael 4 to Genesis 2. The reason is that Generation 4 figures did not have the abdomen 2 bone, so their skeletons will not work properly for this.

The purpose of this section is to teach you how to retain the extra skirt handles, sleeve bones, etc. when converting a Genesis 1 item to a Genesis 2 Female item. Instructions are similar, but not identical to those in Chapter 2. We need to add a couple of extra steps.

You can start by loading up Genesis 2 Female and a Genesis item, then converting with the Chapter 2 instructions. Instead of saving to the library, first delete Genesis 2 Female. Leave the clothing item alone in the scene. Now go to File—Export—wavefront/.obj. It is wise to choose a folder you will consistently use for storing these intermediate .obj files when you do this sort of conversion.

Export the converted item as an .obj to your chosen folder. I use Poser settings for everything to keep scale consistent, but that is up to you (if you consistently use Hexagon you might prefer to use Hexagon scale, etc.). Do not give it the same name as the Genesis 1 item, but a name that reflects its conversion (say, PrincessAsiaDressG2F instead of just PrincessAsiaDress).

Now delete the converted item from your scene.

Load the original Genesis 1 item again. You may need to close DS4.6 and restart it. Sometimes DS will inexplicably load an autofit instead of the real original. This is what's happening if you clicked the Genesis 1 version and it loads with visible breasts.

Now re-import the .obj you exported. If your scaling is correct it should overlap the Genesis 1 version, but you can tell the difference either in Transfer Utility or by the breasts visible on the G2F converted obj.

Run Transfer Utility, using the original Genesis 1 item as a source and the obj as the target. Do not use a clone, template, or anything else, just run it with the default settings.

Delete the Genesis 1 version.

Now your conversion is rigged with the handles from the original but the shape of Genesis 2 Female. Save it to the library with file—save as—support assets—figure/prop asset. Uncheck the compress option. Give it a logical name and product name, such as G2FConversions and ItemNameG2F.

Initially this conversion will try to autofit when it is loaded from the library. We can fix this with a text editor.

Go to the data files and find where you saved your converted file. In the folder name you chose you will find a .dsf with the name of the item. Open that .dsf in a text editor such as Wordpad or the free Notepad++.

Find the line that says “presentation.” Underneath it is a line that starts with “colors”:

At the end of that line, place a comma.

On the next line, indented to match the previous one, type “preferred_base”: “/Genesis 2/Female”

Spacing is important! Do not delete the } on the next line either.

You can look at the .dsf of an existing Genesis 2 female clothing item to see how this is set up if you should be confused or accidentally mistype and cause a failure to load.

Now your item should load from library with working extra bones!