

# SickleFuse's Wizard For G2M

A Manual

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## Introduction

Thank you for purchasing the Wizard and/or its expansion for Genesis 2 Male in DAZ Studio. This guide is intended to help you get the most for your money by using all of the options offered by your new product.

It is highly recommended that you at least skim this document in its entirety before working on renders with your new product. We've done our best to make it clear with the icons, morph names, and utilities, but it's easy to get into difficulties when figuring out a product's features purely by looking at them. That's what this guide is for.

If you find yourself at sea when trying to get a particular look or work with a particular pose, this is where you want to be. Read on!

## Chapter 1: The Outer Robe Sleeves

After we received feedback on previous items with super-rigged sleeves, we decided to make things easier for our users by adding some helper poses.

These are found in the Content Library under your Genesis 2 Male Clothing, in SickleFuse/Wizard/SleeveHelperPoses. Here's how to use them.

Load your Genesis 2 Male and apply a character and morphs to him.

Load the Wizard clothing pieces and conform them to G2M. There is a “LoadAllItems” wearables preset for this purpose. Make sure you select G2M before clicking it, so that everything parents and conforms correctly.

Pose G2M.

Now you no doubt have sleeves flying all over the place. Select the outer robe and go to the SleeveHelperPoses folder.

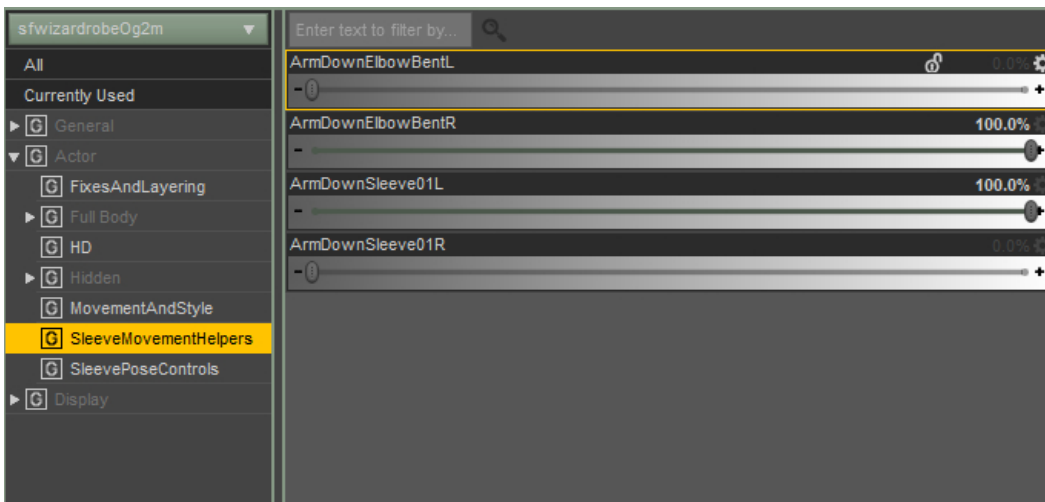
Here you see five presets: a Zero All and two for each side of the garment, right and left. The ArmDownL and ArmDownR are for conventional arms-down poses, and the other two are for poses wherein the arm is down and the elbow is also bent.

Try these before you go to manual fiddling with the Parameters. By this method you can get a decent look with the Basic Pose 13 included with G2M (I've also posed the skirt handles, but they don't need helper presets; more on that in the next chapter):



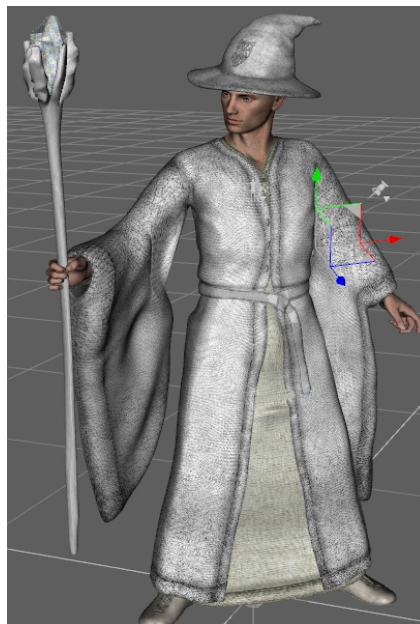
This is not perfect. As you can see, the left sleeve is somewhat “overcompensated” and the sleeve

looks crumpled. We can fine-tune that using the helpers in the Parameters tab. If you do not have a Parameters tab, you can create one using Window—Panels—Parameters. Double-click the word Actor to expand it. There are several groups under this. The one we want now is SleeveMovementHelpers.



As you can see, the left arm's ArmDownSleeve01L morph is dialed to 100% from the preset. Dial it back a little, let's say to 68%.

Now it's clear that the sleeve is bent too far because the arm is not down all the way. Let's correct the sleeve handle's position as well. Go to the Scene Tab (you can create a scene tab the same way as Parameters) and expand the sfwizardrobeOg2m item. Click on the Lsleeve01 bone and look at its Parameters settings. It is rotated 75 on the left-right dial to match a 75 degree bend of G2M's arm; since G2M's arm is not down that far, we need to correct the sleeve bend, too. Bending it back to 64 with our sleeve corrector left at 68, now it looks like this.



Much better!

In general, this is going to be the best way to pose the sleeves – pose G2M, apply a preset from the folder, then adjust the preset to fit your pose. For fully arms-raised poses, see Chapter 3.

## Chapter 1B: Note On Forearms

If you apply a pose to Genesis 2 Male that twists the forearms, it will cause pose problems with the outer robe's sleeves. You can easily fix this by manually twisting the forearm bone of the outer robe itself. Select the forearm of the Outer Robe in the Scene Tab and use the Twist dial from parameters until it is pointing in the correct direction.

**If you apply the Sleeve Helper Pose and the sleeve is pointing at the ceiling, you probably need to manually twist the forearm.**

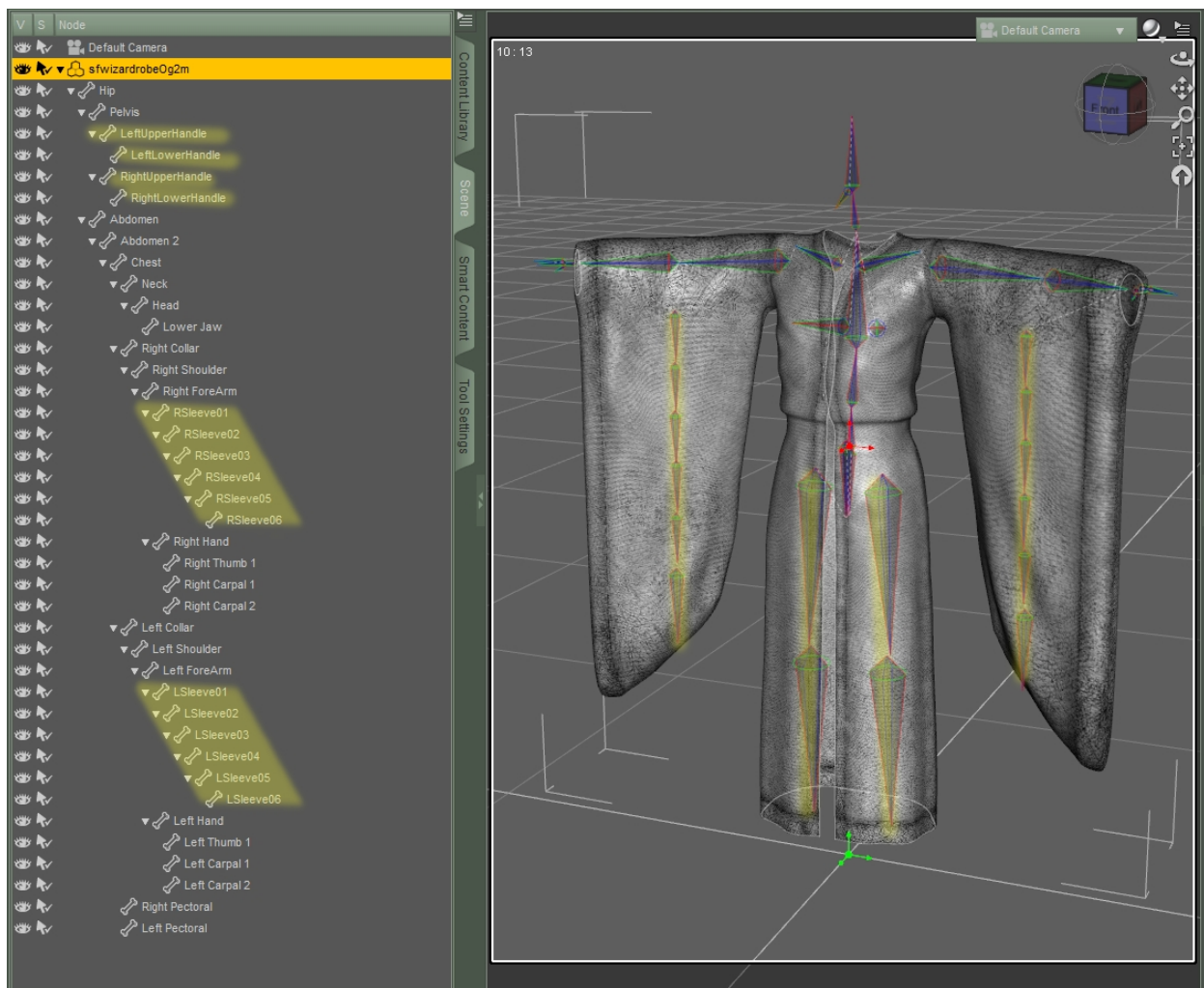
## Chapter 2: Handle Basics

The outer robe of your new wizard set has three sets of handles: the right sleeve, the left sleeve, and the skirt handles. The inner robe just has the skirt handles.

Each set of sleeve handles consists of six sleeve bones parented to the forearms. You can see these bones from the **Scene Tab**. If you do not have a scene tab, you can create one using Window—Panels (Tabs)—Scene in DAZ Studio. Each of these bones has bend, twist and side to side controllers visible in the Parameters Tab (accessible from the Window—Panels (Tabs) menu again, if you need one).

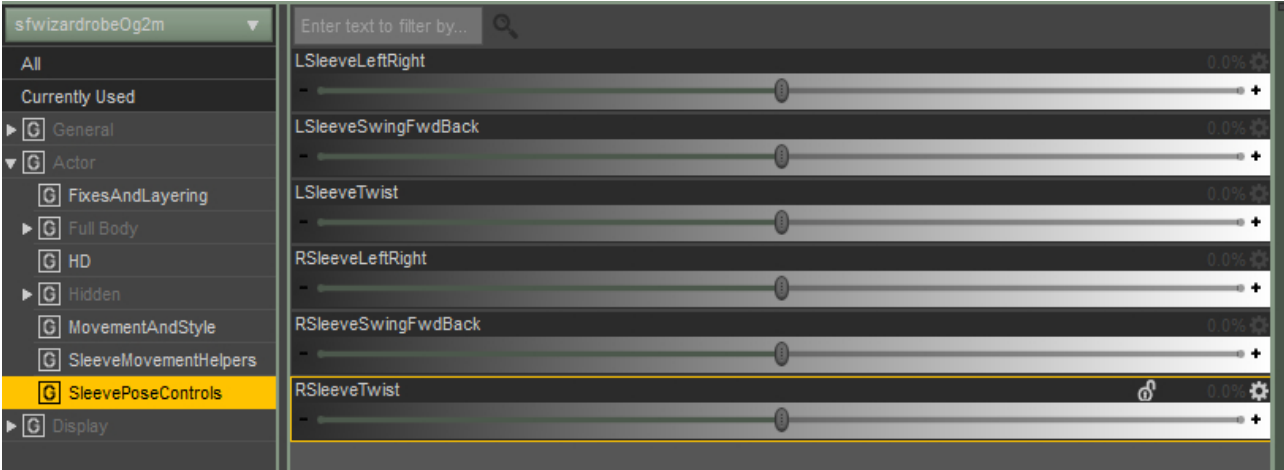
Also bear in mind that you can select multiples of these bones at once in the Scene Tab using ctrl+click. Then you will need to also select all of those in the Parameters tab in the latest version of Studio as of this writing. When you have done this, you will have one movement dial for all pieces; that is, when you move the visible Bend dial in parameters, it will bend all of those bones.

The skirt bones are grouped under the pelvis, and there are two on each side: the Upper Left, Upper Right, Lower Left and Lower Right Handles. You can bend these to match the bends of the legs of Genesis 2 Male, or you can move them independent of the legs for clip fixing or a more realistic impression of cloth. Combining these with the included morphs offers even more options.

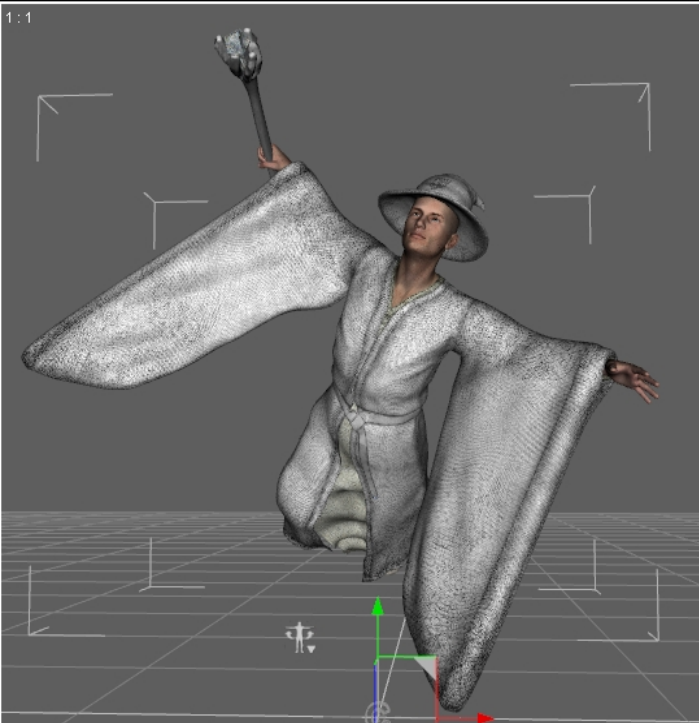


# Chapter 3: The Outer Robe Sleeve Pose Controls

The Outer Robe's sleeves have six bone handles each. You can pose all of them together by selecting multiples of them at once, you can pose them individually, or you can use the pose controls from the Actor/SleevePoseControls heading. These are visible only in the Parameters tab.



Let's consider this flying pose from the G2M base poses.

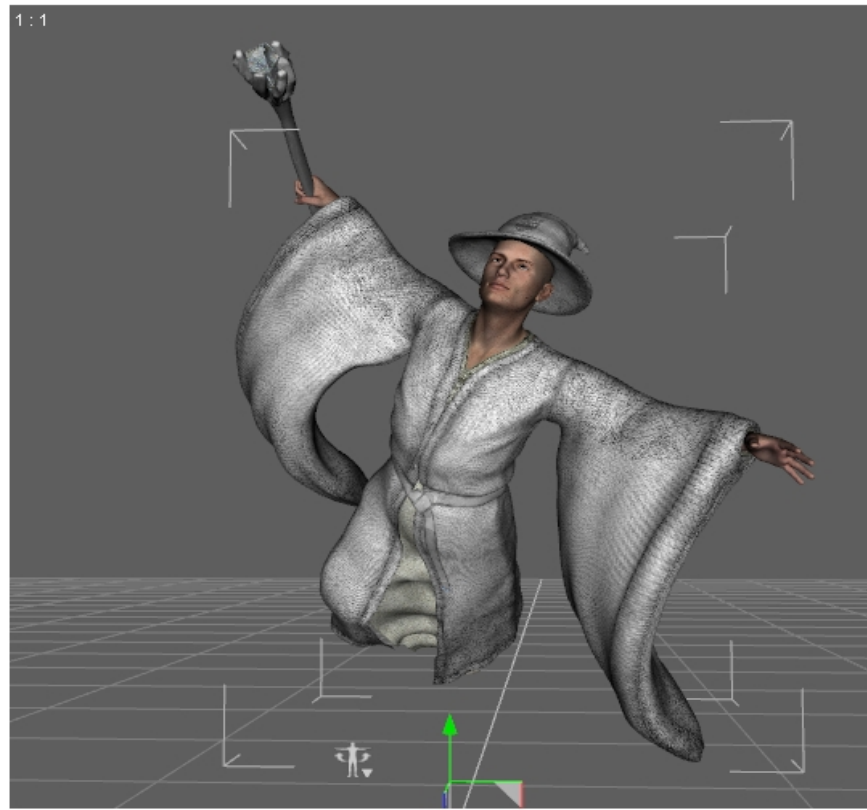


Here I've posed only the skirt handles so you can see how this works. The sleeves look all right unposed, but will look better when moved to simulate blowing in the wind. Here are the dials I used.





And here is the result.



This is what you should do in circumstances where the arms are up and/or being waved around. For arms-down poses see Chapter 1.

## Chapter 4: The Other Morphs

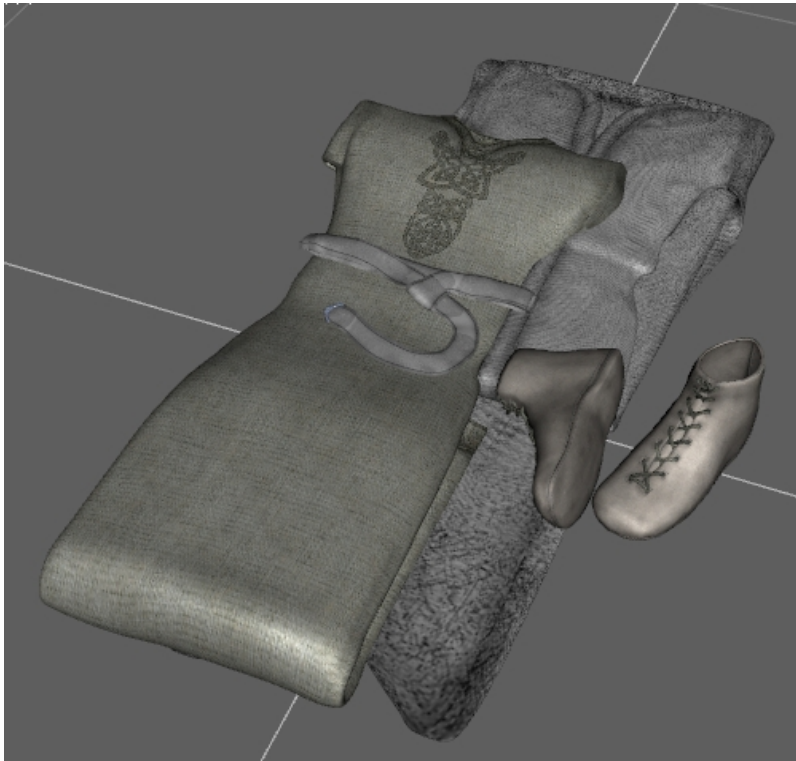
All morphs in the pieces of this set are grouped under Actor. This should make most of them accessible via the Shaping tab (the sleeve pose controls will not be; please see Chapter 3).

The **Fixes And Layering** morphs, located under **Actor/FixesAndLayering**, are there to help you layer the pieces of this set with each other and/or mix and match them with other sets. If you're asking yourself "How do I widen the waist?" or the like, this is how.

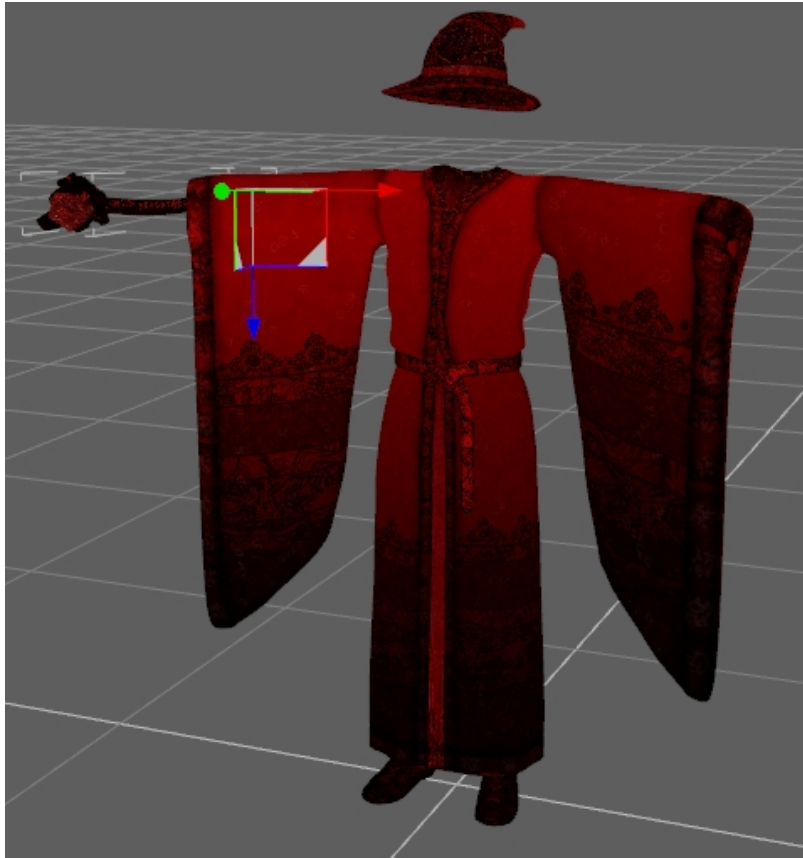
The **Movement And Style** morphs, located under **Actor/MovementAndStyle**, contain morphs to help change the shape and position of this item. This is where you can kick the hems of the robes around, swing the belt, and transform any of the conformers into a prop. If you want to use these items as props in a scene, make sure they are unconformed first.

The **AllStaffMorphs** and **AllHatMorphs** headers, found under **Actor** in the staff and hat props respectively, add a few morphs to do things it's not easy to do by just scaling and moving the props. This lets you lengthen just the handle portion of the staff, and change the hat to be tall and pointed or to have a bigger brim.

Here's what the clothing prop morphs look like dialed in.



## Chapter 5: Materials



The Red Mage texture set.

The **Materials** folder is located in your Content Library under People/Genesis 2 Male/Clothing/SickleFuse/Wizard.

Under this you will find subfolders for the different color schemes Fuseling has created for this set. The **SfwzAmbOff** presets in the main folder let you turn off the ambient glow settings on the hat, outer robe and staff, because many presets have these in use by default and you may want them off for some scenes. If it seems as if the pieces aren't responding properly to your scene's lights, you probably need to do this.

The Blue Mage, Healing Mage and White Mage sets have two different outer robes because one is decorated with crosses. Many fantasy settings use stylized religious symbols from different real religions, but if you wish to use the set in a scene where this is not appropriate, use the preset ending in "B," which has no crosses.

The Black Mage has two staff presets, one with runes and one without.

The **zPartial Presets** folder contains partial presets for the borders and buttons of the robes and the crystal of the staff.

## Chapter 6: The HD Morphs

This set includes HD morphs in the Inner and Outer robes that can greatly increase the amount of visual surface detail in these pieces.

These morphs are found under **Actor/HD** in the Parameters and Shaping tabs. Any tab you do not have can be created by clicking its name under Window—Panels(Tabs) in DAZ Studio.

If you do not wish to use the HD morphs, you can save system resources by turning the mesh resolution down to Base and 1 subdivision. These settings are in the Parameters Tab under the “mesh resolution” heading.



## Chapter 7: Using These Items on Genesis 2 Female

Thanks to the new Cross-Figure Compatibility tools for vendors, this product can be used on Genesis 2 Female without triggering Autofit. While it should bridge across the breast area of most morphs naturally, with larger-breasted female morphs you may want to also dial in the “Bridger for Females” morph, found in Actor/FixesAndLayering.

The tool does not apply to smartprops, so you may need to manually scale the staff and hat to fit your female characters.

Genesis 2 Female and Genesis 2 Male are rigged a little differently in the torso in particular, which tends to make this still an imperfect fit. If you want to make it just about perfect, go to your Scene Tab. Select the G2F figure and shift+click on the clothing. Then click on the little square button at the upper right of the tab and choose **Edit—Rigging--Transfer Rigging(Figure Space)**.

This will update the rig only on those bones that match, so it will not ruin long sleeves or other custom bones.

