

SY Ultra Templates

Genesis 3 Female

MANUAL AND INSTRUCTIONS

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Permissions And Warning: Read First!

The SY Ultra Templates for Genesis 3 Female are a set of templates that allow you to add skirt handles and bones to any conformer, plus two bonus chest bridging morphs.

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 Ultra Templates Set templates.
- Release the unaltered Ultra Templates Set 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 Ultra Templates Set to rig a custom mesh you created yourself, then give away or sell that item.
- Use the Ultra Templates Set to add the Chest Bridger morphs to an item, then give away or sell that item.
- Use the Ultra Templates Set 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 Ultra Templates Set on it; if you did not make something, it does not BECOME yours because you used the Ultra Templates Set 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. **Never both.**

Another very important note regards installation.

The Basic Dress files must be installed to the same library location as your Genesis 3 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 Ultra Templates Set With AutoFit

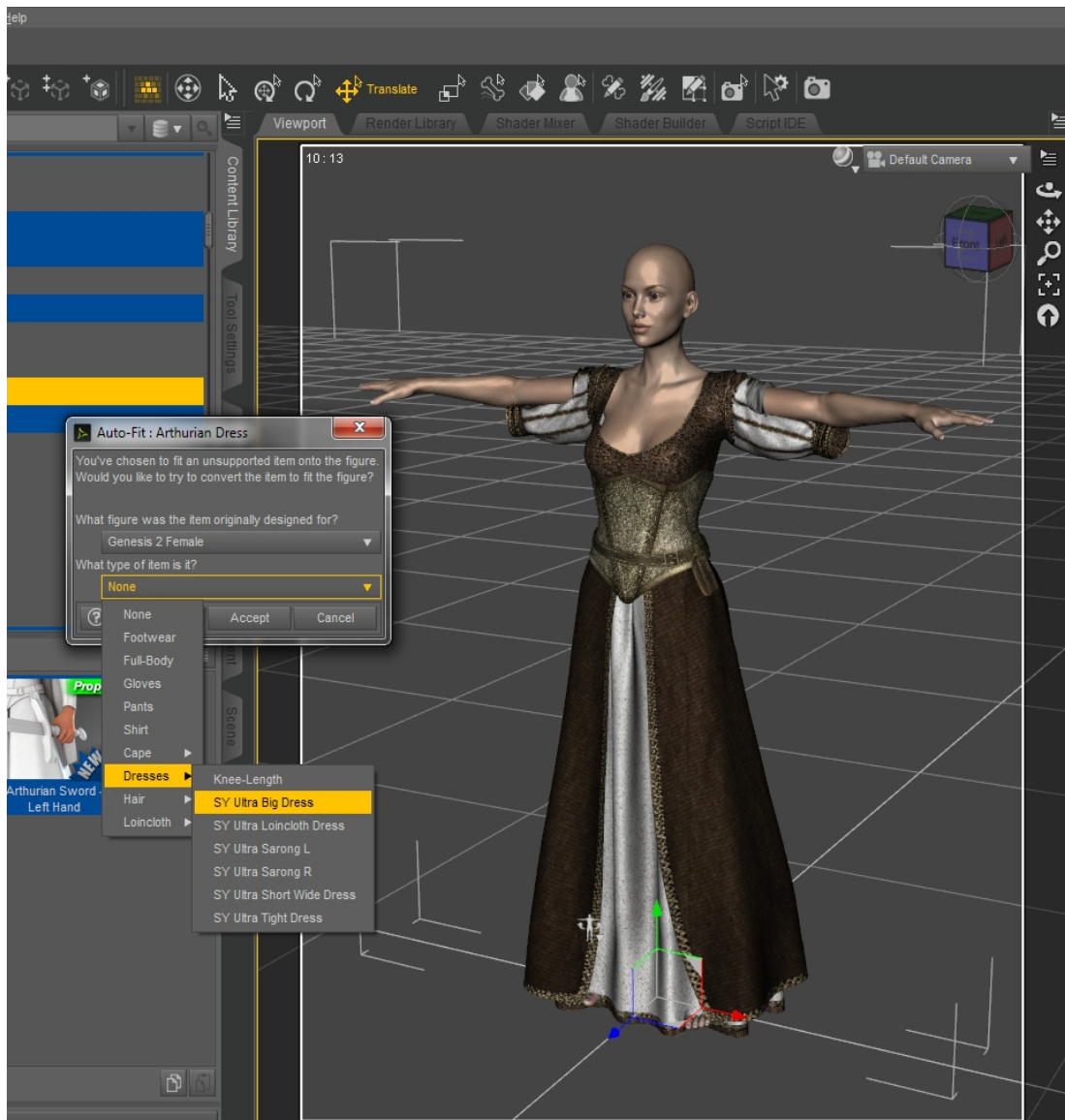
This is the fastest way to use your Ultra Templates to use clothing from older figures on Genesis 3 Female.

Load Genesis 3 Female from People/Genesis 3 Female into your scene. You can also load a full character here instead; in the picture I've loaded Victoria 7.

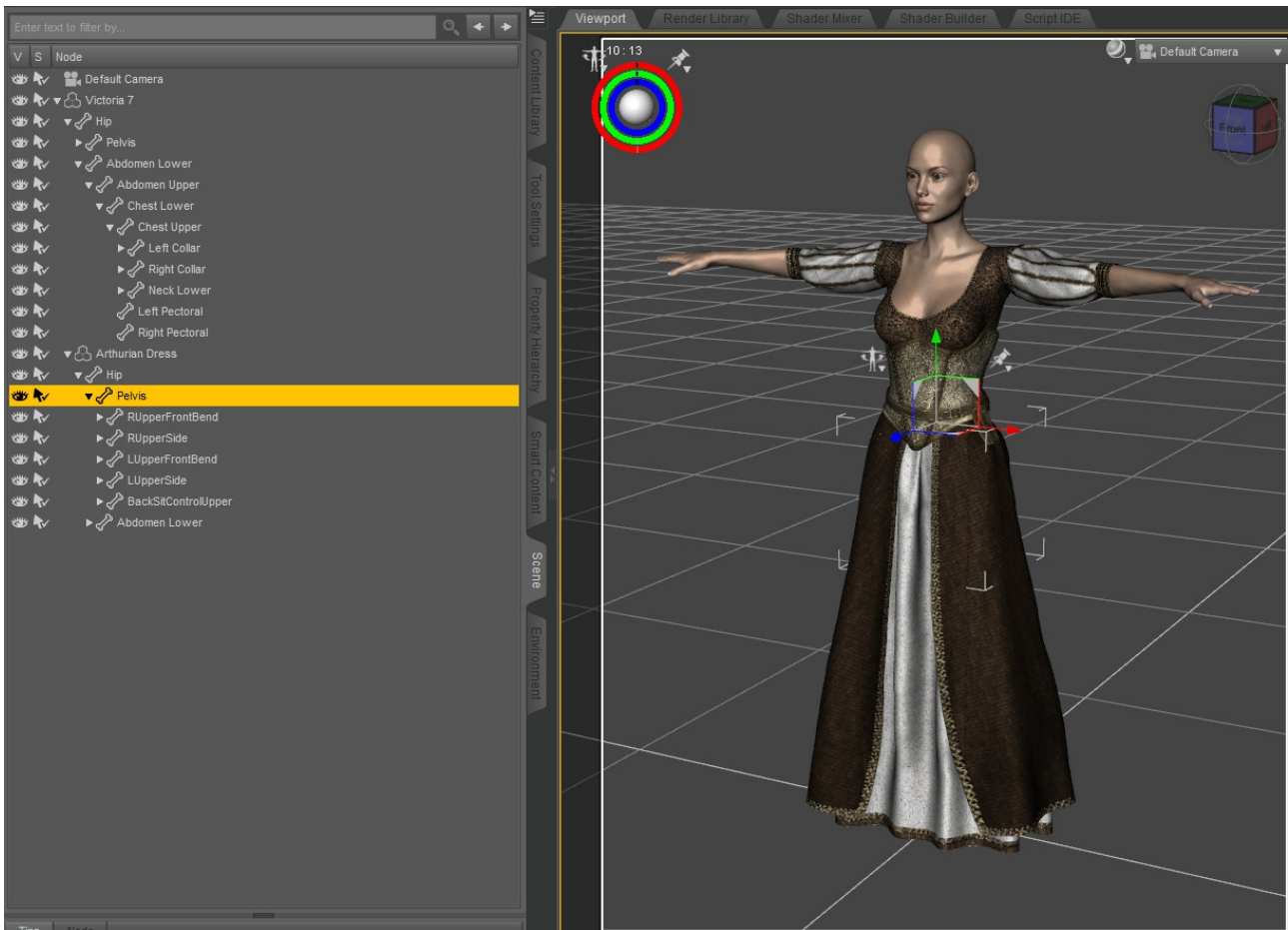
Now load a skirt, dress, cape, loincloth, etc. into the scene. If it does not attempt automatically to fit your Genesis 2 Female, use right-click and fit to-- and select the figure.

The autofit dialog will pop up, as shown. As of this writing, only a Genesis 2 Female clone is available for Genesis 3 Female conversions, but in the future you can use any clone that is available.

Because this item is a long dress (the Arthurian dress from DAZ 3D) with a loose skirt, I will choose the "Big Dress" rig from the "What type of item is it?" dropdown. It is called "SY Ultra Big Dress."

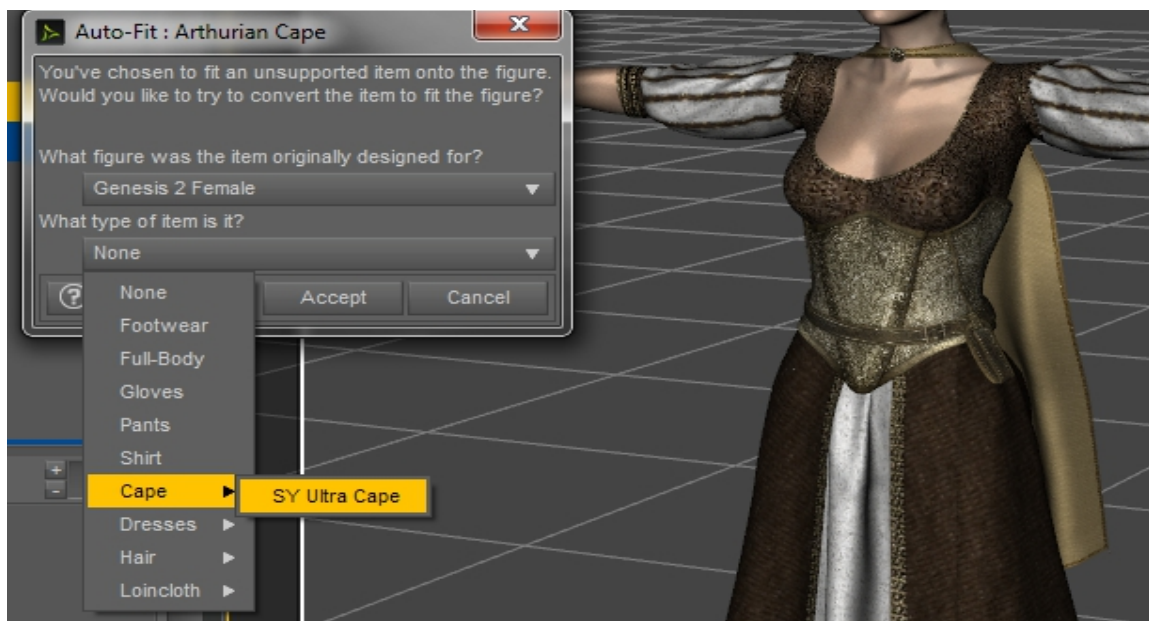


Now the dress should fit to Genesis 3 Female. If you look at the Scene tab, you can see the new skirt handles grouped under the Pelvis heading as in this picture.



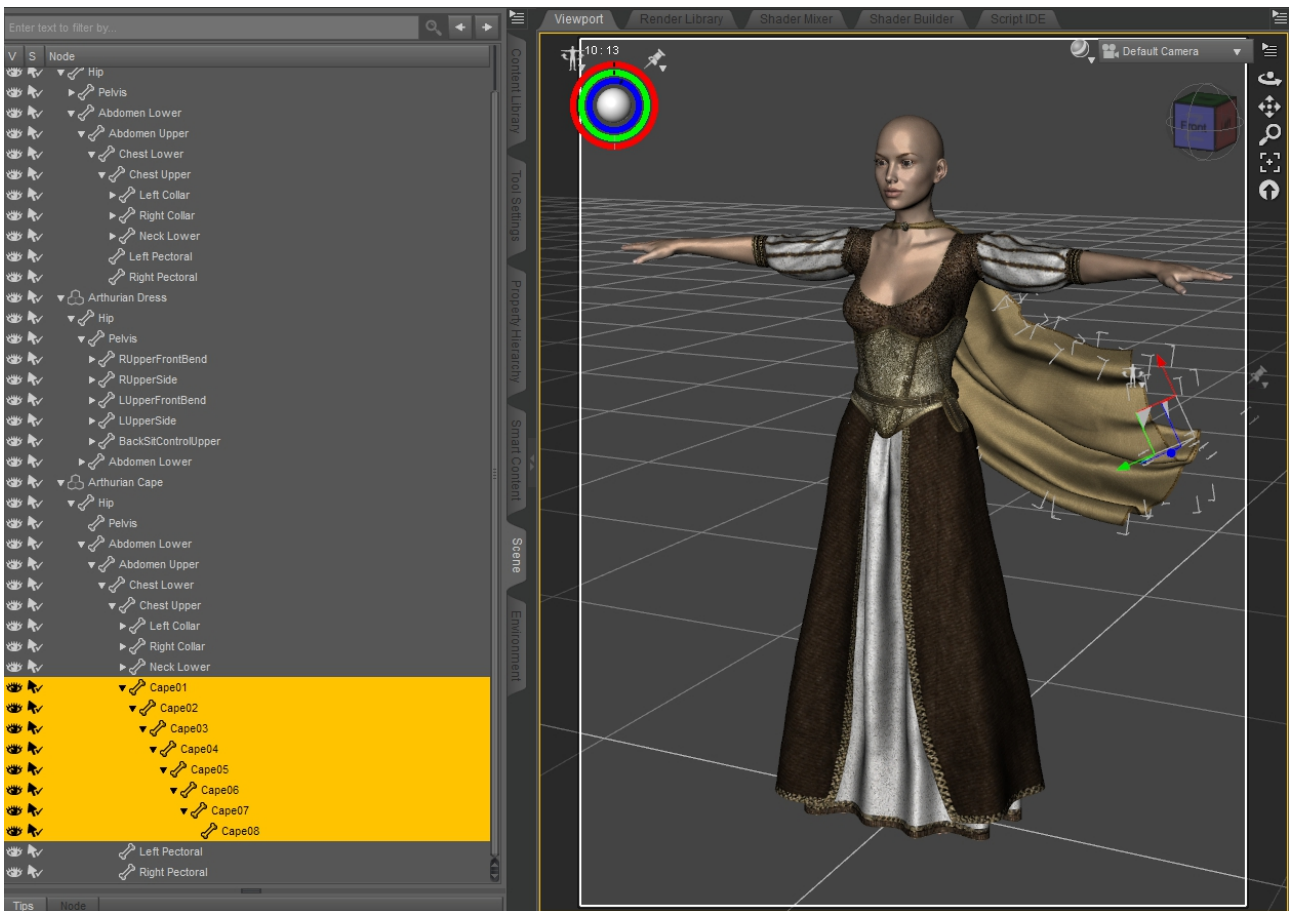
You can now use these handles to pose the skirt for sitting and movement instead of having the skirt stick rigidly to the thighs.

The Arthurian set also has a cape. If you use normal AutoFit, the cape will also stick to the thighs and torso, making it hard to move or pose. In this case, select the "SY Ultra Cape" option from the "Cape" section when the "What type of item is it?" popup appears.



Now you have access to the Cape bones under the Upper Chest heading, as shown.

You can select multiple bones with CTRL+Click. This will allow you to pose them all together using the Parameters dials.



To use this feature make sure that you have Consolidate Properties checked, and Display Separate Items *unchecked*.

- Consolidate Properties
- Show Hidden Properties
- Persistent Group Expansion
- Display Separate Items
- Display Followers**
- Copy ▶
- Paste ▶
- Memorize ▶
- Restore ▶
- Zero ▶
- Clear Animation ▶
- Limits ▶
- Lock ▶
- Symmetry... Shift+Y
- Bake To Transforms... Shift+B
- Move To Floor Ctrl+D
- Transfer Active Morphs
- Edit Mode
- Make Pane Undockable
- Make Pane Group Undockable
- Close Pane

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

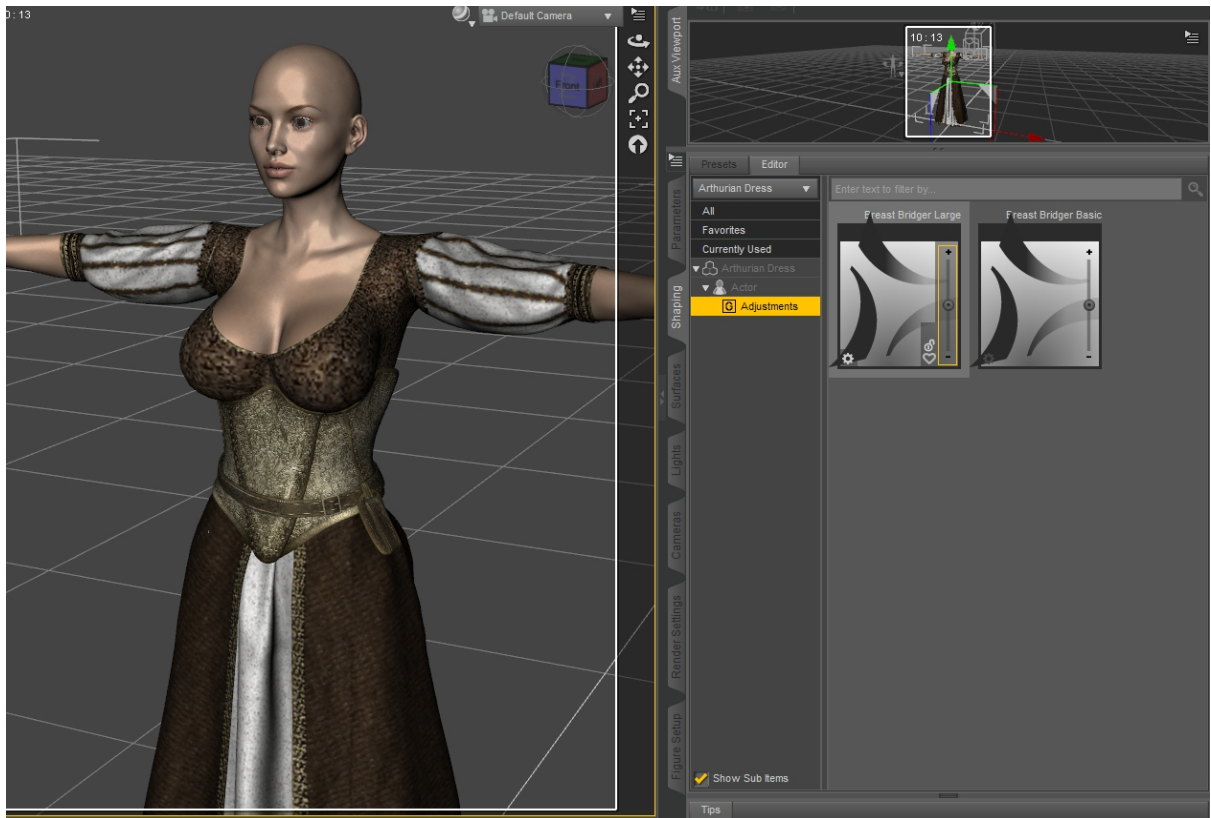
The two template headings that contain Ultra templates are Dresses and Cape. The Cape heading contains the cape, and the Dresses heading contains the other Ultra templates.

Chapter 2: The Breast Bridger Morphs

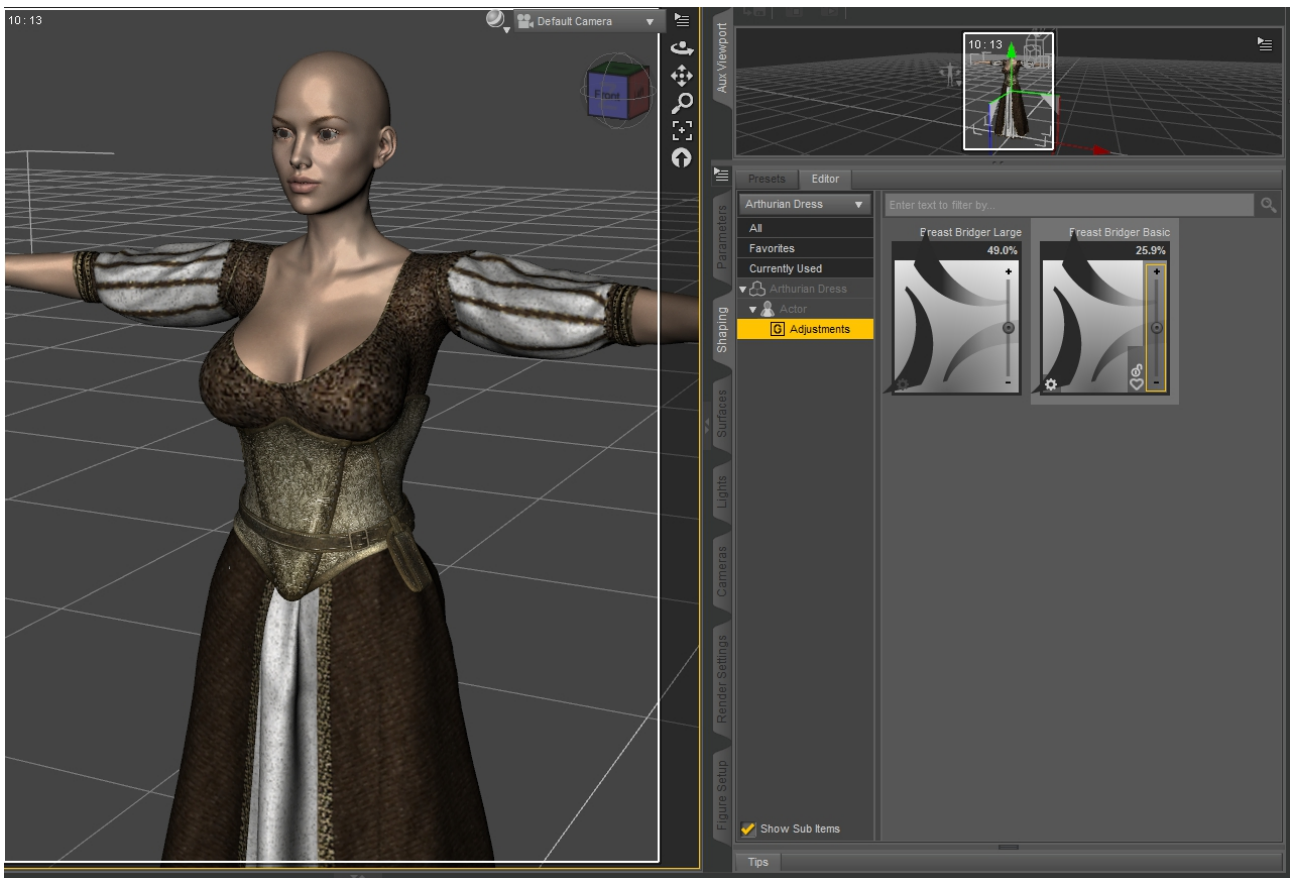
Of course Genesis 2 Female items cannot contain body morphs for Genesis 3 Female. This can result in unwanted cling between the breasts, shown here on Genesis 3 Female Victoria 7 with the Implants control dialed in.



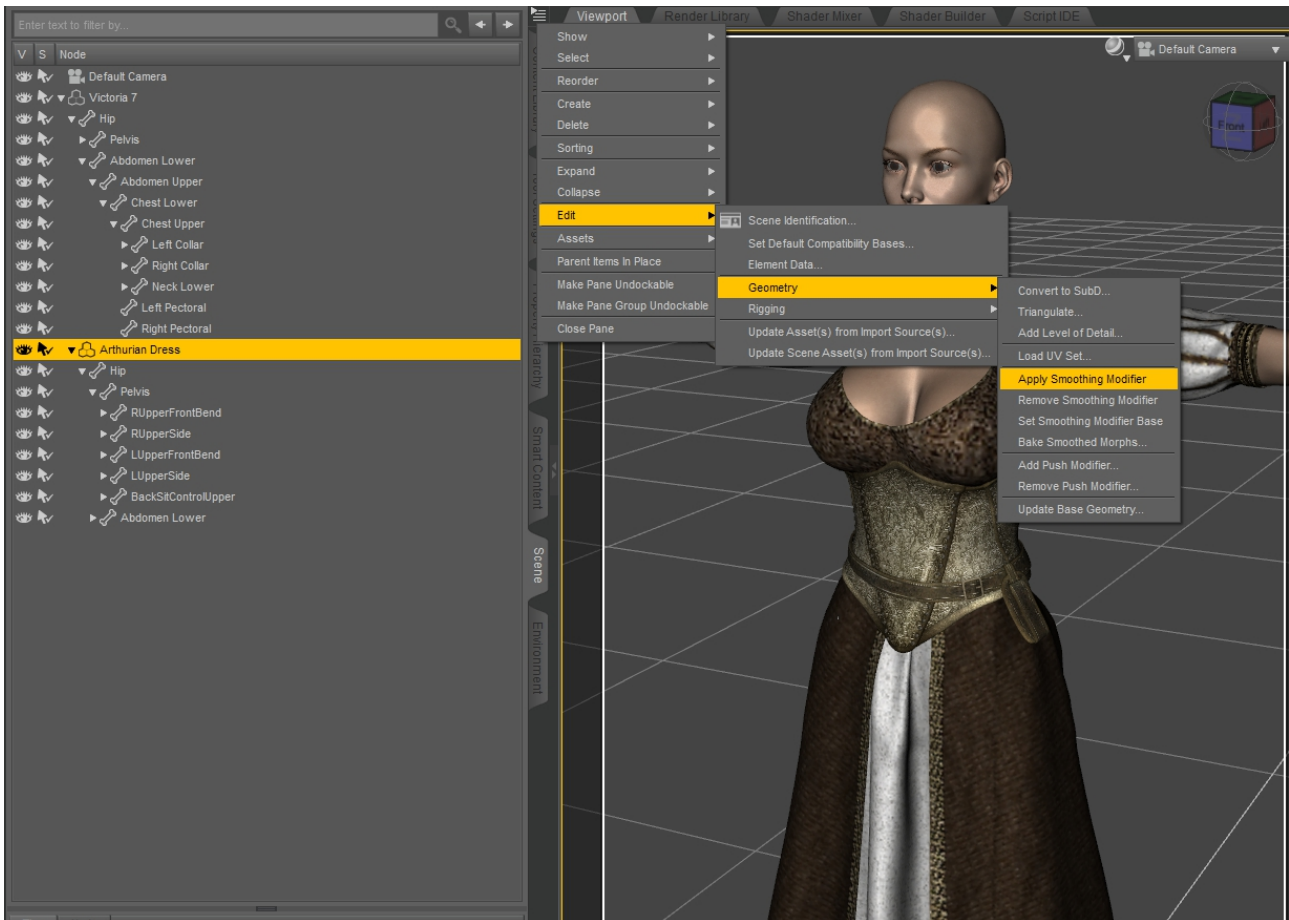
Since the item was applied with an Ultra template, it now also has two bonus morphs that are found in Actor/Adjustments, either in Parameters or the Shaping tab. These are called Breast Bridger Basic and Breast Bridger Large.



Dial these two morphs in combination, watching the smoothing update as you do, until bridging is complete.

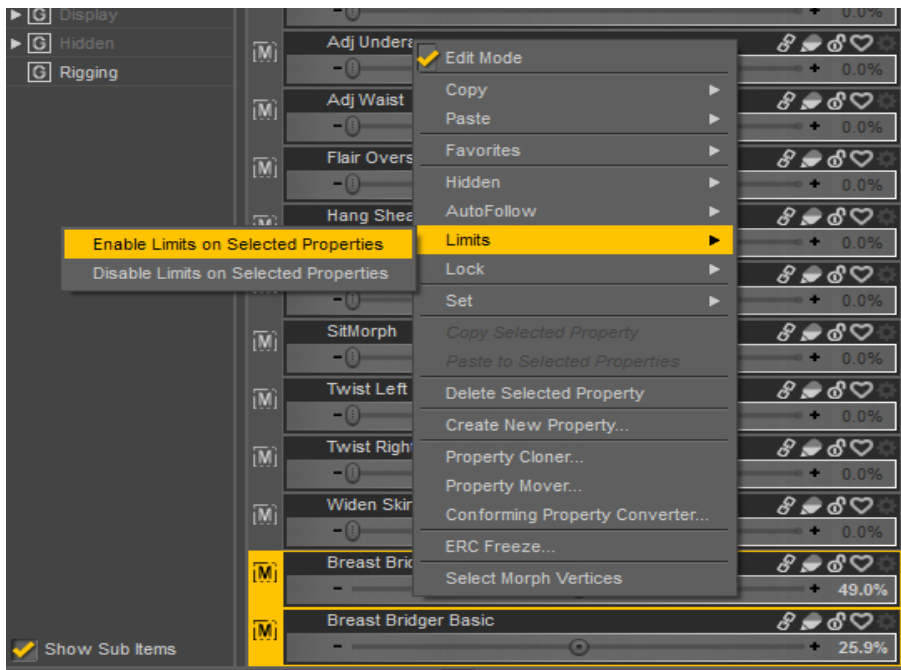


If necessary, you can add a smoothing modifier to the item in the Scene tab as shown. This is a great help with fitting more buxom morphs. The makers of the Arthurian Outfit, Nikisatez and Sarsa, included this, but some content creators do not.



And that's all there is to it.

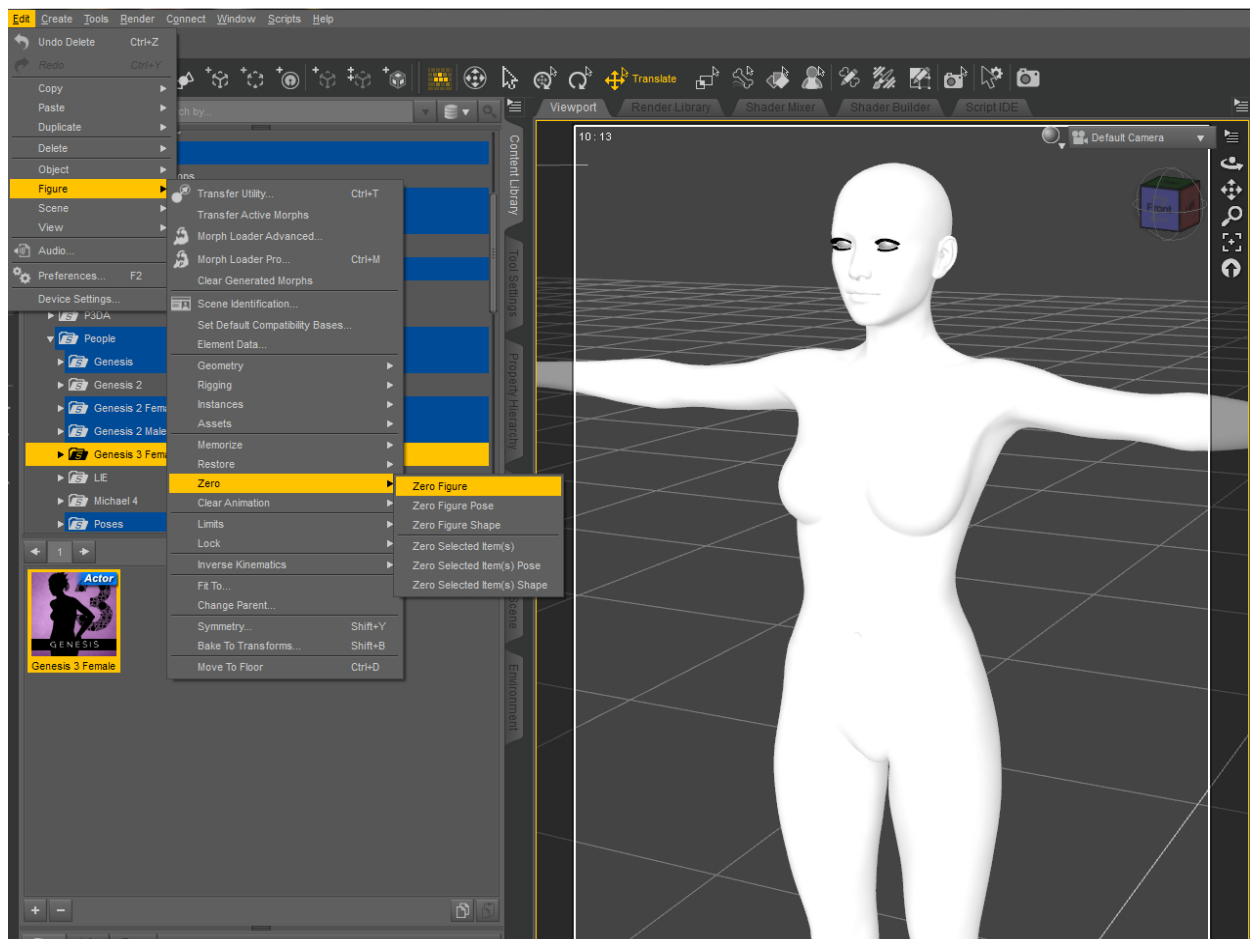
If you want to include these two Bridger morphs in your product, you should turn on their limits to give a more professional look to your product. You can do this in the Parameters tab. Right-click and choose "Edit Mode." Then select both morphs by clicking one and CTRL+Clicking the other. Right-click and choose "Limits—Enable Limits On Selected Properites."



Chapter 3: Using the Dress Rig With Transfer Utility

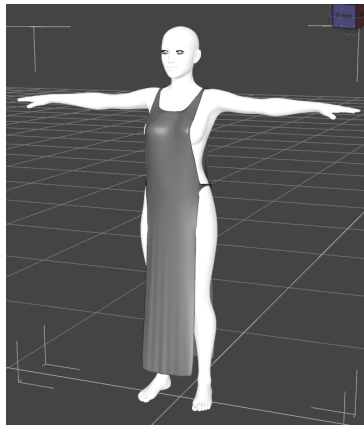
This section is more useful to content creators and those wishing to use the Ultra Templates to add bones to a future product.


In this case you need to start from a zeroed Genesis 3 Female. Load G3F into your scene and use Edit—Figure--Zero--Zero Figure. Smooth Shaded draw mode is being used (you can set this in the dialog at the upper right corner, the sphere beside the words "Default Camera").



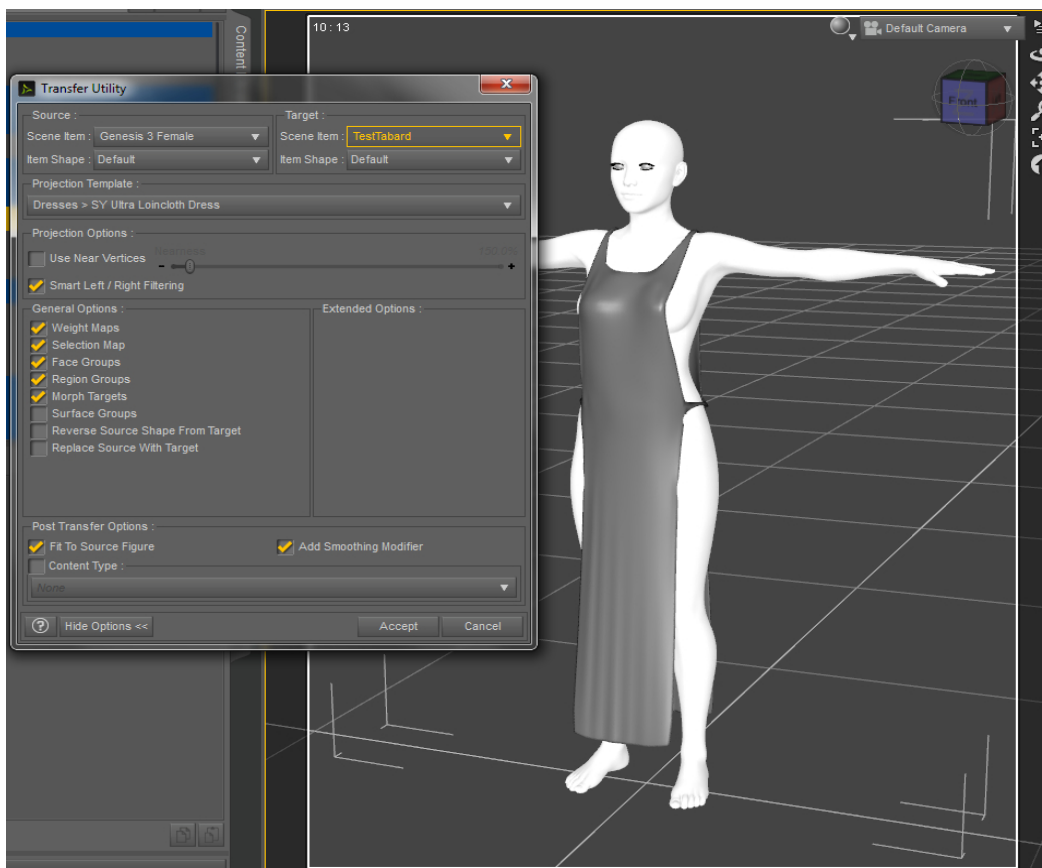
This turns off the HD mouth morph and navel before you start modeling clothing around the figure. Now you're ready to export G3F to your modeling software to model your clothing.

When you have created a clothing mesh with materials and a UV, import it as an .obj using File—Import and navigate to your .obj file. The obj shown is not good enough for a real product, it is just an example.



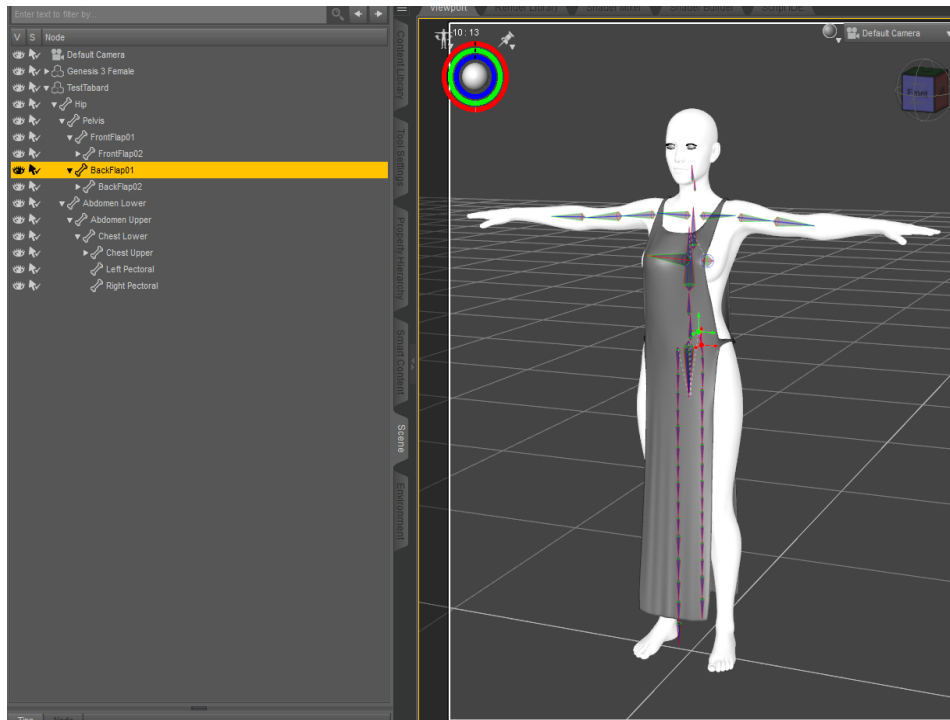
Now start the Transfer Utility. Its icon looks like this.  In many Studio layouts it is on the far right bar.

Set Genesis 3 Female as the Source and the clothing item as the Target. Then choose a Projection Template from the dropdown. In this case the Loincloth Dress fits the shape the best.

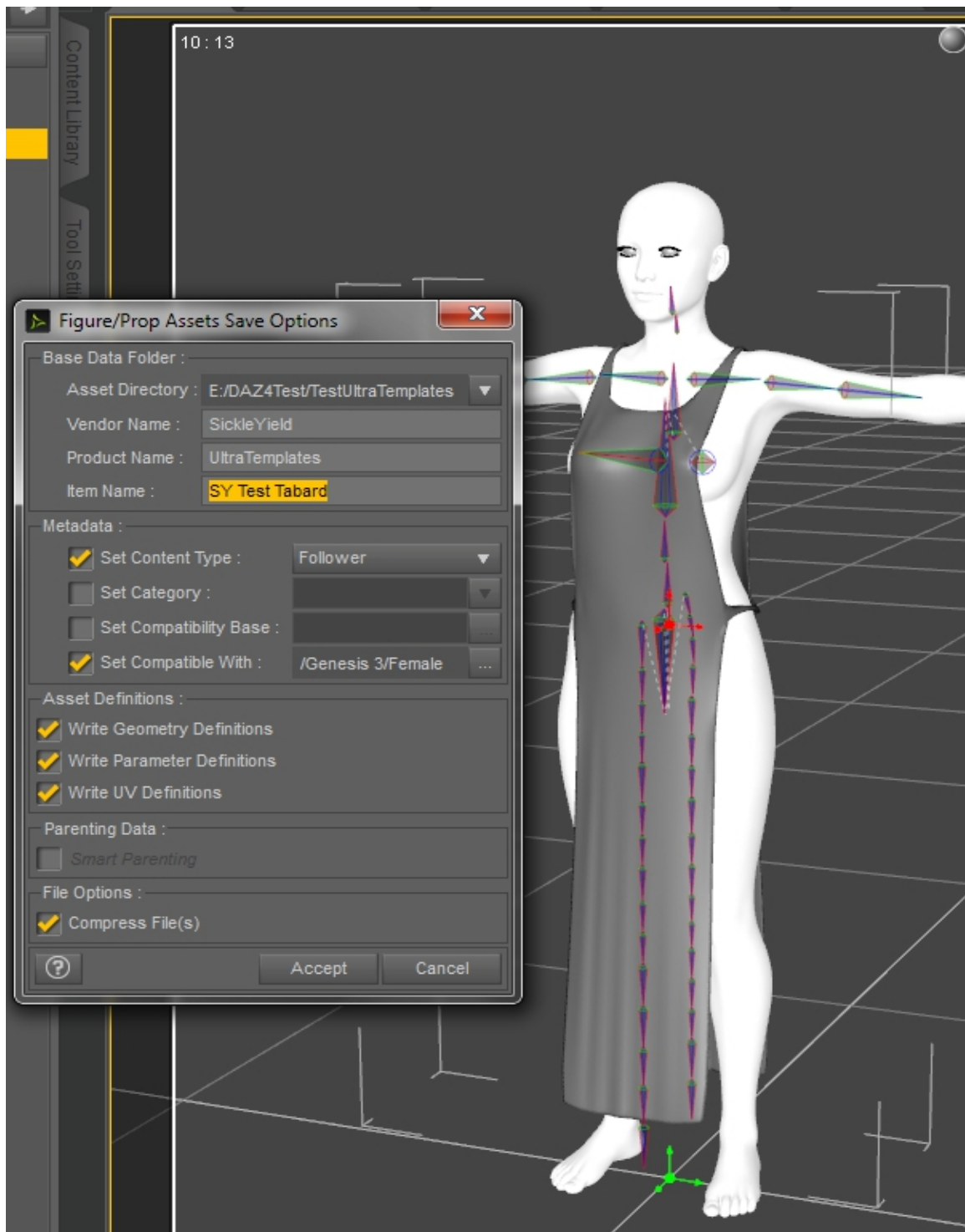


Check "Fit to Source Figure" and "Add Smoothing Modifier" under the options, and then click "Accept."

Now your item is rigged with handles.



Before you perform the finishing steps, save to library using file—save as—support assets--figure/prop asset. In the top Vendor Name box put your chosen vendor name, and in the Product box put the name of your intended product. Item Name is for the name of this item as distinct from any other items in the same product (dress vs. earrings or shoes, etc.).



Do not leave these as they are by default. You will need to be able to find your data files later, and their final file path will be data/vendorname/productname.

Delete the dress and reload it from the library before continuing.

This manual will not go into the full details of all the finishing steps for content creation. Just know that these are a good idea:

1. Turn limits on for your two Bridger morphs, added by default as part of the template. They are found in Actor/Adjustments.
2. Create a rigidity map to eliminate the JCMs from causing distortion. Josh Darling's YouTube channel has an excellent tutorial on this.

3. Create pose controls for the handles. The basic way to do this is to pose your skirt handles, then go to the Property Hierarchy tab, right-click, and choose ERC Freeze. The popup contains your options for creating a Pose Control dial. These cannot be transferred through a template, or this product would contain them already.

4. Create any needed morphs. Export the zeroed clothing item to your modeler and reload morphs using Morph Loader Pro. If you are creating Joint Controlled Morphs (JCMs), you will need to load with reverse deformations on. Josh Darling has a good video tutorial for this as well.

5. Create textures in a 2D image software and load them in the Surfaces tab. They should be placed in Runtime/textures/yourvendorname/yourproduct name.

6. Make sure all morphs are saved using file-save as-scene assets-morph assets.

7. Resave to library with morphs and textures on.

8. Pack and test. Most products need three folders starting from data, People or Props or Environments, and Runtime.