

Genesis 3

CLONES

FOR

GENESIS

Product by Sickleyield

Sold at <http://daz3d.com>

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Introduction/Acknowledgments

This is a set of instructions to help you get the best use out of your Genesis 3 clones for Genesis. You can still use it with Autofit the same as any other clone, but there are additional methods that can optimize your results.

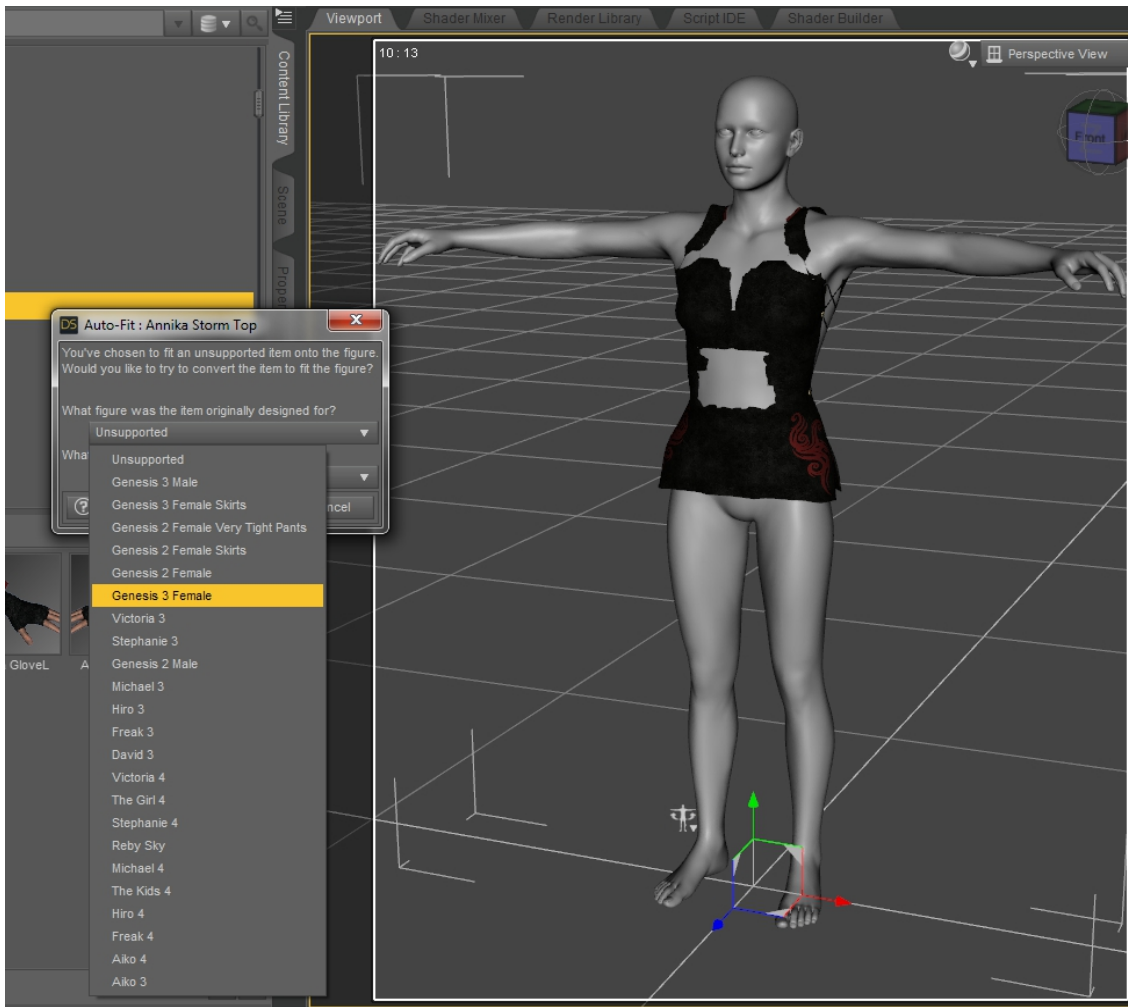
You can always find help and share your work on the forums at <http://www.daz3d.com/forums>.

Chapter 1: Using the Clone With Autofit

This is the simplest way to use the clone. It works best with flat shoes and snug shirts, pants and skirts. It is not recommended for very high heels, big skirts, or capes (for that, see Chapter 2).

Load Genesis into your scene. You must use AutoFit on a zeroed Genesis or fit will not be correct. If you have already applied a character and set up a pose, etc., it is recommended that you load in a blank Genesis for autofit use, then when everything is fitted, refit those items to your morphed Genesis and delete the blank.

Load a Genesis 3 item, like the one shown here.



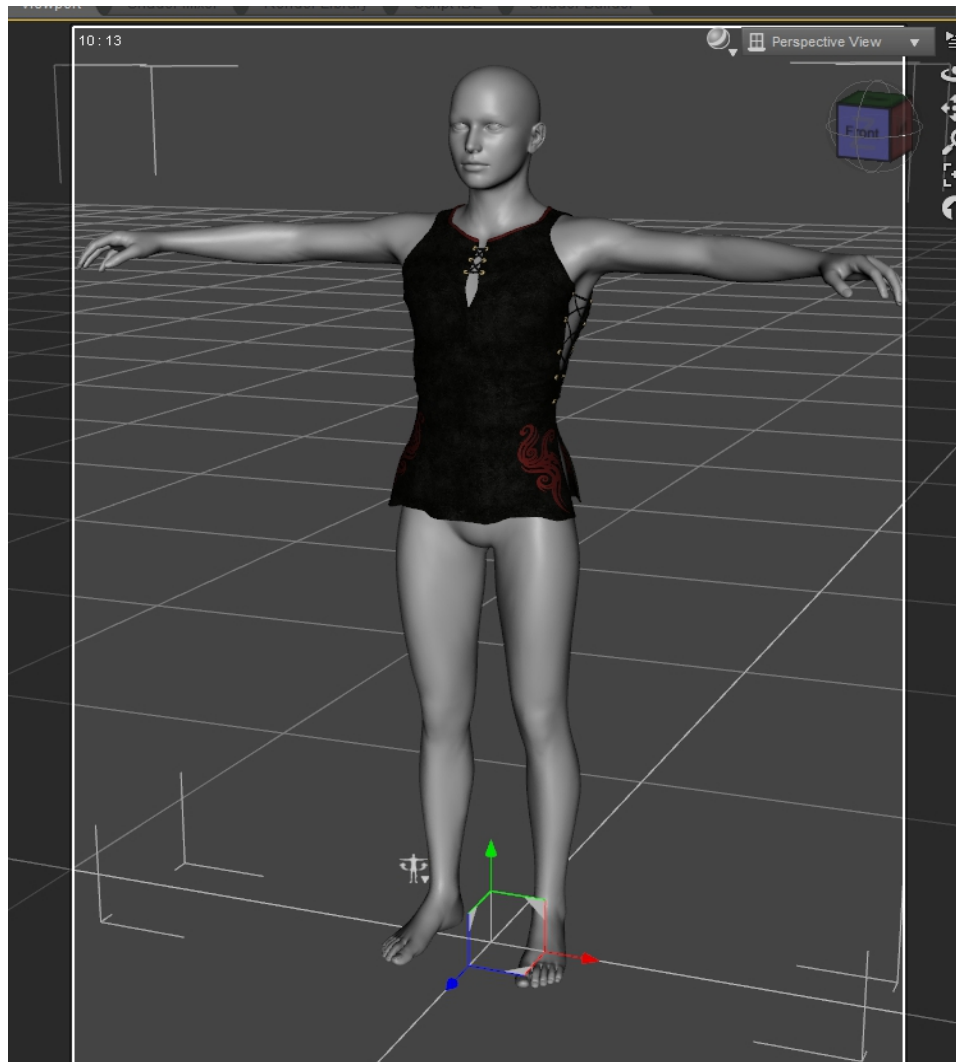
If the Autofit dialogue does not trigger automatically, click on the item in the Scene Tab and choose fit to—Genesis.

As shown, choose Genesis 3 from the first dropdown. You may use “none” in the second one, or choose an SRM template if you have SRMS. With more fitted items, no templates will often be fine.

Now the shirt will be fitted to Genesis with its morphs intact.

And that is all there is to it. You can resave items to library if you want to keep their autofitted

shape. If you do, changing their names in the save dialog that comes up is recommended.



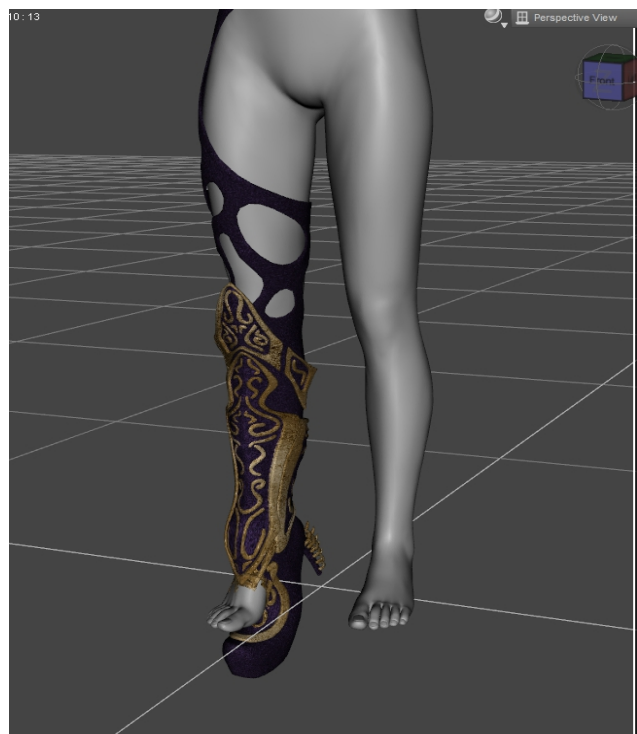
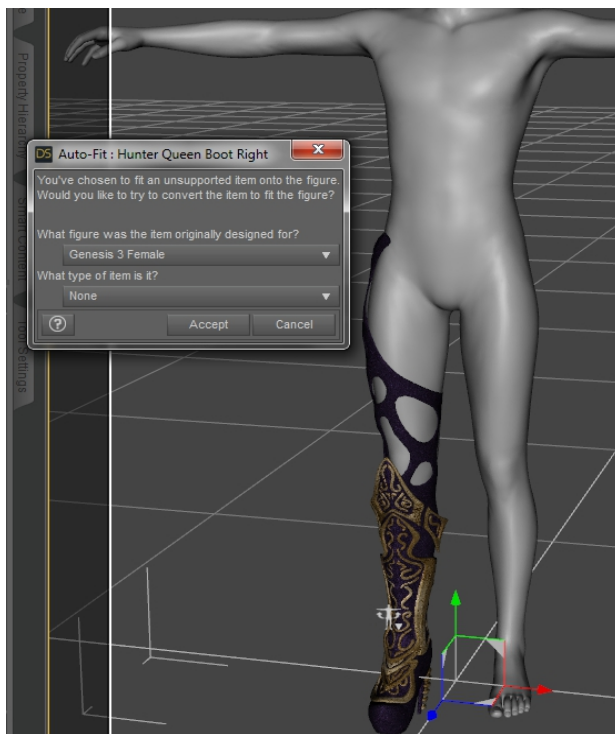
That's all there is to it! See Chapter 3 for use of the breast bridging and de-triangulator morphs to improve fit.

Chapter 2: High Heeled Shoes, Capes

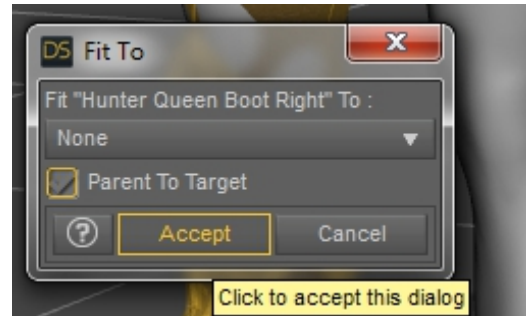
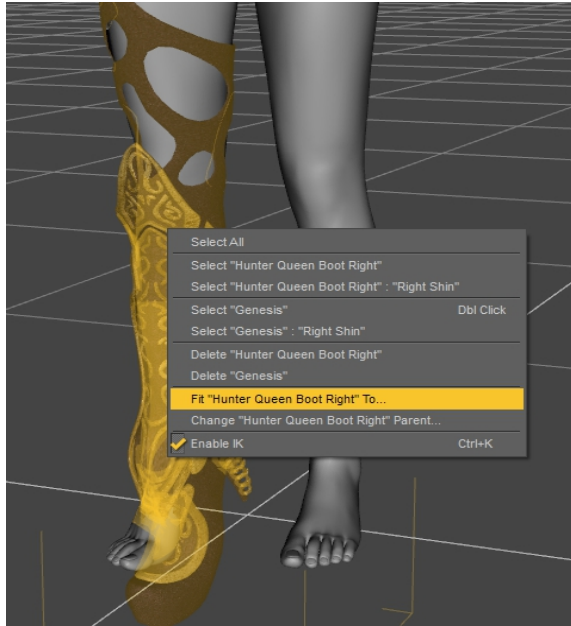
When using high heeled shoes, it is doubly important that they be fitted first to a ZEROED GENESIS. NO MORPHS MAY BE APPLIED.

If you need to use shoes with high heels and an already morphed and posed character, load a blank Genesis into the scene for initial fitting, then refit the clothes to your morphed character and delete the blank.

The example shown is the boots from the Hunter Queen set. Apply them using the Genesis 3 Female option from the Fit To dialog that comes up, and “none” under template options. At first they will distort, as shown.



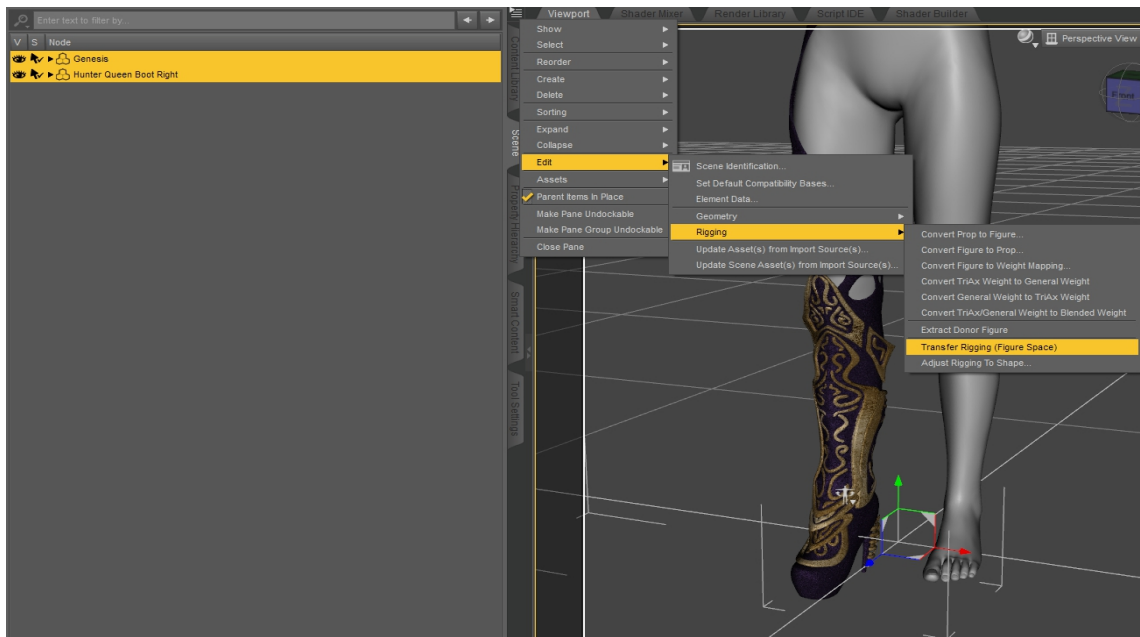
Right-click on the boot and choose “Fit To,” then “None.”



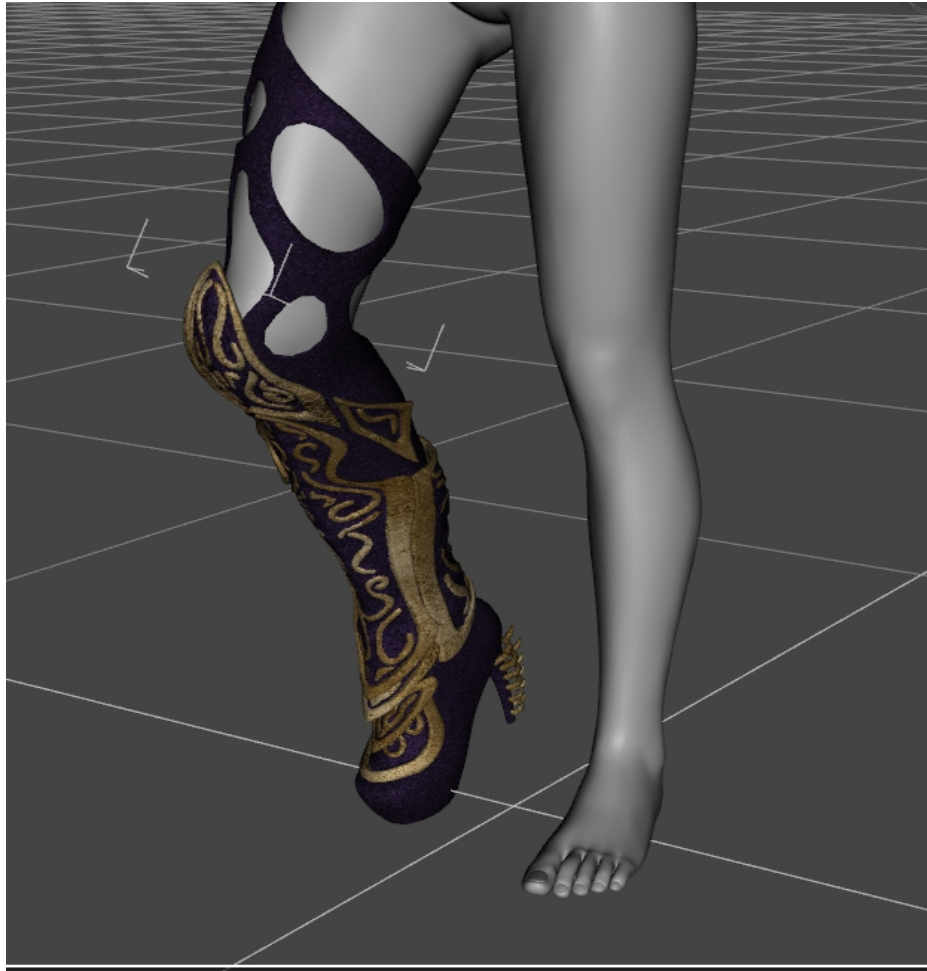
Now the boot fits much more closely to the foot. Adjust the pose of Genesis' foot to fit inside the boot as much as possible. If you would like help with starting foot poses, there are some in People/Genesis/Poses/Foot Helper.

Now comes the important part. Go to the Scene tab. Click on Genesis. Now hold down the CTRL key and click on the boot WHILE holding CTRL. This causes them both to be highlighted.

Click the tiny button on the top-right of the Scene Tab and choose Edit-Rigging-Transfer Rigging (Figure Space).



This causes the rigging of the boot to be updated for the current position of Genesis. Now when you fit the boot to Genesis, it should fit and move properly. The procedure is exactly the same with boots that come in a unified pair; the only difference is that you need to pose both feet instead of just one.



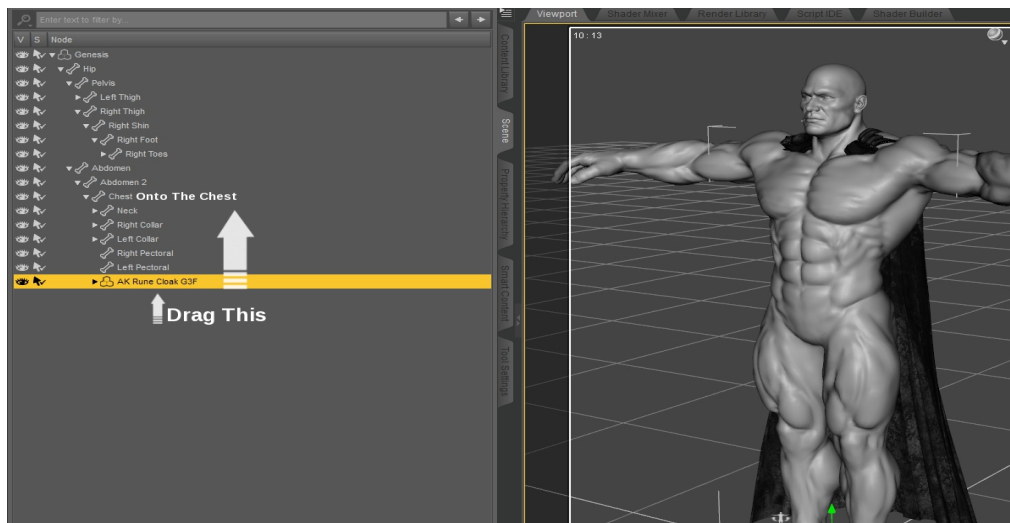
When applying capes, it is best to parent them and not conform them.

If adding a cape to a Genesis character that was made for Genesis 3, like this cape from the Genesis 3 Female Rune outfit by Arki shown with Freak 5, cancel the Autofit pop-up. This is important!



Now go to the Scene Tab. If you do not have one, you can create one using Window—Panels(tabs)--Scene.

Select the AK Rune Cloak G3F by left-clicking it. Hold down the mouse and drag it up to hover



over the Chest node of Genesis, then let go. It should end up a “child” of the chest node.

Now the cape will move and be scaled with the chest. You can make it fit the figure by scaling it in the Parameters tab. The values I used are shown. Notice that the scale options are gray. To see them you must click the tiny button at the top-left of the Parameters tab and check “Show Hidden Properties.”



Now pose Genesis, and then pose the cape using its own bones and morphs. This is the best method

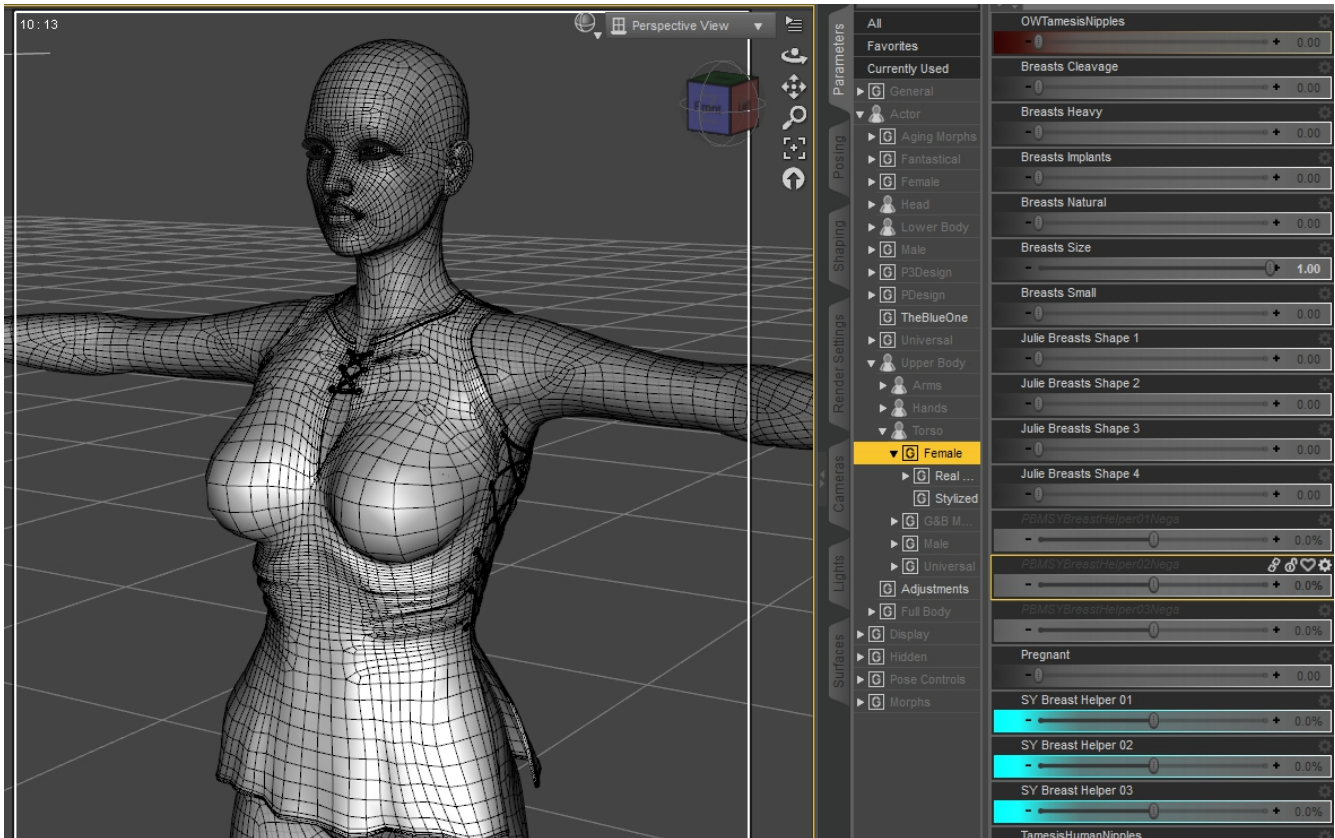


because it does not force the cape to cling to the legs and look wrong on posing.

Chapter 3: Breast And Crotch Issues

When morphs are applied to Genesis on an autofitted item, sometimes there will be distortion in the chest or crotch areas. Your new clones also come with some bonus morphs to help resolve these issues! They can also be used to improve fit on SRMS items when chest morphs are mixed and a “keel” forms between the breasts.

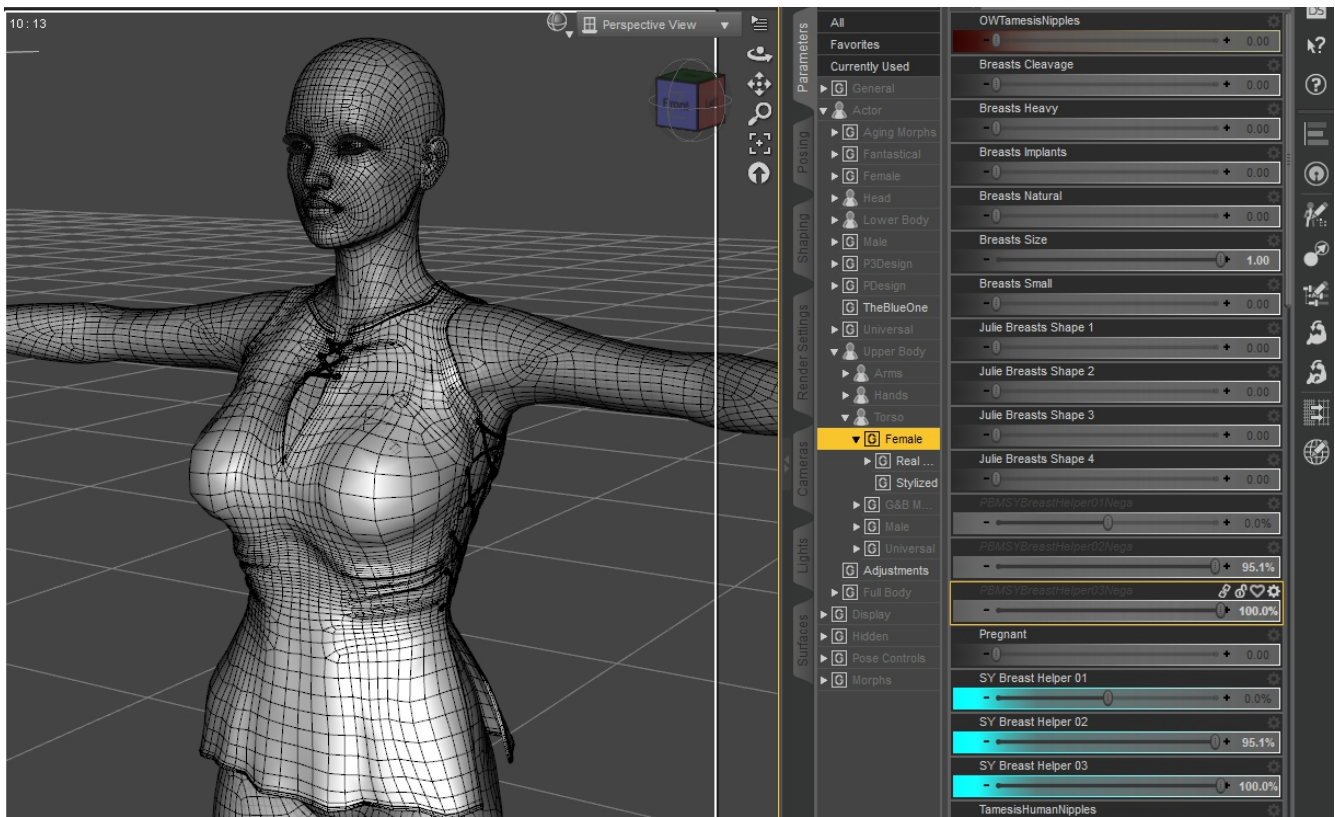
The Annika Storm outfit from DAZ3D is shown. The default autofitted item clings tightly to the breasts when Victoria 5 is dialed in with the Breasts Size morph, as shown.



On the right, you can see the breast helpers found in Torso/Female/Real World. They are aqua in color and called SY Breast Helper 01-03.

Dial the morphs in and out in combination to improve fit in the chest area. Helper 01 is mainly for getting rid of the “Keel” with mixed morphs, so 02 and 03 are more useful in the current situation.

The next picture both shows the bridging effect and the dial values that were used (on the right).

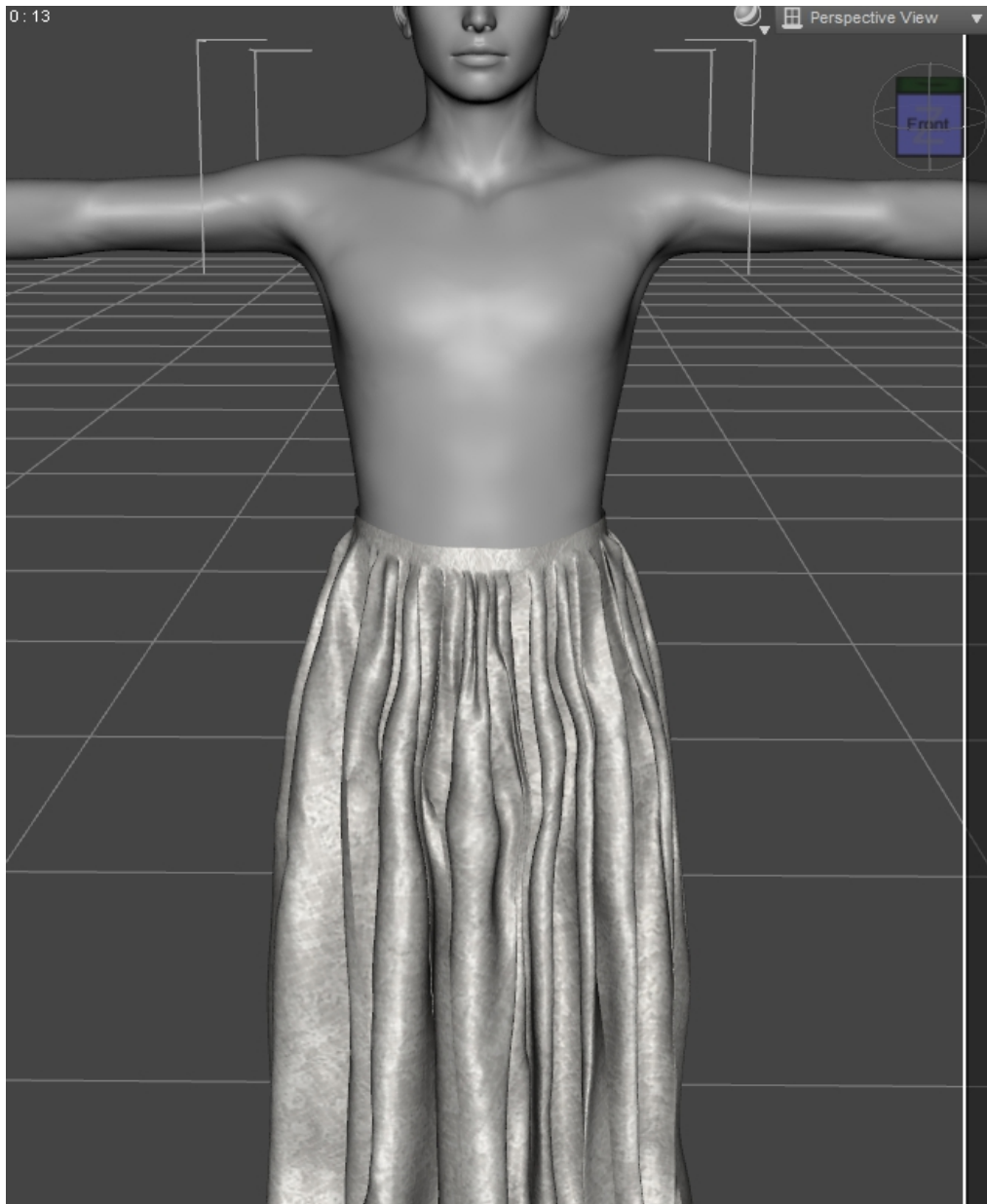


On items such as large, loose skirts, triangulation in the crotch area is likely. The Ghost Bride skirt is shown autofitted with smoothing turned off. The left image shows the “Genesis 3 Female” clone, and the one on the right shows the “Genesis 3 Female Skirts” clone. As you can see, the “Skirts” clone improves matters, but does not fix the issue.

Under Actor/Lower Body/Hip is the DeTriangulator morph. Dialing this in helps improve the issue a little further.



Then,when smoothing is turned back on, the triangle issue is basically gone.



Remember that if there is no smoothing modifier, you can add one via the tiny button on the Scene Tab's top right, under Edit-Geometry-Apply Smoothing Modifier. Notice that you can also apply a Push Modifier from this menu, which can also be helpful in improving fit after AutoFit.

