Genesis 3 UVs for Genesis 2 Male
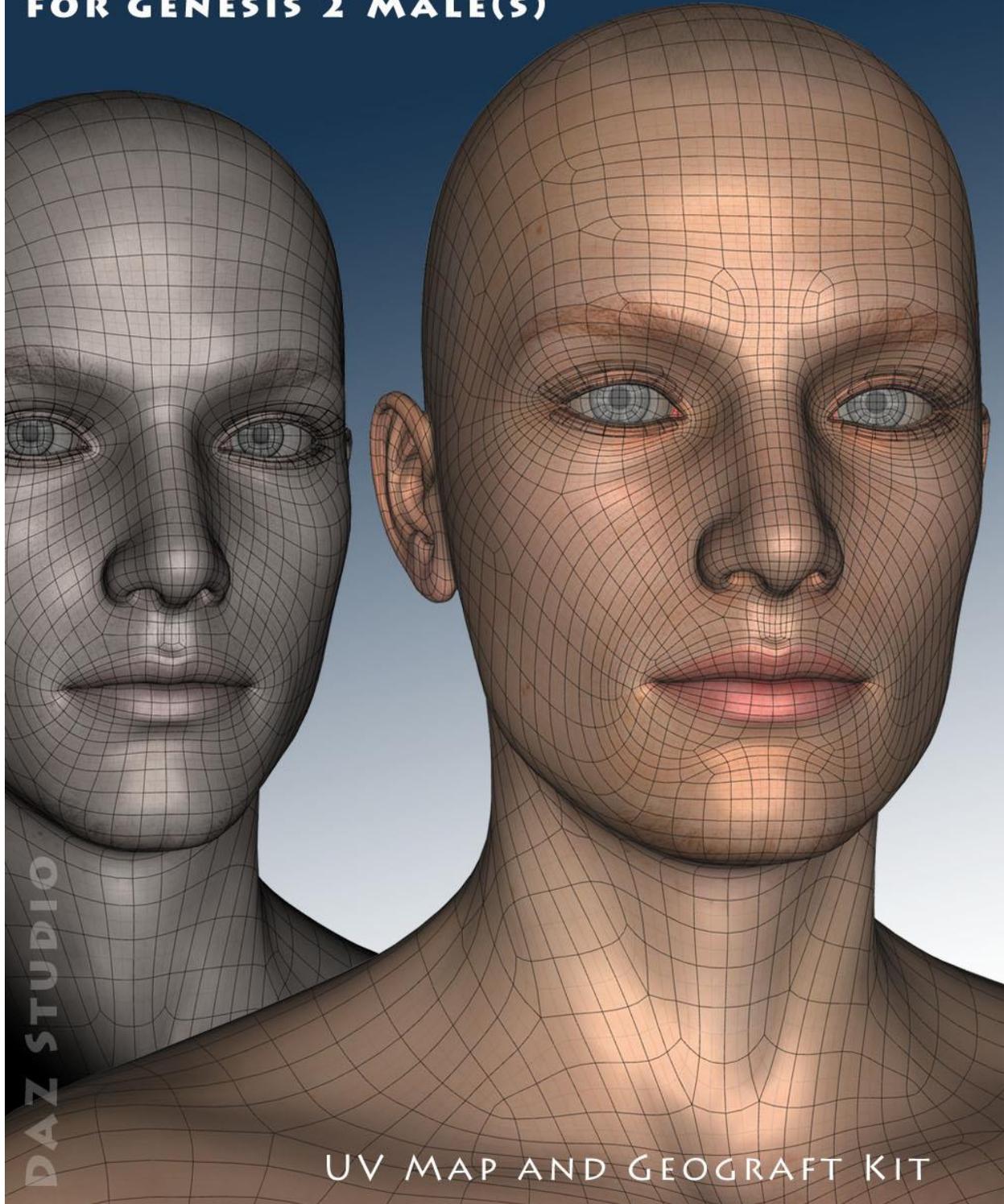
<u>Instructions for use</u>

1. Load and select Genesis 2 Male.

2. Click on the '!Prepare Genesis 2 Male' icon (found in *People: Genesis 2 Male: Anatomy: Genesis 3 UVs*).

   This will load and fit the five geografts, create the Genesis 3 Surface Selection Sets so that Genesis 3 Material presets will recognise the surface names, and apply a neutral surface material to Genesis 2.

   Genesis 2 Male and the geografts will also be selected in the Scene panel in readiness for the application of the Genesis 3 textures. If you have fitted the Genitalia geograft to Genesis 2, that will be also be prepared and selected, and an additional discreet geograft will be fitted to manage the genitalia/torso surface area borders.

   If you wish to add the genitalia at a later stage you must rerun the '!Prepare Genesis 2 Male' script. You can also rerun the Prepare script at any time to ensure that all the geografts are selected, because the script will check for existing geografts and will not keep loading new ones.

3. Apply the Genesis 3 Material presets in the normal way by navigating to the required folders and clicking the icons. If the Genitalia geograft is loaded you should also apply the MAT for the **circumcised** Genitalia at this stage.

   Please note that some Genesis 3 Material presets are Hierarchical Material Presets and as such will not load onto Genesis 2 figures. (You can verify the type of preset from the Info panel at the bottom of the Content Library tab.) In this case you should load the MAT onto a Genesis 3 figure and then save it as an ordinary Material Preset before applying it to Genesis 2 and the geografts.

4. Click on the 'Apply Genesis 3 Male UVs' icon. This script will apply the Shader and copy and paste the materials onto those Genesis 2 surfaces (like "Hips") which are not specified in the Genesis 3 Material preset and cannot be named within a Surface Selection Set because of name duplication. It will then change the UV Set for all surfaces to "Genesis 3 Male".

Normally the correct shader will be applied with the Material preset, but in the case of the unspecified Genesis 2 surfaces ("Head", "Neck", "Nipples", "Hips", "Nostrils" and "Feet") they must be applied independently. The script will detect the shader used and then attempt to apply the shader from its expected path in the "Shader Presets" folder. If this preset has been moved, or renamed, perhaps because of user customisation, a message box will appear saying that the shader cannot be found and that it must be applied manually. Once this has been done you can rerun the 'Apply Genesis 3 Male UVs' icon.

The 'Apply Genesis 3 Male UVs' icon can also be used, if necessary, after the application of a Genesis 3 LIE Preset, to cover any of the unspecified Genesis 2 surfaces.

<div align="center">*</div>

For convenience I have included an optional toolbar which you can load from the 'Components' sub-folder. This will make the icons in the main folder available as buttons which can be easily accessed without having to navigate back and forth between folders.

The other icons in the Components folder are *.duf* files for the individual geografts, the material preset for the 'neutral' start surface, and the script which adds the Genesis 3 surface names to Genesis 2 and the genitalia. It should not usually be necessary to use any of these directly as they are all run when the '!Prepare Genesis 2 Male' icon is clicked.

<div align="center">*</div>

Cayman Studios
October 2016