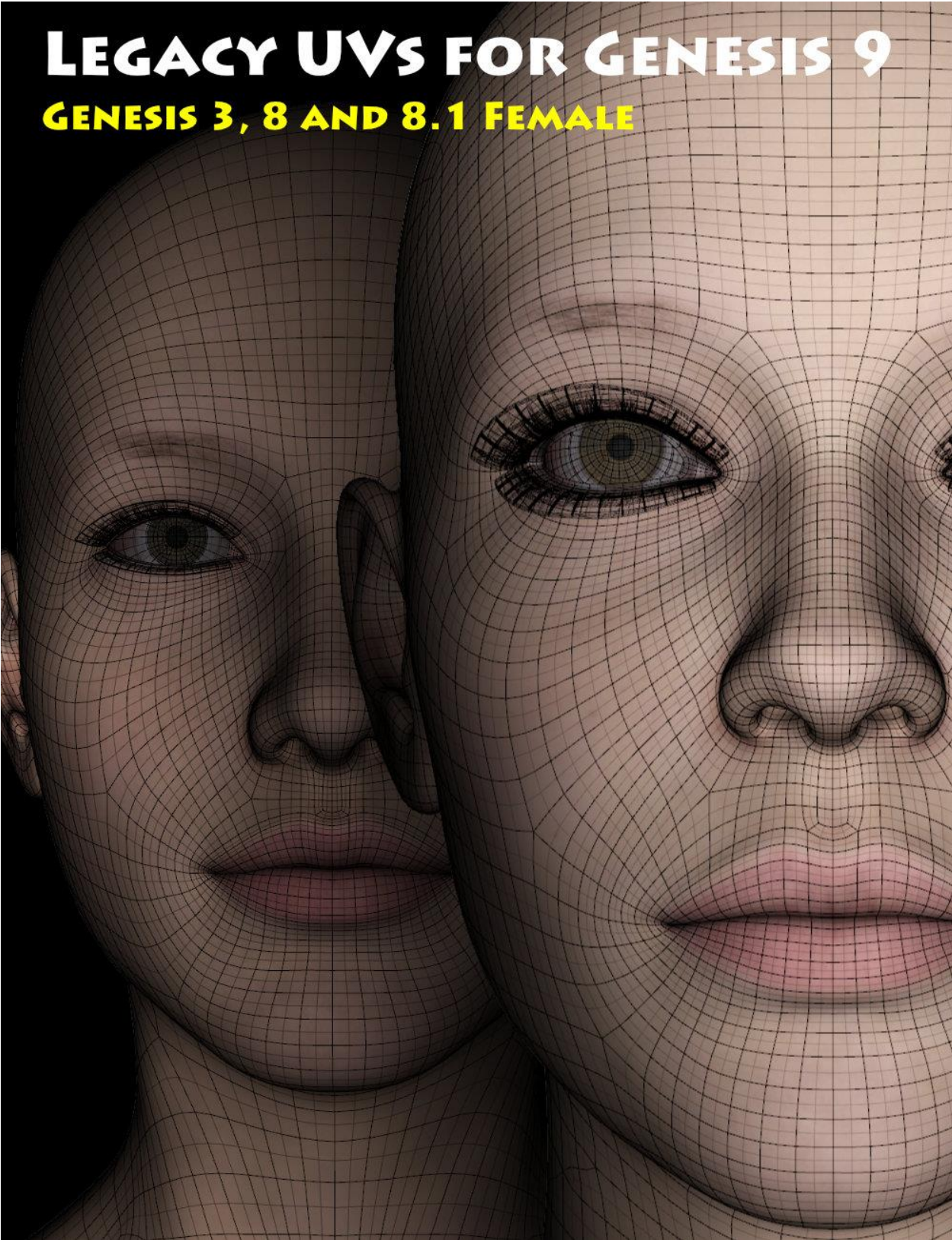# Legacy UVs for Genesis 9: Genesis 3, 8 and 8.1 Female

Instructions for use

1. Load and select *Genesis 9*.

2. Click on the 'Prepare Genesis 9' icon (found in *People: Genesis 9: Anatomy: Cayman Studios: Legacy UVs)*.

   This will run a script which loads and fits the geografts, creates the Legacy Surface Selection Sets so that legacy Material presets will recognise the surface names, and applies a neutral surface material to *Genesis 9*.

   Genesis 9 and the geografts will also be selected in the Scene panel in readiness for the application of the legacy textures. If you have fitted the Anatomical Elements geograft to *Genesis 9*, that will be also be prepared and selected. If you wish to add the Anatomical Elements at a later stage you must rerun the 'Prepare Genesis 9' script. You can also rerun the Prepare script at any time to ensure that the geografts are selected and to reset the surfaces. (The script will check for existing geografts and will not keep loading new ones.)

3. With *Genesis 9* and all the attachments and geografts now selected, apply the Legacy Material presets in the normal way by navigating to the required folders and clicking the icons.

   Important Notes
   The majority of *Genesis 3, 8* and *8.1* Material presets for the main mesh are **Hierarchical Material** presets (the icons are marked 'H.Material(s)'), which means that they will not load directly onto a different mesh (including *Genesis 9*). In order to make the MATs compatible with *Genesis 9* they must be saved as normal Material presets. This is easily done by loading them onto their original meshes and then clicking "*File > Save As >Material(s) Preset…*" from the Menu.

   For *Genesis 8* you may have to save an additional Material preset for the Eyelashes attachment, and for *Genesis 8.1* yet a further preset for the Tear attachment. Of course, once these are saved, if you wish, you can apply

them to *Genesis 9* and then consolidate them all into a new Hierarchical Material preset especially for *Genesis 9*.

Genesis 8 has two separate surfaces called 'Eye Moisture' – one on the main mesh covering the eyes, and the other on the Eyelashes attachment comprising the tear geometry. When the Genesis 8 Material presets are applied, the Eye Moisture material from the last applied preset (whether *Genesis 8* or the Eyelashes) will overwrite the material from the previously applied preset. Although often the difference between these two presets is minimal, and may not be particularly noticeable on the Genesis figure, in order to preserve the correct allocation of materials ***you should apply the Eyelashes Material preset to the Eyelashes and Tear attachments separately <u>after</u> you have run the 'Apply UVs' script (step 4).*** You can then save a new *Genesis 9* Hierarchical Material preset to avoid this inconvenience for future use.

4. Click on the 'Apply UVs' icon (either for *Genesis 3*, *8* or *8.1 Female*). This will change the UV sets appropriately for all the selected surfaces. You will now have *Genesis 9* fitted correctly with the applied textures.

   Genesis 3 and *Genesis 8* UVs are almost identical (there are marginal differences in the Eyes, the Fingernails and the Toenails). For *Genesis 8.1*, the differences are more marked and the Eyes and Tear attachments are able to use the *Genesis 9* default UVs.

   For the Anatomical Elements*, Genesis 3*, *8* and *8.1* all use the same geograft and UVs, and I have included two UV sets: *Genesis 3 Female Torso UVs* to be used where there is no separate texture provided for the genitalia and instead the texture is taken from the "Torso" (later "Body") map; and *Genesis 3 Female AE UVs* which acts on the separate Anatomical Elements texture where it is provided. The 'Apply UVs' scripts will apply the UV Set *Genesis 3 Female Torso UVs*. If you want to use the actual separate Anatomical Elements texture you will have to apply the individual preset and then select the UV Set *Genesis 3 Female AE UVs* manually in the Surfaces tab.

Note

When *Genesis 8.1* Material presets are loaded onto *Genesis 9* the "Head" MAT overwrites the "Face" MAT on the Head surface. The 'Apply Genesis 8.1 Female UVs' script rectifies this by copying the "Face" MAT from the geograft and pasting it back onto the Head surface of the *Genesis 9* mesh. ***For this reason it is always best to use the 'Apply Genesis 8.1 Female UVs' script rather than attempt to change the UVs manually.***

For convenience I have included an optional toolbar which you can load using the 'Add Toolbar' icon. This will make the 'Prepare' and 'Apply UVs' icons available as toolbar buttons which can be easily accessed without having to navigate back and forth between folders.

The other icons are the .duf file for the geografts, the material file for the 'neutral' start materials, and the script which adds the legacy surface names to *Genesis 9* and the genitalia. It should not usually be necessary to use any of these directly as they are all run when the 'Prepare Genesis 9' icon is clicked.

Cayman Studios
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