Basic Rigging with the Transfer Utility *

* = Review

Summary

The Transfer Utility provides a streamlined method of rigging conforming clothing and accessories.

Process Overview

- Import Modeled Clothing
- In Scene Tab, Options Menu → Assets → Transfer Utility
- Specify Source and Target
- Specify Advanced Options

Foundation

Step By Step

Follow these steps to use the Transfer Utility to transfer rigging from a TriAx™ weightmapped figure (e.g. a Genesis™ figure) to conforming clothing rigged for that figure.

Import Modeled Clothing

Load the Genesis Base figure into the scene, then import an object to turn into a piece of conforming clothing. This may be relatively low resolution if you plan to use SubD. Material zones should be defined in the modeling program, though there is a method to define surfaces within CCT (see Polygon Group Editor tutorial).
Model is static at this point, not conforming.
Convert to SubD (optional)

To convert your model to a subdivision surface:

- Select the model in the viewport, or from the scene tab.
- Open the scene tab options menu and choose: Edit → Convert to SubD.

In Scene Tab, Options Menu -> Assets -> Transfer Utility

Open scene tab options menu and choose: Assets → Transfer Utility.

In Self Serve layout, Transfer Utility can also be accessed by clicking the following icon on the right edge. 📊
Specify Source and Target

- Specify source: figure the item will conform to (Genesis)
- Specify target: clothing item that will conform.

Optional Item Shape settings

Optionally, choose a Projection Template. These are simple clothing and hair items with weight maps that are optimized for the item type.

Specify Advanced Options

- Transfer the weight maps, the selection maps, the face groups, and the region groups from the source figure to the target figure.
- It is not generally necessary to select Morph Targets, as these will be generated dynamically in DAZ Studio 4 when morphs are applied to the wearing figure.
- You will usually want to define surface groups in the modeler before import or manually after import with the Polygon Group Editor.
- Check Add Smoothing Modifier to optionally enable Smoothing for this conformer.
- Save time by checking Fit To Source Figure and selecting a Content Type.
More detail about these options is provided in the Reference Manual:

- **Use Near Vertices** an optional projection algorithm
- **Weight Maps** - Transfers Weight Maps from the source figure, or, if a Projection Template has been selected, from the template garment.
- **Selection Map** - Transfers Selection Maps from the source figure.
- **Face Groups** - Transfers Face Groups from the source figure.
- **Region Groups** - Transfers Region Groups from the source figure. These define where morphs will display in DAZ Studio.
- **Morph Targets** - Transfers Morph Targets from the source figure.
- **Surface Groups** - Transfers Surface Groups from the source figure. These are equivalent to Material Zones.
- **Reverse Source Shape from Target** - See Modeling Against a Genesis Shape *
- **Replace Source With Target** Removes the Source item, replacing it with the Target item. Target Item retains the name of the Source item, replacing it.

- **Fit to Source Figure** Fits Conforming Item to the Base Figure
- **Add Smoothing Modifier** - See mesh_smoothing_modifier
- **Content Type** Designates what type of content the conformer is.
Click Accept

Click Accept

All groups, associated bones, weight maps, and skin bindings are copied from the source figure to the target item.

If you did not click “Fit To Source Figure”: 

- Right click conforming item
- Click “Fit to…” and specify figure
- Click Accept

The item is now conformed and moves with the figure:
The item currently does not include morphs:

These will be auto-generated by DAZ Studio 4 as needed to fit the underlying figure. Select the figure and dial a shape:
The conforming item is morphed along with figure and a morph dial is added to the item in the Actor section. **Note: To see the morph in the conformed item, you must enable Show Hidden Properties in the Parameters Tab:**
Save as DSF

Don't forget to save your work! TriAx™ content needs to be saved in DSF format to retain critical information specific to the TriAx™ model, including regions and weight maps.

- Choose File → Save As → DSF Figure or Prop File

- Choose an appropriate place and name for your item in the file dialog

Next, enter the following information:

- Author Name
- Product Name: This is the overall name of your product, even if the product will eventually be comprised of multiple items.
- Item Name: This is the individually specific name of the item you are currently saving.
- Click Accept.
Wrap-Up

This process creates only a basic rigging for your figure. You will need to test your figure in several standard poses and several shape configurations (if applicable) to see what morphs, weight maps, etc. need to be adjusted.

Next Steps

- Modifying Auto-Generated Morphs *
- Modeling Against a Genesis Shape *