Creating a Simple Morph *

* = Review

Move to a Creating Content section.

Summary

Process Overview

Foundation

Step By Step

Although many artists use a separate modeling program to create morphs, it is also possible to create simple morphs within DAZ Studio using the D-Former function. This method can also be used with a TriAx™ figure, with some caveats.

First, select the root of the TriAx™ figure, here, Genesis with the Basic Child shape:
Next, use the Create menu command to create a D-Former

Position the D-Former field and Base, then move the control to distort the mesh
Open the D-Former Tab, if it is not already open:

Spawn your morph from the D-Former Tab:
Wrap-Up