

Promo - Genesis Unleashed

This animation took about 80 man hours to make and was produced to show off the range of morphs included in the [Genesis Evolution: Morph Bundle](#). We did motion capture for the underlying full body animation and then layered on the hand, expression and shaping morphs all inside the awesome [aniMate2](#) plugin.



Video

From:
<http://docs.daz3d.com/> - **Documentation Center**

Permanent link:
http://docs.daz3d.com/doku.php/public/software/dazstudio/4/videos/index/genesis_unleashed/start

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