

Genesis 2 Male

CLONE

FOR

GENESIS

Product by Sickleyield

Sold at <http://daz3d.com>

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Introduction/Acknowledgments

This is a set of instructions to help you get the best use out of your Genesis 2 Male clone for Genesis. You can still use it with Autofit the same as any other clone, but there are additional methods that can optimize your results.

You can always find help and share your work on the forums at <http://www.daz3d.com/forums>.

Chapter 1: Using the Clone With Autofit

This is the simplest way to use the clone. It works best with regular shoes and items. It is not recommended for very high heels.

Load Genesis into your scene.

Load a Genesis 2 Male item, like shown here.

If the Autofit dialogue does not trigger automatically, click on the item in the Scene Tab and choose fit to—Genesis. The pants from the Newport set from the Pro bundle are shown.



As shown, choose Genesis 2 Male from the first dropdown. You may use “none” in the second one, or choose the SRMBodySuit template if you have SRMS. In some cases the default templates will be fine, particularly with Genesis males.

Now the pants will be fitted to Genesis with their morphs intact.

And that is all there is to it. You probably don't want to do this if you're planning to save back to library for future use. That workflow is covered in the next chapter.

Chapter 2: Using the Clone With Transfer Utility

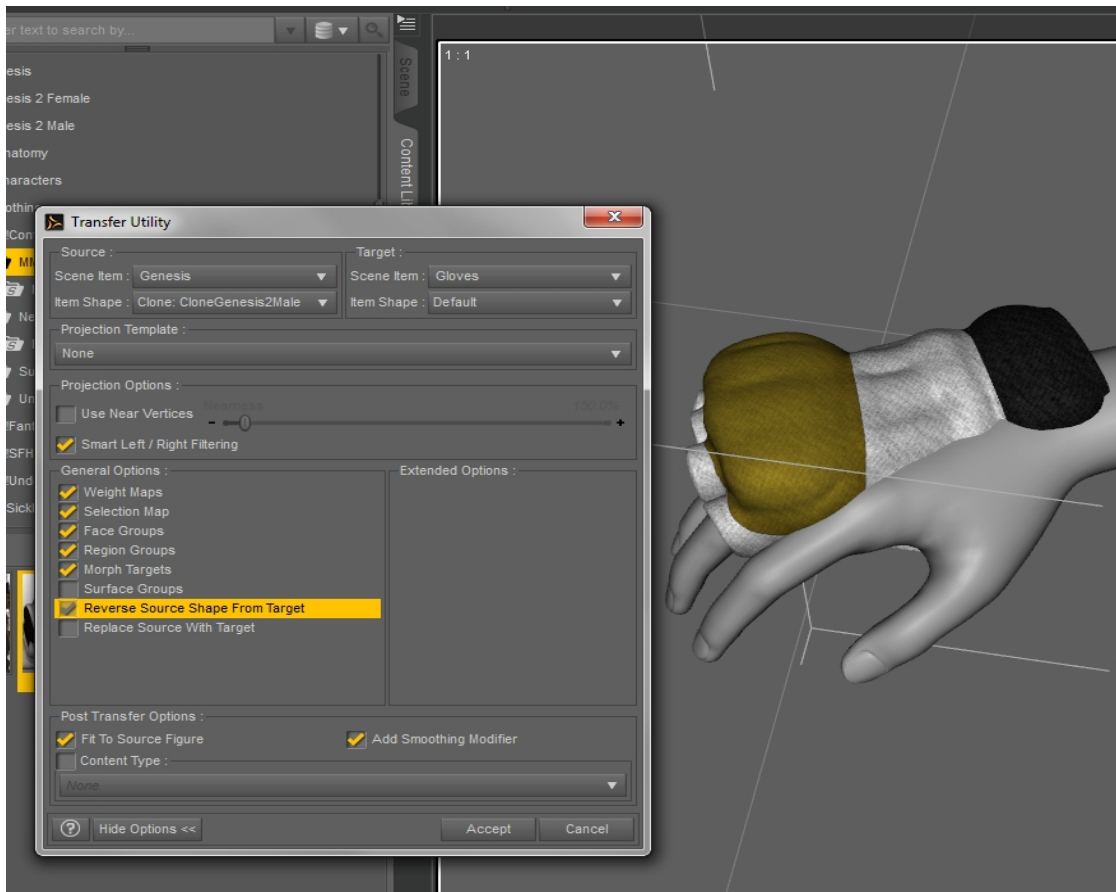
This method is preferred if you wish to save an item or outfit to library for future use, or if you are converting head or hand items that Autofit does not handle as well.

Load Genesis.

Load a Genesis 2 Male clothing item. If the Autofit prompt comes up, cancel it.

Start the Transfer Utility. Its icon looks like an arrow pointing up and to the right (shown here.)

A set of good Transfer Utility settings are shown. Be sure to select Clone and Genesis 2 Male from the dropdown under Source: Scene Item, and check Reverse Source Shape From Target.



Click Accept. Transfer Utility will run, and the item will conform to Genesis.

Now it is very important that you:

SAVE TO LIBRARY BEFORE MOVING OR MORPHING GENESIS.

If you move or morph Genesis without saving, deleting and reloading, the clothes may not move or morph with the figure properly, and you will see a lot of clipping.

You should save using File—Save As—Support Asset—Figure/Prop Assets, shown below. Do not use the Wearables setting. It is intended for loading entire existing outfits, not for saving individual pieces to the library.

Another dialogue will come up asking you to choose a Vendor and product name. The important thing is that you do not use the same vendor and product name as the original item, because you don't want to overwrite the original G2F version.

AFTER YOU HAVE SAVED, DELETE THE CLOTHING FROM THE SCENE AND RELOAD IT FROM THE LIBRARY.

Now it is ready to use.

