Sickle Tunic Rig

Genesis 2 Male

MANUAL AND INSTRUCTIONS

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Permissions And Warning: Read First!

The Sickle Tunic Rig for Genesis 2 Male is a set of templates and a conformer that allow you to add skirt handles and optional JCM to any item, converted or original.

With other utilities of mine, customers have sometimes had questions about what they can and can't do with a rig like this. This section tells you what you can do according to the EULA.

You MAY NOT:

- Alter and re-release the actual Tunic Rig.
- Release the unaltered Tunic Rig as a template or a conforming item.
- Convert an item that you did not create, then give away or sell it without the original creator's permission.

You MAY:

- Use the Tunic Rig to rig a custom mesh you created yourself, then give away or sell that item.
- Use the Tunic Rig to add the Optional JCM to a custom mesh you created yourself, then give away or sell that item.
- Use the Tunic Rig to convert an item you did NOT create, then use it in renders and for personal use (without rereleasing or reselling the item itself).

Basically, use your common sense. If you made something from scratch, it doesn't stop being yours when you use the Tunic Rig on it; if you did not make something, it does not BECOME yours because you used the Tunic Rig on it.

And finally, a warning:

Do NOT use Autofit and Transfer Utility on the same item! If you autofit, then transfer, then save to library, it will NOT work properly upon reload. Use autofit to fit in the current scene, OR use transfer utility, save to library and reload. **Never both.**

Another very important note regards installation.

The Basic Tunic files must be installed to the same library location as your Genesis 2 Starter Essentials. Otherwise you will get error messages and it will not behave as it should. If you have multiple libraries or runtimes, install this one to the one where you installed the Starter Essentials.

Please enjoy your new tools!

Chapter 1: Using the Tunic Rig With Autofit

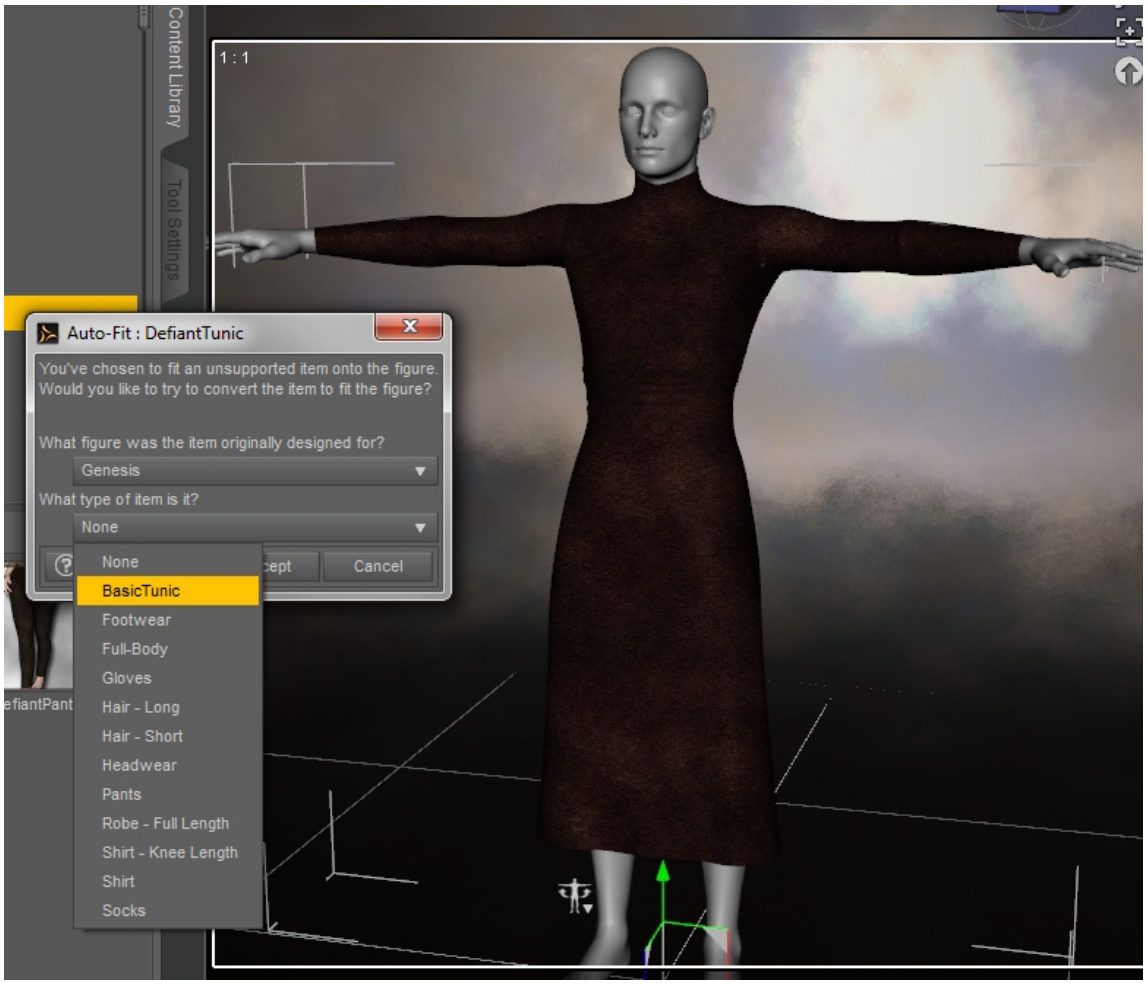
This is the very simplest way to use the Tunic rig. It enables you to use Genesis or G2F clothing with Genesis 2 Male quickly and easily (also Michael 4 clothing if you have Slosh's Michael 4 for Genesis 2 Male product).

Load Genesis 2 Male from People/Genesis 2 Male into your scene.

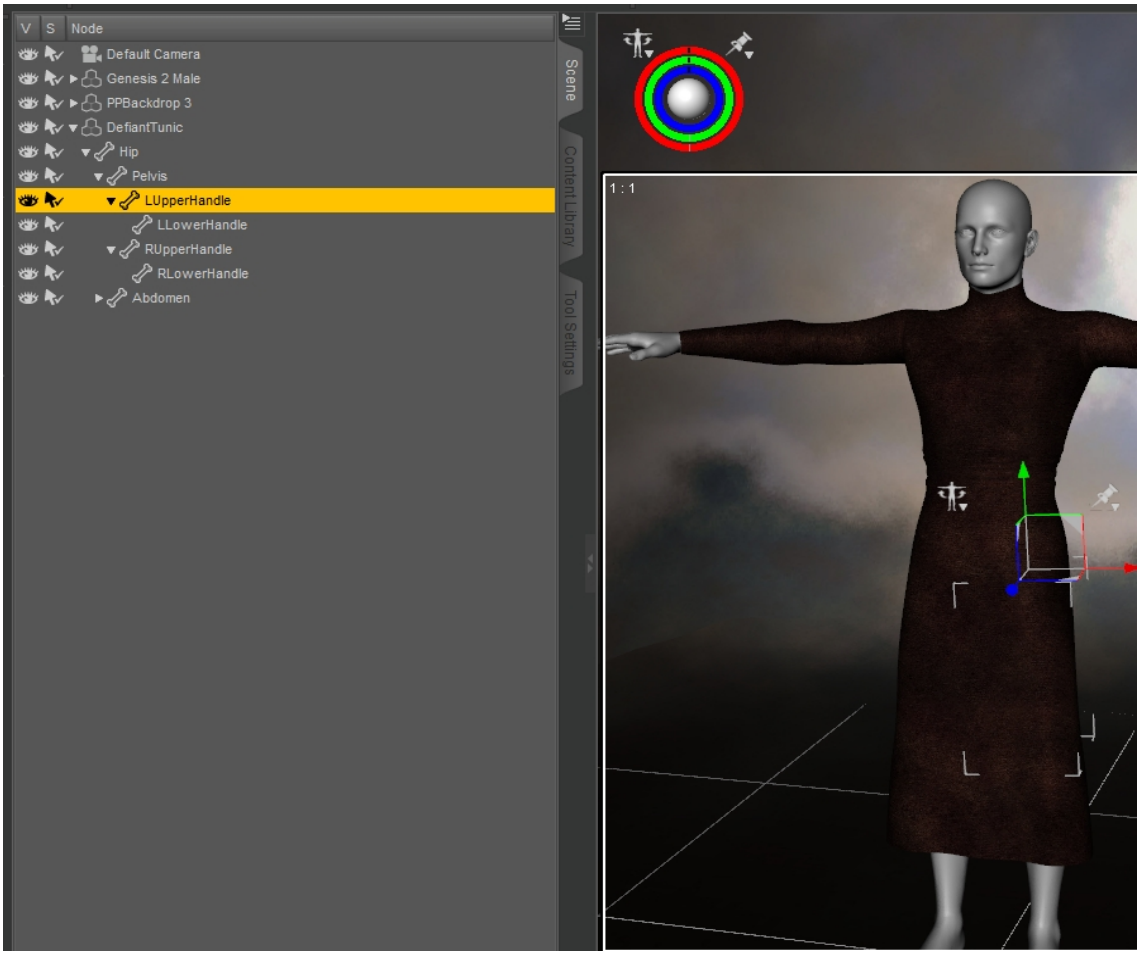
Now load a Genesis Tunic or skirt from People/Genesis/Clothing or an item from People/Genesis 2 Female/Clothing, or your Michael 4 library, etc. Instructions for Genesis clothing will be shown.

If it does not attempt automatically to fit your Genesis 2 Male, use right-click and fit to-- and select the figure.

The autofit dialogue will pop up, as shown. Choose “Genesis” for the first dropdown and “BasicTunic” for the second.



Now the Tunic should fit to Genesis 2 Male. If you look at the Scene tab, you can see the new upper and lower skirt handles grouped under the Pelvis heading as in this picture. If Autofit pops up twice, as it will for some Tunics, cancel the *second* popup.



These give you the ability to pose the skirt yourself rather than have it stick rigidly to the thighs and calves, and also to bend more smoothly because the rigging is based on the BasicTunic template rather than the lower resolution default templates.

It is important to know that because these are skirt handles, you will need to pose them yourself; they will not move with the figure's legs on their own.

Unlike with previous versions of DAZ Studio, if you are updated to DS4.6 and up, you can use the Tunic in your scene just like this, without having to save back to library.

If there is no smoothing modifier on the item, you may want to add one in order to avoid clipping. You can do this in the Scene Tab by clicking the small button on the upper right and choosing Edit—Geometry--Apply Smoothing Modifier. If this causes too much distortion, a Push modifier may work better; this is found under that same dialog in Edit—Geometry--Apply Push Modifier. The Push modifier sets much too high for most items by default, so be sure to check in Parameters and turn it down if necessary.

Chapter 2: Using the Tunic Rig With Transfer Utility

If you choose to use the template with transfer utility in order to convert clothing from other figures to Genesis 2 Male, the procedure is somewhat different. This method is preferred if you want to save back to library for future use, or if you want to add smoothing during conversion to an item that does not have it already.

First, load Genesis 2 Male from People/Genesis 2 Male.

Next, load a Tunic or skirt originally made for Genesis, Genesis 2 Female, or Michael 4 (if you have Slosh's M4 for G2M product) from the People/Genesis/Clothing folders. The one shown is from the DAZ Original Royal Elf set for Genesis 1, a unisex set from the Platinum Club that is both inexpensive and well-supported with texture add-ons.

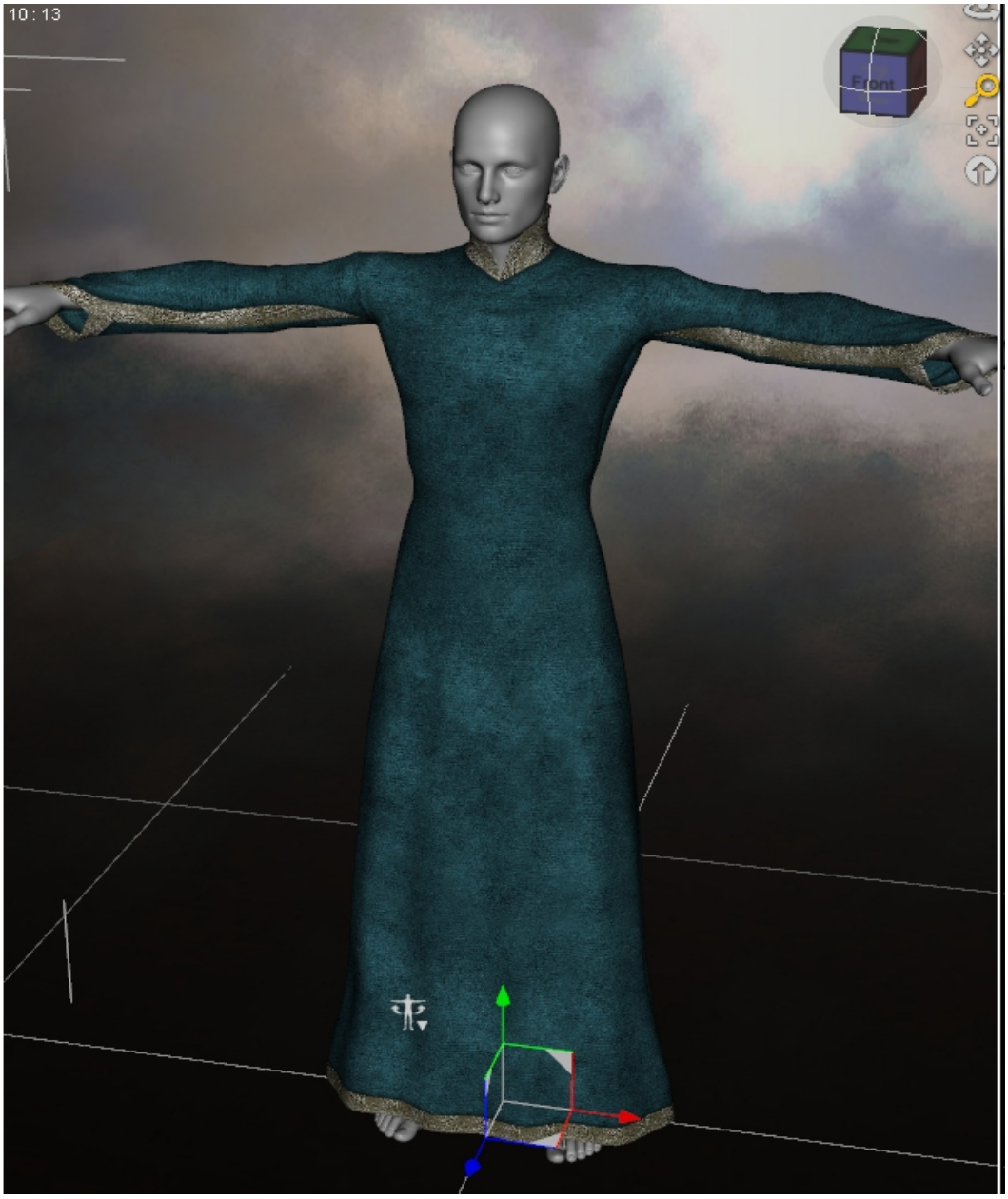
Cancel Autofit if it appears. **You should not try to use Autofit and Transfer Utility on the same item.**

Start Transfer Utility. The icon for it looks like a small arrow pointing to the right, as shown here:

The background color will vary depending on your DAZ interface options.

Here are the Transfer Utility options you should use. The Scene Item under Source should be Genesis 2 Male. Choose Clone and Genesis. For Target, choose the item you wish to convert. Be sure to choose BasicTunic from the Projection Template dropdown, and click Reverse Source Shape From Target in the General Options to make sure the conversion happens. Then you can check Add Smoothing Modifier or not, depending on whether the item already has one or not.

Now you should see the item refit to Genesis 2 Male, as in this picture. If you get a popup appearing for Autofit, cancel it.



Now if you wish it saved for future use, you can go to File--Save As—Support Assets--Figure/Prop Asset. Do NOT save as a wearables preset! Wearables presets are intended for saving multiple preexisting pieces in a full set for loading together, not for saving base clothing items.

Choose a vendor and product name. Adding G2M to the names you choose ensures nothing in the vendor's original folders will be accidentally overwritten. When you click Accept, the converted version will be saved to the library and can be reloaded again for future use.

Chapter 3: Bonus Section On Retaining Extra Bones in Conversions

At this time, this will only work on Genesis to Genesis 2 Male conversions or G2F to G2M conversions, not on Victoria 4/Michael 4 to Genesis 2. The reason is that Generation 4 figures did not have the abdomen 2 bone, so their skeletons will not work properly for this. It will work on Generation 4 items that start further up the body, such as some hairstyles or capes, or further down, such as some boots.

The purpose of this section is to teach you how to retain the extra skirt handles, sleeve bones, etc. when converting a Genesis 1 item to a Genesis 2 Male item. Instructions are similar, but not identical to those in Chapter 2. We need to add a couple of extra steps.

You can start by loading up Genesis 2 Male and a Genesis item, then converting with the Chapter 2 instructions. Instead of saving to the library, first delete Genesis 2 Male. Leave the clothing item alone in the scene. Now go to File—Export—wavefront/.obj. It is wise to choose a folder you will consistently use for storing these intermediate .obj files when you do this sort of conversion.

Export the converted item as an .obj to your chosen folder. I use Poser settings for everything to keep scale consistent, but that is up to you (if you consistently use Hexagon you might prefer to use Hexagon scale, etc.). Do not give it the same name as the Genesis 1 item, but a name that reflects its conversion (say, PrincessAsiaTunicG2M instead of just PrincessAsiaTunic).

Now delete the converted item from your scene.

Load the original Genesis 1 item again. You may need to close DS4.6 and restart it. Sometimes DS will inexplicably load an autofit instead of the real original. This is what's happening ifyou clicked the Genesis 1 version and it loads with visible breasts.

Now re-import the .obj you exported. If your scaling is correct it should overlap the Genesis 1 version, but you can tell the difference in Transfer Utility.

Run Transfer Utility, using the original Genesis 1 item as a source and the obj as the target. Do not use a clone, template, or anything else, just run it with the default settings.

Delete the Genesis 1 version.

Now your conversion is rigged with the handles from the original but the shape of Genesis 2 Male. Save it to the library with file—save as—support assets—figure/prop asset. Uncheck the compress option. Give it a logical name and product name, such as G2MConversions and ItemNameG2M.

Initially this conversion will try to autofit when it is loaded from the library. This can be fixed by going to the Scene Tab, clicking on the little button on the top right, and choosing Edit—Scene Identification, then choosing Genesis 2 Male as your base.

If the CMS is not working, we can fix this with a text editor.

Go to the data files and find where you saved your converted file. In the folder name you chose you will find a .dsf with the name of the item. Open that .dsf in a text editor such as Wordpad or the free Notepad++.

Find the line that says “presentation.” Underneath it is a line that starts with “colors”:

At the end of that line, place a comma.

On the next line, indented to match the previous one, type “preferred_base”: “/Genesis 2/Male”

Spacing is important! Do not delete the } on the next line either.

You can look at the .dsf of an existing Genesis 2 Male clothing item to see how this is set up if you should be confused or accidentally mistype and cause a failure to load.

Now your item should load from library with working extra bones!