


Batch Convert Material Presets - to Genesis

Batch Convert Material Presets G2 to Genesis



The image shows a software window titled "Convert G2 to Genesis Material files". The window contains several text fields and buttons. The first field is "Path for Converted Files (Use this to select where the Converted Files will be saved. This will be the base path when you select a folder for conversion)" with the path "/DAZStudio/My Library/People/Genesis 2/G2M Converted/Characters/Bjorn". Below it is a field for "File type of .duf (Used to edit the values in the Converted Material Files)". There are also buttons for "Folders To Convert", "To Convert", and "From List". At the bottom of the window, there is a note: "The converted files will only work if there are available matching UV Sets for the characters".

Below the window, there are two 3D models of Genesis 2 characters (a male and a female) standing on either side of a tall, ornate, golden mirror. The characters are wearing dark brown pants and black bikinis with yellow trim. The mirror is positioned in the center, and the characters appear to be looking at their reflection.

At the bottom of the image, there is a large black arrow pointing from left to right. On the left side of the arrow, the text "GENESIS 2" is written in a stylized font. On the right side of the arrow, the text "DAZ Studio™ GENESIS" is written in a similar font.

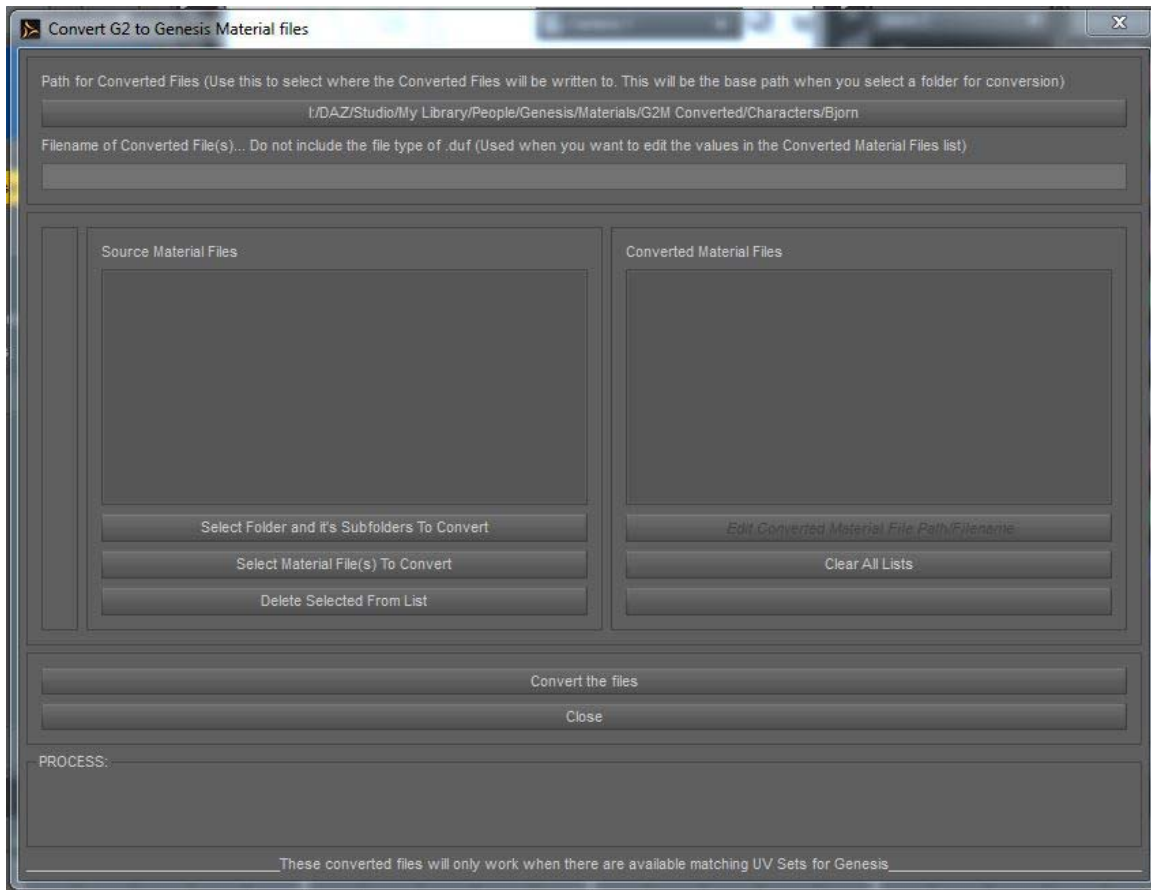
Below the arrow, there is a line of text: "Material Preset .duf (Base Female, V5, V6 Base Male, M5 and M6 Files Companion Scripts for Genesis 2 UV for Genesis".

So, now that there are new UVs for Genesis that will let you use The Genesis 2 Base Female, V5 and V6, Base Male, M5 and M6, how are you going to apply them to Genesis? The surface names aren't the same. There are a lot of different options for you, but all of them are long and tedious, and will need to be done with each Material Preset.

But with Batch Convert Material Presets, it will make your life soooo much easier!

So let's get on with how to use it.

The Interface



First you need to point to where you want the converted material preset .duf files are to be written to. Select the top button just under the comment *Path for Converted Files (Use this to select where the Converted Files will be written to. This will be the base path when you select a folder for conversion)* This will open a window where the script will write the converted .duf files to.

Selecting what to convert:

1) **Select Folder and it's Subfolders To Convert** will convert all of the material preset .duf in that folder and all sub-folders of that folder to where you selected to convert to. (Note: this will keep the folder structure by creating new folders and then converting to those new folders)

2) **Select Material File(s) To Convert** will let you choose .duf files to convert, and by default will use the Convert to path for the destination of the converted files.

Once you have done this/these steps you will see that the two list boxes have been populated. The Source Material Files box has the list of the .duf files that will be Converted (list is the entire path and filename). The Converted Material Files box has the list of where the files will be converted to (list is the entire path and filename) If you want a different Path or Filename or both, this can be done using the **Edit Converted Material File Path/Filename** button.

To change the path, click on the button that has the converted path, button just under the comment *Path for Converted Files (Use this to select where the Converted Files will be written to. This will be the base path when you select a folder for conversion)*, and select the new path.

To change the name, enter a new name (without the .duf string) in the field just under the comment *Filename of Converted File(s)... Do not include the file type of .duf (Used when you want to edit the values in the Converted Material Files list)*

Select the item in the Converted Material Files list box that you want to change and press the **Edit Converted Material File Path/Filename** button

Do The Conversion

Once you have everything setup the way you want it, then all you need to now is press the **Convert the files** button, and the script will do the rest.

When it is finished, close the script and go to your contents directory (you may need to do a refresh for the new folders/files to show up).

NOTE: This does not create metadata, so you will not see these new Material Preset files in your Smart Content.

BONUS

Batch G2 Map Transfer to Base UV

Batch G2 Map Transfer to Base UV

BONUS!

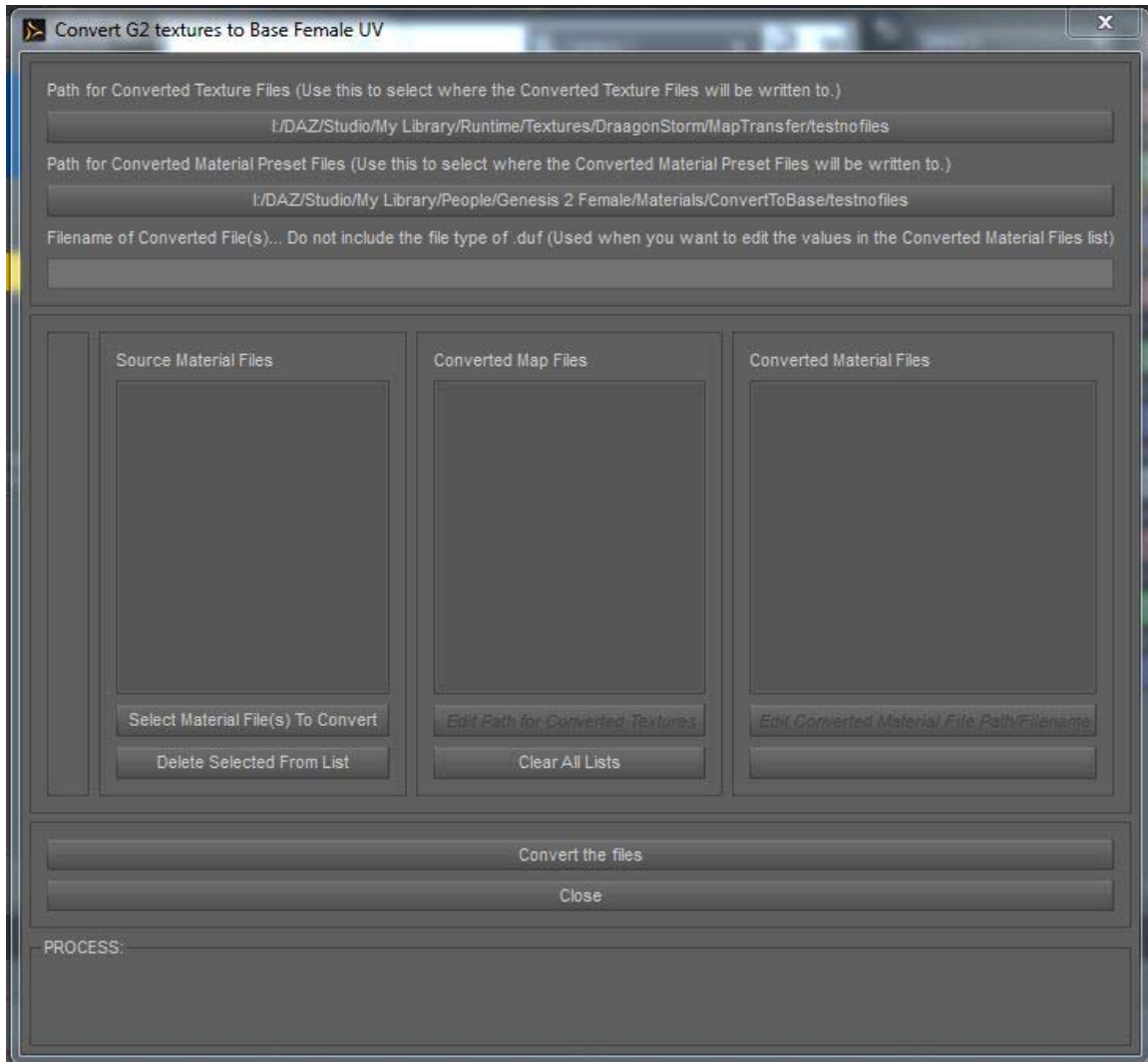
GENESIS 2 → GENESIS 2

G2 ??? UV to Base Female/Male UV
Companion Scripts for Genesis 2 UV for Genesis

But what about the other UVs that have been created for Genesis 2? There's no UV conversion for them!

Don't worry, I've got you covered with **Batch G2 Map Transfer to Base UV**.

The Interface



The feel of this interface is much like the Batch Material Preset Converter. You will be selecting sources and destinations. But this has one more list, and you will need to load the template, check the values and apply the job for the actual Map Transfer tool that is called up from DS4.

First you need to point to where you want the converted map files to be written to. Select the top button just under the comment *Path for Converted Texture Files (Use this to select where the Converted Texture Files will be written to.)* This will open a window to select where the script will write the converted map files to.

Then you need to point to where you want the converted material preset .duf files to be written to (In this case, these files will point to the converted maps and have the UV Set as Base Female or Male (depending)). Select the button just under the comment *Path for Converted Material Preset Files (Use this to select where the Converted Material Preset Files will be written to.)* This will open a window where the script will write the converted .duf files to.

Selecting what to convert:

Select Material File(s) To Convert will let you choose .duf files to convert, and by default will use the Convert to path for the destination of the converted files.

Once you have done this/these steps you will see that the three list boxes have been populated.

- 1) The Source Material Files box has the list of the .duf files that will be Converted (list is the entire path and filename).
- 2) The Converted Map Files box has the list of where the texture files will be converted to.
- 3) The Converted Material Files box has the list of where the files will be converted to (list is the entire path and filename) If you want a different Path or Filename or both, this can be done using the **Edit Converted Material File Path/Filename** button.

To change the path, click on the button that has the converted path, button just under the comment *Path for Converted Files (Use this to select where the Converted Files will be written to. This will be the base path when you select a folder for conversion)*, and select the new path.

To change the name, enter a new name (without the .duf string) in the field just under the comment *Filename of Converted File(s)... Do not include the file type of .duf (Used when you want to edit the values in the Converted Material Files list)*

Select the item in the Converted Material Files list box that you want to change and press the **Edit Converted Material File Path/Filename** button

Do The Conversion

Once you have everything setup the way you want it, then you press the **Convert the files** button. The script will load a scene with G2 only. Then it will start going thru the Source Material Files box. For each item in the list it will apply the .duf file to G2, and then open up the Map Transfer tool.

Map Transfer tool

The first thing you need to do at this point is select the .dsx file to load. Press the **Load** button, the folder should open at the resources directory of where your DS4 program is located. Look for and open the folder *DraagonStorm*, then open up *Batch G2 Map Transer*. You will see a list of templates. Select the most appropriate template and press the **Open** button.

Now select all of items in the list to the left, and check Baking Quality and the values in Dimensions<Multiple>.. These can be hardware specific to your graphics card (for example: The Map Transfer always loads at default 8192 for Hardware Cut Off. My graphics card can not handle that size, and I have to change it to 4096).

Do not change any thing other then Baking Quality or the values in Dimensions<Multiple>.

You can now use these new .duf files to convert them to Genesis!

NOTE: This does not create metadata, so you will not see these new Material Preset files in your Smart Content.



Thank You