

GENESIS 3 MALE PACK FOR GENESIS 2 MALE(S)

(guide-through and instructions)



Thank you for purchasing Genesis 3 Male pack for Genesis 2 Male(s)!

Artist: VALzheimer

Compatible Figures: Genesis 2 Male

Compatible Software: DAZ Studio 4.6+

Details:

Genesis 3 Male clone is created to smoothly fit any Genesis 3 Male conforming clothes to Genesis 2 Male using the Autofit in DAZ Studio. The clone was made to be the exact projection of Genesis 3 Male shape and can be used with all existing projection templates for Genesis 2 Male to fit every piece of conforming clothing from pants and shirts to footwear and headwear and even hair, as well as any full body clothing in DAZ Studio.

Package also includes the fully adjusted Genesis 3 Male shape for Genesis 2 Male, handy for transferring between figures for content creators and using the shape on a Genesis 2 Male geometry as the character preset.

Disclaimer:

Package doesn't include UVs or textures. Package can't be used as the merchant resource and can't be redistributed as the part of any other package. Tested in DAZ Studio 4.7 and 4.8, doesn't contain Poser files. Promo images are rendered in DAZ Studio 4.8.

After installation of the package into your Genesis 2 Male directory you will find you have installed these features:

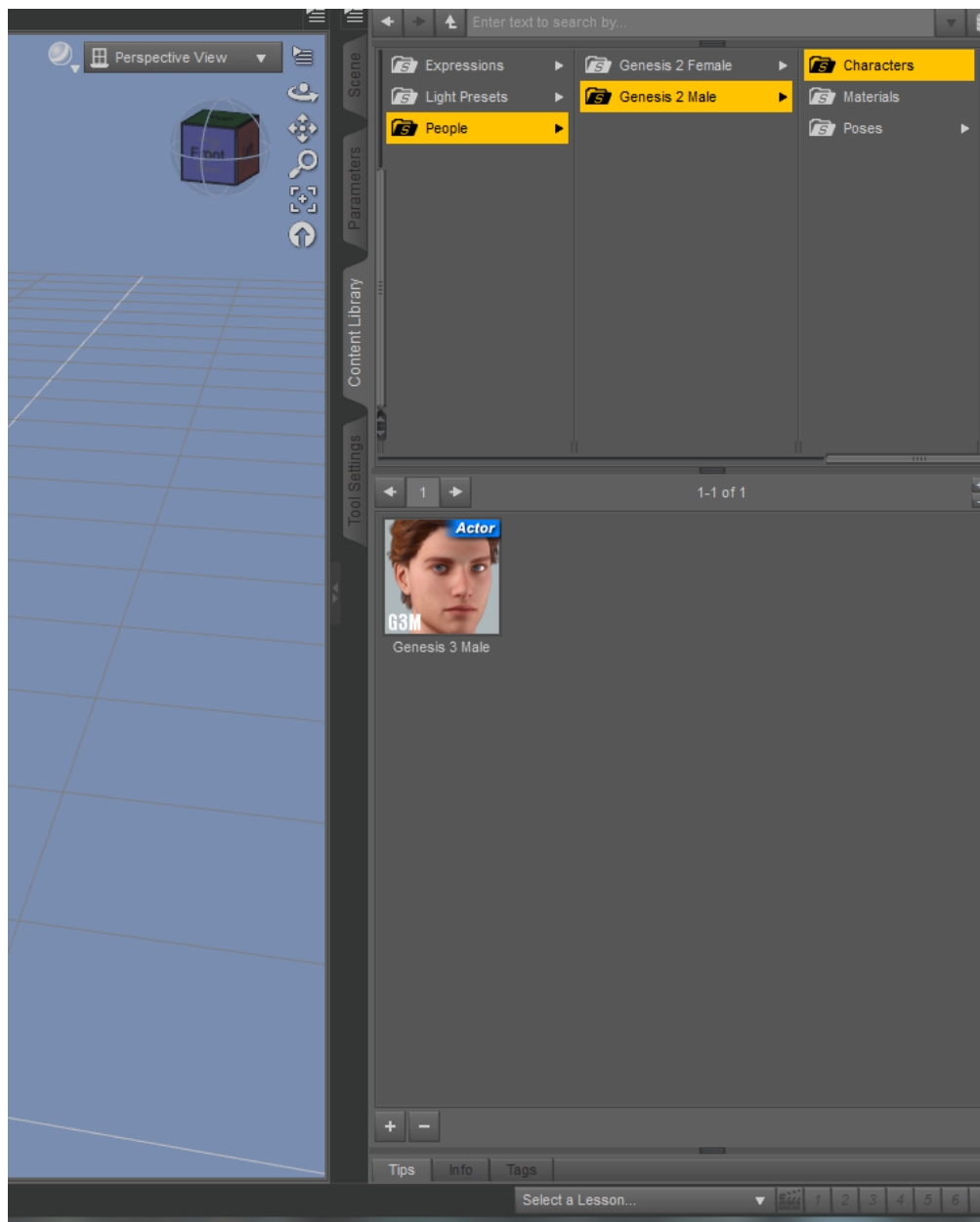
- **Genesis 3 Male Autofitting Clone for Genesis 2 Male** (*for fitting Genesis 3 Male clothes to Genesis 2 Male*)
- **Genesis 3 Male Shape for Genesis 2 Male** (*accurate Genesis 3 Male base shape projection on Genesis 2 Male geometry*)
- **Genesis 3 Male Shape Preset for Genesis 2 Male** (*one-click preset to inject the shape to your Genesis 2 Male*)

This guide will help you through using the clone and shape with your Genesis 2 Male(s) in DAZ Studio, covering several details:

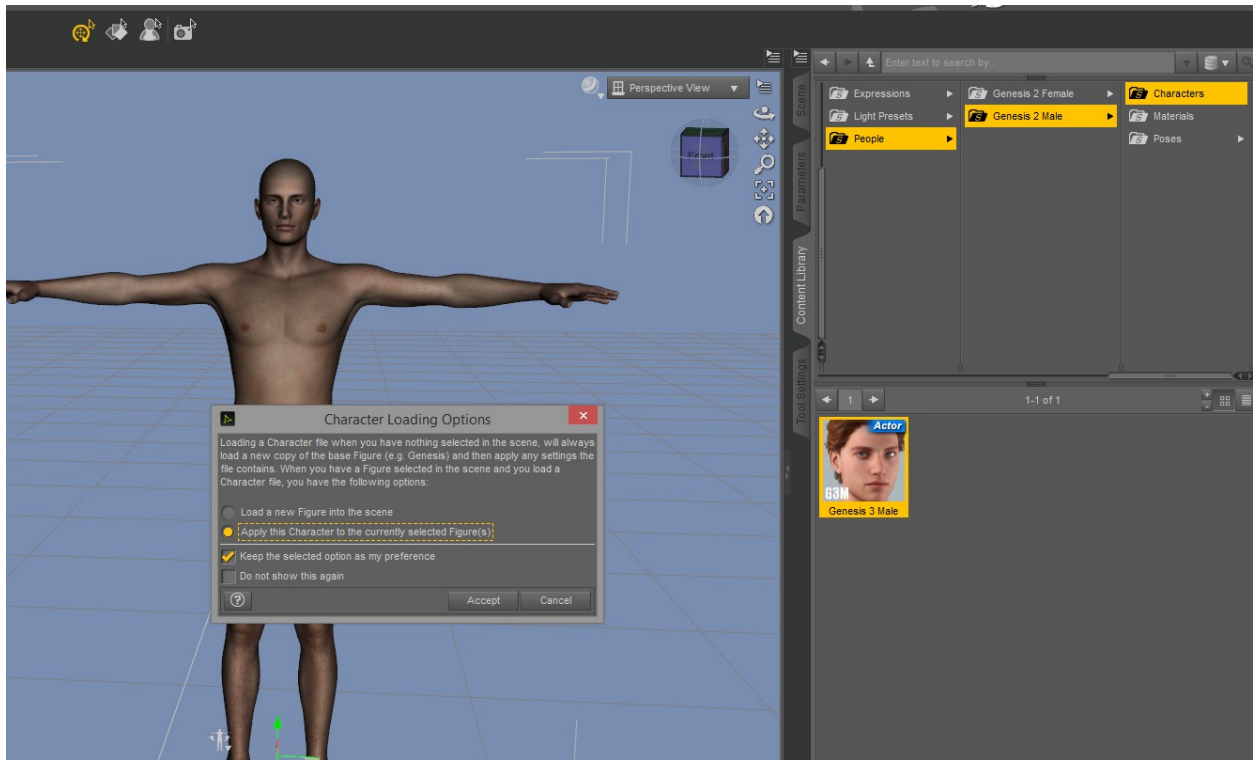
1. **Applying the Genesis 3 Male character to Genesis 2 Male(s)**
2. **Autofitting Genesis 3 Male clothes to Genesis 2 Male(s) using the clone and Autofit feature in DAZ Studio**
3. **Fixing the clothes after autofitting to Genesis 2 Male(s)**
4. **Posing Genesis 2 Male after applying the shape**

Applying the Genesis 3 Male character to Genesis 2 Male(s)

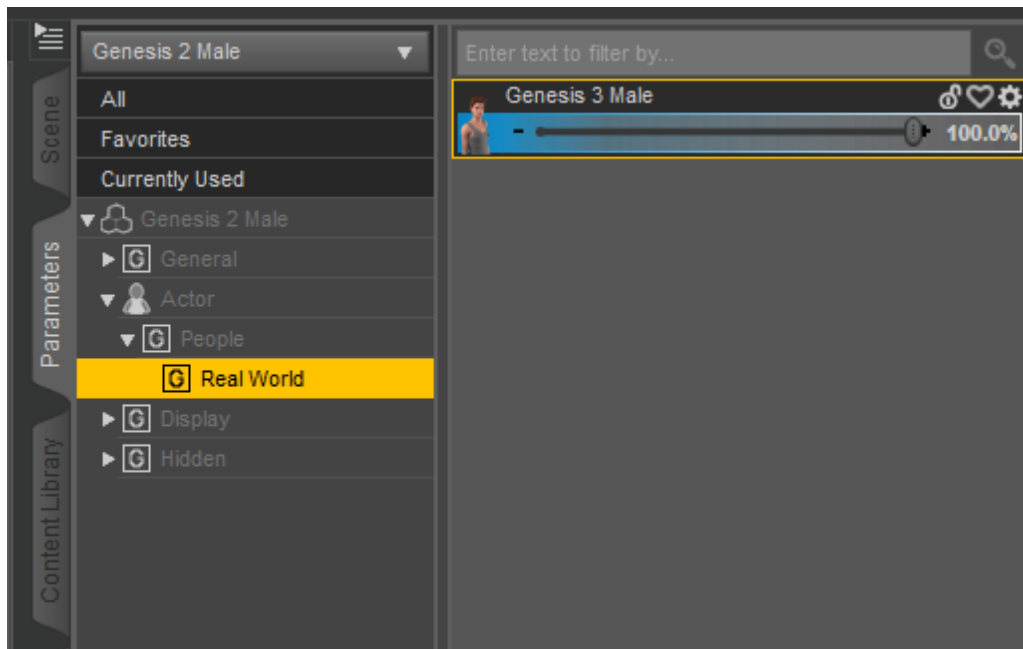
After installation you will find your newly install Genesis 3 Male character in your Content directory/My Library under People/Genesis 2 Male/Characters:



Keep in mind that the preset doesn't include the textures, only the Genesis 3 Shape so it would be best to apply the character to already loaded Genesis 2 Male in the scene, or simply texture him after loading, any Genesis 2 Male character's textures will apply:



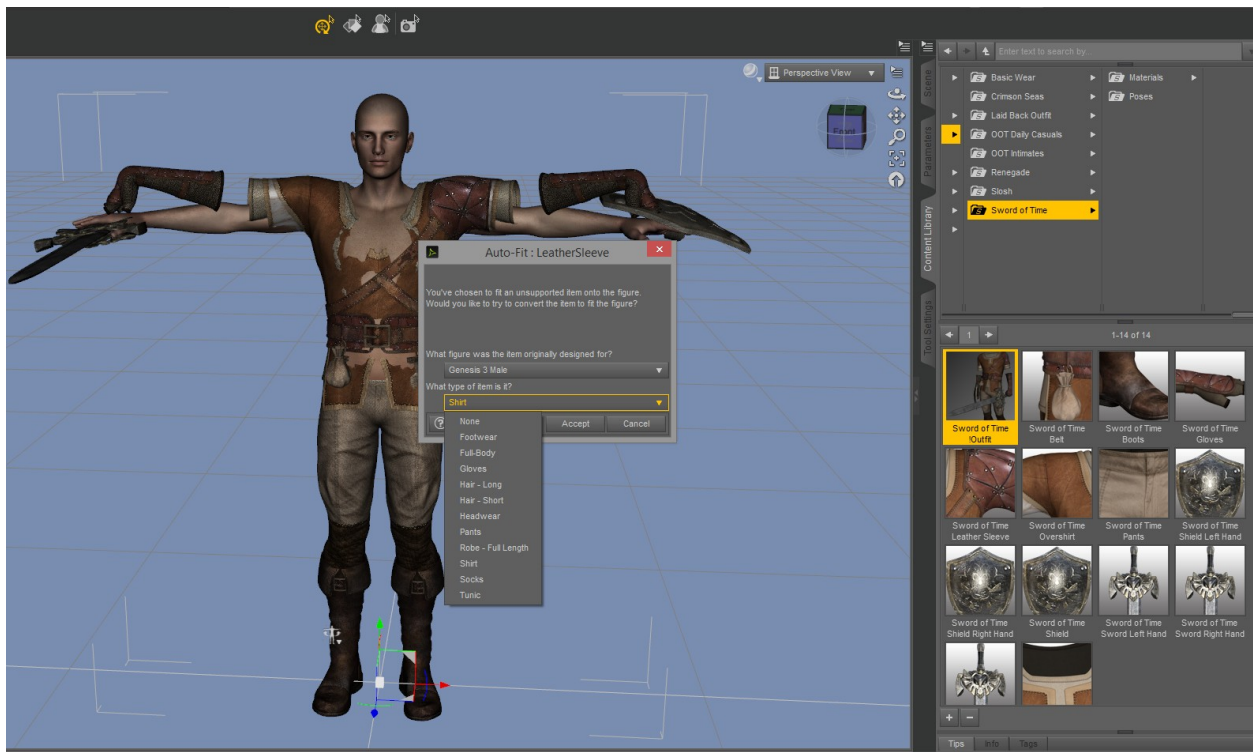
Upon applying the character and selecting Genesis 2 Male in the scene, you will find Genesis 3 Male shape nested under Parameters tab in the section "**Actor - People - Real World**". Here you can manipulate the percentage of loaded character on Genesis 2 Male base:



Autofitting Genesis 3 Male clothes to Genesis 2 Male(s) using the clone and Autofit feature in DAZ Studio

Autofitting the Genesis 3 Male conforming clothing onto your Genesis 2 Male(s) doesn't require using the shape. The clothes will fit on any Genesis 2 Male shape with the autofollow.

Upon loading the clothes, you will be prompted by the Autofit to choose which figure the clothes was originally designed for. In the dropdown list, after installation you will have the "Genesis 3 Male" option available:



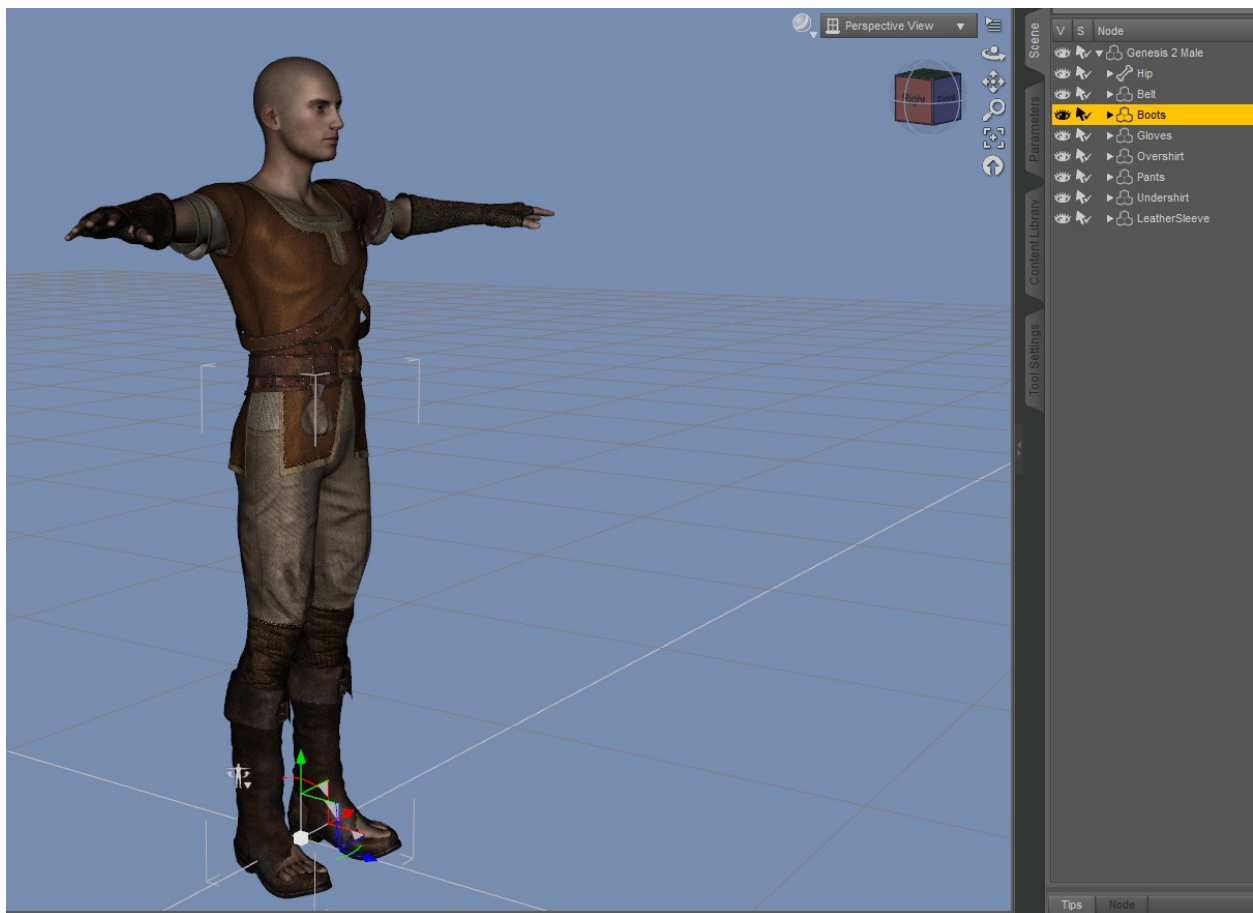
While autofitting, aside from selecting the base, it is very important to select the proper Projection template for the conforming figure to fit as best possible. Projection templates are available in Genesis 2 Male essentials and will be available by default for any Autofitting clone, including the one for Genesis 3 Male figures.

After fitting the items they will be completely converted to Genesis 2 Male, inheriting the skeleton from him and will no longer act like they were made for Genesis 3. From here on, you can use your figure just as any Genesis 2 Male in the scene.

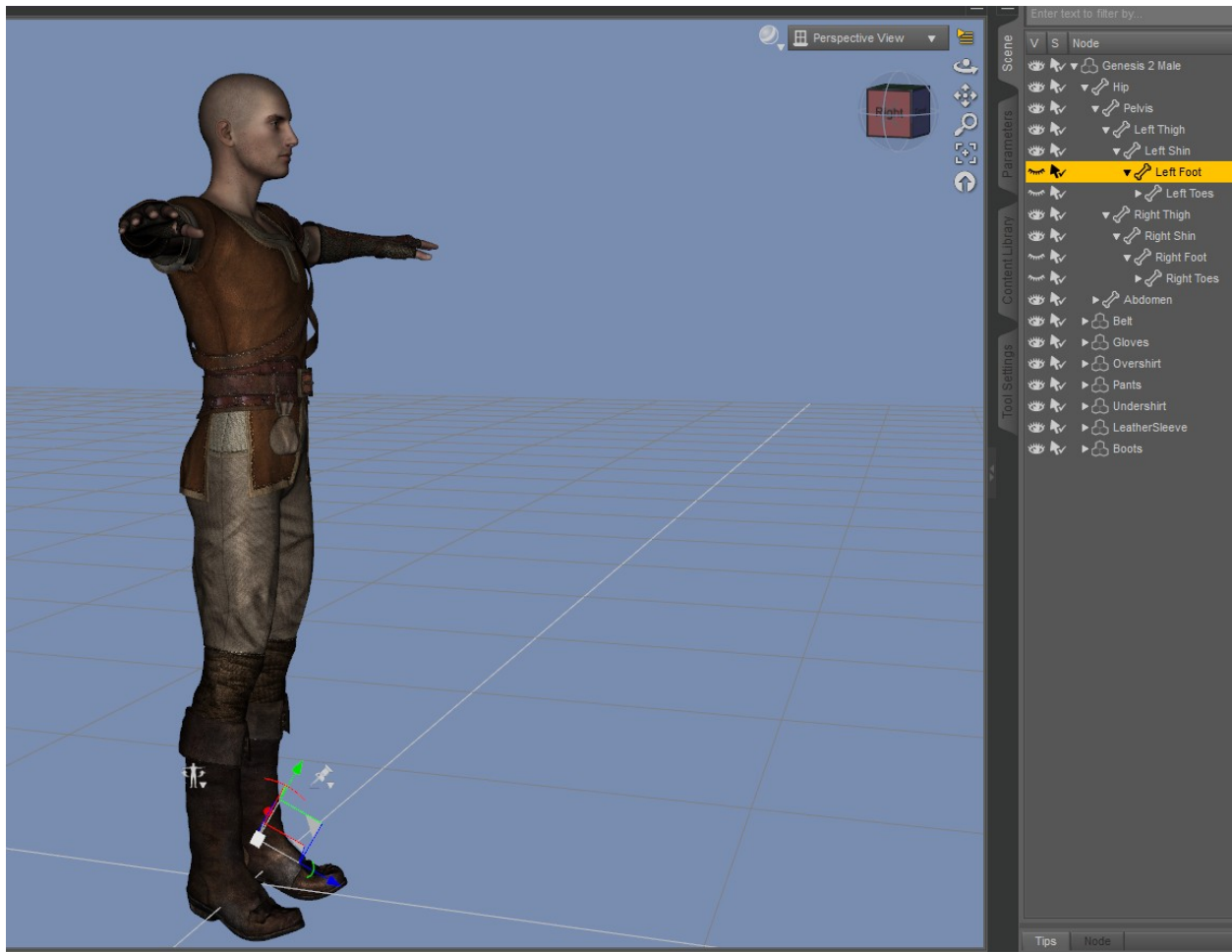
Fixing the clothes after autofitting to Genesis 2 Male(s)

Even though the Genesis 3 Male clone is the exact projection of the original Genesis 3 Male shape, you should consider that the clothes was still created for a completely different base and that it might need further adjustments like hiding body parts or applying the smoothing modifier to remove wrinkles and make the clothes fit smoother onto your Genesis 2 Male.

For an example while using the "Sword Of Time" package where fitting shoes requires a feet pose, you may encounter something like this:

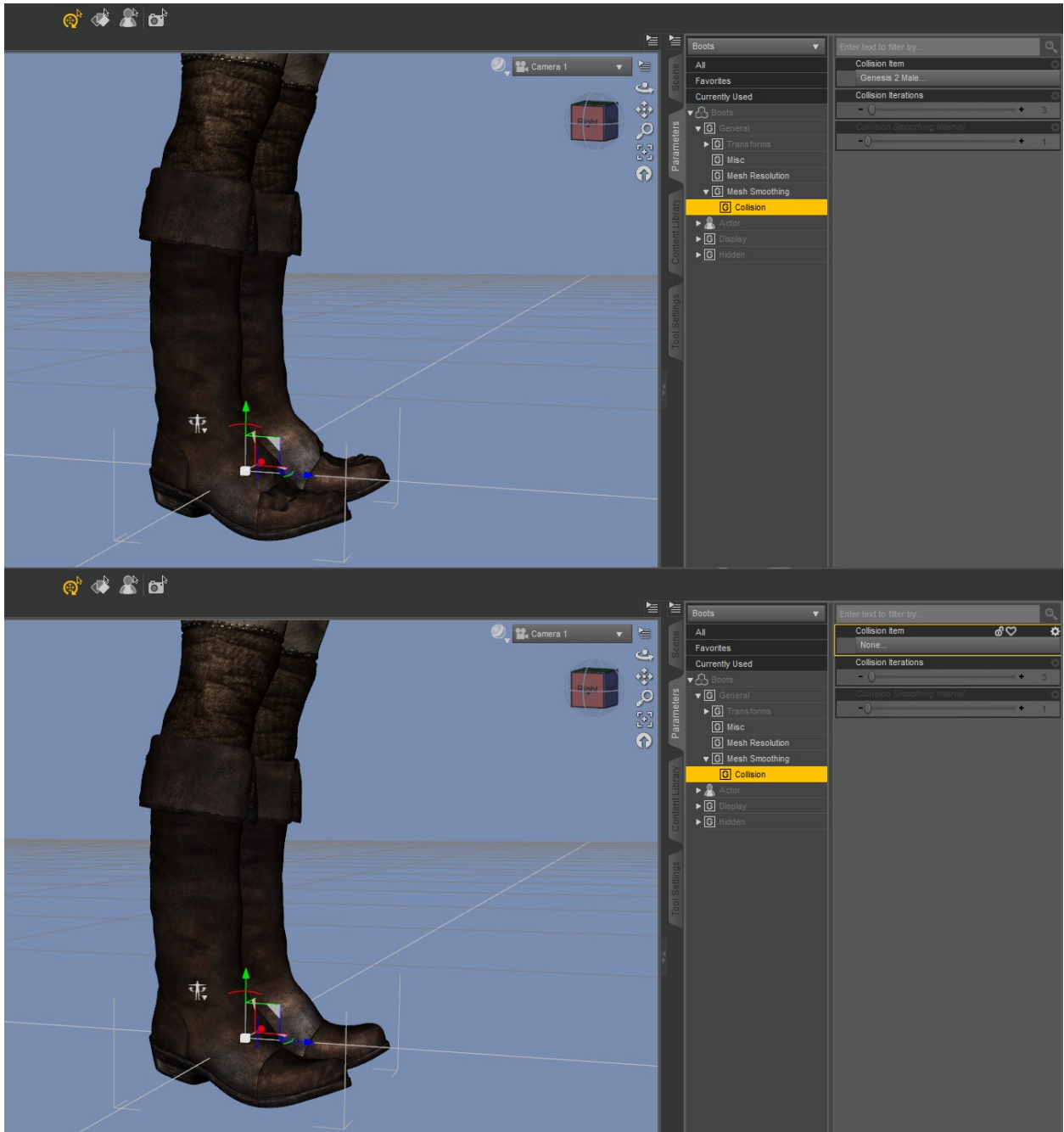


To fix this, you can hide the feet and toes in the scene by clicking the small eye icon under Genesis 2 Male's hierarchy in the scene:

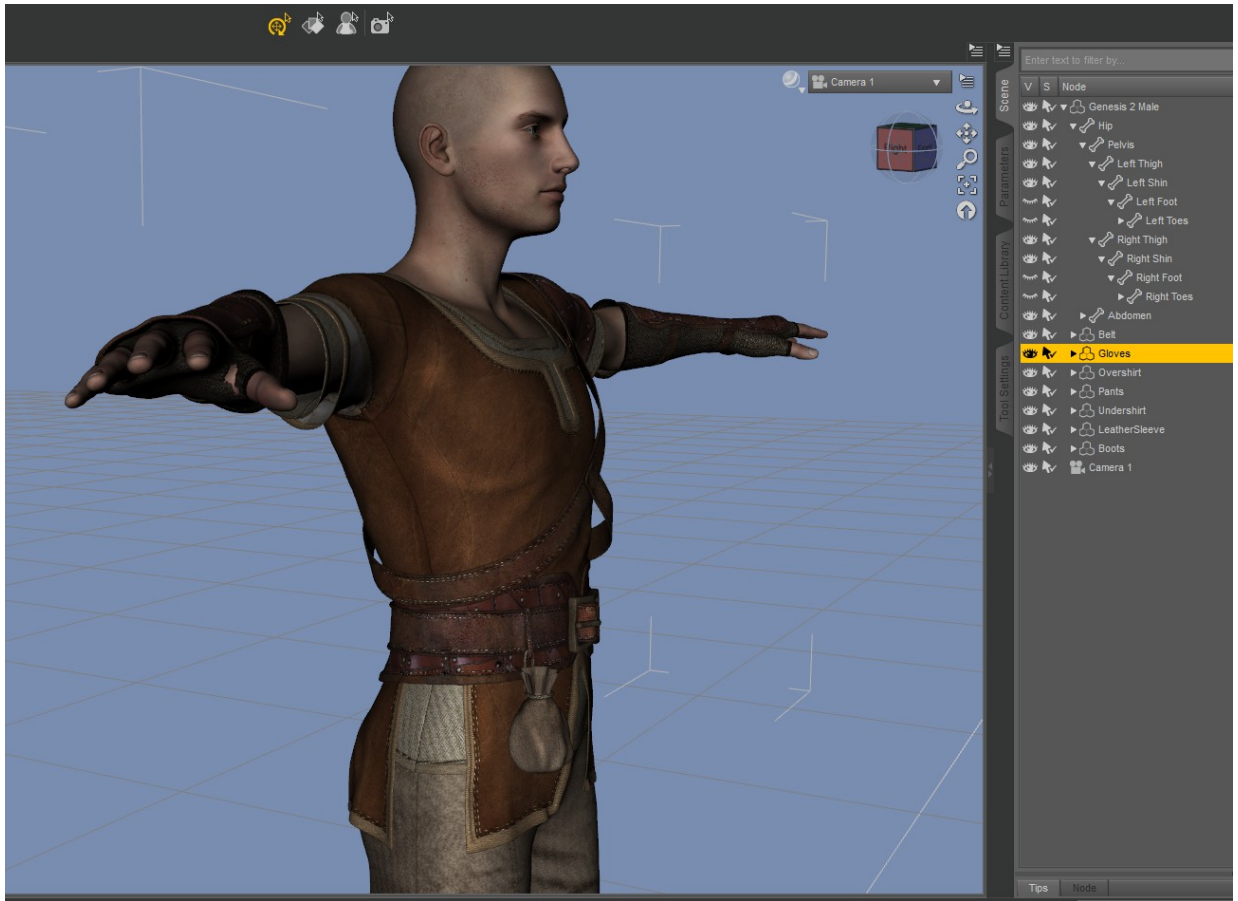


From here on, your figure will continue acting and posing normally, while boots will pose as the feet no matter that the Genesis 2 Male parts are hidden in the scene.

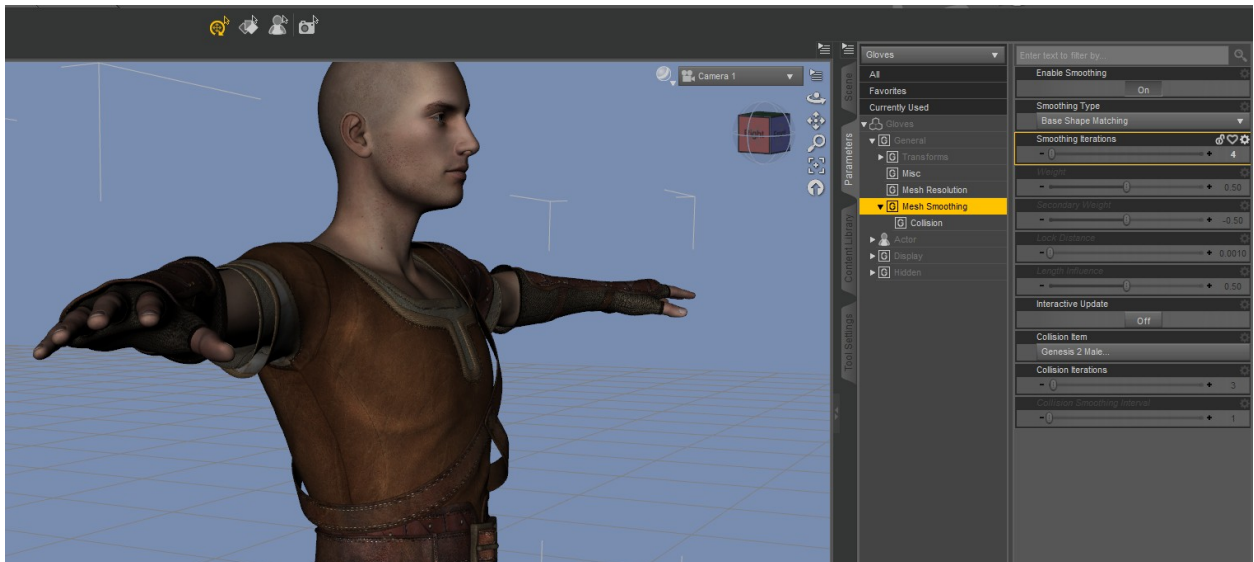
To further smoothen up the persistent non-fitting boots after hiding the toes and feet, you can set "Collision" parameter to None, so boots would return to their undistorted shape:



Next trouble you may encounter is some clothing parts not quite fitting properly and causing minor poke-throughs, on this same outfit will notice this with gloves in particular:

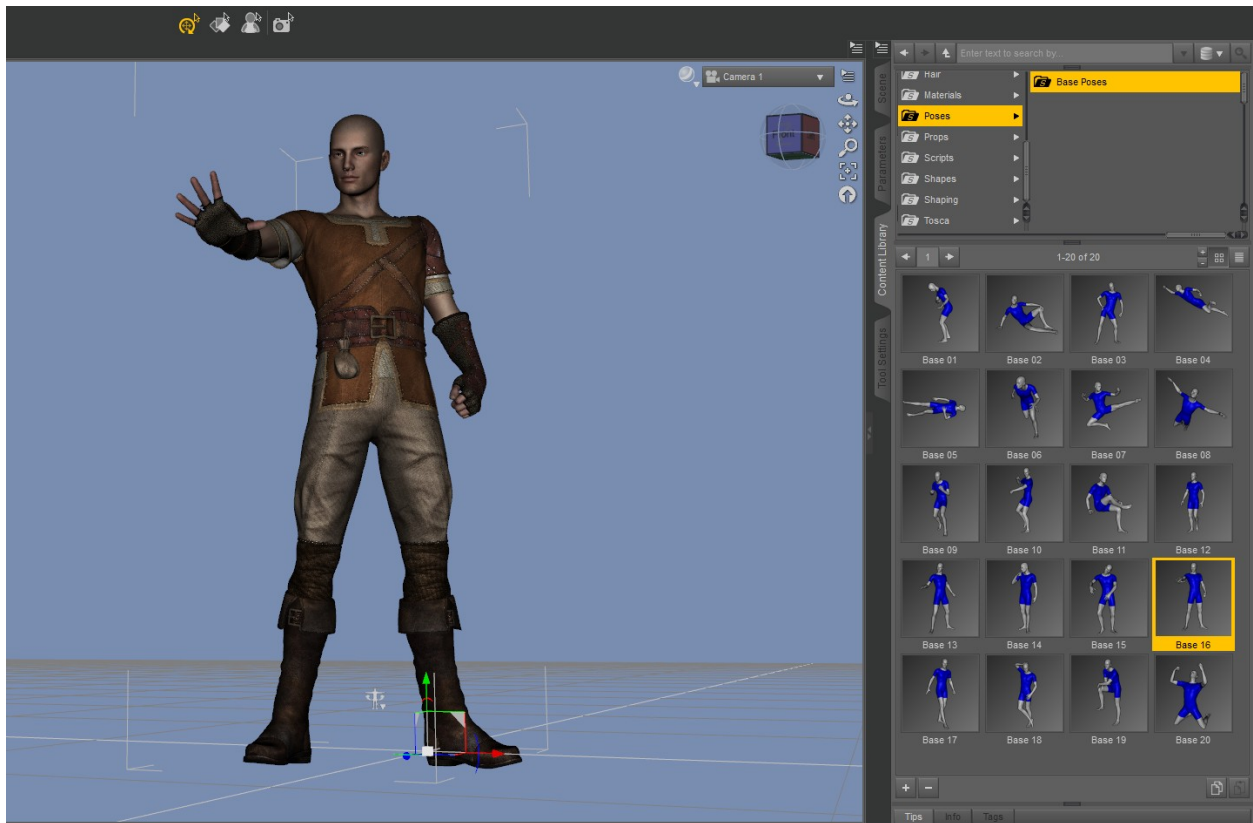


These are easiest to fix by using the Smoothing Modifier inside DAZ Studio by selecting the item in the scene and using "Edit - Geometry - Apply Smoothing Modifier", and adjusting the smoothing strength until we get the desired result:



Posing Genesis 2 Male after applying the shape

In general, Genesis 3 Male character will follow any pose created for Genesis 2 Male, but because the shape differs from the Genesis 2 Male base some adjustments might be needed. For an example he has differently positioned arms and differently shaped fingers, so you may need to tweak a little to avoid his hands colliding and falling through the body. Most general poses, however, will work just fine:



Thank you for your interest in this product and thank you for your purchase!
Verica Alzheimer - VALzheimer Studio