

# SimTenero Zone Smoother for Genesis 3 Female User Guide

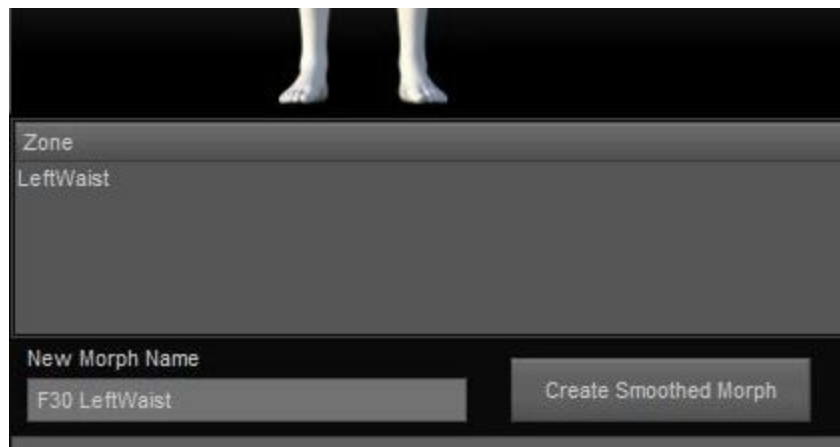
## Step By Step

Load any Genesis 3 Female character as your normally would, applying morphs and poses. Go to the frame in which you would like to create smoothed morphs and open Zone Smoother, located in the Script/SimTenero/ZoneSmootherG3f folder of your content Library.



## Select Zones

The Zone Smoother interface will present you with a number of smoothing “zones.” Click on zone button corresponding to the area you would like to include in your morph. You can select multiple zones (for example, both the upper and lower neck, upper and lower abdomen, combine thigh and glutes, etc.) to include in a single morph, or you can create multiple individual morphs.



Each zone you select will appear in the list below the Zone Selection Area. This is simply a reference to quickly see which zones are going to be applied to the new morph. To remove a zone, click on the zone button again and the zone will be removed from the list.

A morph name is automatically created based on the current timeline frame and zone selections. You can override this and create your own unique name by deleting the text in the

“New Morph Name” box and entering your own name (note that this will be overwritten each time you select or deselect a zone).

## Set Iterations



Use the large dial in the lower right of the interface to set a number of smoothing iterations. More iterations is not necessarily better. In fact, some morphs look best with only a small number of iterations. However, some experimentation may be required to get the result you are after. Note that after your morphs are created, you can dial them from -100% to 100% as you would any other morph. Experiment with applying a small number of iterations and, alternatively, applying a large number of iterations then dialing back the resulting morph below 100%. You will notice that each approach yields slightly different results.

The Iterations dial ranges from 1 to 20. You can override this value to enter a number greater than 20 by manually typing an integer value into the small gray box to the lower right of the dial.

**Important notes regarding iterations;** Increasing the number of iterations will also increase the time required to generate a morph. The smoothing algorithm introduces some degree of mesh shrinkage with each iterations, so large iteration values may result in significant shrinkage (“I just got outta the pool!” -GC) .

When you have made your selections and dialed in a number of iterations, click the “Create Smoothed Morph” button to generate the new morph. New morphs are located in your Parameters tab under “SimTenero/ZoneSmoother.” After creating a new morph, an Undo button will appear. Clicking this will remove the newly created morph (note that if the new morph is replacing a previous morph, the undo button will remove the current morph but will not revert back to the previous morph. If you are concerned about losing a previous morph, be sure to assign the new morph a unique name).

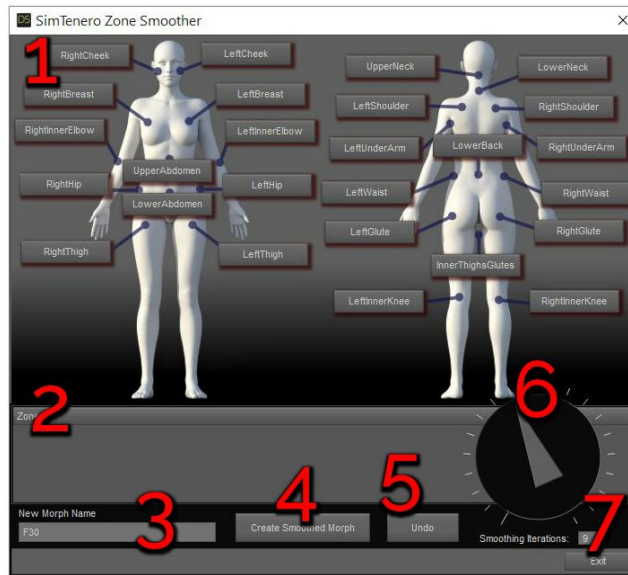
If the morph name provided already exists, you will be asked if you would like to replace the existing morph (if a non-Zone Smoother morph shares the same name, you will be prompted to rename your morph).

Newly created morphs are set to 100% at Frame 0. If you would like to use different smoothed morphs on different frames, set those morph values to 100% on frames you wish to use them and 0% on frames you do not.

### **Additional Important Notes**

- Zone Smoother is designed for use with Still Image poses. Smoothed morphs may not animate correctly.
- Each time you load a saved scene which includes Zone Smoother morphs, a script (ReApply.dse) is automatically run in the background to reapply your smoothed morphs. This script is intended for automation, running it manually will result in an error message. If, for some reason, this script fails to run and your smoothed morphs appear incorrectly after reloading a scene, locate and run the ReApplyManual.dse script located in Scripts/SimTenero/ZoneSmootherG3F.
- Smoothed morphs are based on a scene's "World Space." If you rotate a figure by it's Hip bone after having created smoothed morphs, these values will no longer be valid and you will need to recreate the morphs. You can, however, rotate a figure at its root node without affecting existing smoothed morphs.

## GUI Reference



1 - The Zone Selection Area - Each button in this area corresponds to a custom “Smoothing Zone” on the Genesis 3 Female figure. Morphs can be created for a single zone, or for multiple zones. A zone button will turn a darker shade of gray when it is selected. All selected zones will be included in a new morph when the “Create Smoothed Morphs” button is clicked. Clicking a zone again deselects it.

2 - The Zone List - This list displays all zones which will be included in a new morph. To add or remove a zone, click its corresponding button in the Zone Selection Area.

3 - New Morph Name - The text appearing in this box will be the name of a newly created morph. A name is automatically created based on the current frame and zone selections. This name can be manually changed by entering text into the box.

4 - Create Smoothed Morph Button - Clicking this button will create a new morph, located in Parameters Tab, SimTenero/ZoneSmoother.

5 - Undo Button - This button will only appear when an Undo operation is available. Clicking this button will remove the most recently created morph. It will *not* revert back to any previously applied morph.

6 - The Iterations Dial - Clicking and dragging on this dial selects a number of smoothing iterations between 1 and 20.

7 - Manual Iteration Number - Entering a valid integer value in this box will override the dial value.