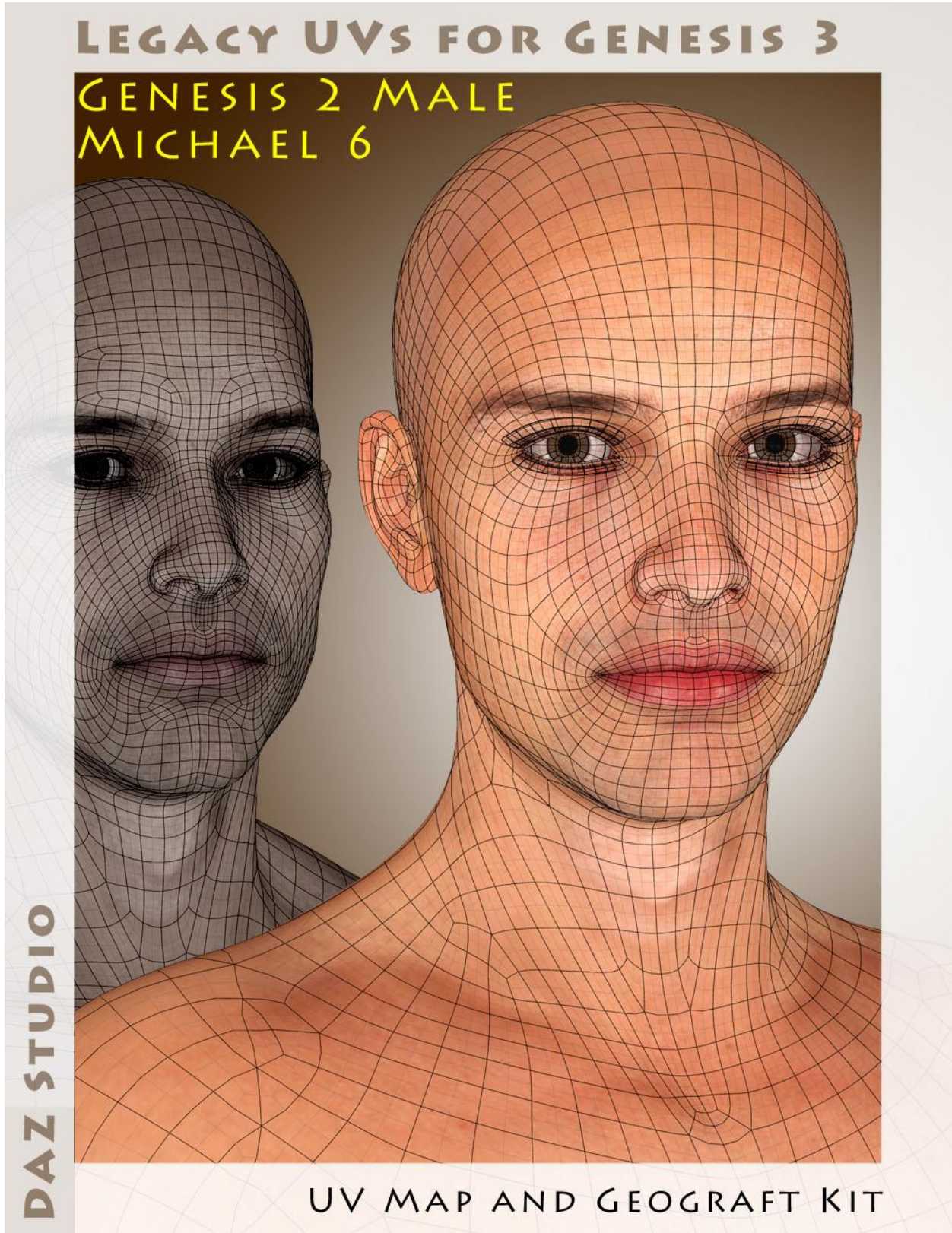# Legacy UVs for Genesis 3: Genesis 2 Male and Michael 6

<u>Instructions for use</u>

1. Load and select Genesis 3 Male.

2. Click on the '!Prepare G3M' icon.

   This will load and fit the five geografts, create the Legacy Surface Selection Sets so that legacy Material files will recognise the surface names, and apply a neutral surface material to Genesis 3.

   Genesis 3 and the geografts will also be selected in the Scene panel in readiness for the application of the legacy textures. If you have fitted the Genitalia geograft to Genesis 3, that will be also be prepared and selected, and an additional geograft will be loaded to manage the genital/hip surface transition.

   If you wish to add the genitalia at a later stage you must rerun the '!Prepare G3M' script. You can also rerun '!Prepare G3M' at any time to ensure that all the geografts are selected, because the script will check for existing geografts and will not keep loading new ones.

3. Apply the Legacy Material files in the normal way by navigating to the required folders and clicking the icons. If the Genitalia geograft is loaded you should also apply the Genitalia MAT at this stage **and *before* the Body MAT**. (This is because the Genesis 2 Male Genitalia shares a surface name, "Hips", with the main body, and so the Genitalia material file will overwrite the Torso texture.)

4. If you have applied a Michael 6 material file to Genesis 3 the textures should now be aligned. If you have applied a Genesis 2 Base Male MAT, click on the 'Apply G2M UVs' icon. This will change the UV sets for all the selected surfaces to 'Genesis 2 Male'.

   If the Genitalia geograft is loaded you should always click on either the 'Apply G2M UVs' or the 'Apply M6 UVs' icon in any case to apply the correct UV set and also the 'TransMap_GenHip_G2M' and 'TransMap_Gens_G2M' transparency maps. Michael 6 (and all other Genesis 2 Males) uses the same UV set for the Genitalia as the Genesis 2 Base Male, but has its own GenHip geograft UV set, but in the case of Michael 6 the transparency maps are the same.

NB: The Legacy geograft for the Genitalia geograft incorporates a loop which does not hide the host surface so that the geografts can take the complementary transparency maps and blend their respective textures more smoothly.

I have also included an additional UV map for the Genitalia for use with the Uncircumcised Morph. This must be set manually in the Surfaces tab.

For convenience I have included an optional toolbar which you can load from the 'Components' sub-folder. This will make the icons in the main folder available as buttons which can be easily accessed without having to navigate back and forth between folders.

The other icons in the Components folder are .duf files for the individual geografts, the material file for the 'neutral' start surface, the script which adds the legacy surface names to Genesis 3 and the genitalia, and the two Transmaps for the genitalia. It should not usually be necessary to use any of these directly as they are all (except the Transmaps) run when the '!Prepare G3M' icon is clicked.

LIE presets

Loading a Genesis 2 Male or Michael 6 LIE preset may result in multiple layers if the original preset was designed to span more than one surface. For example, a LIE preset (like a tattoo) covering the neck, torso and hip surfaces on Genesis 2 will be loaded three times onto the torso surface for Genesis 3 because the torso now covers the surfaces originally covered by the neck, torso and hips. The additional layers can be removed in the LIE editor.

Final Notes

Some original Genesis 2 textures may be "partial" textures. For example, where there is a tattoo on the hand the actual texture may only include the texture for the 'hand' surface, the rest of it will be blank. This worked on Genesis 2 because there was a separate surface for the hand. Genesis 3 Male only has 'Arms', so if you apply the hand tattoo the rest of the arm will be untextured. In these instances one can easily create a "whole" texture in a Paint or Graphics program by simply cutting the partial texture and overlaying it on an existing complete texture. Then you navigate to the new texture in the Surfaces tab and save it as a new Material .duf preset.