

Fit Control for Genesis 3 Male Tutorial

Merchant Resource usage and Agreement

The Fit Control Morphs may be saved on clothing items for sale providing the following rules are followed.

Fit Control morphs **MUST** must be exported and imported as new morph name on clothing item to avoid any conflicts.

Steps to do this are as follows:

1. Load Fit Control morphs on desired clothing.
2. Dial up desired morphs.
3. Export as .obj and modify if needed.
4. Import back onto clothing as new morph.

This process can also be used to assist with shape fits.

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SCRIPT REFERENCE USED

http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/properties/node_properties/start

PRODUCT SPECIFICATIONS

This Product only supports Genesis 3 Male.
Supports any clothing auto-fitted to Genesis 3 Male.
This product only works with DAZ 4.7 and above.

PRODUCT LOCATION

People\Genesis 3 Male\Clothing\Fit Control



Thank you for your support and we hope you enjoy using this product.

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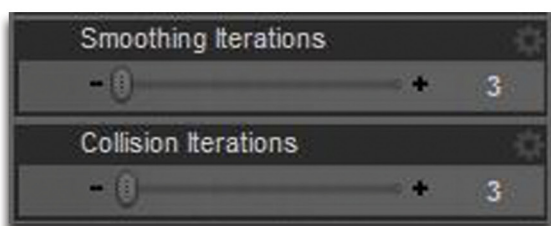
GETTING STARTED

To use Fit Control the start up process is fairly easy.

1. Load your figure.
2. Load desired clothing sets onto figure via Auto-Fit.
3. Set smoothing and collision detection on for clothing items.

Some of the product morphs require this to be active. If your clothing does not have smoothing enabled you can add it by doing the following:

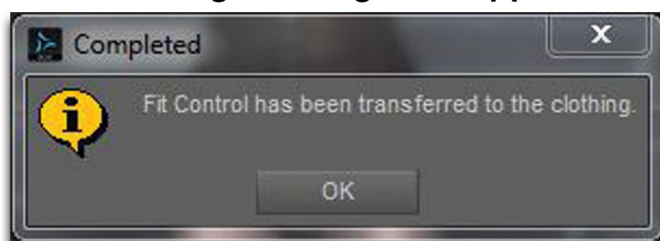
Select clothing Item, go to Edit Menu-> Object -> Geometry -> Apply Smoothing Modifier. Once applied, set the following values to get started (you may change them to your liking)



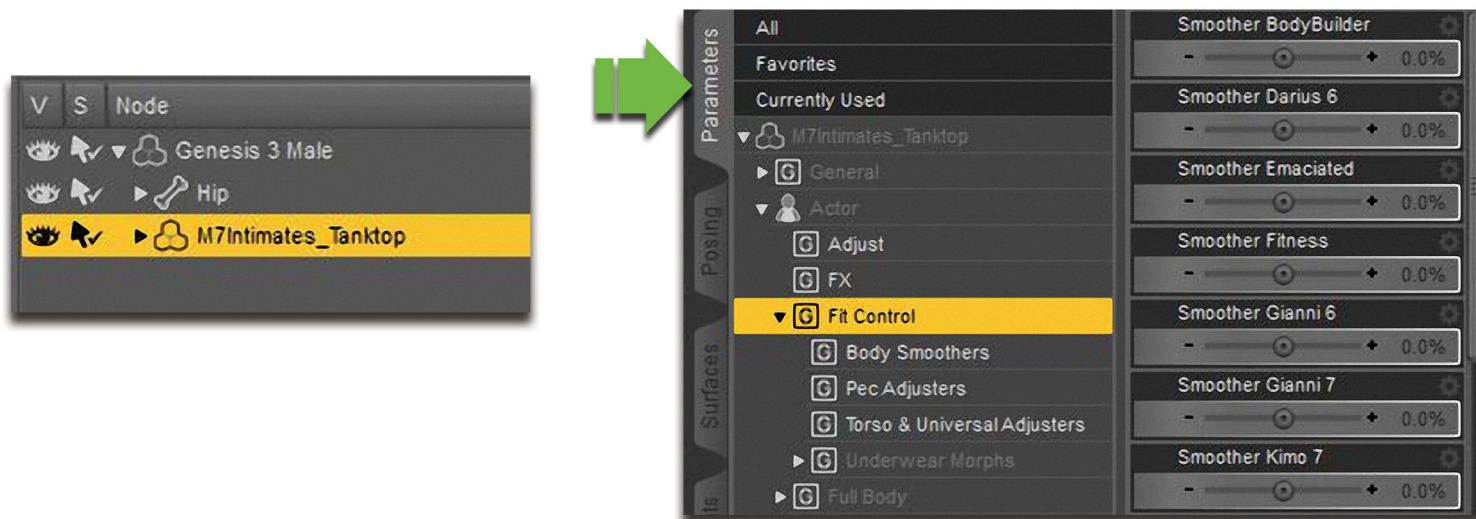
To Activate Fit Control, Select the figure that the clothing is loaded onto and click on the script icon



The following message will appear



Once you have the clothing item selected from the scene, go to Parameters\Actor\Fit Control. The product is now ready for use.



The following section covers the morphs and what their functions are.

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PEC ADJUSTER MORPHS

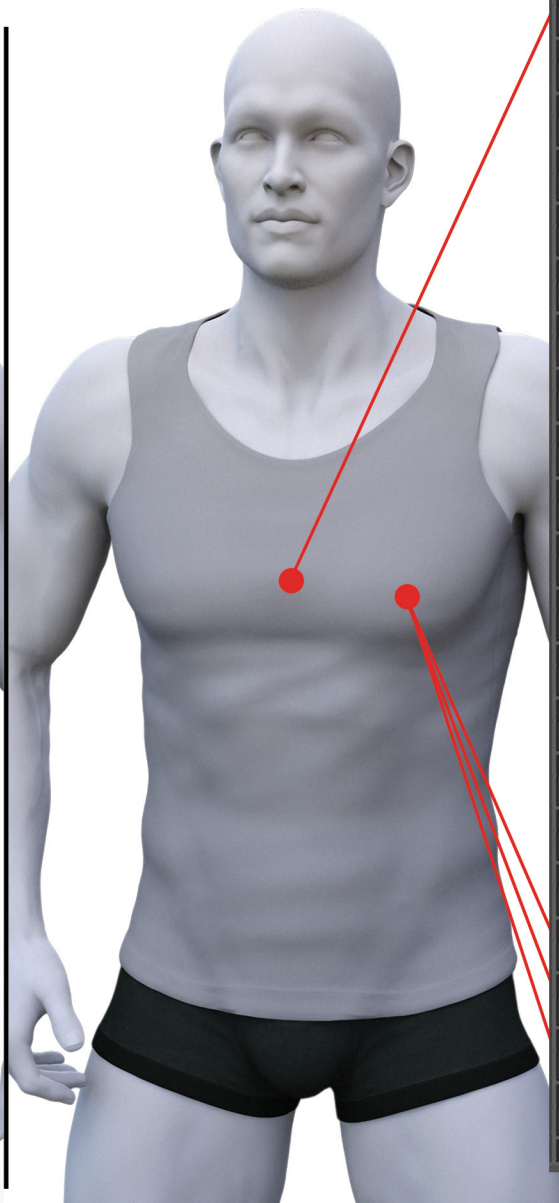
The main function of these morphs are to reduce the shrink wrap effect of clothing around the chest\pec area.

Here is an example of the morphs used and the results. The most important morph is the Center Depth morph. This pulls the area between the pecs outwards. The other important morphs are the Under Height, Under Lower and Under Smoother morphs. Their aim is to eliminate the shrink wrapping under the pecs. The other morphs are mainly supporters to help these out.

Before



After



Morphs used

Center Depth	+ 124.3%
Center Depth Smoother	+ 0.0%
Center Height Bottom	+ 0.0%
Center Height Top	+ 0.0%
Center Pinch	+ 0.0%
Center UpDown 1	+ 0.0%
Center UpDown 2	+ 0.0%
Center Width 1	+ 0.0%
Center Width 2	+ 0.0%
Centre Depth Lower	+ 0.0%
Centre Depth Upper	+ 0.0%
Centre Gap Height	+ 0.0%
Depth Adjust	+ 0.0%
Front Height 1	+ 0.0%
Front Height 2	+ 0.0%
Side Smoother	+ 0.0%
Sternum Height	+ 0.0%
Under Height	+ -41.1%
Under Lower	+ 23.9%
Under Smoother 1	+ 5.6%
Under Smoother 2	+ 0.0%
Under Smoother 3	+ 0.0%

When using the Under Height and Under Lower morphs together, The Under Height must roughly reflect the Under Lower morph value, but in the negative. They do not always have to follow this rule, but in most cases they produce nice results in reducing the under pec fold.

Values will vary depending on the pec morphs shape, so this example is not a golden rule, but more of a starting point to understand how the morphs work.

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BODY SMOOTHER MORPHS PART 1

The main function of these morphs are to reduce the appearance of muscle details projected onto clothing.

EG If your figure has Gianni7 shape, simply dial up the Gianni7 smoother. You can also combine it with other body smoothers for a more dynamic effect depending on how the clothing fits. Smoothers give better results if combined with the expand all morph.

Before



After



Morphs used

Smoother BodyBuilder	0.0%
Smoother Darius 6	0.0%
Smoother Emaciated	-17.0%
Smoother Fitness	0.0%
Smoother Gianni 6	-3.2%
Smoother Gianni 7	112.1%
Smoother Lee 6	0.0%
Smoother Lee 7	0.0%
Smoother Leo 7	0.0%
Smoother Michael 6	0.0%
Smoother Michael 7	0.0%
Smoother Muscle Volumes	-12.5%
Smoother Scott 6	0.0%

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BODY SMOOTHER MORPHS PART 2

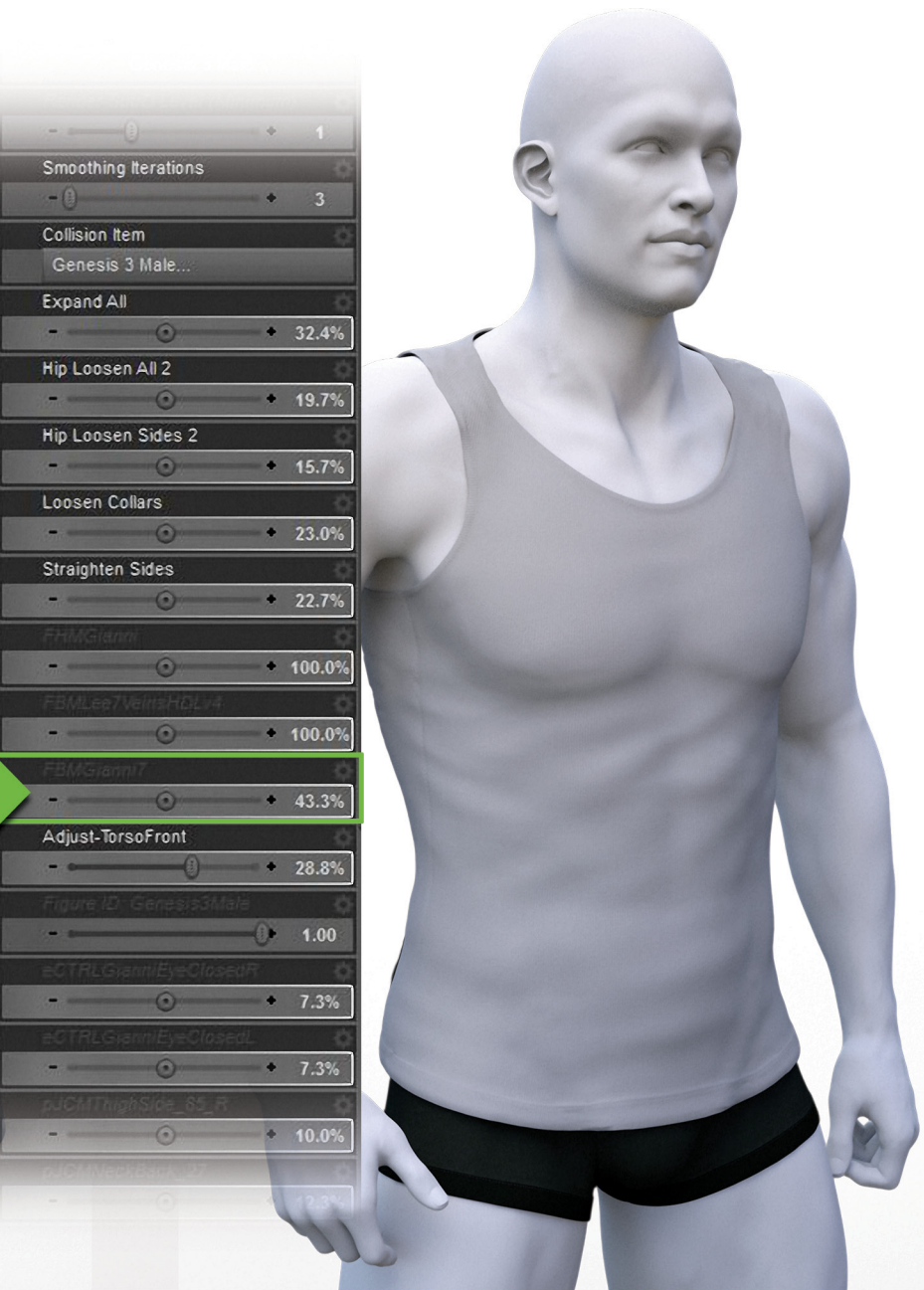
Another way in reducing the figure's detail is by lowering the figures shape projected onto the clothing (FBM morphs). By default these morphs are hidden, so you will have to unhide them by clicking on parameters\show hidden properties. Reducing the FBM's can also be combined with the body smoother morphs.

Once the figure shape has reduced, you can then get the clothing to fit using the Fit Control morphs.

Before



After



Smoothing Iterations	3
Collision Item	Genesis 3 Male...
Expand All	32.4%
Hip Loosen All 2	19.7%
Hip Loosen Sides 2	15.7%
Loosen Collars	23.0%
Straighten Sides	22.7%
FBMGiant	100.0%
FBMLeg7VeinsHDLV4	100.0%
FBMGiant7	43.3%
Adjust-TorsoFront	28.8%
Figure ID: Genesis3Male	1.00
eCTRLGiantEyeClosedR	7.3%
eCTRLGiantEyeClosedL	7.3%
pJCMThighSide_65_R	10.0%
pJCMThighSide_65_L	10.0%

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TORSO ADJUSTER MORPHS

The main function of these morphs are to reduce the shrink wrap effect of clothing on the torso area.

These are pretty straight forward to use and are mainly designed to make minor adjustments. They are particularly useful if the clothing set does not contain any fitting morphs or if you want to stack mutiple clothing on top of each other.

Before



After



Morphs used

Expand All	93.6%
Hip Loosen All	172.2%
Loosen Front	150.5%
Loosen Side L	82.3%
Loosen Side R	82.3%
Crotch Loosen 2	363.5%

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UNDERWEAR PELVIC MORPHS

The main function of these morphs are to give clothing such as underpants or boxers added functionality.

However, some of these morphs are only compatible with certain design types. If the morphs are applied to clothing that do not match the style, undesired results can occur. For some of the Pelvic Morphs you require underwear or swimwear with waist straps. Other morphs are universal such as the Rear Loosen, Rear Down, Front Pull, Front Down and Down all Morph, which can work on long pants or shorts.

Clothing style example



That about covers the tutorial. We hope you find this product useful.

Please send any comments or feedback by clicking on the product support icon.

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