Hat And Hair Helper

Genesis 3

MANUAL AND INSTRUCTIONS

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Introduction And Acknowledgement

Thank you for purchasing this product!

Working with the combination of hair and a hat or hood has always presented difficulties in 3D. Now you can easily fit together these elements on your Genesis 3 figures using the Hat And Hair Helper for Genesis 3!

Using the Helper is very simple, but hopefully this manual will help you figure out anything that isn't immediately obvious. Happy rendering!

I would also like to give special thanks to a great artist and Daz3D veteran, Draagonstorm, who wrote the script that allows clicking this manual from the content library. Her store is found at http://www.daz3d.com/draagonstorm.
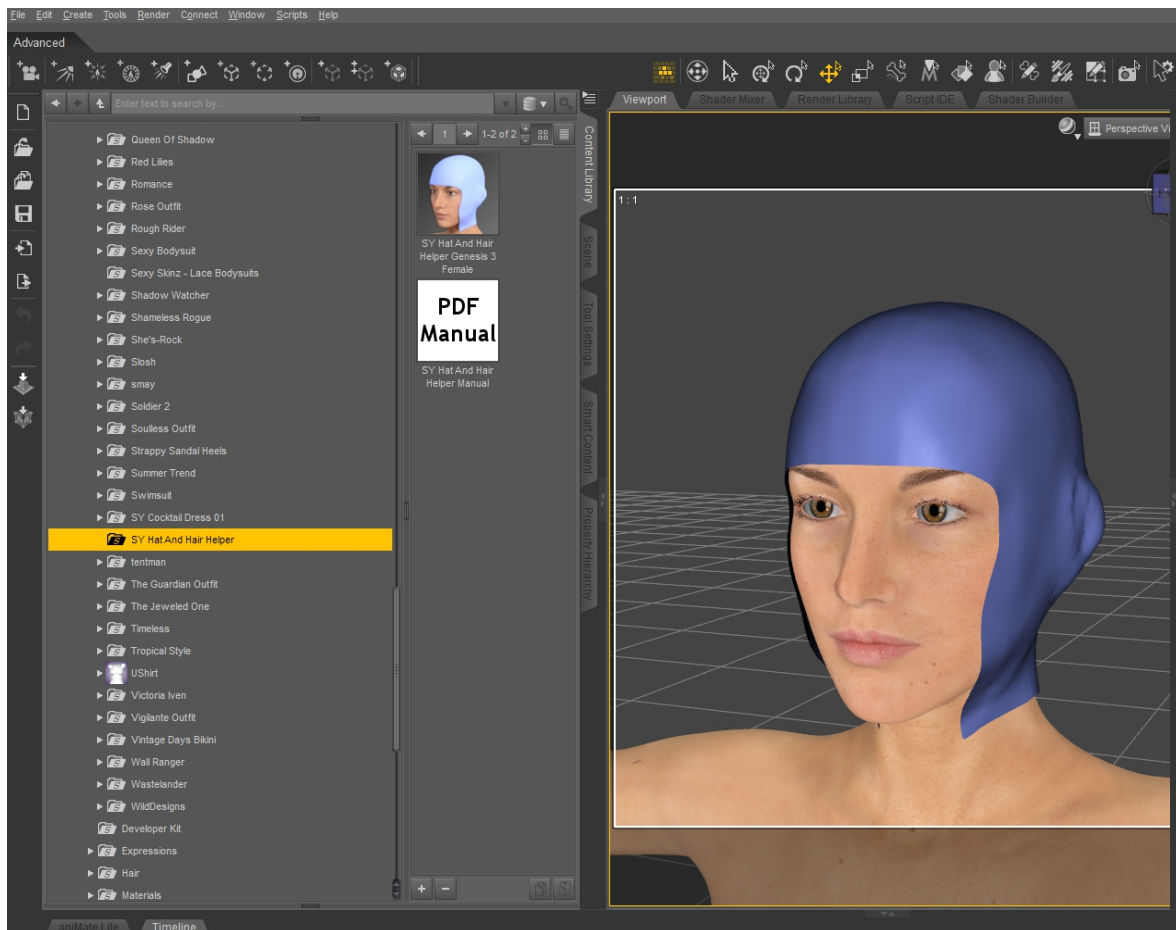
Using the Hat And Hair Helper

To use Hat And Hair Helper with hats, you need three objects in your scene:

1. Genesis 3 Male or Female.

2. A conforming hair.

3. A hat (conforming or solid prop, it doesn't matter).

For this demonstration I will use Genesis 3 Female, the Free Spirit hair by Aave Nainan, and the Timeless hat from the Timeless Outfit by Mindvision.

Start by selected Genesis 3 Female and then clicking on the SY Hat And Hair Helper icon from your library. It is found in People/Genesis 3 Female/Clothing/SY Hat And Hair Helper. The blue hood should appear and conform to the figure. In the male figure it is orange.


This folder also contains the icon that leads to this manual, of course.

In your scene tab, select the Hat and Hair Helper. *The HELPER must be selected before loading hair, not Genesis 3!*

Now load your chosen hair from the library. I've chosen the lovely Free Spirit Hair by Aave Nainan, available in the Daz store.

If you load it with the Hat and Hair Helper selected, it conforms to the Helper instead of Genesis 3 Female. This is important because we want morphs to transfer from the Helper to the hair.
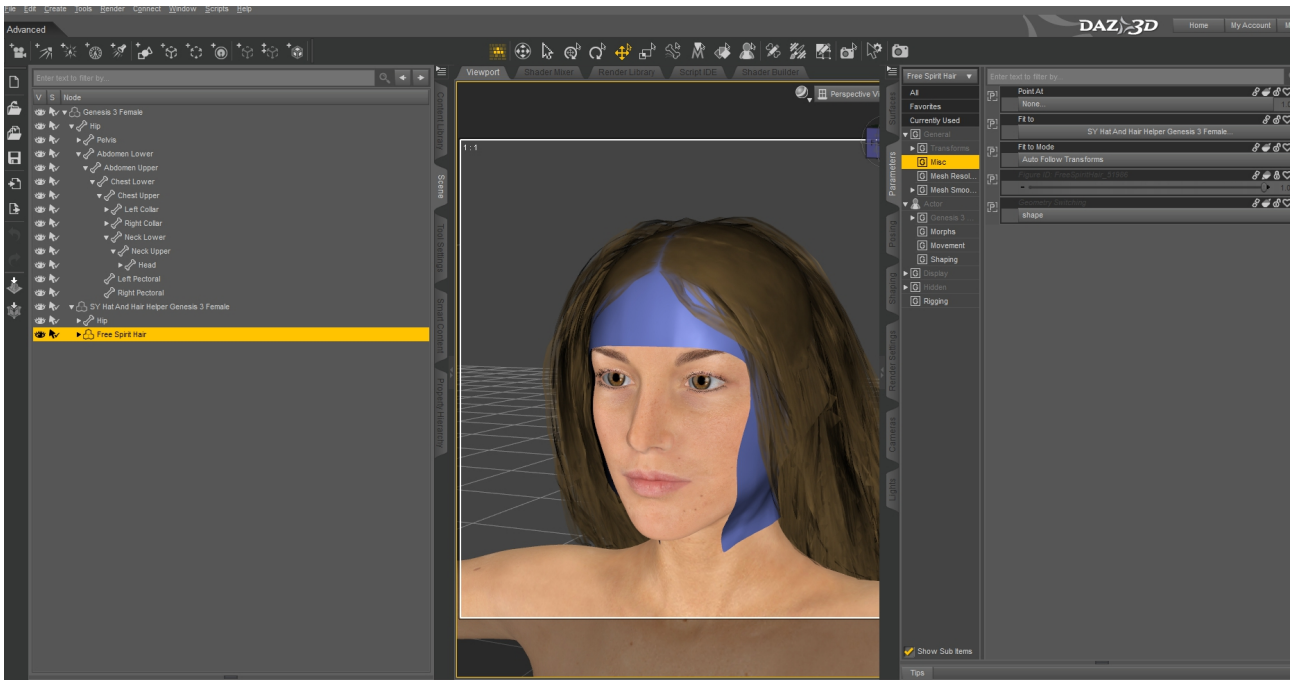
Now it's time to add a hat!

This time select Genesis 3 Female before clicking the icon of your chosen hat from the library. The hat can be a conformer or a prop, it doesn't matter.

Immediately you can see significant clipping between the hat and the hair.
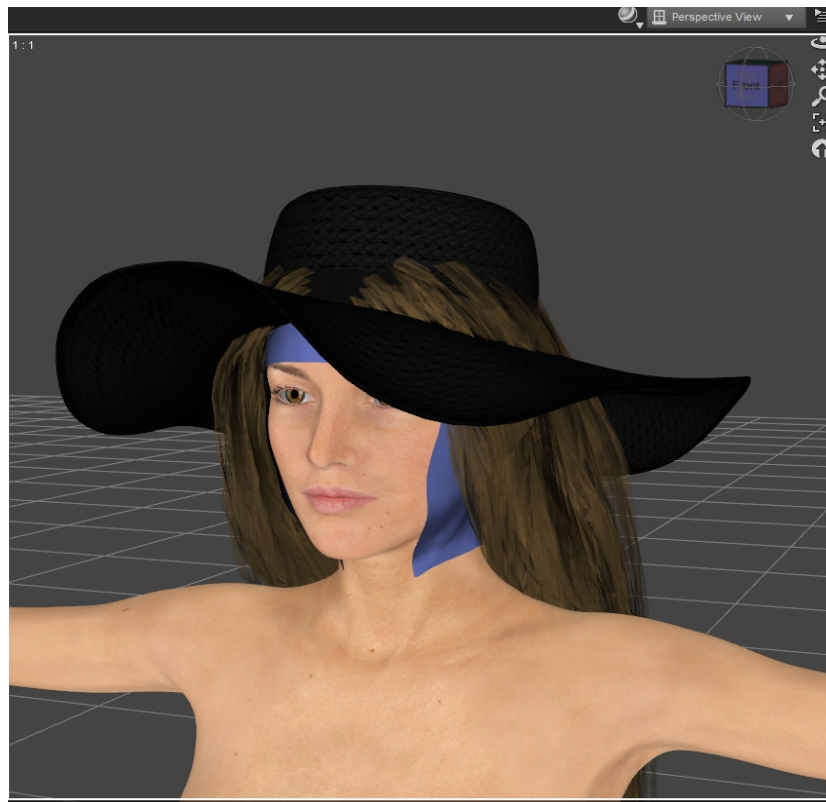
Select Hat and Hair Helper again and look at it in either the Parameters tab or the Shaping tab. Under the group Actor/Helper Morphs, you will find a large list of morphs.

I'm going to start by dialing the Under Cap 01 morph to 200%.
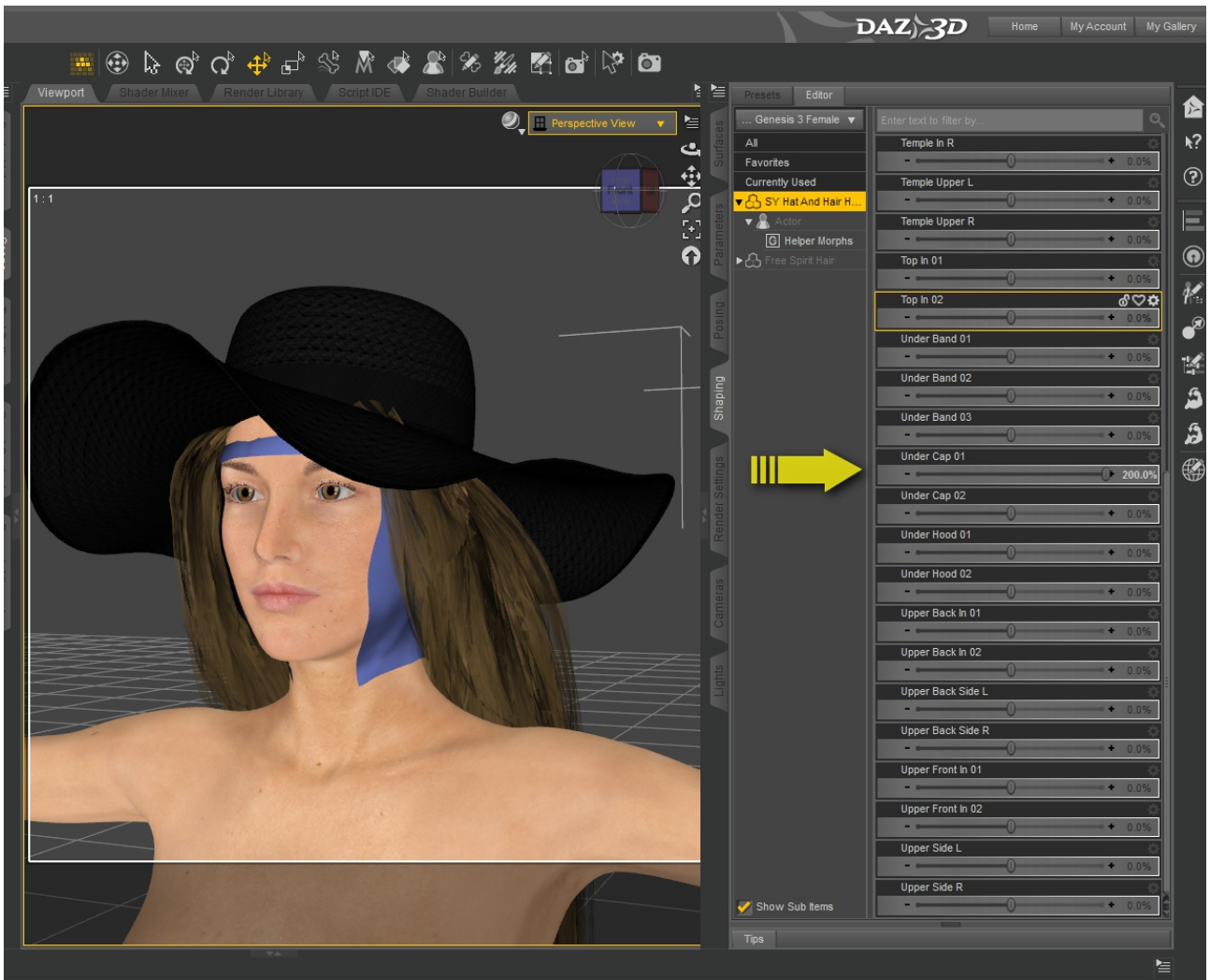
This gets rid of a lot of the clipping already, but not all of it. By playing with the other morphs I find that a combination of the Temple Upper L, Top In 01 and Under Band 01 basically does the job.

The Band morphs are ones to try early along with the Cap ones because they make the most changes. This can also mean weird artifacts or too much hair disappearing into the head, so you may need to reverse some other morphs to compensate in specific areas, or combine several morphs. This is something you have to play with on each item to find the right combo.
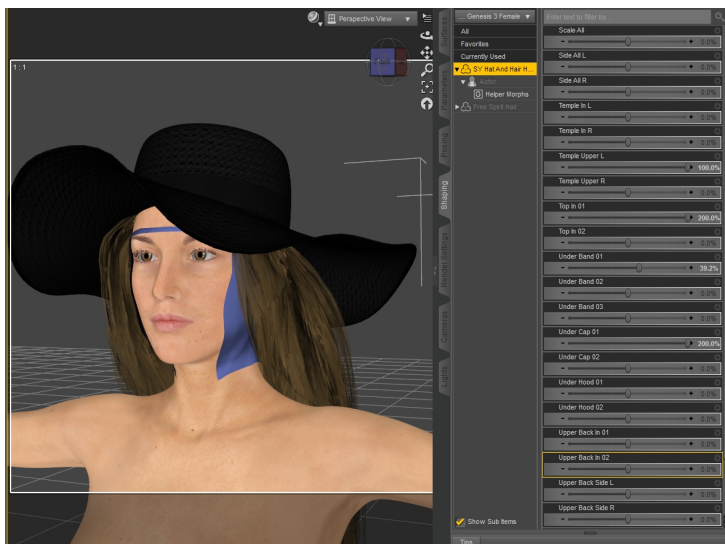
Now I'll do a test render by setting the draw style in the viewport to Iray (the small icon at the top of the screen to the left of the words "Perspective View" in this picture). The Hat and Hair Helper does not show up in renders.
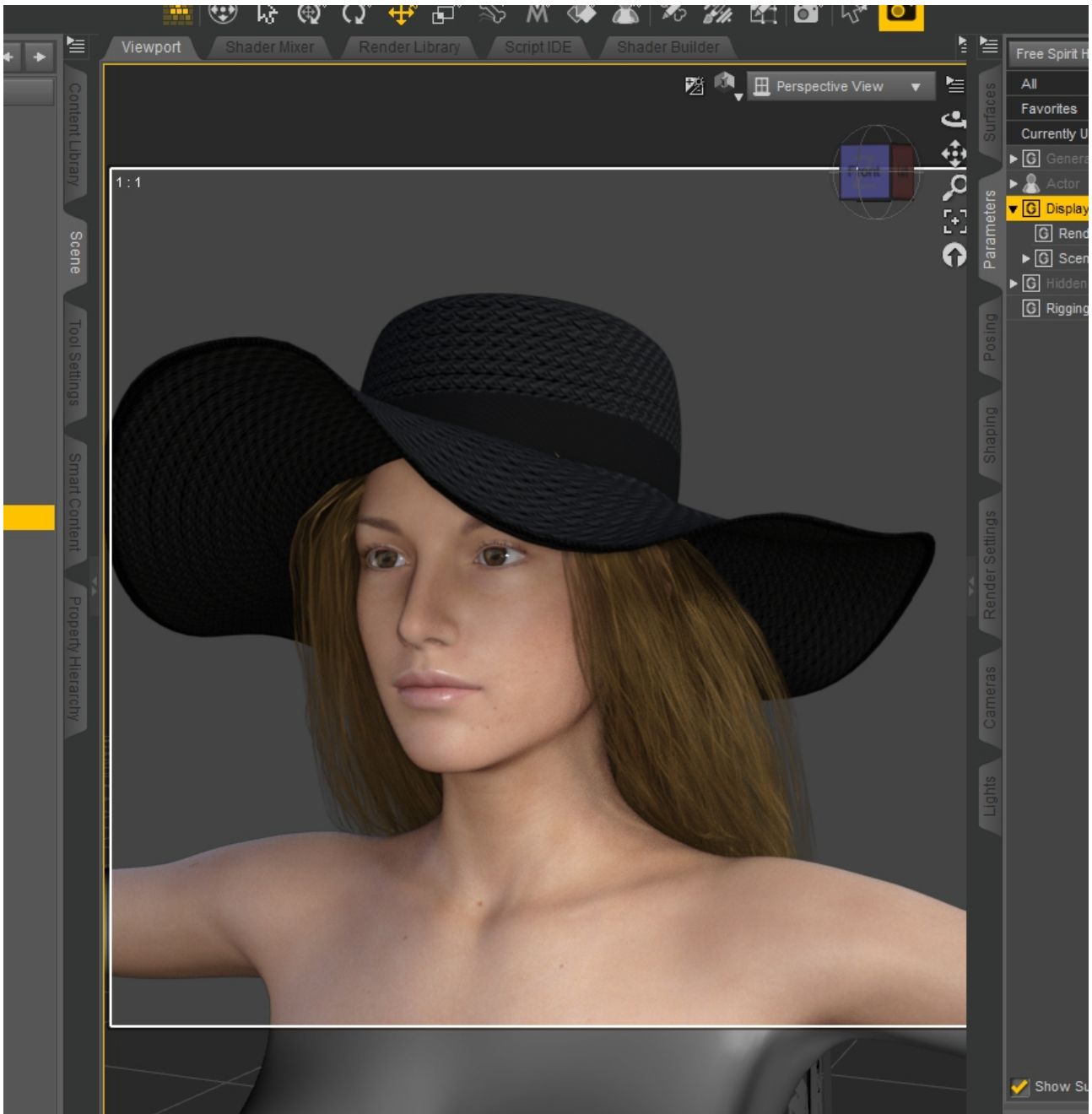
And there you have it: a lovely hair, a lovely hat, and no clipping.

If you would also like to hide the Helper in your scene, and only see its effect on hair that is conformed to it, you can turn off visibility by either clicking the eye icon in the Scene Tab or by going to Display under Parameters.

If your hair starts disappearing from renders, make sure it is conformed to the Helper but not parented to it by dragging it away from the Helper in Scene Tab.