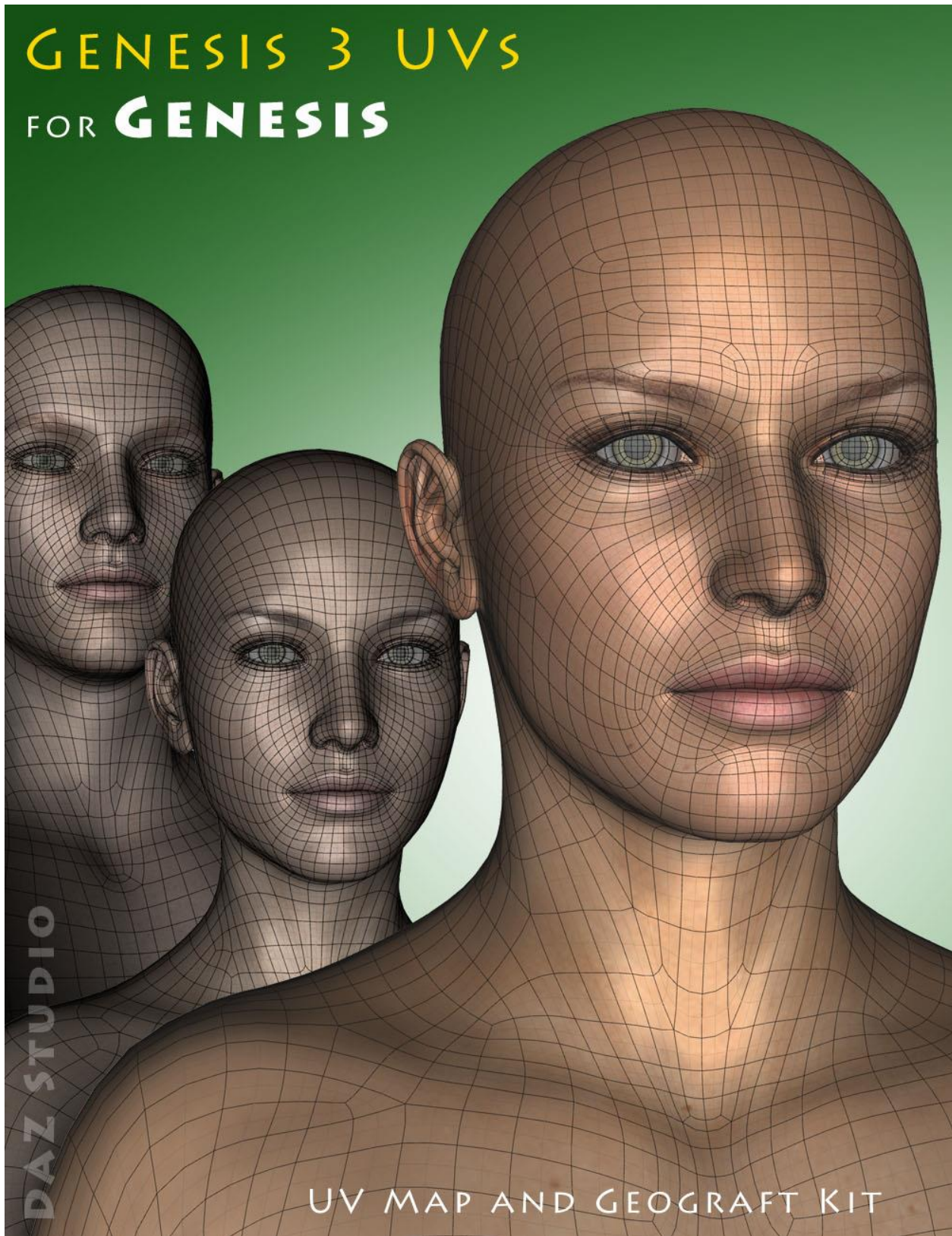


Genesis 3 UVs for Genesis

GENESIS 3 UVs

FOR **GENESIS**



DAZ STUDIO

UV MAP AND GEOGRAFT KIT

Instructions for use

1. Load and select *Genesis*.
2. Click on the 'Genesis 3 UVs !Prepare Genesis' icon, which can be found in *People: Genesis: Anatomy: Genesis 3 UVs*.

This will load and fit the geografts, create the Genesis 3 Surface Selection Sets so that Genesis 3 Material presets will recognise the surface names, and apply a neutral surface material to *Genesis*. *Genesis* and the geografts will also be selected in the Scene panel in readiness for the application of the Genesis 3 textures. ***You can also apply Genesis 8 textures because Genesis 8 uses the same UVs as Genesis 3.***

If you have fitted the Genitalia geograft to *Genesis*, that will be also be prepared and selected, and for the Male a geograft will be added to manage the surfaces. If you wish to add the genitalia at a later stage you must rerun the '!Prepare Genesis' script. You can also rerun the Prepare script at any time to ensure that the geografts are selected and to reset the surfaces. (The script will check for existing geografts and will not keep loading new ones.)

3. Apply the Genesis 3 Material presets in the normal way by navigating to the required folders and clicking the icons.

Please note that some Genesis 3 and Genesis 8 Material presets are Hierarchical Material Presets and as such will not load onto Genesis figures. (You can verify the type of preset from the Info panel at the bottom of the Content Library tab.) In this case you can load the MAT onto a Genesis 3 or Genesis 8 figure and then save it as an ordinary Material Preset before applying it to *Genesis* and the geografts. In the case of Genesis 8 you will have to save, in addition, a Material Preset for the Eyelashes.

4. Click on either the 'Apply Genesis 3 Female UVs' or 'Apply Genesis 3 Male UVs' icon. This will change the UV Set for all surfaces to either "Genesis 3 Female" or "Genesis 3 Male".

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 geografts, the material preset for the 'neutral' start surface, and the script which adds the Genesis 3 surface names to *Genesis* and the genitalia. It should not usually be necessary to use any of these directly as they are all run when the '!Prepare Genesis' icon is clicked.

Eye Moisture Attachment

Genesis does not have an EyeReflection or EyeMoisture surface, so in order to allow the use of Genesis 3 EyeMoisture materials I have included an Eye Moisture Attachment which loads with the geografts. There is also a standalone version of the attachment which can be loaded from the Components folder if you wish to use Genesis 3 EyeMoisture materials with *Genesis* textures.

Cayman Studios

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