# Meshology

Submerged inside Hexagon and DAZ Studio

Session 6 : Geografting and Rigging the Gills, Tail, Fin and Antennae

Kim explains and demonstrates the steps involved in creating a geograft... one of the most powerful features of DAZ Studio.

Using geografts, your custom creations are only limited by your imagination.

We've classified this particular session as 'expert,' because it requires particular attention to detail.
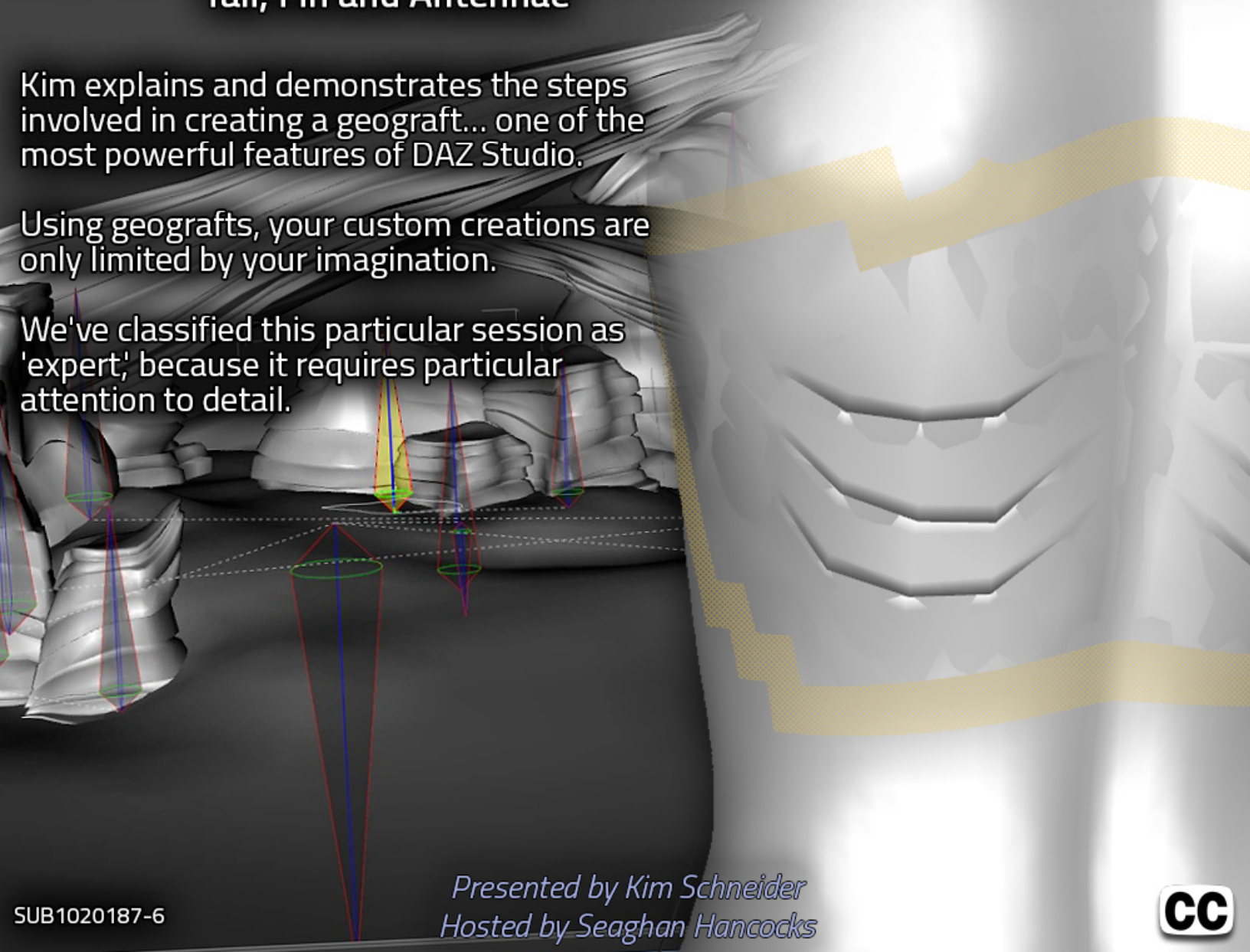
Presented by Kim Schneider
Hosted by Seaghan Hancocks

CC

Submerged inside Hexagon and DAZ Studio

recorded September 7, 2018 v1

Time Code	Description : Session 6 : Geografting & Rigging the Gills, Tail, Fins & Antennae
00:00:00	Intro
00:00:50	Overview of Session 6
00:02:47	What is Geografting?
00:05:11	Set Genesis Figure to Base Subdivision
00:06:23	Running the Geograft through the Transfer Utility
00:07:10	Defining the Edge of your Geograft
00:07:31	Selecting the Border on Genesis 8 to Attach the Geograft
00:07:43	Select all the Underlying Polygons to Hide
00:08:40	The Border Must be Unbroken Edges
00:09:17	Setting the Graft Faces for Attachment
00:09:42	Assigning the Outside Border
00:10:18	Selecting all the Polygons to Hide
00:10:45	Set Auto-Hide Faces for Attachment
00:11:20	Testing that the Geograft Works
00:11:50	What Happens when you Miss a Polygon to Hide
00:14:56	Demonstration of Invisible Seam
00:15:46	Built-In Morph Effect on Geograft - Demo
00:16:52	Use Extra Care when Texturing
00:18:20	Rigging the Tail
00:18:41	Transfer Utility Problems
00:19:30	Importing the Tail Model Retains Material Groups
00:20:00	Using the Geometry Editor to Turn the Material Groups into Face Groups
00:23:32	Using the Transfer Utility
00:24:03	First, Create a Geograft out of the Tail
00:26:43	Checking to See If you Have all the Faces selected that Need to Be Hidden
00:28:26	Converting Material Groups to Face Groups
00:30:24	Remove any Face Groups that Have No Polygons Associated
00:30:58	Correcting the Material Zones
00:31:37	Face Group Boundary Issues
00:33:46	Weld Identical Vertices - Export Option
00:34:39	Swapping Surface Maps
00:37:40	Adding Bones to the Tail

00:41:57	Weight Mapping
00:45:37	Trick to Test Movement When No Controls Exist
00:46:47	Smoothing the Tail Weight Maps
00:49:00	Rigging the Fins
00:56:48	Credits