

CLOTHING CONVERTER

FOR GENESIS 3



DAZ STUDIO
RENDER WITH



USER MANUAL



Clothing Converter User Manual for Genesis 3

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Introduction

Finally, use your Genesis 8 with your Genesis 3 characters! Automatically convert **almost your entire wardrobe of clothes and many accessories** using the new *Clothing Converter for Genesis 3 Female* or *Clothing Converter for Genesis 3 Male*! The Clothing Converter script provides batch execution for automatically converting your Genesis 8 clothing to Genesis 3 clothing in your library. **It can even convert high-heeled shoes!** Easily select the wardrobe items in your library, select an output directory, and execute the script. Even better, icons and categories are copied from your Genesis 8 clothing to the new Genesis 3 clothing items.

Your new Genesis 3 wardrobe is completely Smart Content aware! They will show up when you select a Genesis 3 Female or Genesis 3 Male. Plus, all materials shown in Smart Content for your Genesis 8 item will show for your converted Genesis 3 item. **Converted clothing, instead of using Auto-Fit, produces vastly less distorted results, especially with high-heeled shoes.**

The Clothing Converter script does not work with props (e.g., swords, wands, etc) and wearables (e.g., outfits). Items without metadata can be converted but will not show up in Smart Content. They may also need to be converted using a Force Convert Item(s) button. High-heeled shoes may require a manual step during conversion if the original shoes do not include a compatible foot pose.

The script may not be able to convert all clothing items without issues. Converted items may exhibit poke through. Usually, this can be fixed by adding a smoothing modifier or a push modifier.

Features

- **Convert Genesis 8 Clothing items for use by Genesis 3.**
- **Convert Dresses, Pants, Shirts, Skirts, Shoes, etc.**
- **Convert Accessories: Hats, Belts, Glasses, Jewelry, Purses, etc.**
- **Copies icons from Genesis 8 clothing to Genesis 3 clothing for a professional look**
- **Converted Clothing is Smart Content enabled! All materials shown in Smart Content for your Genesis 8 item will show for your converted Genesis 3 item.**
- **Automatically convert your wardrobe with one operation!**

Clothing Converter

To use a Clothing Converter script is easy. You add Genesis 8 clothing preset files to a list, specify the output directory, and then execute the script! That is it.

Before starting the Clothing Converter script, it is recommended that you load the Genesis 3 Female or Genesis 3 Male (not one of the characters) into an empty scene. There should be no shaping morphs, the figure should be in the default "A Pose," and it should be located at the origin.

To use the Clothing Converter script:

- Create a New, Empty Scene.
Warning: This script will delete any items in the scene except for the Genesis 3 character.

- Load a Genesis 3 character into your empty scene and select it.

- Click *Set Clothing Output Directory...* button to define the output directory where the converted clothing items will be saved. **This should be the top-level directory, such as /People/Genesis 3/Female/Clothing (for G8F to G3F) or /People/Genesis 3/Male/Clothing (for G8M to G3M).** It is *HIGHLY RECOMMENDED* that you select the *DAZ 3D/Studio/My Library* and create a *Genesis 3/Female/Clothing* or *Genesis 3/Male/Clothing* folder. You could use the *My DAZ 3D Library* path; however, the clothing converter could overwrite vendor created content. **If you are using Connect, do not create this directory in Daz Studio's "...data/cloud..." directory or the clothing will not load correctly.**

- Add Clothing presets to the input list, use the *Add Files* or *Add Directory* buttons to select clothing presets from your library. **Only files with a checkbox are converted during execution.** If you use the *Add Directory* button, it will include all .duf files in that directory and every subdirectory. Files that are not Wardrobe files (materials, props, etc) are automatically removed from the list. *It is highly recommended that you do not add Wearable Presets to the list. The script will attempt to filter Wearable Presets out. However, they can be misreported by the Daz*

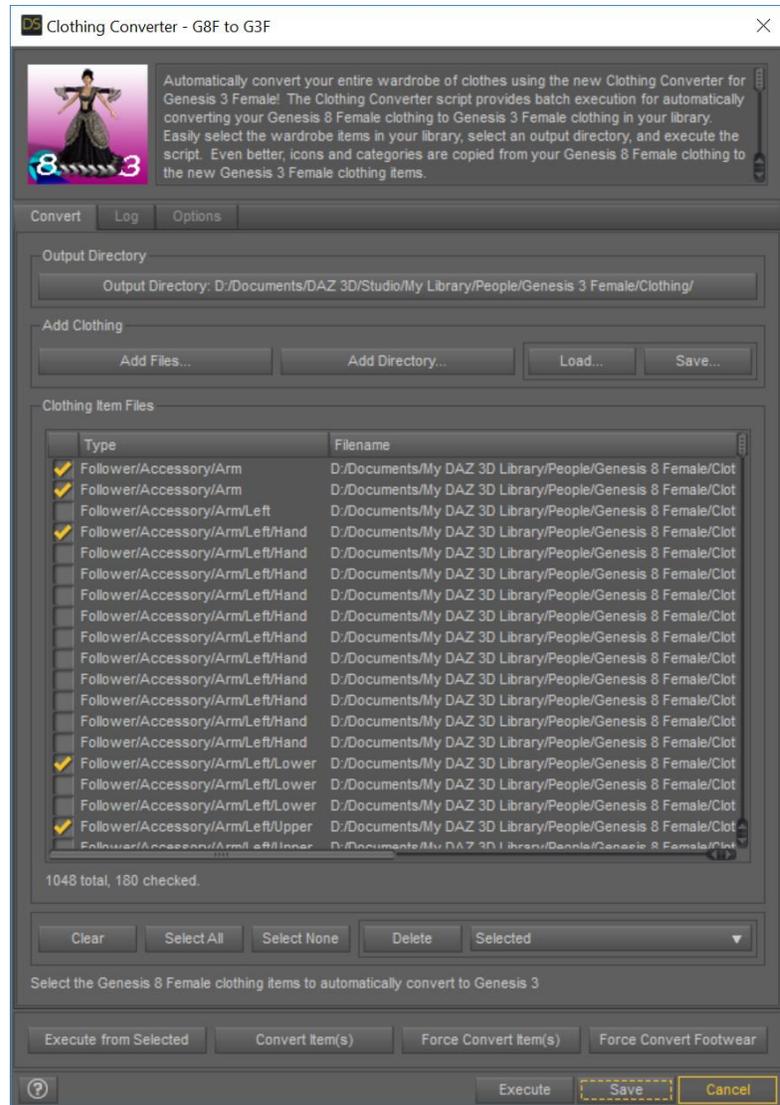


Figure 1 – Clothing Converter Dialog

Studio metadata system and may get through. See Auto-Fit Dialog under the Conversion Notes for more information.

- Set your execution options
 - The *Stopping Condition combo box* controls what the script should do when it encounters an error while converting clothing:
 - **Stop On Error** - Stop execution when an error occurs. No more clothing items will be converted.
 - **Continue On Error** - Continue execution when an error occurs. The rest of the script for the current preset is skipped. This clothing item may not be converted completely. Execution will continue with the next preset.
 - The *Overwrite Condition combo box* controls what the script should do when it a preset already exists in the output directory for this current clothing item. This condition can occur if you have bought the Genesis 3 version of your clothing already OR when you run this script twice:
 - **Overwrite** - Overwrite old file with the new file.
 - **Skip** - Skip and don't save the conversion. Go to the next clothing item in your list.
 - **Ask** - Prompt for what to do when an existing file might be overwritten (Overwrite or Skip). *You will receive this **prompt** for every clothing item file that will be overwritten.* Click Cancel to end script execution.
 - The *Use Foot Pose if Available check box* controls what the script should do when it is converting footwear. If this option is checked, the script will look for a preset in the same product that has a name of "Foot Pose" or similar and applies it before conversing the footwear. In many cases, this can improve footwear conversion or **make it worse**. It depends on how the creator of the footwear and foot pose intended them to be used. **In this case, it is recommended to turn off this option and check the Use Foot Dialog option instead.**
 - The *Use Foot Dialog* check box adds the ability for you to manually pose the feet to match footwear. This will improve conversion of footwear. However, it requires manual intervention during the conversion process. For every shoe or footwear without a foot pose, the foot dialog pose would pop up. Either pose the feet or cancel to use no pose. The Foot Poser dialog is designed to be fast and give relatively good results quickly. **Position the foot so that it is inside the shoe; the Foot Poser dialog will position the foot and the toes using the one slider.** Note that the *Use Foot Pose* check box has priority. If *Use Foot Pose* is checked and a foot pose is found for a clothing item, the Foot Poser dialog will not appear for that clothing item.
 - The *Check Content Type When Adding Files* checkbox checks the content type when using the *Add Files* button. If you turn this option off, **any** file will be added. On execution, the script will load the file, whatever it is. However, the script will still **only** convert items that are clothing on execution. *Turning this option off is ONLY recommended if you are having trouble getting the script to recognize specific clothing files.*

Note: Turning this option off will slow conversion because of loading a lot of false positives. You also must be very sure of which files you add to the dialog. This option does not affect the *Add Directory* button.

- The *Ignore Daz Bought Files* check box controls how the *Add Directory* button works when the script detects that a clothing item has been purchased before (i.e., you have already bought the Genesis 3 clothing item). When this option is true (default), the script will only add new clothing items to the clothing list that have not been purchased before.

Note: To detect Daz Bought Clothing items, the script attempts to find the exact same clothing filename but in the Genesis 3 Female or Genesis 3 Male directories.

- The *Ignore Previously Converted Files* checkbox controls how the *Add Directory* button works when the script detects that a clothing item has already been converted (i.e., the clothing item file exists in the output directory structure). When this option is true, the script will only add new clothing items to the clothing list that have not been converted before.
- When you are ready, click the *Execute* button to execute the script on your list of presets. The Log tab includes a detailed log of the executed script. Clothing items that could not be converted will be left checked in your list.

The *Execute from Selected*, *Convert item(s)*, and *Force Convert Item(s)* button execute the script to convert clothing items but do it in different ways from the *Execute* button:

- *Execute from Selected* – Unlike the *Execute* button which starts from the very beginning of the list and continues until the end of the list, the *Execute from Selected* button starts from first currently selected item and continues until the end of the list.
- *Convert Item(s)* – Converts the selected clothing items only (and only those that are checked). You can select multiple items by using the Ctrl key or the Shift key while left clicking.
- *Force Convert Item(s)* - For items that could not be converted, you can select them and click the *Force Convert Item(s)* button. This button is available to force conversion of items, ignoring any errors encountered. You should carefully check each selected item to make sure that these are items that should be forced. *Forcing conversion should work but is not guaranteed and may make the script unstable.* It still will not work on Wearable presets. It is highly recommended to turn off the *Use Foot Pose if Available* option before forcing conversion of clothing items.
- *Force Convert Footwear* – For items that are not correctly identified as footwear, you can select them and click the *Force Convert Footwear* button. This button forces conversion of selected and checked Item(s) as if they are footwear, even if they are not valid clothing items. This means the *Use Foot Pose* and *Use Foot Dialog* options will be used on the clothing item(s). Forcing conversion **should** work but is not guaranteed and may make the script unstable.

IMPORTANT NOTICE: Immediately after conversion, Daz Studio's Smart Content system may occasionally show the old Genesis *8* presets (as well as the new, converted Genesis *3* presets) as compatible with your Genesis 3 character. Quit Daz Studio and restart to fix this issue.

Conversion Notes

The Clothing Converter script is not perfect. The script may not be able to convert all clothing items without issues.

The Clothing Converter dialog does not show some clothing items when adding to the list. The Clothing Converter script automatically filters out all presets that do not have a content type of *Follower/Wardrobe*. This is by design to avoid unknown files as this script has been carefully crafted to try and convert clothing without errors as much as possible. If you are **absolutely** positive that a file is a clothing item, you can turn off the *Check Content Type* option and use the *Add Files...* button to add those files. If you turn this option off, **any** file will be added. On execution, the script will load the file, whatever it is and whatever it does. The script will still only convert items that are clothing on execution. Turning this option off is **ONLY** recommended if you are having trouble getting the script to recognize specific clothing files.

Note: Turning this option off will slow conversion because of loading a lot of false positives. You also must be very sure of which files you add to the dialog. This option does not affect the Add Directory button.

The Clothing Converter script shows an Auto-Fit dialog during conversion. The Clothing Convert script carefully uses the metadata in the Daz Studio database to filter out files that it shouldn't attempt to convert. However, occasionally the metadata is incorrect and a file will load multiple clothing items, and the Auto-Fit dialog might popup. **You should cancel out of these dialogs.** The Clothing Converter script will then skip the preset. It will not affect conversion of other clothing items. You can uncheck or delete the item to avoid this dialog in the future. *Usually the type of these items in the file list are **Follower/Wardrobe** without any extra subtypes (e.g., **Follower/Wardrobe/Dress**). It is recommended that you examine all **Follower/Wardrobe** only items to see if they have names like *My Clothing !All* and uncheck them.*

The Clothing Converter script may have issues with items on a network share. You need to mount a drive pointing to your network share clothing items and point the script at the mounted drive.

The Clothing Converter script has trouble with high-heeled shoes. The Clothing Converter script attempts to automate conversion of high-heeled shoes by looking for Foot Pose presets for the current clothing item (if the *Use Foot Pose if Available* option is checked). If a preset is present, it can be applied and can help with footwear conversion. However, many footwear do not include Foot Pose presets, and even if they do, it doesn't always work. This means that, though the shoes will be converted, they may look awkward when loaded on the figure. In this case, it is recommended to turn off the *Use Foot Pose* option and use the Foot Poser Dialog option for the problem shoes.

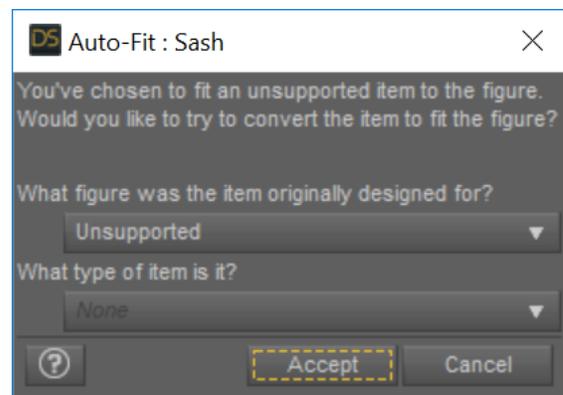


Figure 2 - Auto-Fit Dialog appears during conversion for incorrectly reported wearables

The Clothing Converter script will not convert my accessories. The Clothing Converter script will only convert some accessories and **does not convert props**, specifically those that have a preferred base for the Genesis 8 figure. In general, this means that Hats, Belts, Glasses, Jewelry will convert but not props that end up parented to a hand (Swords, Wands, etc). This is a known limitation of the script.

Converted items may exhibit poke through when applied to Genesis 3 character (see Figure 3). Usually, this can be fixed by adding a smoothing modifier or

turning the smoothing modifier on. First, check if a smoothing modifier has already been placed on the clothing. Select the clothing and check the Parameters Pane. If you see a *Mesh Smoothing* item under the <CLOTHING ITEM>/General, a smoothing modifier has already been applied (see Figure 4). Click the Mesh Smoothing tree item and then find the *Enable Smoothing* property and turn it on. You may also need to increase the *Smoothing Iterations* slider property.

If you don't see the Mesh Smoothing item, you need to add one. Select the clothing item. Under the Edit->Object->Geometry, there is a menu item for Add Smoothing Modifier. Select the menu item.



Figure 3 - Poke through on the shoulders of the Seven Seas Corset

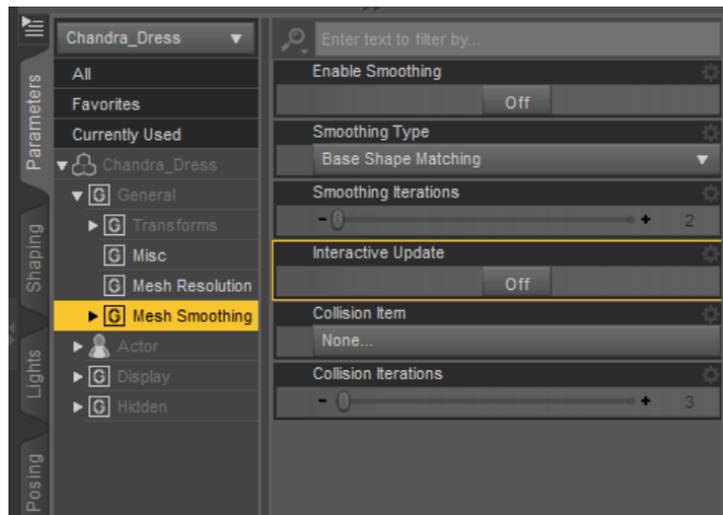


Figure 4 - Smoothing Modifier has been applied to the selected item

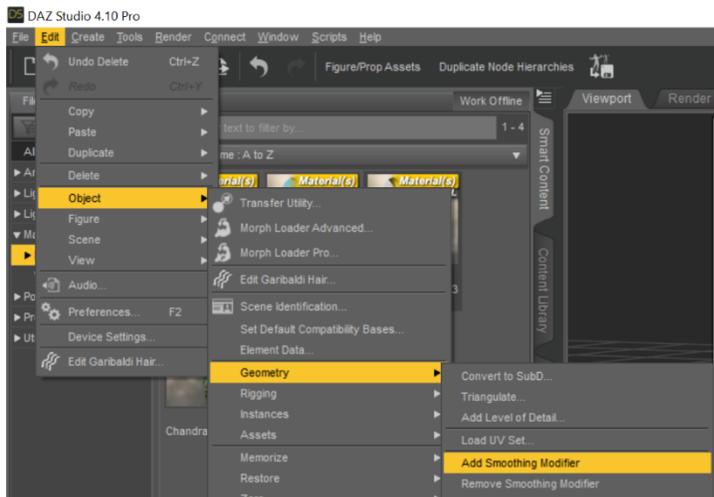


Figure 5 - Add Smoothing Modifier Menu Item



Figure 6 - Poke Through between clothing items

Converted Items may exhibit poke through with other converted items from the same clothing set when applied to Genesis 3 character, even with the Smoothing Modifier applied (see Figure 6). This can easily occur with items from the same clothing set. It may be possible to fix this issue by fitting the outer garment to the inner garment. Select the offending garment, right-click on it, and select Fit <CLOTHING_ITEM> To... Select the inner garment and click Accept. There may still be poke through. Increasing the Smoothing Iterations can help. If all else fails, you can try hiding parts of the inner garment or its surfaces.

Adding a Push Modifier to Fix Clipping. This is something most clothing items don't include that can get rid of pesky clipping easily on many items. Click on the clothing or shoes in the Scene Tab. Click the little button at top right of the tab. Choose Edit->Geometry->Apply Push Modifier. The push modifier is usually applied at a very high value of 1.00, which tends to distort most clothing unacceptably. You can

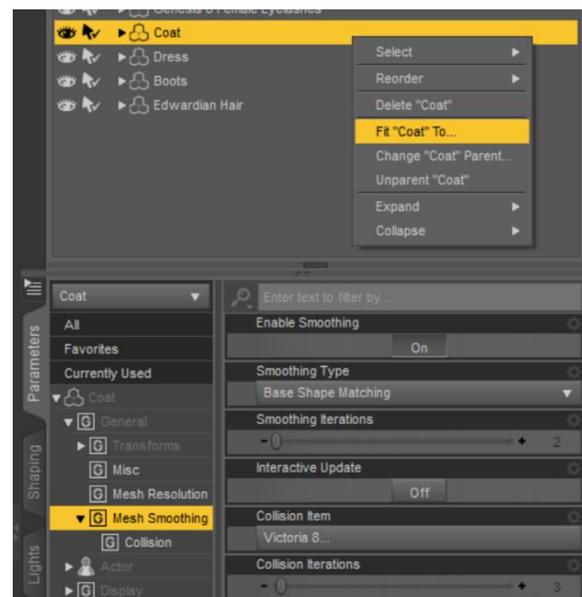


Figure 7 - Fitting the Coat to the Dress

find it in the Parameters Tab under General, where it is now called "Mesh Offset." A value closer to 0.1 or 0.2 is often enough.

The Clothing Converter scripts executes but no files show up in my output directory. Check if your output directory is known by the Content Manager. Go to Edit | Preferences... In the Content tab, click the Content Directory Manager button. Finally, select/highlight DAZ Studio Formats then click Directory ADD button and add your output directory.