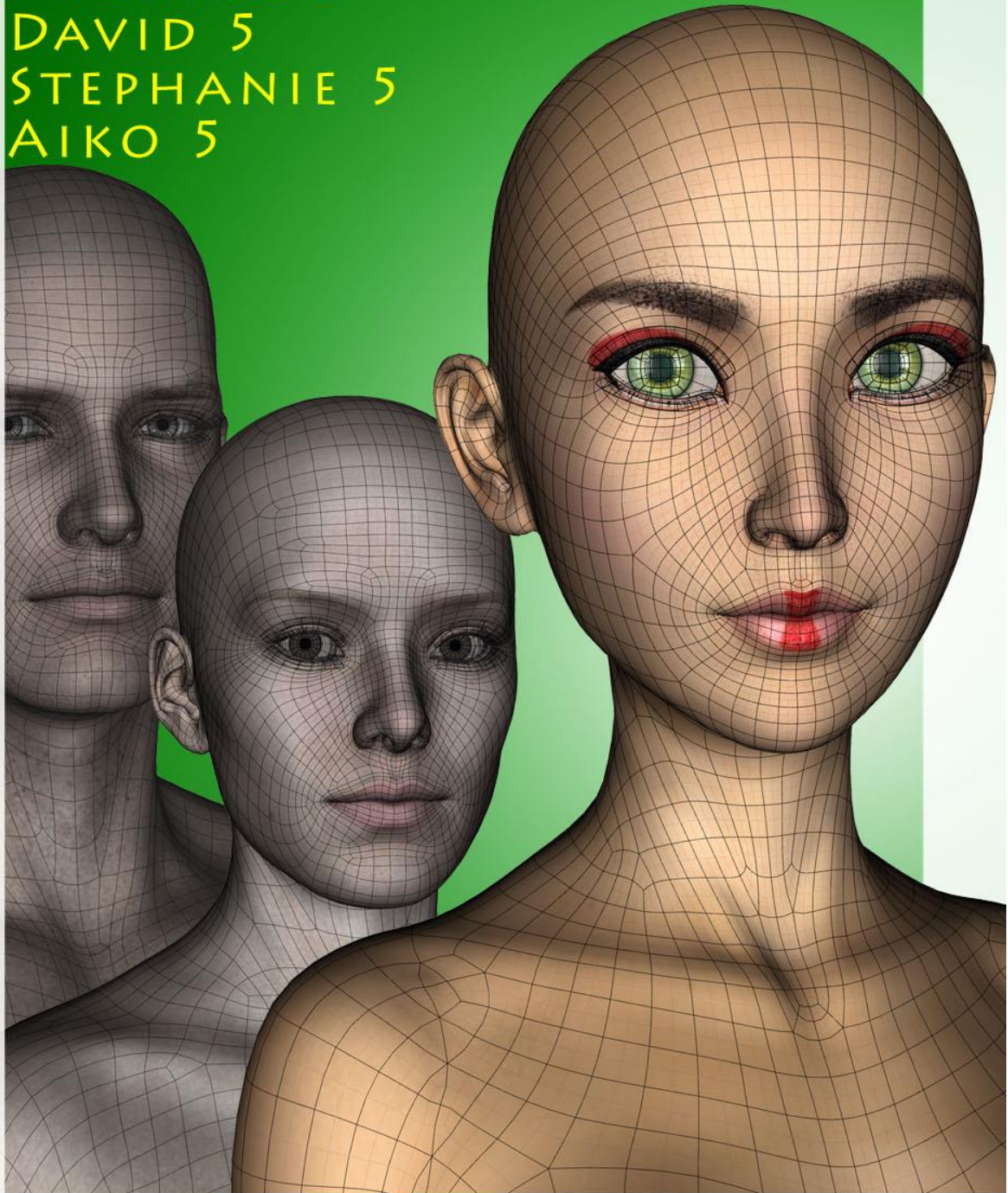# Legacy UVs for Genesis 3: Genesis Pack

LEGACY UVs FOR GENESIS 3

Michael 5
David 5
Stephanie 5
Aiko 5

DAZ STUDIO

UV Map and Geograft Kit

Instructions for use

1. Load and select Genesis 3 Male or Genesis 3 Female.

2. Click on the '!Prepare G3M' or '_Prepare G3F' icon.

    This will load and fit the five geografts, create the Legacy Surface Selection Sets so that legacy Material files will recognise the surface names, and apply a neutral surface material to Genesis 3.

    Genesis 3 and the geografts will also be selected in the Scene panel in readiness for the application of the legacy textures. If you have fitted the Genitalia geograft to Genesis 3, that will be also be prepared and selected, and, for Genesis 3 Male, an additional geograft will be loaded to manage the genital/hip surface transition.

    If you wish to add the genitalia at a later stage you must rerun the '!Prepare G3M' or '_Prepare G3F' script. You can also rerun the Prepare script at any time to ensure that all the geografts are selected, because the script will check for existing geografts and will not keep loading new ones.

3. Apply the Legacy Material files in the normal way by navigating to the required folders and clicking the icons. For Genesis 3 Male, if the Genitalia geograft is loaded you should also apply the Genitalia MAT at this stage **and _before_ the Body MAT**. (This is because the Genesis Male Genitalia shares a surface name, "2_SkinHip", with the main body, and so the Genitalia material file will overwrite the Torso texture.)

    The Material files must be in _.duf_ format to work correctly with Genesis 3. Some MATs may already be in this format, but if they are not you can prepare them yourself by loading the MATs onto the original Genesis figure and then saving them within DAZ Studio as Material Presets.

4. 'Apply UVs' icons have been provided for Michael 5, David 5, Stephanie 5 and Aiko 5, but it should not normally be necessary to use these because the Material files include the UV Set assignations and will therefore set the UVs automatically. However, for Genesis 3 Male, if the Genitalia geograft is loaded you should always click on the appropriate 'Apply UVs' icon in any case to apply the correct UV set and also the

'TransMap_GenHip_G2M' and 'TransMap_Gens_G2M' transparency maps. Because Michael 5 and David 5 use the same UV set for the Genitalia as the Genesis 2 Base Male, they also use the same transparency map, and although they have their own UVs for the GenHip geograft, the GenHip transparency map is also the same.

NB: The Legacy geograft for the Genesis 3 Male Genitalia geograft incorporates a loop which does not hide the host surface so that the geografts can take the complementary transparency maps and blend their respective textures more smoothly.

I have also included an additional UV Set for the Genitalia for use with the Uncircumcised Morph. Again, it is the same as for the Genesis 2 Male ('G2M uncircumcised'). This must be set manually in the Surfaces tab.

It should be noted that there are occasionally some anomalies in the way UVs are distributed across the surfaces of some of the original Genesis materials. For example most surfaces for "Neo for David 5" use the David 5 UV Set, but the eye surfaces use the Michael 4 UV Set. For "Sean for David 5" the MAT sets the UVs for the eyes as "The Kids 4", but The Kids 4 UVs for the eyes are the same as the Michael 4 UVs for the eyes. There are sometimes also wrong UV settings - the mouth UVs for Sean are set as "The Kids 4", but are actually David 5.

If a texture does not seem quite right it is a good idea to check the UV Sets on the original figure for each of the surfaces and make any adjustments manually, if need be. In the examples above, if you already have the Legacy UVs for Michael 4 that is a straightforward matter. If you do not have the Legacy Michael 4 UVs you can use the Map Transfer facility within DAZ Studio to bake the eye textures to the David 5 UV Map.

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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 individual geografts, the material file for the 'neutral' start surface, the script which adds the legacy surface names to Genesis 3 and the genitalia, and the two Transmaps for the male genitalia. It should not usually be necessary to use any of these directly as they are all (except the Transmaps) run when the '!Prepare G3M' or '_Prepare G3F' icon is clicked.

LIE presets

Loading some Genesis LIE presets may result in multiple layers if the original preset was designed to span more than one surface. For example, a LIE preset (like a tattoo) covering the neck, torso and hip surfaces on Genesis will be loaded three times onto the torso surface for Genesis 3 because the torso now covers the surfaces originally covered by the neck, torso and hips. The additional layers can be removed in the LIE editor.

Final Notes

Some original Genesis textures may be "partial" textures. For example, where there is a tattoo on the hand the actual texture may only include the texture for the 'hand' surface, the rest of it will be blank. This worked on Genesis because there was a separate surface for the hand. Genesis 3 only has 'Arms', so if you apply the hand tattoo the rest of the arm will be untextured. In these instances one can easily create a "whole" texture in a Paint or Graphics program by simply cutting the partial texture and overlaying it on an existing complete texture. Then you navigate to the new texture in the Surfaces tab and save it as a new Material *.duf* preset.