

Fissan's guide to converting morphs from Gen4/Gen3 to Genesis

Revision 0.3



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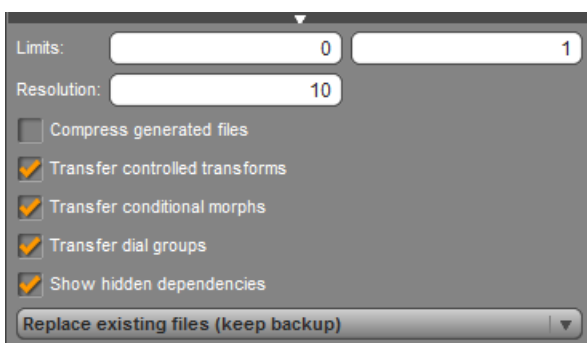
Required programs

- Daz Studio 4.5+
- Poser 2012+ (Some morphs ONLY works in Poser. So to convert those, the morphs must be applied in Poser and exported as a .CR2 file and imported into Daz Studio)
- The Gen4/Gen3 figure. I.e. V4/M4 incl. the morphs++ packages.
- Genesis Generation X
<http://www.daz3d.com/genesis-generation-x>
- V4 and M4 Shapes for Genesis
<http://www.daz3d.com/v4-and-m4-shapes-for-genesis>
- GenX AddOn Gen3 for V3 and M3
<http://www.daz3d.com/genx-addon-gen3-for-v3-and-m3>
- GenX AddOn Gen3 for A3 and H3
<http://www.daz3d.com/genx-addon-gen3-for-a3-and-h3>
- GenX AddOn Gen3 for S3 D3 and F3
<http://www.daz3d.com/genx-addon-gen3-for-s3-d3-and-f3>
- DSF Toolbox
<http://www.daz3d.com/dsf-toolbox>
- Text Editor (Notepad etc.)

Useful reading

- DSON File Format Specification
http://docs.daz3d.com/doku.php/public/dson_spec/object_definitions/start

GenX settings



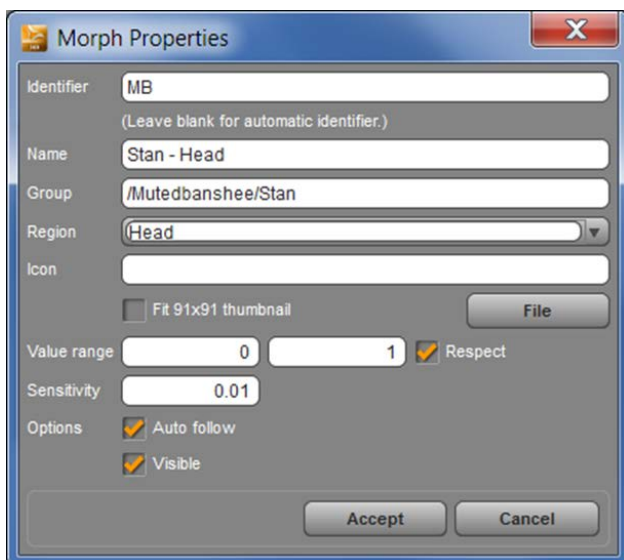
a) Screenshot of the GenX settings used.

If you don't plan on manually editing the morphs later using a text editor, you can turn on the "Compress generated files" too.

Creating a single morph dial from multiple morphs

Combining all morphs into an .OBJ file

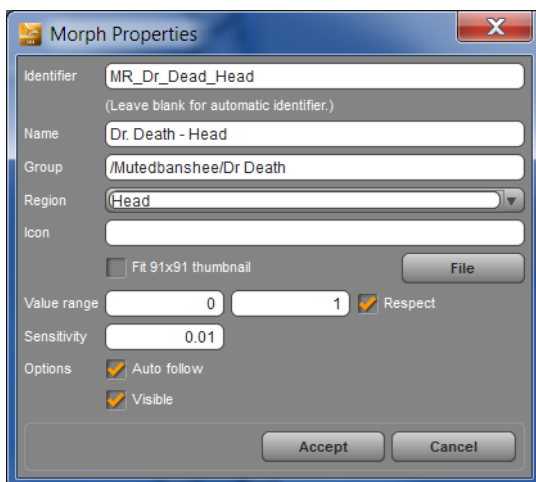
1. Load Daz Studio
2. Clear the Scene.
3. Load the Gen4 (M4/V4) figure.
4. Zero figure pose. (Important, or you get a lot of useless morphs transferred)
5. INJect the morphs you want to transfer.
6. Export the figure as an .OBJ file. (File -> Export) – You can uncheck everything except "Groups".
7. Clear the Scene.
8. Load the Gen4 (M4/V4) figure.
9. Zero figure pose. (Important, or you get a lot of useless morphs transferred)
10. Select Figure->Morph Loader Pro and import the .OBJ file you exported in Step #6.
11. Export the figure as a .CR2 file. (File -> Export)
12. Clear the Scene.
13. Open the "GenX" Tab.
14. Load the .CR2 figure you exported in Step #11, into GenX.
15. Unfold the BODY part, look for a morph named "Morphloader Pro" and check the checkbook for that one.
16. Set the type to "Selected morphs".
17. Click the "Transfer" button.
18. Fill in the "Identifier" field (I usually use the first letters in the creators name.)
19. Fill in the "Name" field with the name of the morph.
20. Click the "Accept" button.



b) Example of filled "Transfer" dialog box.

Morphs created using Morphs++ or Creature pack

21. Load Daz Studio
22. Open the "GenX" Tab.
23. Load the Gen4 (M4/V4) figure into GenX.
24. Apply the appropriate Morphs++ package.
25. Apply the appropriate Creatures morph package if needed.
26. Apply the morph package you want transfer.
27. Set the type to "Create single morph".
28. Click the "Select" button and choose "Transfer: On for All Non-Zero Values".
29. Click the "Transfer" button.
30. Fill in the "Identifier" field. (NOTE: When using the type "Create single morph", you will have to fill in the COMPLETE filename in the "Identifier" field!)
31. Fill in the "Name" field with the name of the morph.
32. Click the "Accept" button.



c) Example of filled "Transfer" dialog box. Notice that FULL name have been entered as identifier.

Transferring multiple morphs

The "Auto convert" method

1. Load Daz Studio
2. Load the Gen4 figure.
3. Zero figure pose.
4. INject the morphs you want to transfer.
5. Turn ALL the dials to max, for the morphs you want to transfer. (Ignore that the figure will look screwed up.)
6. Export the figure as a .CR2 file.
7. Clear the scene.
8. Open the "GenX" Tab.
9. Load the .CR2 figure into GenX.
10. Set the type to "Selected morphs" or "Create single morph".
11. Click the "Select" button and choose "Transfer: On for All Non-Zero Values".
12. Click the "Transfer" button.
13. Fill in the "Identifier" field (I usually use the first letters in the creators name.)
14. Fill in the "Name" field with the name of the morph.
15. Click the "Accept" button.

Selecting morphs manually

This method can be useful in situations you only want to transfer the Head morph, but the INJ file injects both Head and Body morphs or in situations where you need to exclude certain parts of the morph.

1. Load Daz Studio
2. Open the "GenX" Tab.
3. Load the Gen4 figure into GenX.
4. Apply the morph package you want converted.
5. Unfold the bodyparts you want to select. Usually you can find most morphs located in the BODY section.
6. Check each morph you want to transfer.
7. Repeat step 5-6 until you have selected it all.
16. Set the type to "Selected morphs" or "Create single morph", depending on what you are transferring.
8. Click the "Transfer" button.
9. Fill in the "Identifier" field (I usually use the first letters in the creators name.)
10. Fill in the "Name" field with the name of the morph.
11. Click the "Accept" button.

Known problems converting using GenX

- **Problem:** Gen4 morphs that hides the finger and toe nails doesn't transfer well to Genesis.
Solution: Use the "Selecting morphs manually" method and deselect all the morphs on the last digit of fingers and toes.
- **Problem:** With some morphs the eyes and teeth isn't positioned correct, but stays in the default position.
Solution: Use the "Combining all morphs into an .OBJ file" method, and everything will be transferred.

Transferring Gen4 morphs to Genesis using only standard DS functionality

Note: Morphs converted using this method will usually not look as good as those converted using GenX.

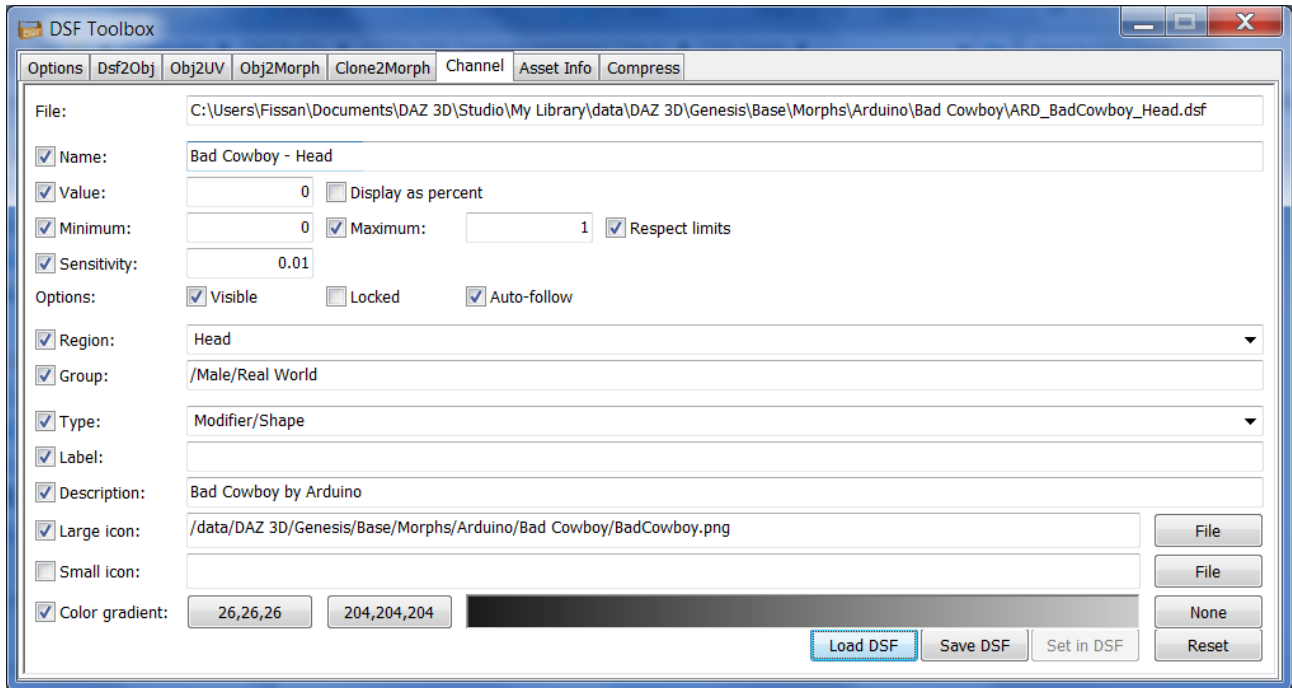
With some slight modifications this method could also be used for converting morphs to Genesis2 format.

- 1) Load the Gen4 (V4/M4 etc.) figure
- 2) Zero Pose (Edit->Figure->Zero->Zero Figure Pose)
- 3) Inject desired Character face/body Injection
- 4) Export the Gen4 figure with morph(s) as OBJ (File->Export - Save as type: Wavefront Object (*.obj))
- 5) Delete the Gen4 (File->New)
- 6) Load the Gen4 figure.
- 7) Convert the Gen4 to TriAx Weight Mapping (Edit->Figure->Rigging->Convert Figure to Weight Mapping - Select TriAx Weight Mapping)
- 8) Apply the morph to the Gen4 figure (Edit->Figure->Morphloader Pro - Choose Morphs Files. Select the .OBJ file created in step 4)
- 9) Dial in Character morphs (The ones that was injected in step 3)
- 10) Load Genesis figure.
- 11) Dial in Genesis corresponding shape (i.e. V4/M4)
- 12) Transfer morphs from Gen4 figure to Genesis. (Edit->Figure->Transfer Utility)
- 13) Source - Scene Item: Select the Gen4 figure
- 14) Source - Item shape: Default
- 15) Target - Scene Item: Select the Genesis figure
- 16) Target - Item shape: Clone (Select the matching Gen4 figure)
- 17) Click "Show options" and in General Options uncheck everything except "Weight Maps" and "Morph Targets"
- 18) Then click "Morph Targets", and in the "Extended Options" check "Source Morphs" and uncheck "Projection Template Morphs". Also uncheck the "Fit To Source Figure"
- 19) When complete, you can remove the Gen4 figure from the scene.
- 20) Select the Genesis figure and dial in the new imported morph.
- 21) Dial in any other needed morphs to make the character look right (V4/M4 etc.)
- 22) If you are satisfied with the result, you can save the morphs. (File->Save As->Support Asset->Morph Asset)
- 23) Check only the new morph and any other required morphs (the ones you dialed in in step 14-15)
- 24) Close and reload Daz Studio, and the new Morphs are now ready to be used on the Genesis figure.

Cleaning up the morphs

Using DFS-Tools

With DSF-Tools you can easily clean up various parts of the morph, such as the names and limits.



The editing tools for the channel parameters and the asset info have the same structure. They can be used with single files or to modify several files at once. They have the following buttons:

- Load DSF: Load a single DSF file for editing.
- Save DSF: Saves a previously loaded single DSF file.
- Set in DSF: Applies modifications to several DSF files at once.
- Reset: Resets all parameters. If a single file was loaded, it is unloaded.

The checkboxes in the leftmost column (and for Maximum) indicate, whether a particular parameter is used or not. For the other checkboxes, the undetermined state means that a parameter is not used.

- Most parameters are text only and may be blank.
- Don't use the quotation mark sign " in any text fields or you will destroy the file formatting.
- When using drag'n'drop, dropping a single file will load it in the editor, while dropping several files will modify all of them (even if there is nothing to modify).
- The editors load and save the complete DSF file. Don't switch between editors while editing the same file or one editor will overwrite the changes of the other.
- The Channel editor is also used for morph channel templates and details of created morphs.

Editing a Single File

When you load a single file for editing with the Load DSF button, the editor indicates which parameters are present in the DSF file and which values they have. You can modify any value and add any missing parameter. However, it's not possible to remove a parameter. Marking an existing parameter as unused will only leave it unmodified. The changes are applied when you save the file with the Save DSF button.

Modifying Several Files

Mark any parameter you want to change as a used parameter and enter the desired value. Then, use the Set in DSF button or drag'n'drop to apply these modifications to any number of files.

Channel Editor

The Channel editor allows you to change the values for all parameters in a morph or other controller DSF file. Most of these values can be changed also inside of DAZ Studio, but only for the current scene. The meaning and correct values for most parameters should be straightforward.

- Value, Minimum, Maximum, and Sensitivity must be real numbers.
- Region depends on the target figure. The drop down list contains the regions for Genesis.
- Group should start with a slash sign /. Further slashes separate sub-groups.
- I have no idea, where Label and Description are shown or used in DAZ Studio.
- Large icon and Small icon should be PNG images with a path relative to data.
- Large icon should be 147x185 with appropriate transparency to not overlap with the slider.
- Small icon should be 39x39 with appropriate transparency to not overlap with the slider.
- Small icon seems to be ignored if there is no Large icon.
- Click on the Color gradient buttons to select a color. Click on None to reset the colors; when no colors are set, the user defined color without gradient is used instead.

Asset Info Editor

The Asset Info editor allows you to change the values for the info data that may be included in any DSF file.

- All fields are text and may have any value.
- File, ID, and type can't be changed, they are for information only.
- Click on Defaults to set author, email, website, and revision to the values from Options.
- Click on Now to set the current time and date in the Modified field.

Using a text editor

You can also do some more advanced cleanup and morph combining using a text editor, but this requires some knowledge of the DSF format. (See the “Useful reading” chapter for some links)