

# WEAR THEM ALL

## Clones Expansion for Genesis 3 Male(s) and Genesis 3 Female(s)

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(guide-through and instructions)



Thank you for purchasing Wear Them All Expansion package for Genesis 3!

**Artist:** VAlzheimer

**Compatible Figures:** Genesis 3 Female(s) and Genesis 3 Male(s)

**Compatible Software:** Daz Studio 4.6+

**Details:**

Per popular request and inquires about expanding our Wear Them All packages to yet another Daz generation backwards in time, we are proud to present Wear Them All Clones Expansion, or what we like to call "Nostalgia Pack", with most requested clones added to the Wear Them All product for Daz Studio.

Autofitting clones expansion is created to smoothly fit any Kids 4, Victoria 3, Michael 3, Aiko 3, Hiro 3, Freak 3, Stephanie 3 and David 3 conforming clothes to both Genesis 3 Female(s) and Genesis 3 Male(s) using the Autofit feature in Daz Studio. All clones are made to be the exact projections of legacy figure shapes and can be used with all existing projection templates for Genesis 3 to fit every piece of conforming clothing from pants and shirts to footwear and headwear and even hair, as well as any full body clothing in Daz Studio.

Wear Them All main packs sold previously for Genesis 3 Female and Genesis 3 Male aren't required to use this package, but are recommended for best results with clothing fixers and clothing smoothers included in the main packages.

**Disclaimer:**

Package doesn't include additional fixing morphs, UVs or textures. Package can't be used as the merchant resource and can't be redistributed as the part of any other package. Tested in Daz Studio 4.9 and 4.8 and doesn't contain Poser compatible files. All promo images are rendered in Daz Studio 4.9 using Iray render engine.

After installation of the package into your Genesis 3 Female and Genesis 3 Male directory you will find you have installed these features:

- **Kids 4 Autofitting Clones for Genesis 3 Female and Genesis 3 Male** *(for fitting Kids 4 clothes to Genesis 3 Female and Genesis 3 Male)*
- **Michael 3 Autofitting Clones for Genesis 3 Female and Genesis 3 Male** *(for fitting Michael 3 clothes to Genesis 3 Female and Genesis 3 Male)*
- **Victoria 3 Autofitting Clones for Genesis 3 Female and Genesis 3 Male** *(for fitting Victoria 3 clothes to Genesis 3 Female and Genesis 3 Male)*
- **Aiko 3 Autofitting Clones for Genesis 3 Female and Genesis 3 Male** *(for fitting Aiko 3 clothes to Genesis 3 Female and Genesis 3 Male)*
- **Hiro 3 Autofitting Clones for Genesis 3 Female and Genesis 3 Male** *(for fitting Hiro 3 clothes to Genesis 3 Female and Genesis 3 Male)*
- **Freak 3 Autofitting Clones for Genesis 3 Female and Genesis 3 Male** *(for fitting Freak 3 clothes to Genesis 3 Female and Genesis 3 Male)*
- **Stephanie 3 Autofitting Clones for Genesis 3 Female and Genesis 3 Male** *(for fitting Stephanie 3 clothes to Genesis 3 Female and Genesis 3 Male)*
- **David 3 Autofitting Clones for Genesis 3 Female and Genesis 3 Male** *(for fitting David 3 clothes to Genesis 3 Female and Genesis 3 Male)*

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All contents of this package were created to help cross-conform older products you may help and this guide will help you through explaining how to use them along with Daz Studio integrated features to achieve best possible end results in Daz Studio.

Results with autofitting may vary depending on the difference between the original legacy figure and Genesis 3 Figures, as well depending on the particular conforming item you are trying to fit and the nature of geometry that comes with it. Whereas you should get very satisfying results by default autofit, you may find slight distortions with particular persistent items like heels and footwear. It is suggested to go through step 4. "Enhancing your results after the clothing is autofitted to Genesis 3 Figures" to make these distortions as smooth as possible.

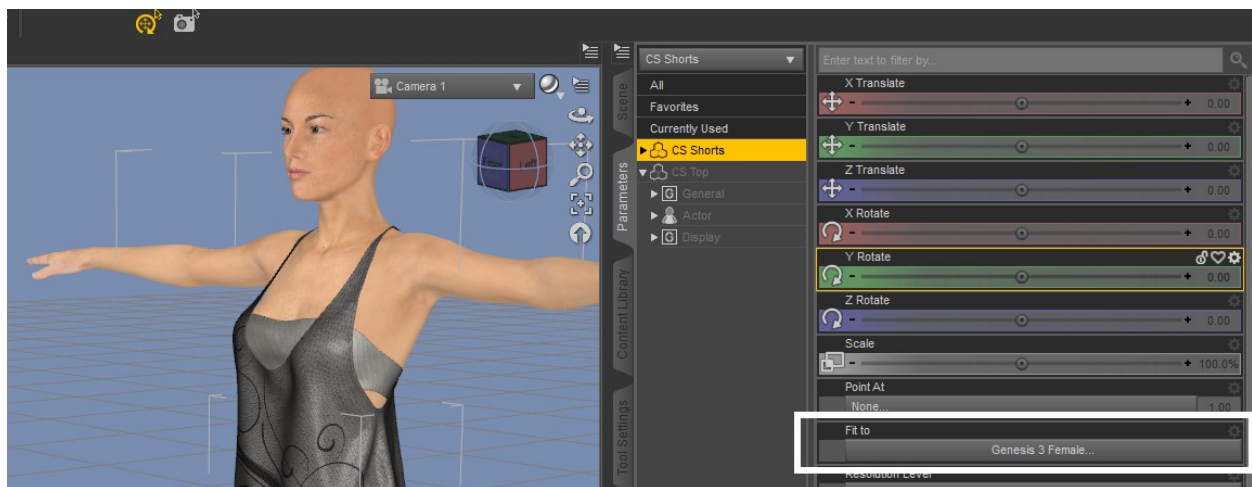
# What are Autofit, Autofitting Clones and Projection Templates and their purpose in Daz Studio

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To use Autofit feature in Daz Studio it is preferred to first understand what it actually is, what is its purpose and how to properly use it. Through time I have heard people saying that all they need to fit clothes to their figures is the magic Autofit, which is only partially true. For the Autofit feature to work properly it is required to have the source figure template if you are fitting the clothes not intended for the figure in the scene. That's the main purpose why Wear Them All is created - to provide you with the necessary content for Autofit.

## What is Autofit?

Autofit is the handy feature integrated into Daz Studio that allows you to "fit" clothes to your desired figure. Once fitted, the clothes should follow your figure's movements, shaping (via autofollow on all Genesis generations). Clothes created for the figure you are using will do this automatically and in the scene of your Daz Studio when you select the piece of clothing and look under the Parameters tab you will see it like this:



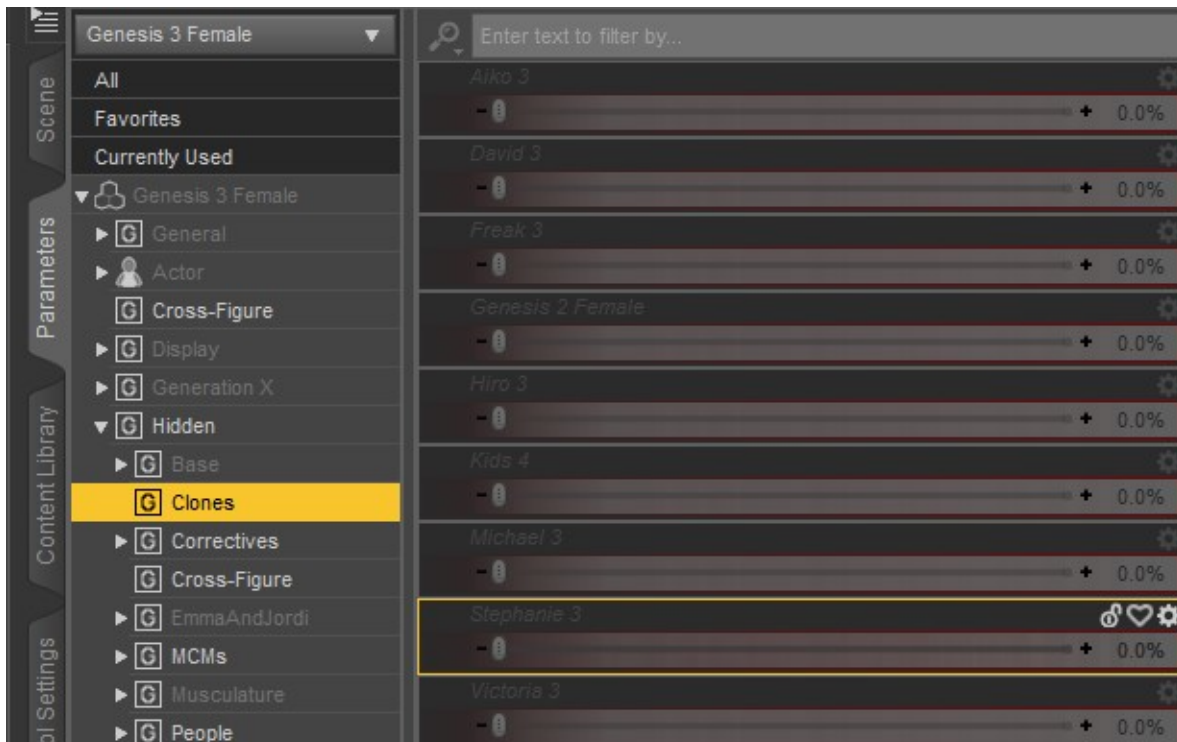
In case that for some reason this doesn't happen automatically and the "Fit to" field is empty, you can very easily do it manually as well, by selecting the figure through the same "Fit to" field:



And that is basically all you need to do if you are fitting the item to the figure it was created for.

## What are Autofitting Clones?

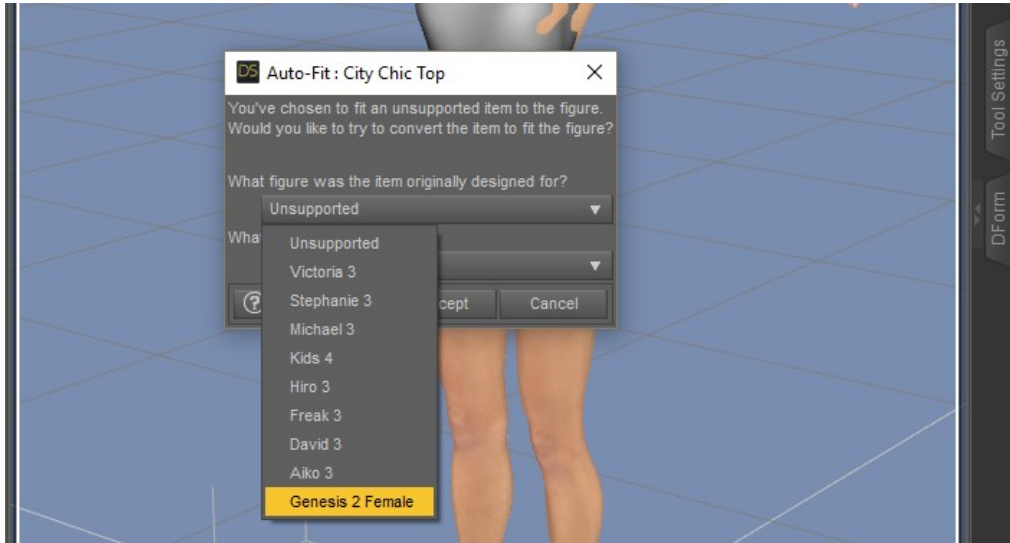
In essence Autofitting Clone is the shape of the legacy source figure projected onto another figure's geometry. To fit say Genesis 2 Female clothes to Genesis 3 Female, you first need to have Genesis 2 Female clone included (this particular one is included with Genesis 3 Female Essentials free with Daz Studio). Clones are stored under Parameters tab and you can usually see them hidden under Hidden/Clones. It's good to know where they are, although they don't need to be unhidden because that is not where you will use them from:



If you try testing your clone by pulling the scale up from 0.0% you will notice your Genesis 3 Female is changing the shape into Genesis 2 Female which means the clone is functional and serves its purpose. This is purely informative and there is no need for it to be done with clones. Also, notice that clones are

NOT shapes, to create the actual shapes/morphs procedure differs completely and is not part of this guide.

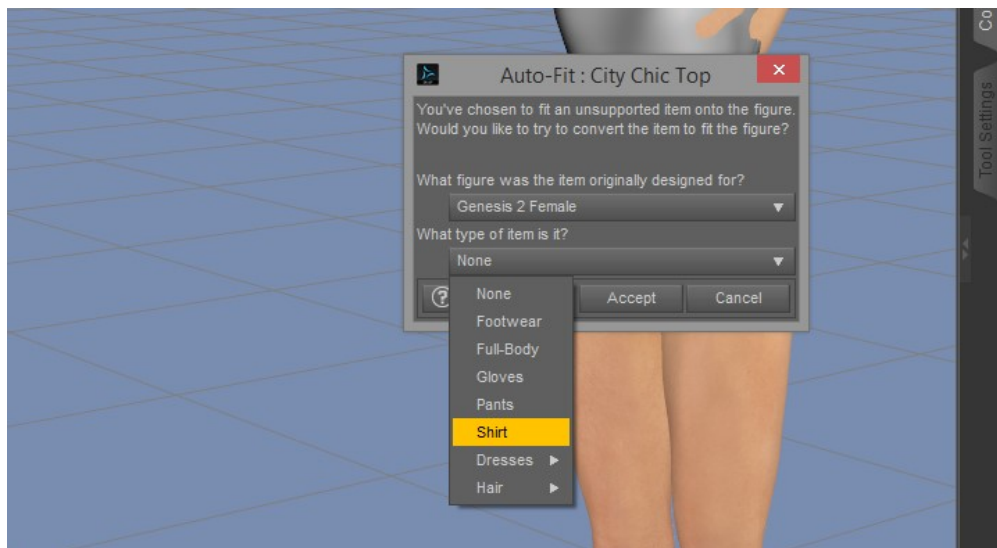
Clones will appear when you try fitting the clothes not intended for your figure and will be offered in the autofit popup in Daz Studio:



The list of supported figures/Clones will show as the dropdown, many to choose from, so Daz Studio would fit your clothing item respectively.

## What are Projection Templates?

Aside from choosing the figure your clothing item is originally designed for, Daz Studio will also prompt you to choose what piece of clothing that is, and these are called Projection Templates that also play the part in the accuracy of fitting the item and is preferred to choose the right one from the list:

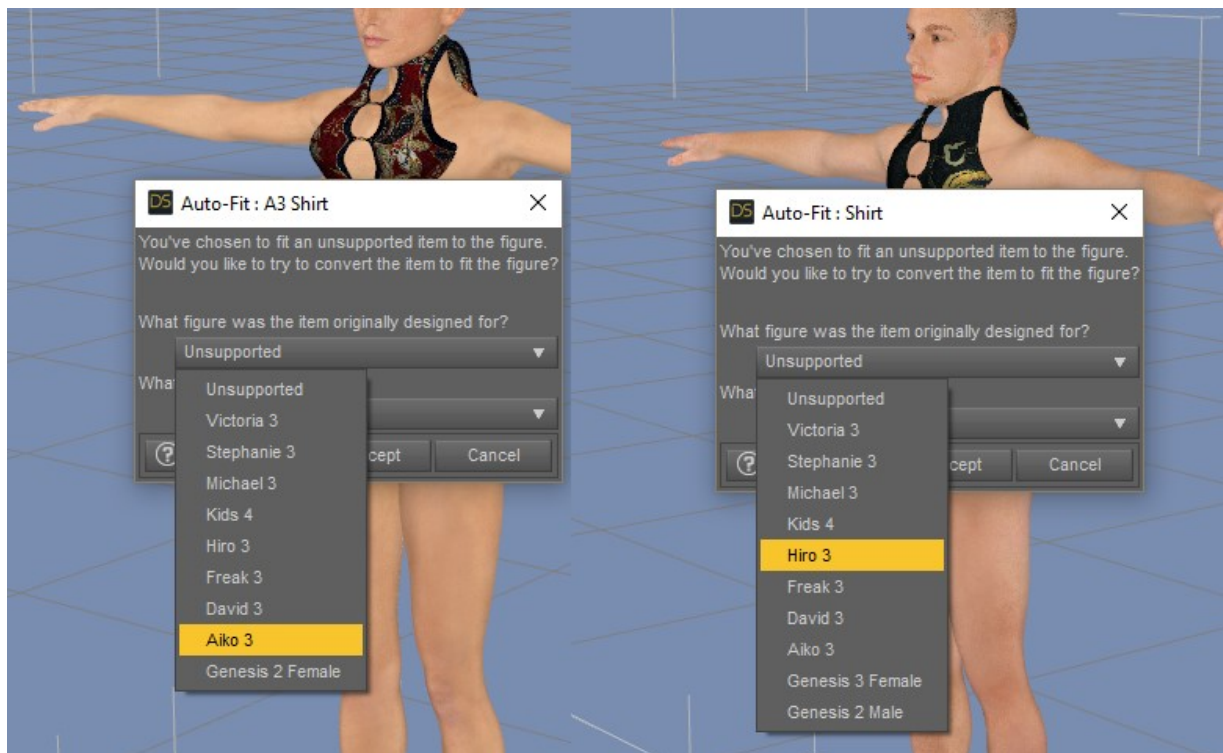


# Autofitting legacy figure's clothes using the clones included in this package

The same as you would use the already included Genesis 2 Female Clone explained in the previous chapter and by default included with Genesis 3 Female Essentials, or fit the Genesis 2 Male clothes to Genesis 3 Male, the clones included in this package will give you the option to choose the right legacy figure source from the dropdown list in Autofit, including eight new different sources:

1. Kids 4
2. Victoria 3
3. Michael 3
4. Aiko 3
5. Hiro 3
6. Freak 3
7. Stephanie 3
8. David 3

Fitting Aiko3 shirt to Genesis 3 Female (left) and Hiro 3 shirt on Genesis 3 Male (right):



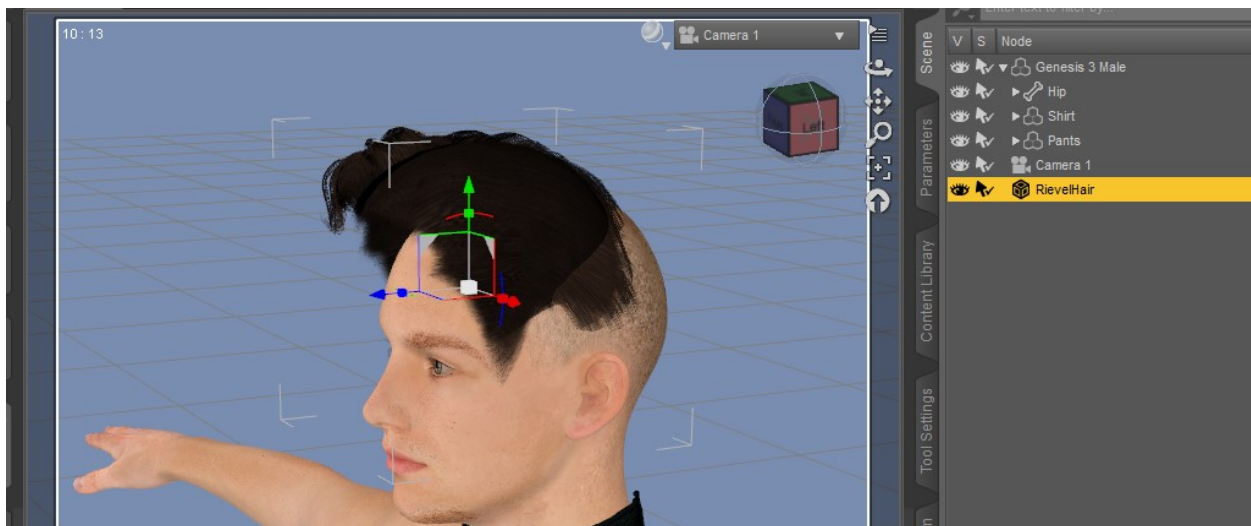
Now you will have the option to use clothes created for 8 more different figures with your Genesis 3 and make their closet much bigger in size than it was before. Procedure is automatic and easy to use and you will find clothes fitted to your figure just as you did before.

# Autofitting older hair items that load as props and not conforming figures

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While using Kids 4 or Generation 3 items, even some of the newer ones, especially hairs, you will find that a lot of these older products will load as static props/objects into your Daz scene. Props cannot be autofitted to a figure automatically, but you can convert them easily within Daz's integrated feature into a conforming figure and use them with provided clones in this package.

We suggest in these cases, unselect your Genesis 3 figure and load your desired hair into the scene (example uses Michael 3 hair), automatic result will be similar to this:

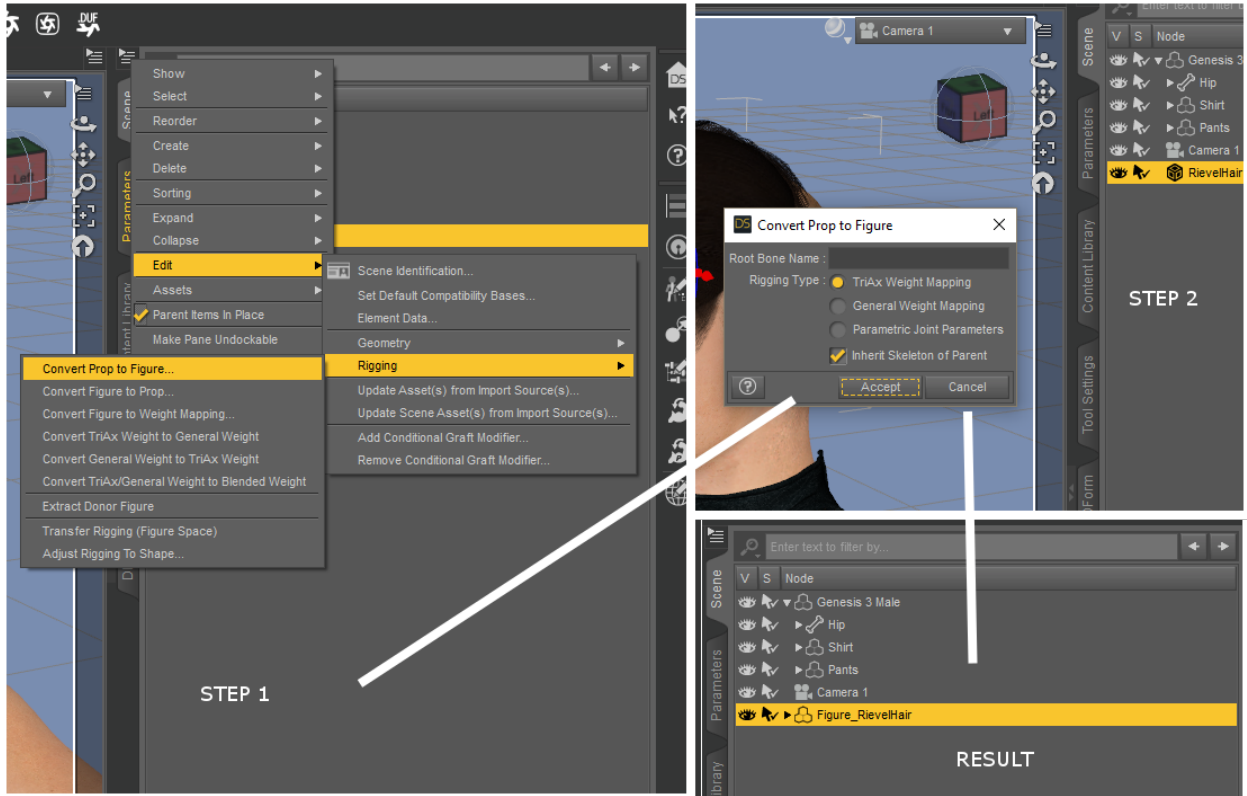


*Not exactly what we wanted, right.* So we will do the following to make this hair a conforming figure which will allow us to use the Autofit feature and clones:

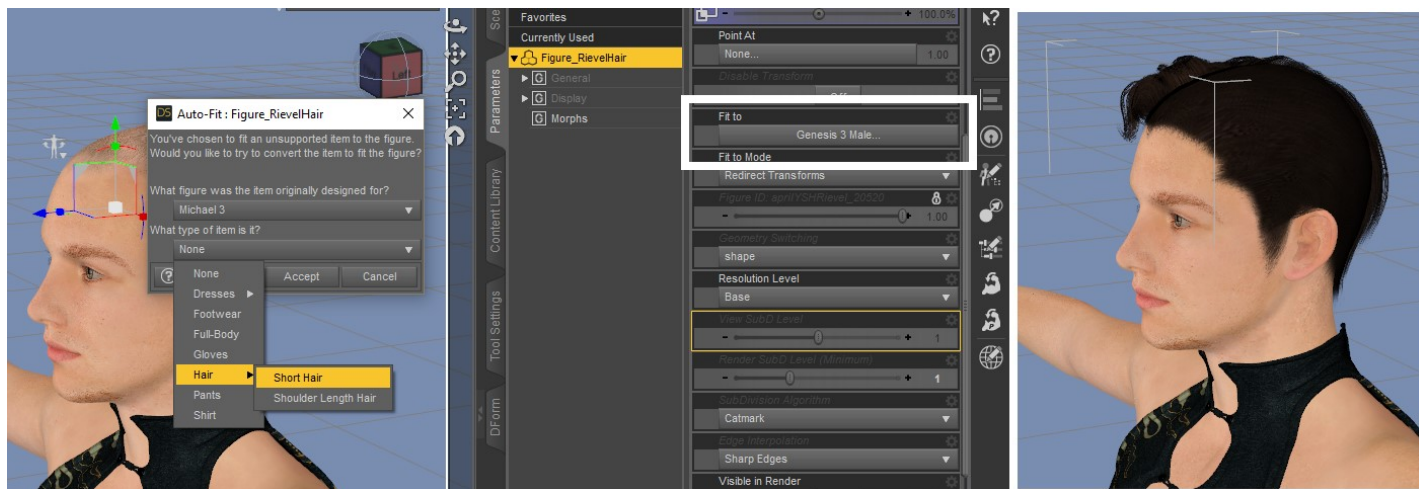
When you have selected your hair in the scene, follow these steps:

- **Step 1:** From Scene tab dropdown menu select **Edit > Rigging > Convert Prop to Figure**
- **Step 2:** Popup will appear asking for Rigging type. It is suggested to select either **Triax** or **General** weight mapping, which are the most common in use of Daz Studio
- **Step 3:** As a result your previous prop will now look like a figure and previous prop/object will be replaced. This figure is temporary converted and it will not affect or change your original product. To start over simply delete the figure from the scene and reload your prop file.





With this newly created figure we can now use the Autofit feature in Daz Studio. As explained in the previous chapter, select a figure in the scene and from the “Fit to” option select your Genesis 3 figure in the scene. It will call out for the Autofit menu as it would with refitting the clothes:



As a result you will get autofitted hair item on your Genesis 3. You can do this process for both Genesis 3 Male and Female with all hair items that are originally created as props. End results may vary depending on the difference in shape between the original figure and the new one, and as a rule shorter hairs will probably refit better than longer ones.

## Enhancing your results after the clothing is autofitted to Genesis 3 Figures

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Finally, you have autofitted your favorite piece of clothing to your Genesis 3 Figure, but things don't look just right for you. Clothes may look a bit rigid, breaking apart on the edges causing angles and you don't know how to fix all that... Throughout the years Daz Studio and figures have evolved, and so did the items created for them. Don't worry, it doesn't mean that you can't make your favorite Victoria 3 or Michael 3 shirt or pants still look good. Daz has the integrated solutions for this as well, by using the **Subdivision** and **Smoothing Modifier**.

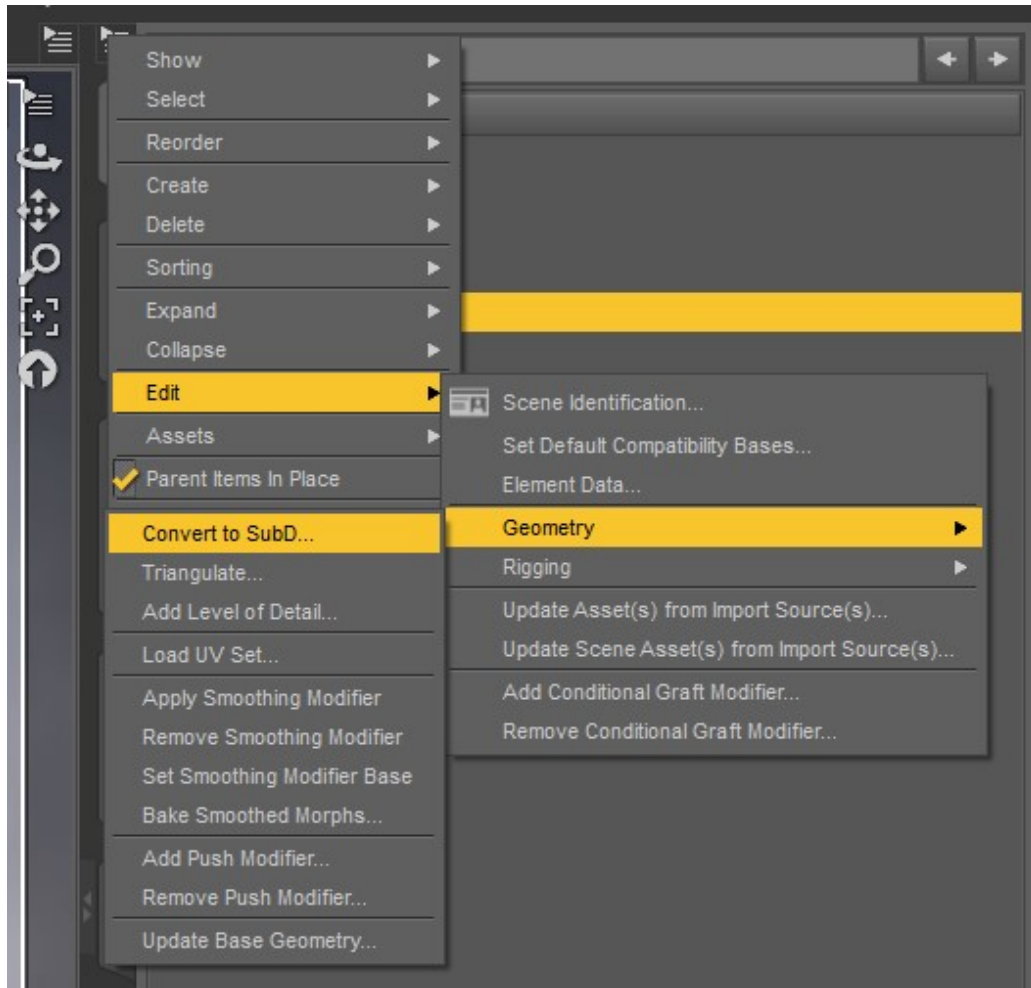
For best results it is suggested for smoothers and clothing fixers from the first Wear Them All pack to be used, although they aren't mandatory for this expansion pack.



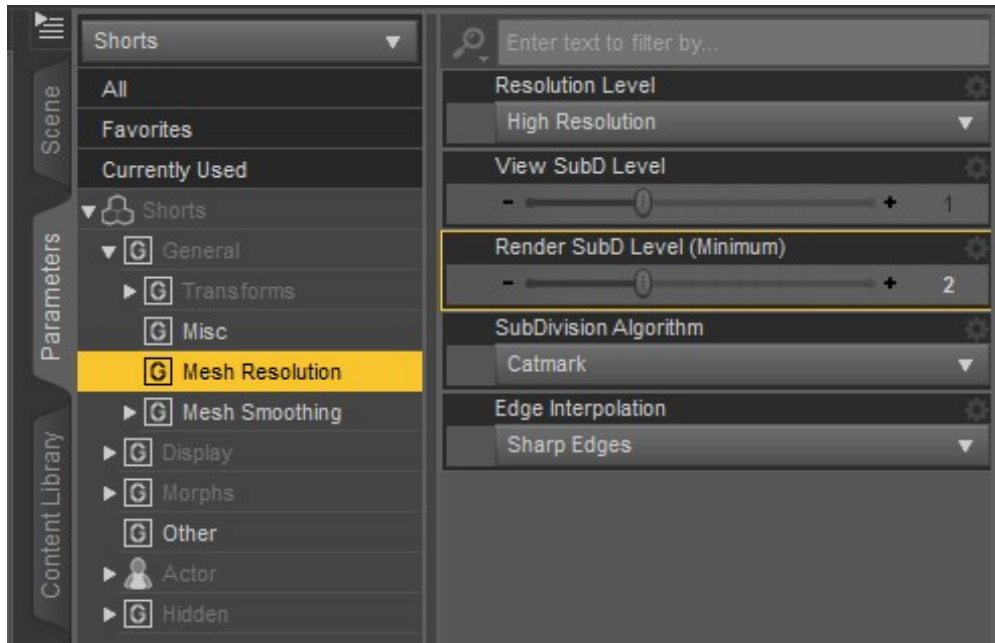
## Using the Subdivision in Daz Studio

Especially if you are using older clothing items (ie Victoria 3 and Michael 3) you may find the resolution of the clothing doesn't exactly match now perfected Genesis 3 geometry and doesn't look to good. You can use the Subdivision in Daz studio to enhance this manually for any item:

First, choose your item in the scene and use the option "**Edit > Geometry > Convert to SubD**":



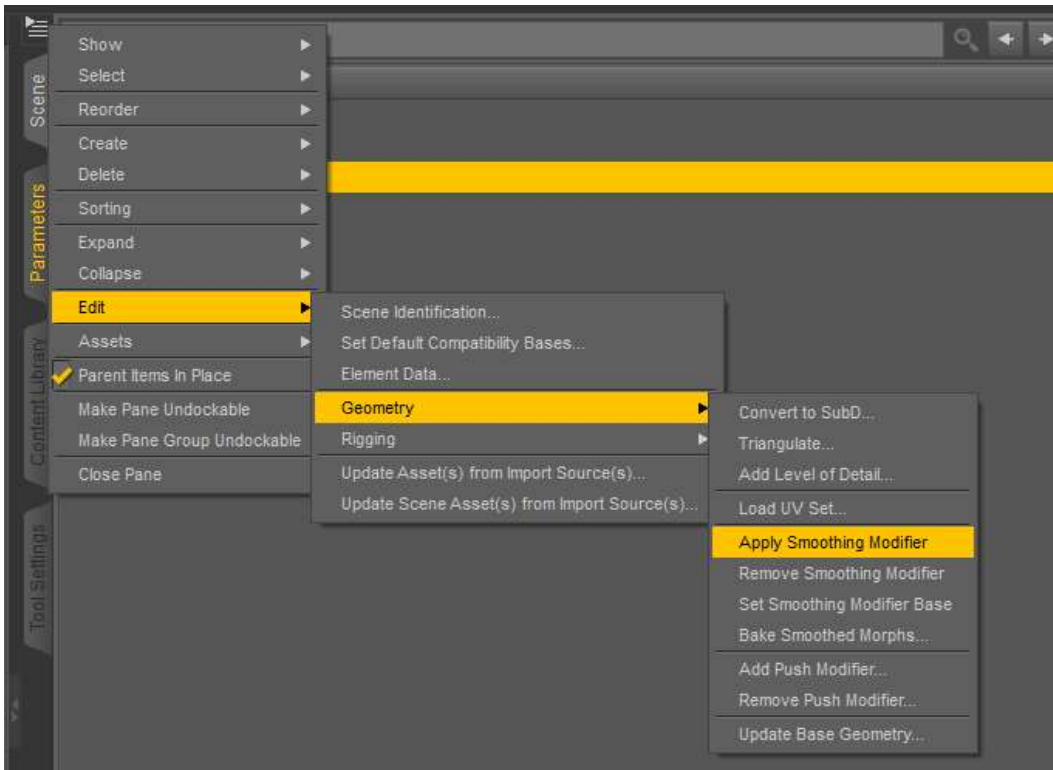
This will automatically change the resolution of the item from Base to High Resolution and you can manipulate the **Subdivision Level** under Parameters tab:



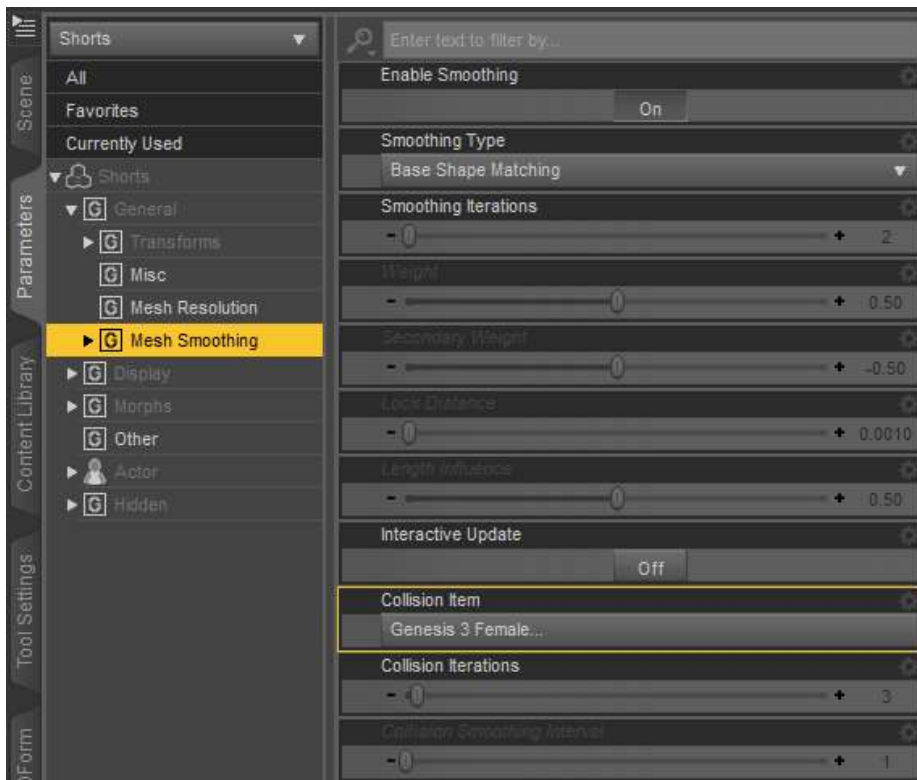
The Subdivison can be used for all items in the scene including your figures that will enhance your rendering results subdividing the mesh and removing the edges,making it look better and smoother in the scene.

## Using the Smoothing Modifier in Daz Studio

Even though we have now converted our clothing or hair or a figure to be of better resolution you may still encounter not-so-good fit, pokethroughs, or simply it looking not smooth enough. Daz Studio lets you enhance this by using the famous and very useful **Smoothing Modifier**. Go back to your item in the Scene tab, and go to "**Edit > Geometry > Apply Smoothing Modifier**":



This action will open the new options under Parameters tab when you select your clothing items, and you will now see both Smoothing and Collision available for you to manipulate from there:



Setting the **Smoothing Iterations** and **Collision Iterations** higher, sometimes over 10 or even 50 of Smoothing Iterations if needed, will enhance the look of your clothes - but pay attention because it may slow down your scene and also start with lower numbers to have the scene preview of the changes you are making, as results may differ from item to item you are using these on. Eventually, you should get satisfying results with the existing mesh now looking much smoother and better than before. You should also manipulate between **Smoothing Types - Base Shape Matching or Generic** to test which one gives you the better results.

Shown on Victoria 3 pants fitted to Genesis 3 Female:

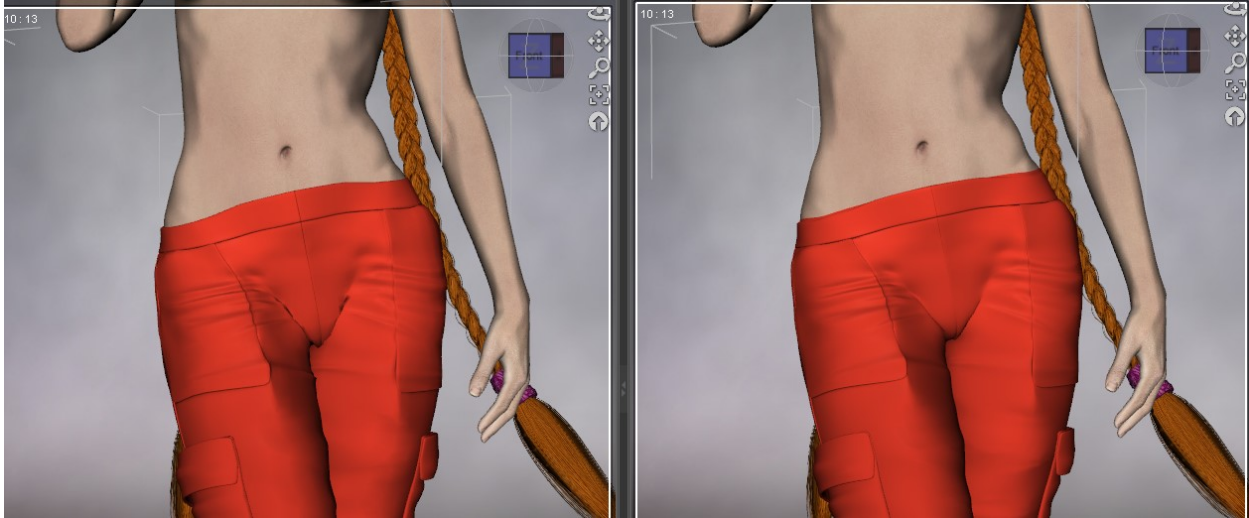
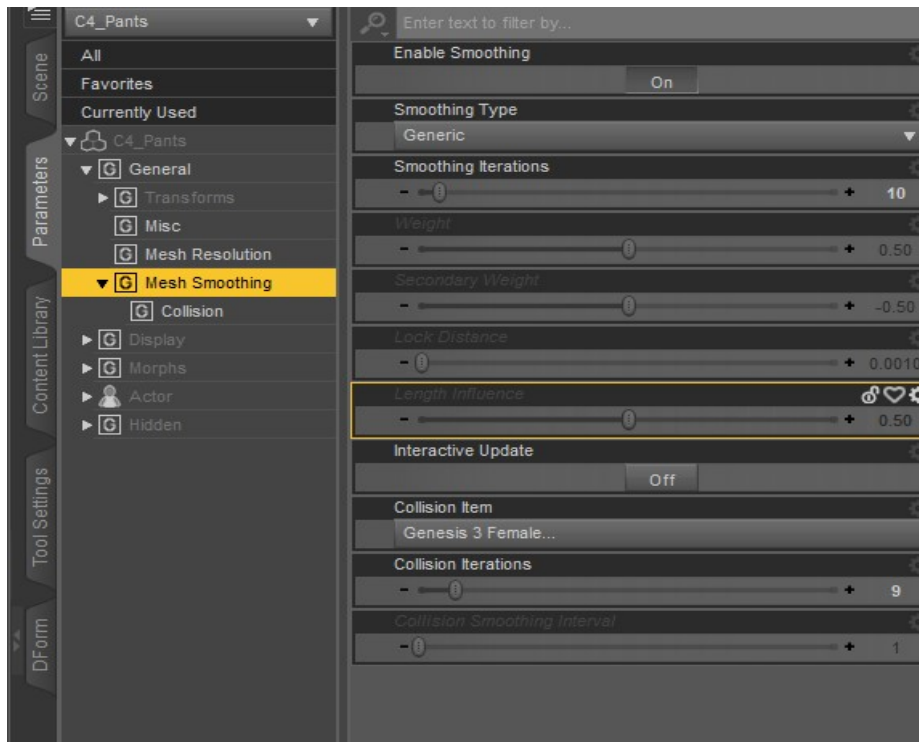


Image on the left shows result without smoothing, while image on the right uses following settings:



## Help with persistent conforming items that won't fit properly

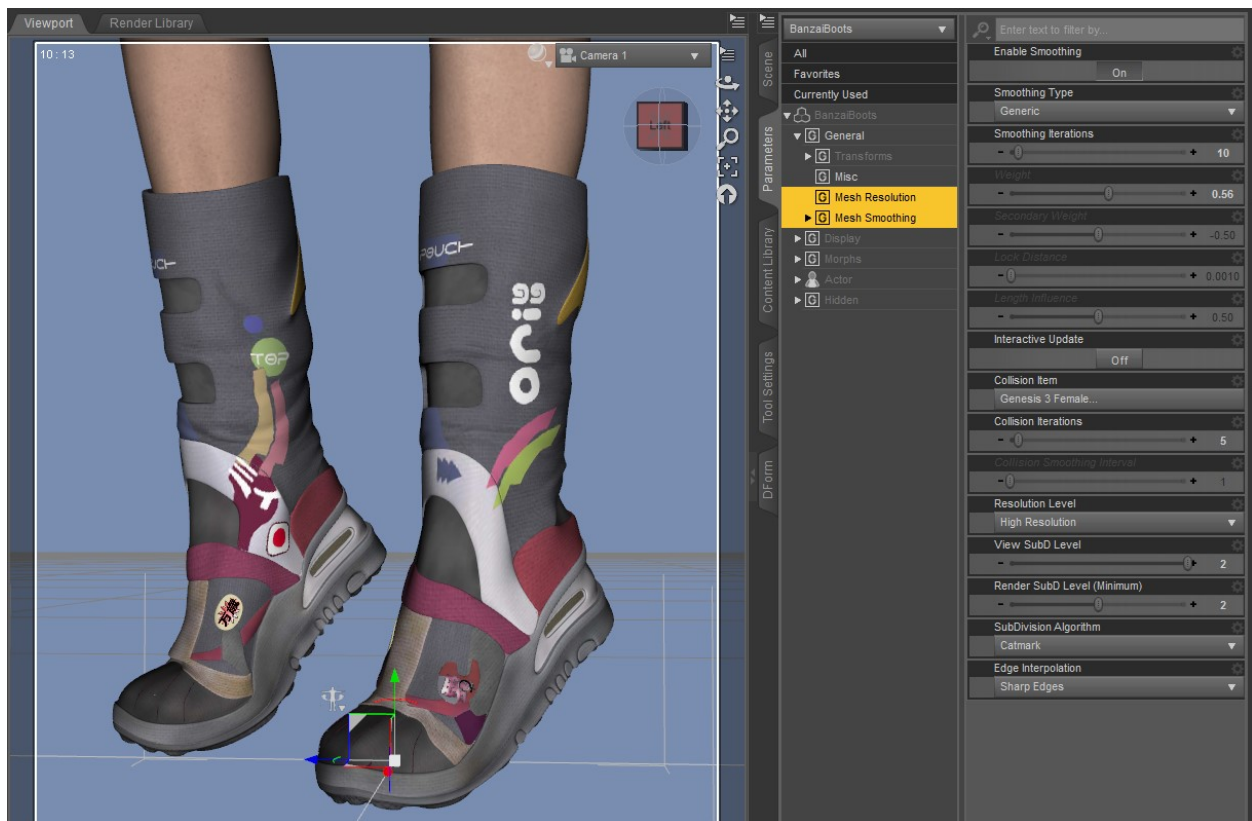
By "persistent conforming items that won't fit properly" here it is meant generally - footwear. High heels due to the difference in rigging and shape between figures won't behave well when autofitted, while there is still hope for flat footwear to make them look good and better by using earlier explained Smoothing and Subdivision.

This is the default result when you try fitting say Victoria 3 boots onto Genesis 3 Female, it fits but doesn't really look all that great:



By manipulating a few parameters, setting resolution to **High Resolution**, **Subdivision Level** from 1 to 2, **Smoothing Modifier** pushed at about 10 or over, and changed from **Base Shape Matching** to **Generic**, you should get much more decent results. With footwear not intended originally for Genesis 3 Female you should also take notice her newly enhanced feet and toes rigging which wasn't familiar to older footwear, so it is suggested to make the pose of feet and toes as closer to default possible while not interfering with the pose you are using for your scene.

Main advice is to use the tips included in this guide, until you get what you are aiming for:



Hope you find this guide helpful and thank you for your interest in this product!

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Thank you for your interest in this product and thank you for your purchase!  
VAIzheimer Studio



Promotional images credits:



Main promo:

**Genesis 3 Female:** Uzilite Base Outfit pants for Victoria 3, Uzilite Hardcore for Michael 3 shirt, Uzilite Halo On The Sky 16 for Victoria 3 jacket and gloves, Sapphire Fox Hair for Victoria 3 and Aiko 3.  
**Genesis 3 Male:** Uzilite Hardcore for Michael 3 jacket, shirt and gloves, Uzilite Base Outfit for Victoria 3 pants, AprilYsh Rivel Hair for Michael 3.



Kids 4 Clone promo:

**Genesis 3 Female:** Regency Girl outfit and Aryelle Hair for Kids 4.  
**Genesis 3 Male:** Cowpokes for Kids 4, Jael Hair for Kids 4.



Michael 3/Victoria 3 promo:

**Genesis 3 Female:** Uzilite Base Outfit for Victoria 3 pants and shirt, Uxzilite Venue jacket for Victoria 3, Future Hair for Victoria 3.

**Genesis 3 Male:** Uzilite Sade for Michael 3, Neftis Casual Slick Hair for Michael 3.



Freak 3 promo:

**Genesis 3 Male and Female:** Hercules for The Freak with Brutus texture expansion, Neftis So Trendy Hairstyle for The Freak.

Aiko 3/Hiro 3 promo:

**Genesis 3 Female:** Sapphire Fox Hair for Aiko3/Victoria 3, Dagonessa by ElorOnceDark for Aiko 3.

**Genesis 3 Male:** Helios Hair for Hiro 3. Dagon Outfit for Hiro 3 by ElorOnceDark



Stephanie 3/David 3 promo:

**Genesis 3 Female:** Classic Casual Outfit for Stephanie Petite, Sleek & Sexy Bundle hair and shoes for Stephanie Petite.

**Genesis 3 Male:** Simply Cool Outfit for David 3 with Laid Back textures, AprilYsh Glynn Hair for David 3.