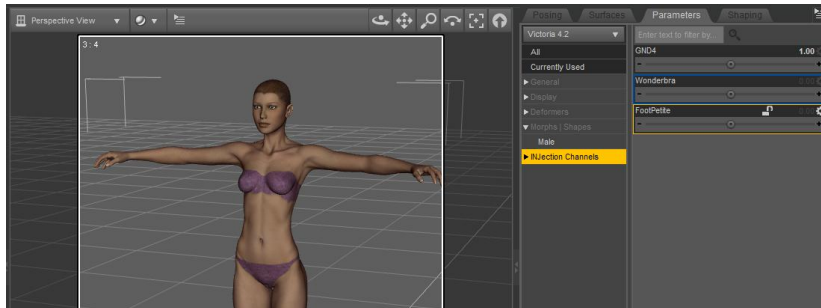


Copying body morph from V4 to Genesis (reloaded):

1. Start with an empty scene in DS4.5
2. Load V4
3. Zero figure
4. Add/dial-in desired morph

(In the example below, I loaded Blackhearted's GND4 morph)



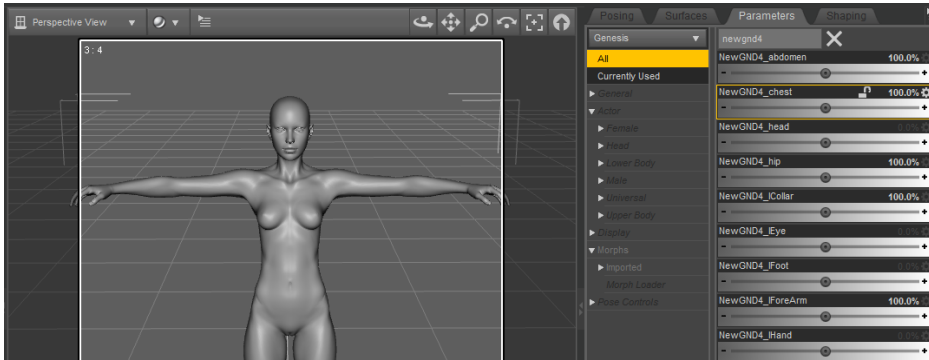
5. File -> Export -> Wavefront Object (obj), using Daz Studio Settings. Name it what you want the morph to be named. (Note: you may want to reload a new V4 at this point, then continue)
6. Edit -> Figure -> MorphLoader Pro, "Choose Morph Files" and select .obj from #5 above

(**Note:** I found that steps 5 & 6 are not required if you are using a single morph of V4 like Bodybuilder, Utopian, etc. If you are using a V4++ based morph, or a custom injection morph, then steps 5 & 6 are required)

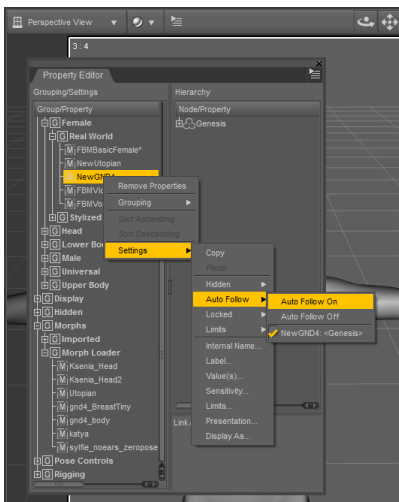
7. Edit -> Figure -> Rigging -> Convert Figure to Weight Mapping..., then select TriAX Weight Mapping and press "Accept"
8. Load Genesis
9. Edit -> Figure -> Transfer Utility
 - a. Source: V4, Default
 - b. Target: Genesis, Clone (V4)
 - c. Show Options -> General Options -> Morph Targets -> Source Morphs = Checked
 - d. Show Options -> Post Transfer Options -> Fit to Source Figure = unChecked

10. Select the Genesis figure, Parameters tab, select all, and filter by name chosen in #5...and you should see a bunch of new morphs (similar to the below). Make the appropriate ones 100%. ~~In addition, you probably have to add the default shape as well, such as V4.~~ (Correction: You probably don't want to add V4, as you can add that anyway, and if you add it in 2 morphs, it will double up the V4)

(In the example below, I named the .obj, "NewGND4", and I did not bother with hands, head and feet. I also had to add in the Actor->V4 morph)



11. Set Genesis to "base" resolution level
12. File -> Export -> Wavefront Object (obj), using Daz Studio Settings. Name it what you want the morph to be named.
13. Edit -> Figure -> MorphLoader Pro, "Choose Morph Files" and select .obj from #12 above
14. (Optional) You can move the morph to a better place in the listing by using the Property Editor Tab. You can also use that to right-click->Settings->Auto-Follow->Auto-Follow-On, so that clothes will conform ala Genesis



15. File -> Save as -> Support Asset -> Morph Asset, drill-down and select only the new morph imported in #13

That's it! Close and reload Genesis, and the Morph should be where you put it!