# Make a V4 Clone for Dawn (A tutorial by 3dOutlaw)

1) The DAZ Content Management Service needs to be running, so later in the tutorial you can see the Clone Modifier options. If you don't have it running, turn it on before starting (just for this process, then you can turn it back off if you prefer). It is located in the Daz Program Files area of your PC (I am not sure how this all works out on MAC?)

Alternatively, if you prefer to NOT run the CMS, you can skip Steps #12 and #13, and manually Edit the .DSF file after you create it. (as described in Step #17)

2) Load Dawn and load base V4. Select V4, and Zero Figure (I used the menu, like shown)
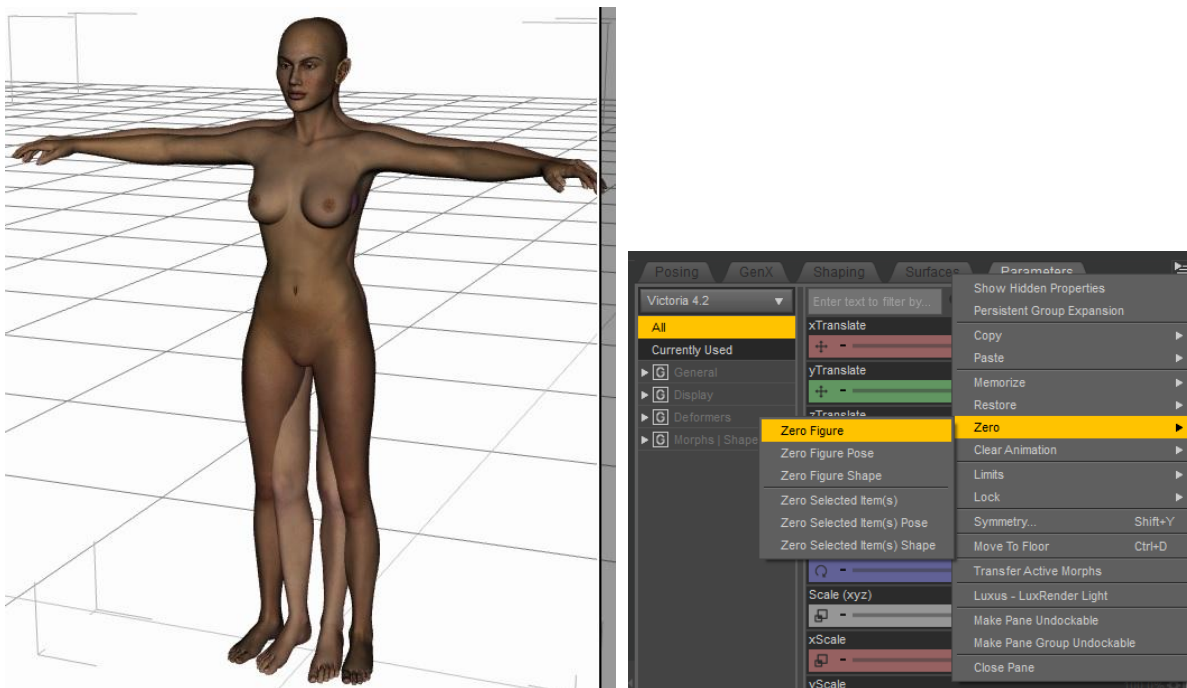
3) Next I go to surface tab for V4 and select none for all diffuse and white for diffuse, so to make her grey. It makes it easier to align, in my opinion.
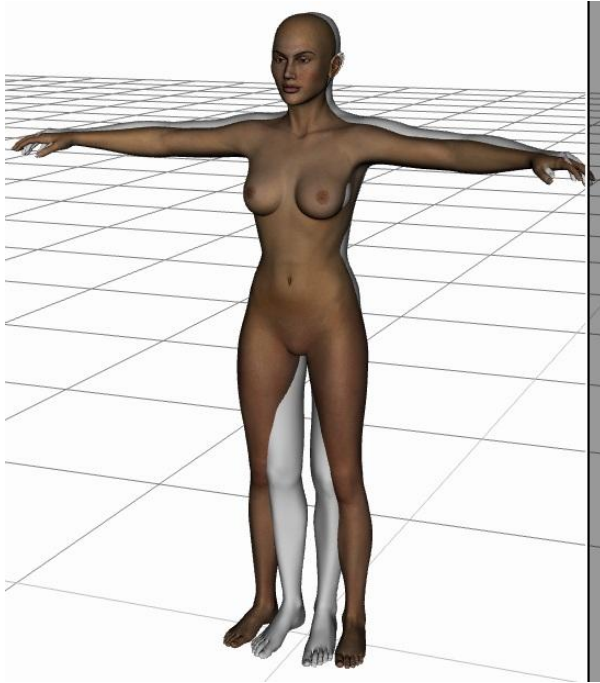

4) Next, you need to pose Dawn, using the translations to get her as close to V4 as you can. Start with the "Hip" and everything below. I moved: Hip, Abdomen2, shoulders, thighs, forearms, shins, and a little Y-Scale of the abdomen2. I did not worry about face or hands, since my goal was basic clothes fit. If you need these, take more time to get them aligned.
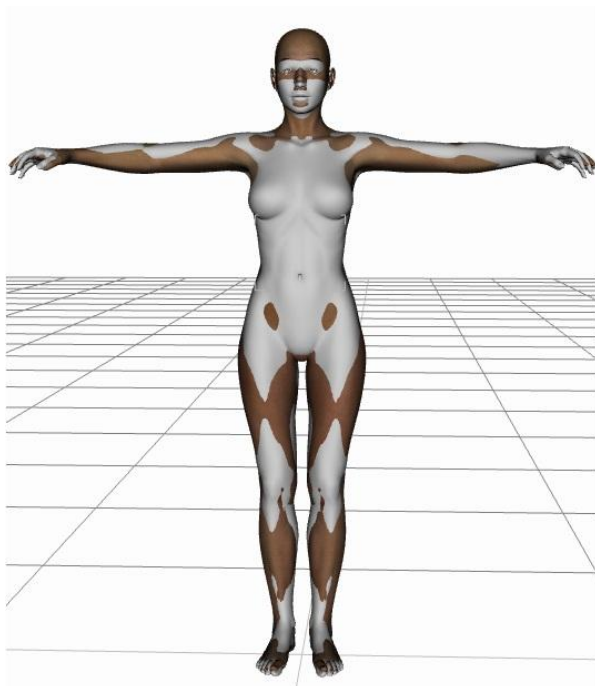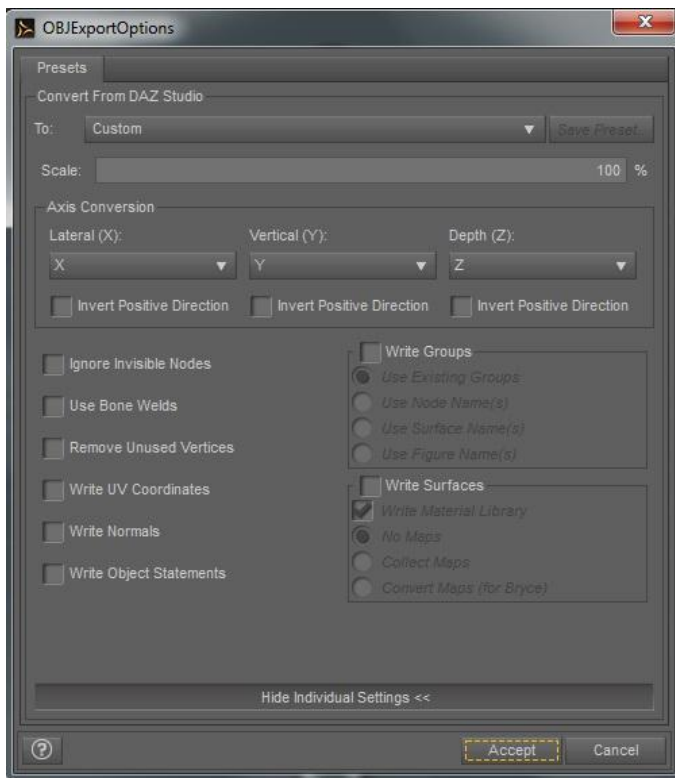
5) Now you can delete V4! (though she is still in a few of my screenshots, you should remove her before you make the OBJ)
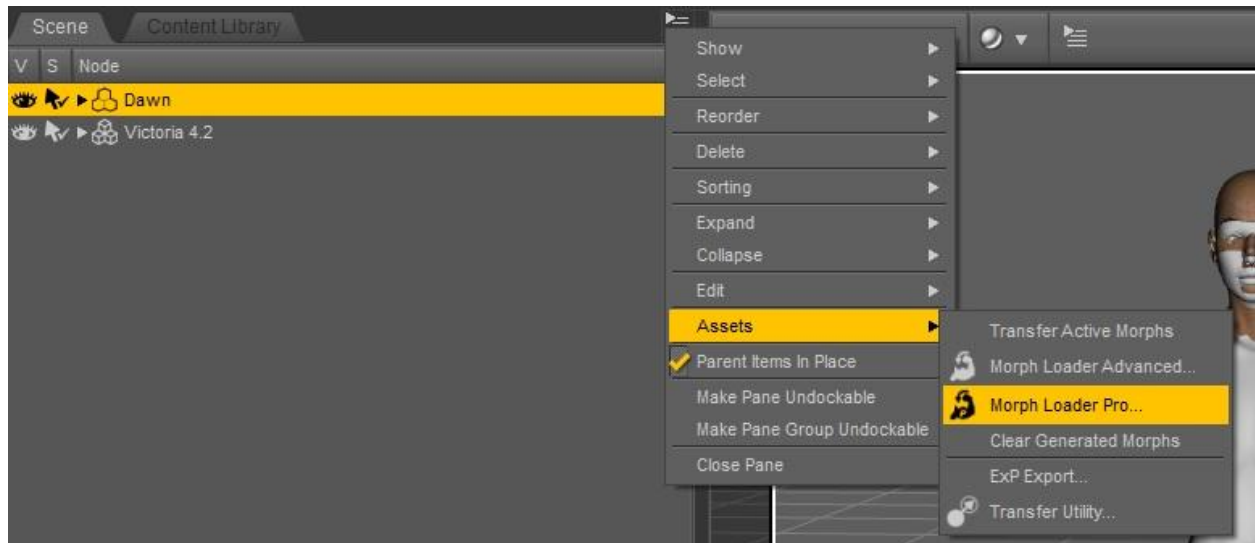
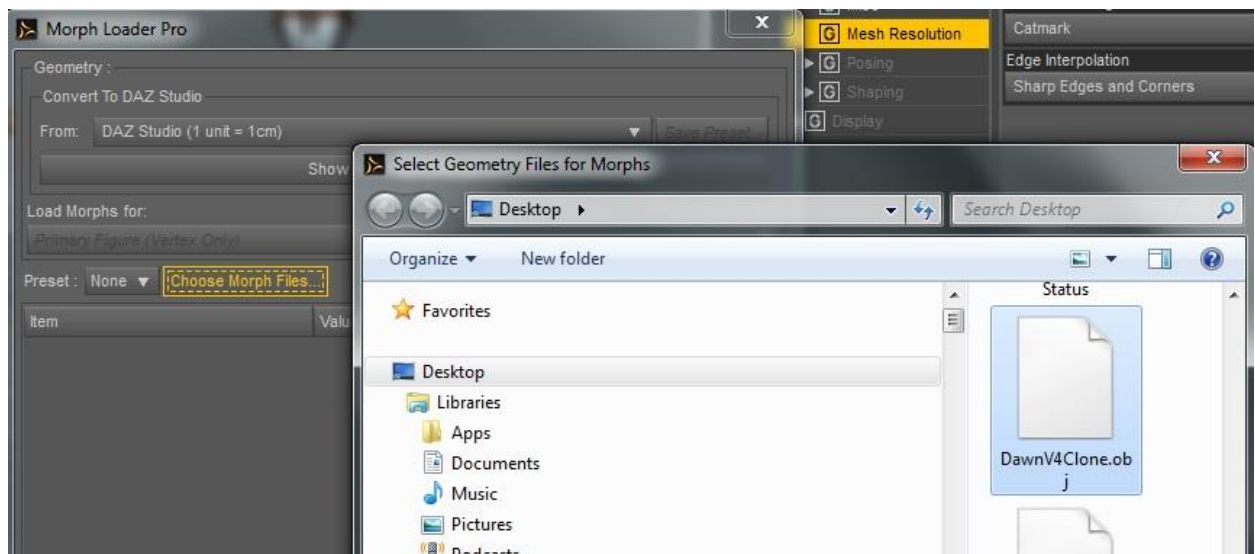6) Select Dawn, and set the resolution and subdivision to Base and 0
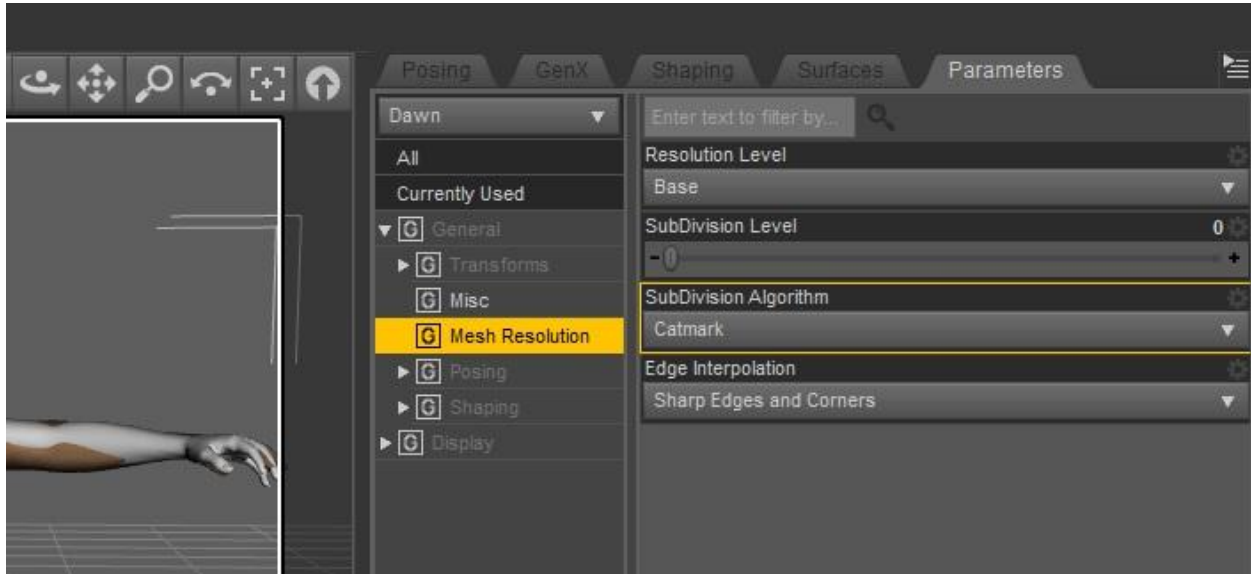
7) Do an Export of OBJ, and I set it to DAZ and then uncheck everything. Save the OBJ anywhere, but NAME IT WHAT YOU WANT THE CLONE TO BE NAMED!
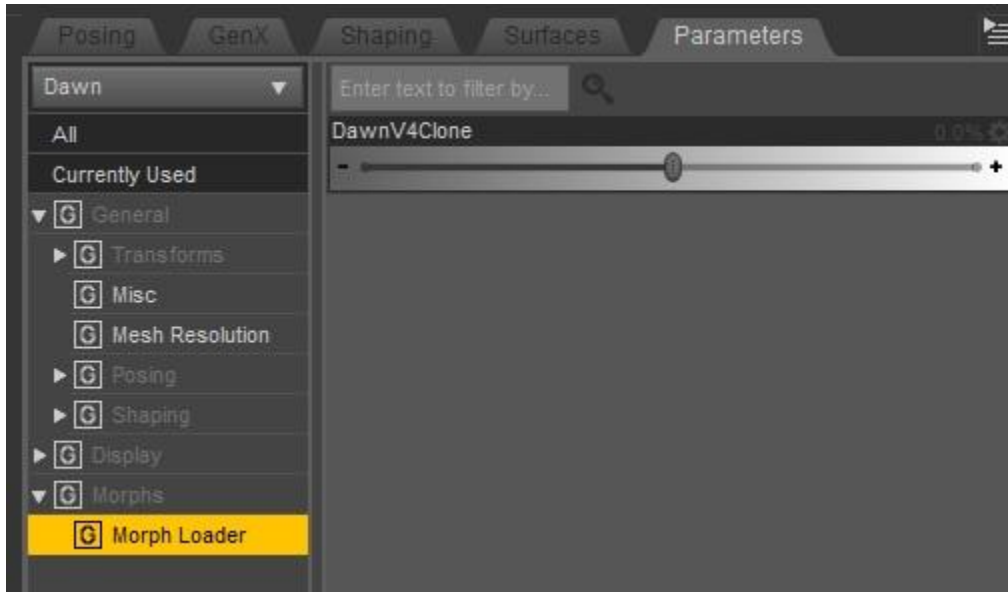
8) Once exported, select Dawn and open MorphLoader Pro

9) In MorphLoader Pro, select Daz Studio format, and "Choose Morph File", and select the OBJ you made.

10) You should now see a new Morph now for Dawn the Parameters

11) Now with Dawn selected, open the Property Editor. NOTE: You need the Daz ContentManagementService on at this point, or you won't see the Modifier/Clone options. If you don't have it running, then you won't see them!
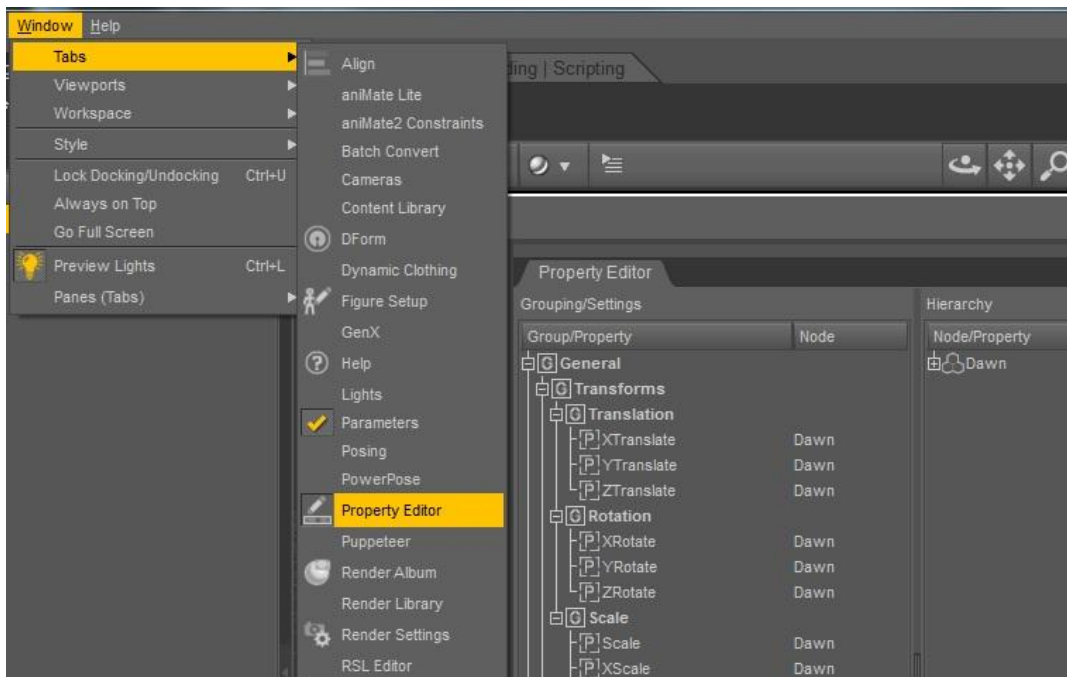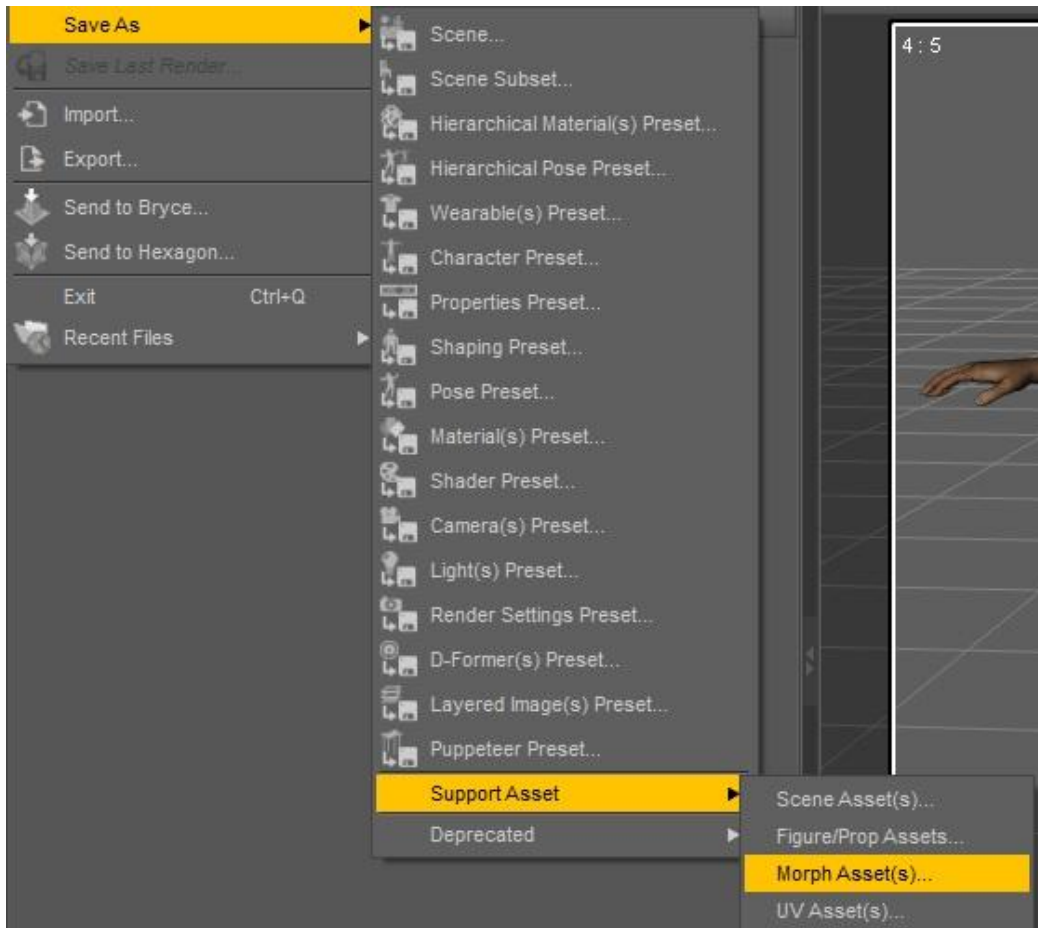
12) Find your Morph, right-click, and go to the Presentation Editor and set the Content Type to Modifier/Clone. (If CMS is not running, you won't see this, so skip this step, go to #14)
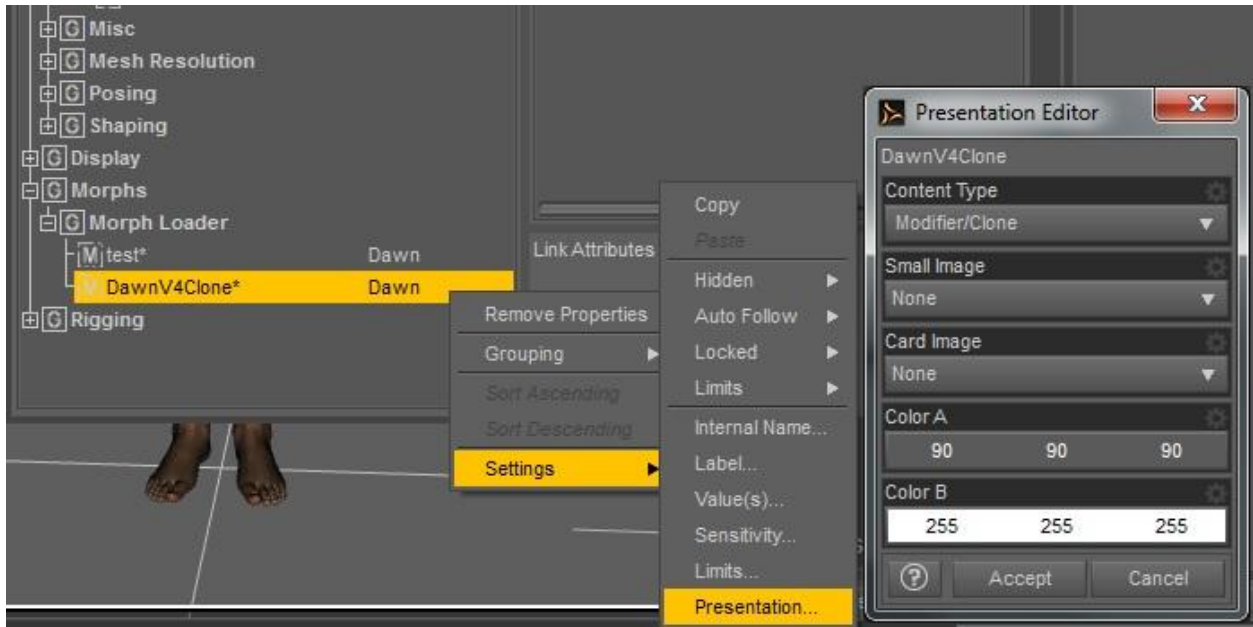
13) Now you should see an Autofit option, if you try and autofit a V4 clothes to Dawn...but your not done yet!

14) You want to save a Morph Asset

15) Select the clone morph as shown

16) ....and then search for the .dsf file it makes (which should be named the same as your clone)

17) (optional) If the CMS was not running, in Step #12, then you need to edit the DSF file, as shown in Appendix A. If the DSF file is unreadable, you probably had the "Compress file" checked in the step above.

18) Move the DSF file into wherever your content is: ...\content\data\HiveWire 3D\Dawn\Base\Morphs\HiveWire 3D\Base\

19) Now don't close anything (in case you missed something), load a brand new Dawn in the scene, and make sure you can load V4 clothes on her, and get the Autofit.

Done!

NOTE: One last thing, this isn't precise, so I find it nice after autofit to add a smoothing modifier to take out the poke-through.
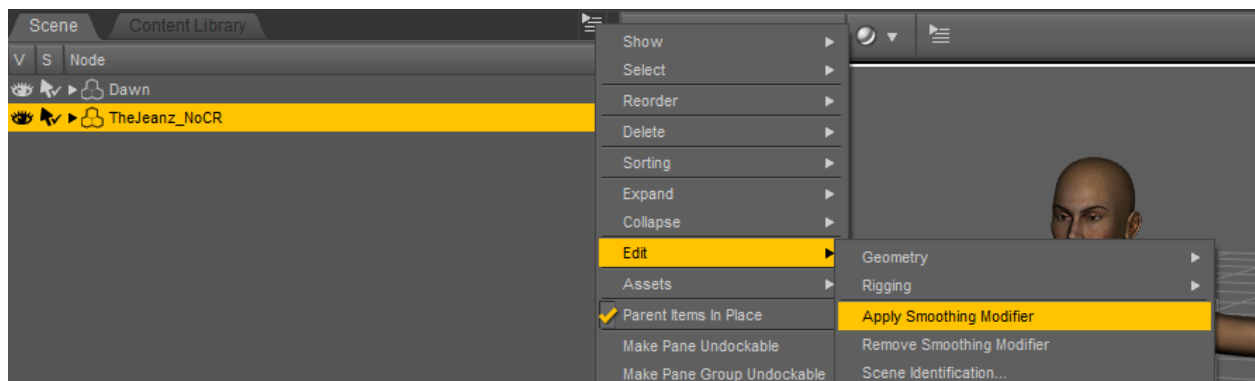
Appendix A - DSF File Editing

Modify your DSF file similar to the things in RED below

{
"file_version" : "0.6.0.0",
"asset_info" : {
"id" : "/data/HiveWire%203D/Dawn/Base/Morphs/HiveWire%203D/CloneV4.dsf",
"type" : "modifier",
"contributor" : {
"author" : "SomeAuthorName",
"email" : "",
"website" : "SomeWebsite"
},
"revision" : "0.0",
"modified" : "2013-07-24T18:46:54Z"
},
"modifier_library" : [
{
"id" : "CloneV4",
"name" : "CloneV4",
"parent" : "/data/HiveWire%203D/Dawn/Base/Dawn.dsf#Dawn-1",
"presentation" : {
"type" : "Modifier/Clone",
"label" : "",
"description" : "",
"icon_large" : "",
"colors" : [[0.2509804, 0, 0], [0.3529412, 0.3529412, 0.3529412]]
},
"channel" : {
"id" : "value",
"type" : "float",
"name" : "Value",
"label" : "CloneV4",
"visible" : false,
"auto_follow" : true,
"value" : 0,
"min" : 0,
"max" : 1,
"clamped" : true,
"step_size" : 0.01
},
"group" : "**/Hidden/Clone**",