

How to use “Anime Doll for Genesis 2 Female” on Genesis 3 Female

This is a brief tutorial of how to use the new Anime Doll for Genesis 2 Female on Genesis 3 Female. This tutorial covers the steps to use auto-fit to apply the figure to G3F, and some additional tips.

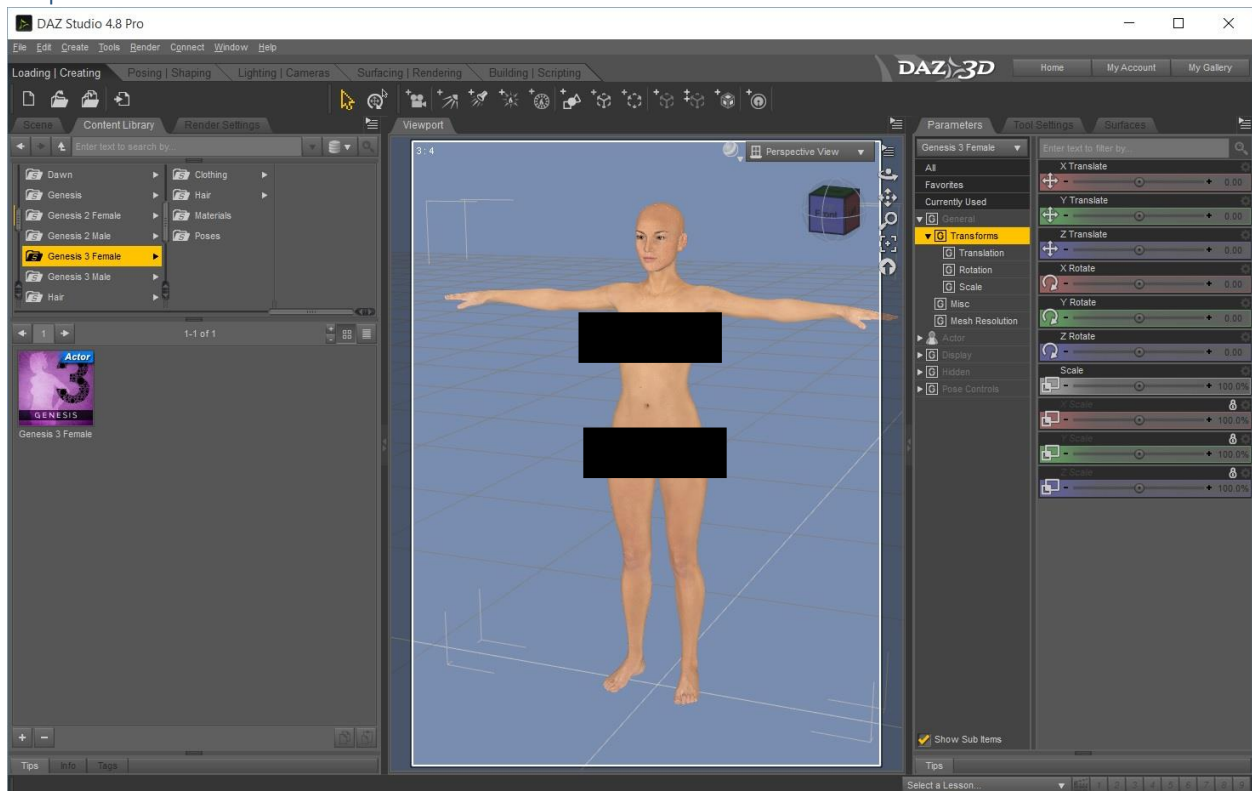
I am sure the community may find additional tips and tricks, as well!



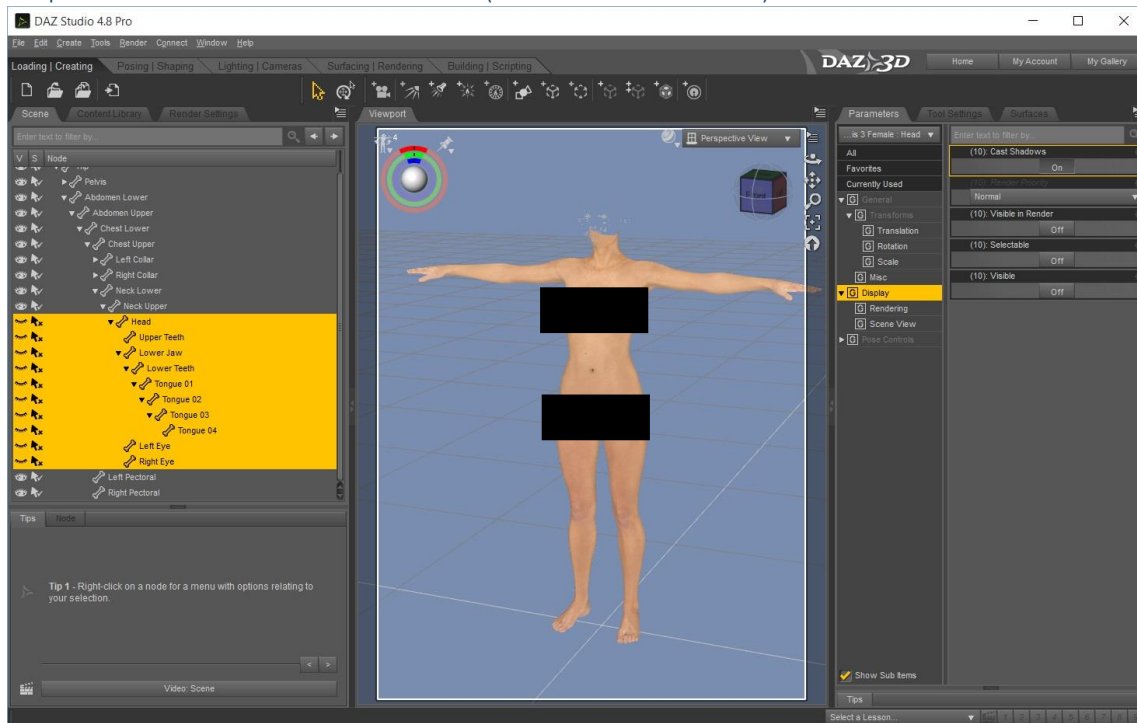
Yes, this is G3F!



Step 1 – Load Genesis 3 Female

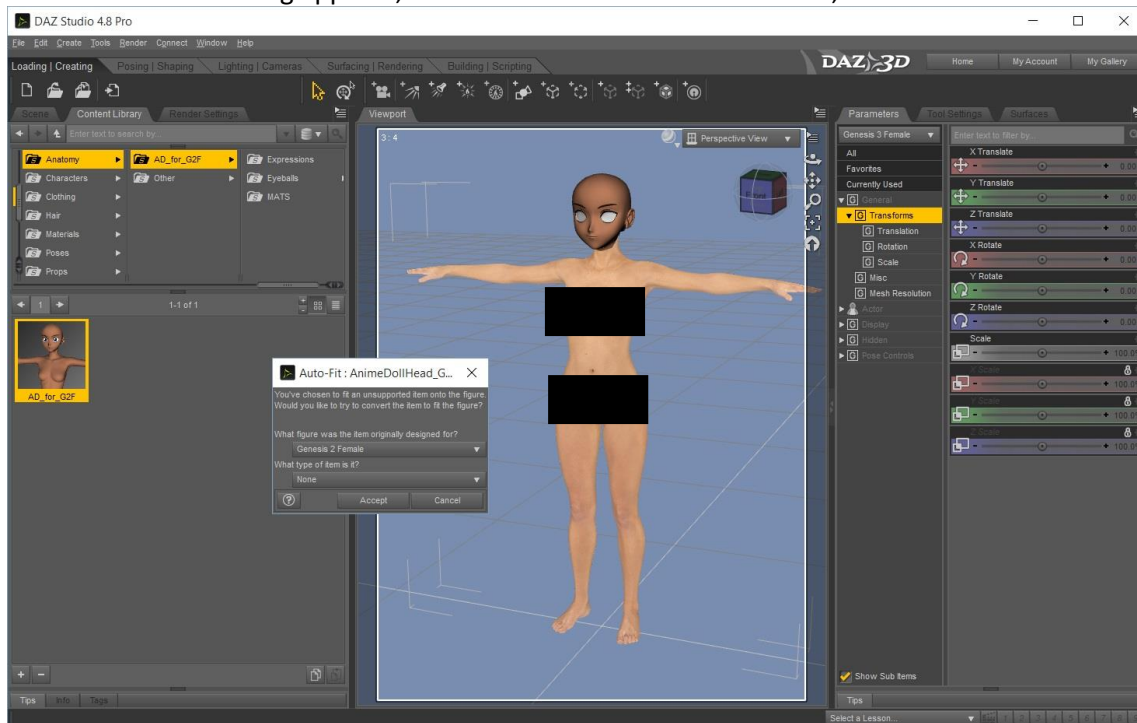


Step2 – Hide Genesis 3 Female Head (and children of Head)

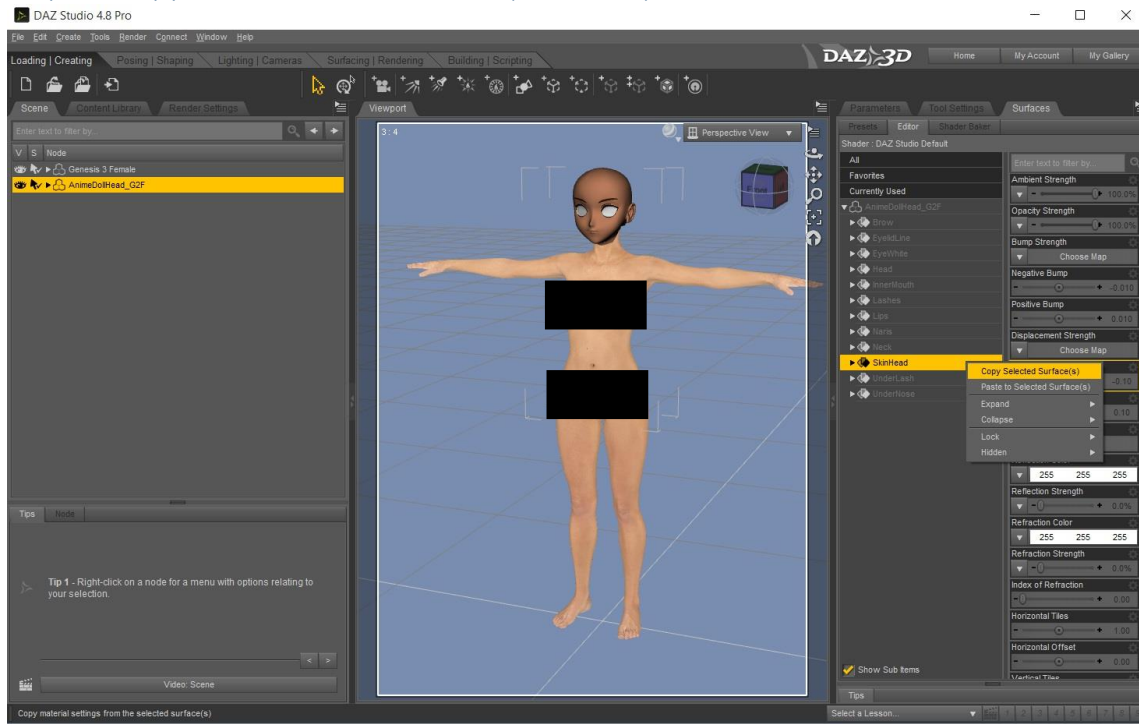


Step 3 – With G3F selected, load AD_for_G2F

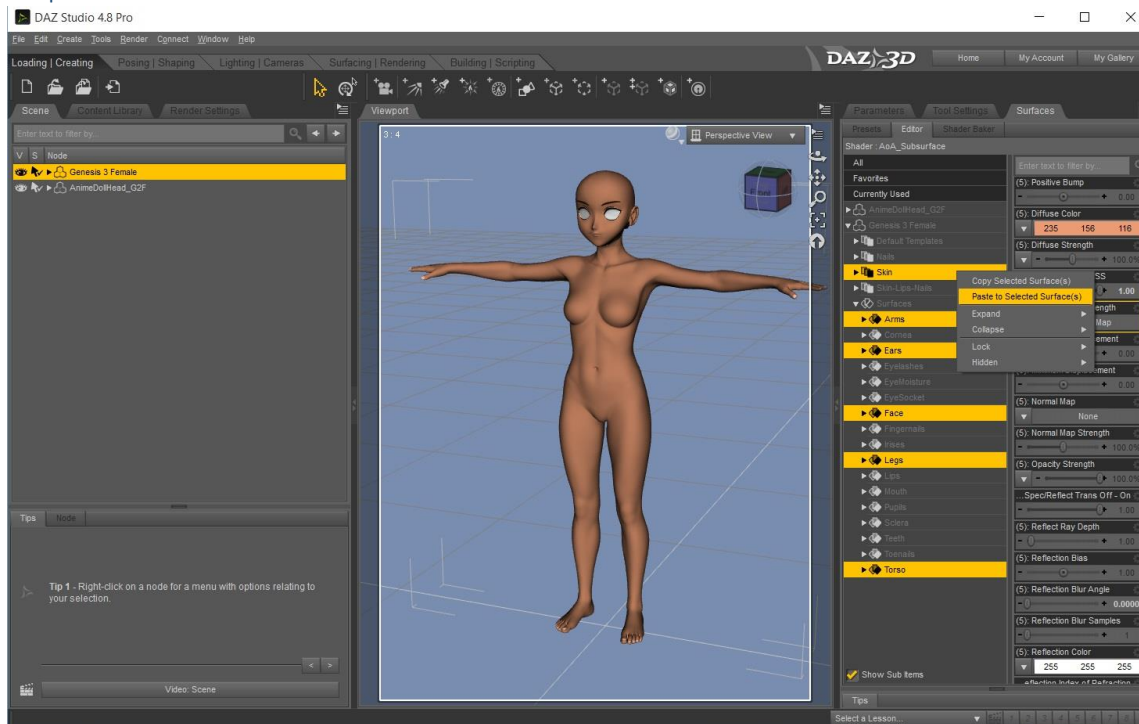
When the Autofit dialog appears, choose Genesis 2 Female and None, as shown



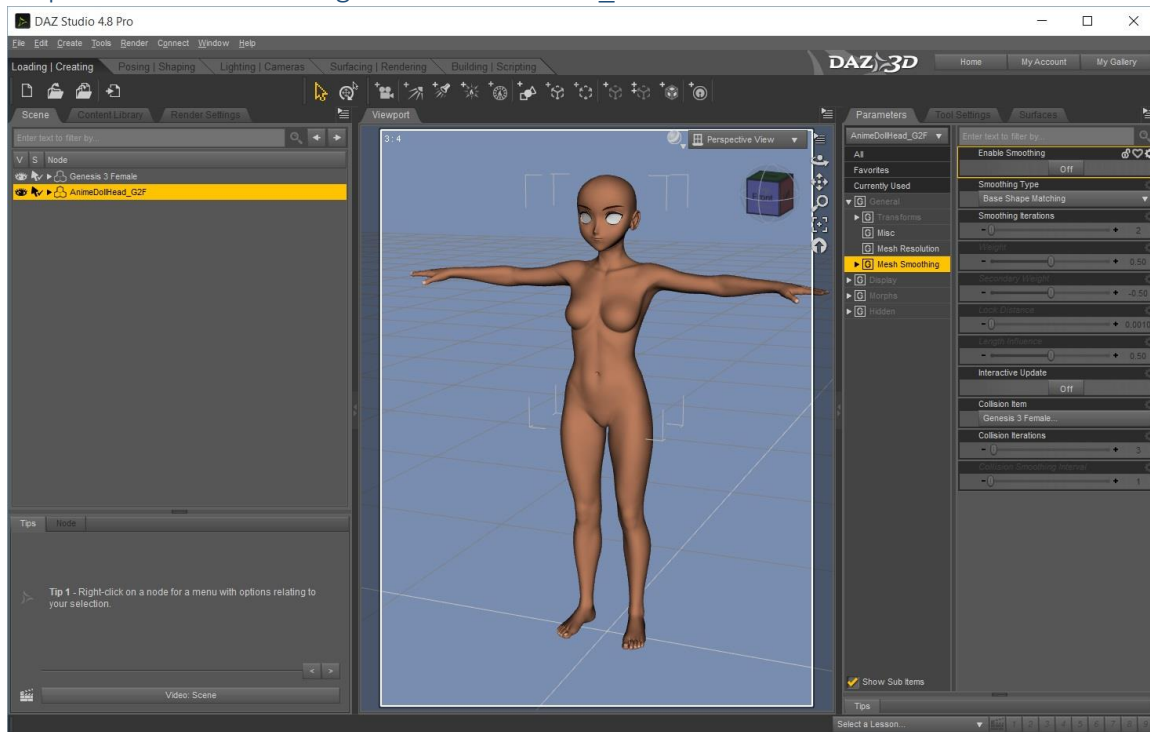
Step 4 – Copy the skin shader from AD (Skin Head)



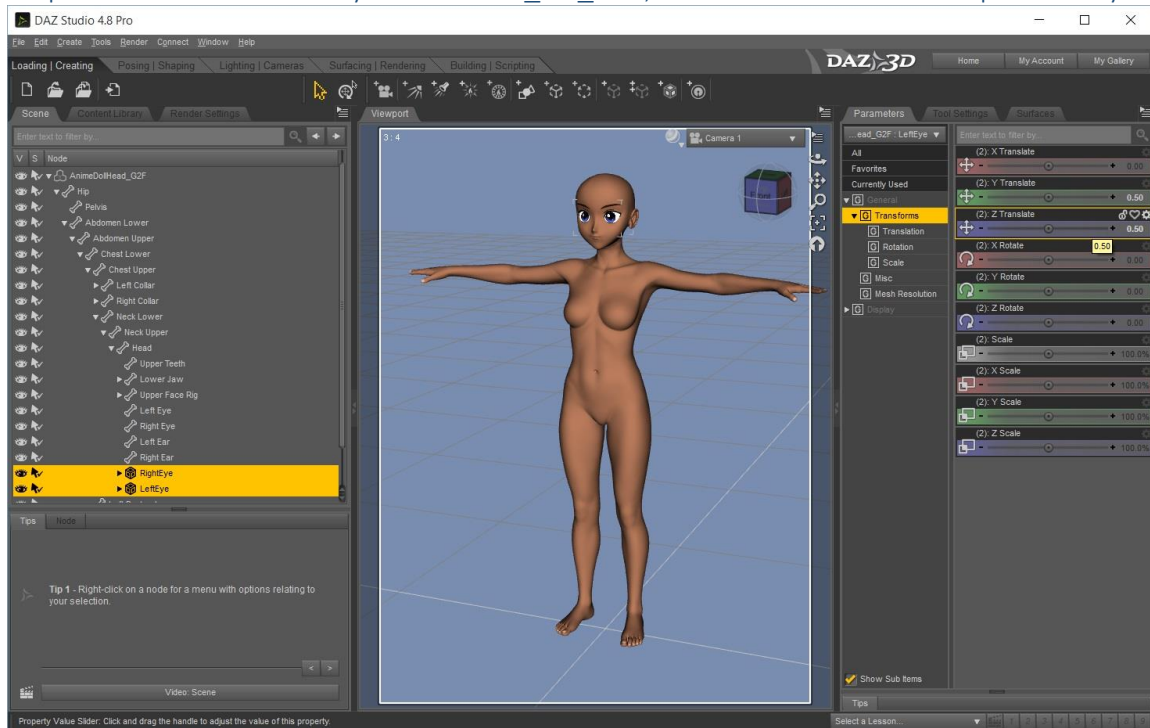
Step 5 – Paste the skin shader to Genesis 3 Female Skin



Step6 – Disable Smoothing on AnimeDollHead_G2F



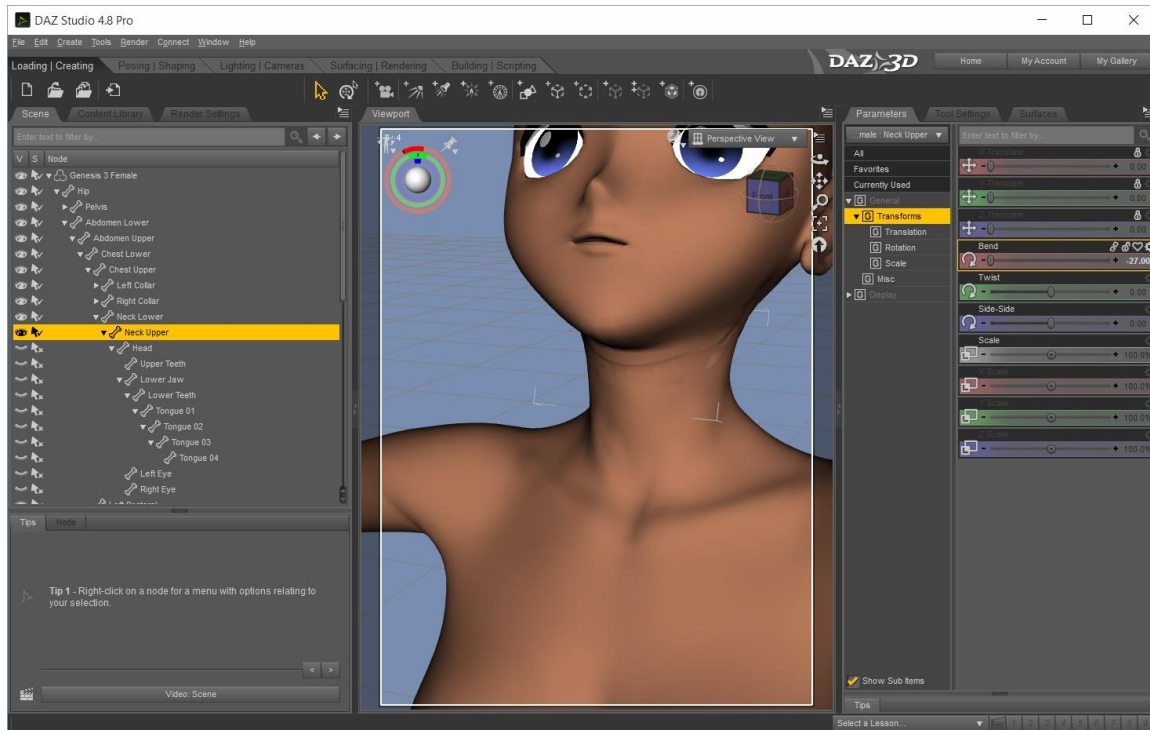
Step 7 – Load and Parent eyeballs on AD_for_G2F, and increase the Y and Z position by 0.5



Step8 – Complete!

Since it is an autofit, and not a Geograft, there is some slight difference in texture where the two overlay, as shown. This can easily be removed through postwork.

Different skin shaders will achieve different results. Of course, not all items within the product may work with G3F. This is just one way to make this possible!



I hope you enjoyed this tutorial!

