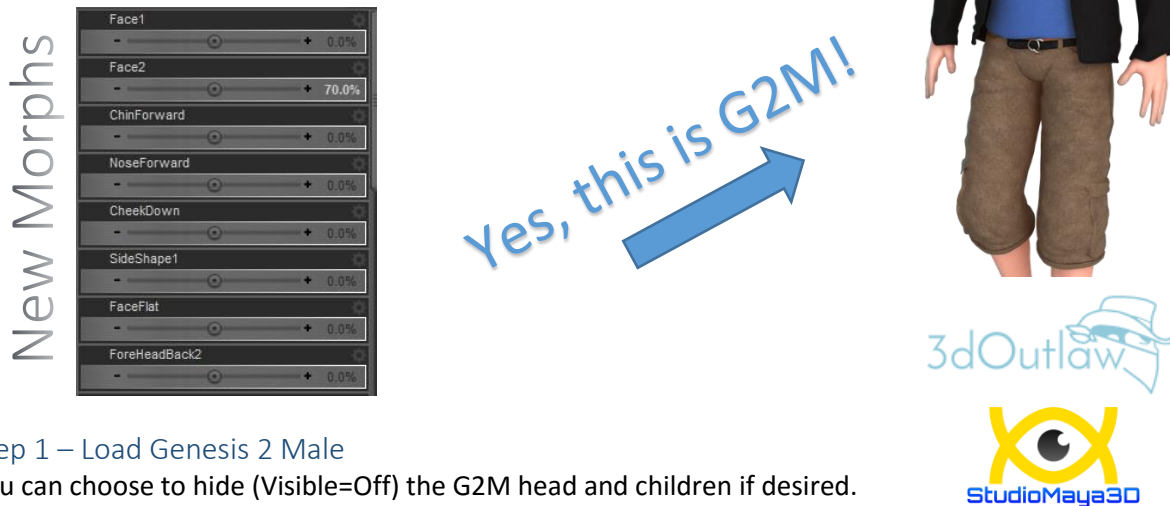


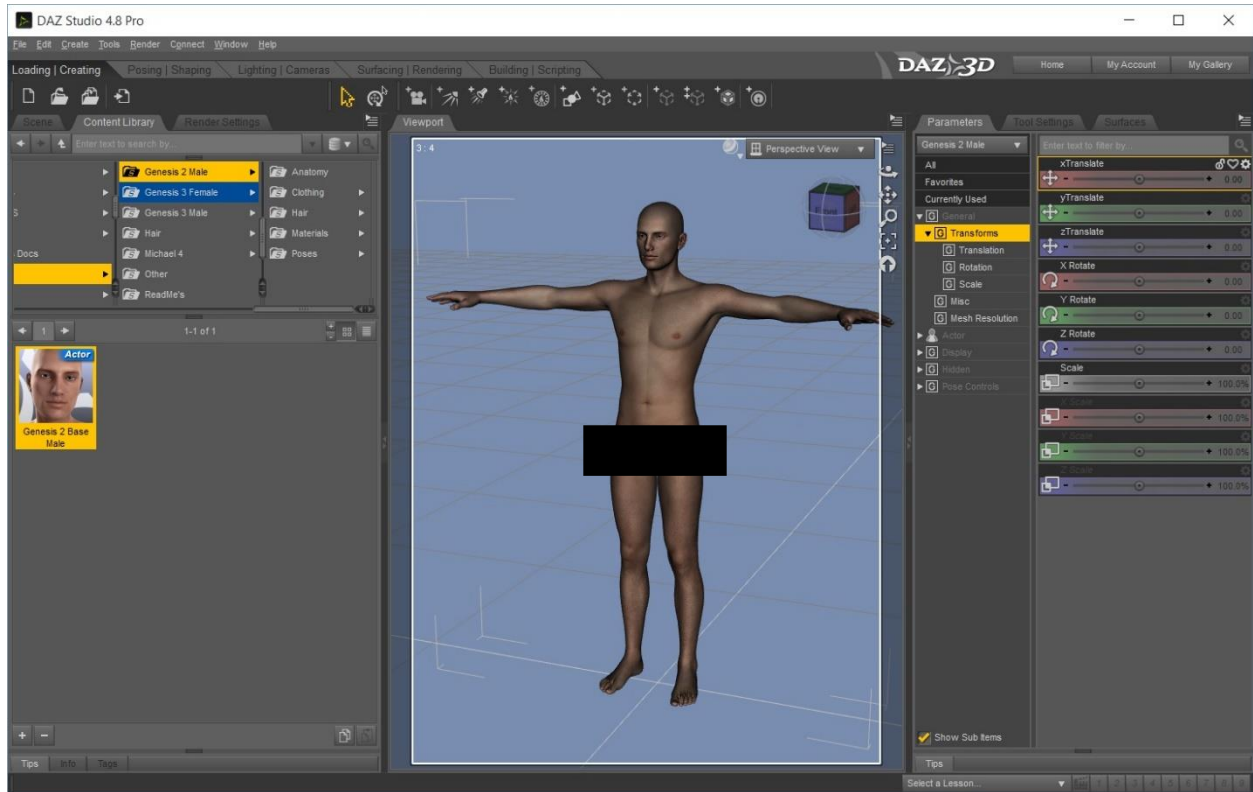
Using the new free Male Morphs for “Anime Doll for Genesis 2 Female”, on Genesis 2 Male

This is a brief tutorial of how to use the new male morphs freebie for “Anime Doll for Genesis 2 Female”. In addition, we will apply the figure to **Genesis 2 Male**! 😊

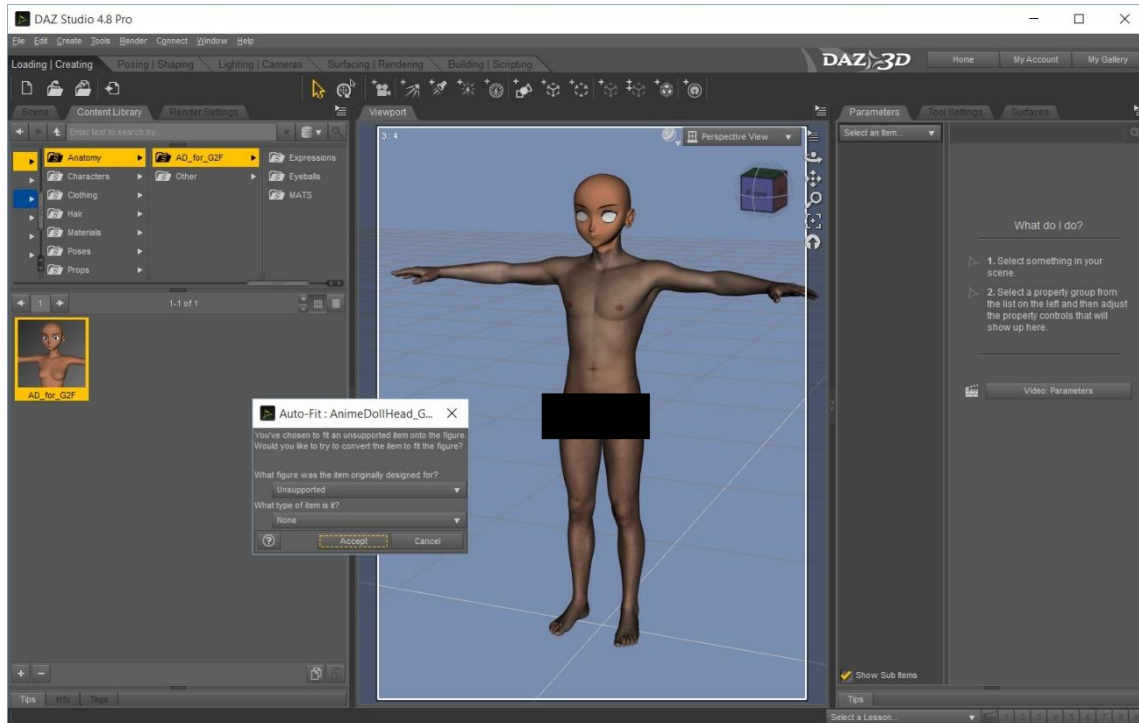


Step 1 – Load Genesis 2 Male

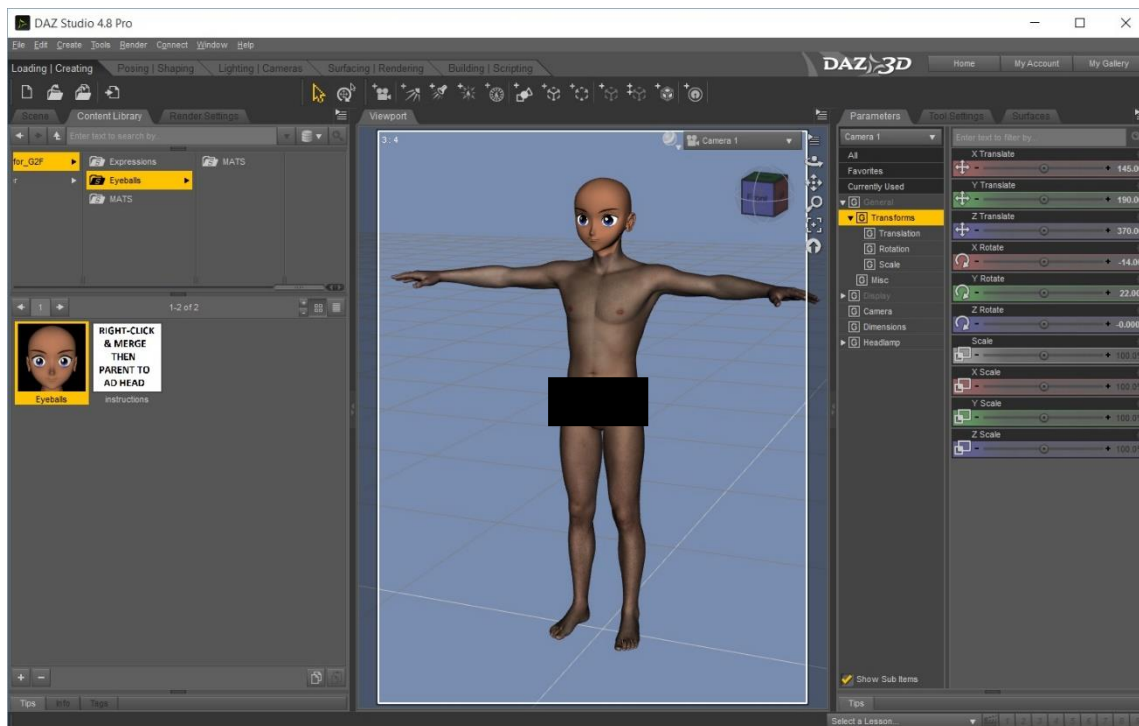
You can choose to hide (Visible=Off) the G2M head and children if desired.



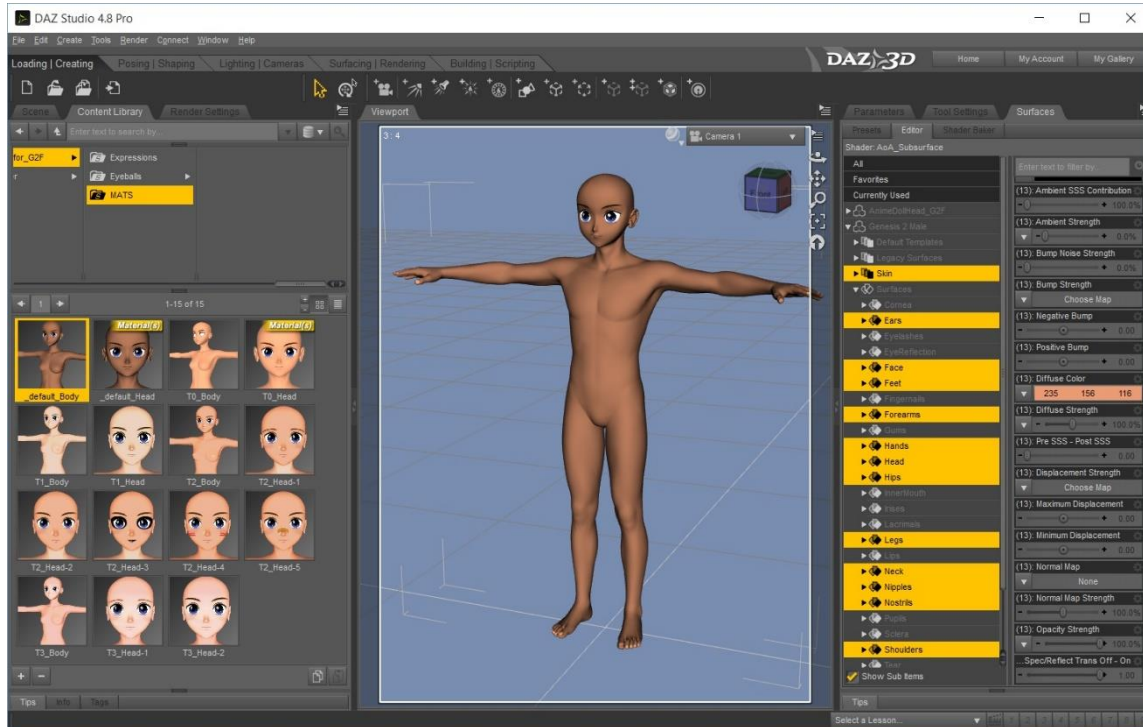
Step2 – With G2M selected, Load AD_for_G2F and leave unsupported/none in the Auto-Fit dialog



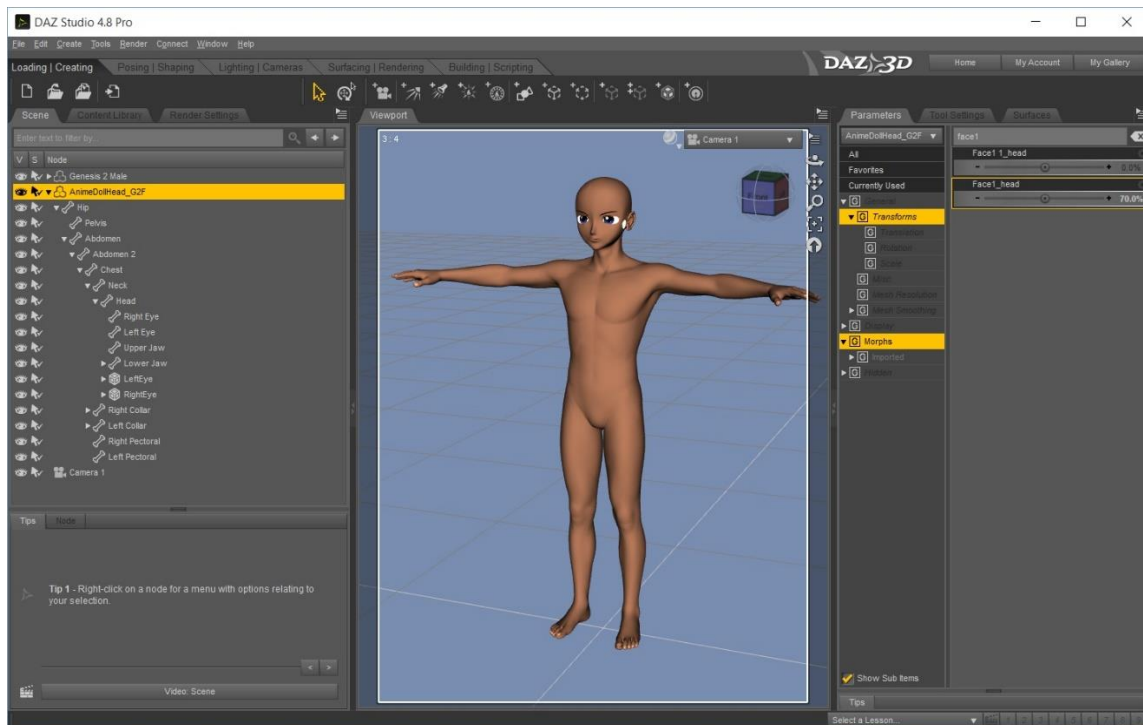
Step 3 – Merge the Eyeballs into the scene and parent to head of AD_for_G2F



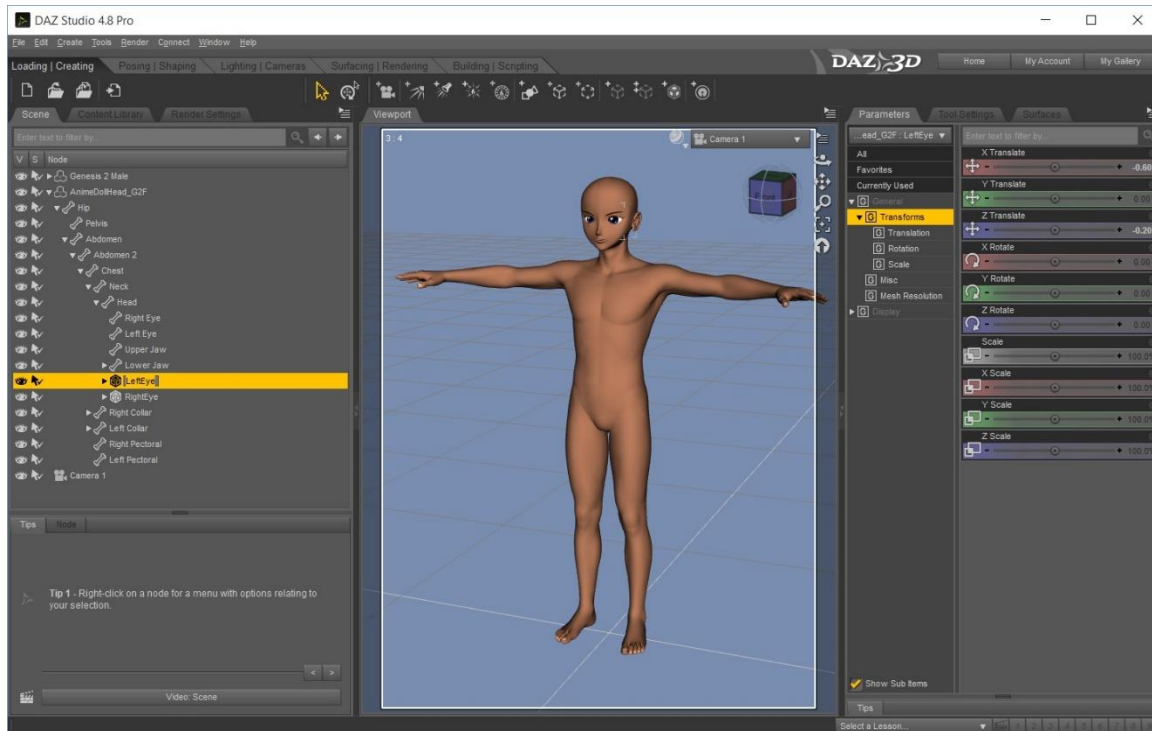
Step 4 – Apply the default body skin shader to G2M skin surfaces



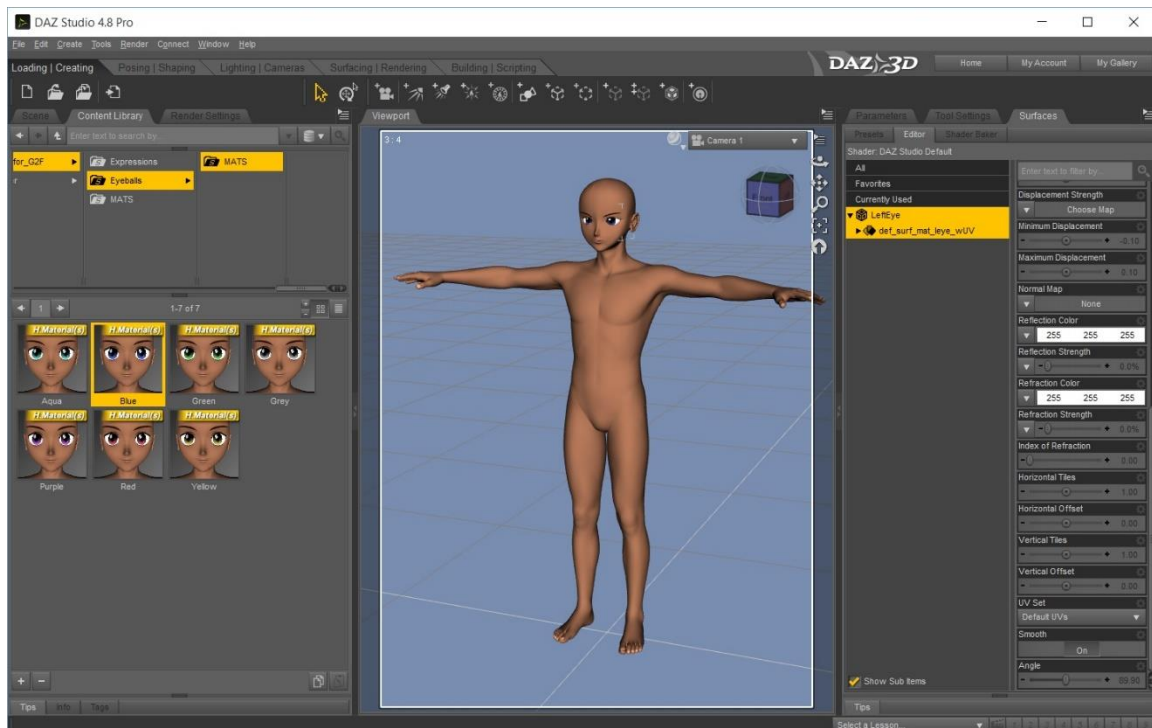
Step 5 – Apply a male morph. In this case I applied 70% Face1_Head morph



Step6 – Depending on the morph applied, you may need to adjust the eyeballs location.
In this example, I changed the X and Z translate values, as shown...to avoid poke-through



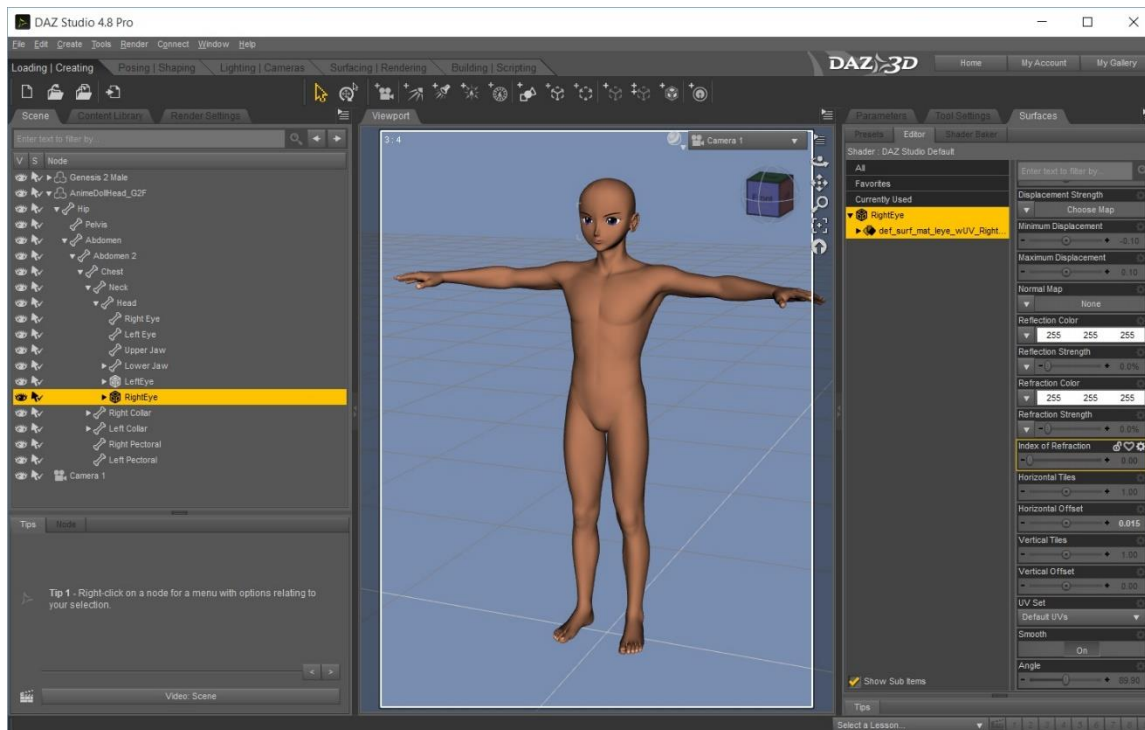
Step 7 – Apply one of the new eye mats from the Eye Mat freebie available on the product page
This will reset the tiling of the Eye Mats, and is recommended in most cases.



Step 8 – Adjust the horizontal/vertical offset or tiling as desired.

In this case, and small horizontal adjustment was needed to avoid cross-eyes. Use this instead of rotating the eyes, as this will retain the ability to correctly “Point at”, if desired.

(Note: By adjusting the vertical and horizontal tiling/offset you can make larger or narrower anime eye shapes)



Step8 – Complete! Have Fun!

I recommend saving the Scene, so you can load and use your figure more easily in the future!

