

Files Products Work Offline

No Selection

All Files

► Anatomy

► Animations

► Cameras

Documents

► Environments

Figures

► Hair

► Lights

► Materials

► Poses

► Props

► Ready to Render

► Render-Settings

► Scene Builder

► Scenes

► Shaders

► Shaping

► Utilities

► Wardrobe

► Saved Files

Enter text to filter by... 0 - 0

Sort by Name : A to Z

Where Are My Files?

1. Make a selection from the left.

2. Double-click a file to load it.

NOTE: You may need to clear your keyword filter to see results.



Video: Files

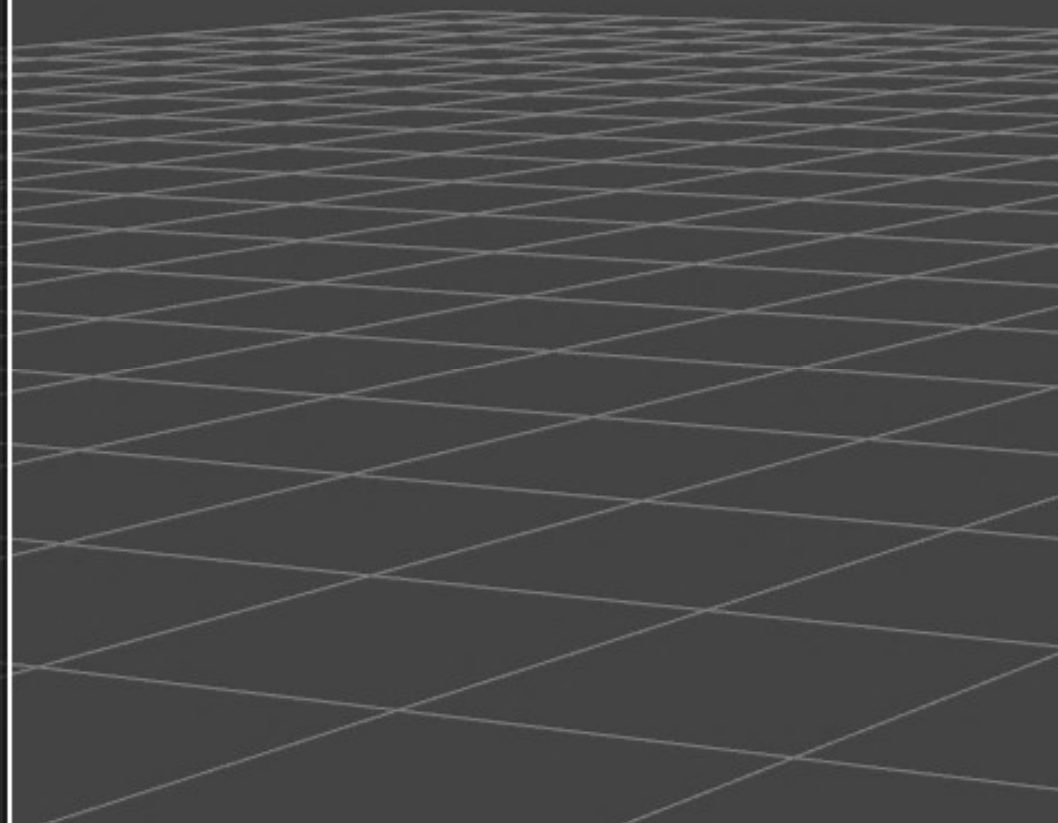


Video: Products

Viewport

Render Library

16 : 9



Install

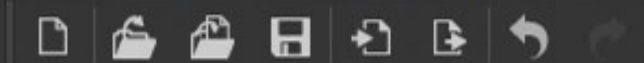
Smart Content

Content Library

Draw Settings

Render Settings

Simulation



Files Products Work Offline

No Selection

All Files

- Anatomy
- Animations
- Cameras
- Documents
- Environments
- **Figures**
- Hair
- Lights
- Materials
- Poses
- Props
- Ready to Render
- Render-Settings
- Scene Builder
- Scenes
- Shaders
- Shaping
- Utilities
- Wardrobe
- Saved Files

Enter text to filter by... 1 - 12

Sort by Name : A to Z



Barefoot Dancer FIGURE - Barefoot Dancer Genesis 2 Female



Genesis 2 Base Male Genesis 8 Basic Female Genesis 8 Basic Male



Genesis 8 Female Dev Load Genesis 8 Male Dev Load Lumberjack



Pin Up Super Girl Surfer Guy

Install

Smart Conte

Draw Settings

Render Settings

Simulation S

Viewport Render Library

16 : 9

2. Double Click

Genesis 2 Base Female

Double Click to Load
Right Click for Options

3.

Parameters

Genesis 2 Female

- All
- Favorites
- Currently Used
- Genesis 2 Female
 - General**
 - Transforms
 - Constraints
 - Mesh Resolution**
 - Actor
 - Display
 - Morphs
 - Pose Controls

Shaping

Face Transfer

Posing

Surfaces

Lights

eras

Tips

Node

Enter text to filter by...

xTranslate

yTranslate

zTranslate

X Rotate

Y Rotate

Z Rotate

Scale

Point At

Fit to

Fit to Mode

Resolution Level

SubDivision Level

Render SubD Level (Minimum)

SubDivision Algorithm

Show Sub Items

Catmark

4.

Parameters

Genesis 2 Female

All

Favorites

Currently Used

Genesis 2 Female

General

Transforms

Constraints

Mesh Resolution

Actor

Display

Morphs

Pose Controls

Enter text to filter by...

Resolution Level

High Resolution

SubDivision Level

0

Render LOD Level (minimum)

0

SubDivision Algorithm

Catmark

Edge Interpolation

Sharp Edges

SubDivision Normals

Smoothed

Show Sub Items

5.

Parameters

Genesis 2 Female

All

Favorites

Currently Used

Genesis 2 Female

General

Transforms

Constraints

Mesh Resolution

Actor

Display

Morphs

Pose Controls

Shaping

Face Transfer

Posing

Surfaces

Lights

Enter text to filter by...

Resolution Level

Base

SubDivision Level

Render SubD Level (Minimum)

SubDivision Algorithm

Catmark

Edge Interpolation

Sharp Edges

SubDivision Normals

Smoothed

Show Sub Items

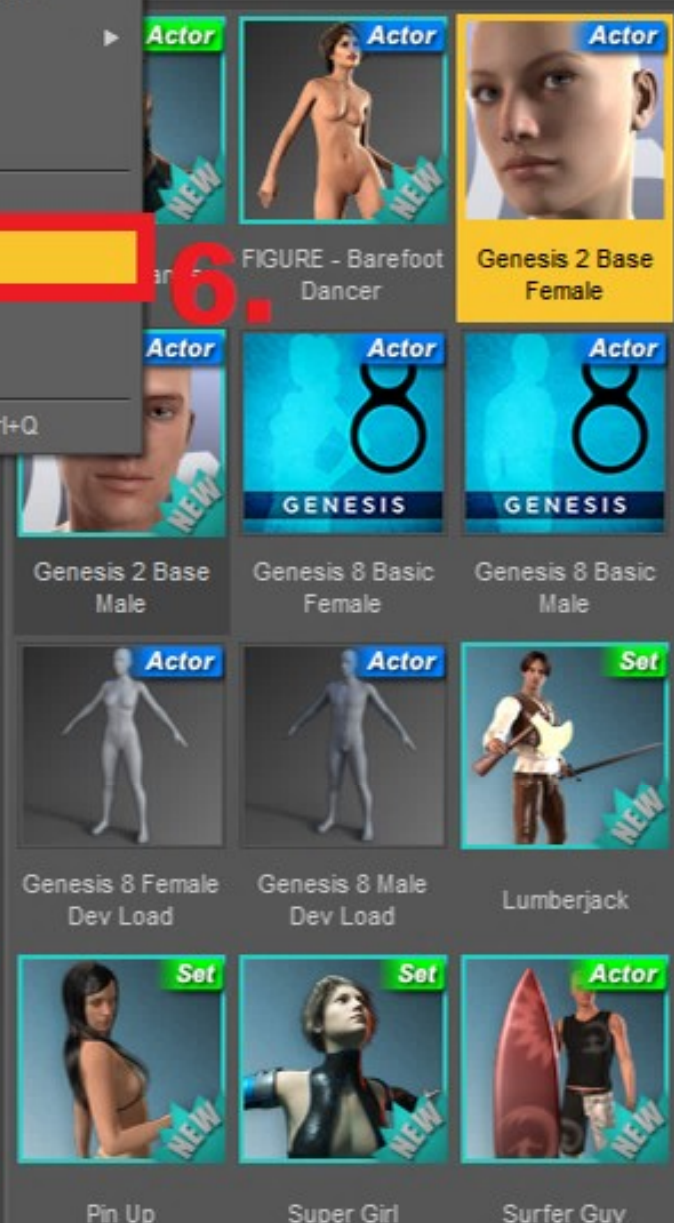
- New Ctrl+N
- Open... Ctrl+O
- Open Recent
- Merge... Ctrl+Shift+O
- Save... Ctrl+S
- Save As
- Save Last Draw...
- Save Last Render...
- Import...
- Export...**
- Send to Bryce...
- Send to Hexagon...
- Exit Ctrl+Q

- Props
- Ready to Render
- Render-Settings
- Scene Builder
- Scenes
- Shaders
- Shaping
- Utilities
- Wardrobe
- Saved Files

Work Offline

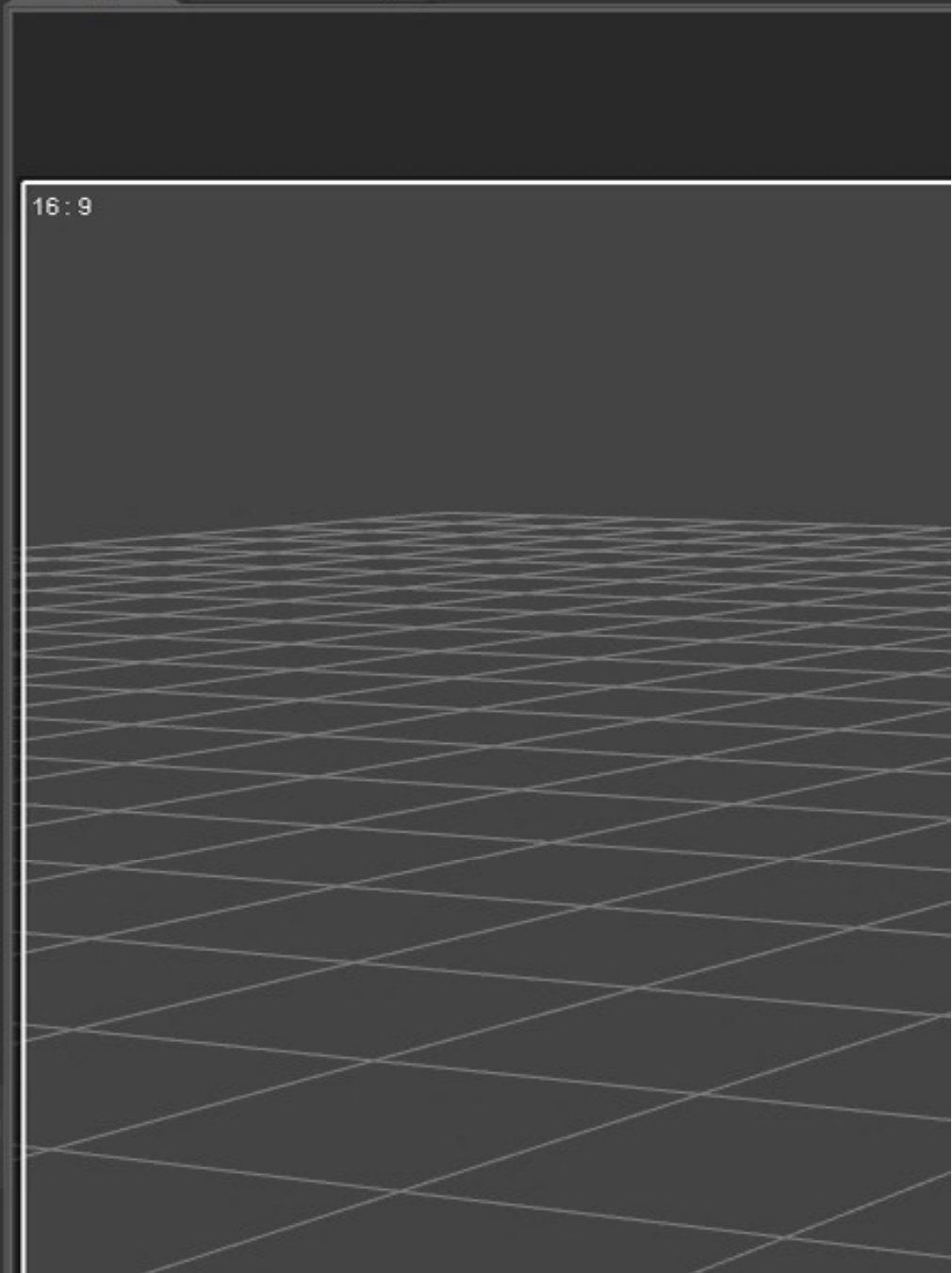
text to filter by... 1 - 12

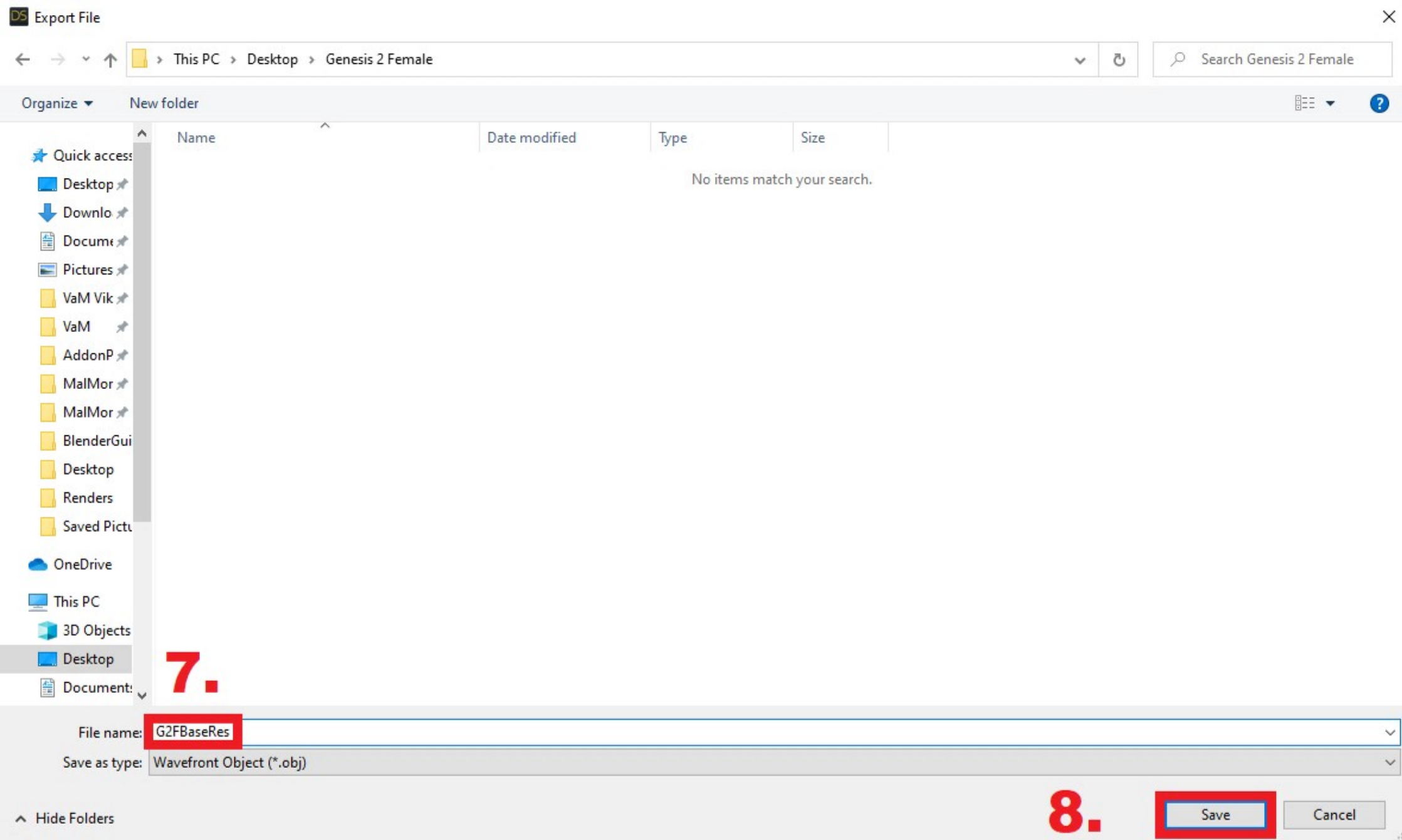
name : A to Z



- Install
- Smart Content
- Content Library
- Draw Settings
- Render Settings
- Simul...

Viewport Render Library





DS OBJ Export Options



Presets

Convert From DAZ Studio

To: **Poser (1 unit = 8 ft)** ▼ Save Preset

Scale: 0.410105 %

Axis Conversion

Lateral (X): Vertical (Y): Depth (Z):

X ▼ Y ▼ Z ▼

☐ Invert Positive Direction ☐ Invert Positive Direction ☐ Invert Positive Direction

☒ Ignore Invisible Nodes ☐ Filter Objects

☒ Use Bone Welds ☐ Objects: *Selected Roots* ▼

☐ Remove Unused Vertices ☐ Include Parented

☐ Triangulate N-gons ☒ Write Groups

☒ Write UV Coordinates ☐ Groups: *Use Node Name(s)* ▼

☐ Collapse UV Tiles ☒ Write Surfaces

☐ Write Normals ☐ Maps: *Original* ▼

☒ Write Faces ☒ Write Material Library

☒ Write Polylines ☒ Quote Paths Containing Spaces

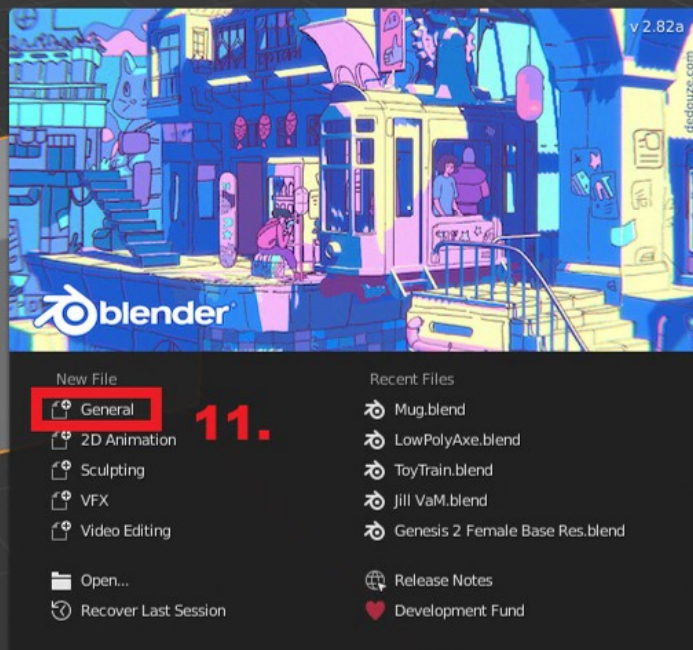
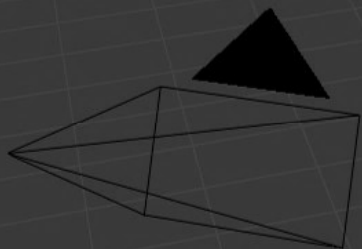
☐ Write Separate Objects

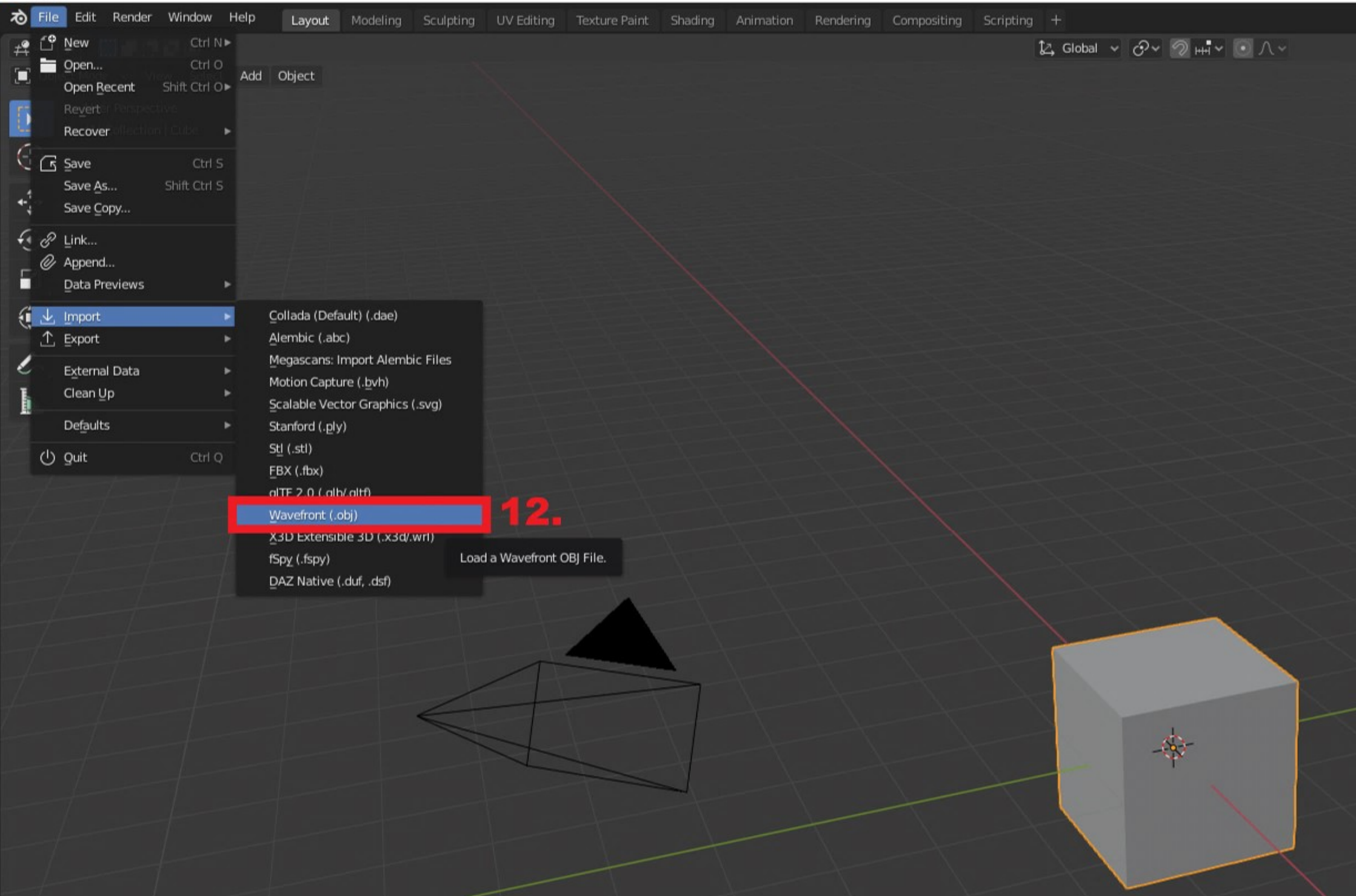
Hide Individual Settings <<

9. **Accept** Cancel

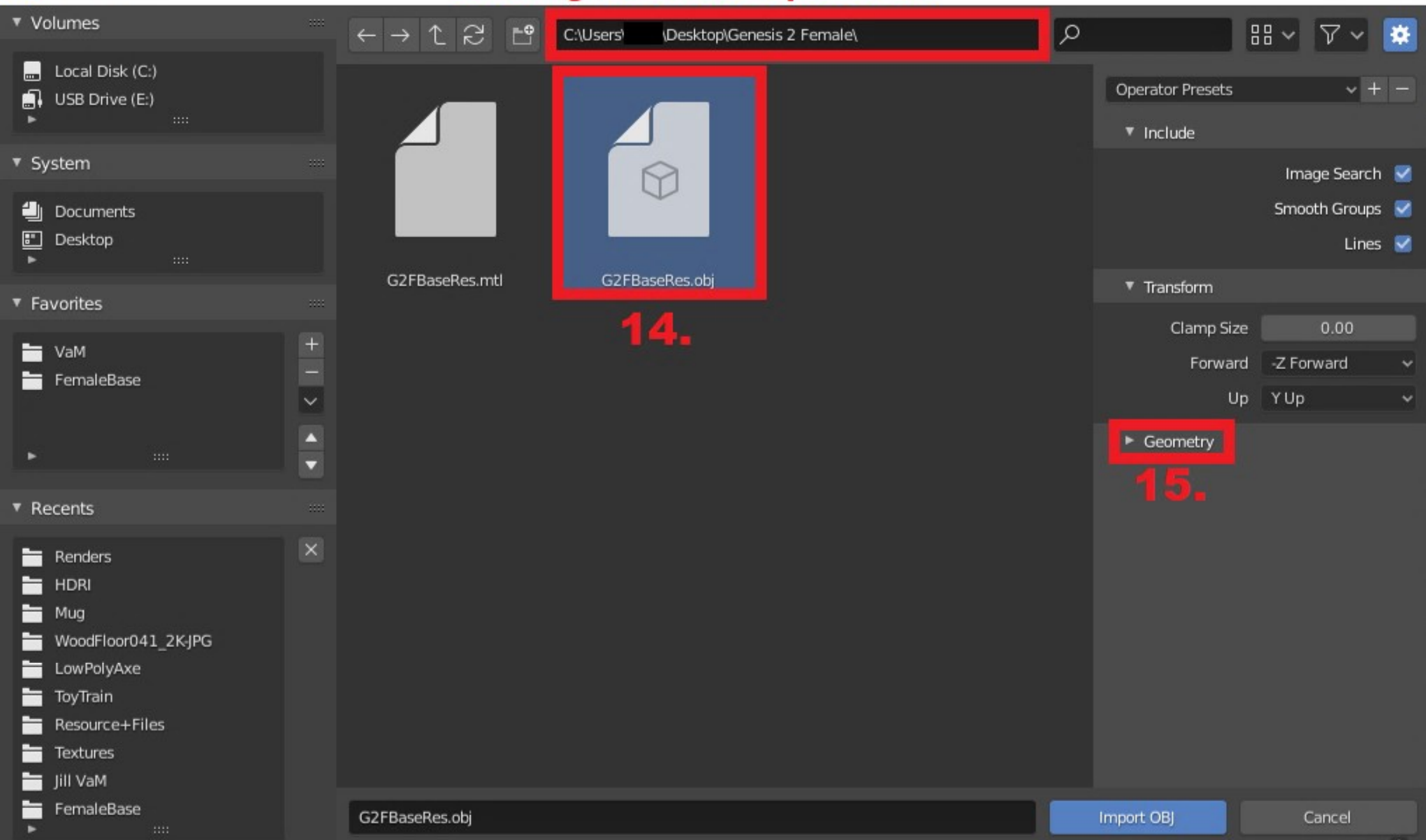
10.







13. Navigate to DAZ Export folder



Volumes

- Local Disk (C:)
- USB Drive (E:)

System

- Documents
- Desktop

Favorites

- VaM
- FemaleBase

Recents

- Renders
- HDRI
- Mug
- WoodFloor041_2K.JPG
- LowPolyAxe
- ToyTrain
- Resource+Files
- Textures
- Jill VaM
- FemaleBase



C:\Users\ [redacted] \Desktop\Genesis 2 Female\



G2FBaseRes.mtl



G2FBaseRes.obj

Operator Presets + -

Include

Image Search ☒

Smooth Groups ☒

Lines ☒

Transform

Clamp Size 0.00

Forward -Z Forward

Up Y Up

Geometry

Split

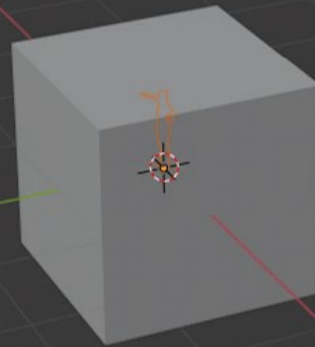
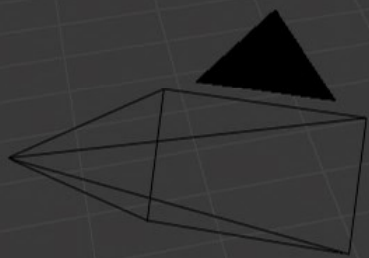
Keep Vert Order

Poly Groups ☒

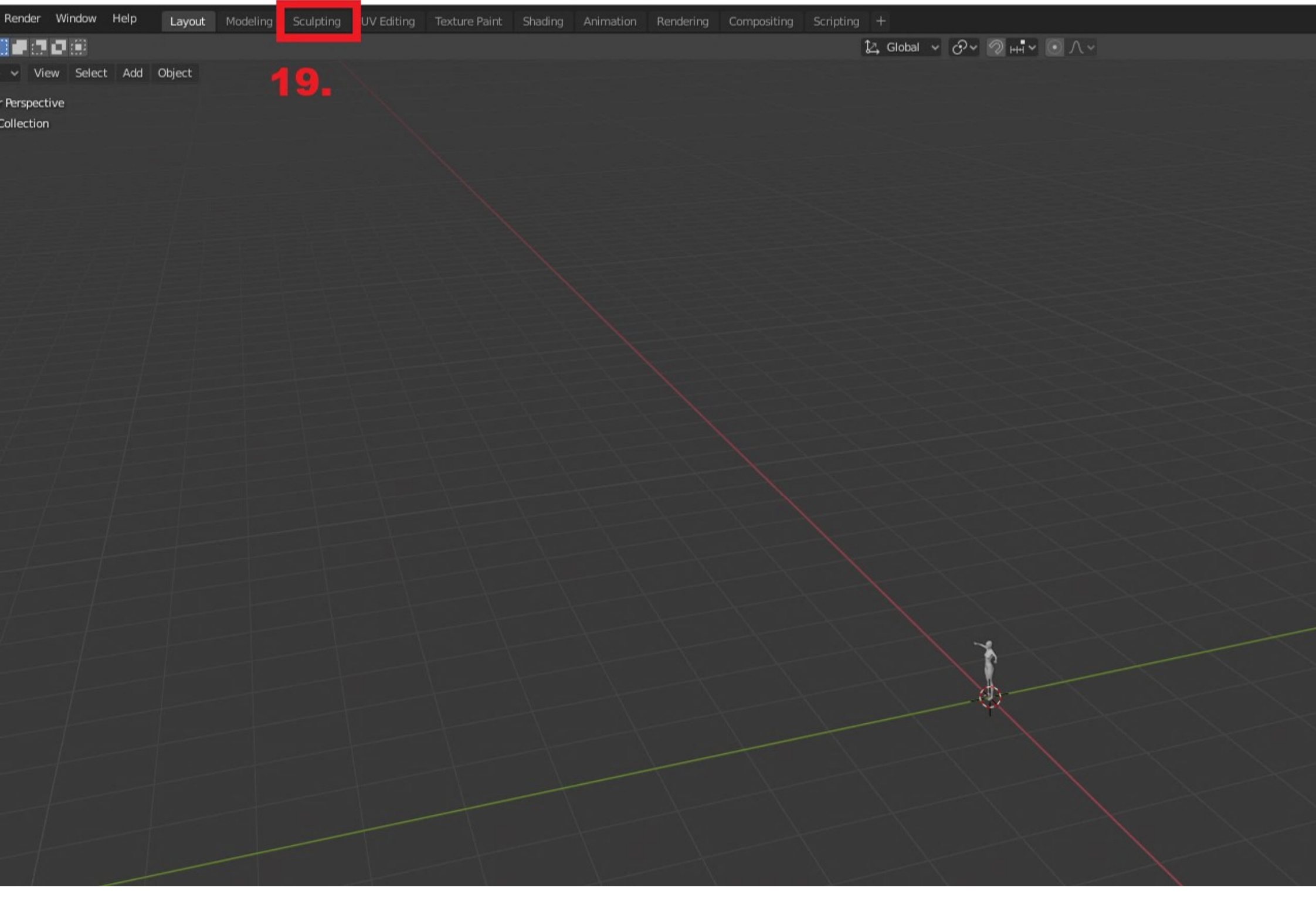
G2FBaseRes.obj

Import OBJ

Cancel



18.
Press CTRL + i. Then X and click Delete.

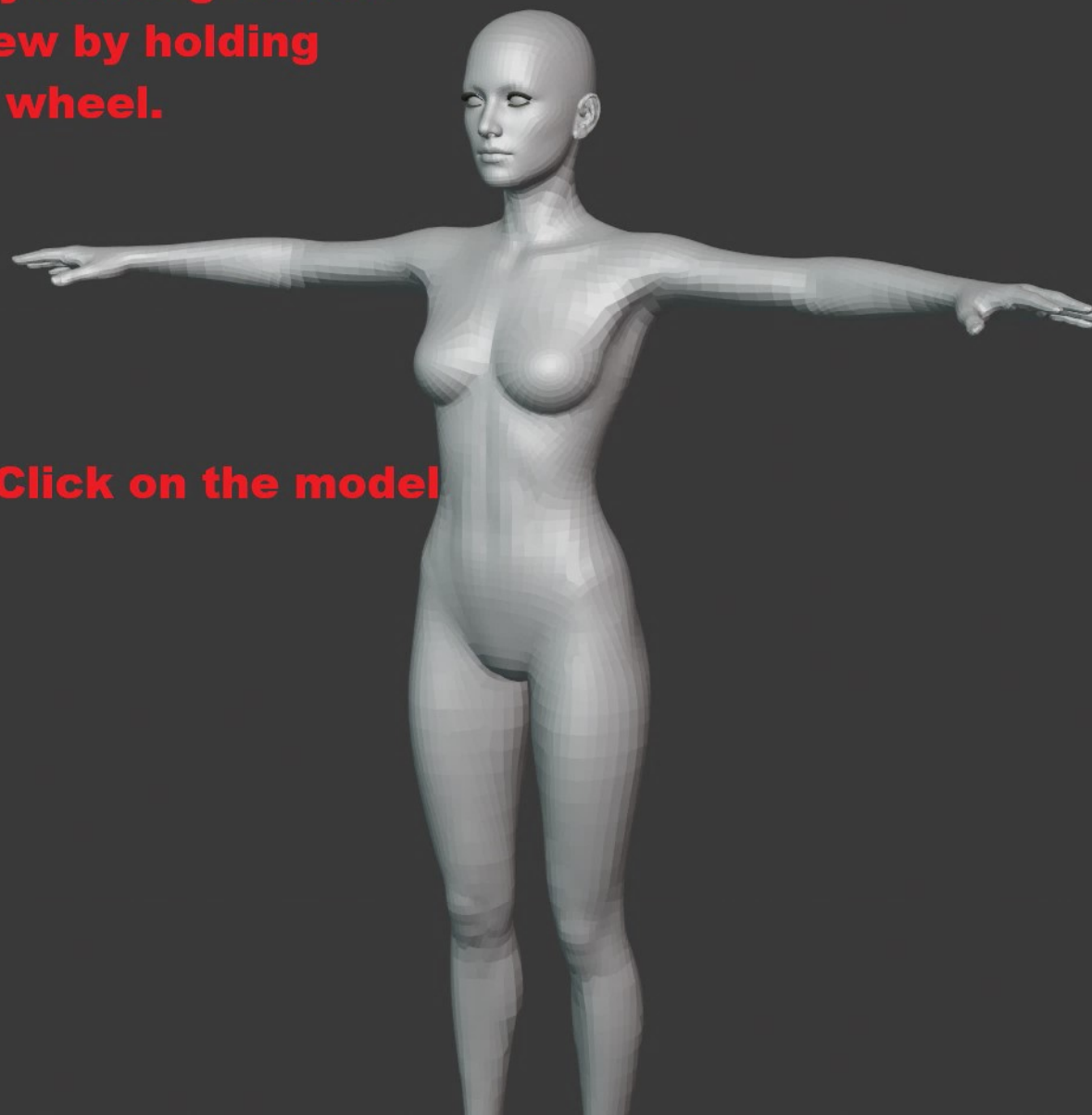


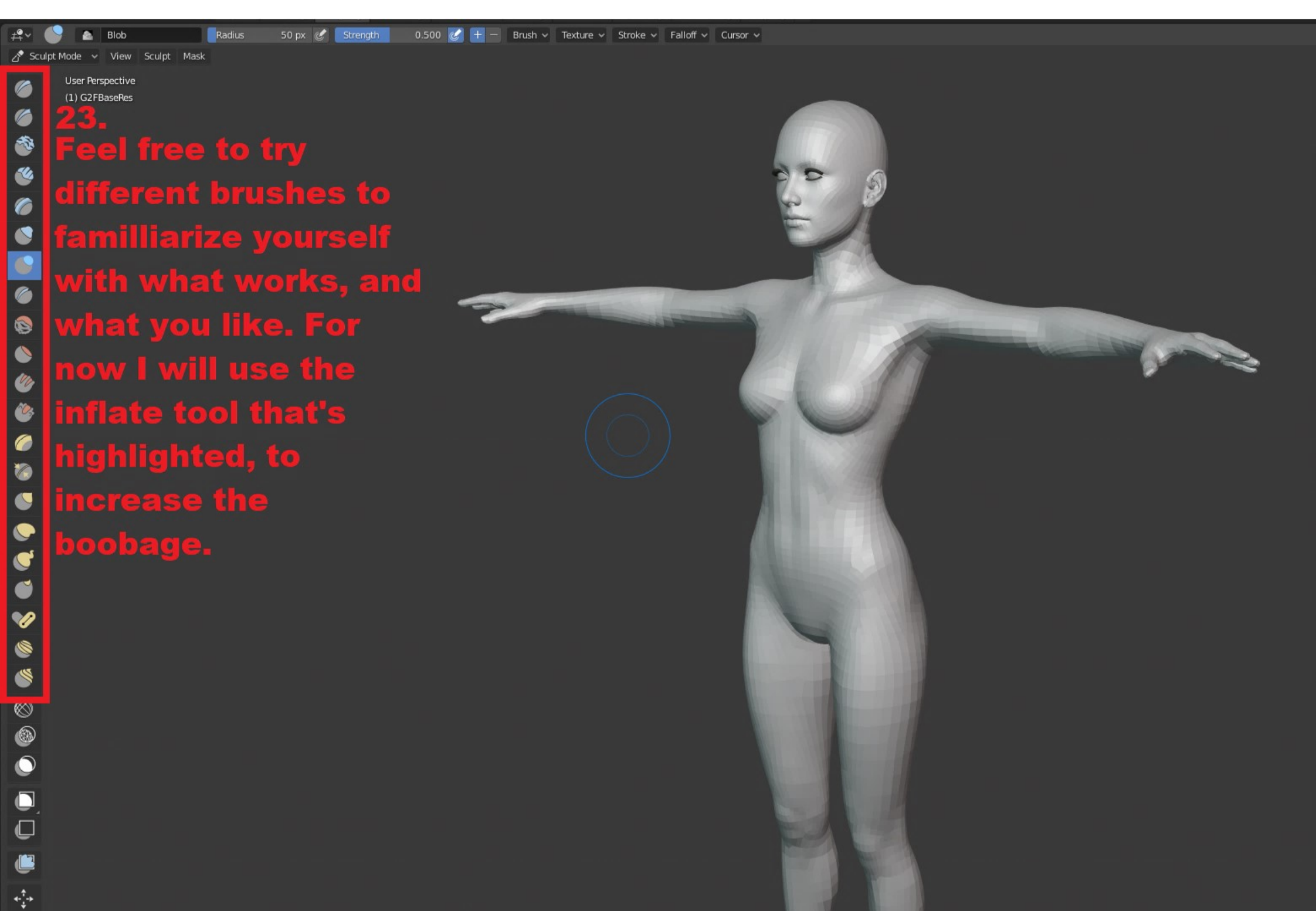
19.

20. Zoom in with mouse wheel.

Rotate view by holding mouse wheel. Pan view by holding shift + mouse wheel.

21. Click on the model



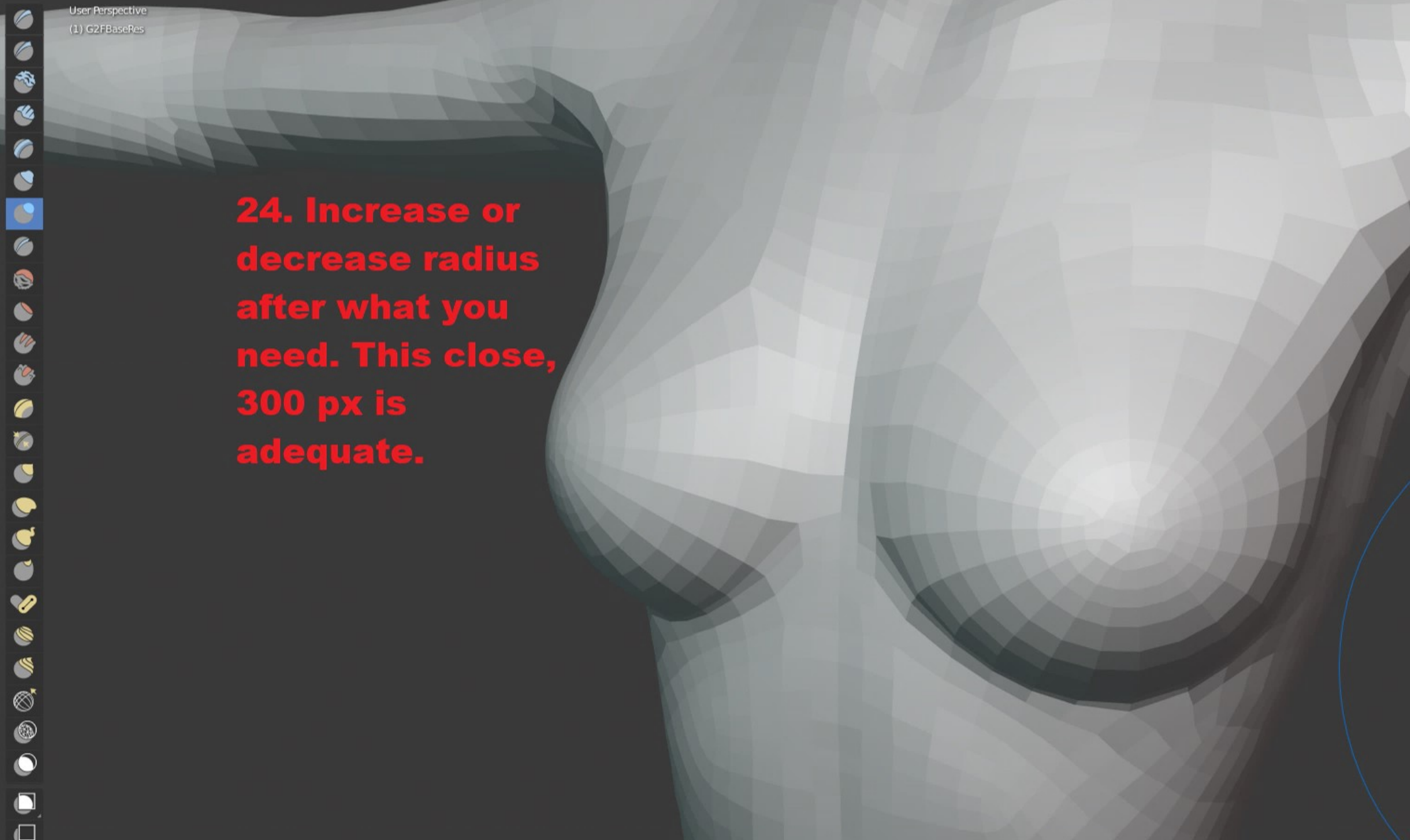


23.
Feel free to try different brushes to familliarize yourself with what works, and what you like. For now I will use the inflate tool that's highlighted, to increase the boobage.

User Perspective

(1) G2FBaseRes

24. Increase or decrease radius after what you need. This close, 300 px is adequate.



User Perspective

(1) G2FBaseRes

**25. Increase breastage
until satisfactory.**



▼ Volumes

- Local Disk (C:)
- USB Drive (E:)

▼ System

- Documents
- Desktop

▼ Favorites

- VaM
- FemaleBase

▼ Recents

- Genesis 2 Female
- Renders
- HDRI
- Mug
- WoodFloor041_2K.JPG
- LowPolyAxe
- ToyTrain
- Resource+Files
- Textures
- Jill VaM



C:\Users\ [redacted] \Desktop\Genesis 2 Female\

27.



G2FBaseRes.mtl



G2FBaseRes.obj

28.

G2FBoobs.obj



Operator Presets

▼ Include

29.

Selection Only ☒

Objects as OBJ Objects ☒

Objects as OBJ Groups ☐

Material Groups ☐

Animation ☐

▼ Transform

Scale 1.00

Path Mode Auto

Forward -Z Forward

Up Y Up

▼ Geometry

Apply Modifiers ☒

Smooth Groups ☐

Bitflag Smooth Groups ☐

Write Normals ☒

Include UVs ☒

Write Materials ☒

Export OBJ

Cancel

Volumes

- Local Disk (C:)
- USB Drive (E:)

System

- Documents
- Desktop

Favorites

- VaM
- FemaleBase

Recents

- Genesis 2 Female
- Renders
- HDRI
- Mug
- WoodFloor041_2K.JPG
- LowPolyAxe
- ToyTrain
- Resource+Files
- Textures
- Jill VaM

Navigation icons: back, forward, up, down, search, refresh

Path: C:\Users\[User]\Desktop\Genesis 2 Female\



G2FBaseRes.mtl



G2FBaseRes.obj

G2FBoobs.obj

Objects as OBJ Objects ☒

Objects as OBJ Groups ☐

Material Groups ☐

Animation ☐

Transform

Scale: 1.00

Path Mode: Auto

Forward: -Z Forward

Up: Y Up

Geometry

Apply Modifiers ☒

Smooth Groups ☐

Bitflag Smooth Groups ☐

Write Normals ☒

Include UVs ☒

Write Materials ☒

Triangulate Faces ☐

Curves as NURBS ☐

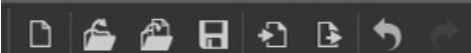
Polygroups ☒

Keep Vertex Order ☒

30.

31.

32. **Export OBJ** Cancel



Files Products Work Offline

No Selection

Enter text to filter by... 1 - 12

Sort by Name : A to Z

All Files

► Anatomy

► Animations

► Cameras

Documents

► Environments

► Figures

► Hair

► Lights

► Materials

► Poses

► Props

► Ready to Render

► Render-Settings

► Scene Builder

► Scenes

► Shaders

► Shaping

► Utilities

► Wardrobe

► Saved Files

Filter By Context

Tips Info Tags

Genesis 2 Base Female

Author : DAZ 3D

Install

Smart Content

Content Library

Draw Settings

Render Settings

Simulation Settings

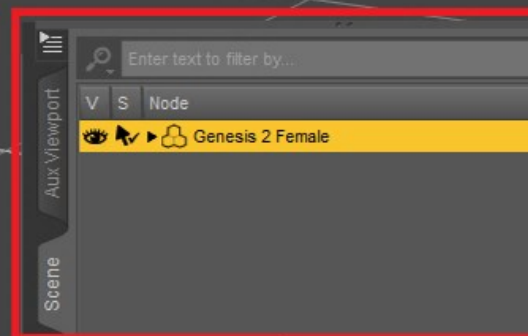
Dform

Viewport

Render Library

16:9

33. If you closed DAZ after exporting the G2F model. Repeat step 1 and 2 and continue with step 34. Before continuing however, make sure the model is selected. Check the list on the right, and make sure the Genesis 2 Female is selected and the line is yellow.



Undo Resolution Level Ctrl+Z

Redo Ctrl+Y

Copy

Paste

Duplicate

Delete

Object

Figure

Scene

View

Audio...

Preferences... F2

Device Settings...

Work Offline

filter by... 1 - 12

to Z

Actor

Actor

Transfer Utility...

Transfer Active Morphs

Morph Loader Advanced

Morph Loader Pro...

Clear Generated morphs

Scene Identification...

Set Default Compatibility Bases...

Element Data...

Geometry

Rigging

Instances

Assets

Memorize

Restore

Zero

Clear Animation

Limits

Lock

Inverse Kinematics

Fit To...

Change Parent...

Symmetry... Shift+Y

Bake To Transforms... Shift+B

Move To Floor Ctrl+D

34.

Genesis 2 Bas Male

Act

Genesis 8 Fem Dev Load

Pin Up

Install

Smart Content

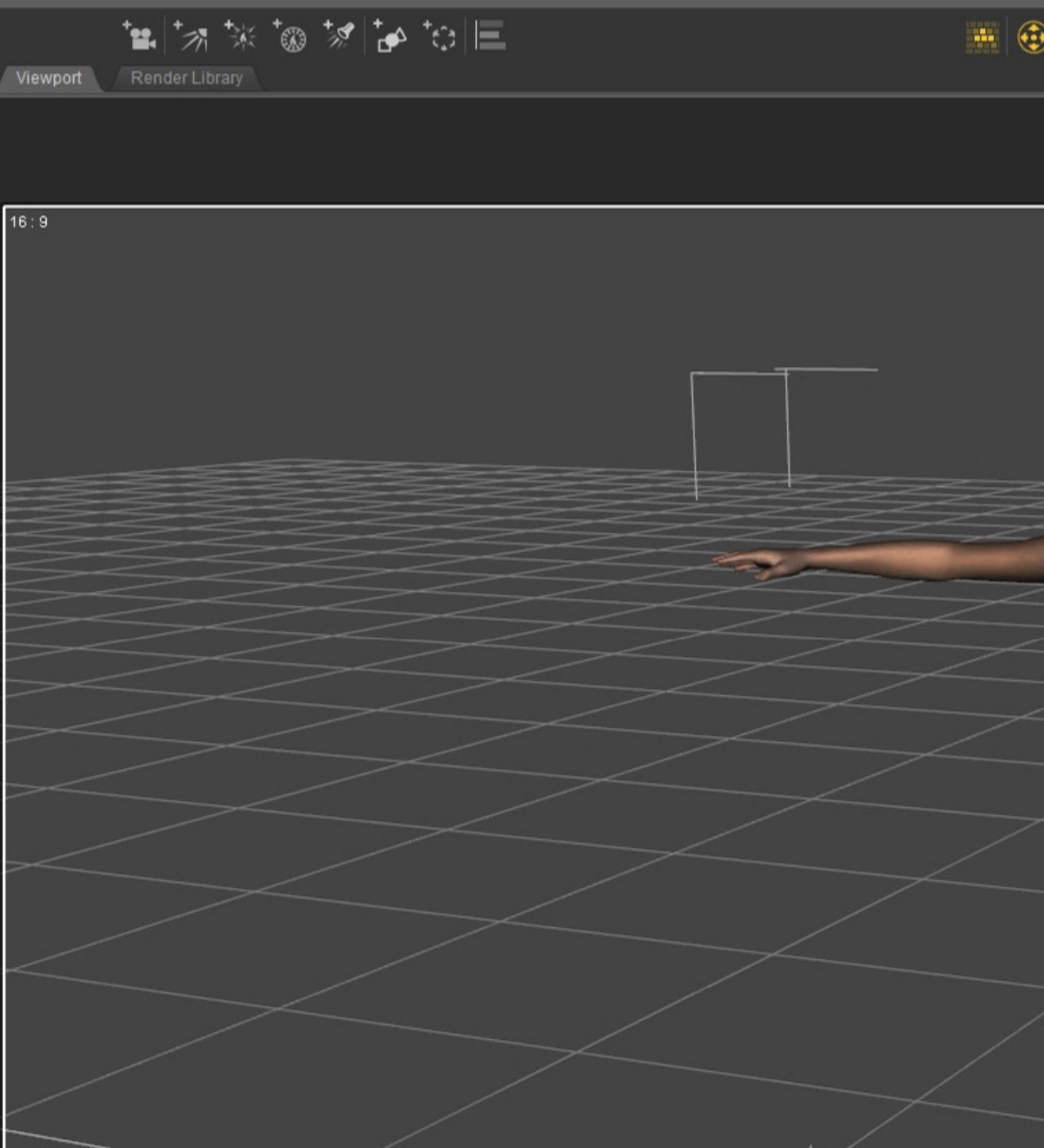
Content Library

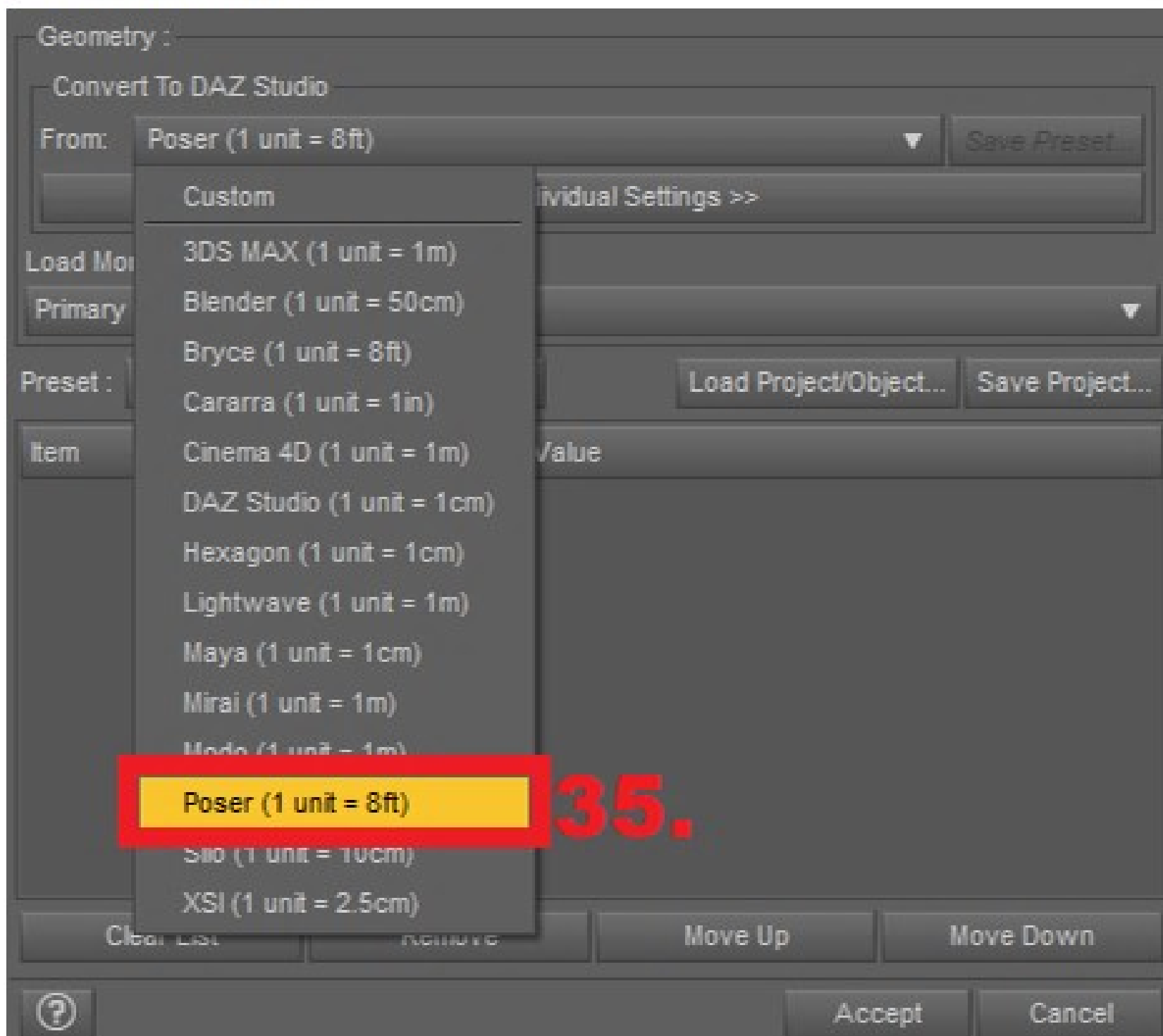
Draw Settings

Render Settings

Simulation Settings

Dform





Geometry :

Convert To DAZ Studio

From: Poser (1 unit = 8ft) ▼

Save Preset...

Show Individual Settings >>

Load Morphs for:

Primary Figure (Vertex Only) ▼

Preset : None ▼

Choose Morph Files...

36.

Load Project/Object...

Save Project...

Item

Value

Click to open a file dialog for selecting source files.

Clear List

Remove

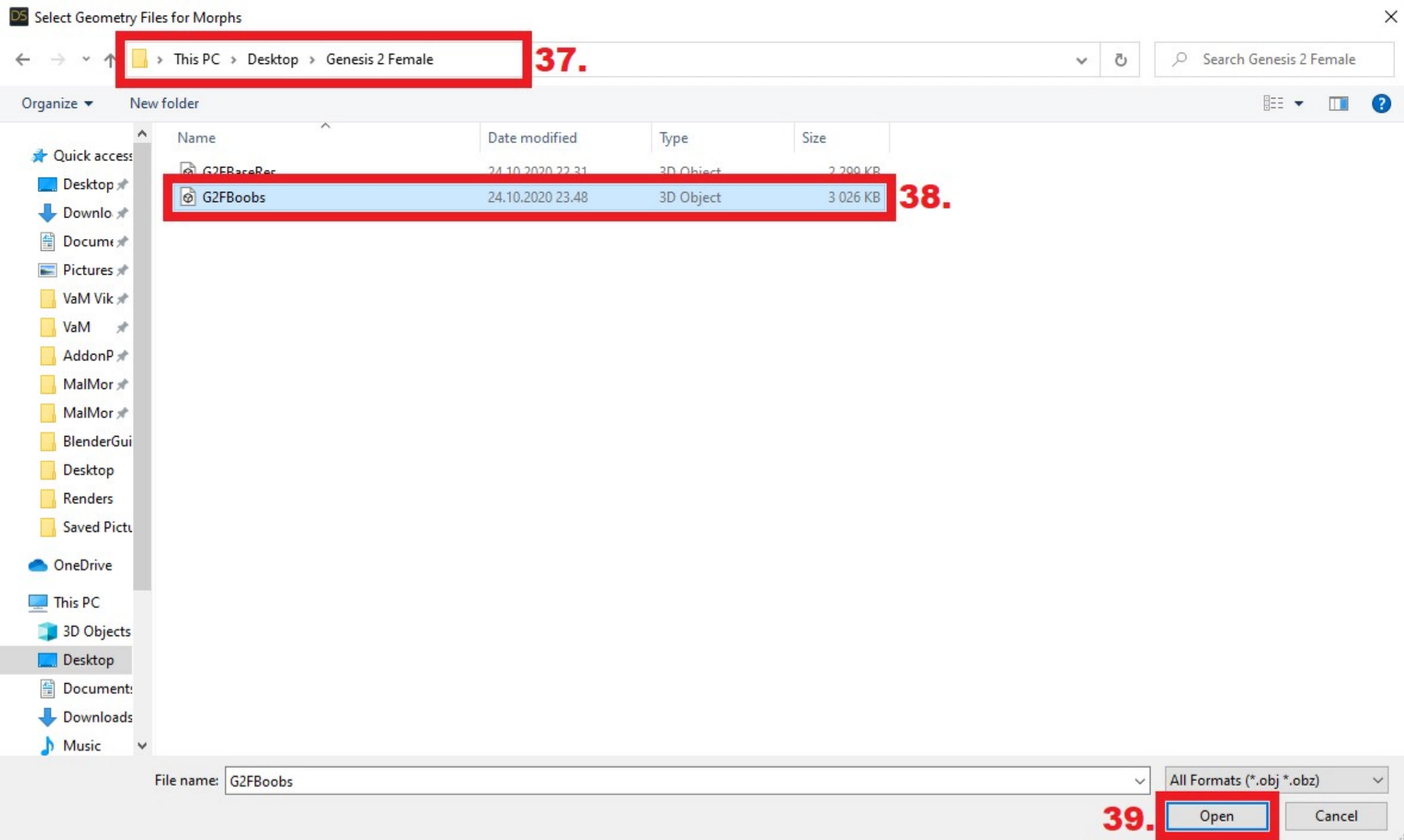
Move Up

Move Down



Accept

Cancel



Geometry :

Convert To DAZ Studio

From: Poser (1 unit = 8ft) ▼

Save Preset...

Show Individual Settings >>

Load Morphs for:

Primary Figure (Vertex Only) ▼

Preset : None ▼

Choose Morph Files...

Load Project/Object...

Save Project...

Item	Value
▶  G2FBoobs.obj	C:/Users/Remi/Desktop/Genesis 2 Female/G2FBoo...

Clear List

Remove

Move Up

Move Down



40.

Accept

Cancel

Loading Morphs...

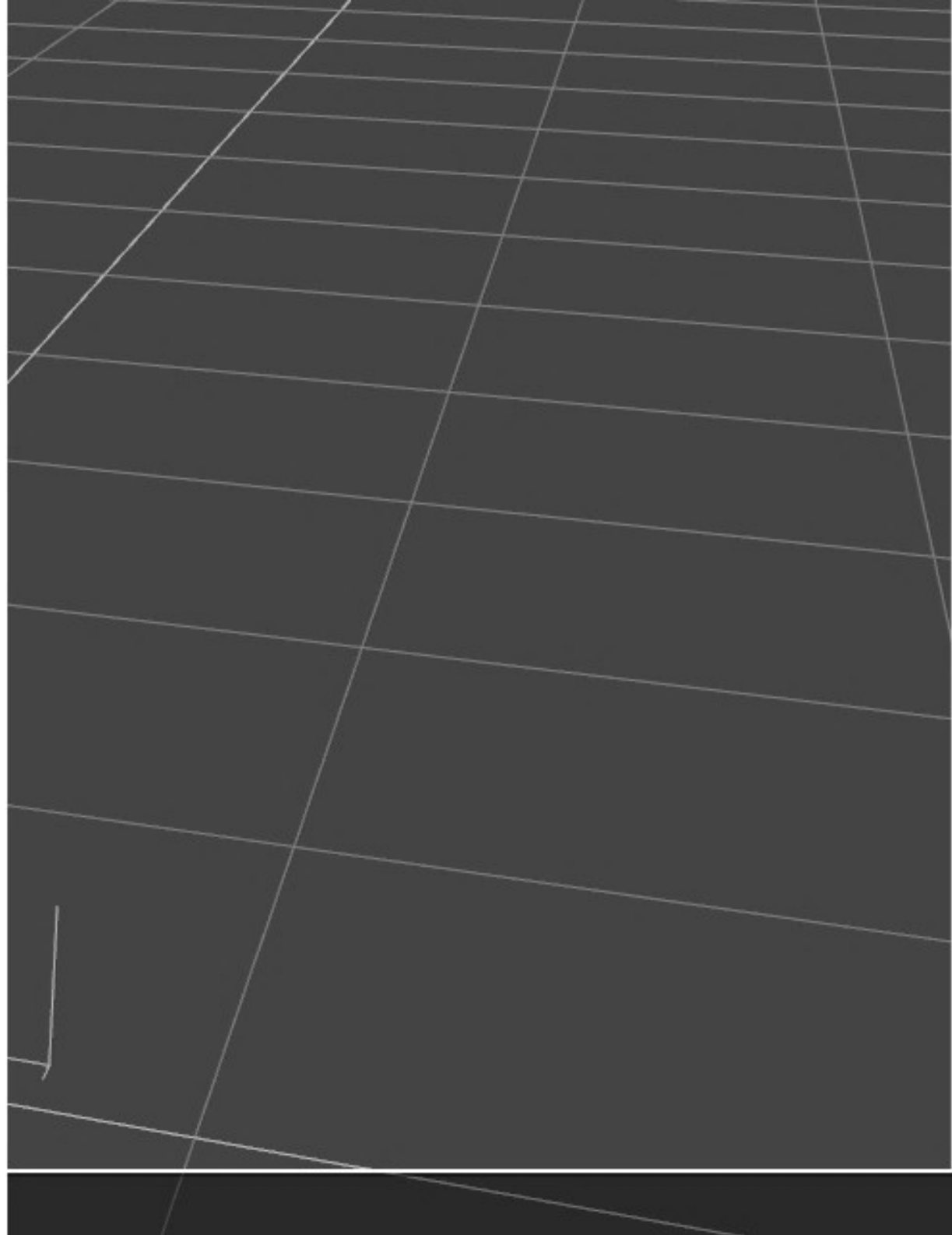
Loading morph G2FBoobs...

Created morph successfully.



41.

OK



Interface panel showing character settings for "Genesis 2 Female".

Parameters

- Genesis 2 Female
 - General
 - Transforms
 - Constraints
 - Mesh Resolution
 - Actor
 - Display
 - Morphs**
 - Pose Controls

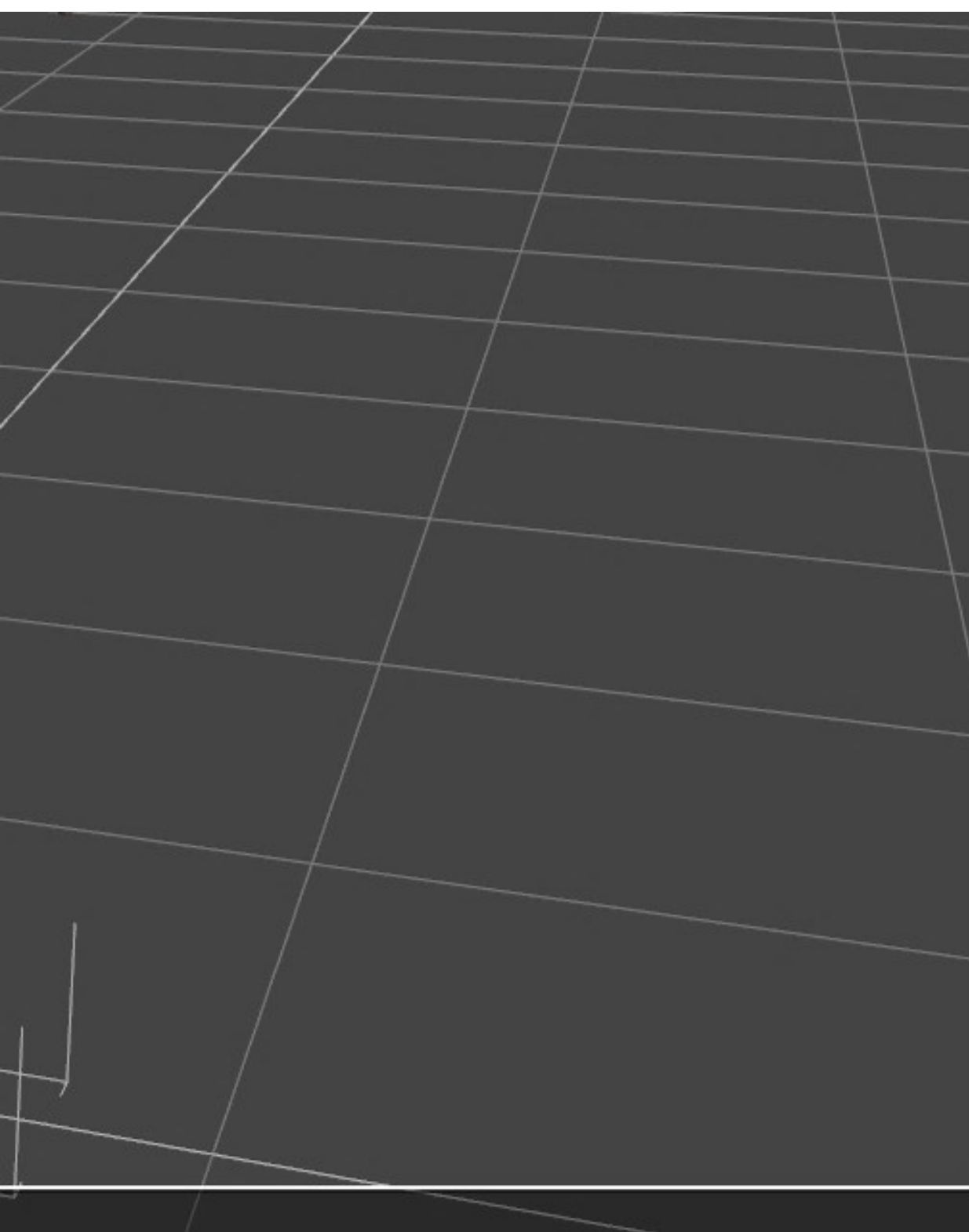
42.

Shaping

Node

Enter text to filter by...

- BaseSmile 0.0%
- BaseSmile2 0.0%
- Jill Body 0.0%
- Jill Face 0.0%
- Jill Face 2 0.0%
- Lorelai 0.0%
- Lorelai2 0.0%
- LorelaiBody 0.0%
- Squish 0.0%
- G2FBoobs 0.0%



Tips Node

Parameters

Genesis 2 Female ▾

- All
- Favorites
- Currently Used
- Genesis 2 Female
 - General
 - Transforms
 - Constraints
 - Mesh Resolution
 - Actor
 - Display
 - Morphs
 - Morph Loader**
 - Pose Controls

Shaping

Face Transfer

Posing

Surfaces

Lights

Enter text to filter by...

BaseSmile 0.0%

BaseSmile2 0.0%

Jill Body 0.0%

Jill Face 0.0%

Jill Face 2 0.0%

Lorelai 0.0%

Lorelai2 0.0%

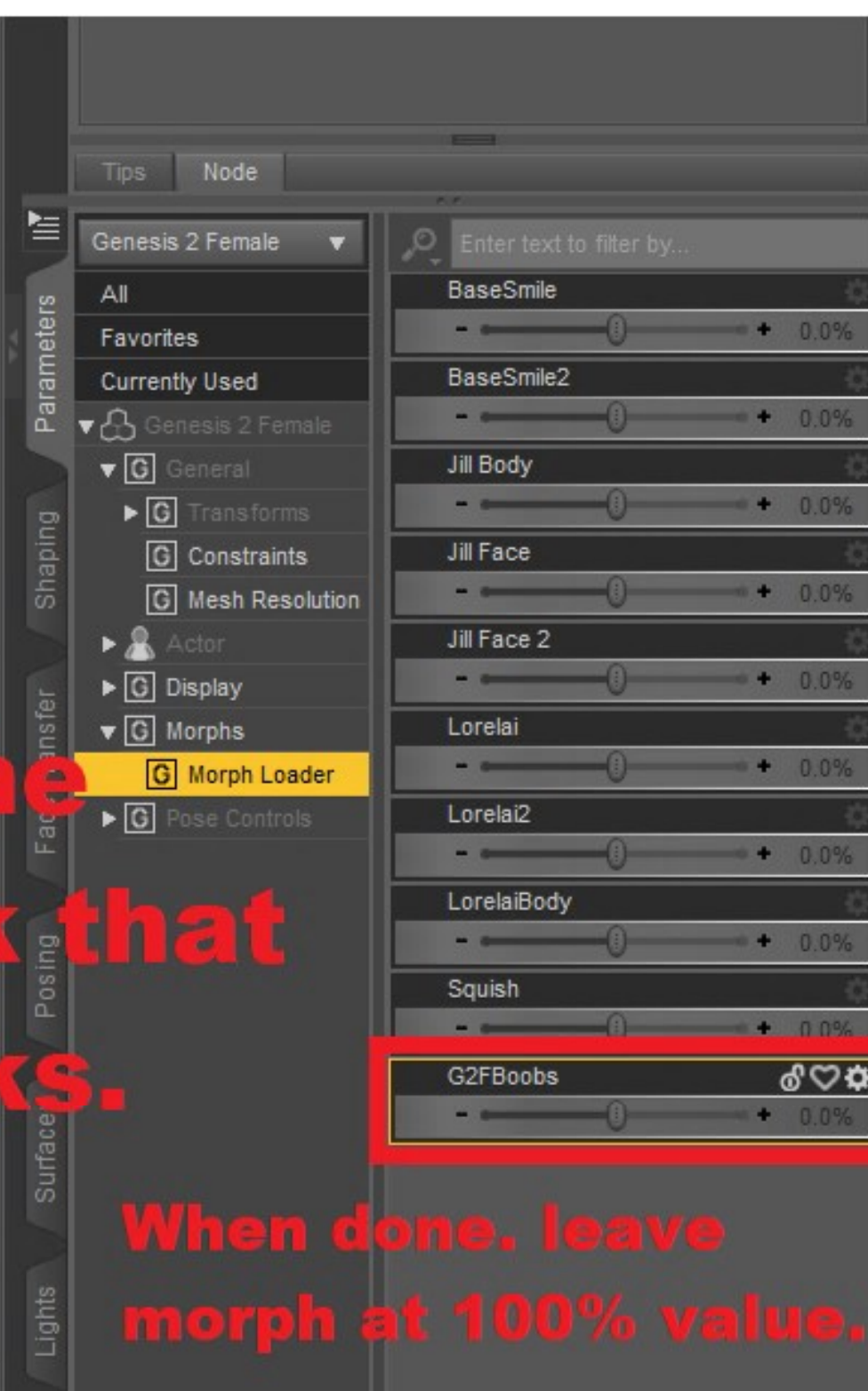
LorelaiBody 0.0%

Squish 0.0%

G2FBoobs 0.0%

43.

44. Play with the slider, to check that the morph works.





45.

Bones To Adjust :

- ▼ ☒ Hip
 - ▼ ☒ Pelvis
 - ▼ ☒ Left Thigh
 - ▼ ☒ Left Shin
 - ▼ ☒ Left Foot
 - ▼ ☒ Left Toes
 - ☒ Left Big Toe
 - ☒ Left Small Toe 1
 - ☒ Left Small Toe 2
 - ☒ Left Small Toe 3
 - ☒ Left Small Toe 4
 - ▼ ☒ Right Thigh
 - ▼ ☒ Right Shin
 - ▼ ☒ Right Foot
 - ▼ ☒ Right Toes
 - ☒ Right Big Toe
 - ☒ Right Small Toe 1
 - ☒ Right Small Toe 2
 - ☒ Right Small Toe 3
 - ☒ Right Small Toe 4
 - ▼ ☒ Abdomen
 - ▼ ☒ Abdomen 2
 - ▼ ☒ Chest
 - ▼ ☒ Neck
 - ▼ ☒ Head
 - ☒ Right Eye
 - ☒ Left Eye
 - ☒ Upper Jaw

Influencing Face Groups :

- ☒ abdomen
- ☒ abdomen2
- ☒ chest
- ☒ head
- ☒ hip
- ☒ ICollar
- ☒ Eye
- ☒ IFoot
- ☒ IForeArm
- ☒ Hand
- ☒ Index1
- ☒ Index2
- ☒ Index3
- ☒ IMid1
- ☒ IMid2
- ☒ IMid3
- ☒ lowerJaw
- ☒ IPectoral
- ☒ IPinky1
- ☒ IPinky2
- ☒ IPinky3
- ☒ IRing1
- ☒ IRing2
- ☒ IRing3
- ☒ IShin
- ☒ IShldr
- ☒ IThigh
- ☒ IThumb1

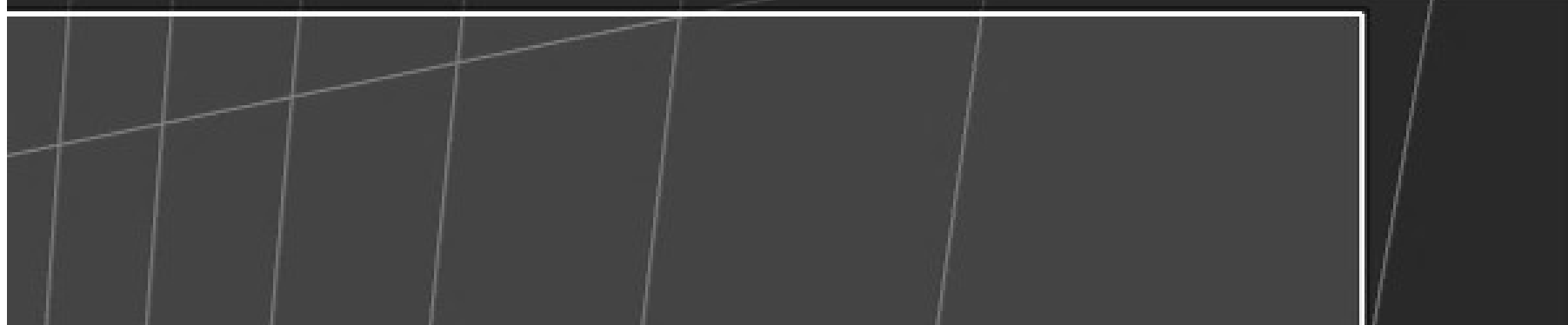
☒ Adjust Center Points☒ Adjust End Points☐ Adjust Orientation

46.



Accept

Cancel



Parameters

Shaping

Face Transfer

Posing

Surfaces

Lights

Tips

Node

Genesis 2 Female ▾

All

Favorites

Currently Used

Genesis 2 Female

General

Transforms

Translation

Rotation

Scale

Constraints

Mesh Resolution

Actor

Display

Morphs

Morph Loader

Pose Controls

Show Sub Items

47.

Enter text to filter by...

BaseSmile2

Frontalis, pars lateralis

Frontalis, pars medialis

G2FBoobs

Jill Body

Jill Face

Jill Face 2

Lorelai

Lorelai2

LorelaiBody

Monica

Squish

Parameter Settings...

Favorites

Lock

Hidden

Reset

Tips

Name :	G2FBoobs	▼	☐	Hidden
Label :	G2FBoobs	▼	☐	Locked
Path :	Morphs/Morph Loader	▼	☐	Favorite
Type :	Modifier/Shape	▼		
Color A :	90	90	90	
Color B :	255	255	255	
Icon :	None	▼		
Card :	None	▼		

48.

Min	0.0%	Max :	100.0%	☒	Use Limits
Default :	0.0%	Value :	100.0%	☒	As Percent
Nudge :	1.0%	Raw :	100.0%	☒	Auto Follow

Sub-Components

Controllers

Keys

No Sub-Components

49.

Preview...

Accept

Cancel

Parameters
Shaping
Face Transfer
Posing
Surfaces
Lights

- Genesis 2 Female
- All
- Favorites
- Currently Used
- Genesis 2 Female
 - General
 - Actor
 - Display
 - Morphs
 - Morph Loader**
 - Pose Controls

50.
Right click →
Then click on
"Edit Mode"

☒ Show Sub Items

Enter text to filter by...

0.0%

AU45 Blink 0.0%

Andrea 0.0%

BaseSmile 0.0%

BaseSmile2 0.0%

Frontalis, pars lateralis 0.0%

Frontalis, pars medialis 0.0%

G2FBoobs   

Edit Mode

Copy ▶

Paste ▶

Expand ▶

Collapse ▶

Favorites ▶

Lock ▶

Hidden ▶

Mark All Properties As Seen

0.0%

Tips

The screenshot shows the Daz Studio interface. On the left, the 'Parameters' panel is open, displaying the 'Morph Loader' menu. The 'G2FBoobs' morph is highlighted in yellow. A red arrow points to the 'G2FBoobs' morph with the text '51. Right click ->'. On the right, the 'Properties' panel is open, showing the 'G2FBoobs' morph selected. A red arrow points to the 'G2FBoobs' morph with the text '52.'.

Control Property Selection

Node : Genesis 2 Female ▼

Property : G2FBBoobs ▼

Create New...

☐ Attenuate :

Mode : Sub-Component(s) ▼

Node : Select a Node... ▼

Property : Select a Property... ▼

☐ Keyed (Extract from Play Range)

Freeze Properties

Property	Node	Object	Raw Value
☒ zOrigin (Z Origin) Hip		Genesis 2 Female	-0.2854
☒ zOrigin (Z Origin) Pelvis		Genesis 2 Female	1.53457
☒ zOrigin (Z Origin) Left Thigh		Genesis 2 Female	0.12052
☒ zOrigin (Z Origin) Left Shin		Genesis 2 Female	0.09926
☒ zOrigin (Z Origin) Left Foot		Genesis 2 Female	-2.7205
☒ zOrigin (Z Origin) Left Toes		Genesis 2 Female	8.56896
☒ zOrigin (Z Origin) Left Big Toe		Genesis 2 Female	10.6364
☒ zOrigin (Z Origin) Left Small Toe 1		Genesis 2 Female	10.5419
☒ zOrigin (Z Origin) Left Small Toe 2		Genesis 2 Female	10.1541

Additional Options

- ☒ Restore Figure
- ☒ Apply Control Property
- ☒ Restore Figure Rigging

53.



Accept

Cancel

- New Ctrl+N
- Open... Ctrl+O
- Open Recent
- Merge... Ctrl+Shift+O
- Save... Ctrl+S
- Save As**
- Save Last Draw...
- Save Last Render...
- Import...
- Export...
- Send to Bryce...
- Send to Hexagon...
- Exit Ctrl+Q

- Props
- Ready to Render
- Render-Settings
- Scene Builder
- Scenes
- Shaders
- Shaping
- Utilities
- Wardrobe
- Saved Files



Genesis
Mi



Genesis
Dev



Pin Up

Super Girl

Surfer Guy

- Scene... Ctrl+Shift+S
- Scene Subset...
- Hierarchical Material(s) Preset...
- Hierarchical Pose Preset...
- Wearable(s) Preset...
- Character Preset...
- Properties Preset...
- Shaping Preset...
- Pose Preset...
- Material(s) Preset...
- Shader Preset...
- Camera(s) Preset...
- Light(s) Preset...
- Render Settings Preset...
- Simulation Settings Preset...
- D-Former(s) Preset...
- Layered Image(s) Preset...
- Puppeteer Preset...

Support Asset

Deprecated

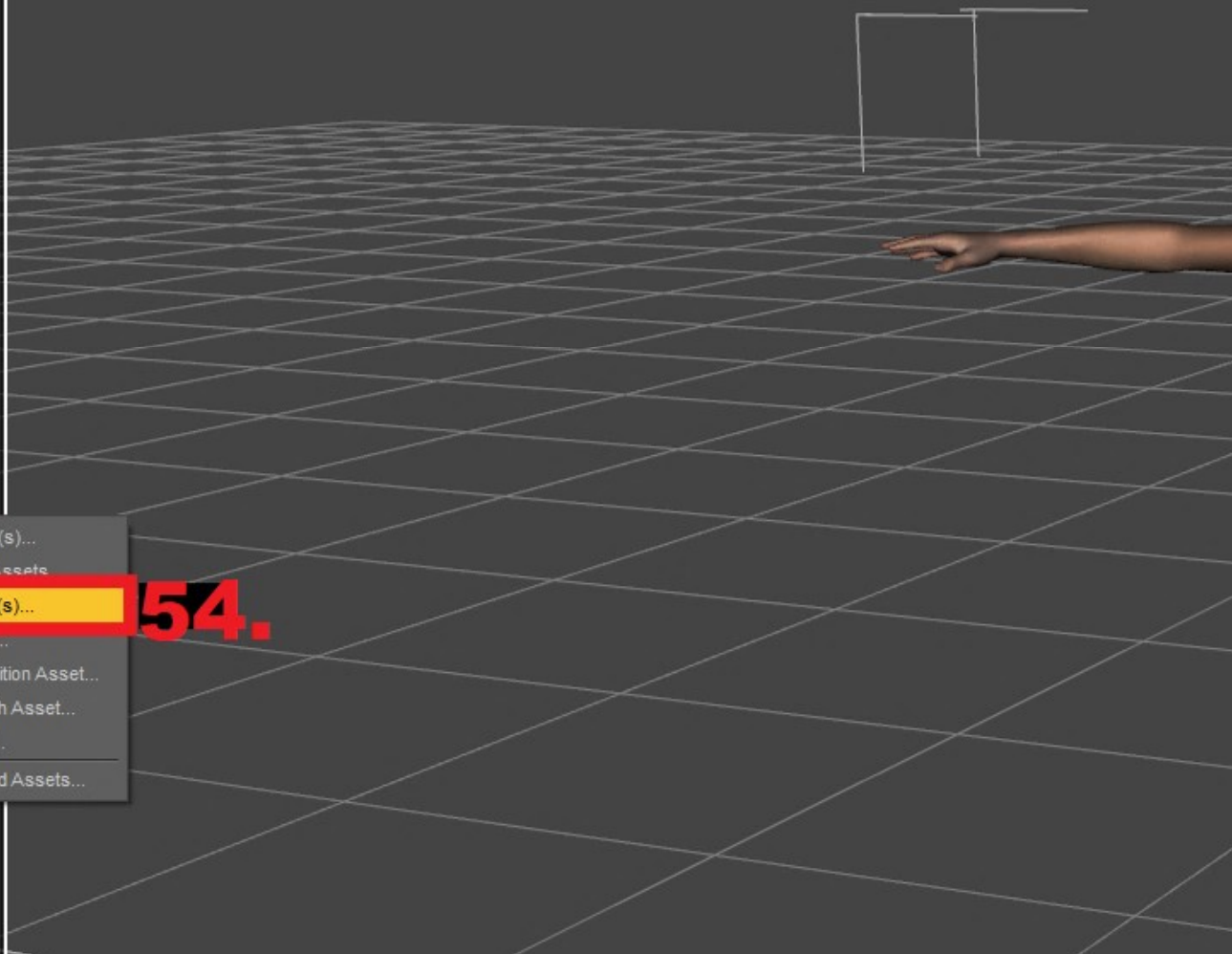
- Scene Asset(s)...
- Figure/Prop Assets...
- Morph Asset(s)...**
- UV Asset(s)...
- Shader Definition Asset...
- Dynamic Cloth Asset...
- Clone Asset...
- Save Modified Assets...

54.

Viewport

Render Library

16 : 9



DS Morph Asset(s) Save Options

Base Data Folder :

Asset Directory : Choose a directory...

Vendor Name : ██████████

Product Name : Product

55.

Properties

- ☐ Genesis 2 Female
- ☐ Hip
- ☐ Pelvis
- ☐ Left Thigh
- ☐ Left Shin
- ☐ Left Foot
- ☐ Left Toes
- ☐ Left Big Toe
- ☐ Left Small Toe 1
- ☐ Left Small Toe 2

File Options :

☒ Compress File(s)



- C:/Users/██████/Documents/DAZ 3D/Studio/My Library
- C:/Users/Public/Documents/my DAZ 3D Library
- C:/Daz 3D/Applications/Data/DAZ 3D/My DAZ 3D Library

DS Morph Asset(s) Save Options



Base Data Folder :

Asset Directory : C:/Users/ /Documents/DAZ 3D/Studio/My Library



Vendor Name : Your Username

Product Name : Boobage

Properties

- ▶ ☐ Genesis 2 Female
- ▶ ☐ Hip
- ▶ ☐ Pelvis
- ▶ ☐ Left Thigh
- ▶ ☐ Left Shin
- ▶ ☐ Left Foot
- ▶ ☐ Left Toes
- ▶ ☐ Left Big Toe
- ▶ ☐ Left Small Toe 1
- ▶ ☐ Left Small Toe 2

56.

File Options :

☒ Compress File(s)

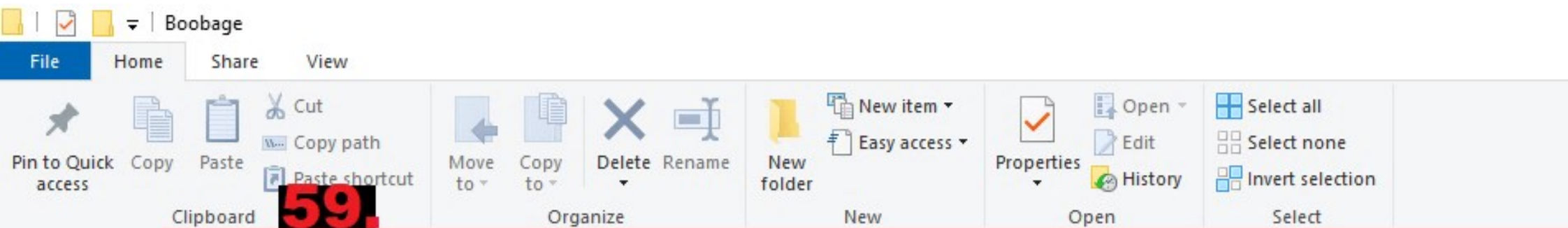


Accept

Cancel

DS Morph Asset(s) Save Options

[illegible]



60. Copy G2FBoobs

female

File

Home

Share

View



Pin to Quick
access



Copy



Paste



Cut



Copy path



Paste shortcut

Clipboard



Move
to



Copy
to



Delete



Rename



New
folder



New item



Easy access

New



Properties



Open



Edit



History

Open



Select all



Select none



Invert selection

Select



This PC > Documents > VaM > Custom > Atom > Person > Morphs > female >

★ Quick access



Desktop



Downloads



Documents



Pictures



Recycle Bin

Name

Date modified

Type

Size



AUTO

26.07.2020 21.26

File folder



Breast_Control_For_G2F

26.07.2020 17.13

File folder



FacesOfO

08.08.2020 00.13

File folder



favorites

14.09.2020 20.15

File folder



GC Booty Morphs

08.08.2020 00.13

File folder



Heroine Project

08.08.2020 00.13

File folder

61. Paste here

62.Open VaM and load in a person. Search for the morph name in the female morphs tab. In this case it is "G2FBoobs", so I type in "G2F" and I can find it easily.

Clothing

Clothing Presets

Hair

Hair Presets

Male Morphs

Female Morphs

Morphs Presets

Mouth Materials

Tongue Materials

Teeth Materials

M Eyelash Materials

F Eyelash Materials

Lacrimal Materials

Sclera Materials

Iris Materials

Skin Textures

Skin Materials 2

Skin Materials 1

Skin Select

Skin Presets

Hand Control

Head Audio

Plugins

Plugins Presets

Auto Behaviours

Collision Triggers

Misc Physics

M Pectoral Physics

F Breast Physics 2

F Breast Physics 1

F Breast Presets

F Glute Physics

F Glute Presets

Animation

Move

Pose Presets

Appearance Presets

General Presets

Control & Physics 2

Control & Physics 1

Isolate Edit This Atom

Jewel

Category X 100 / 100

Use Male Morphs On Female

Show

Morph And Pose

Only Favorites

Default...

Only Latest

Only Active

Zero...

G2F

JCM5YSmootheG2F

0.000

Reset Range Min Default Max Range File

G2FBoobs

1.000

Reset Range Min Default Max Range File

Play Mode (P)

Edit Mode (E)

63.Play with the slider. It works!

