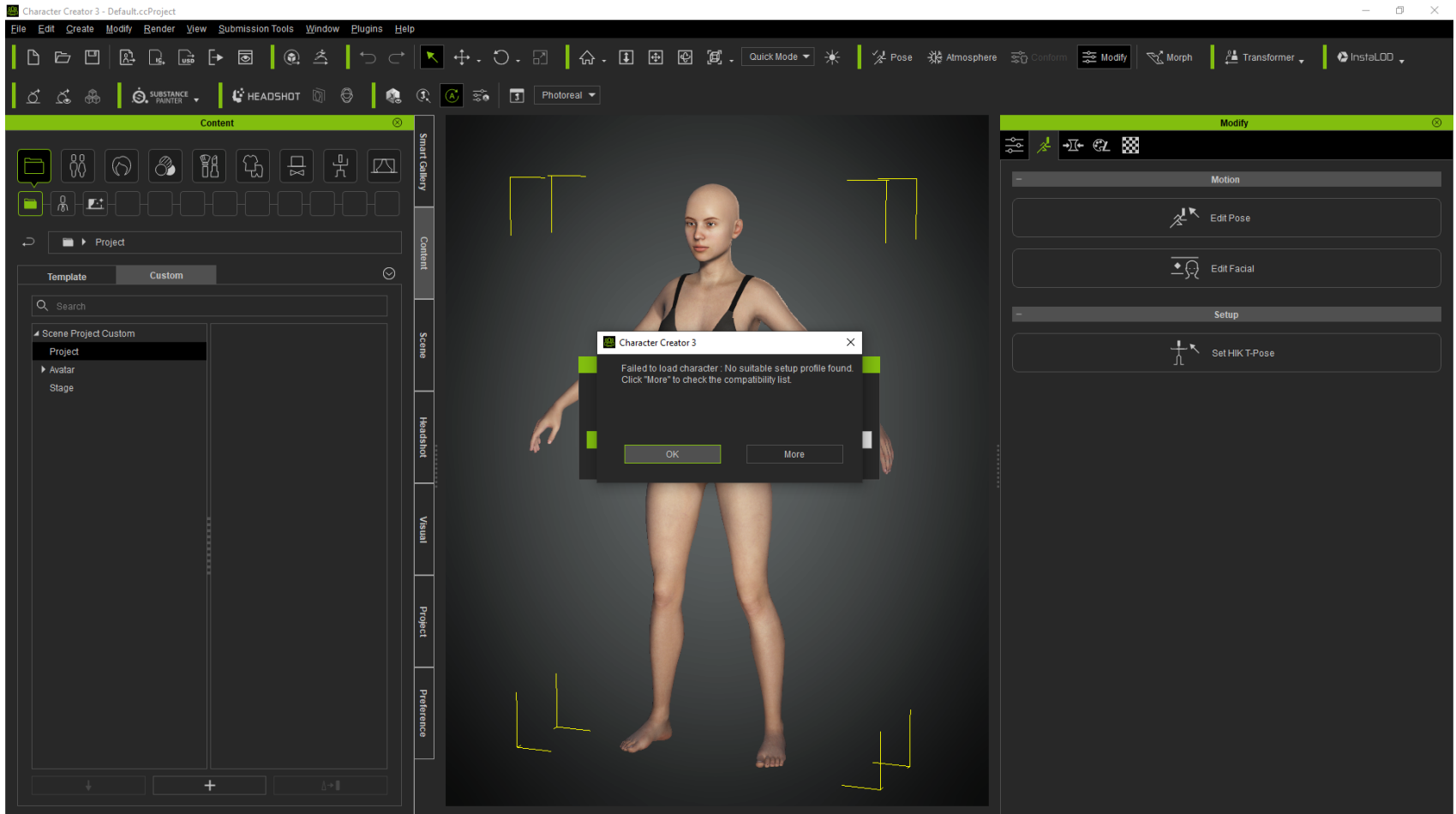


Fix Import Genesis 8.1 into CC3 via Transformer.

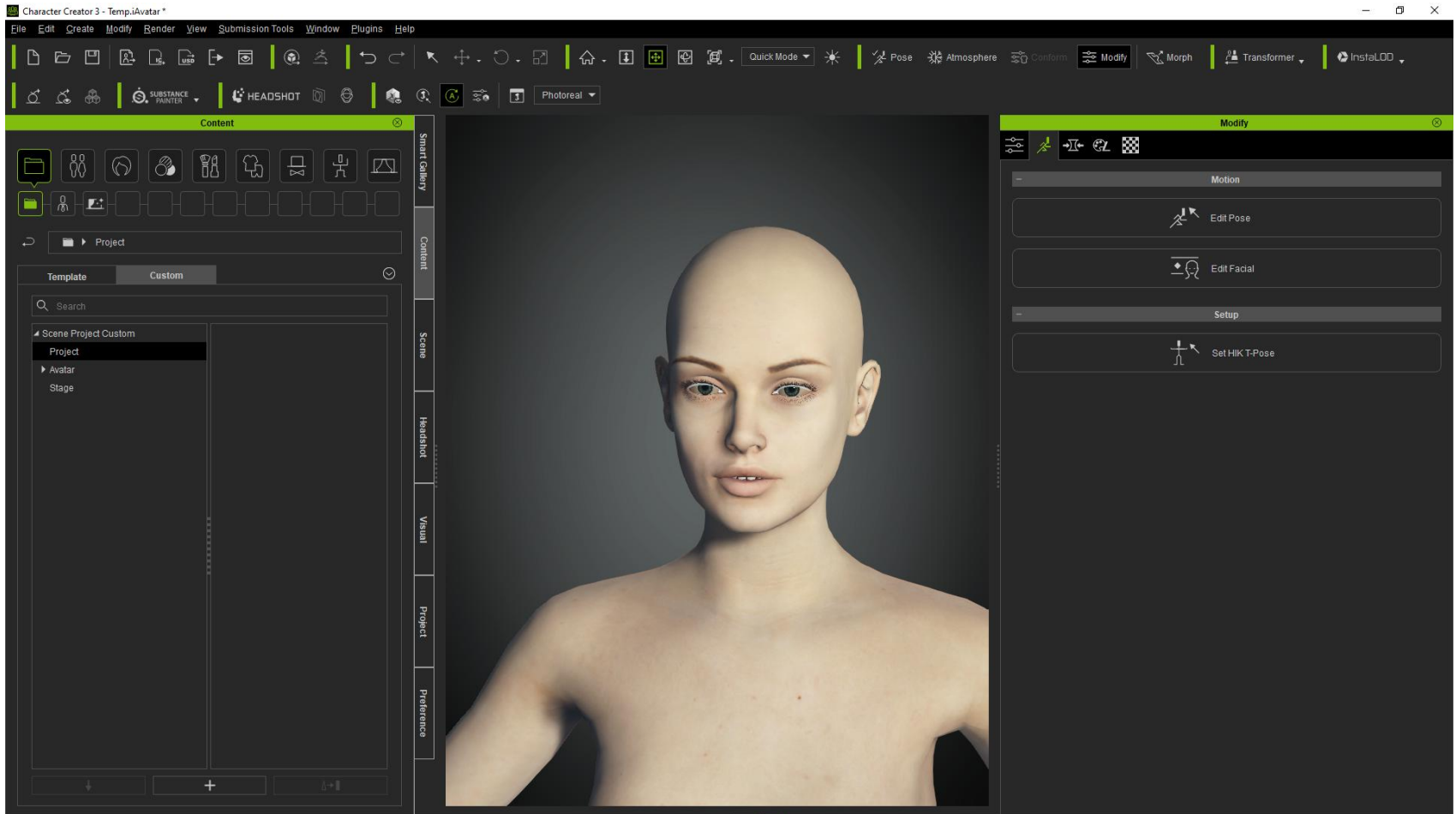
Solution in 3 steps:

1. Merge the G8.1' surfaces "Head" and "Body", and rename the final surface to "Torso"
2. Modify G8.1 UV map templates accordingly to G8's, by regrouping surfaces into its 7 templates
3. Apply any Genesis 8 Female body materials ("All maps")

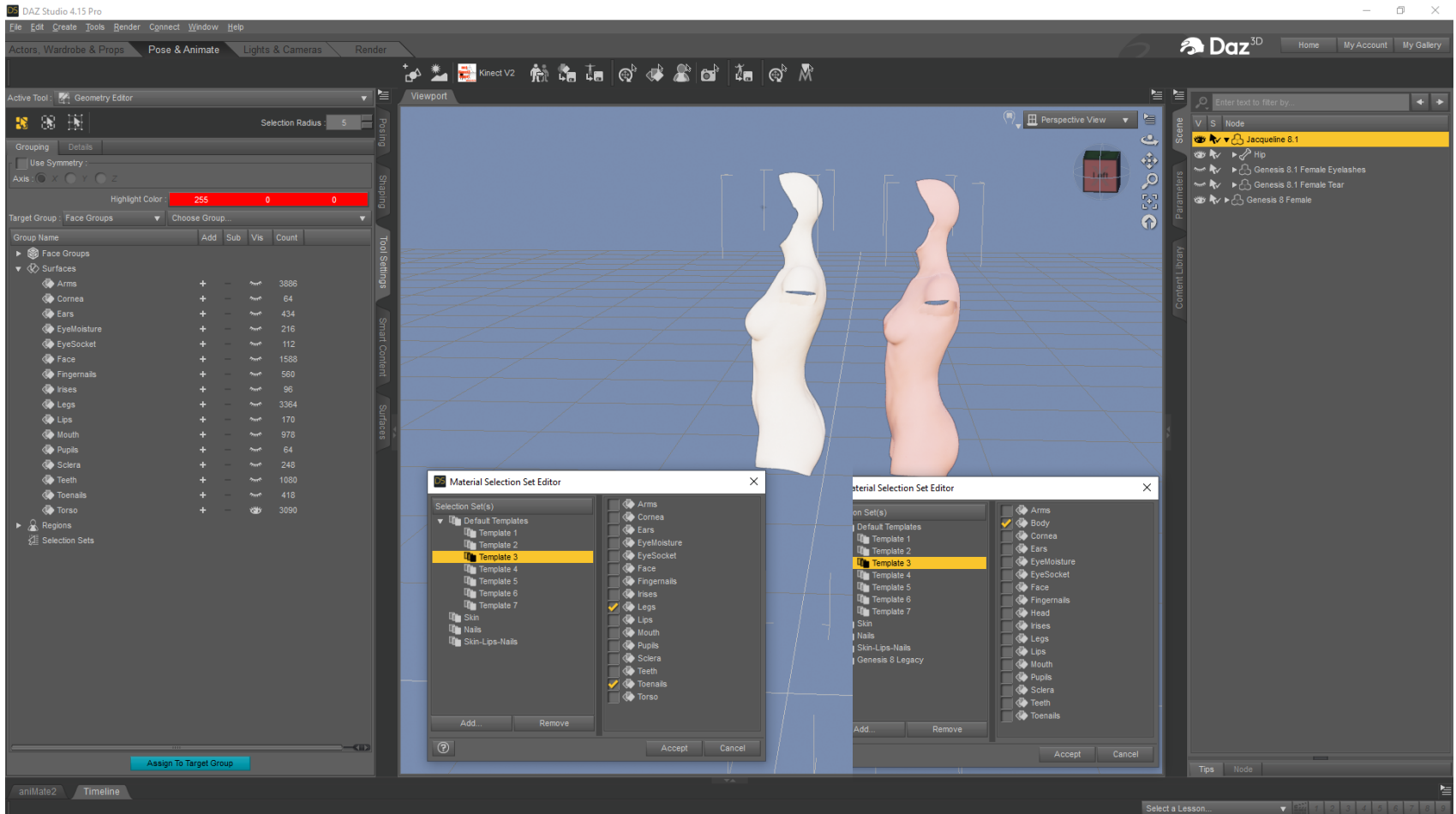
Further explanation about templates can be found here https://youtu.be/1yN1DaT_27Y



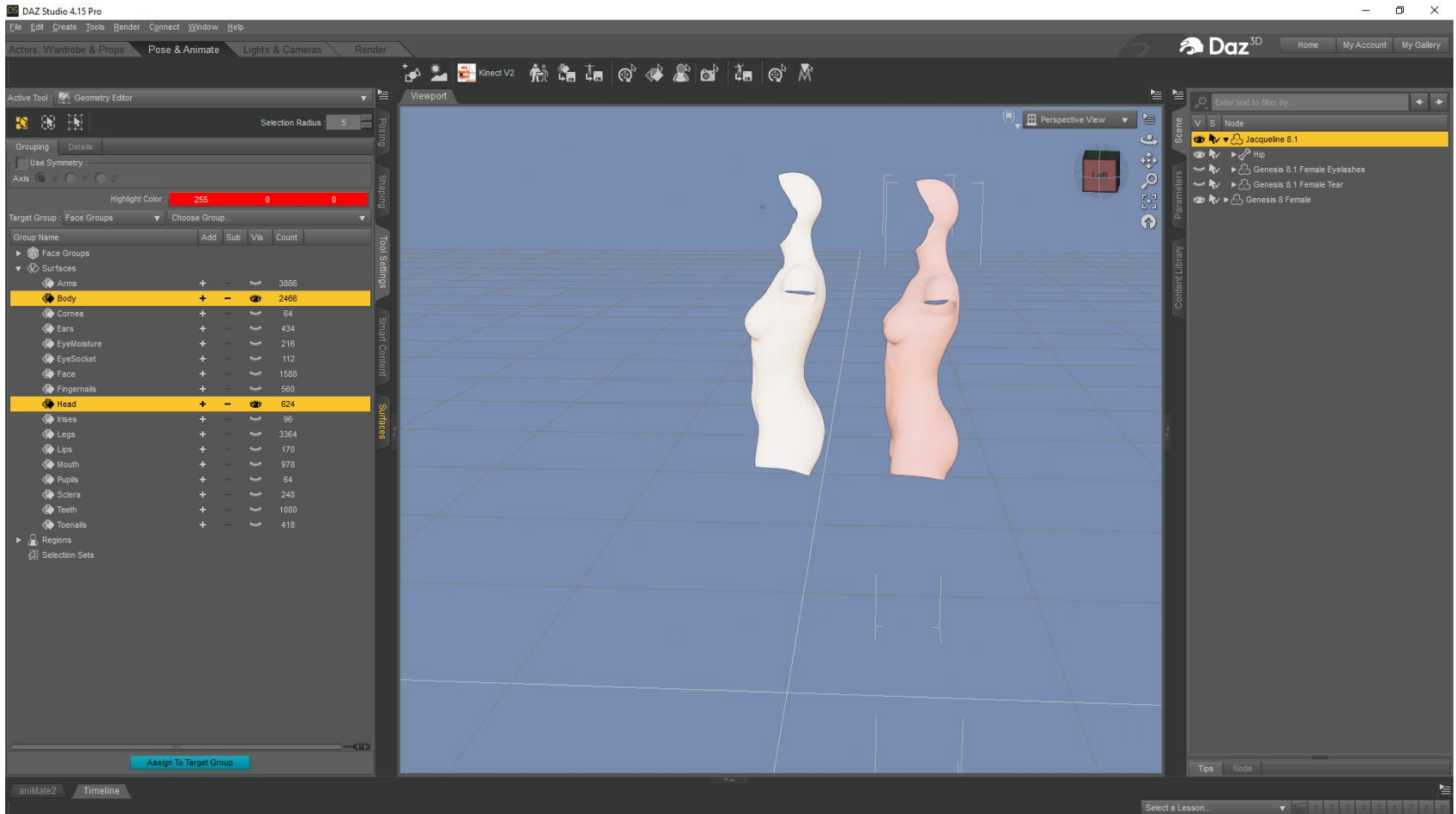
Final Result: Genesis 8.1 with Genesis 8 UV maps templates successfully imported into CC3 via transformer.



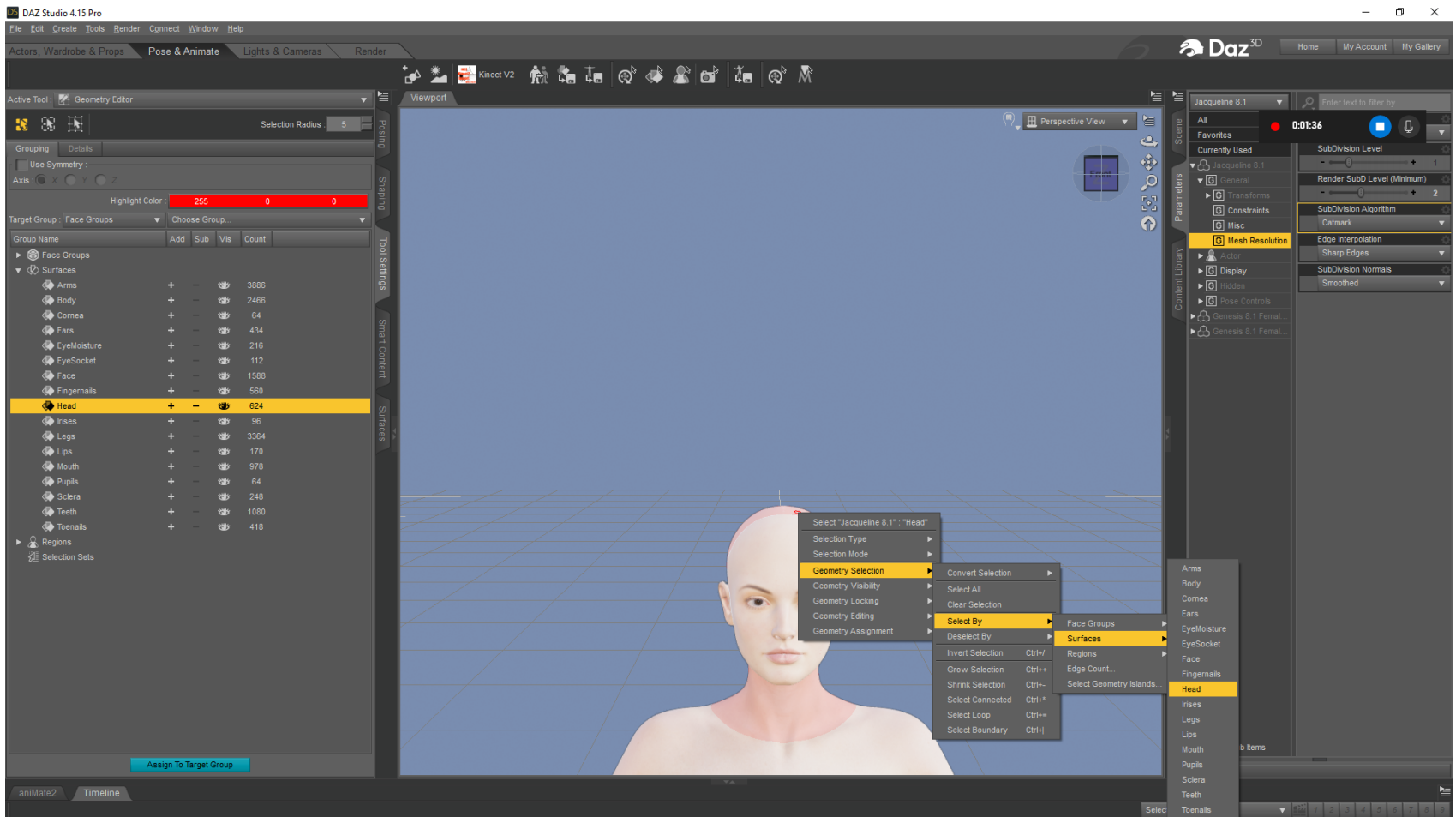
Cause #1: G8.1 UV maps surface templates differ from G8's. Both figures use 7 templates that group several surfaces in a different way, such as Face, Arms, Legs, Finger Nails, etc



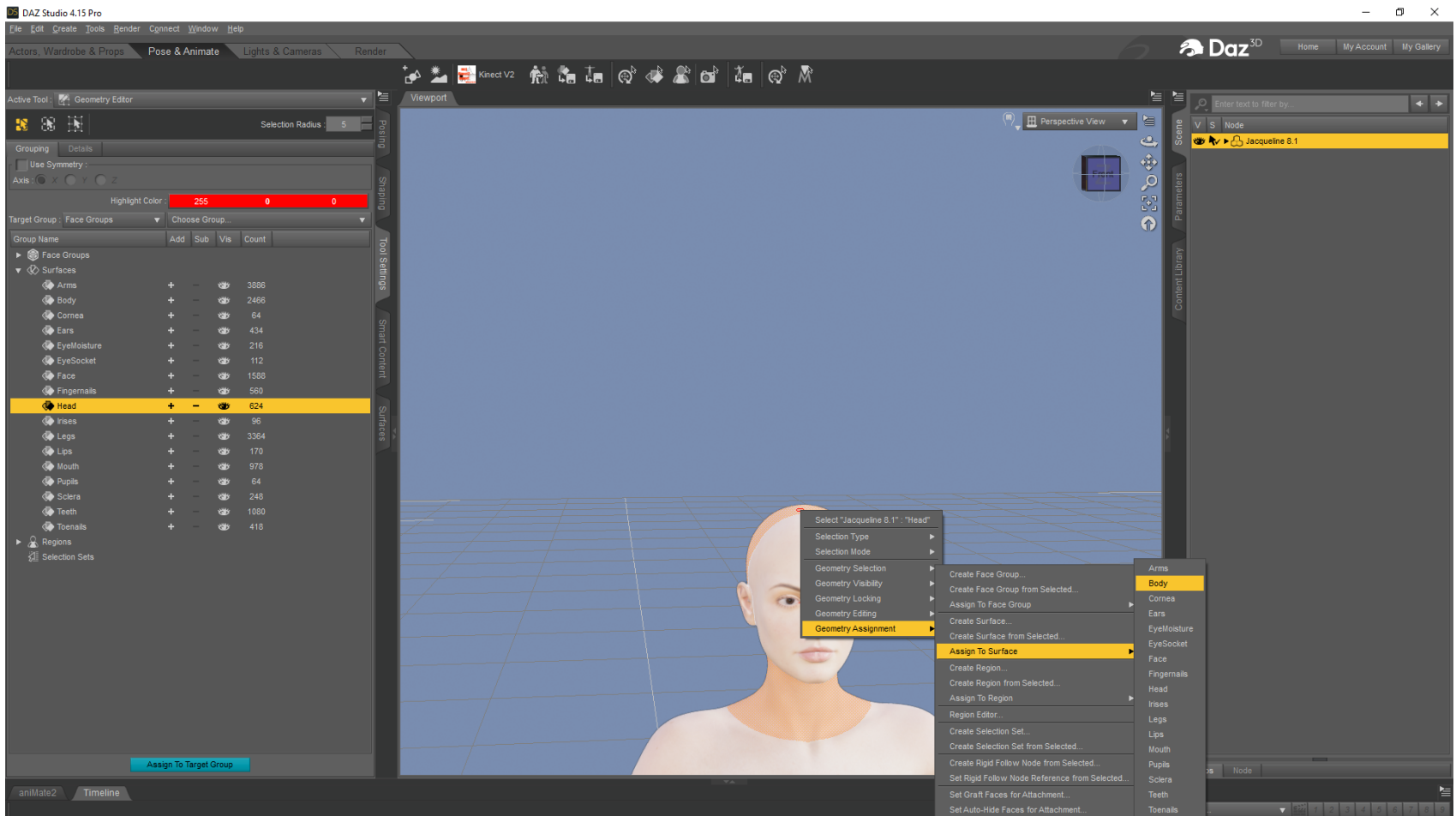
Cause #2: G8's surface "Torso" is the equivalent to G8.1's "Body" + "Head"



Tool Settings, Geometry Editor, group “Surfaces”. Right click on the figure, select by surface “head”

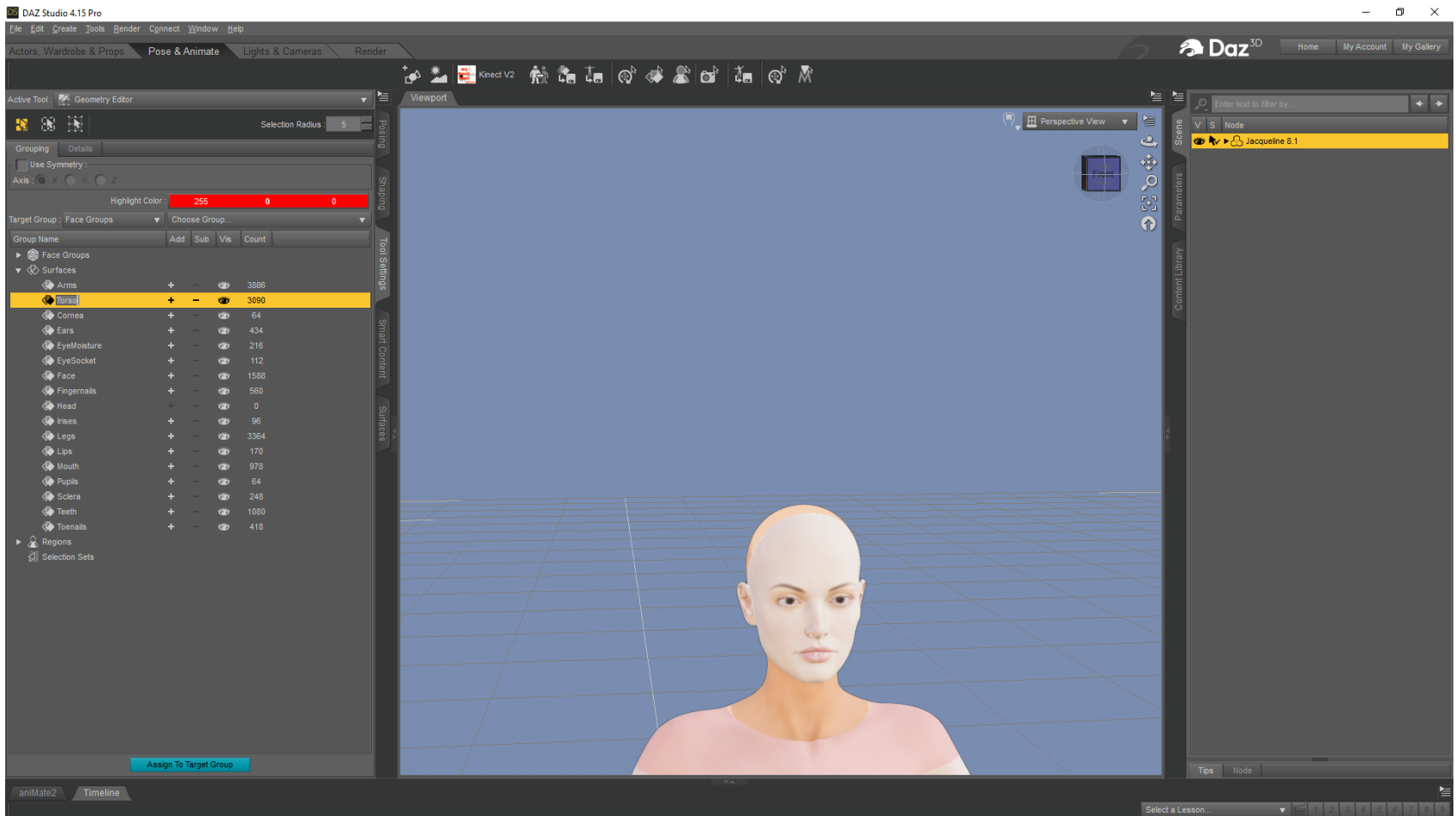


Right click on the figure, select assign to “Body”.

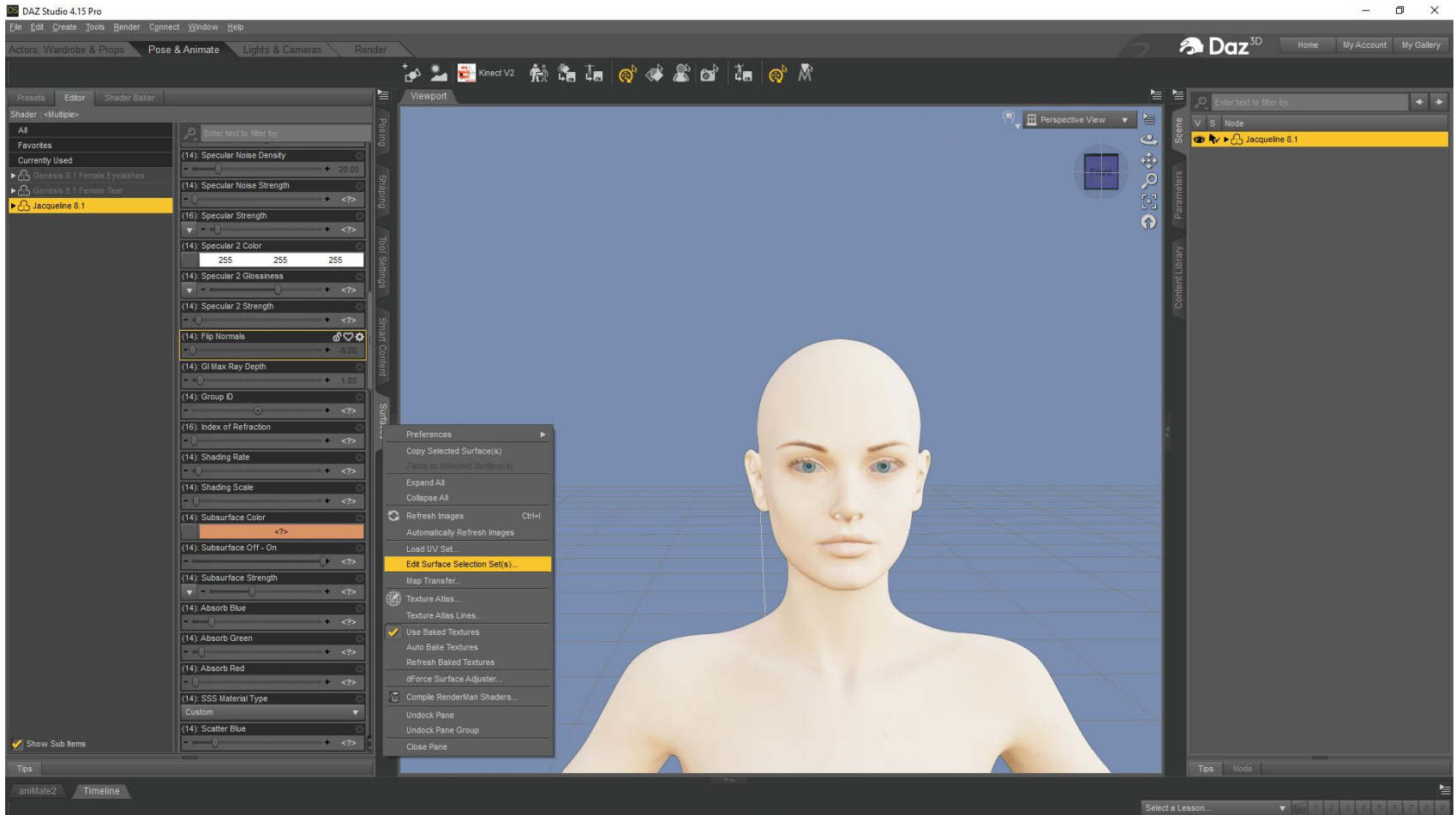


Tool Settings, Geometry Editor, group “Surfaces”.

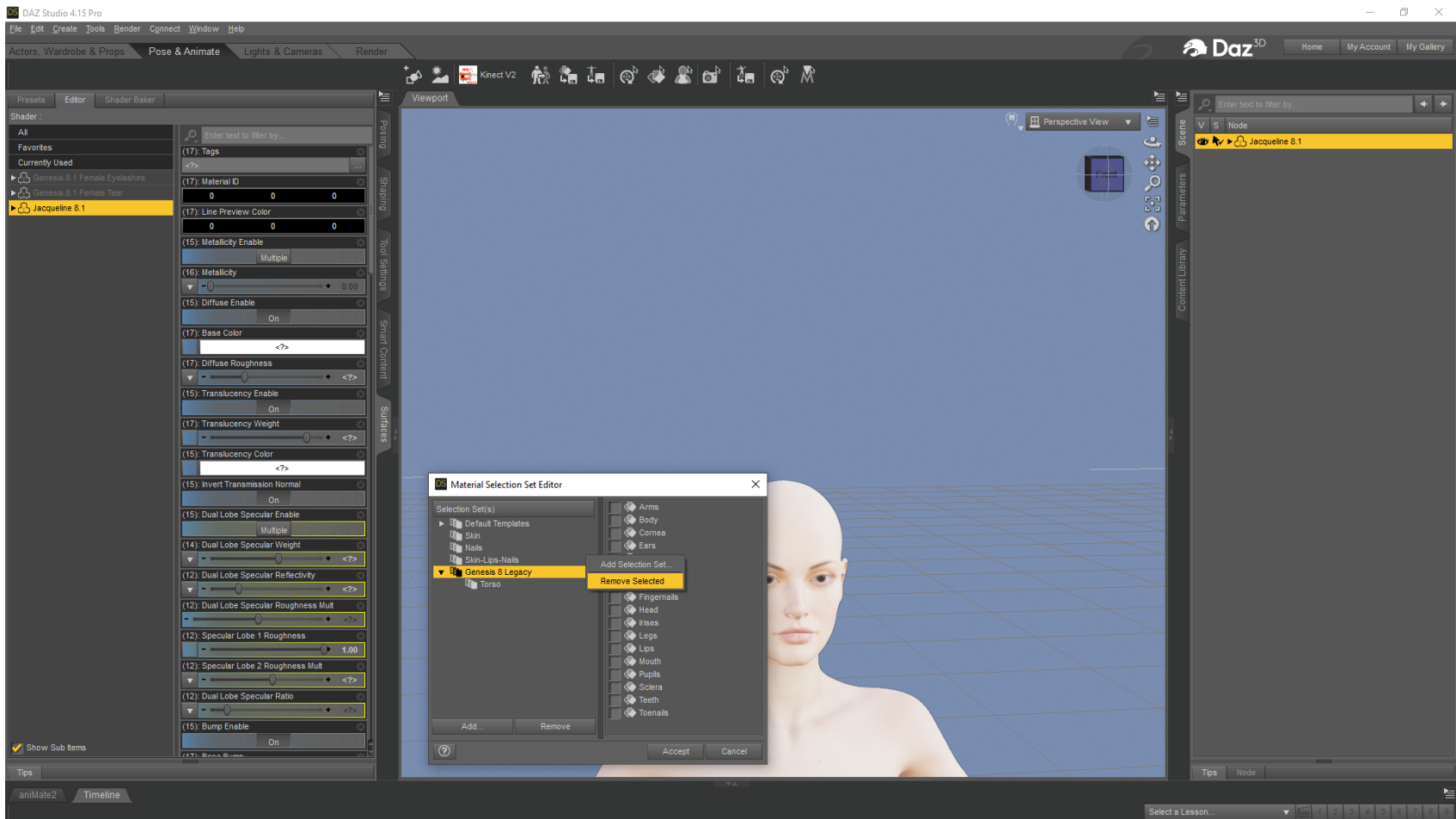
Rename “Body” as “Torso”



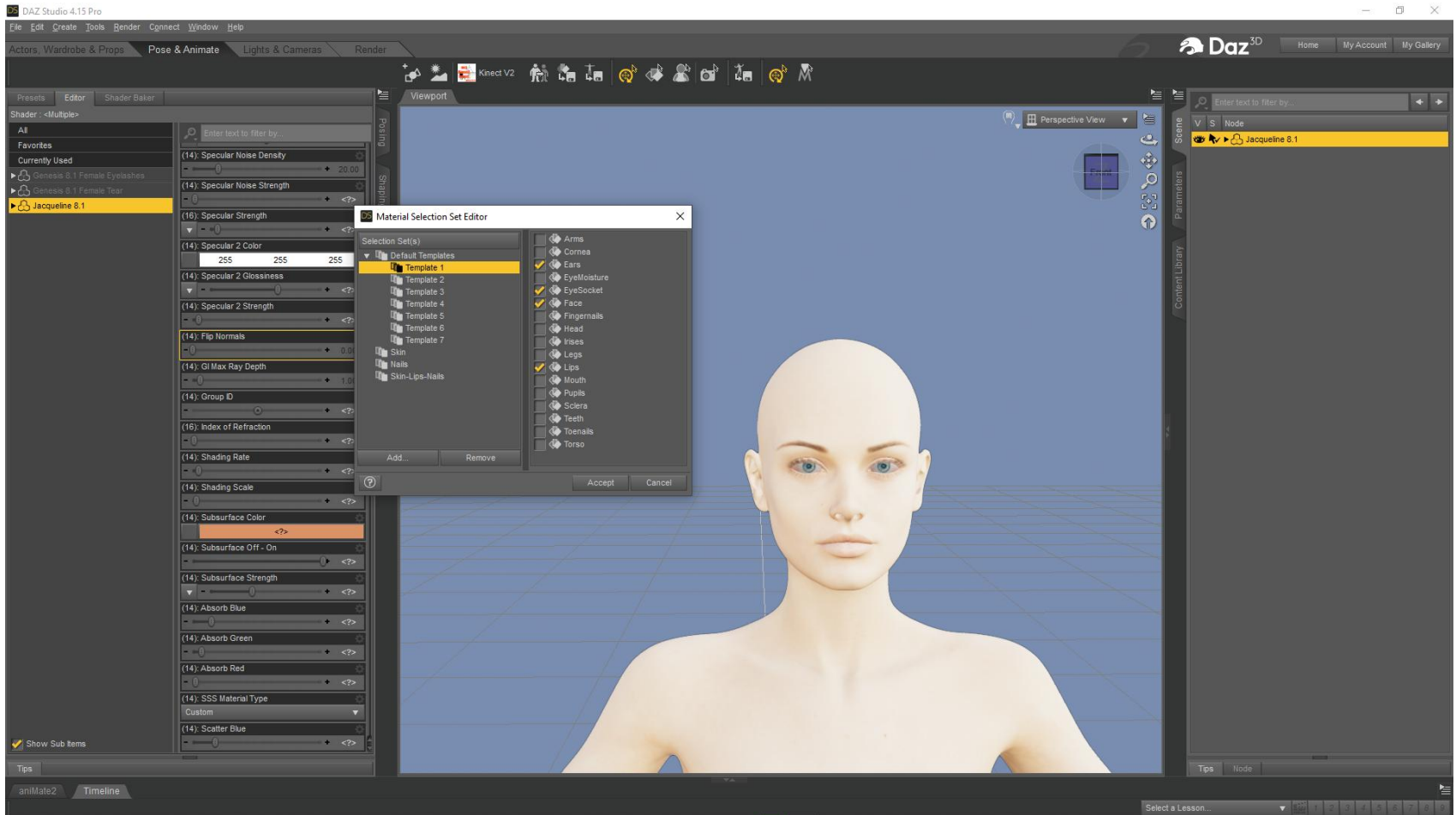
Right click on Surfaces Tab, “Edit Surfaces Selection Set(s)”



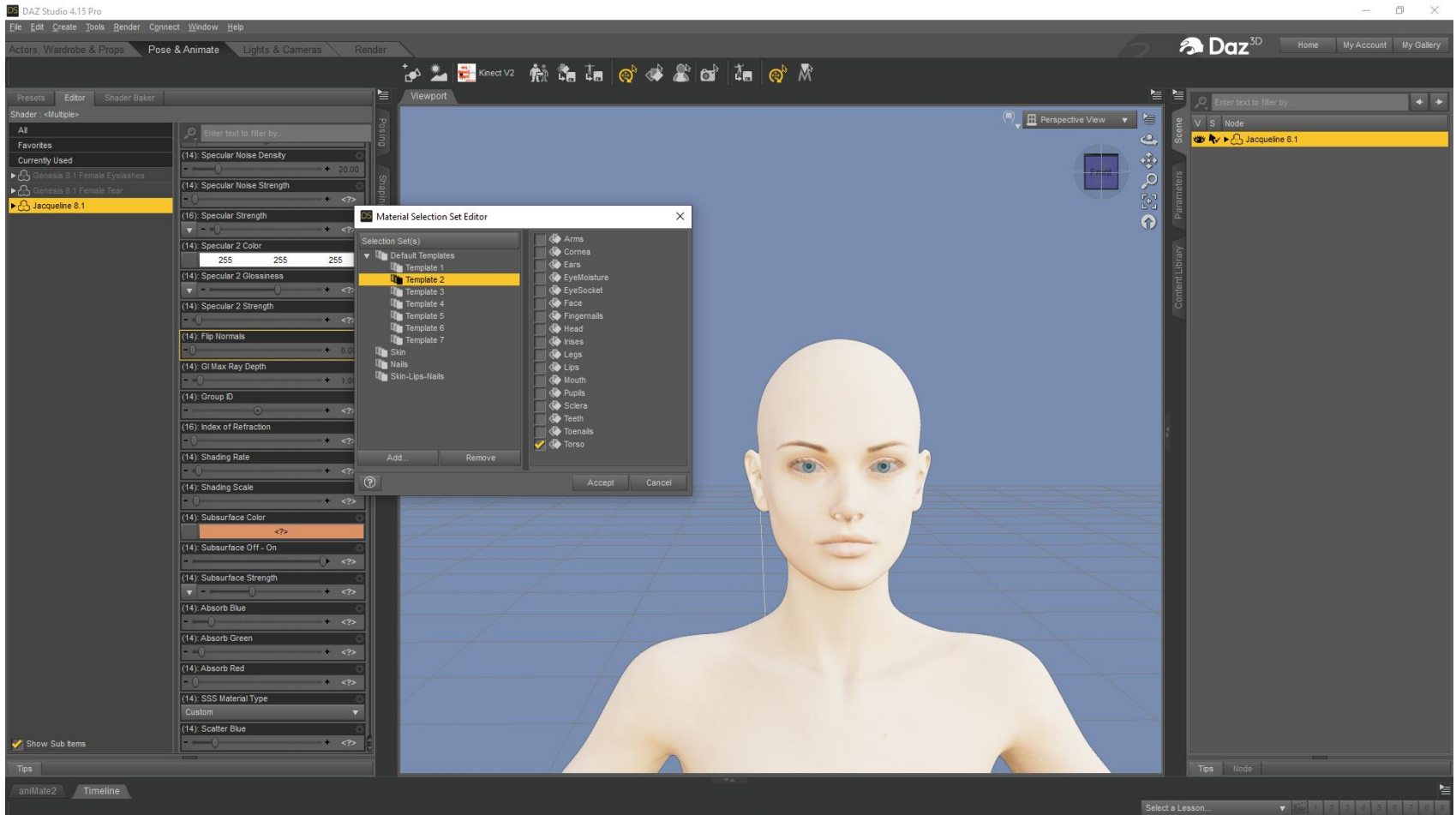
Right click on Genesis 8 Legacy and remove selected.



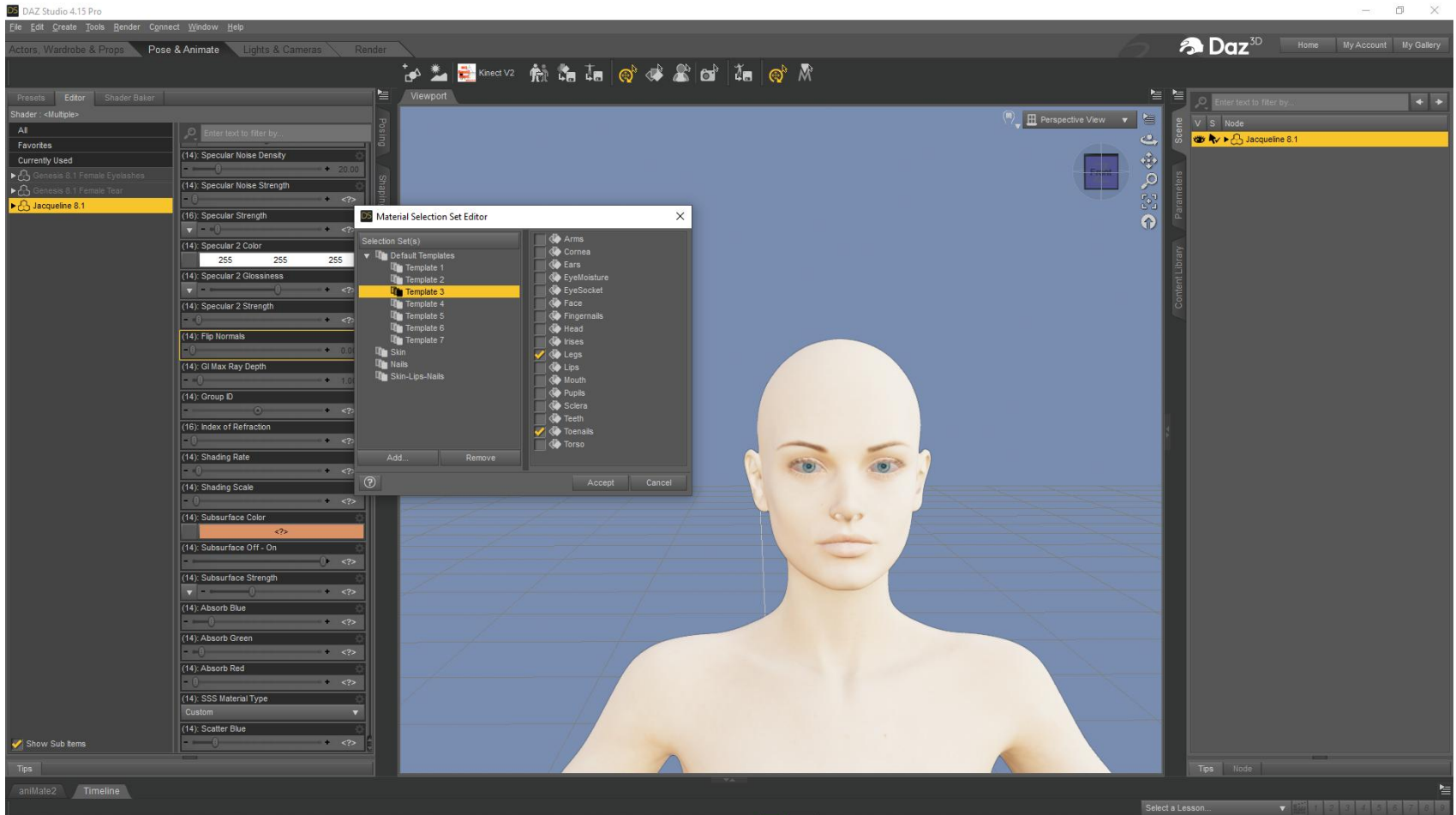
Template 1



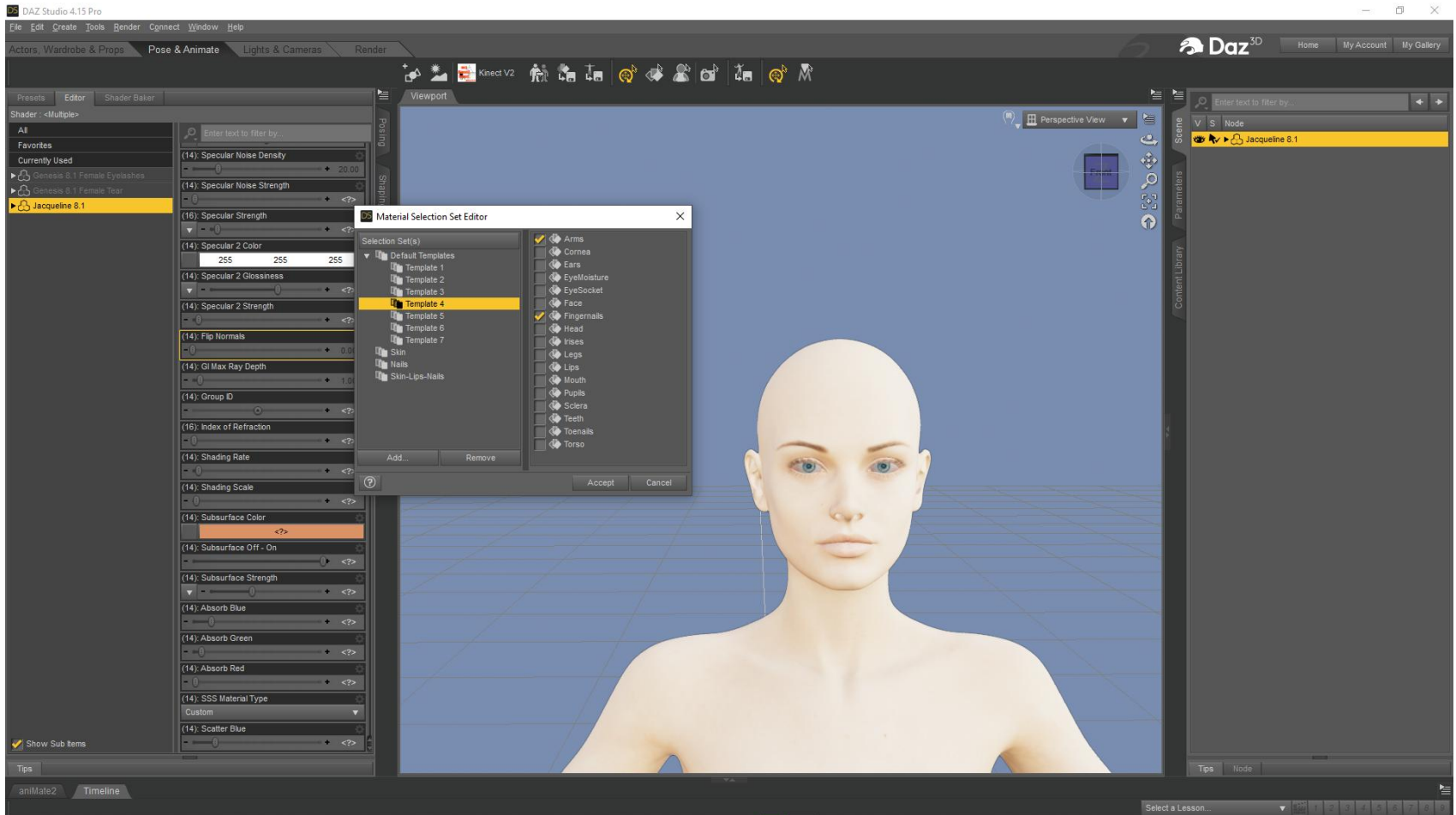
Template 2



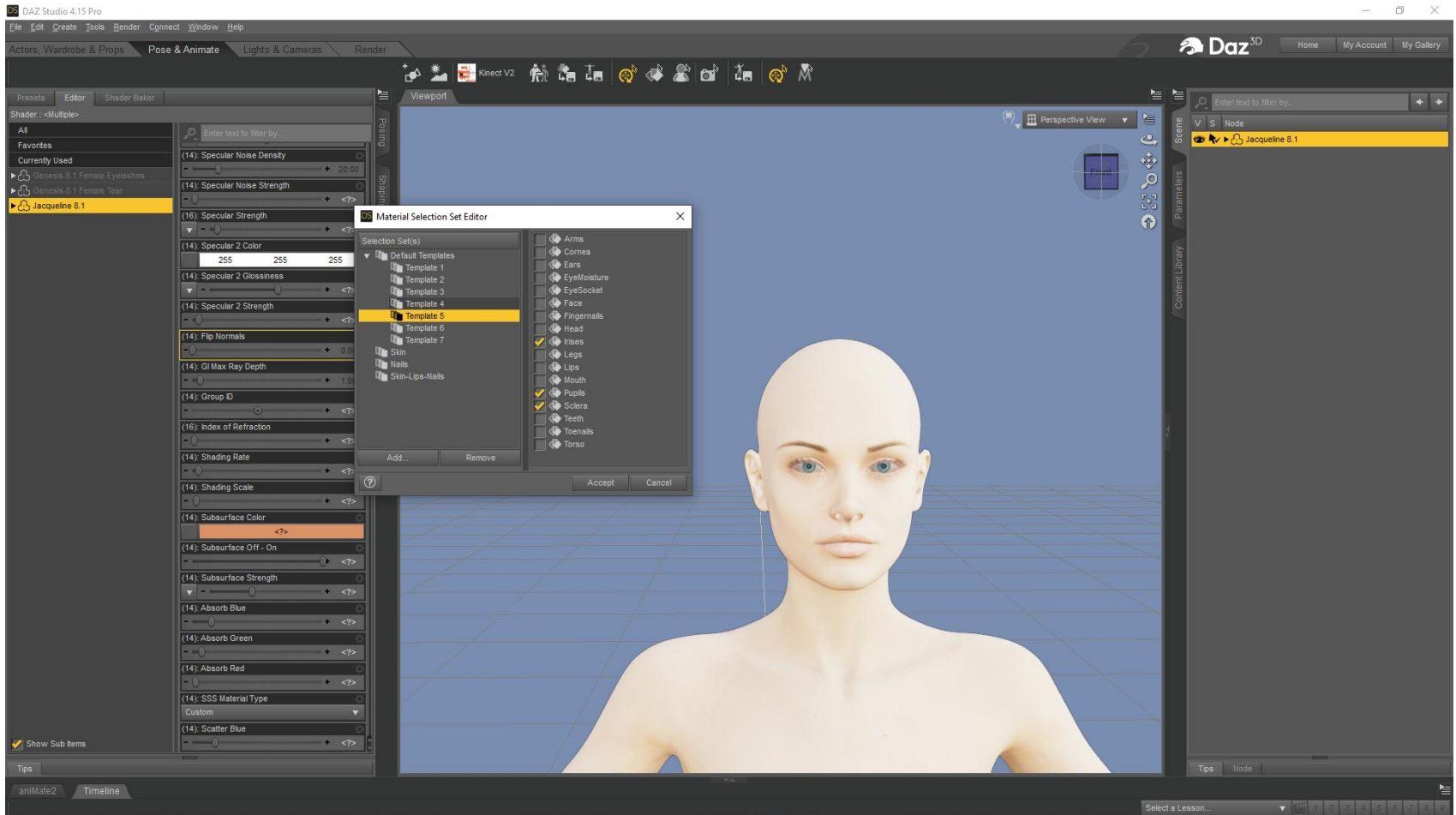
Template 3



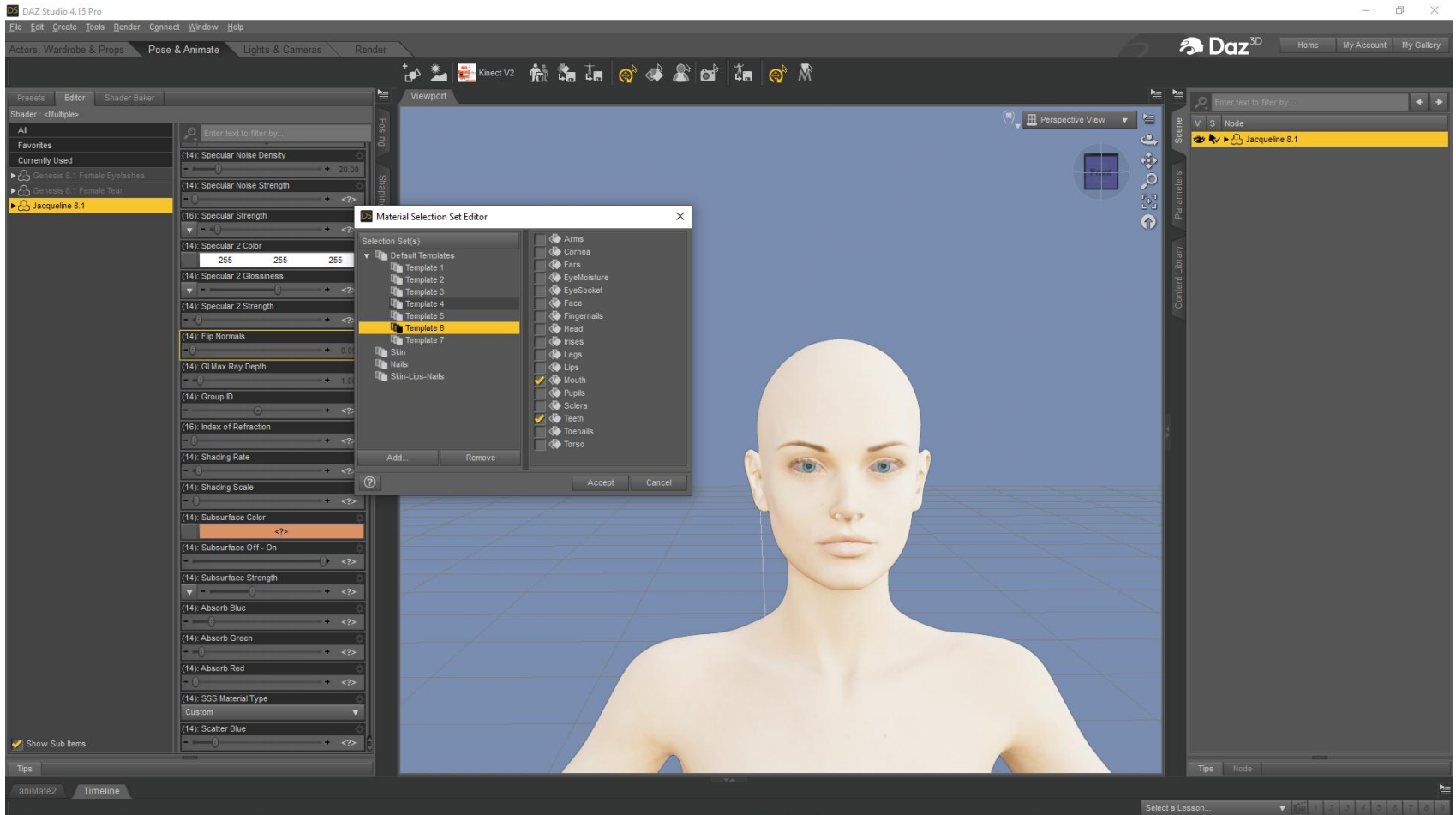
Template 4



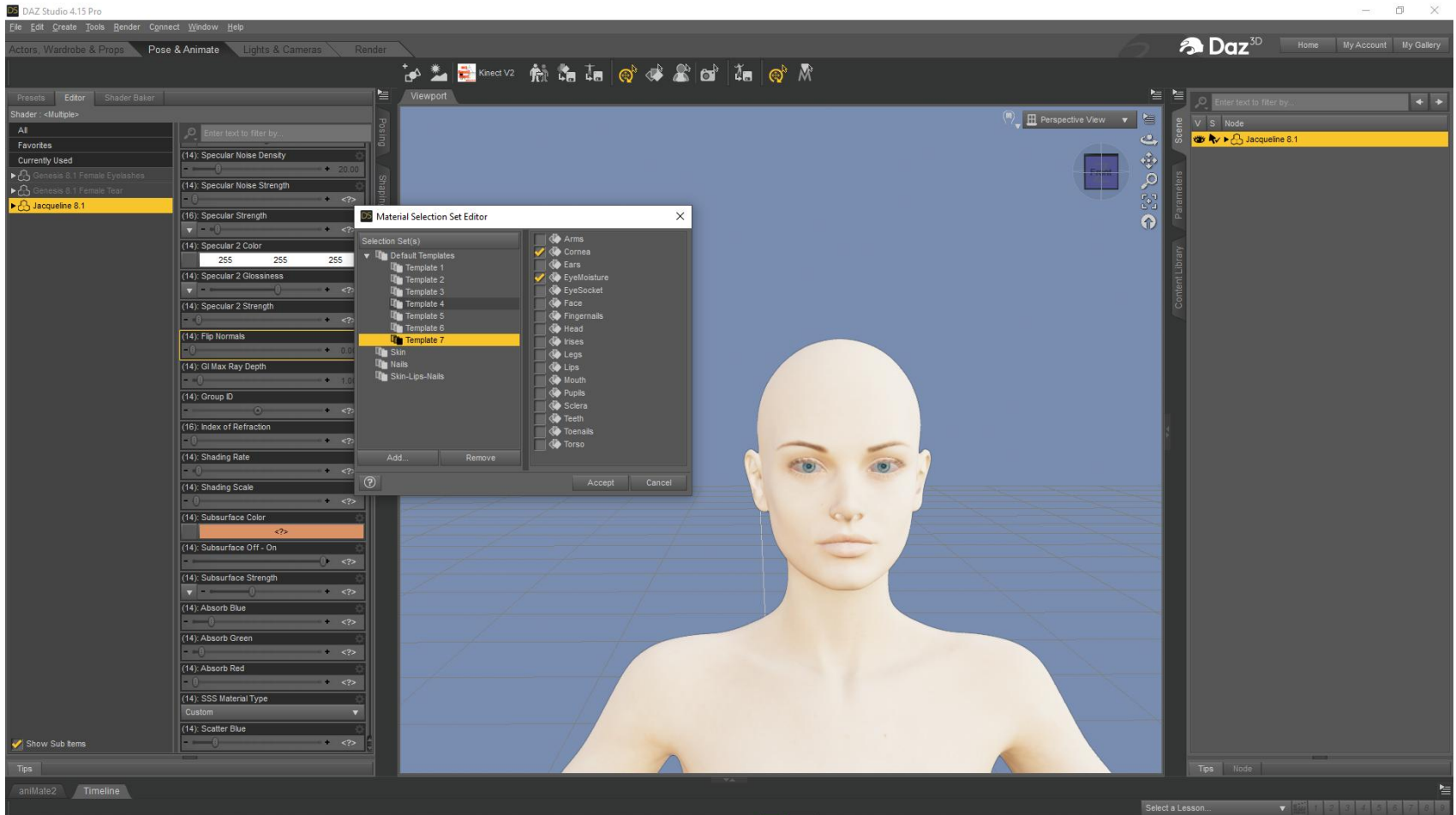
Template 5



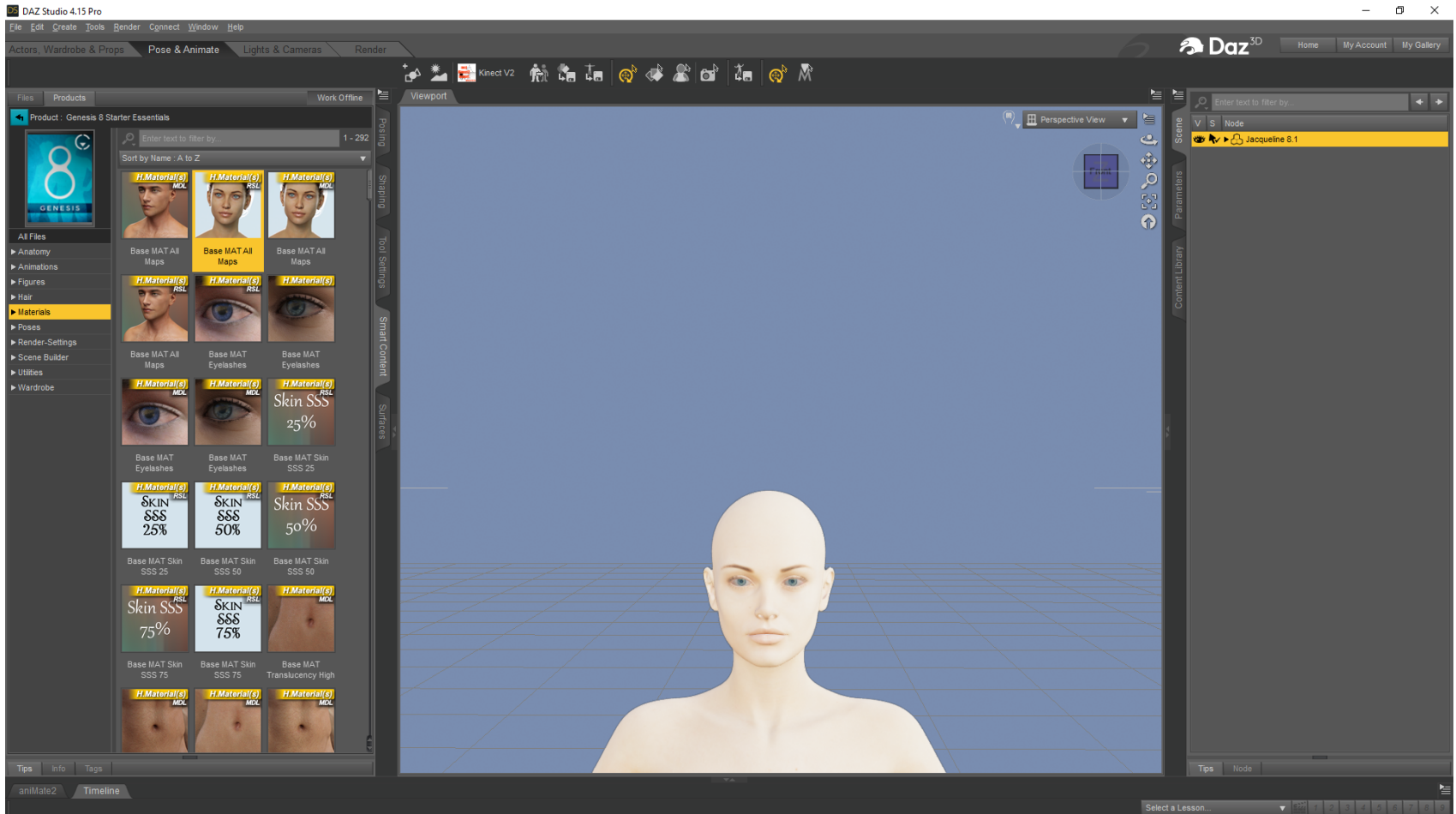
Template 6



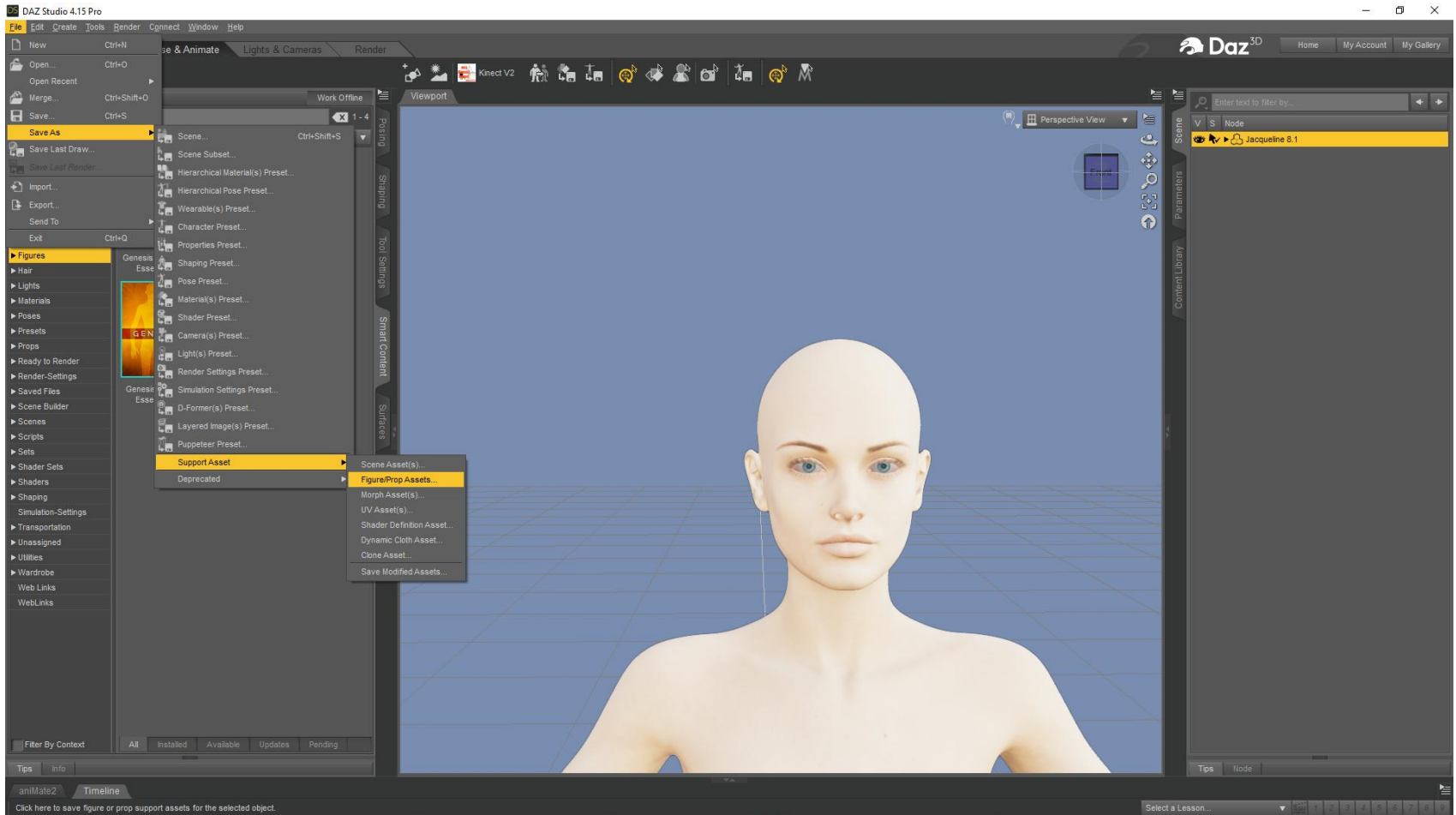
Template 7



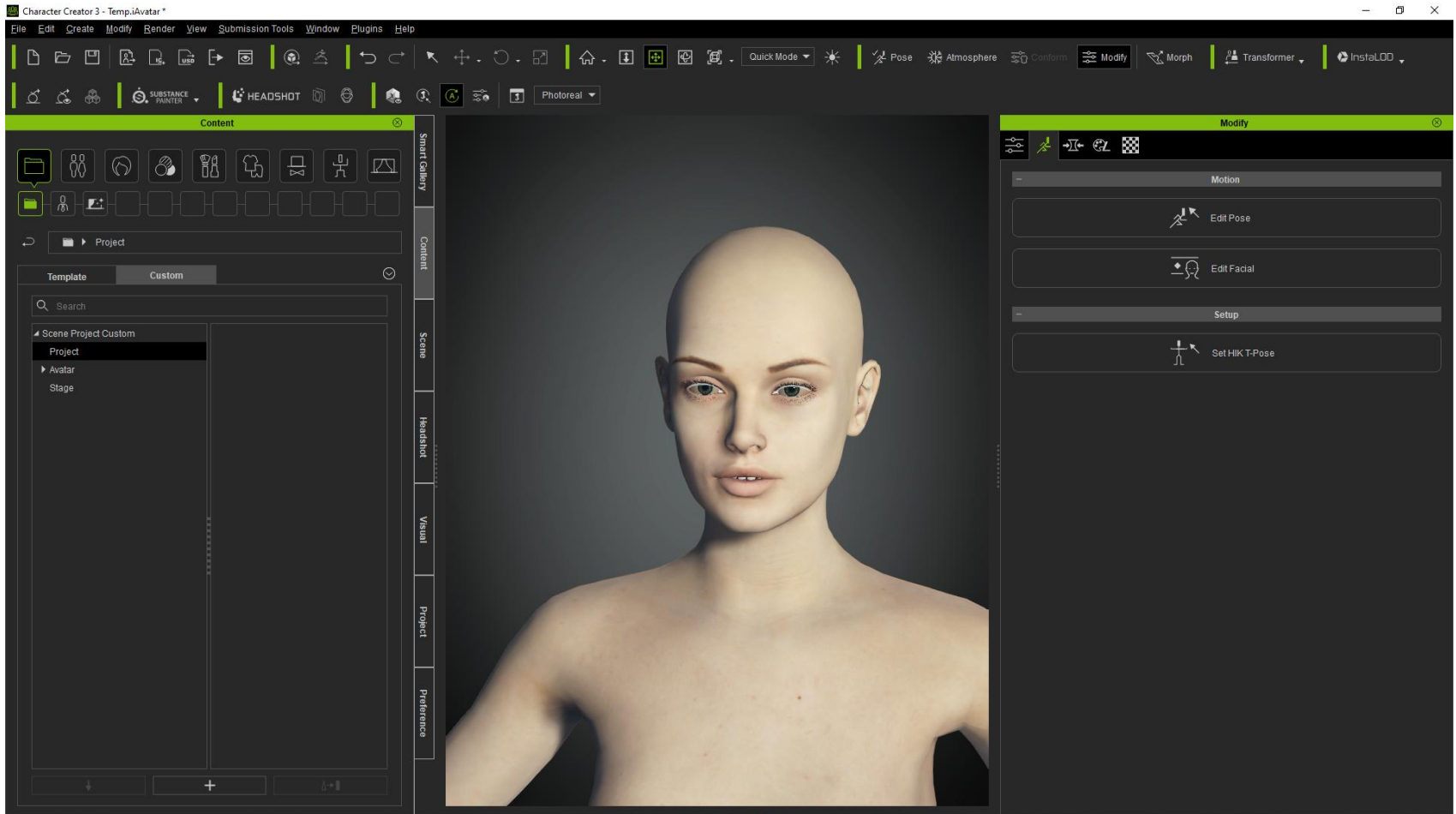
Apply any Genesis 8 Female materials ("All maps")



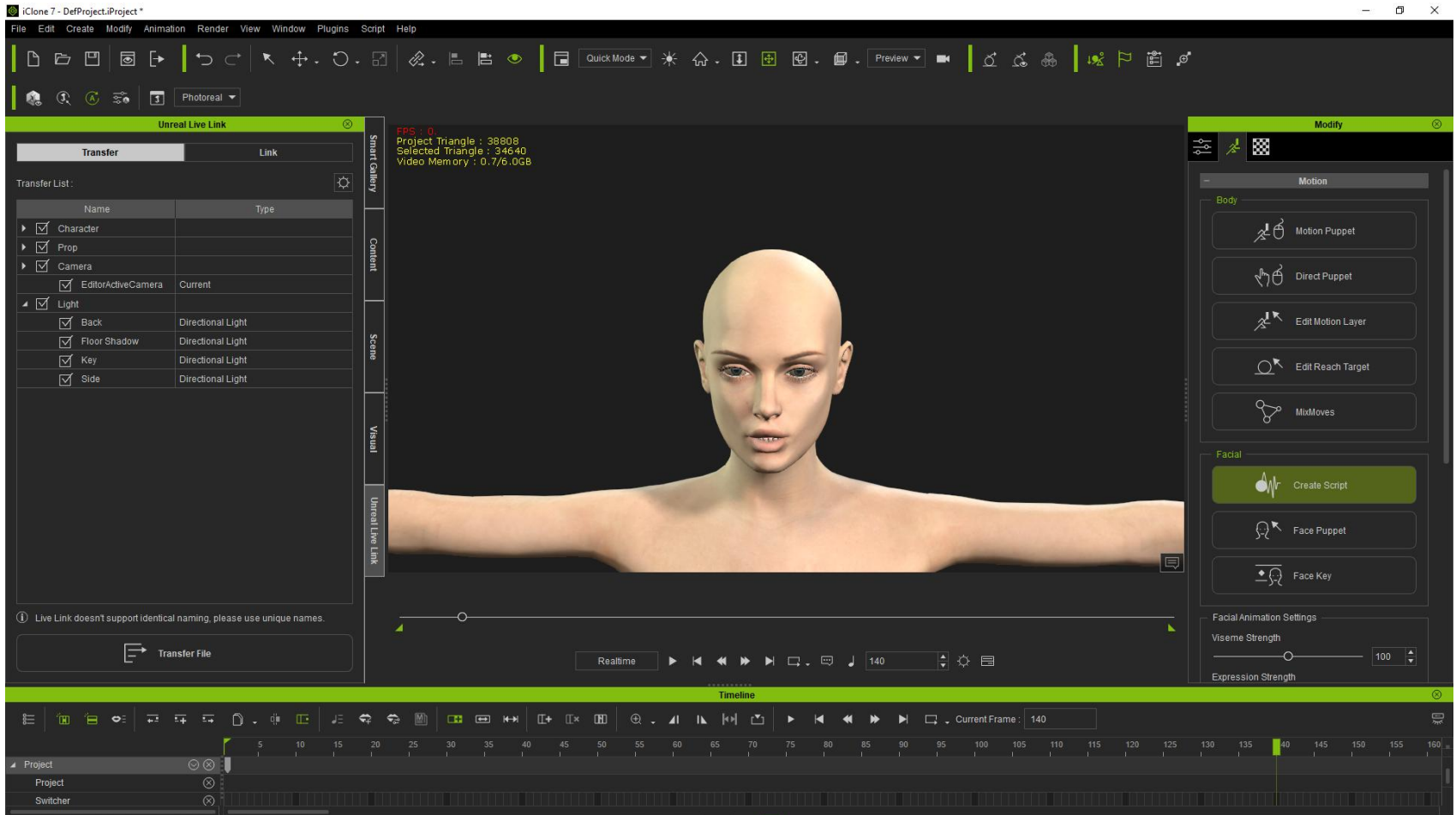
Save your new character as Figure for later use



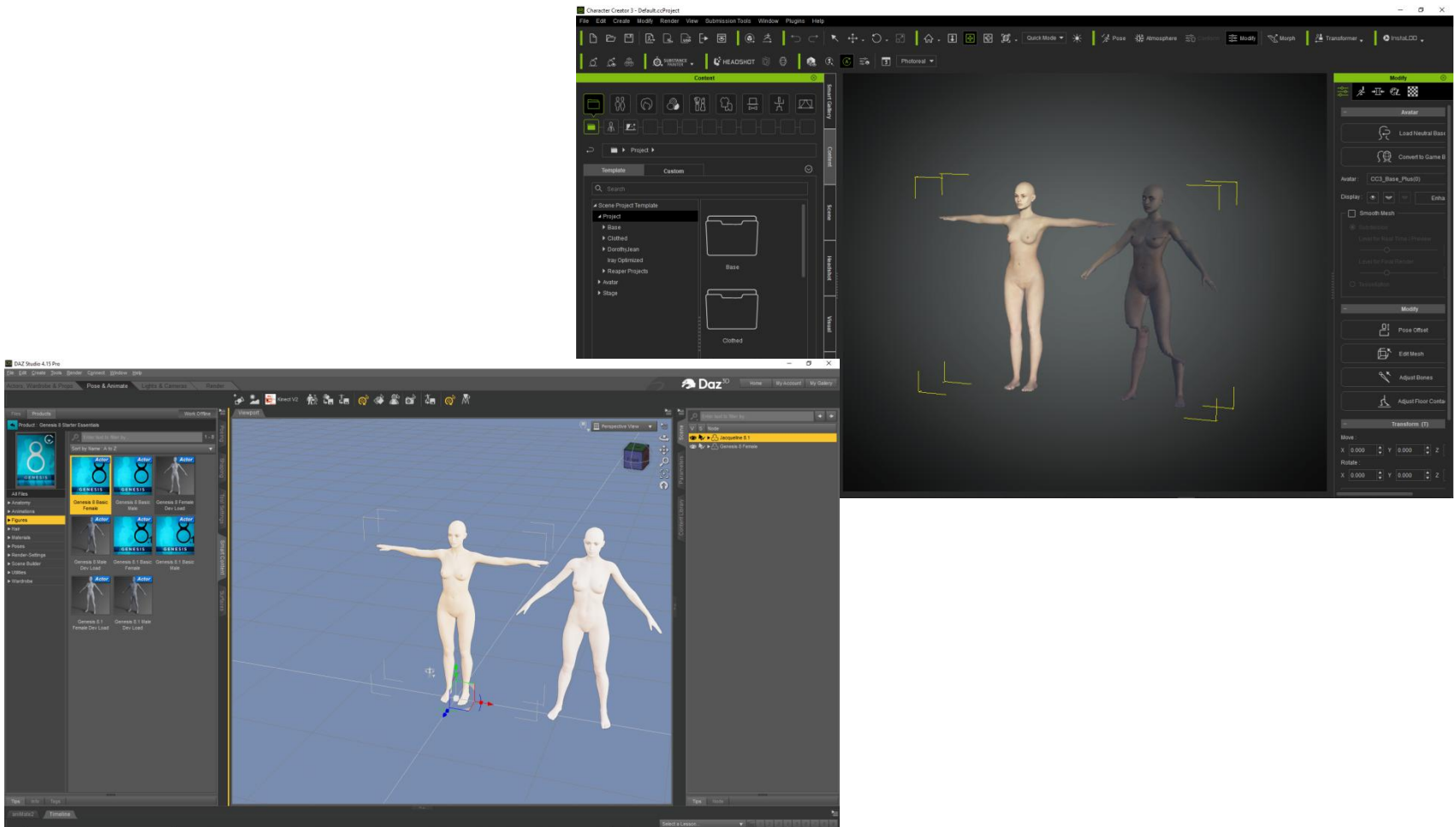
Final Result: Genesis 8.1 with Genesis 8 UV maps templates successfully imported into CC3 via transformer.



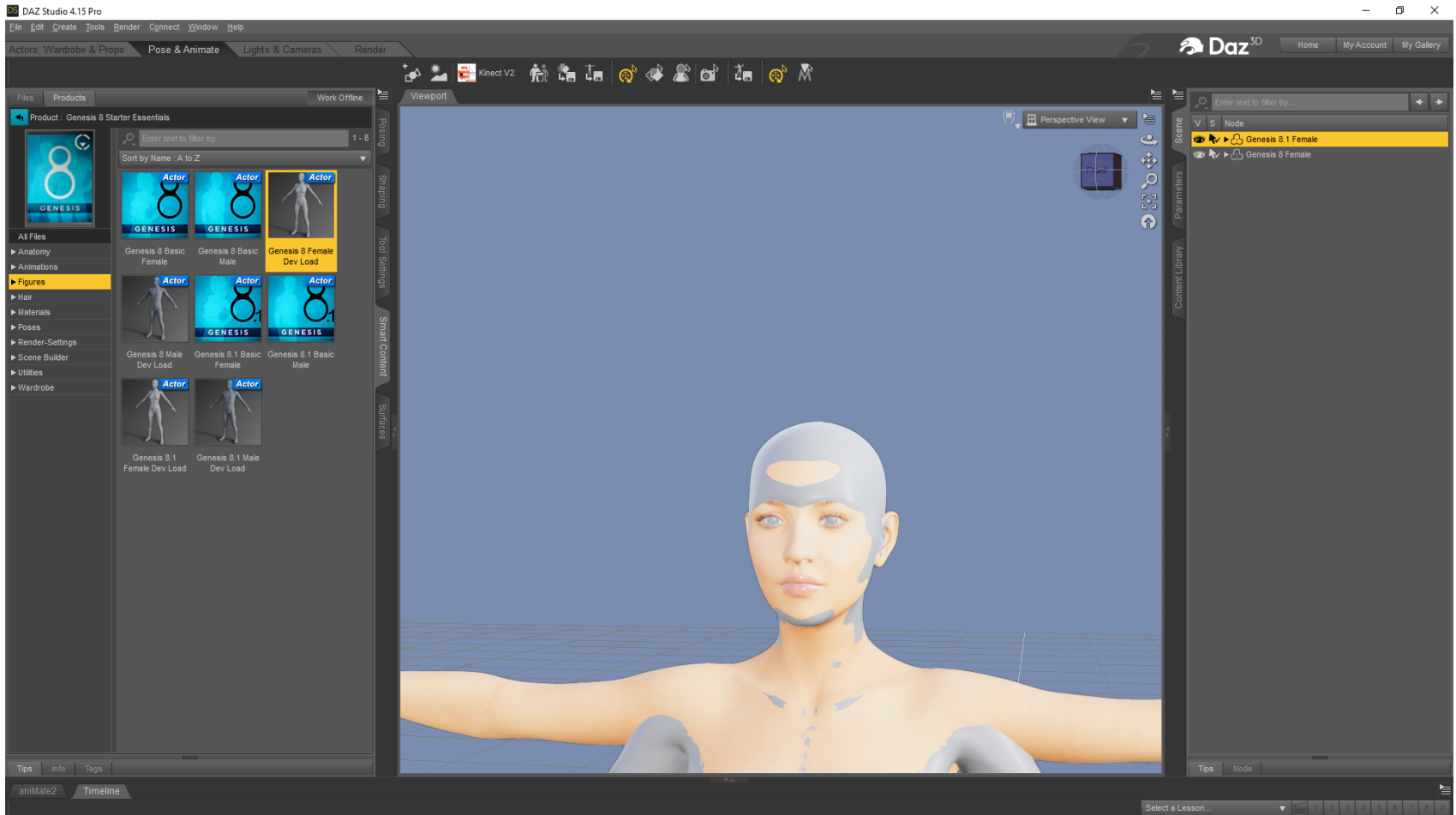
Final Result: Genesis 8.1 with Genesis 8 UV maps templates successfully imported into iClone via CC3.



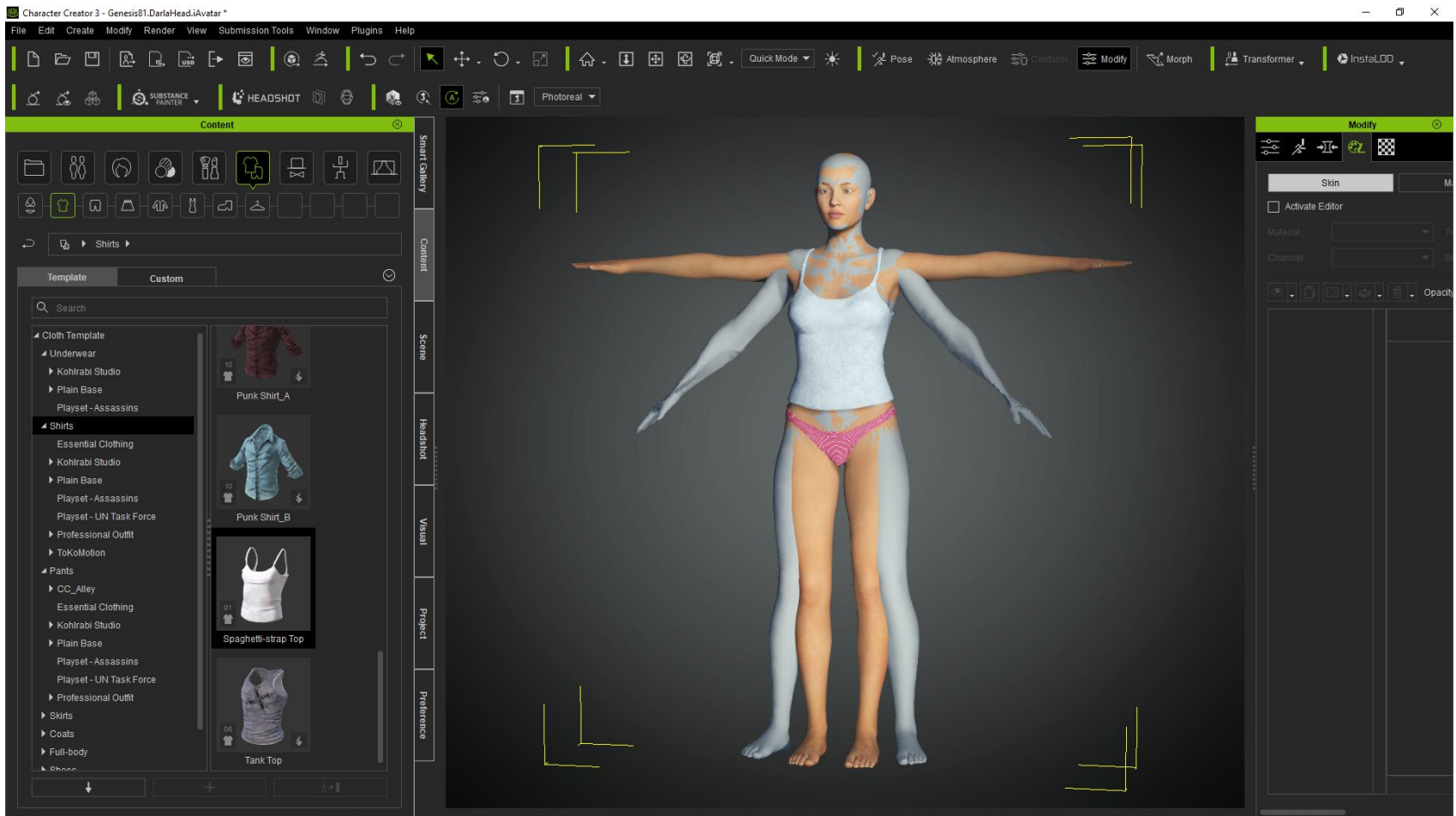
Add two figures to scene and export

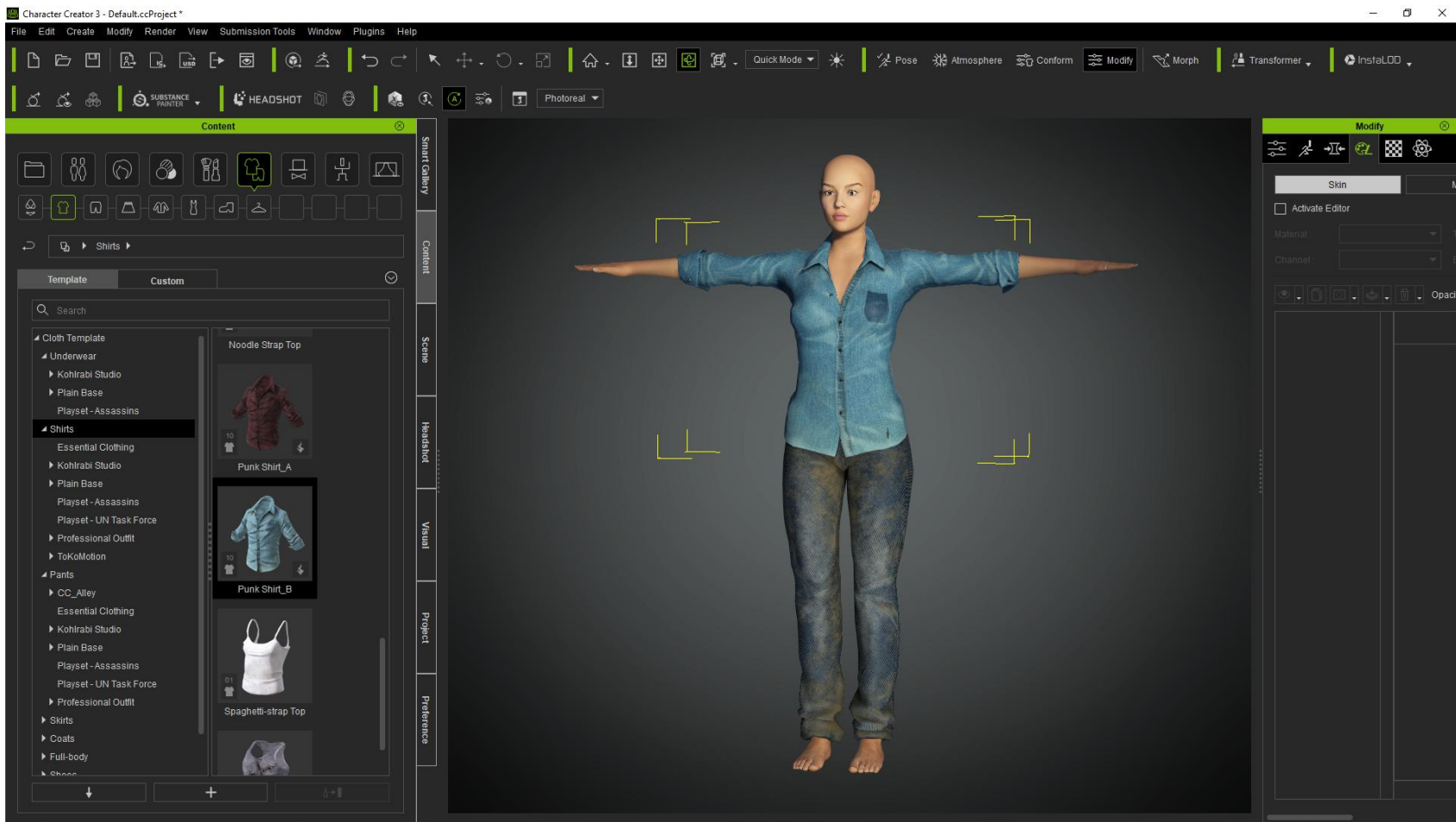


Gen81 T-Pose, G8 Dev Load A-Pose

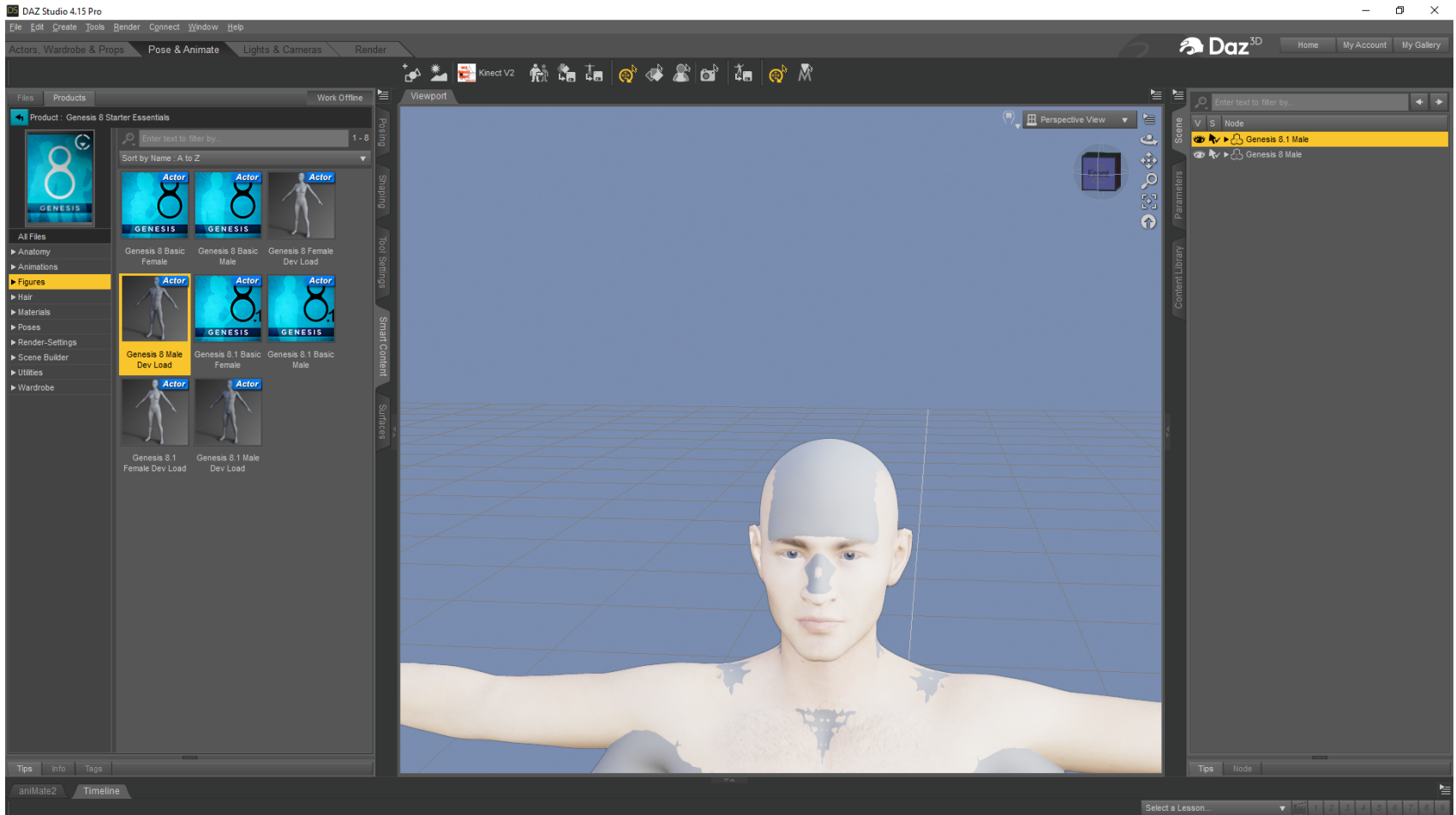


Delete Dev Load mesh (gray)





Gen81 T-Pose, G8 Dev Load A-Pose



Delete Dev Load mesh (gray)

