

Importing DAZ Studio figures/objects into Vue

DAZ Studio is a very similar application to Poser. It allows the user to load figures, objects and full scenes into its workspace. The figure and objects can then be posed using predefined pose presets and/or refined using posing translational sliders.

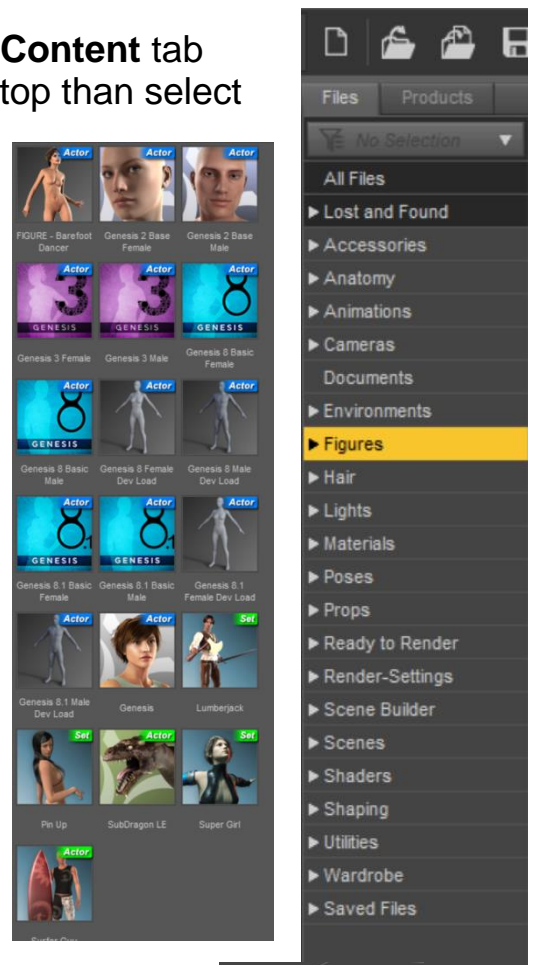
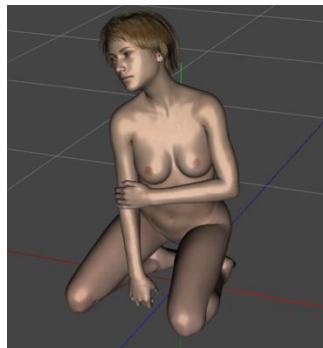
Once the figure has been loaded, posed, and wardrobe, hair, props, etc. have been applied, it can be selected and exported as a posed figure using Wavefront .OBJ file format.

Procedure:

- First we'll open DAZ and then click on the **Smart Content** tab
- Select **Files** from below the menu icons near the top than select **Figures** from the listing to the left.
- We'll select **Genesis 8 basic Female** figure...
The nude female loads into the viewport.
- Now we'll select the **Hair** from the left list. Then select the **Toulouse Hair**.

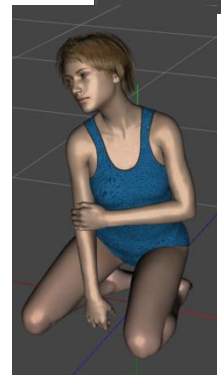
It works best to load a pose for the figure before clothes are added because the clothes will conform its shape to the pose.

- Make sure the **Genesis 8 Female** is selected in the upper-right **Scene** window. Then select **Poses** from the left-most, **Files** list.
- Select the **Base Pose Kneeling B** pose at the top of the list.



- Now select the **Wardrobe** from the left list. Then select the **Basic Wear Tank Top**, and after that, select the **Basic Wear Panties**.

The figure is now posed, properly clothed, with applied hair.

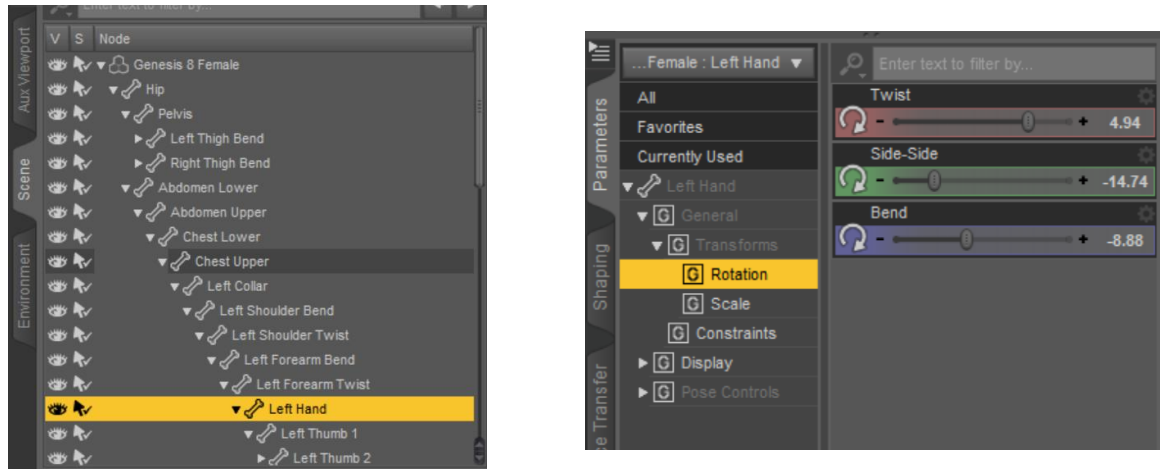


Further Posing Refinements:

There is a whole hierarchy of parts that make up the Figure, Hair and Wardrobe of our Genesis 8 Female, many of which are posable. You could find your way down the hierarchy by expanding each dart: ► in the listing in the right-most **Scene** window.

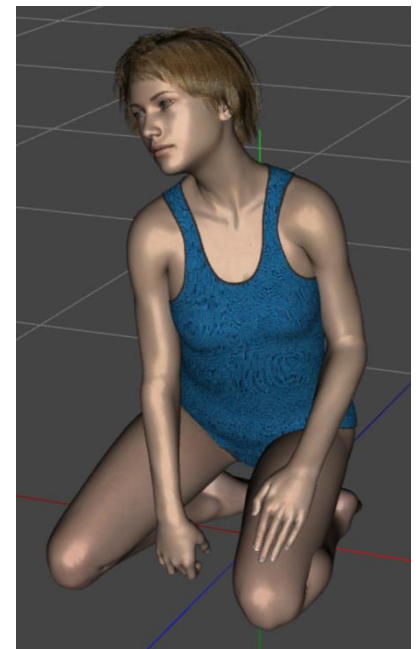
A better way is to move the cursor over the figure and select the appropriate body part. We will try to use this to place the left hand on the thigh

- Select the **Genesis 8 Female** in the Scene window
- Move the cursor into the viewport and rest it on the left hand. It is highlighted yellow and if you pause for a second a tooltip opens to tell you it's the left hand. Now click the left mouse button:

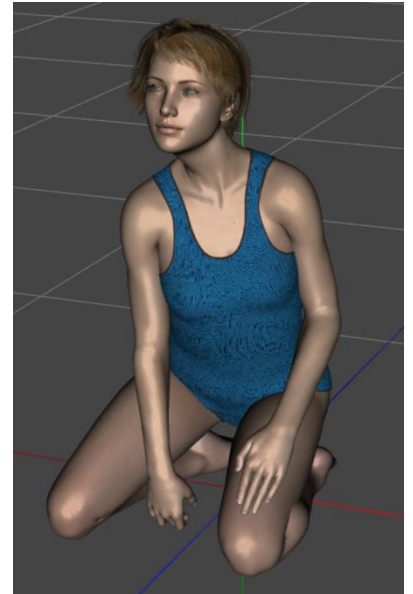


The Scene hierarchy opens all the way down to the left hand. In the lower right window a **Transforms** control shows you can **Twist**, **Side-Side** or **Bend** the left hand.

- Try adjusting each transform to see what it does.
- Include the finger knuckles and wrist until the hand is placed on the thigh.



- Select the head and hair and twist it a bit forward and bend it a bit upward.



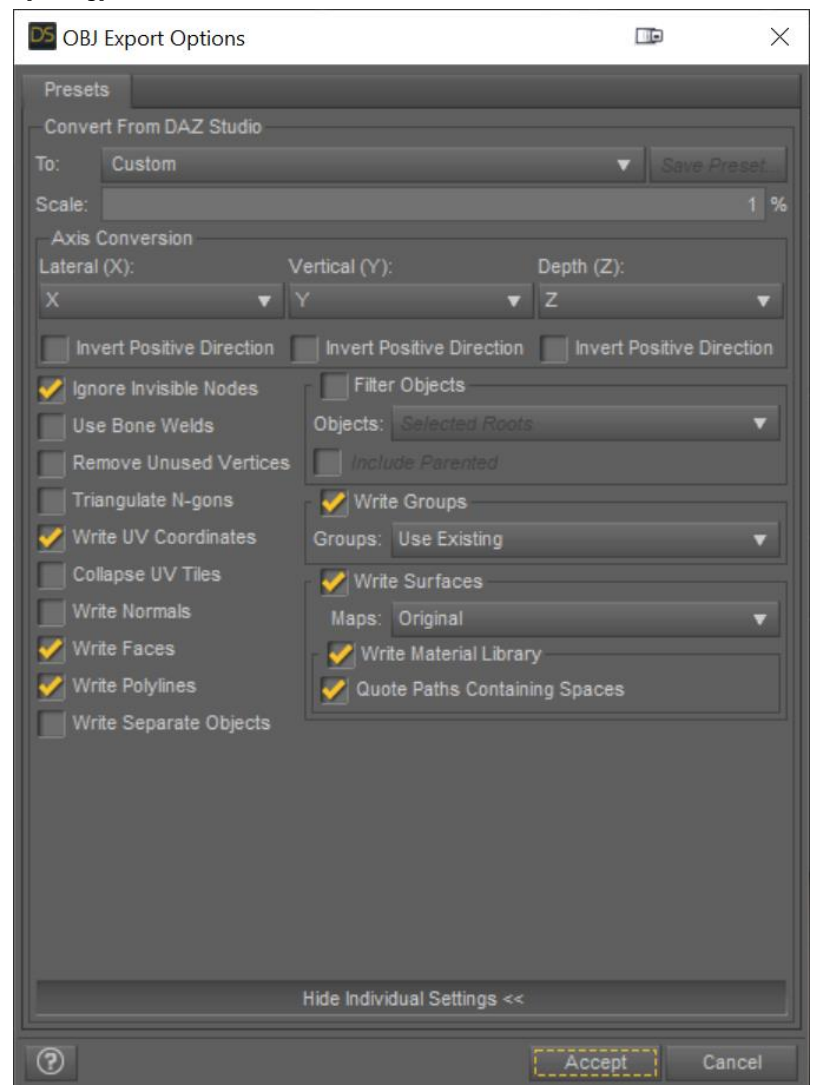
- Select Genesis 8 Female and Ctrl-select to add the Toulouse Hair in the Scene window.
- Select **File/Export**.
In the **Save** window set the file name to **Genesis 8 Model** and set the **Save as Type** to **Wavefront Object (.obj)**

An **OBJ Export Options** window opens. Set or leave the options as shown to the right.

For use in Vue the **Scale** should be set to 1%, then press Accept.

It may also be wise to save this as a DAZ Studio; .DUF file for recall later.

Now you can close DAZ Studio and open Vue.

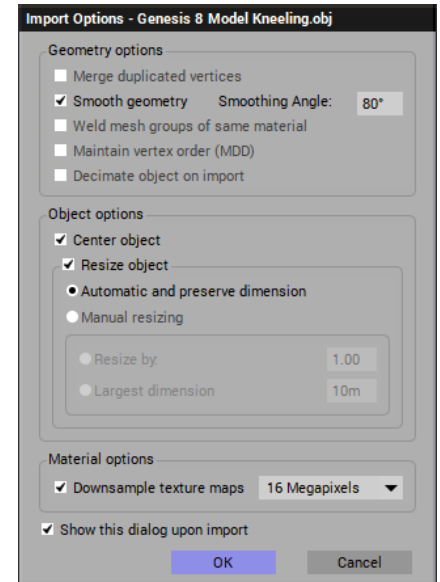


Importing the Saved Model in Vue:

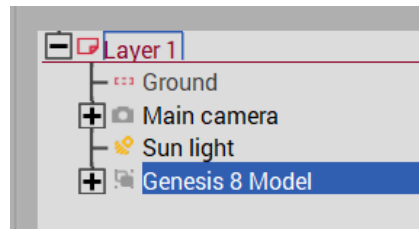
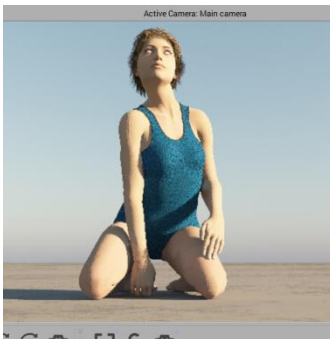
- Open Vue to an empty scene and select **File/import Object...**
- Navigate to the appropriate directory and select the **Genesis 8 Model.obj** file.

During Importing the **Import Options** dialog will appear:

- Set the options to those shown to the right.
(we'll set the **Smooth geometry** to **on** with the default **Smoothing Angle** of **80°** to smooth the model's skin)
- Click on **OK** to continue importing the object.



It will take a few minutes. A progress bar will be shown in the lower left of the screen. Eventually the object will be loaded and show in the World browser.



One of the things that happens is that the eyes of the model are not correct.

- In the World Browser you can see that the component parts of the imported figure are quite complete, right down to the eyes.
- If you expand the object you can see a **lEye** (left eye) and an **rEye** (right eye)
- Each of these eyes contains 5 different materials, as seen in the **Object – Aspect** material spheres: First for the **Pupils**, a second for **EyeMoisture**, a third for the **Cornea**, a fourth for the **Irises**, and a fifth for the **Sclera**.



- Set the **Cornea** to 100% transparency to reveal the Irises and pupils

Some very fine manipulation of each eye can be made using the **Viewports** and the manipulation **Gizmos** to set the direction of sight but this can be very finicky work as only one eye at a time can be done.

The completed DAZ Studio posed figure imported into Vue.



The imported and adjusted figure can now be saved within Vue in the usual way as a .VOB object.