

FRANKEN ANIME

BROUGHT TO YOU BY FIGMENT'S

This tutorial was written using Daz Studio 2.3.3.146.

I am a big fan of 3D anime, but I am not satisfied with Daz's Aiko and Hiro anime-style figures. Their facial features are just not always anime enough for my taste. So I went out in search of better anime style figures to use in Daz Studio. I found a number of great anime figures, mostly from Japan. This tutorial will focus on the Decoco and Maybe figures by ●●● (akatora) which can be found at <http://members3.jcom.home.ne.jp/mowais/index.html> . I really love their facial features which are so much more anime than Hiro or Aiko in my opinion. Unfortunately support for these figures is minimal at this time, making it difficult when it comes to finding enough clothing to build a versatile wardrobe for these figures. On the other hand, there are a huge amount of clothing items for the Daz millennium figures such as Hiro and Aiko. This tutorial will hopefully show you how you can take the head and eyes of the Decoco and Maybe figures and stitch them onto the bodies of the Aiko and Hiro figures. These same principles can be used to make other types of "Franken-figures" using various donor figures. For this tutorial, however, I will be taking Decoco's head and transplanting it onto Aiko's body.

What you will need.

Daz Studio (I use version 2.3.3.146).

Aiko base figure (Free at Daz)

The adult Decoco 302 figure (free, address mentioned above).

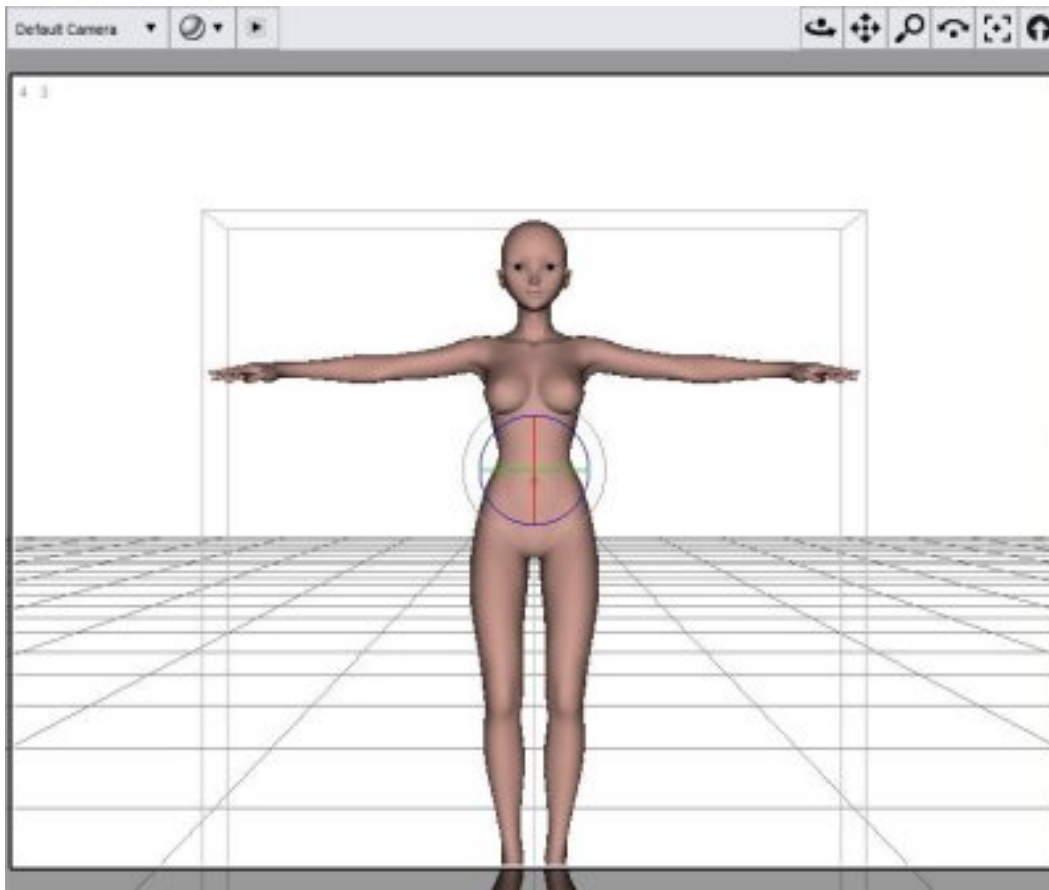
A good text editor that will not mess up formatting (I use EditPad Lite which is free, just Google it).

Morph Manager (I use version 4.0 which is also free, again just Google it).

Patience (Something that I often am in short supply of).

STEP 1.

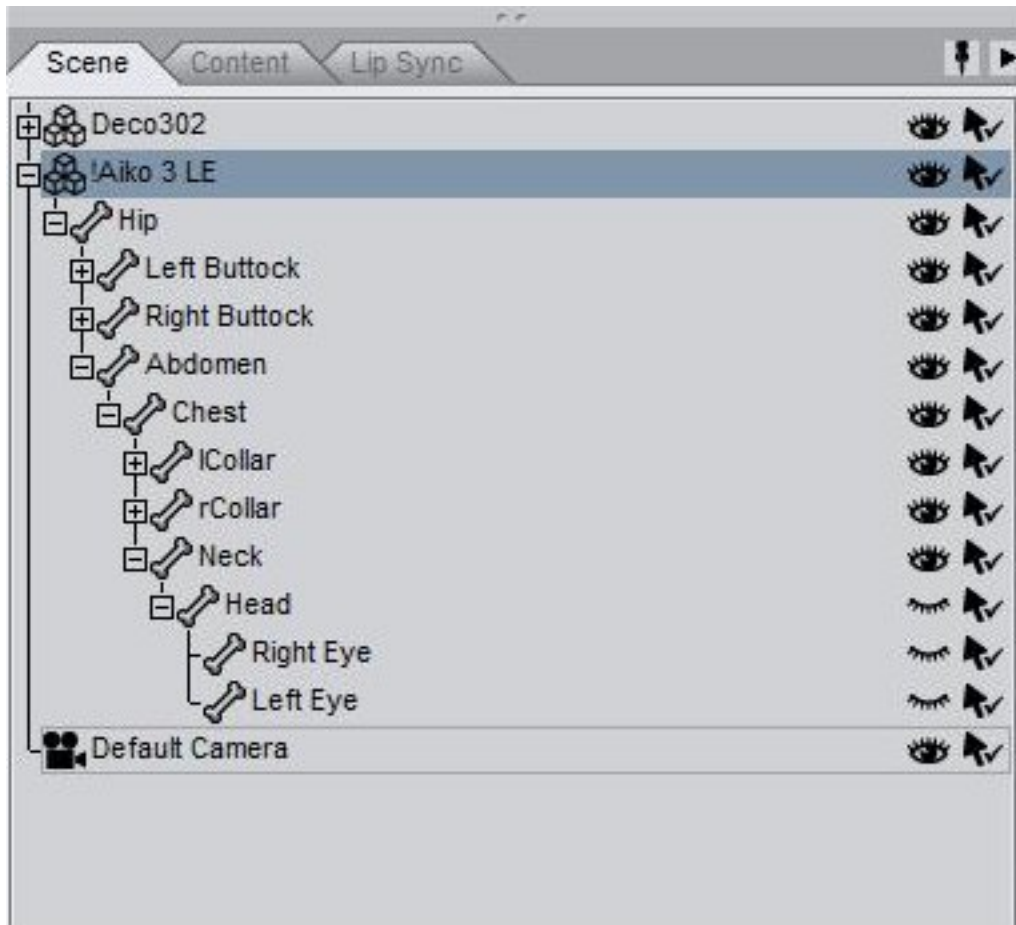
Fire up Daz Studio and load Aiko.

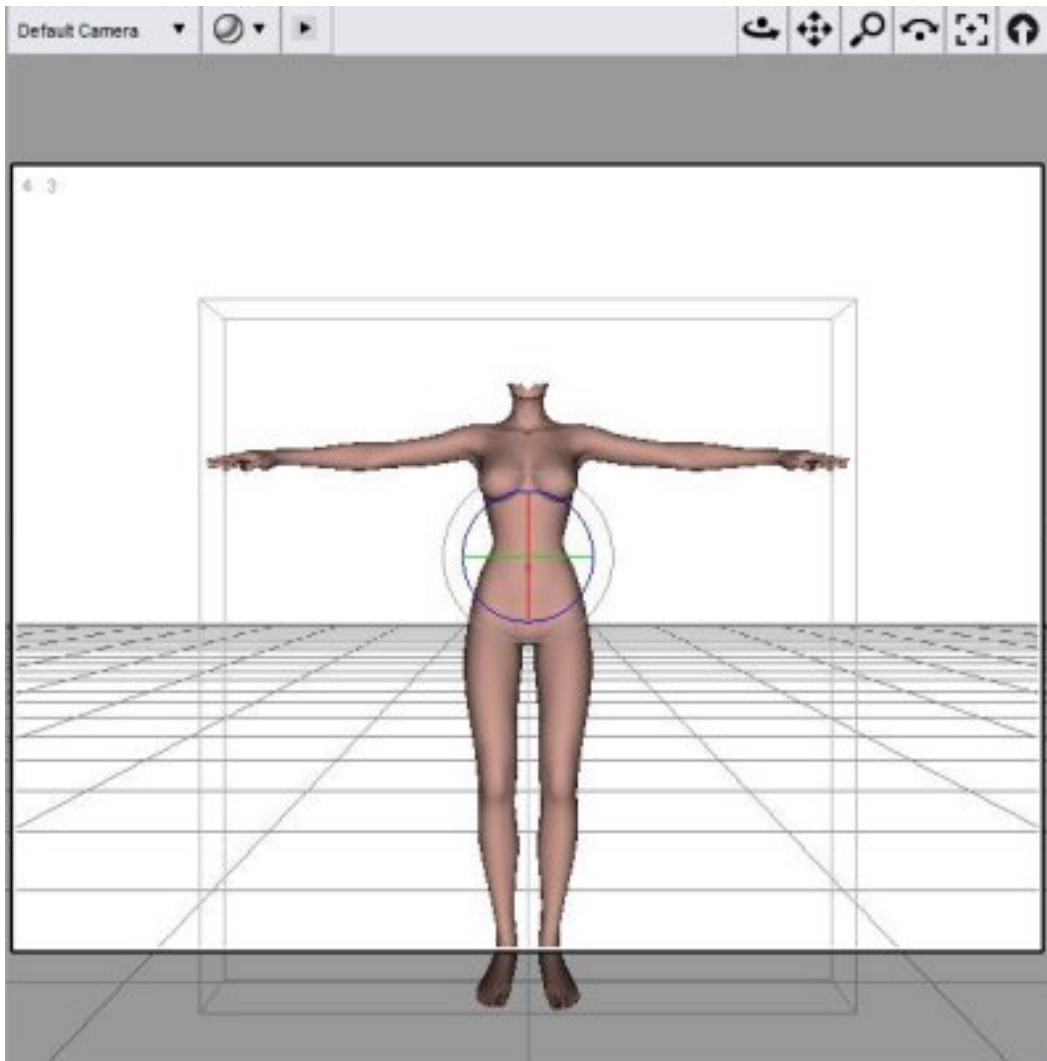


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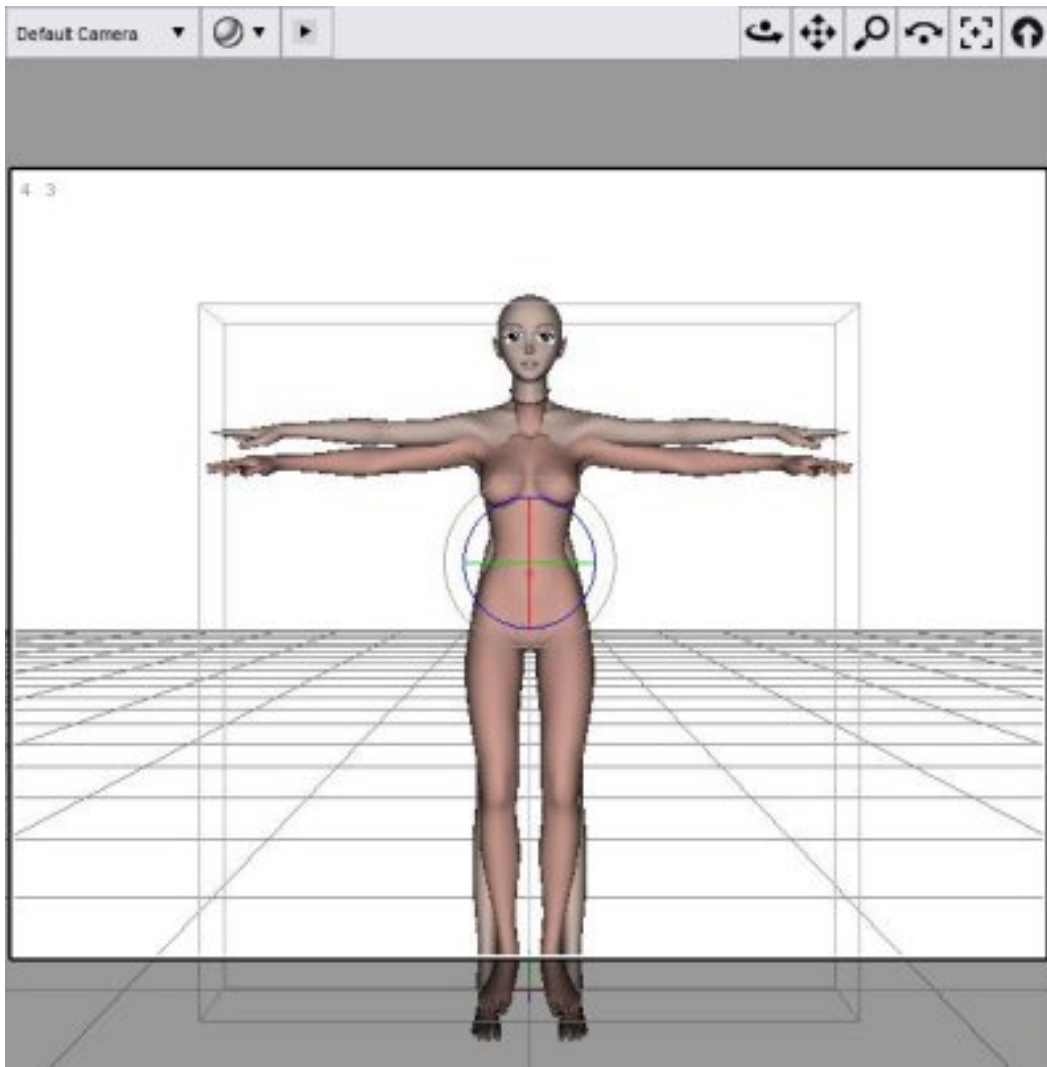
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In the scene folder click on the little eye next to Aiko's head and eyes on the body parts tree. **WARNING!** Do not move Aiko in any way whatsoever!





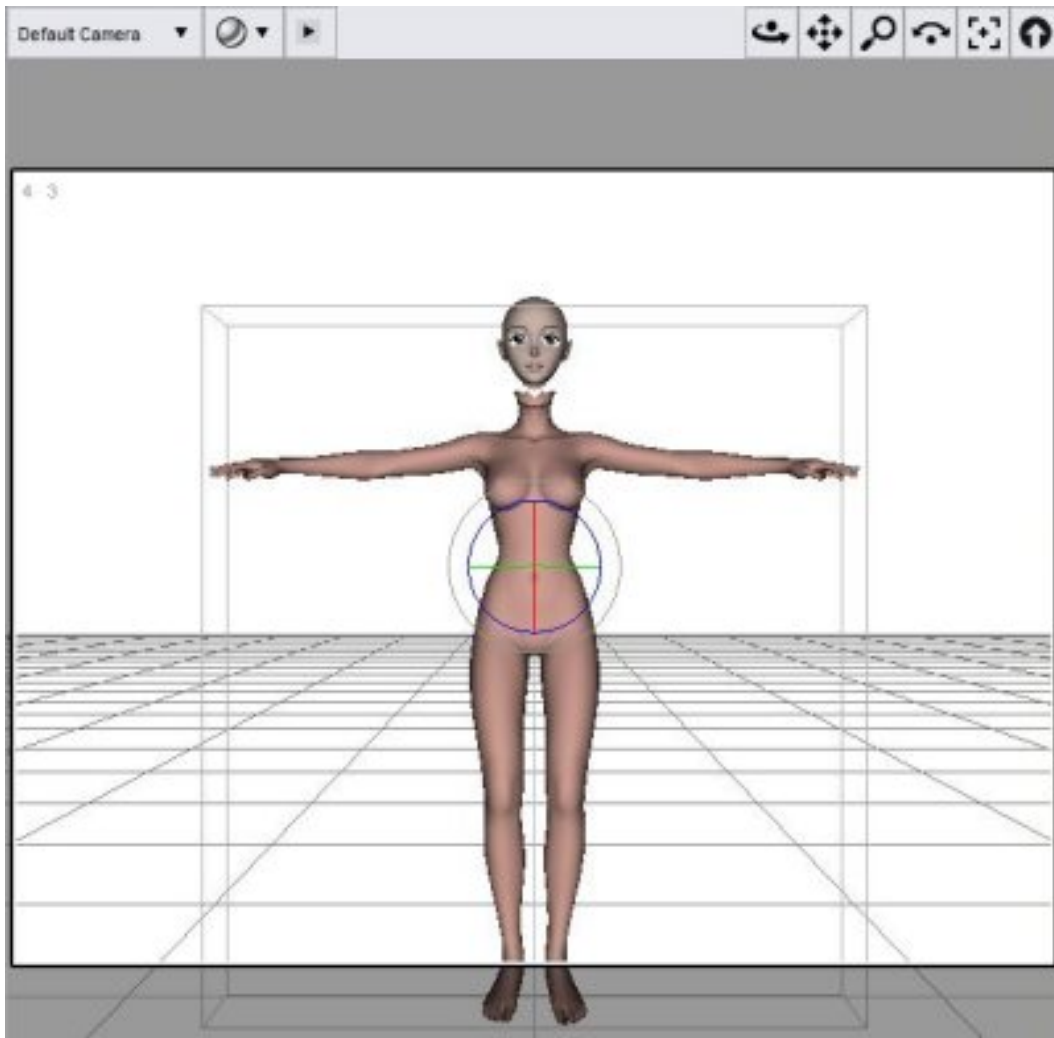
Once you have chopped of her head (or made it invisible), load the Decoco figure.



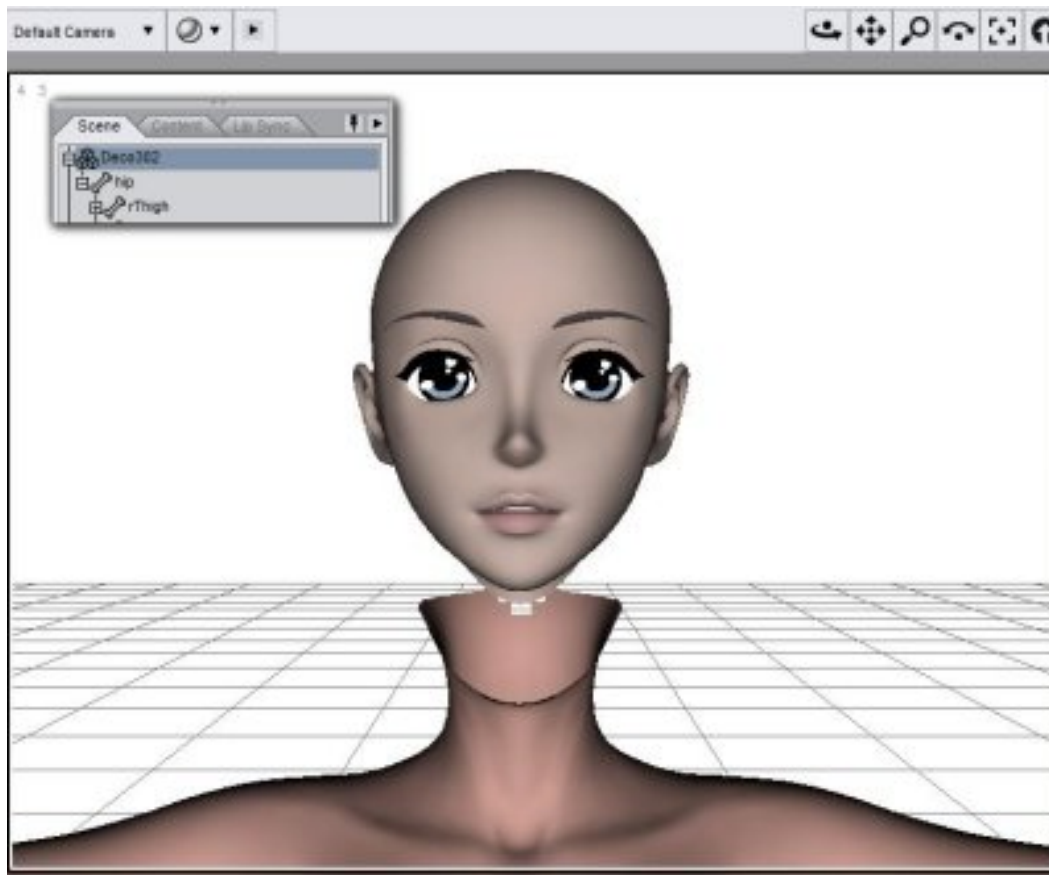
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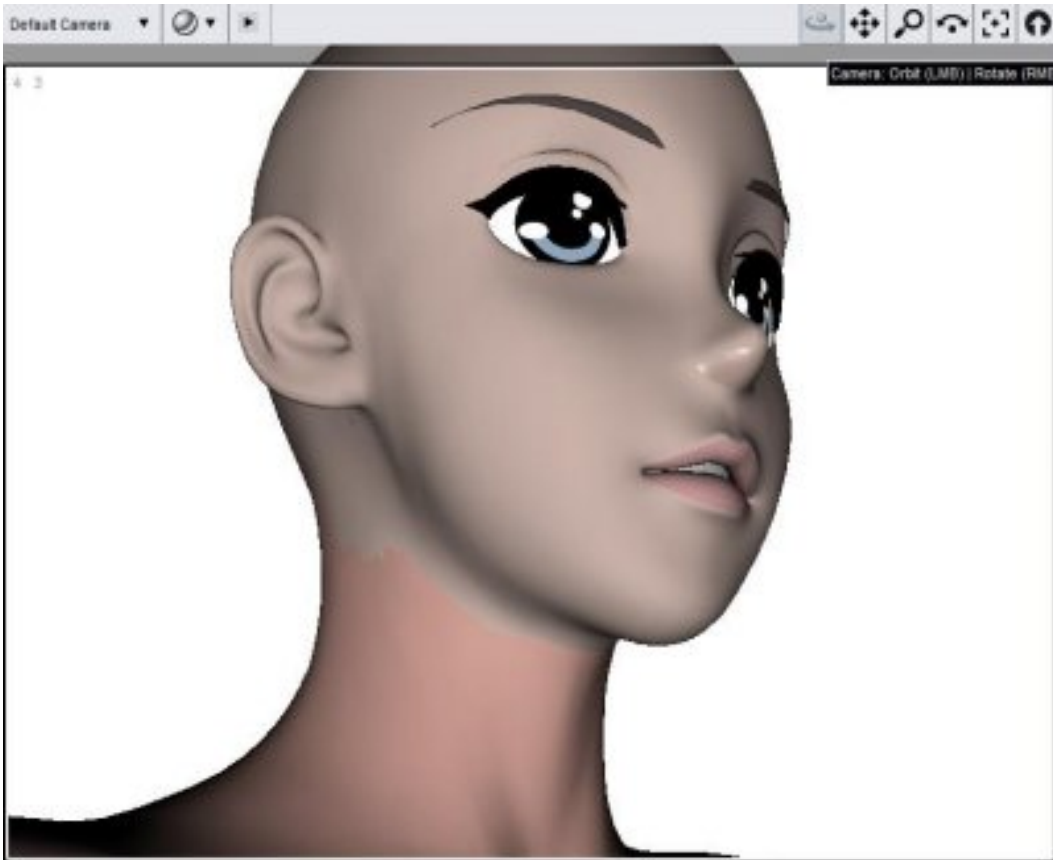
Now go back to the scene tab and click on the little eyes to make everything on Deco invisible except for her head and eyes.



In the scene tab, select the entire Deco figure, not just her head but the entire figure.



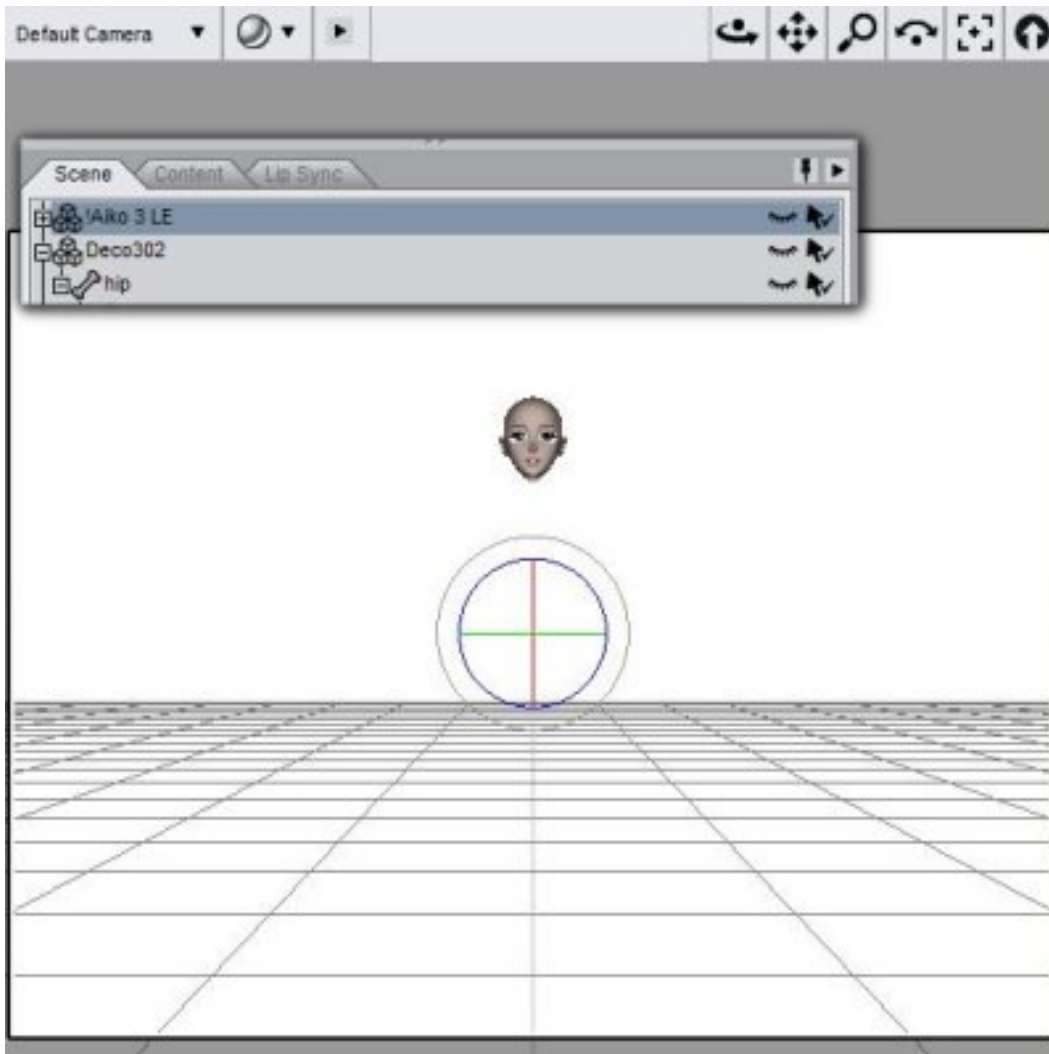
Now fiddle around with the parameters until you have Deco positioned so that her head matches up to Aiko's neck. You may have to do a bit of minor adjusting until you get the desired effect. This is one of those times that patience comes into play.



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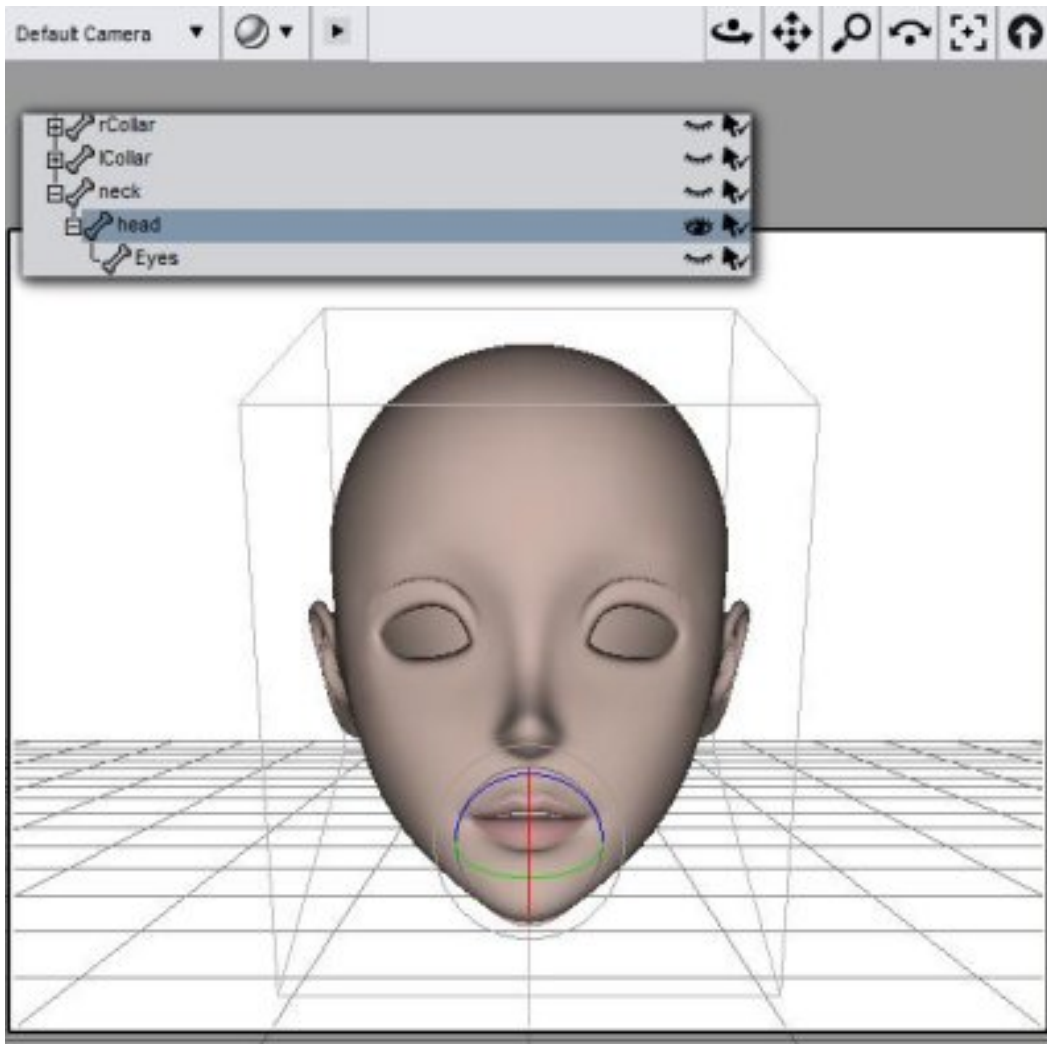
WARNING! From here on out **DO NOT** move anything! Now go back to the scene tab and click the little eye next to the entire Aiko figure, making her completely invisible.



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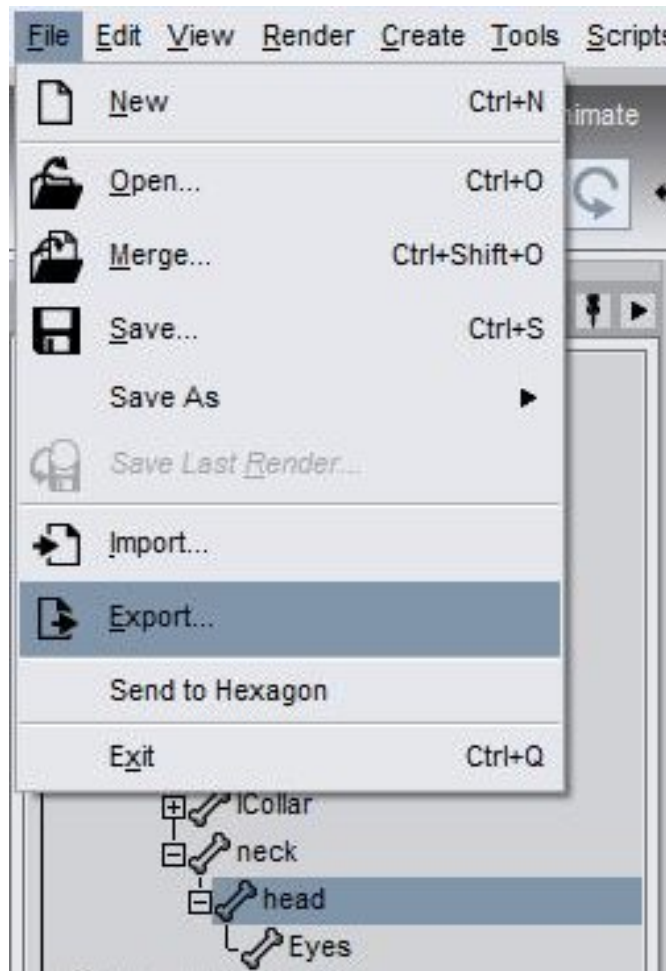
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Do the same thing with Deco's eyes.

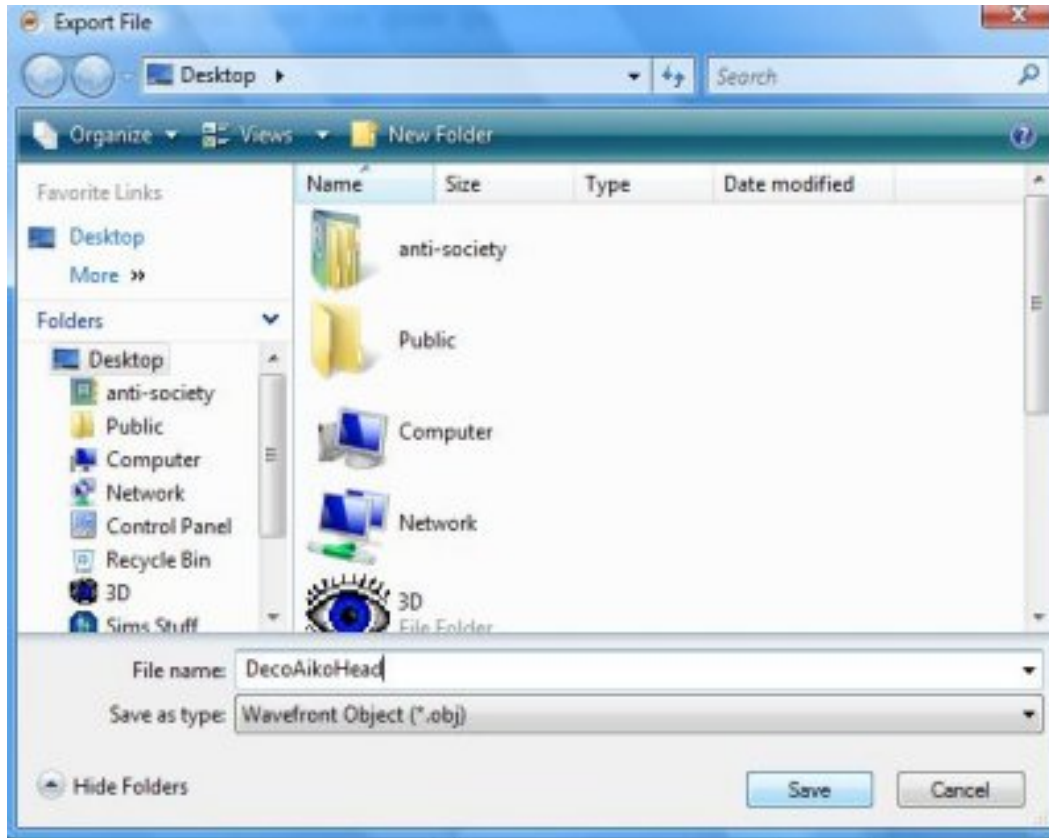


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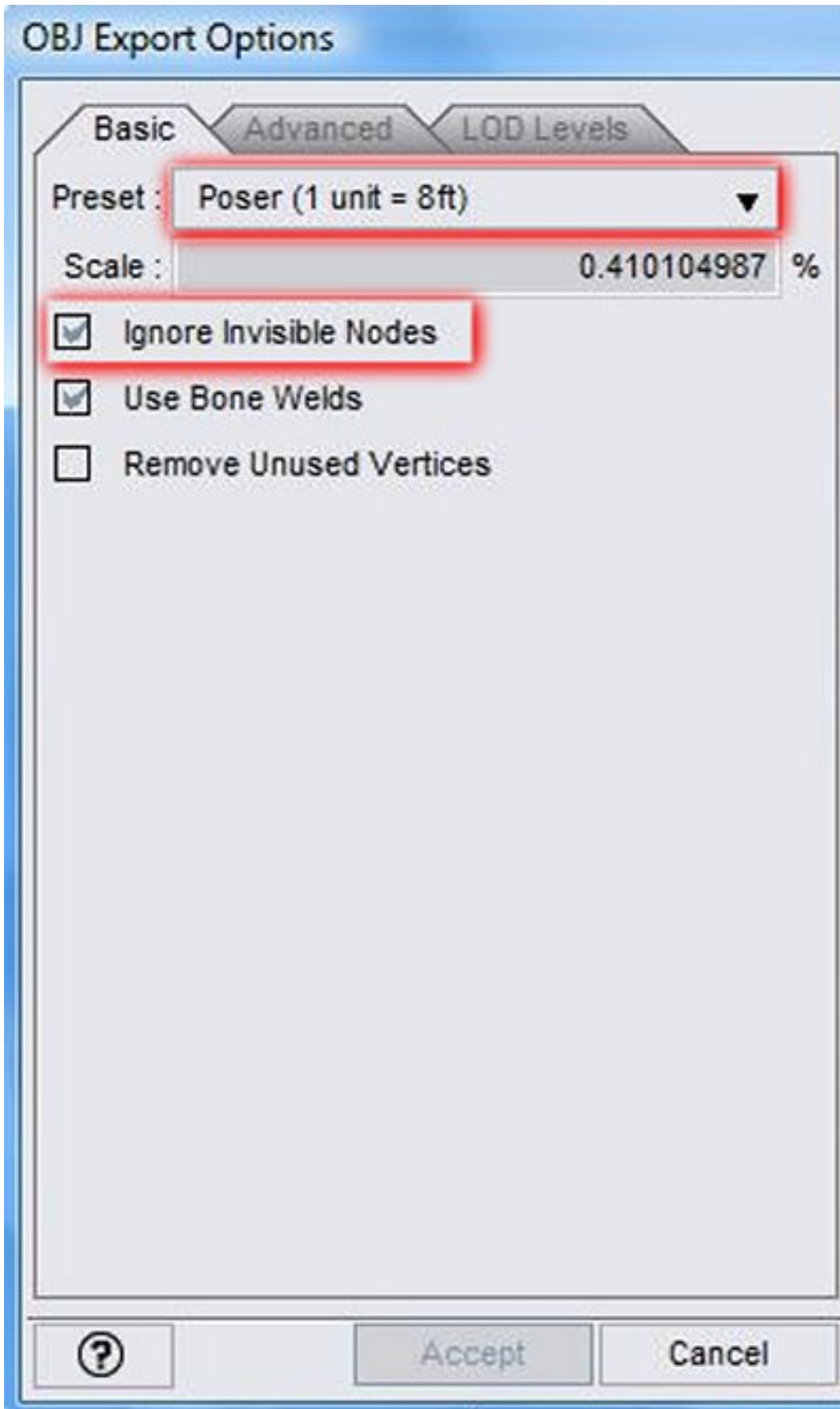
In the scene tab, click on Deco's head to highlight it. Click on "file" and then "export".



Name the file DecoAikoHead and save it to your desktop for now.



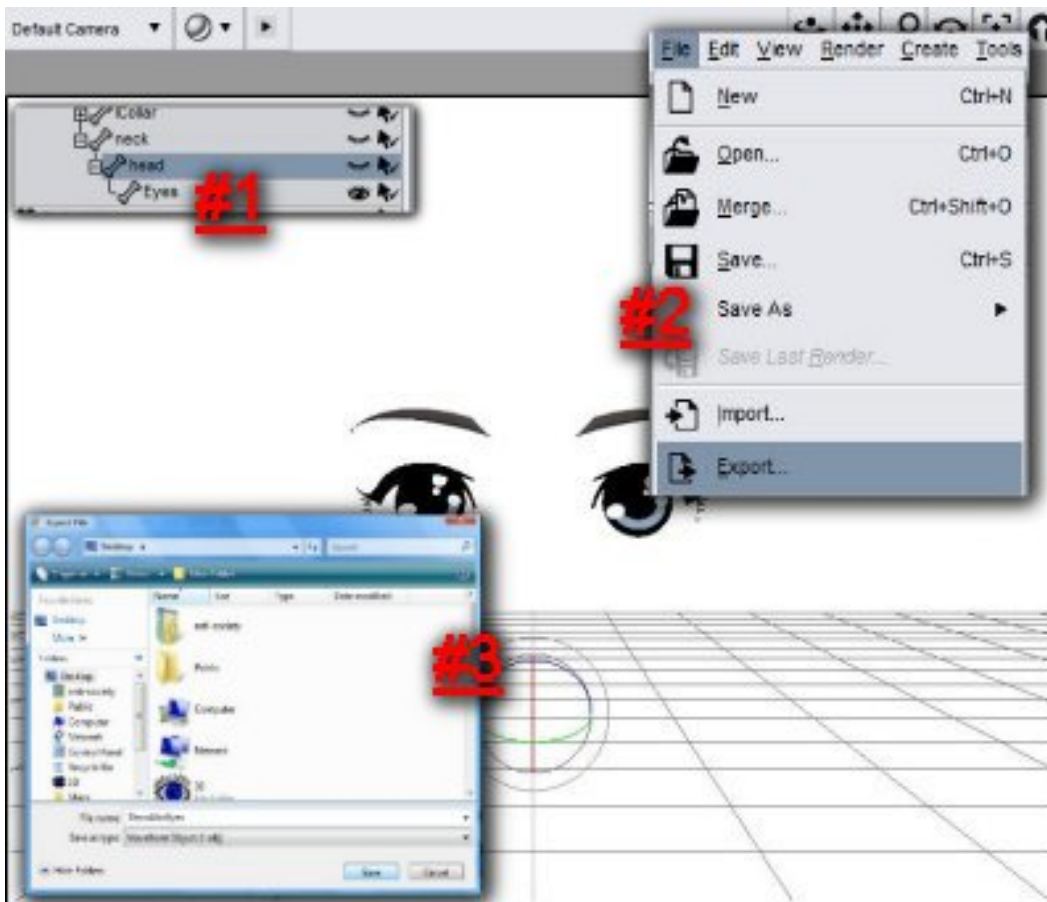
In the next window that pops up make sure that the Preset is “Poser” and that the box is checked where it says “Ignore Invisible Nodes” then click the Accept button.



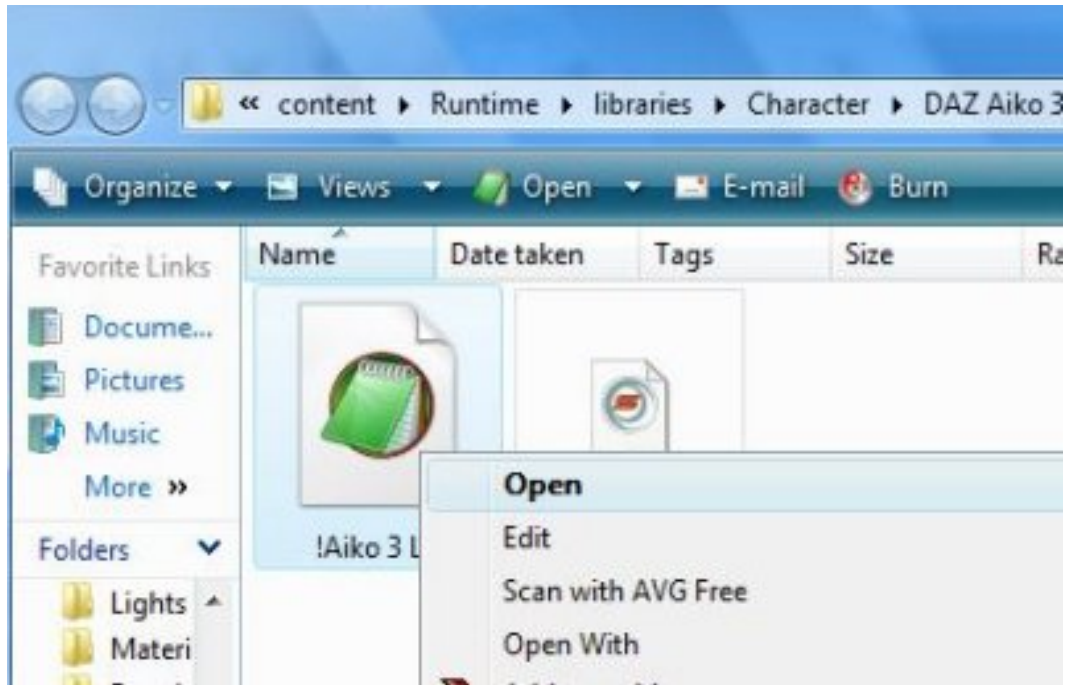
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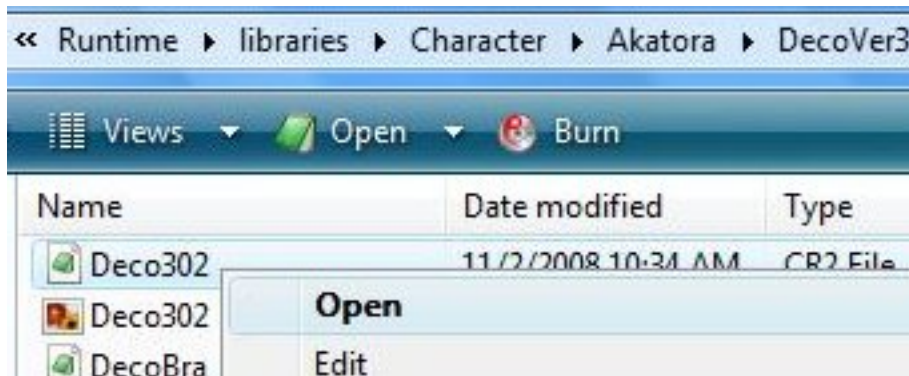
Repeat the process for Deco's eye's saving them as DecoAikoEyes. Don't forget to make sure the "Ignore Invisible Nodes" box is checked and that the Preset is "Poser".



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Keep the DecoAiko.cr2 open and then open the Decoco302.cr2 file in EditPad. The Deco .cr2 can be found in your DS content folder under “Runtime\libraries \character\Akatora\DecoVer3”.



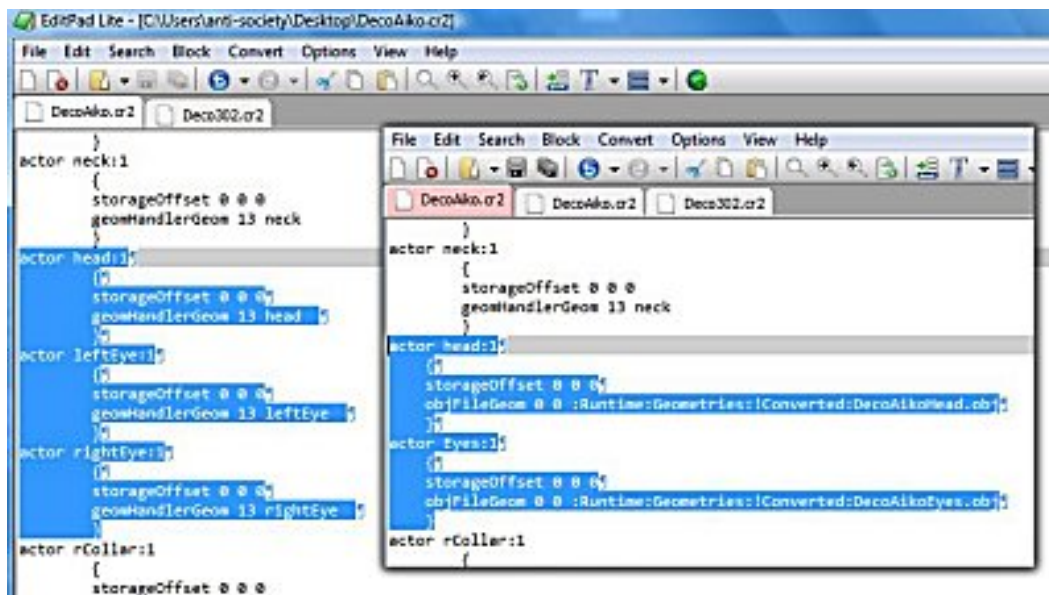
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Go back to the DecoAiko.cr2 file that you have open in EditPad. Scroll down at the top until you come to the line that reads...

```
actor head:1
{
storageOffset 0 0 0
geomHandlerGeom 13 head
}
actor leftEye:1
{
storageOffset 0 0 0
geomHandlerGeom 13 leftEye
}
actor rightEye:1
{
storageOffset 0 0 0
geomHandlerGeom 13 rightEye
}
```

And change it to...

```
actor head:1
{
storageOffset 0 0 0
objFileGeom 0 0 :Runtime:Geometries:!Converted:DecoAikoHd.obj
}
actor Eyes:1
{
storageOffset 0 0 0
objFileGeom 0 0 :Runtime:Geometries:!Converted:DecoAikoEyes.obj
}
```



Now here comes the part that is a real pain. In the Deco302.cr2 scroll down to line 68720:1, the one that reads...

```
actor Eyes:1
{
name Eyes
on
bend 1
dynamicsLock 0
hidden 0
addToMenu 1
castsShadow 1
includeInDepthCue 1
useZBuffer 1
parent head:1
```

creaseAngle 80

channels

{

groups

{

groupNode Transform...

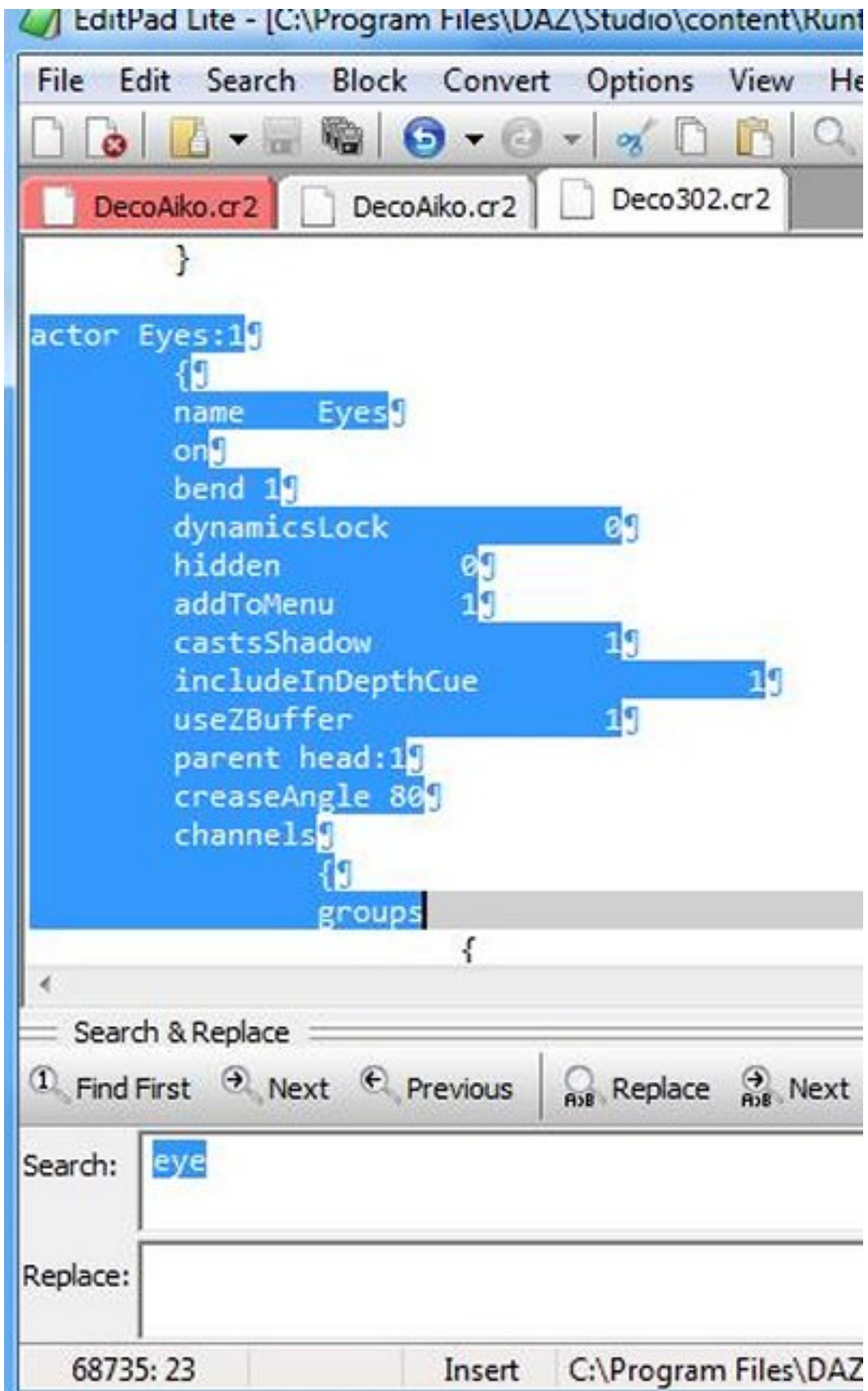
Highlight from line 68720:1 down to line 91590:10, the one that ends just above the line that reads...

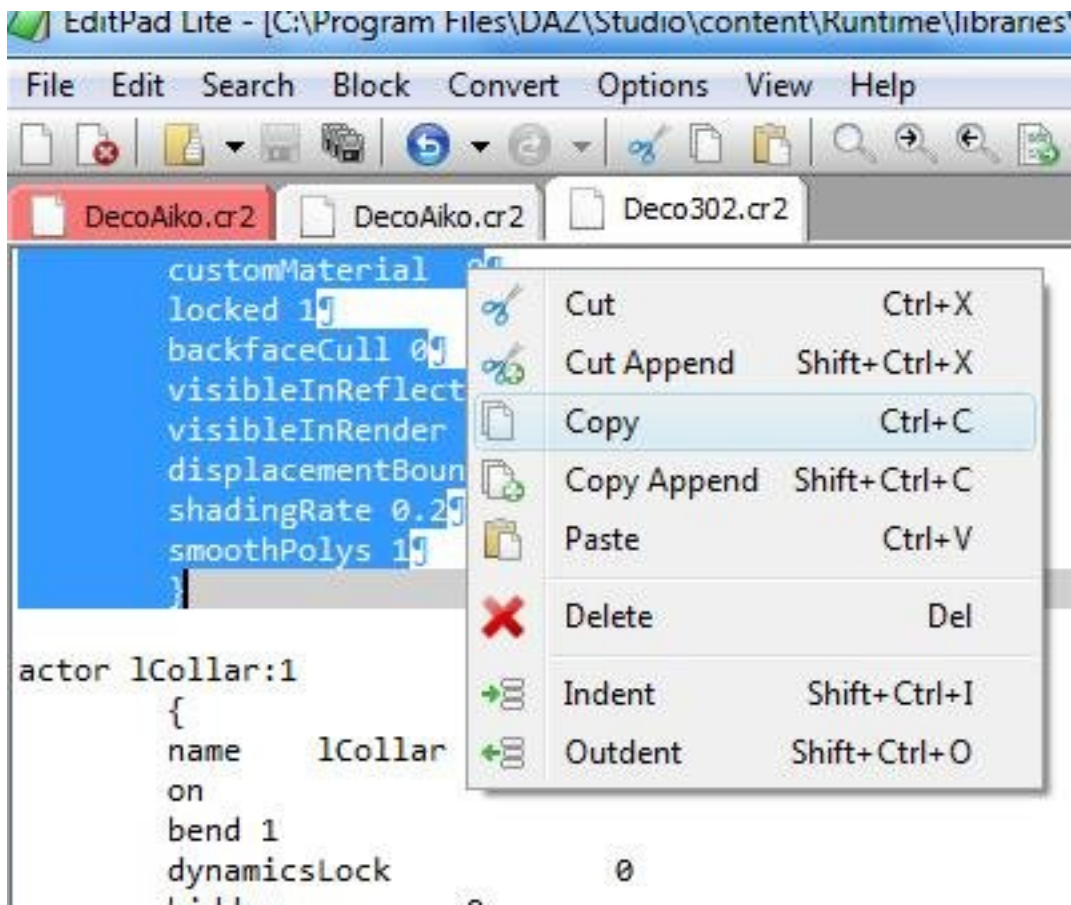
actor ICollar:1

{

name ICollar...

Copy this whole big chunk of text.





Now go back to your DecoAiko.cr2 file and scroll down to line 254028:36 the one that reads...

```
actor Eyes:1
```

```
{
```

```
name Eyes
```

```
on
```

```
bend 1
```

```
dynamicsLock 0
```

```
hidden 0...
```

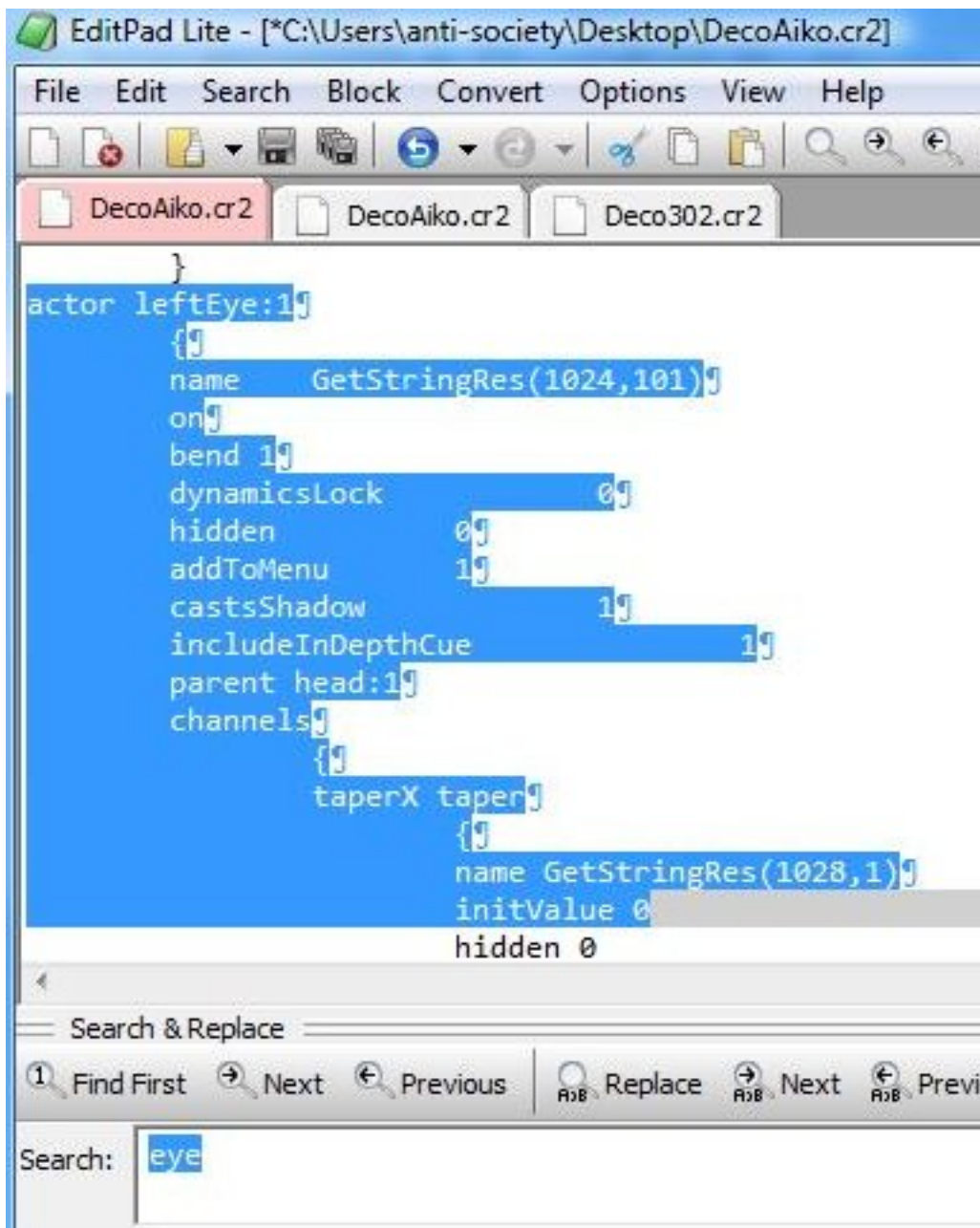
Now scroll down highlighting until you reach the line that ends right before...

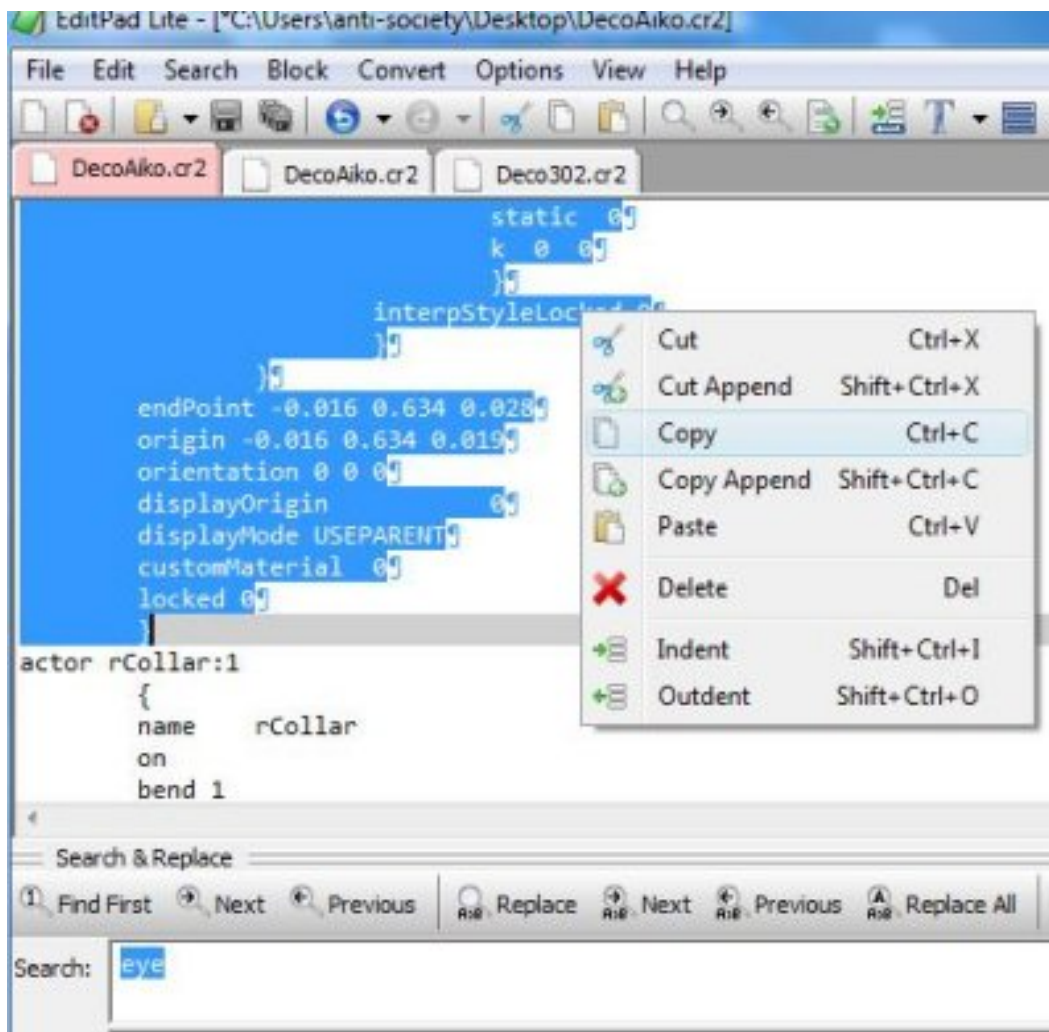
```
actor rCollar:1
```

```
{  
name rCollar  
on  
bend 1...
```

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And paste the chunk of text that you copied from the Deco302.cr2 file here.





Now save your DecoAiko.cr2 file somewhere in the Daz Studio character folder ...
(content\Runtime\libraries\Character\whateverfolderyouwant).

See, that wasn't so bad was it? We are almost done now.

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Step 3.

Open up MorphManager and load the Deco302.cr2 on one side, then load your newly created DecoAiko.cr2 file on the other side.



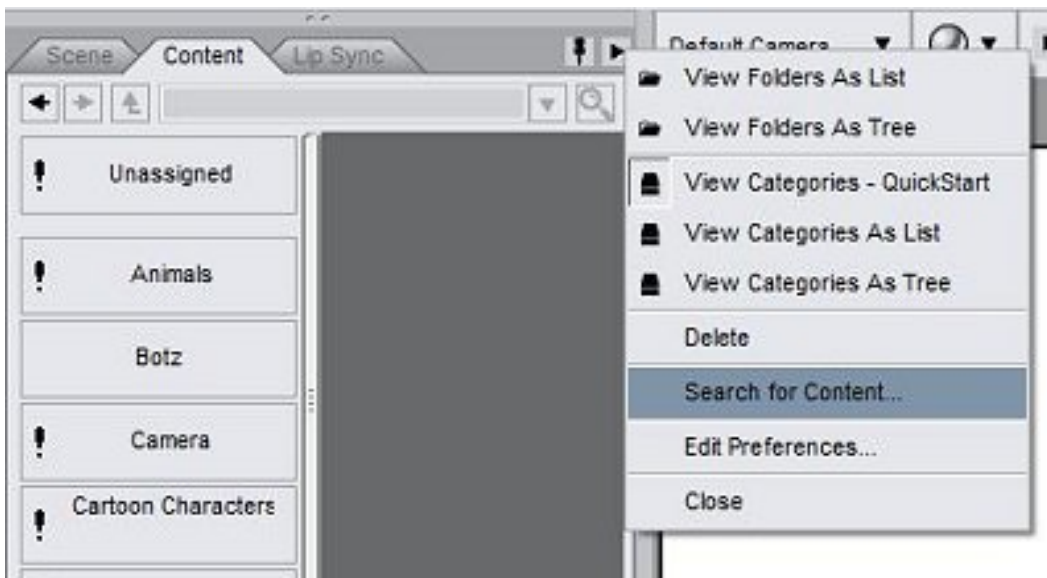
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Click on the head in your DecoAiko.cr2 and then right click on MORPH TARGETS and click on Delete All Morph Targets.

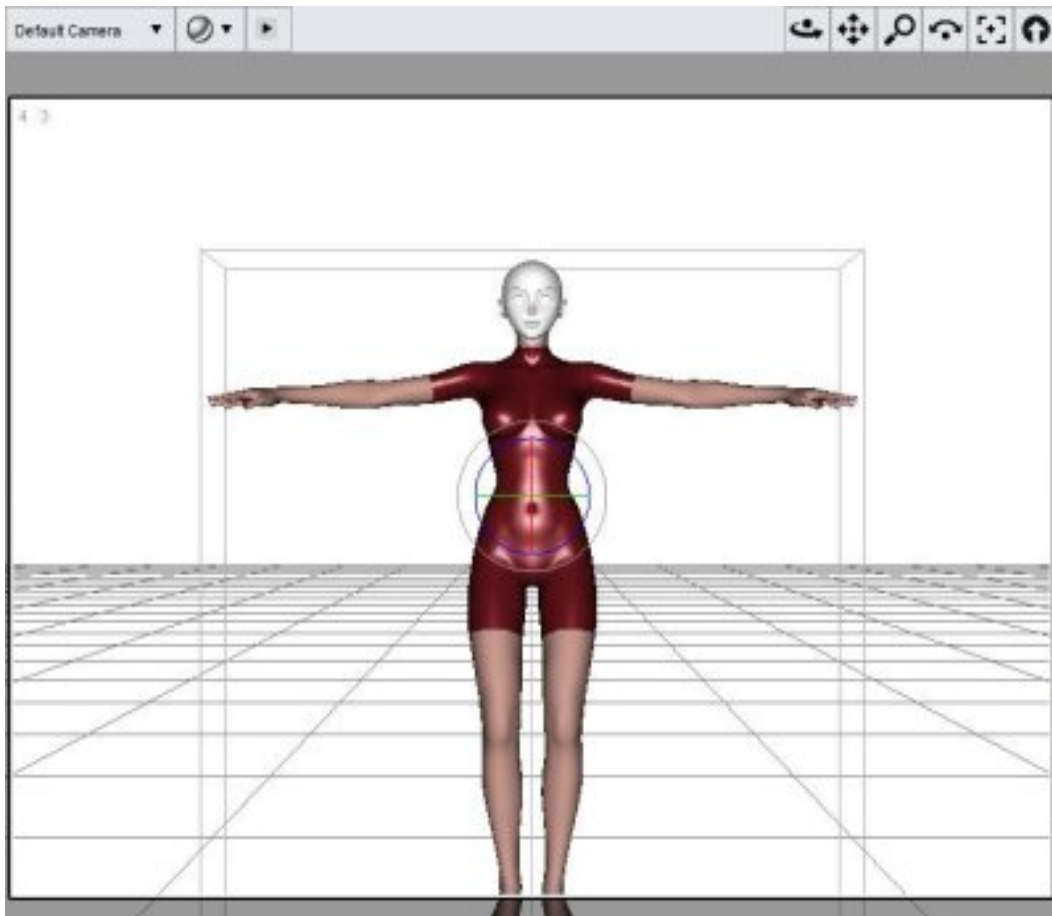




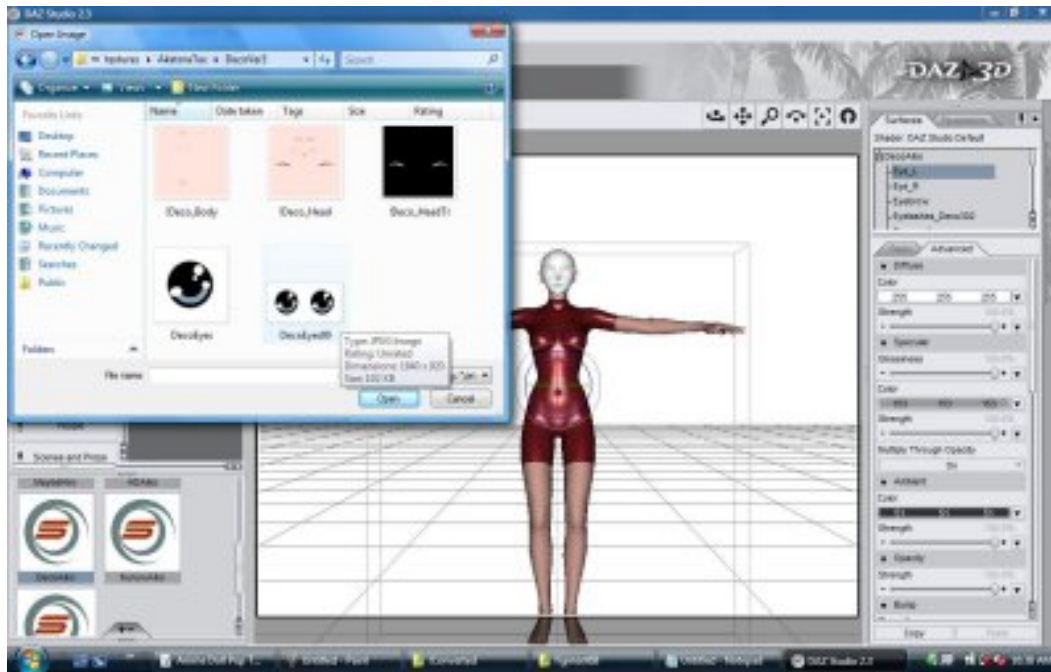
Now save your DecoAiko.cr2 file. BAM! You are done! Open Daz Studio. Click on the little arrow at the top of your content directory and click on Search for Content.



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Find “DecoAiko” and open her up. She will look a little strange at first.

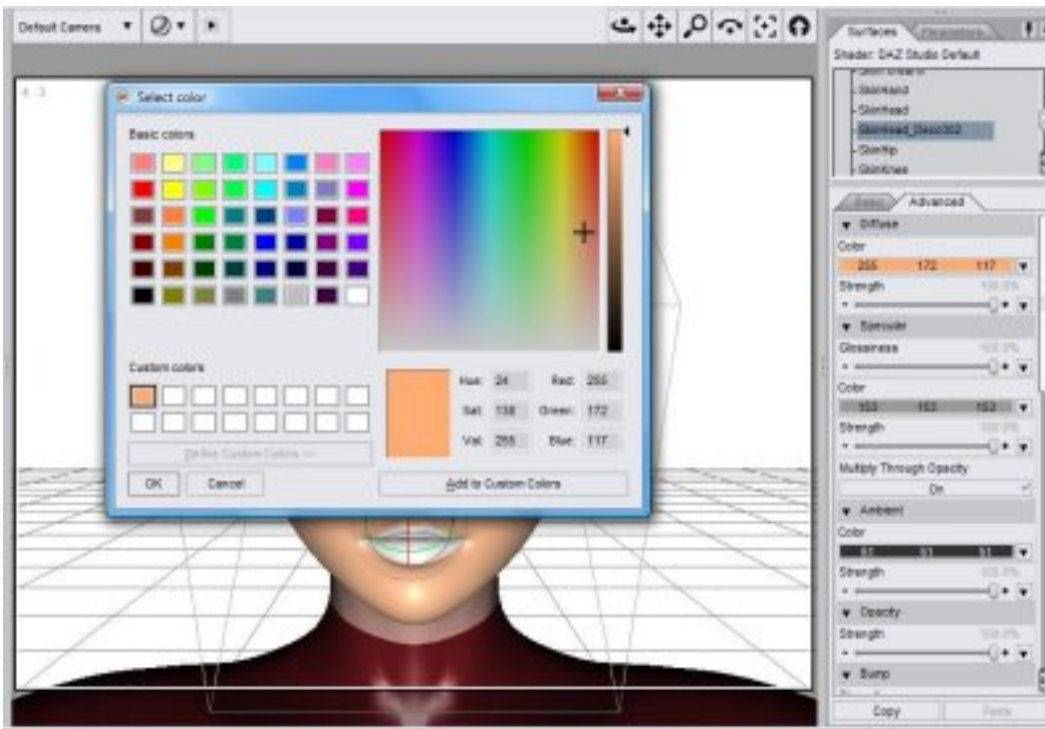


Just open the surface tab and begin by applying the texture to the eyes.

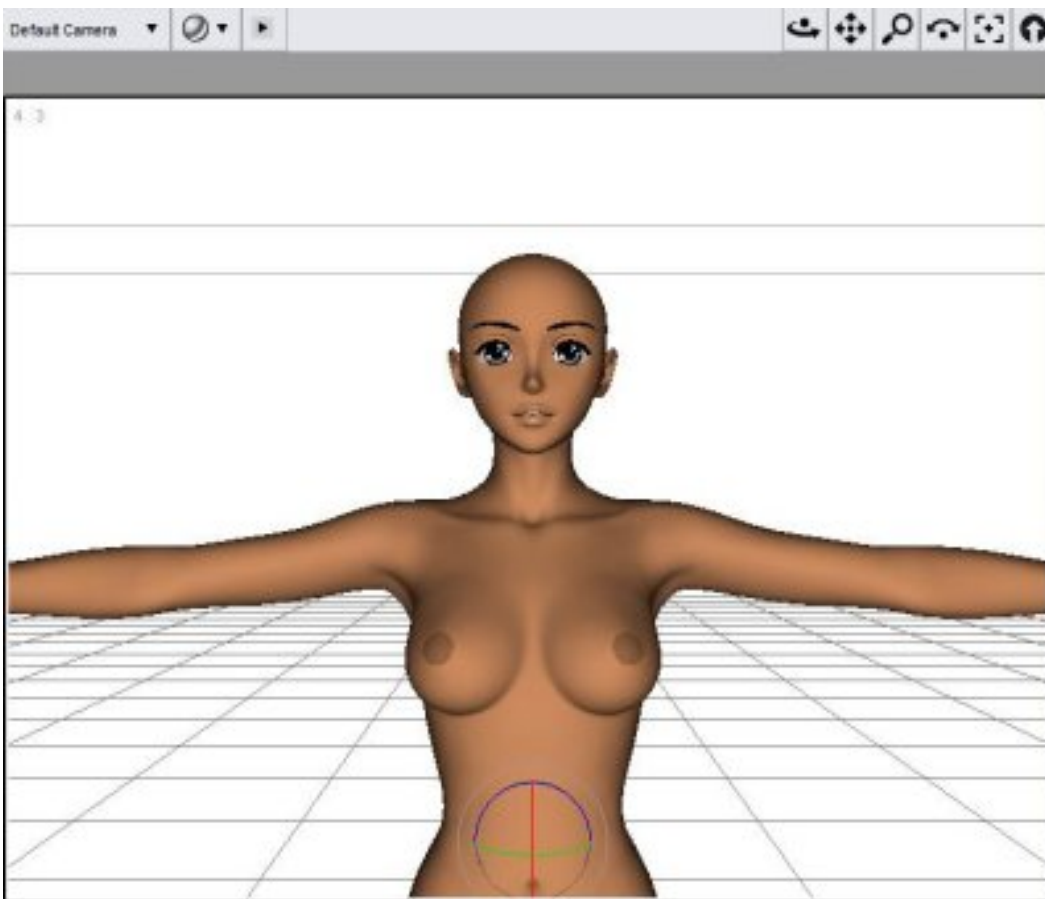


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Then just go through all of the surfaces applying the appropriate color or texture.



There you have it!



Give her some hair and dress her up. Have fun!



This same technique can be used to make other Franken-figures as well with a bit of alteration in the process. I have made Decoco versions with Aiko and V3, a Kururu version with Aiko, Maybe versions with Mike3 and Hiro3 bodies, and Studio Maya's AnimeDoll with Aiko, Mike3, and Hiro bodies.



