

Tutorial for fitting shoes to Genesis written by Pendraia

Friday, 4 January 2013
8:57 AM

This is how the shoe initially loads onto Genesis



Go to Scene and select the left foot

Click on the parameter tab under transforms move bend to about 37 .
Whatever looks right to you.



Next go back to the scene tab and select the left toes (it will be directly under the foot).

Go back to the parameter tab and using bend go in the other direction and dial -35

These are approximate settings I just dialled until it looked right to me.



Do the same with the right foot.

Should look similar to this...



Kharma asked how to save the pose so here it is...

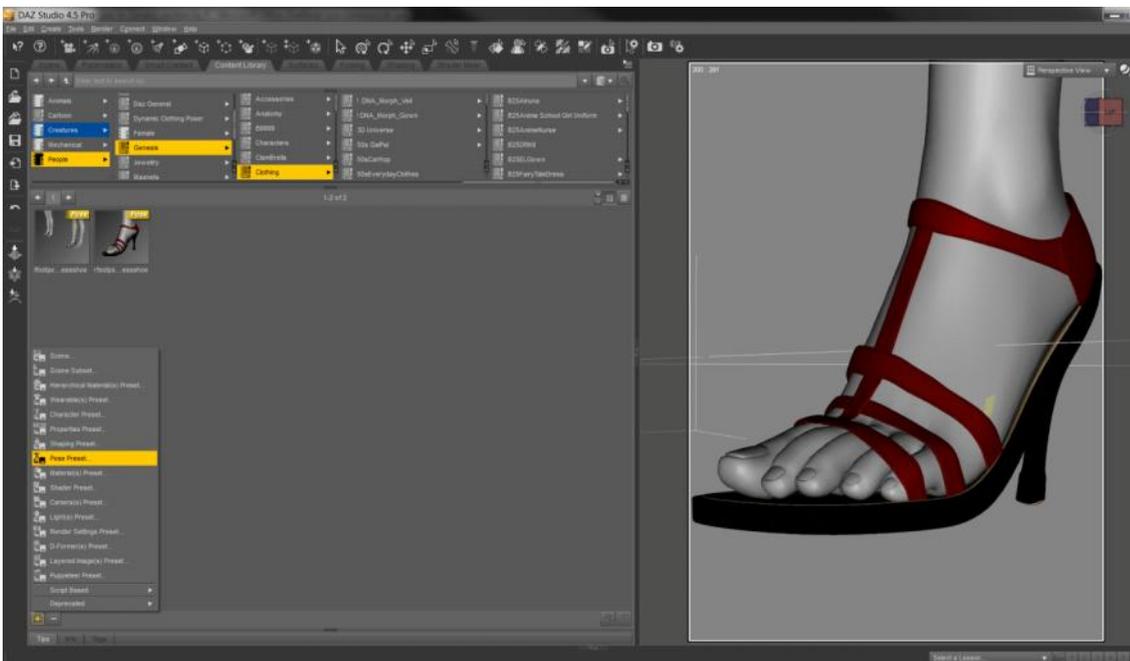
Okay...had to play with this myself as I haven't saved poses before.

Select the Genesis that has the pose you want to save.

Click on the Content tab.

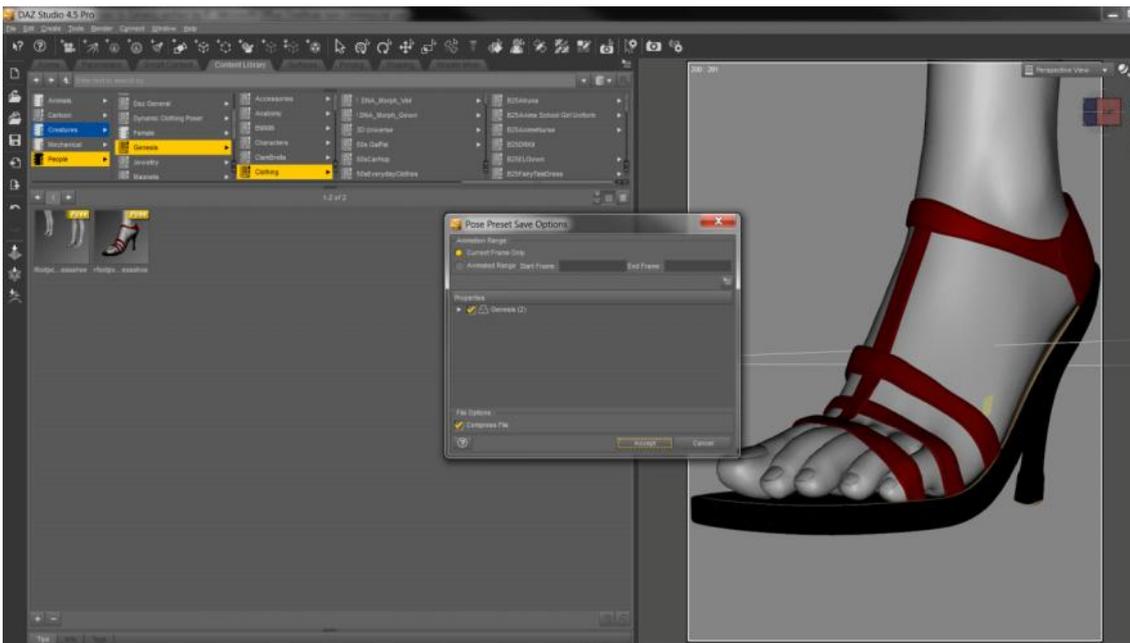
Navigate to the folder where you want to save the pose to.

On the bottom left hand side is a plus sign. Click on the plus sign and select pose preset.



A new dialogue box will pop up asking you to save. Save it using a name that makes sense to you I named mine Ifootposesilkdydesshoe.

A new box will pop up called Pose Preset Save Options.

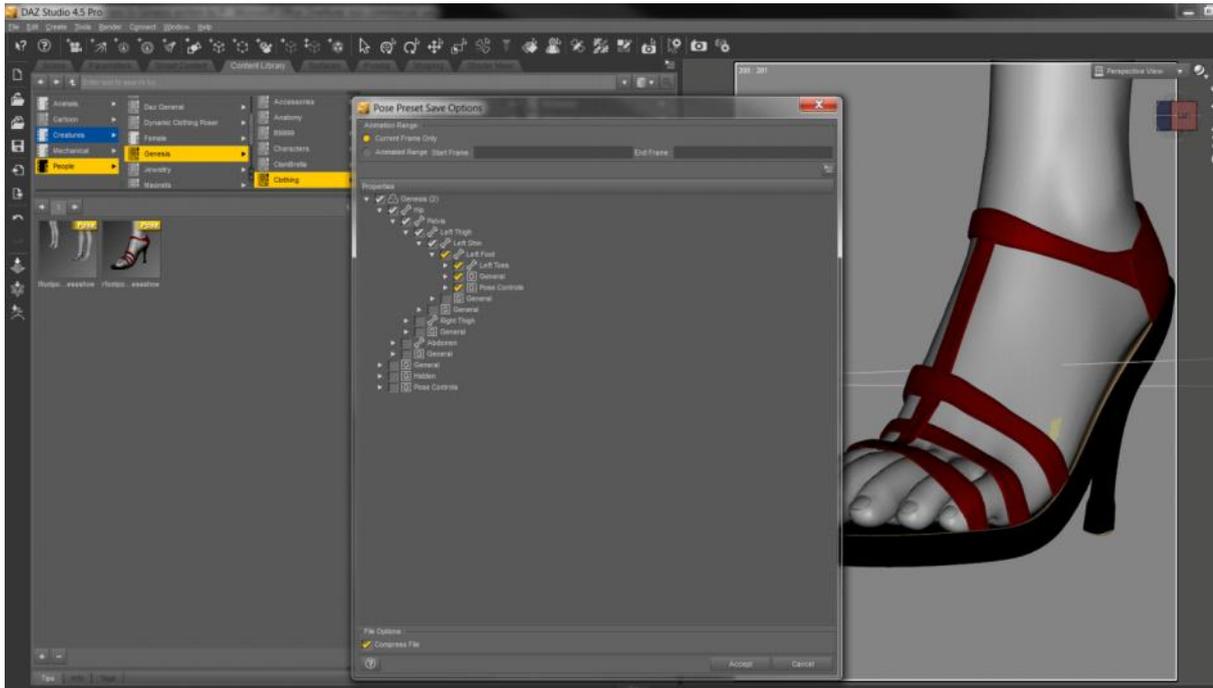


It will have Genesis selected Click on the arrow to expand genesis.

You should see hip expand that and keep expanding until you get to the feet.

Untick Genesis as this will give you the whole pose include where genesis is placed. **Which you do not want to happen...**

Click on the foot that you wish to save the pose for.



Click accept.

This will give you the foot pose in you folder that you selected. You may wish to position genesis in the work space so you get a nice icon.



Otherwise you can render a new icon. They are about 91 x 91 pixels in size and are png format.