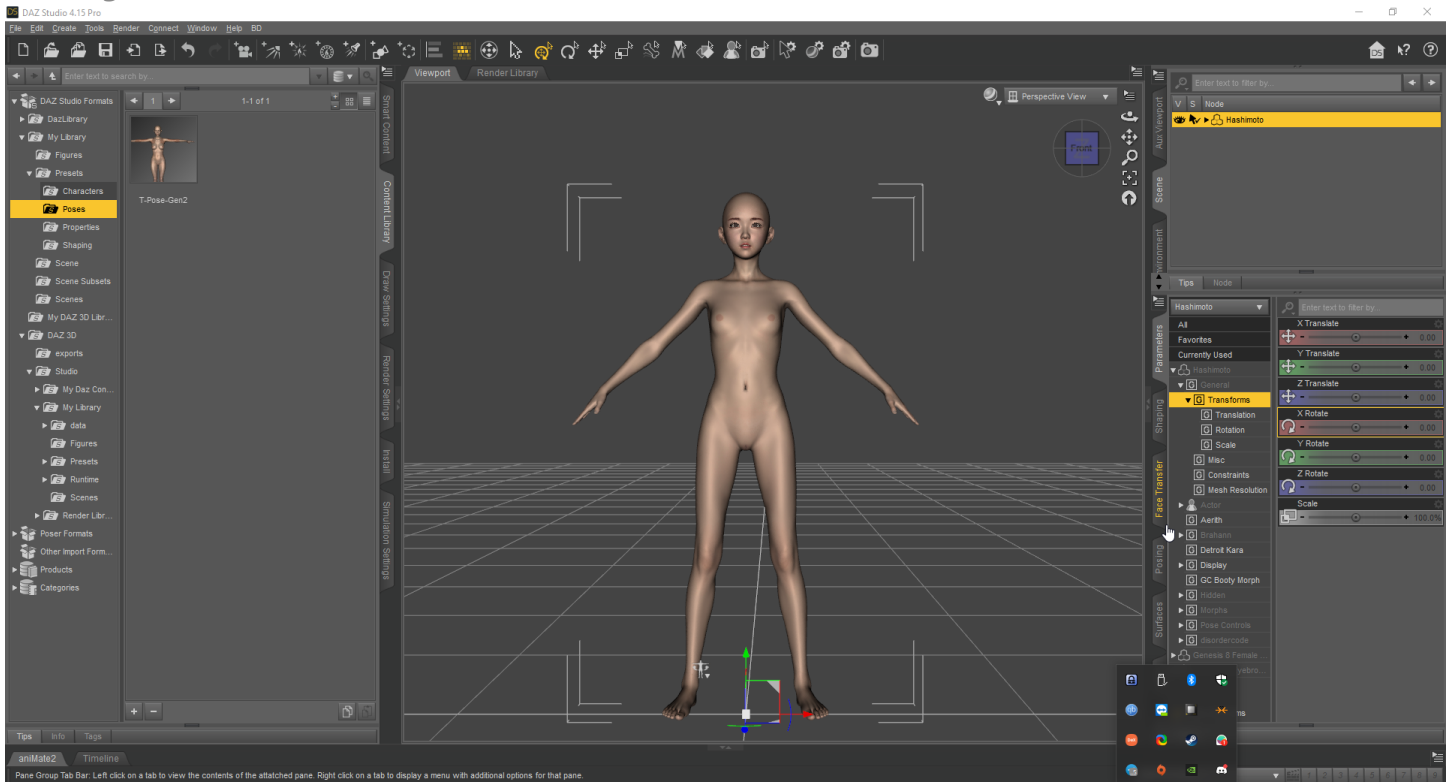


1) Download **T-Pose-Gen2.zip**

2) Unzip to **C:\Users\%USER%\Documents\DAZ 3D\Studio\My Library\Presets\Poses**

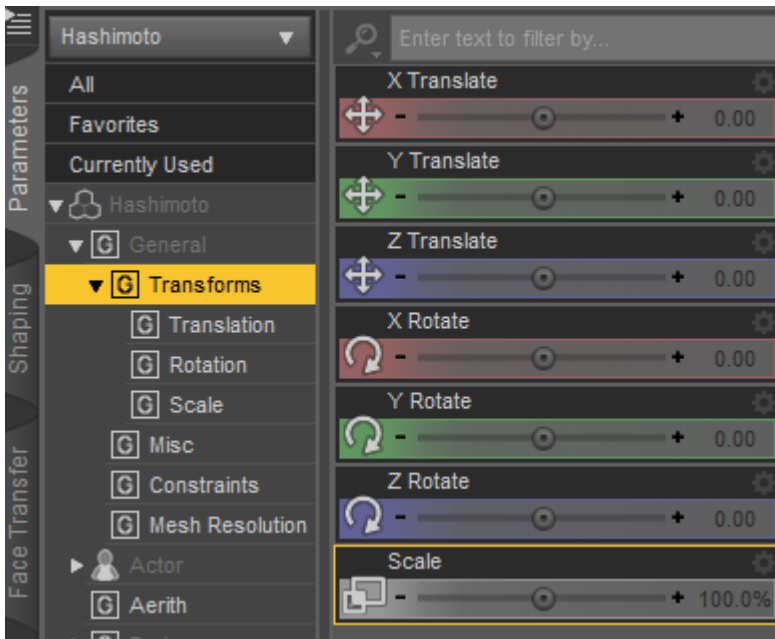
3) Open DAZ3D

4) Add **genesis 8 character** to the scene

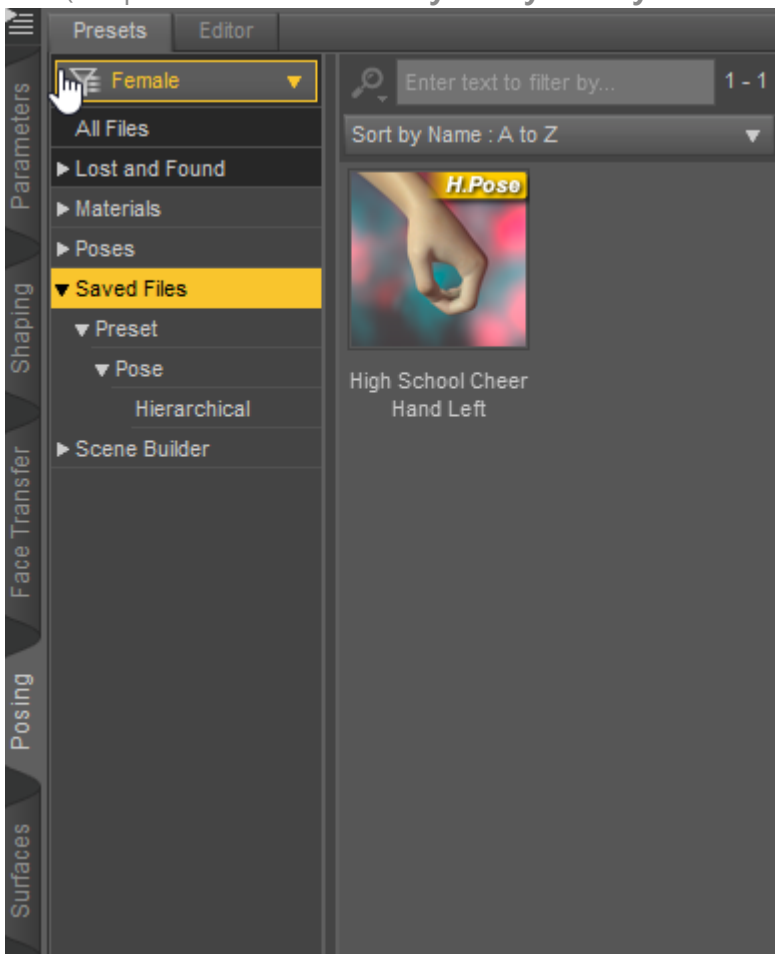


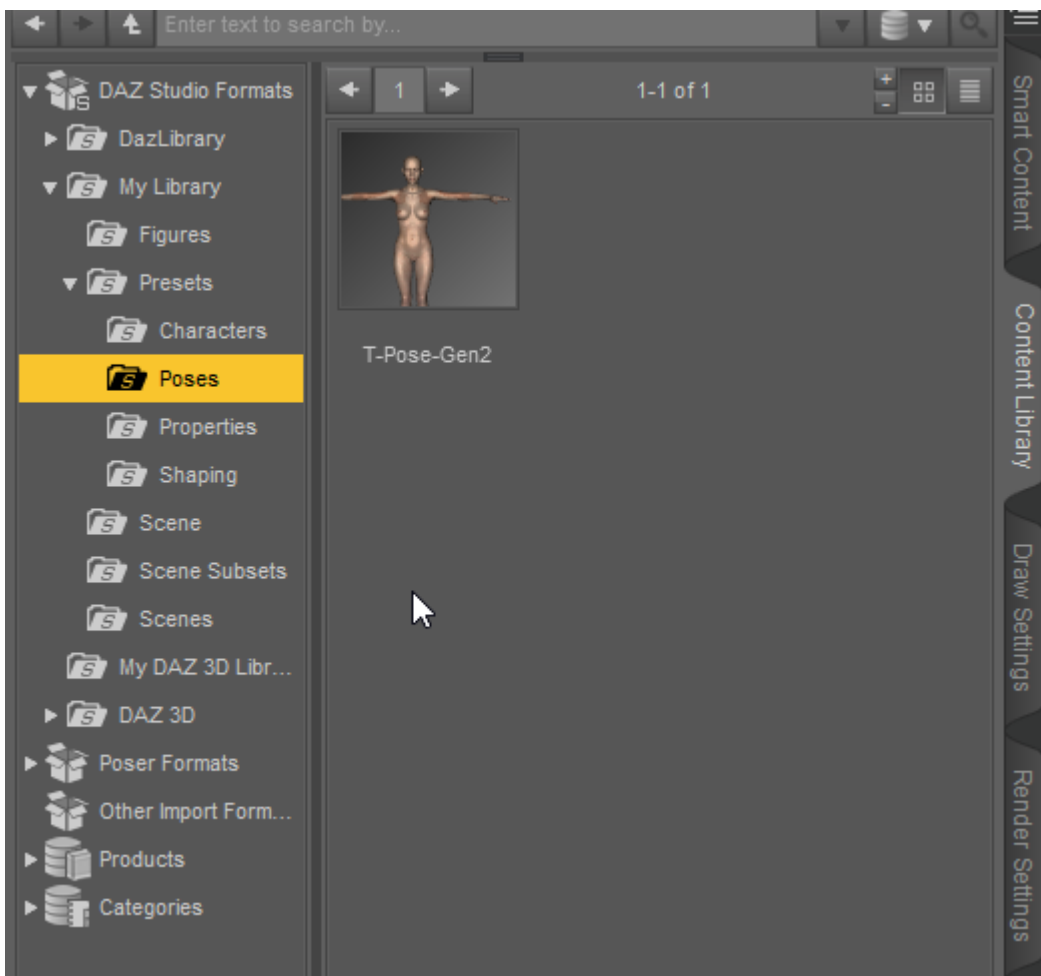
5) Adjust to your liking

6) Set **scale to 100%**

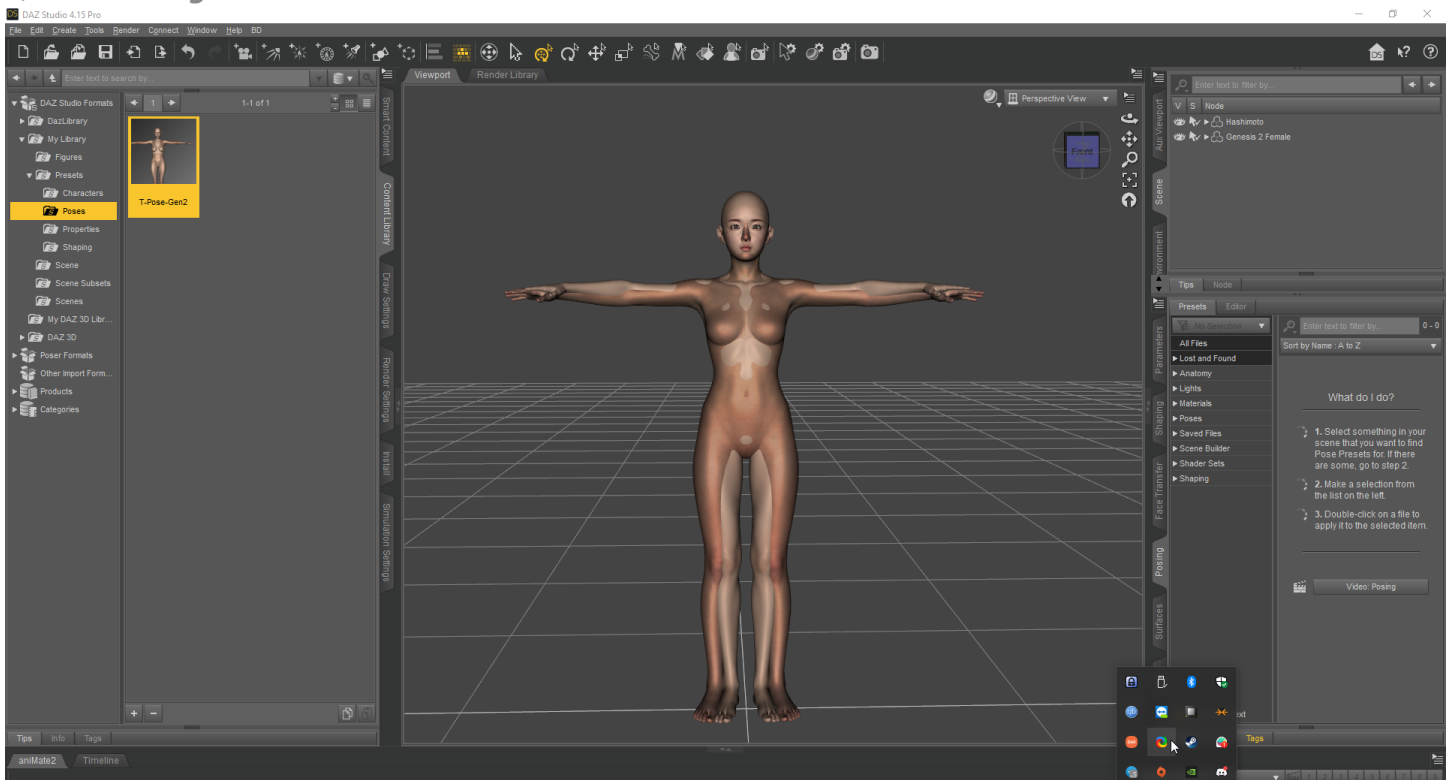


7) Find and select the **T-Pose-Gen2** pose in **Saved Files**(right panel - **Posing** -> **Presets** -> **Saved Files**) or here(left panel - **Content Library** -> **My Library**-> **Presets** -> **Poses**)



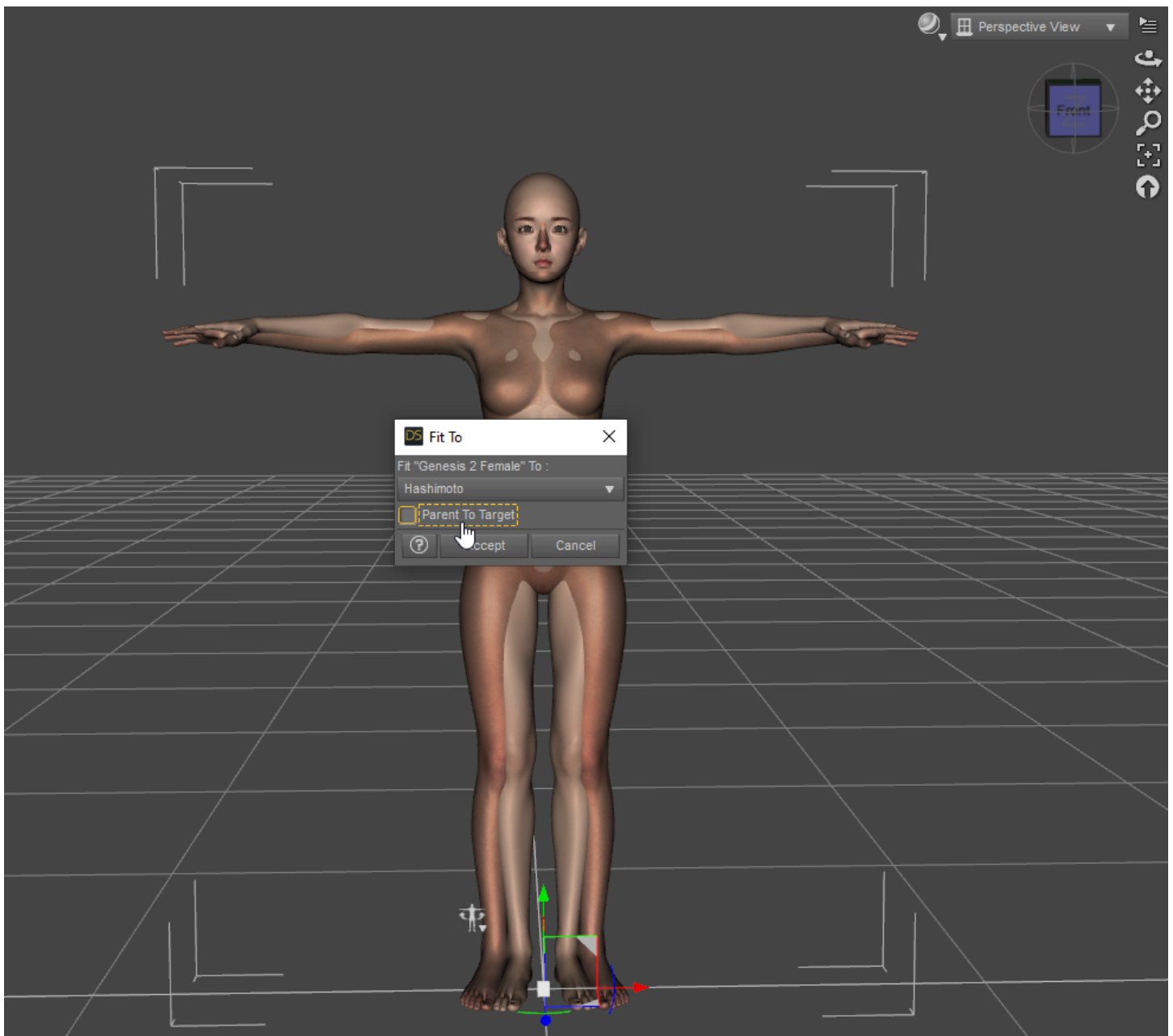
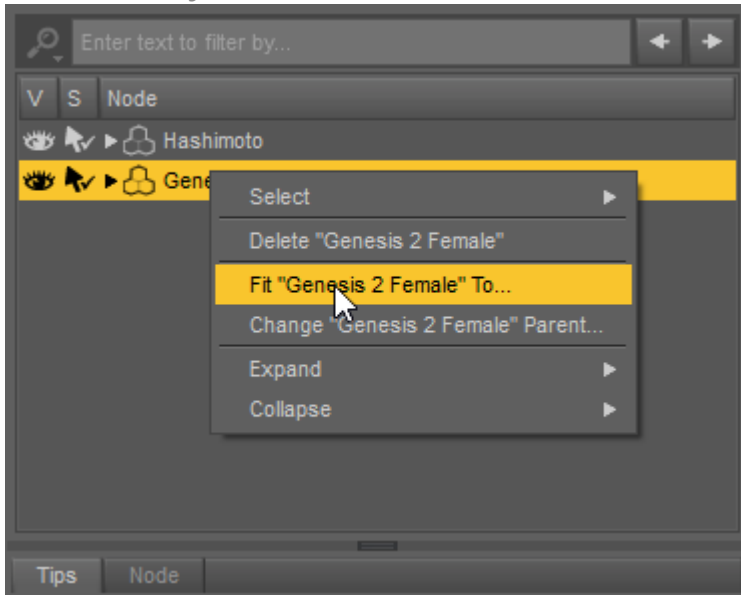


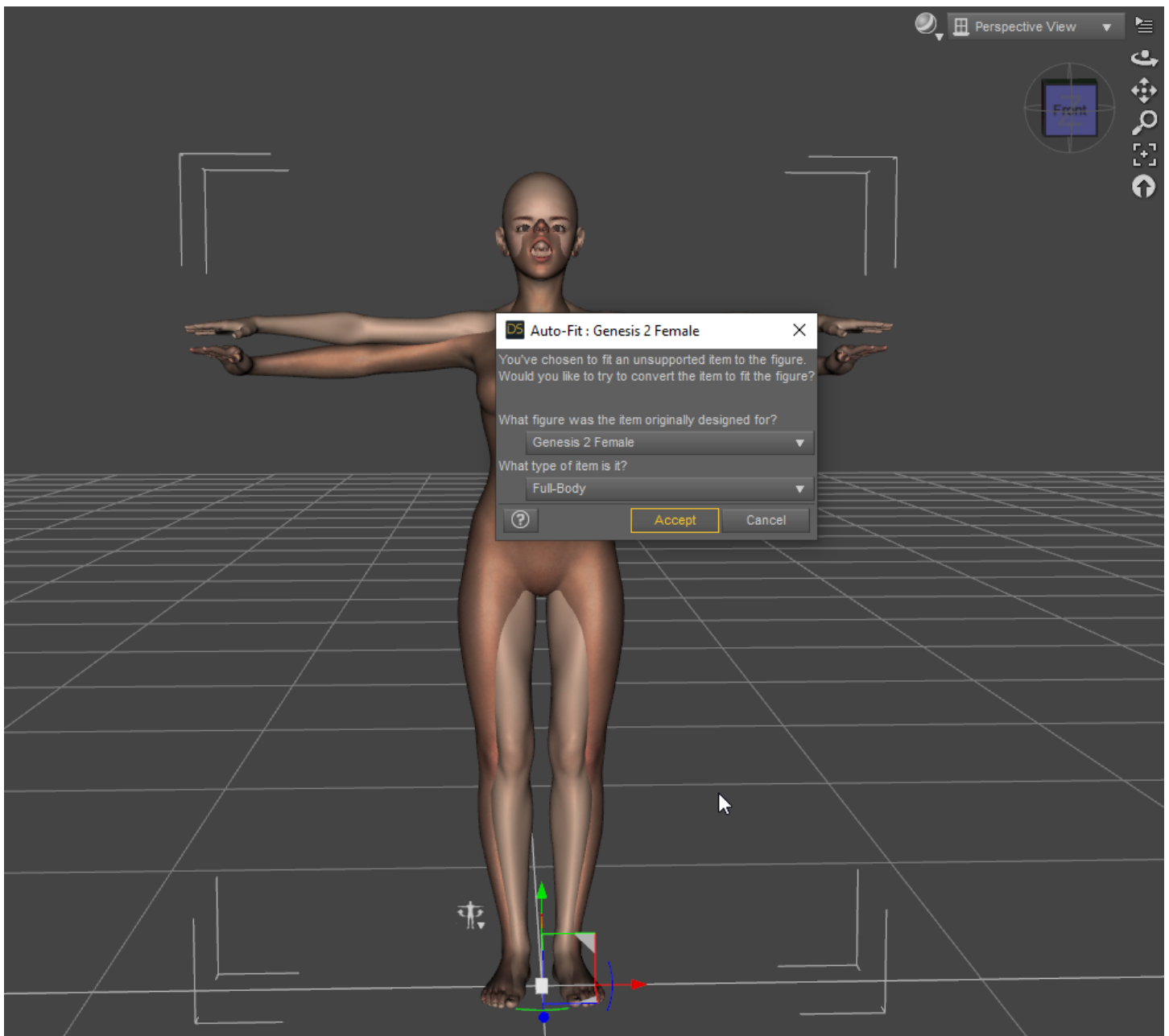
8) Add a new **genesis 2 character** to the scene



9) Select "**fit genesis 2 to...**" with settings(uncheck **Parent To Target** and select **Genesis 2 Male\Female**

with **Full-Body**)

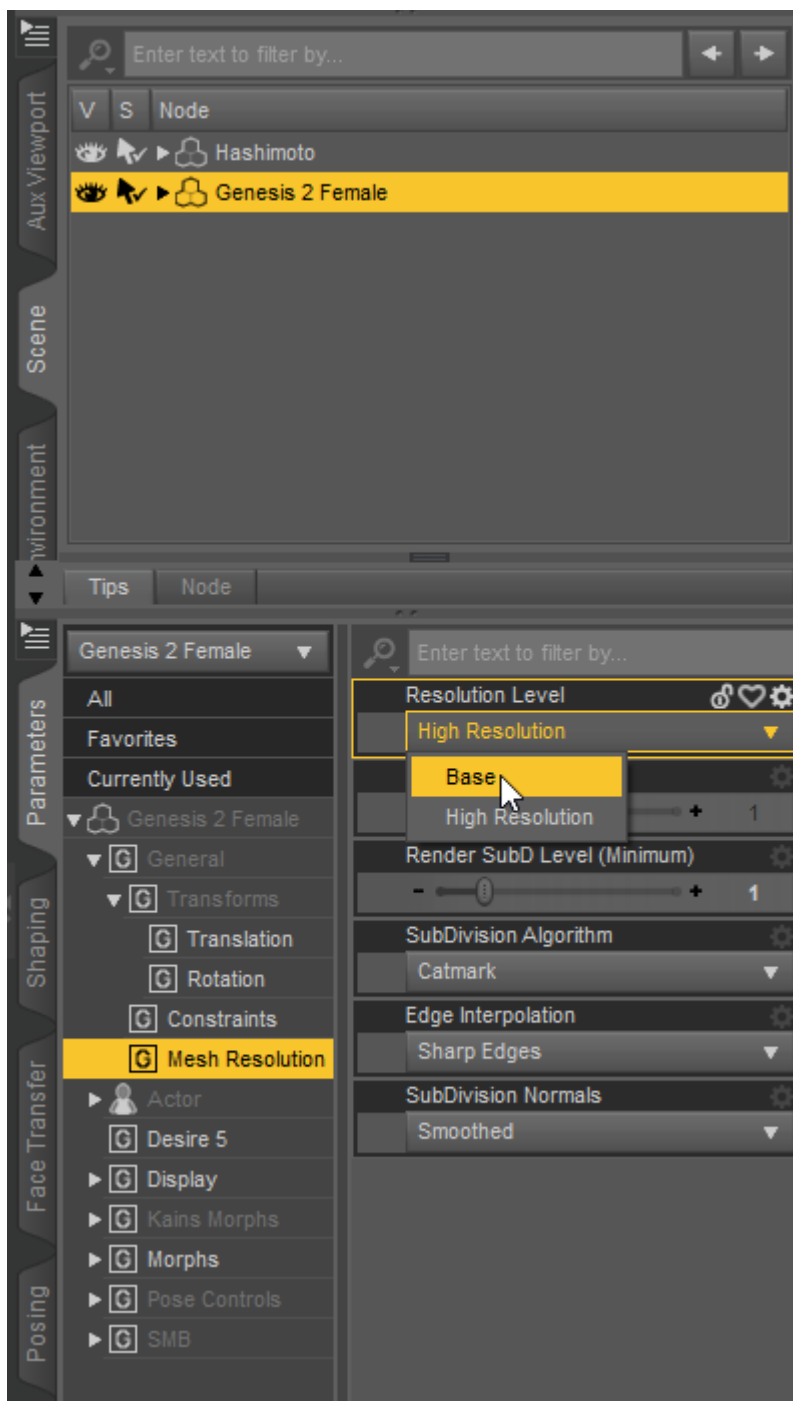




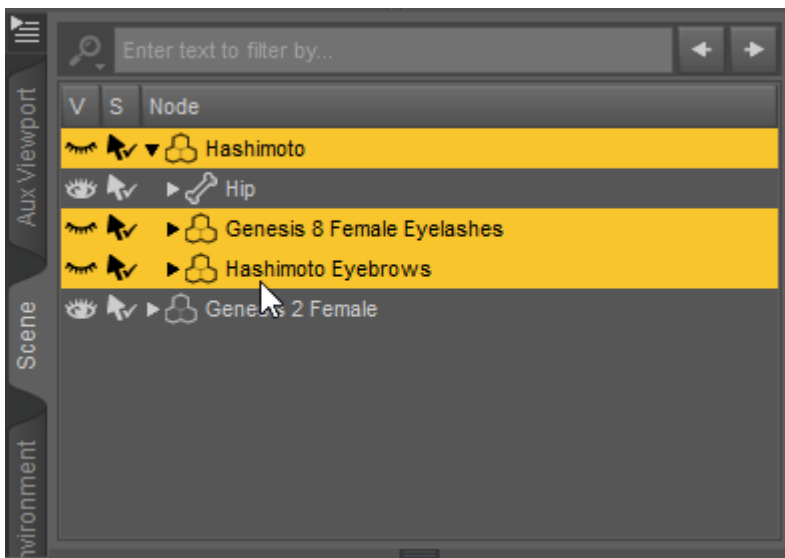
10) **Wait** until the fitting is finished and until the DAZ3D stops lagging

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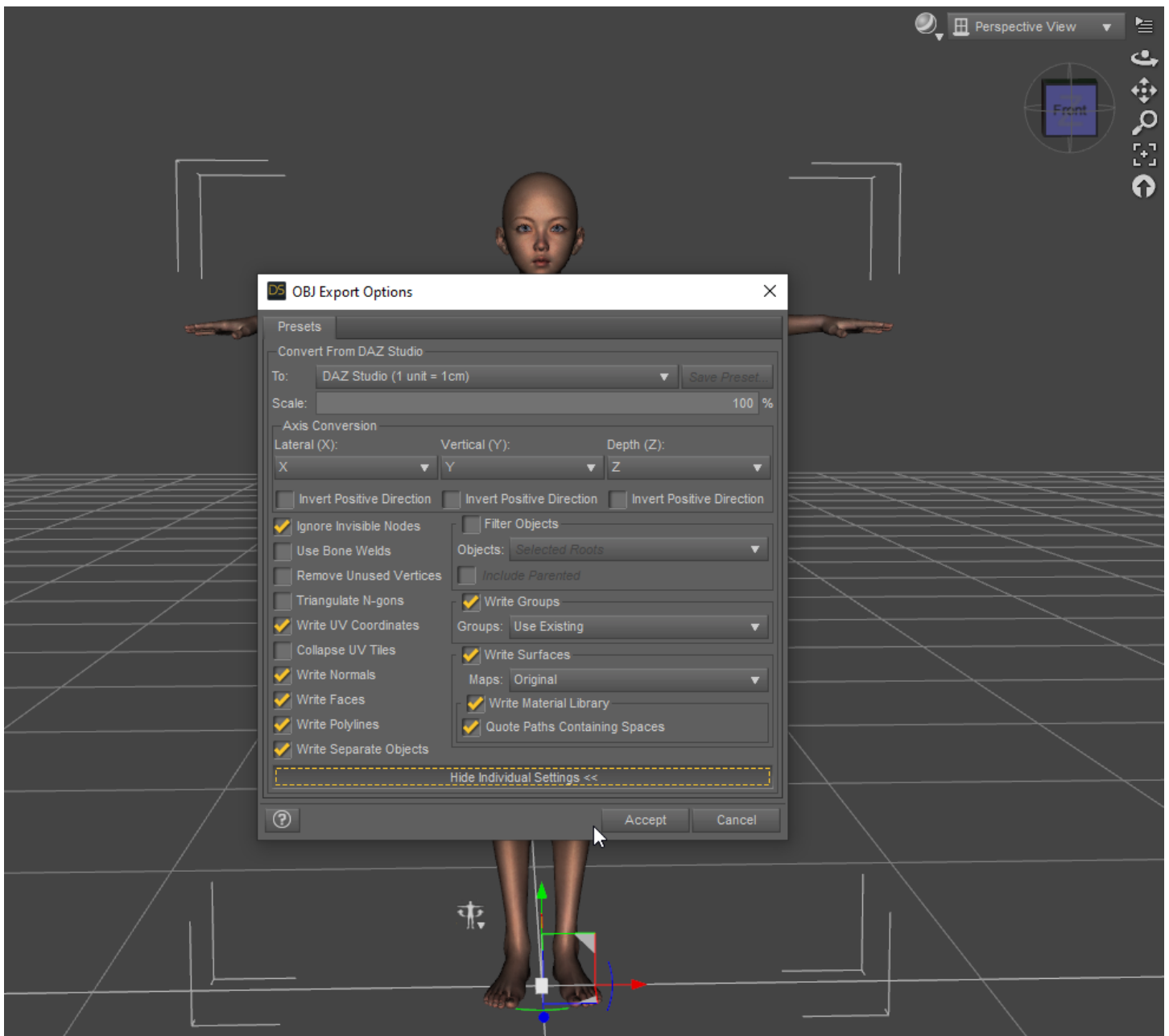
11) Go to **genesis 2 parameters** and change the **Resolution Level** to **Base**



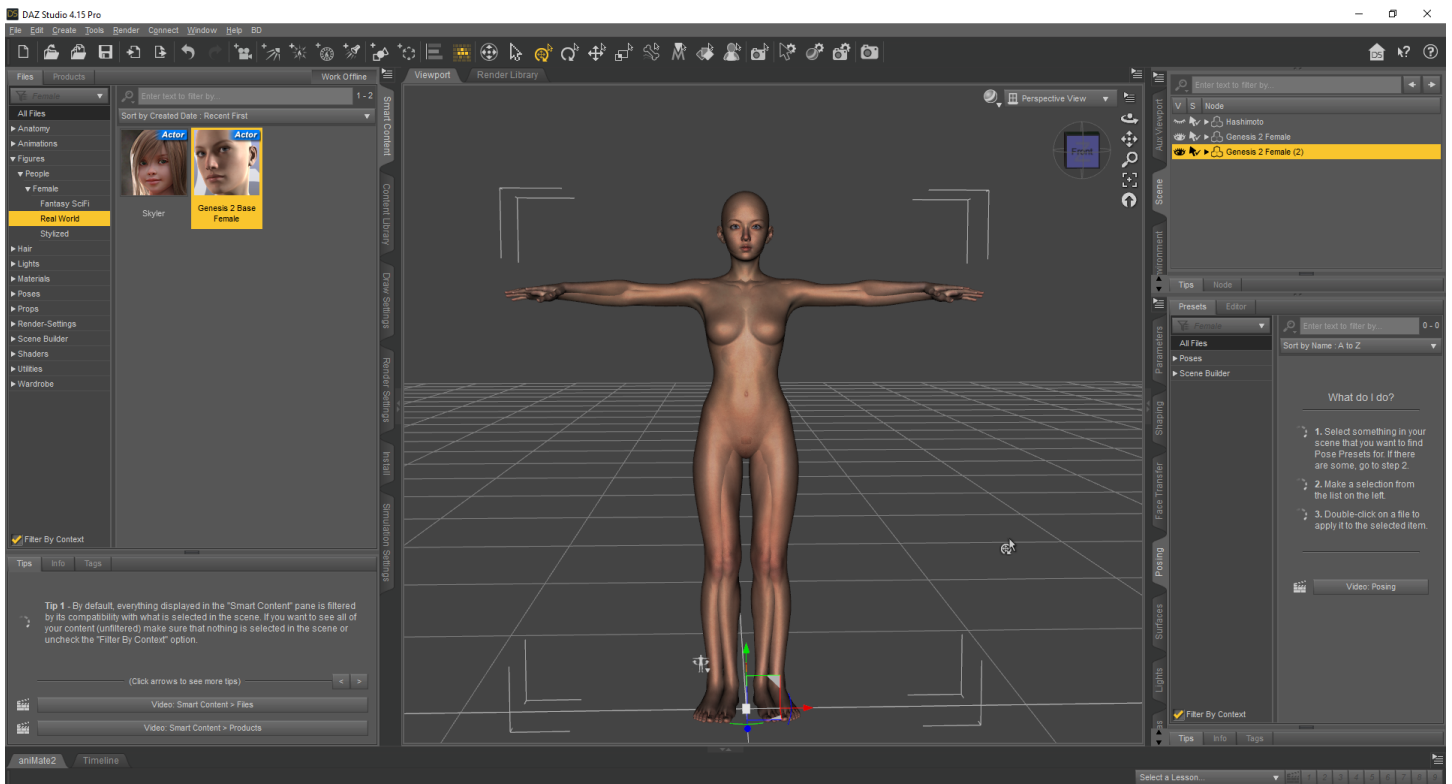
12) **Hide genesis 8 and all its nodes**



13) Export **genesis 2** as an obj file(**File->Export->.obj**) with these parameters(To: **DAZ Studio**)  
Check that the size of the obj file is **less than 4 mb**. If more - check that the **Resolution Level** is set to **Base**  
and **only** the figure genesis 2 **is visible** on the scene

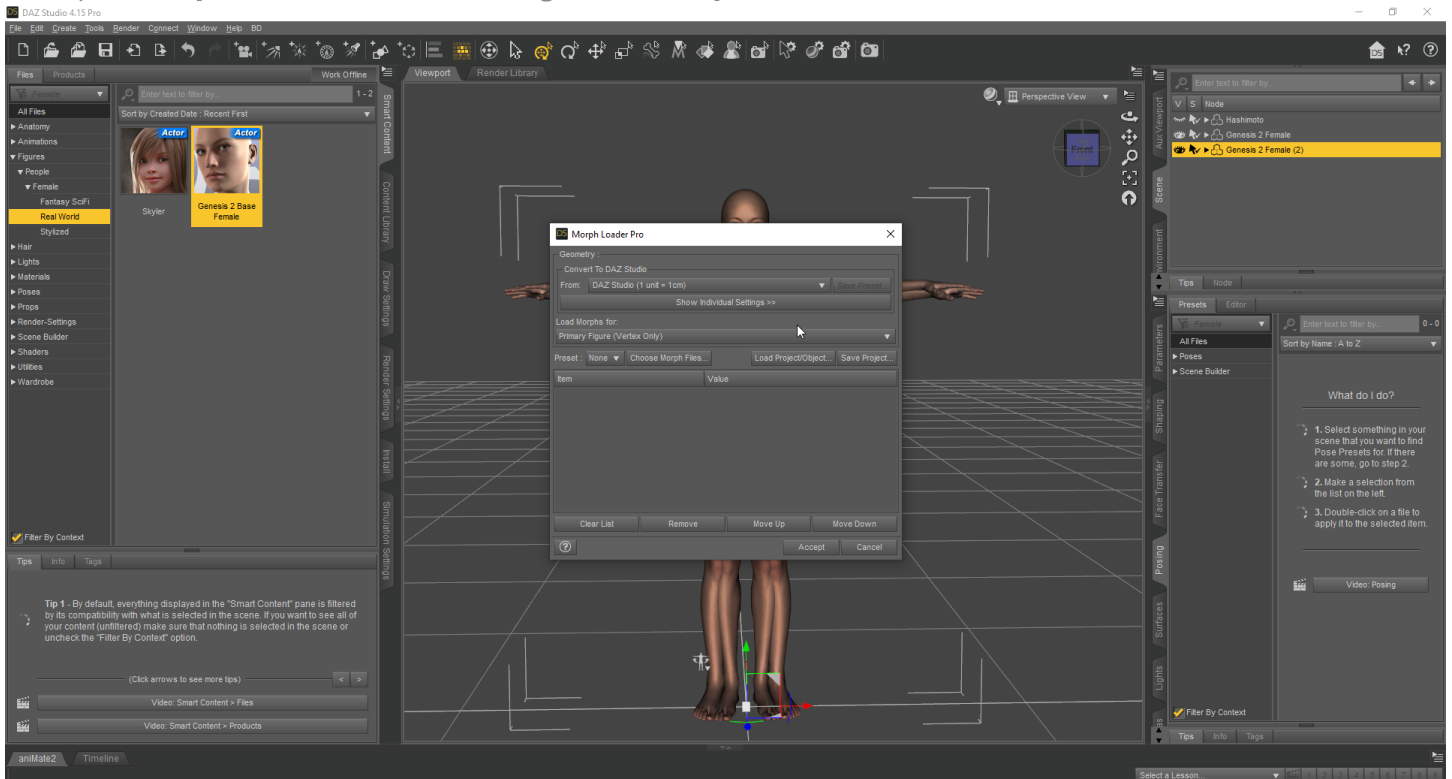


14) Add a **new genesis 2** to the scene(Or create a new scene and add a **new genesis 2** to it)

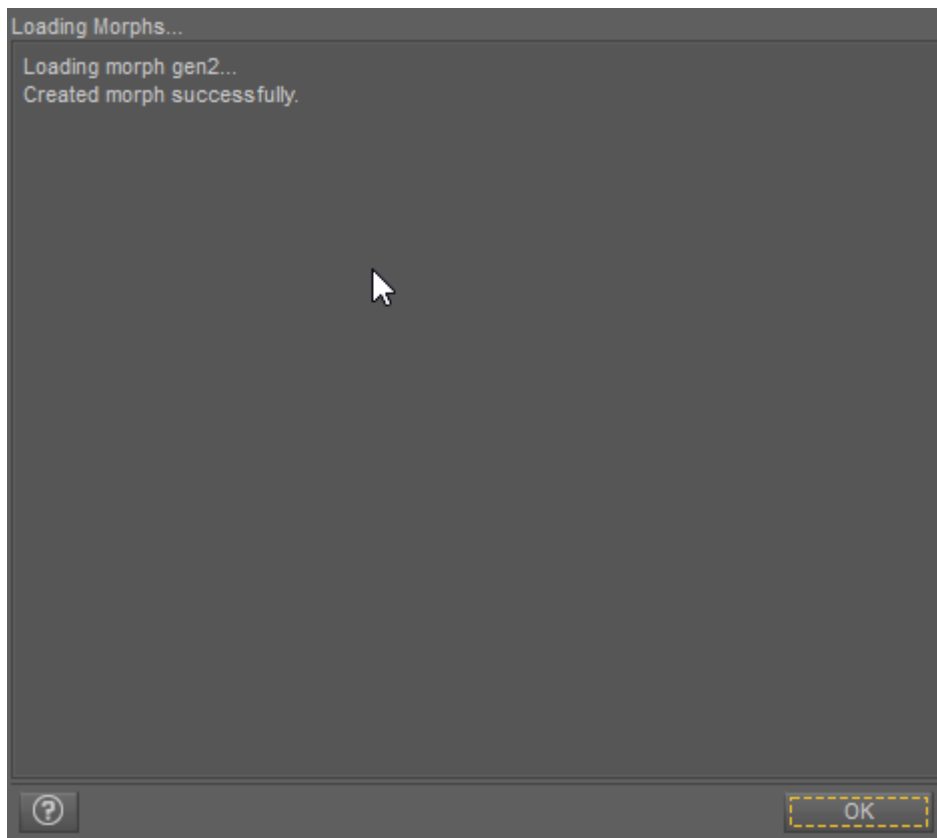
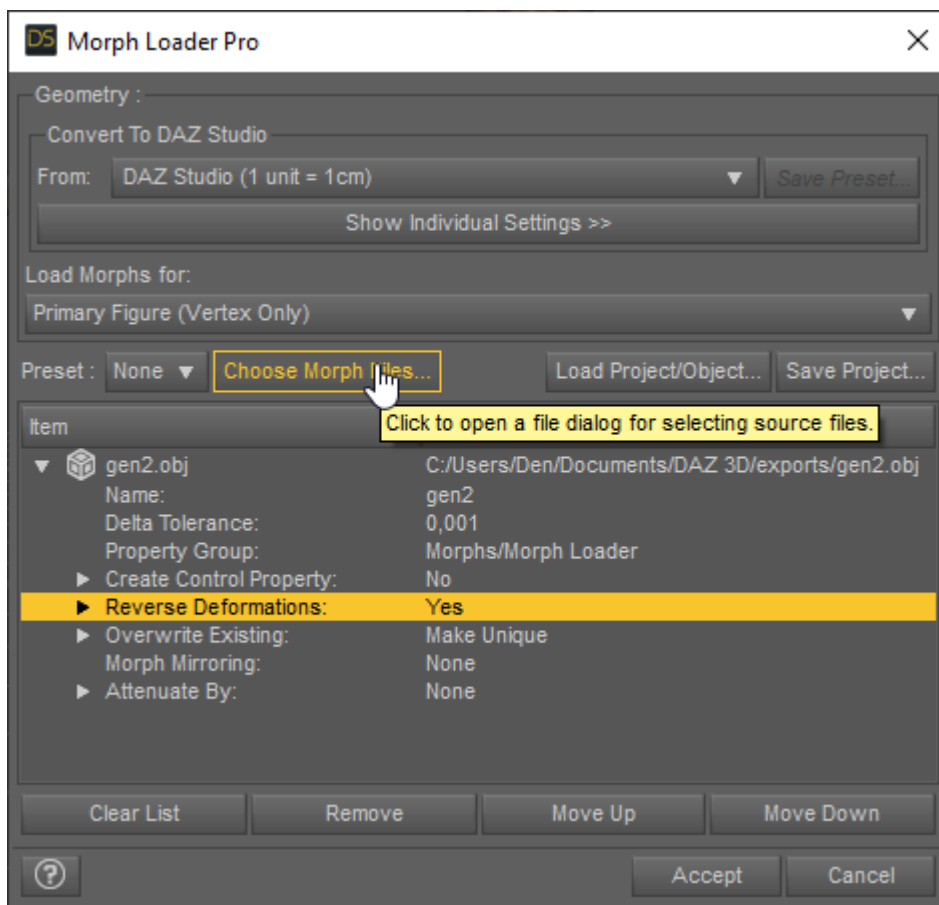


15) Choose **genesis 2(2)**

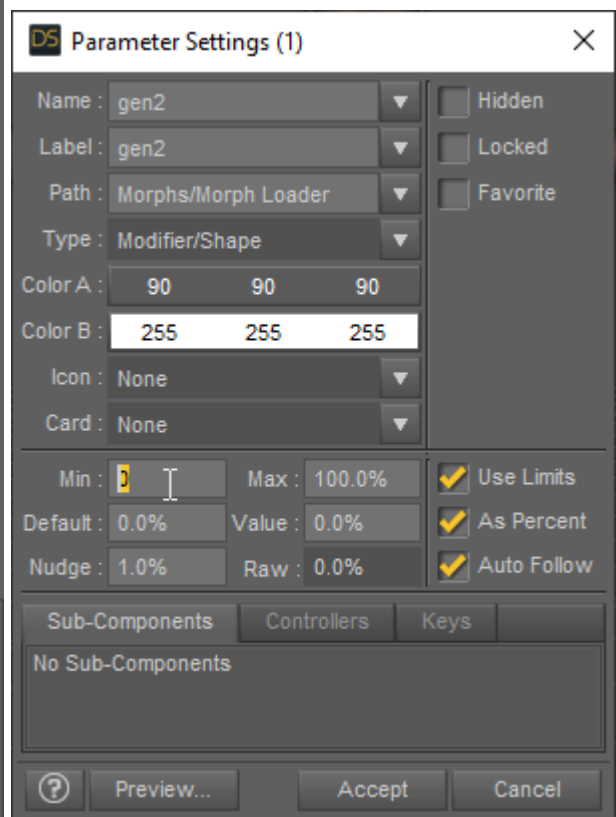
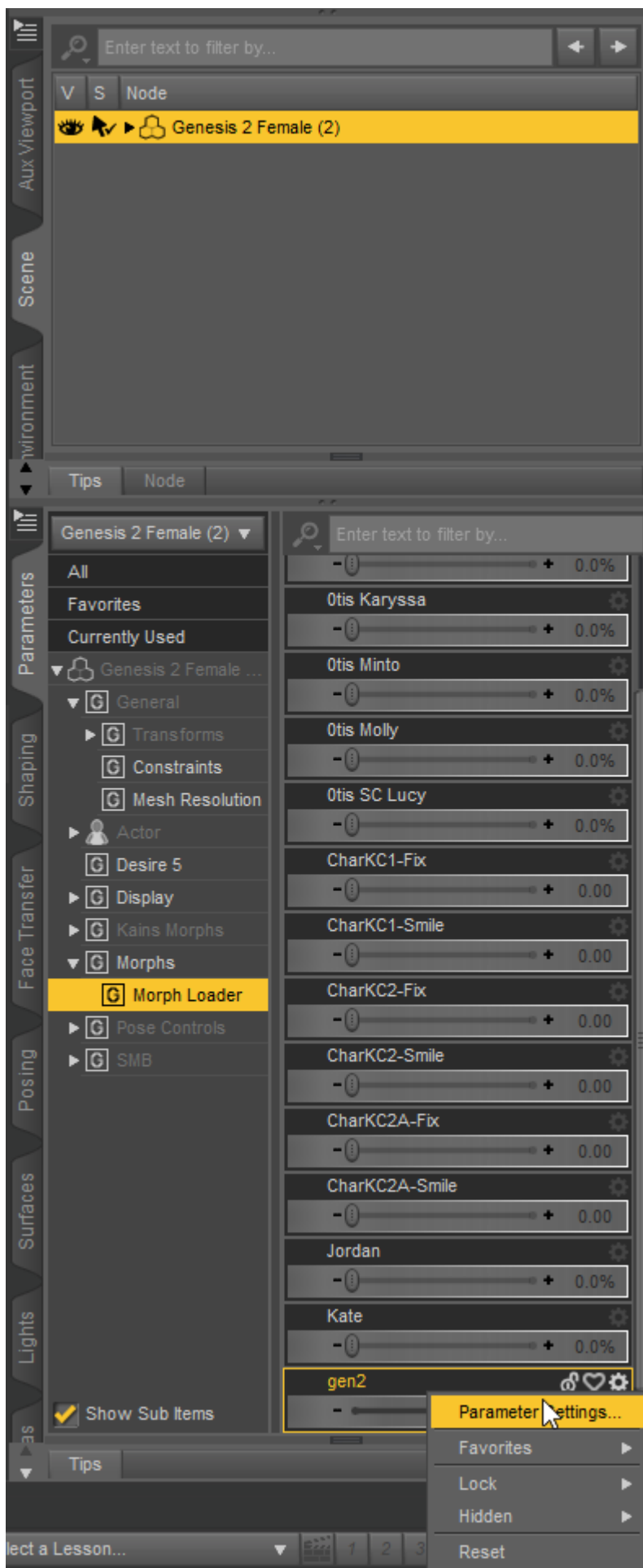
16) Open **Morph Loader Pro** (Edit -> Figure -> Morph Loader Pro)



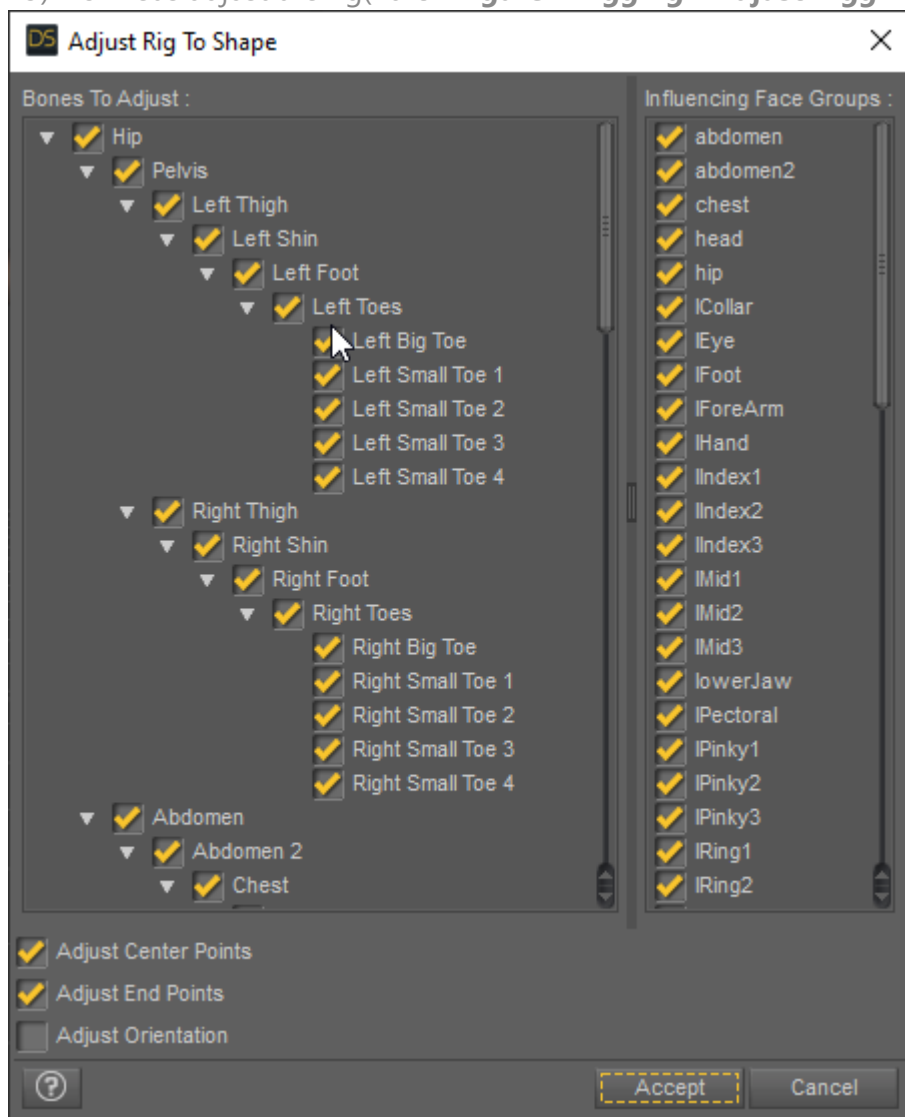
17) Select our **obj** file and set its **Reverse Deformations** to **yes**



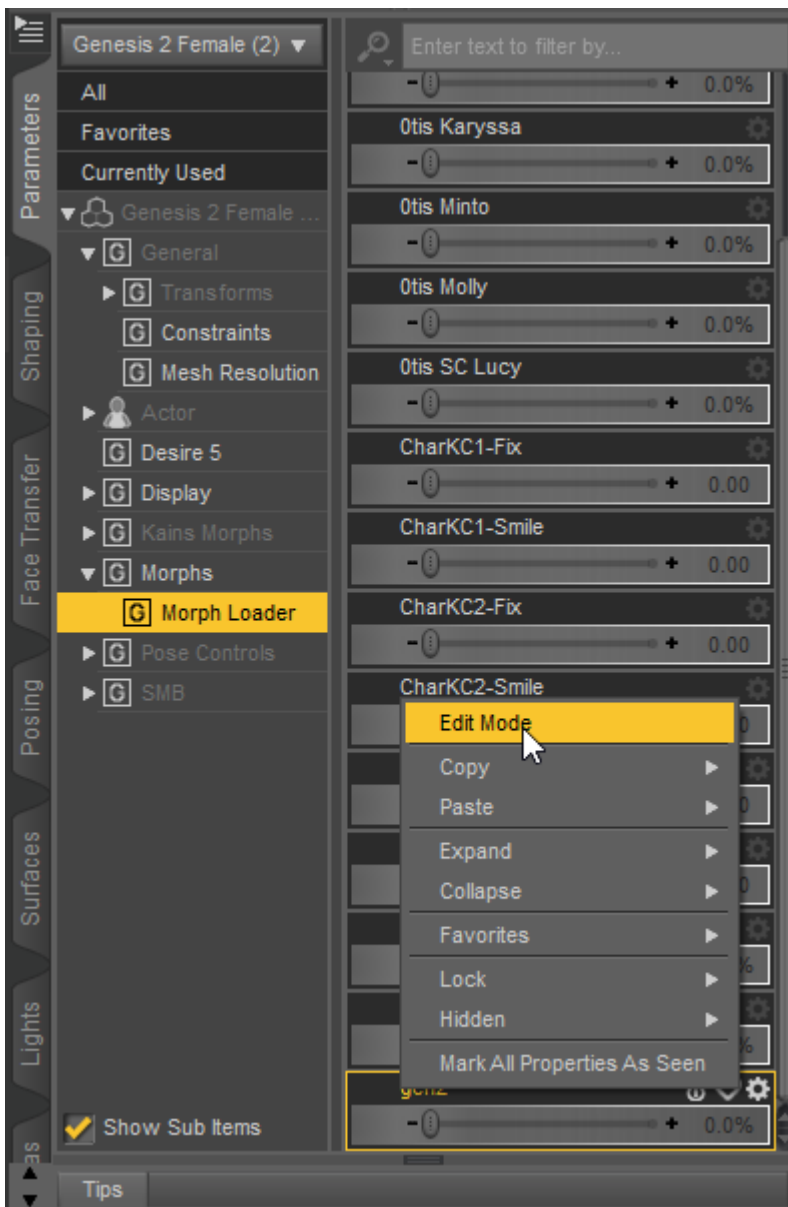
18) Let's set up a new parameter (**Parameters -> Morphs -> Morph Loaded**)  
Set the min value to 0



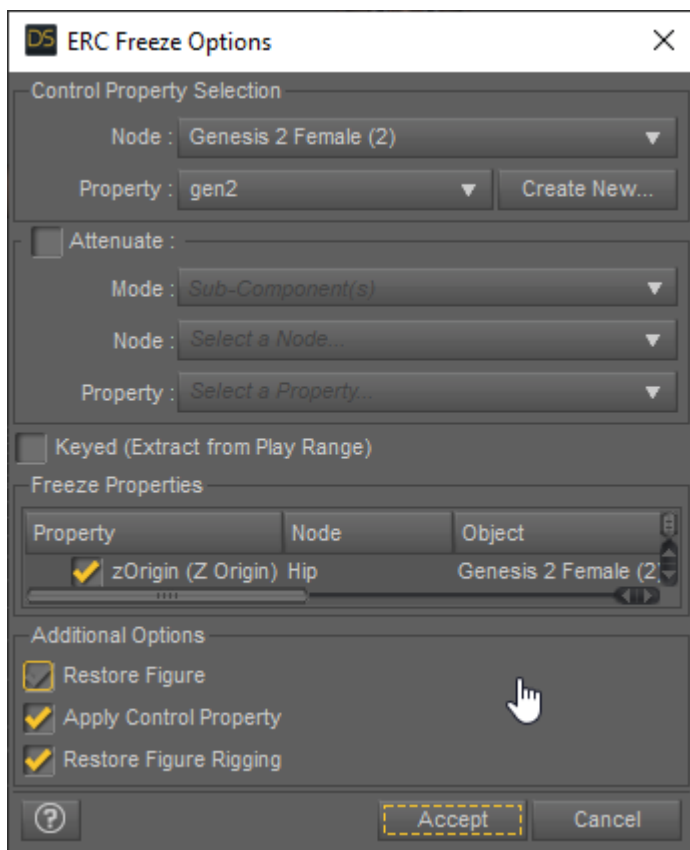
19) Now let's adjust the rig(**Edit - Figure - Rigging - Adjust Rigging To Shape**)



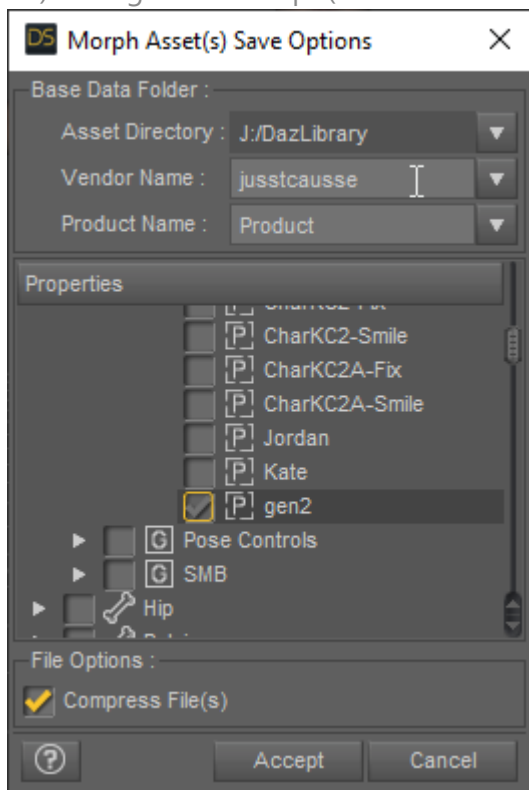
20) Enabling **Edit Mode**(**Parameters->Morphs -> Morph Loaded -> RMB -> Edit Mode**)



21) Setting up the **ERC Freeze...**(Parameters->Morphs -> **Morph Loaded** -> **RMB** ->**ERC Freeze**)  
 Some people need to **uncheck restore figure** to prevent reverts rigging to the premorph state.



22) Saving a new morph(**File - Save As - Support Asset - Morph Asset**)

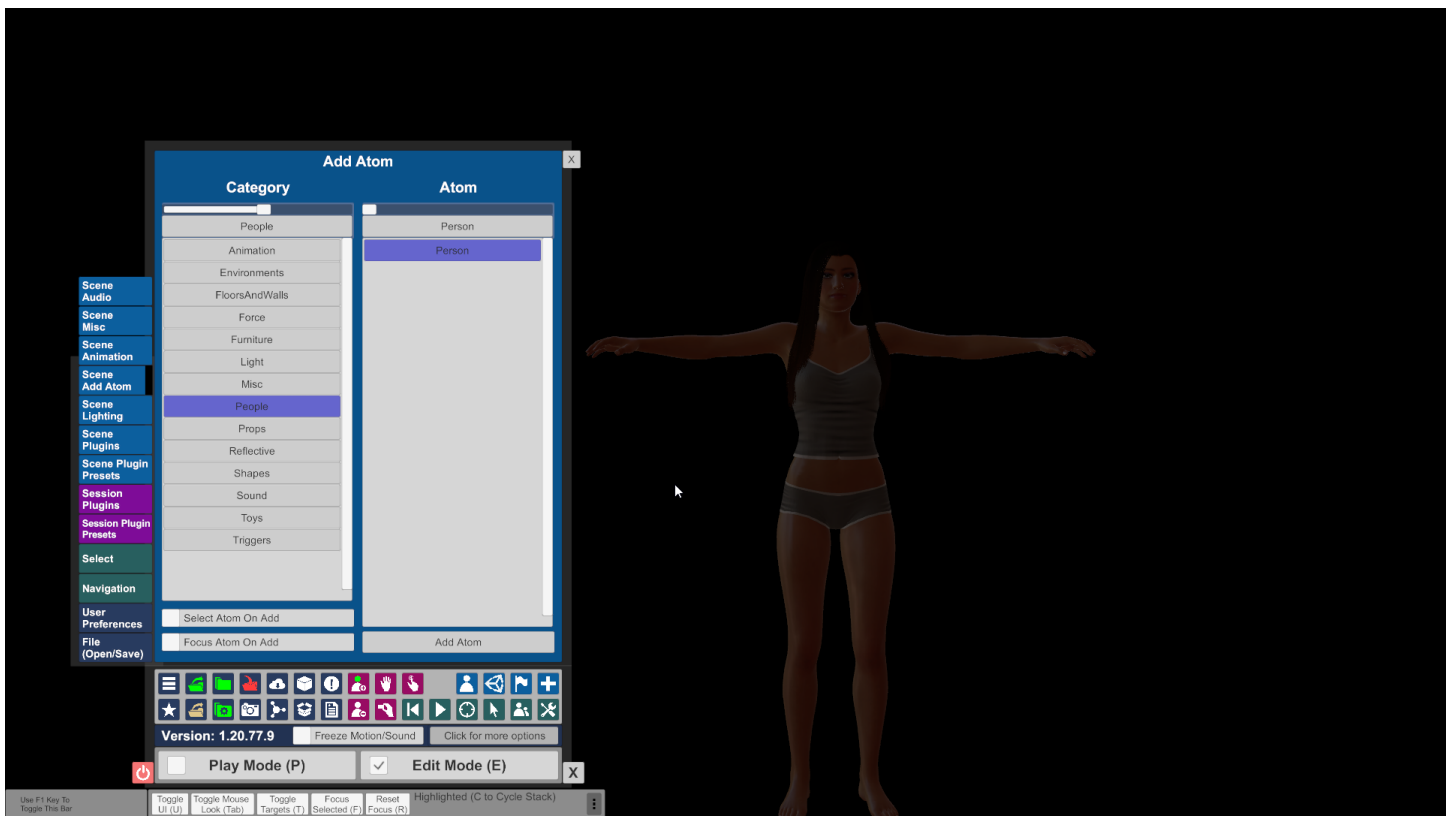


23) Find our .dsf file (...**DazLibrary\data\DAZ 3D\Genesis 2\Female\Morphs\...\Product\**) and copy it into the VAM directory(...**VaM 1.19 Clean\Custom\Atom\Person\Morphs\female\**)

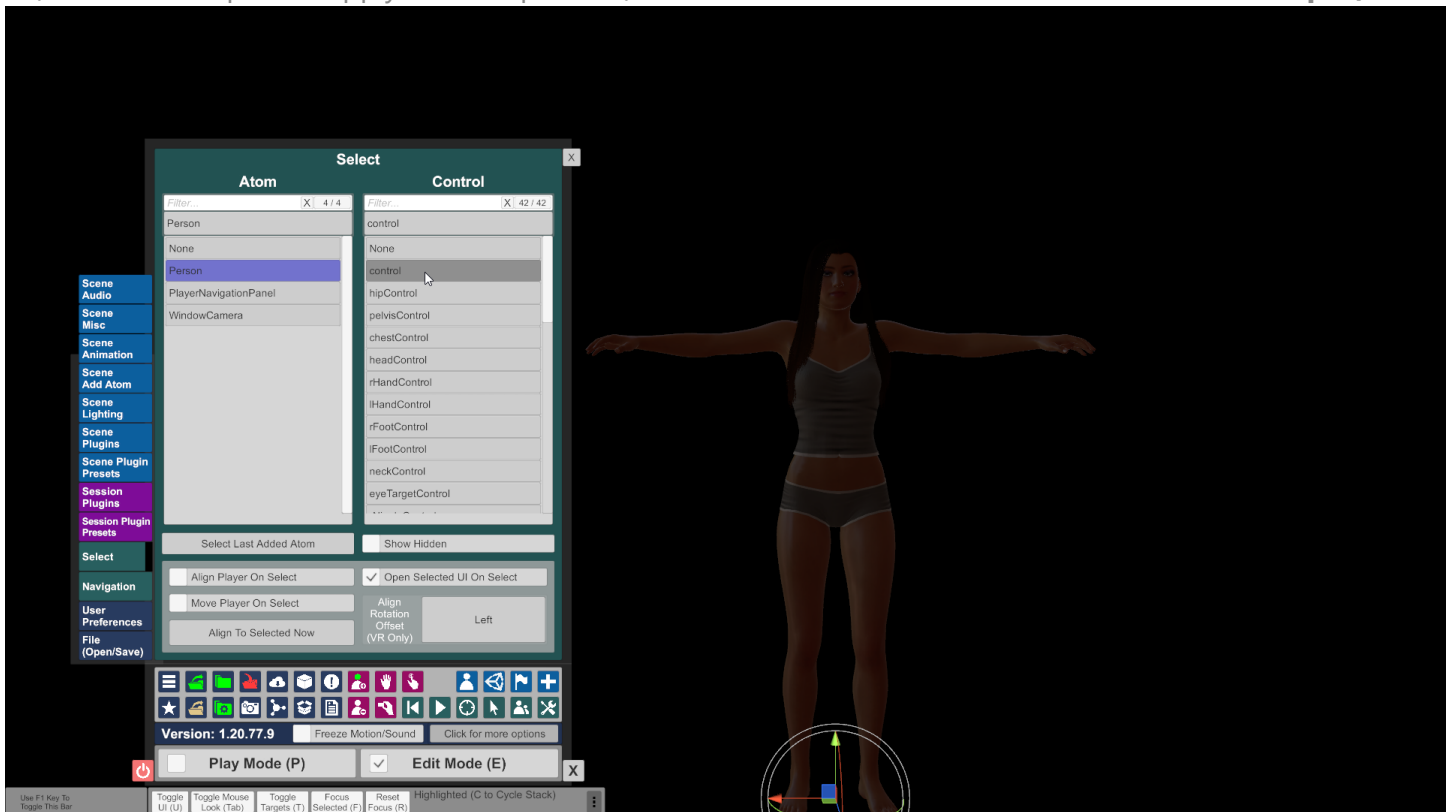
24) Launch VAM (Or do a reset - **Main UI -> File -> Hard Reset**)

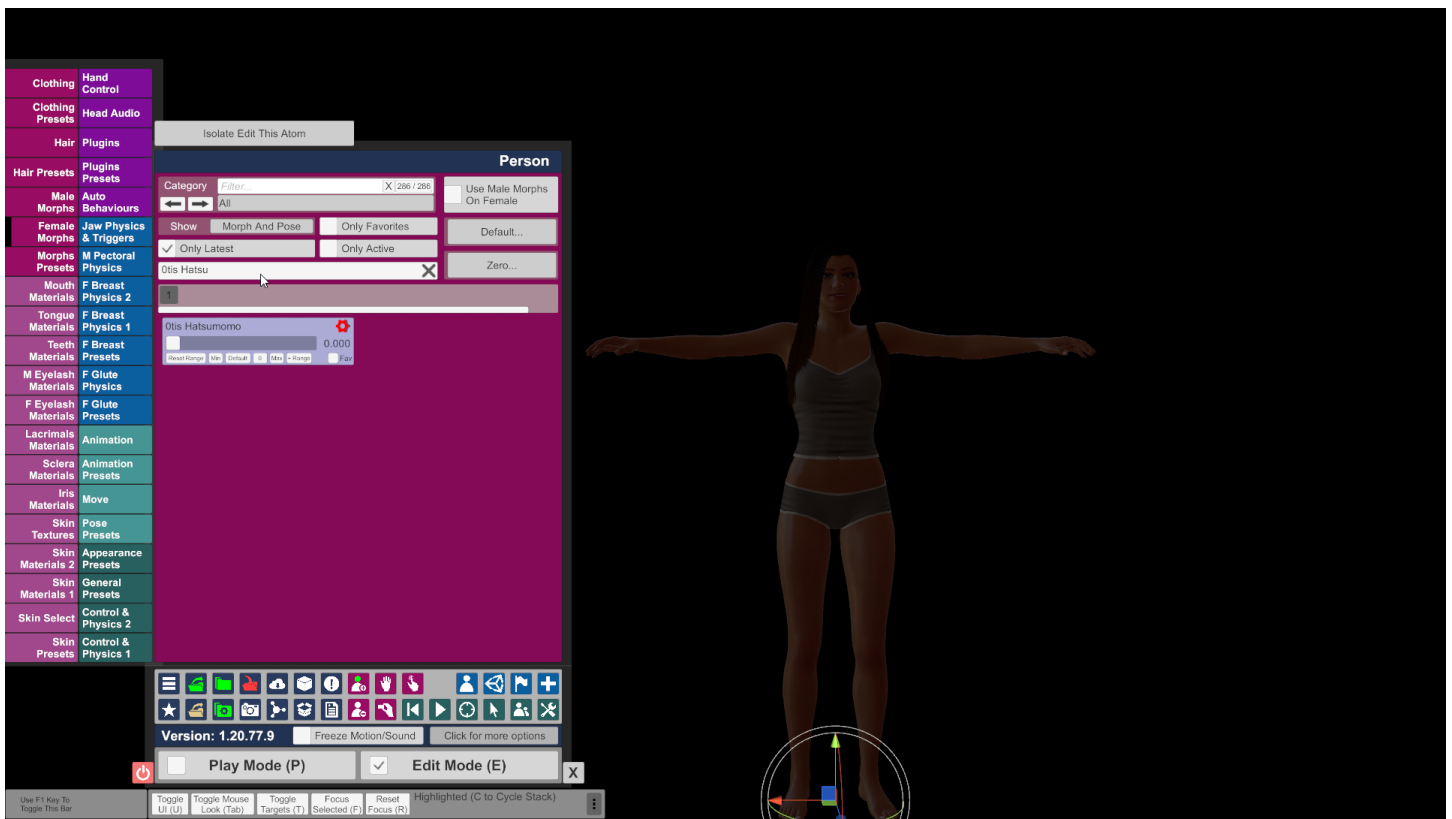


25) Add person (**Scene Add Atom -> People -> Person -> Add Atom**)



26) Find our morph and apply it to the person (Select -> **Person** -> **Control** -> **Male\Famale Morphs**)





27) **Done!**