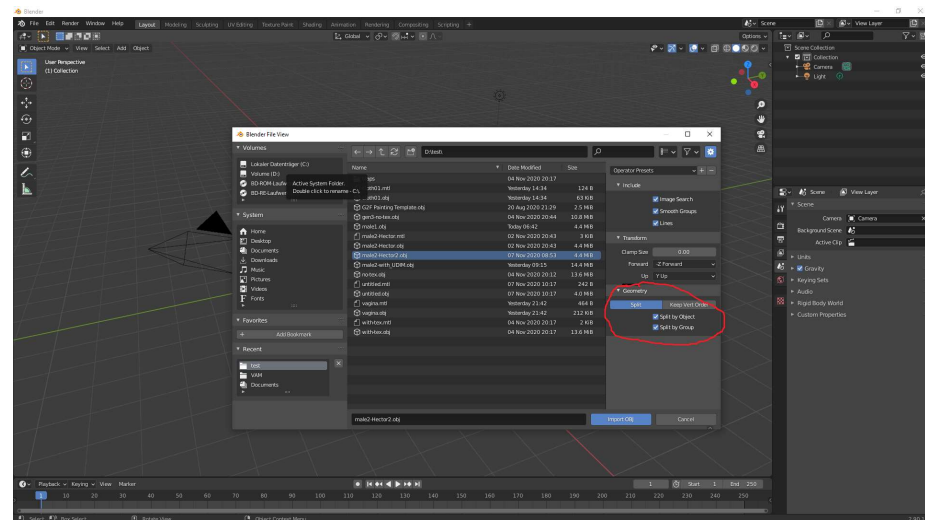
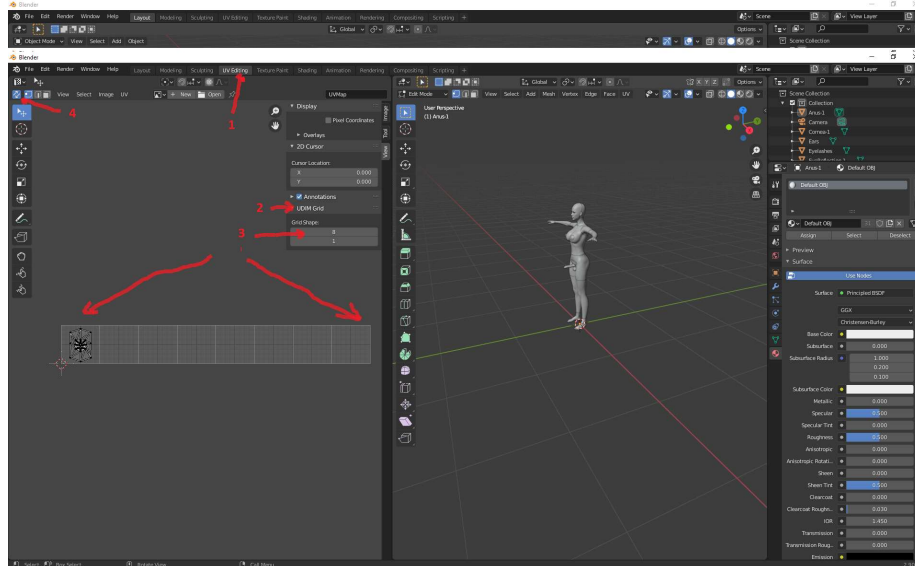


1. Export your model from VAM ("Control & Physics 1" tab, "Export OBJ and MTL ...")
2. Open your saved OBJ file (should be in the main VAM folder) in an editor, and search/replace usemtl with g
3. Save the OBJ (under a new name)
4. Open Blender and delete the default cube object (del key).
5. Select File/Import/Wavefront (.obj) and navigate to your saved OBJ (but don't load it yet !)
6. In the Import window, there are some options on the right side. Click and open the "Geometry" options by clicking on the triagle in front of the word Geometry.



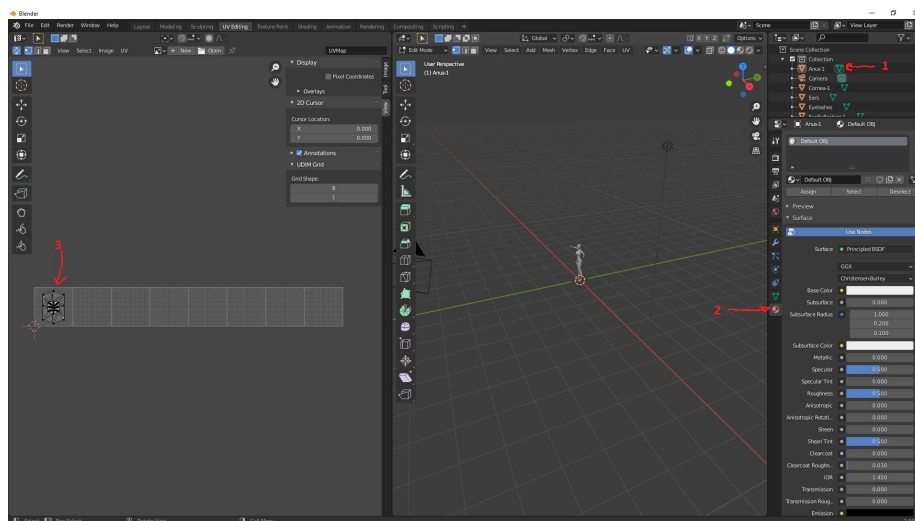
7. Click on "Split by Group", so both Split by Object and Split by Group are checked.
8. Click in "Import OBJ".
9. Now you should have your model in Blender, split into different subparts (not sure if thats the right term). Here's where the editor hack comes into play: all parts use one material (Default OBJ), but you still got selectable parts (because the material assignment usmtl was replaced with group assignment g).
10. (Optional Step: Not really needed for the export, but makes it easier to see in what

UDIM grid you did place your UVs) Select the "UV Editing" tab (1) in Blender, click somewhere in the UV editor window (to make sure it is selected), and press N to open the sidebar. It should feature a "UDIM Grid" section in the view tab (2), open it and the first number to 8 (3) (so you got 8 grids in a horizontal row instead of just one grid).



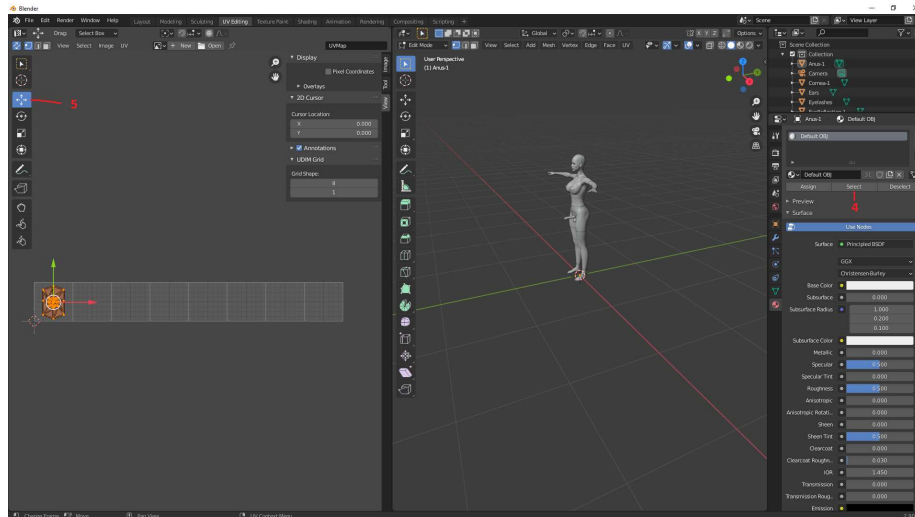
Also, click on the Icon with the 2 arrows (UV Sync Selection) (4) in the upper left of the UV editor window.

11. Now comes the part that's a bit tedious, but manageable: You need to move the UV groups to different UV grid spaces. To do so, select a group from the "Scene collection" by clicking on the green icon next to its name in the list (1). Be sure that the 3D editor window is in "Edit Mode" (if not, switch to Edit mode in the dropdown menu, or press the Tab key), and that you are on the "Material Properties" tab (2) (vertical tabs, under the Scene collection, the icon that looks like a striped ball).



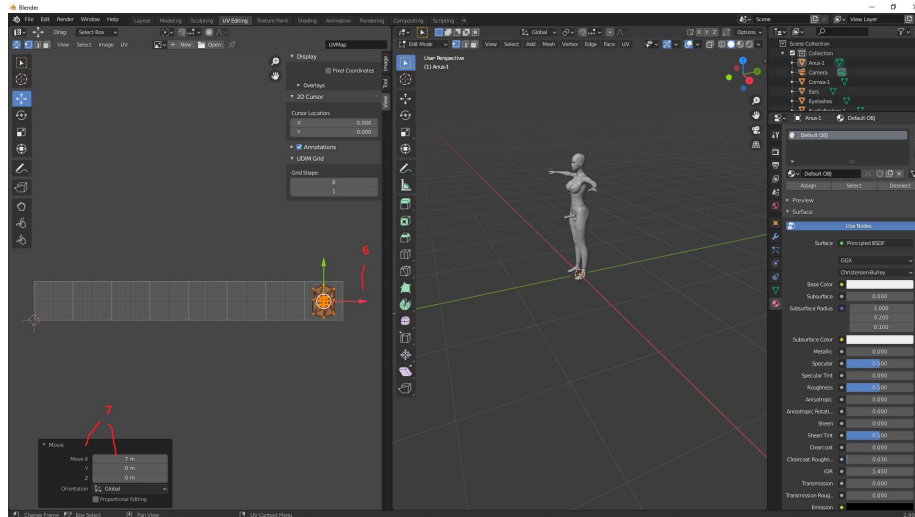
You should see the UV section appear in the UV editor window, Grid 1 (3).

12. In the Material tab, click on "Select" (4). Now your UV selection should be highlighted in the UV editor window. Click on the "Move" icon (5) in the UV editor (4 arrows, pointing outward).



13. Click and drag on the red arrow (6) on the move gizmo in the UV editor to move the selected UVs and observe that a little "Move" thing (7) appears on the lower part of the UV editor. Open it by clicking on the little triangle in front of the Move. It is a modifier for your last transform action (which would be the move horizontally). This window lets you enter exact numbers for your transforms. Change the "Move X" value to 7 and click somewhere in the UV editor window to enter/use the value you entered .

That should move your UV selection to Grid 8 (1 to Grid 2, 2 to Grid 3, etc.).



14. From now on, that process repeats: select the group from the Collection window, and move it to the desired UV space. The DAZ Gen2 /VAM maps usually bundle some parts together, to select multiple parts (to move them in one go), control+click on the icon next to the name in the Collection window.

Bundle Guide:

Anus-1 and Eyelashes have their own UV section.

Eyes: Cornea-1, EyeReflection-1, Irises-1, Lacrimals, Pupils-1, Sclera, Tear-1.

Torso: Ears, Head, Hips, Neck, Nipples, Torso.

Limbs: Feet, Fingernails, Forearms, Hands, Shoulders, Toenails.

Mouth: Gums, InnerMouth, Teeth, Tongue.

Face: Face, Lips, Nostrils.

Tip: leave one section that has more subsection, ( like e.g. Eyes with 7 subsections) in Grid 1 (= don't move it). Each UDIM grid represents one map (face, torso, limbs, etc) in VAM.

15. Once you got all the UVs in the place you want, export your OBJ with the new UV setup, by clicking on File/Export/Wavefront (.obj).

16. Load and enjoy your model in Substance Painter !