

# Vam to Blender to Vam

Version 1.0 by Juno 28/12/2020

Thanks for taking the time to read this guide. It is written in the hopes someone with zero knowledge can export models from VAM out to blender for sculpting and then create a morph of the sculpt for VAM.

This really opens up the door for character creation as there is only so far the slider game can take you. I found it lots easier to get my head around sculpting trying to make modifications to my existing models rather than trying to do things from scratch, my attempts to do this were a disaster.

This guide would not be possible without MalMorality's Blender sculpting guide available on the hub here:

<https://hub.virtamate.com/resources/how-to-use-blender-to-sculpt.2302/>

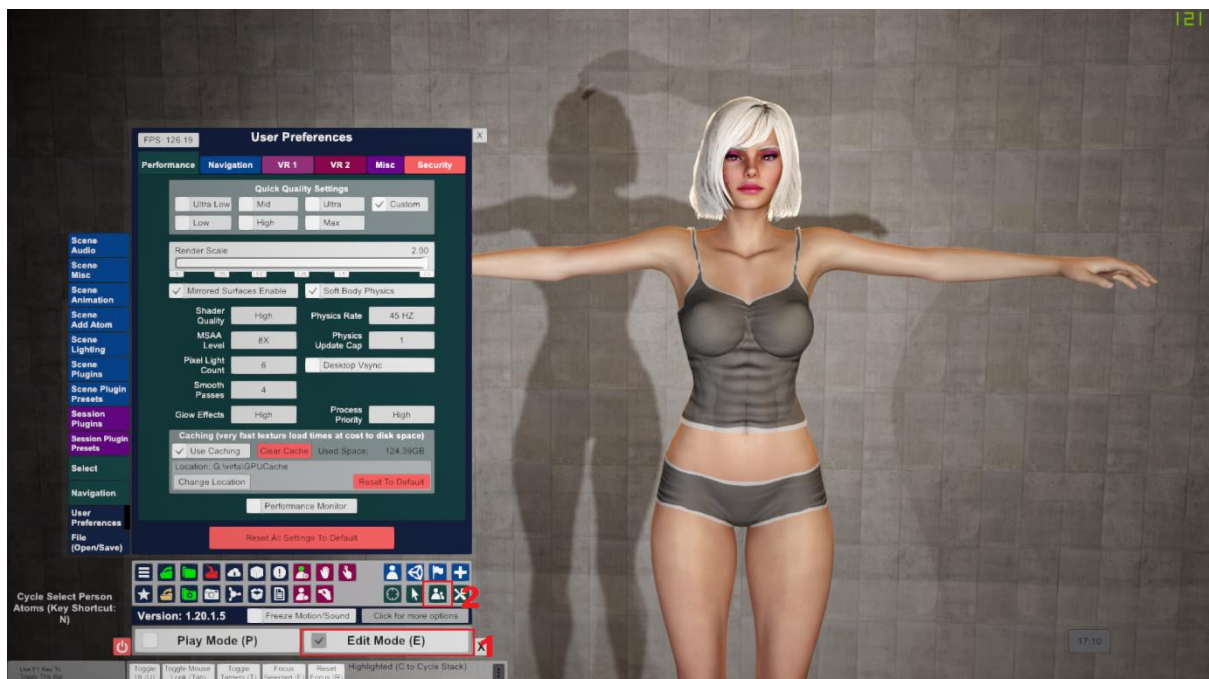
For the most part the steps are the same as MalMorality's guide with changes to allow this to work.

Special thanks go to CuteSvetlana for beta testing this guide.

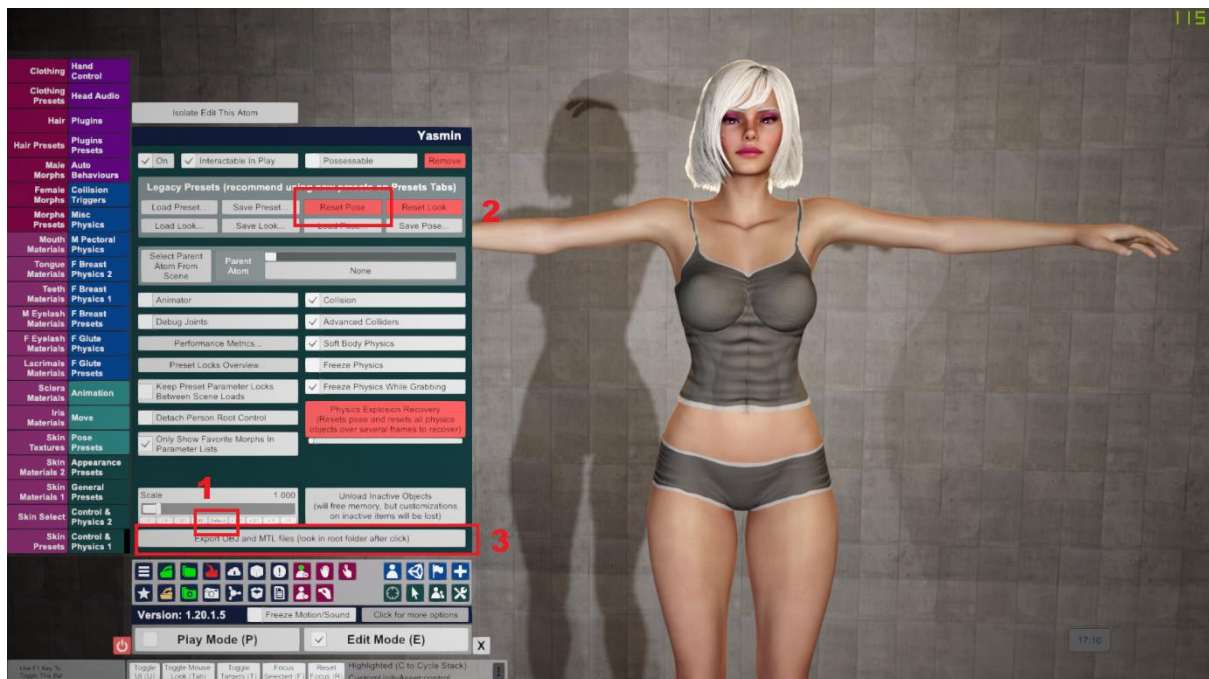
Now onto the guide.

In VAM

Open a scene and load the model you want to export to blender and then open the person menus

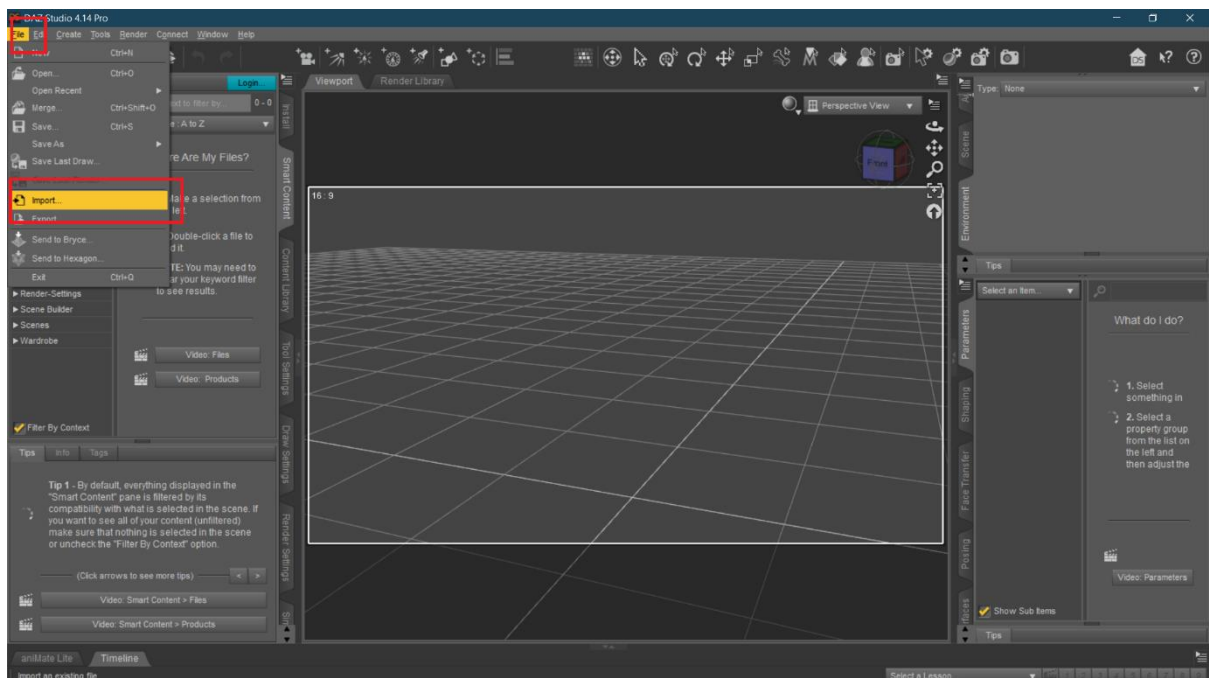


Set default scale, reset pose then click the export obj button



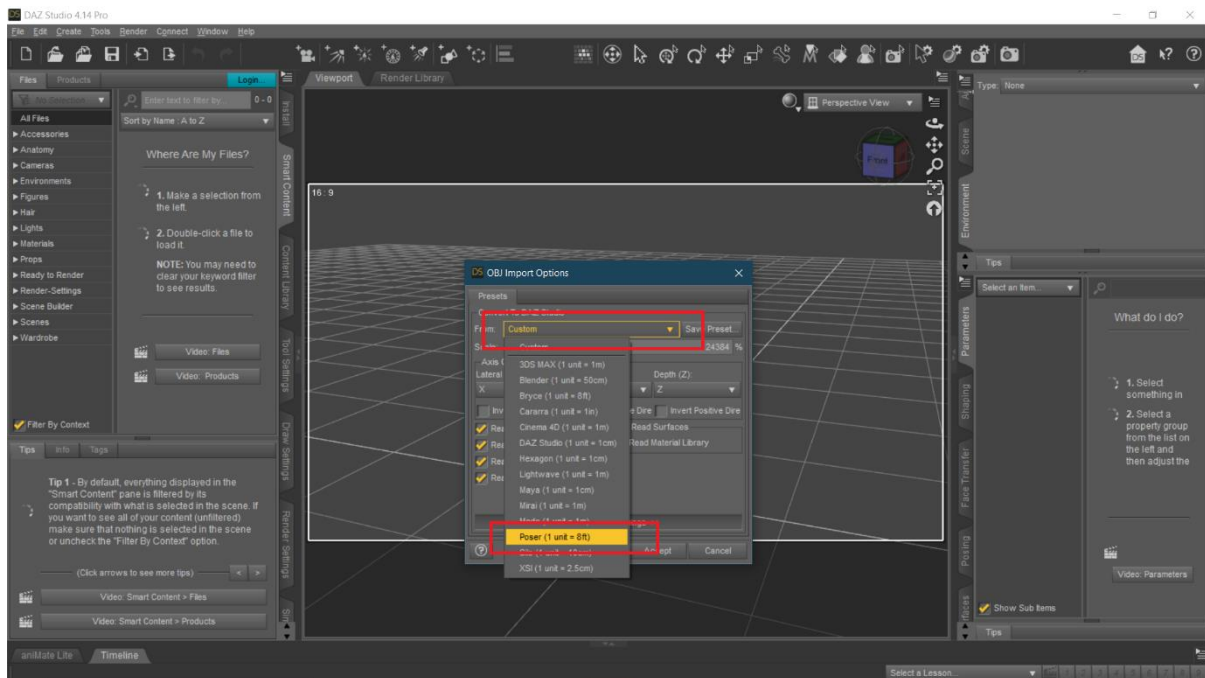
In Daz Studio

File -> Import

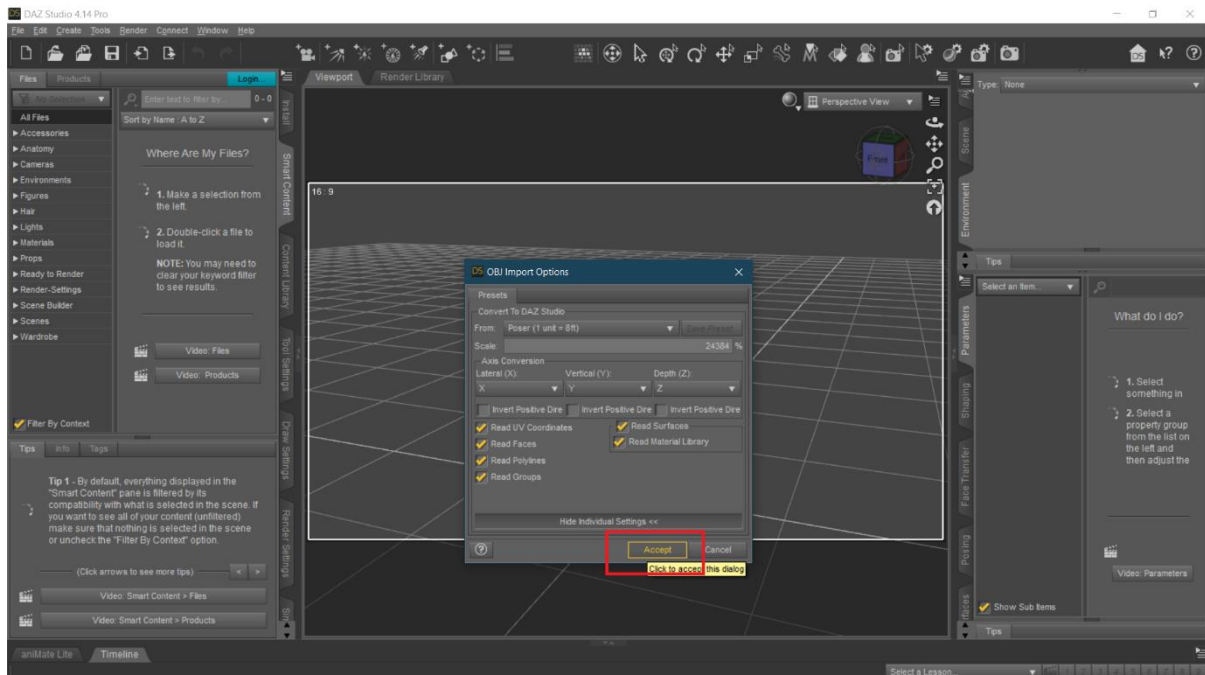


Select the obj file exported from Vam – this will be in the root folder of your vam install – Use the obj with the \_skinned affix.

Select the Poser option from the drop down in the obj import dialog

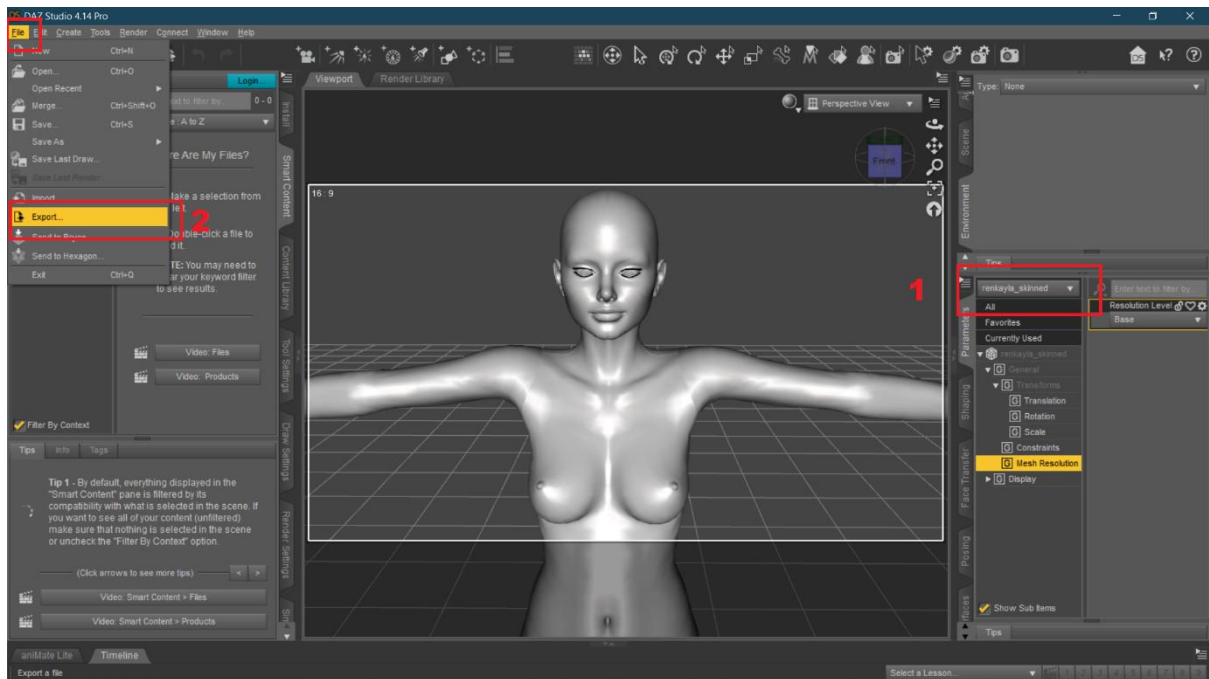


Accept and import the obj

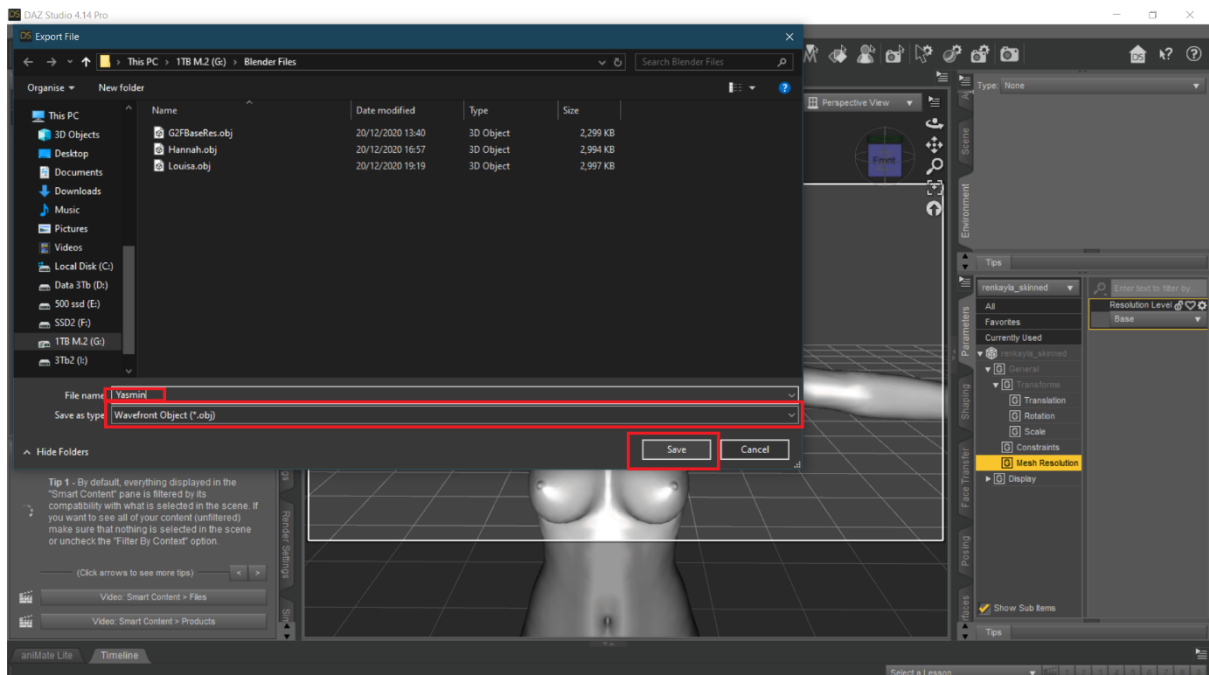


Select the model from the drop down

File -> Export

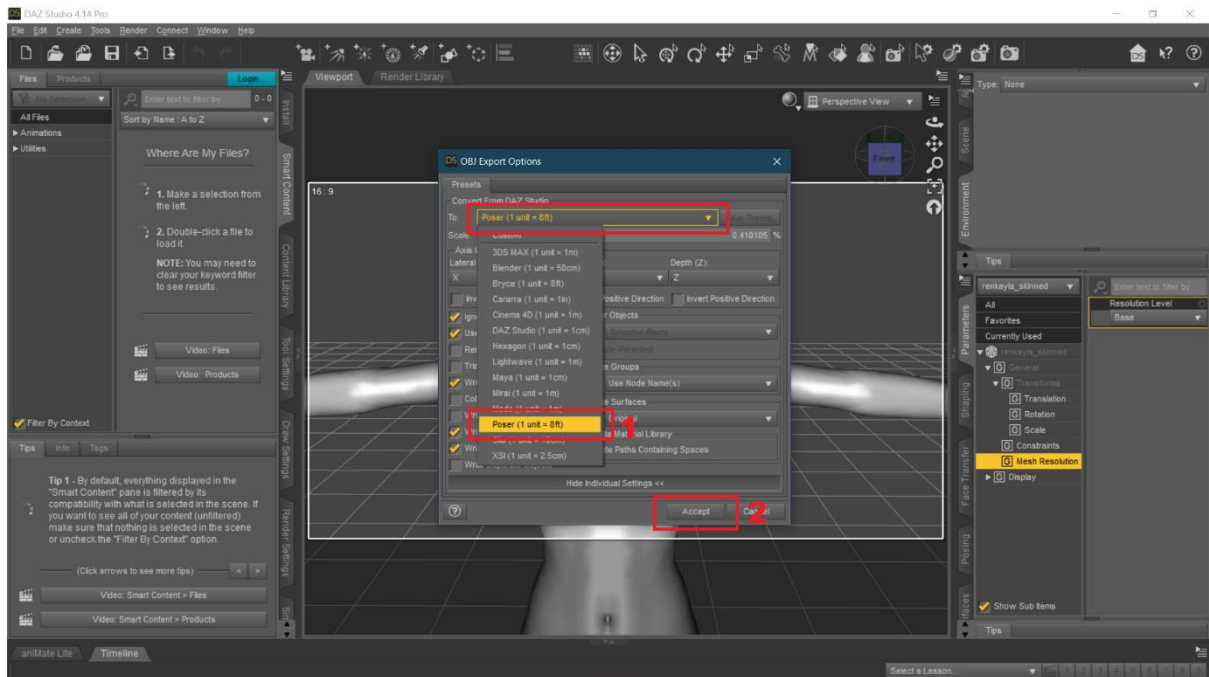


Name and save out as obj



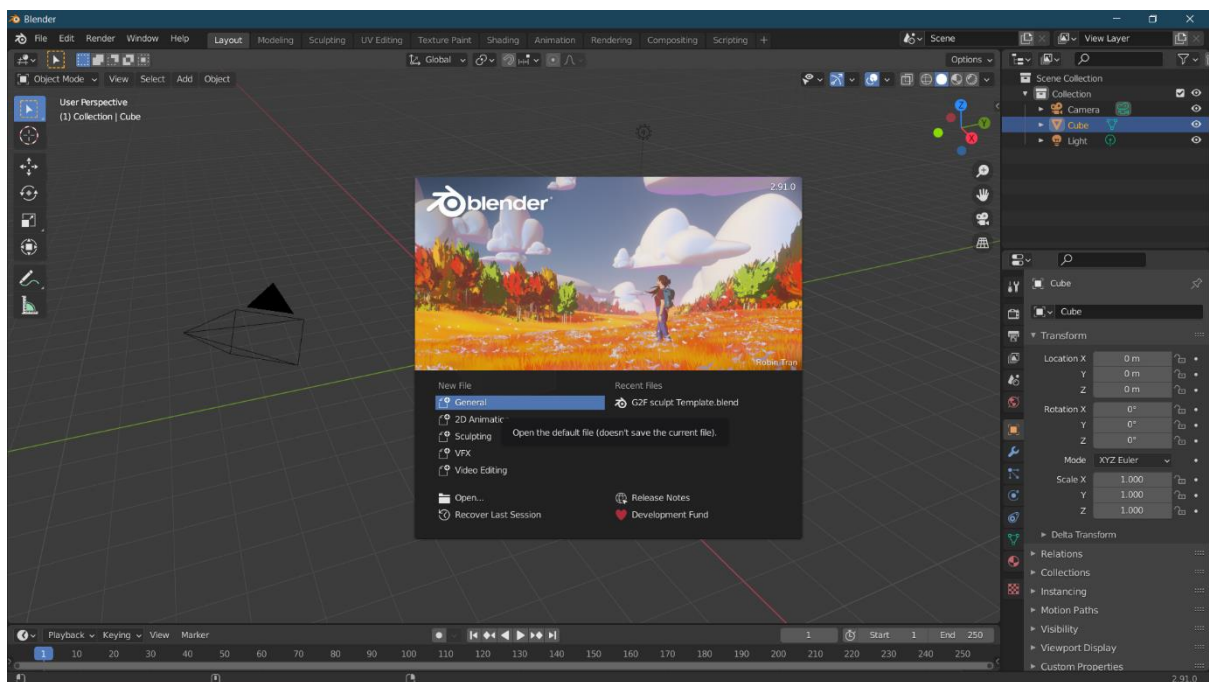


Select the Poser option from the drop down and Accept

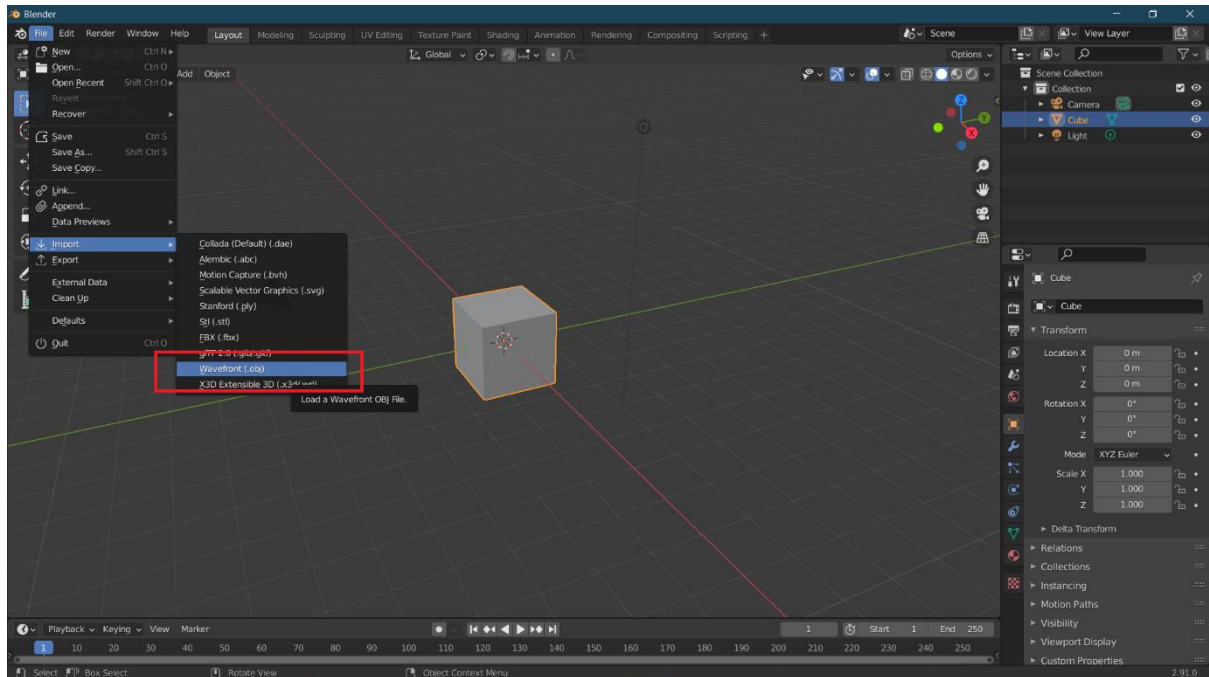


We are done in Daz for now but leave it open, we will be back.

Open Blender and open a general scene



File -> Import -> Wavefront (obj)

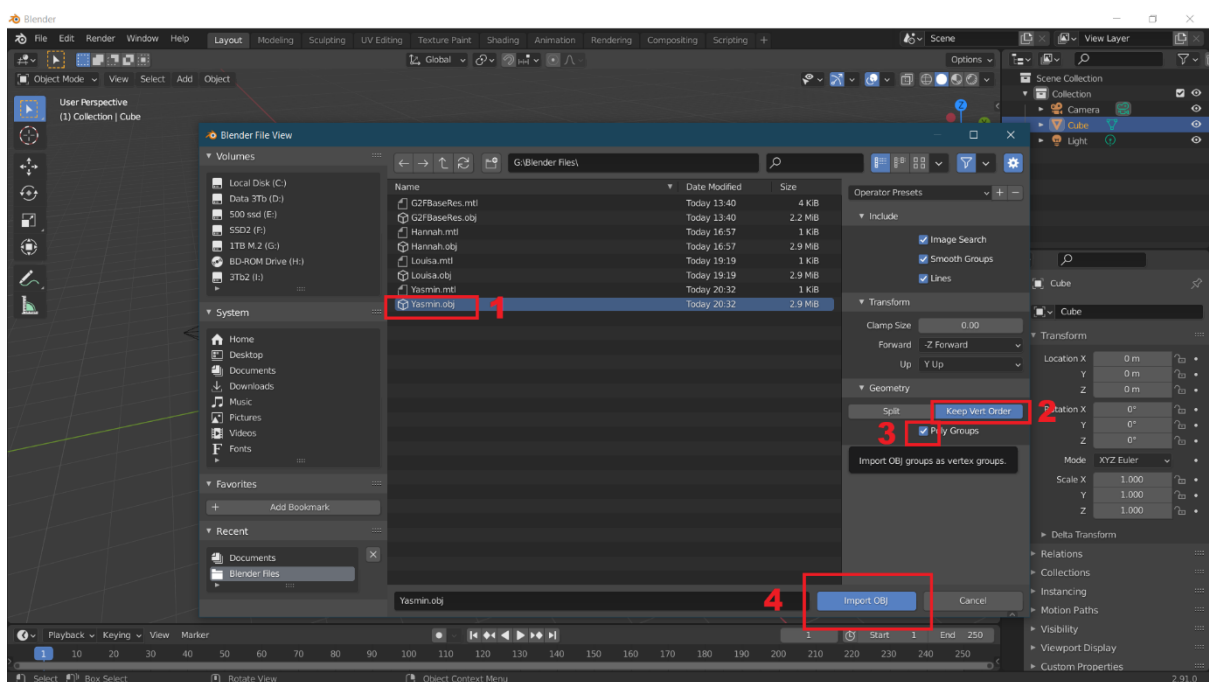


Navigate to the obj exported from daz previously and highlight it

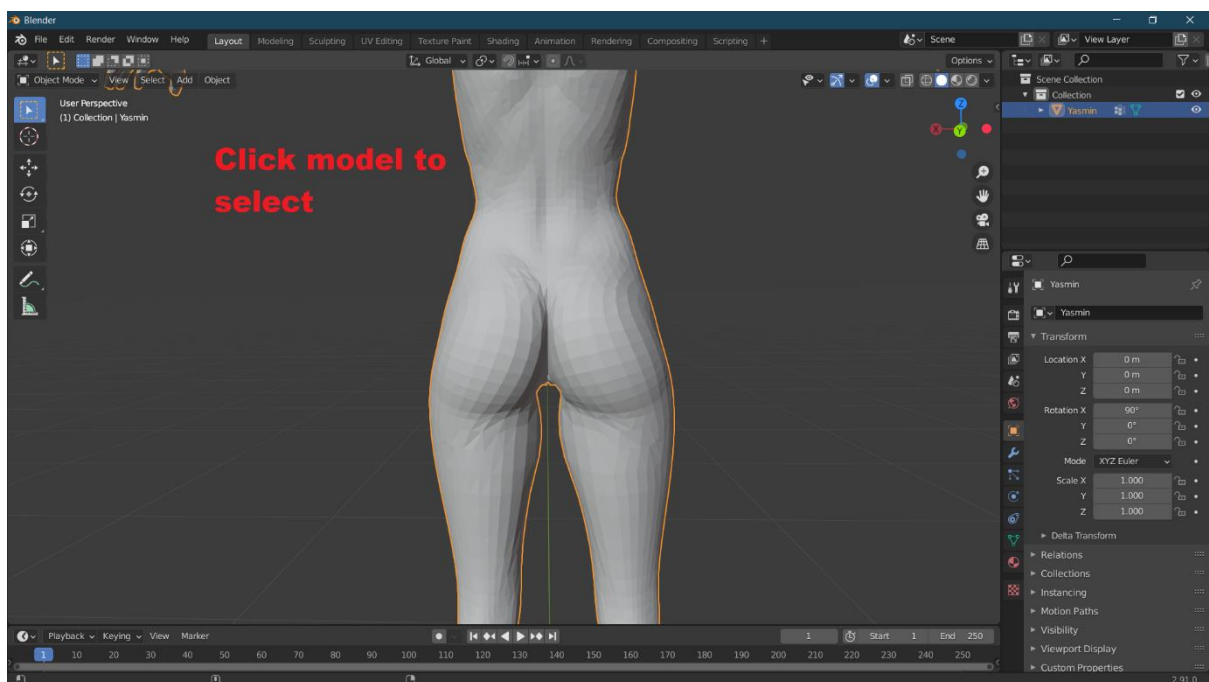
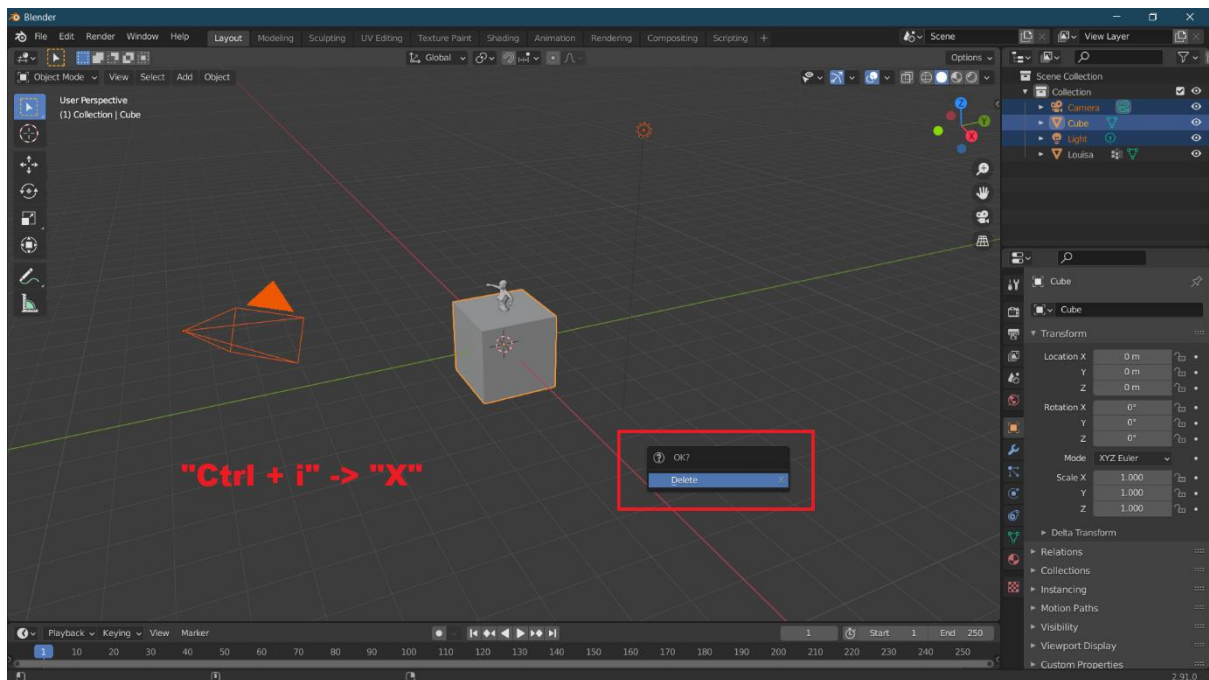
Change geometry options to 'Keep Vert Order'

Check the Poly Groups option

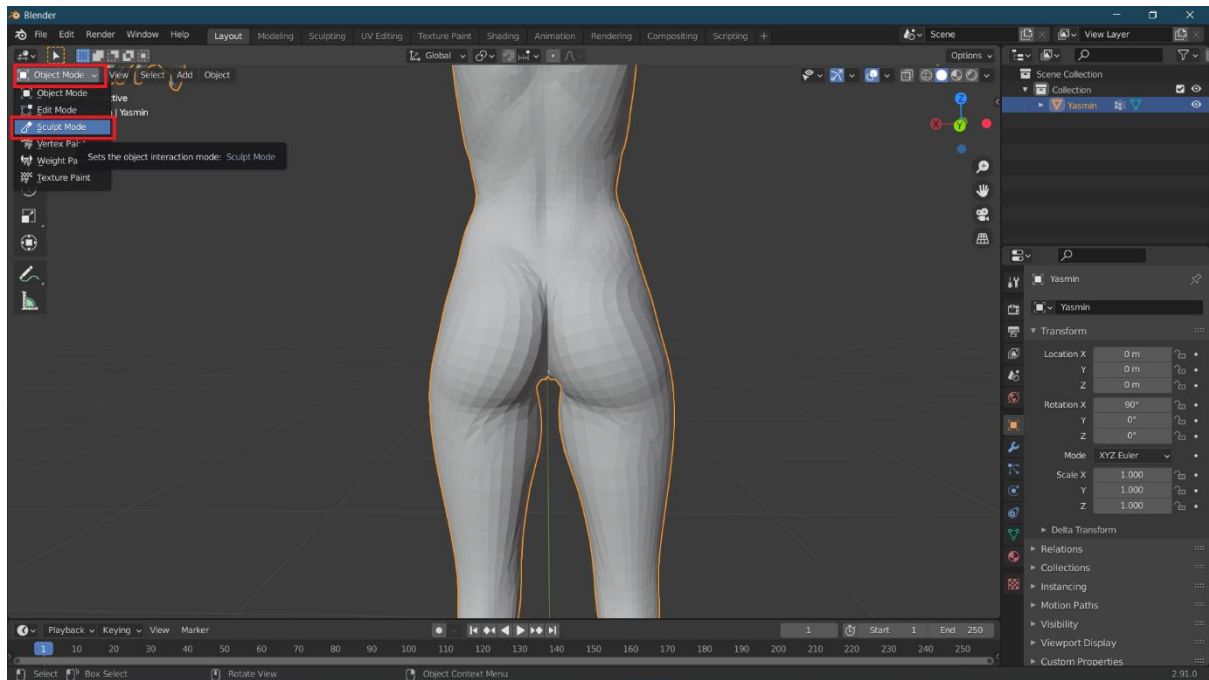
Click import Obj



Ctrl + I to select the default cube and press delete or x and click to remove it leaving only the newly imported model



Enter sculpt mode



Here is when you do your sculpting, I cannot help much here as this is day 2 of blender for me but YouTube has many videos covering every level of blender. This guide does a nice job of demonstrating the tools available.

<https://www.youtube.com/watch?v=L3XtAFUWNuk>

What I do know is you do not want to mess with the mesh. Using tools that add to or subtract from the mesh topology like the snake hook or using dynatop will require a different workflow to get back to vam which will require a whole other guide and potentially other software too. I have not gotten this far.

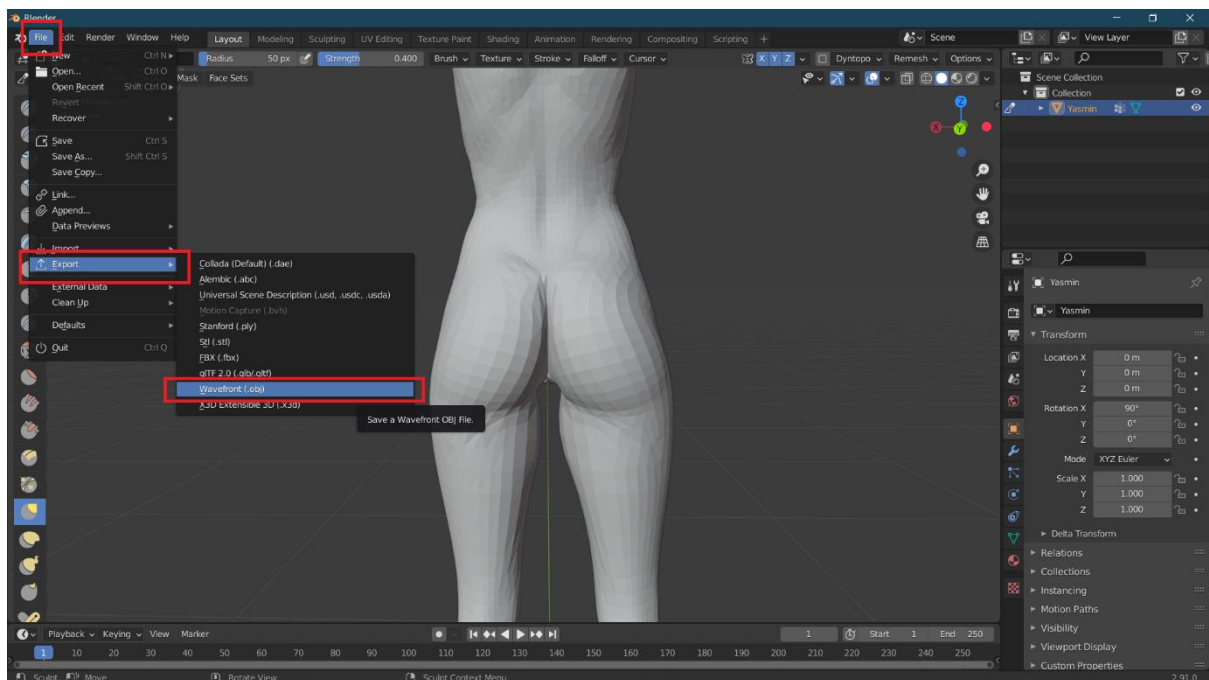
This low resolution mesh is the only real drawback of this method, this is more than enough for making adjustments to proportions and lines on a body and face but we are not going to be able to do much fine detail work.



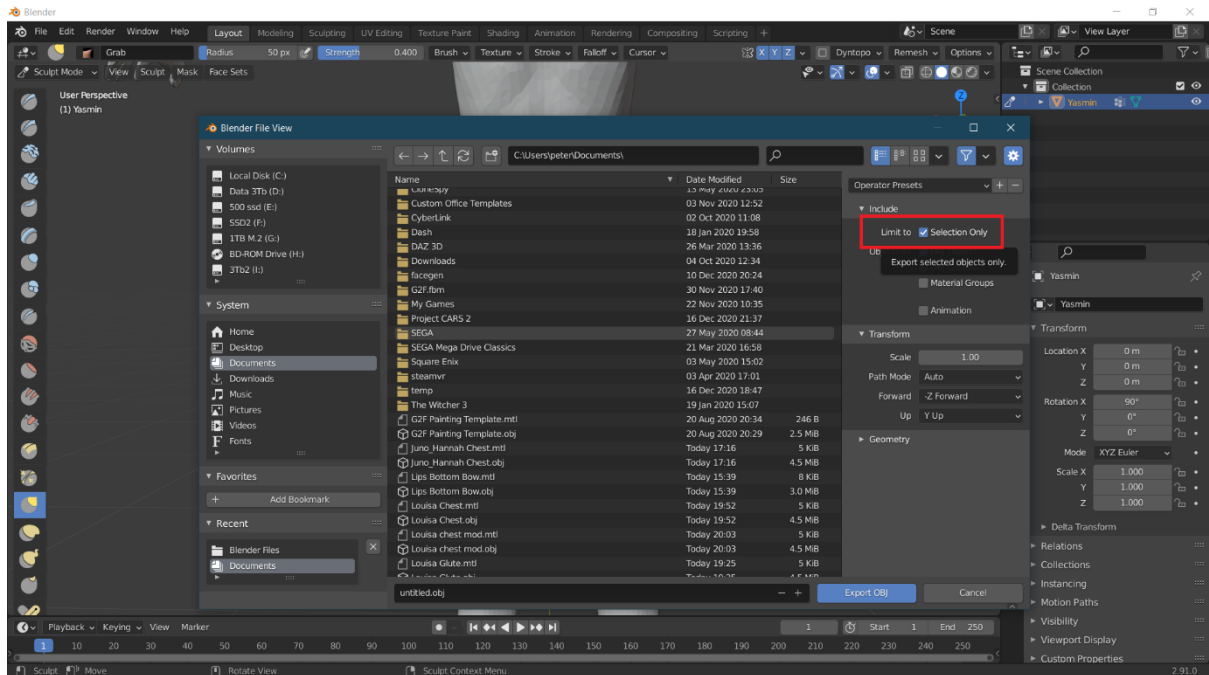
I simply increased the glute crack height with the elastic deform tool for the purposes of this guide.



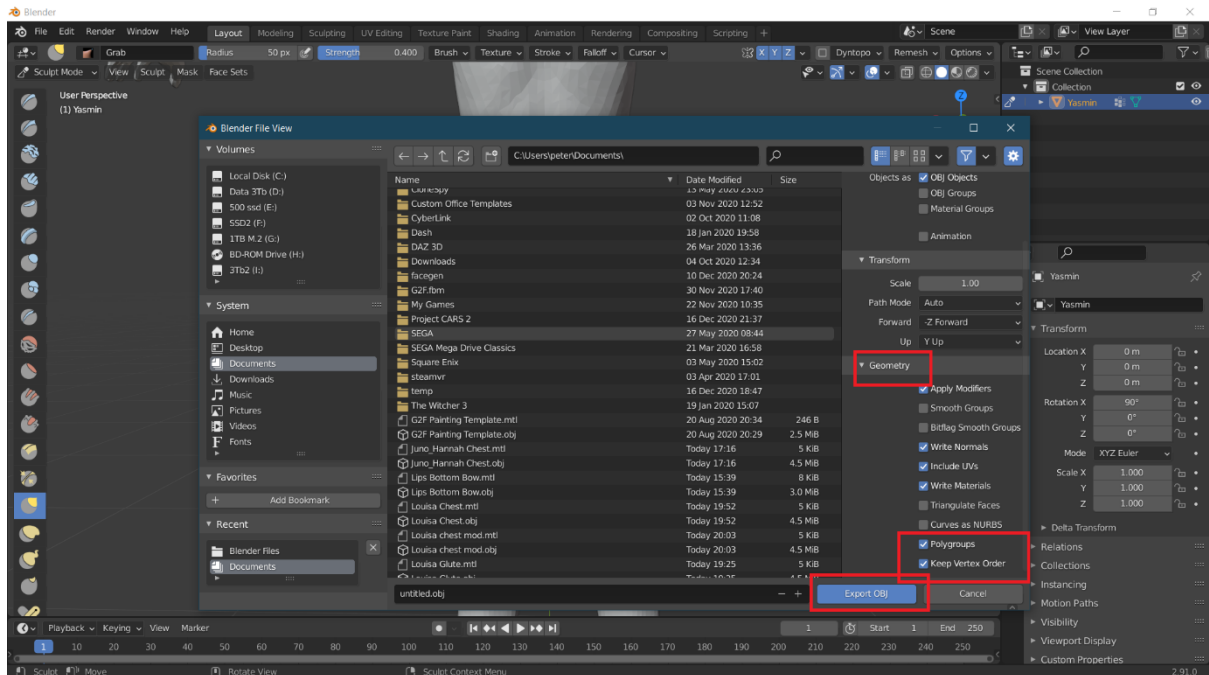
File -> Export -> Wavefront (Obj)



In the export dialog check the 'limit to selection only' option

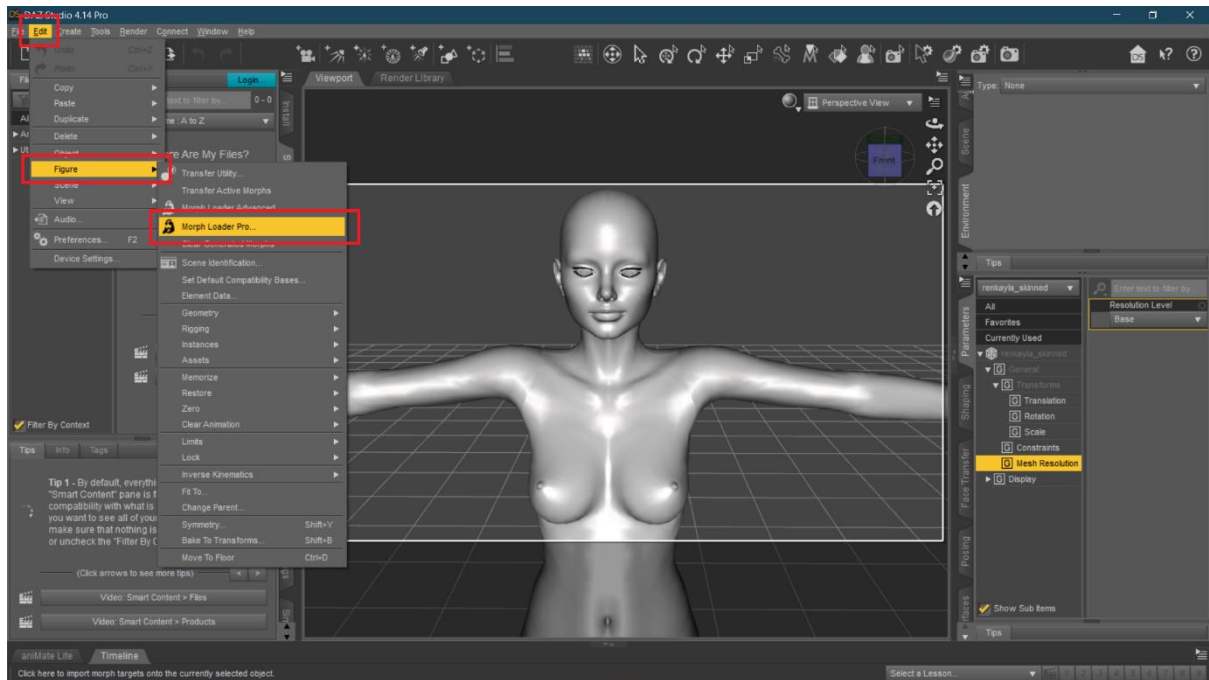


In the Geometry section check the options for Polygroups and Keep Vertex Order, set a name for the exported morph then click Export OBJ



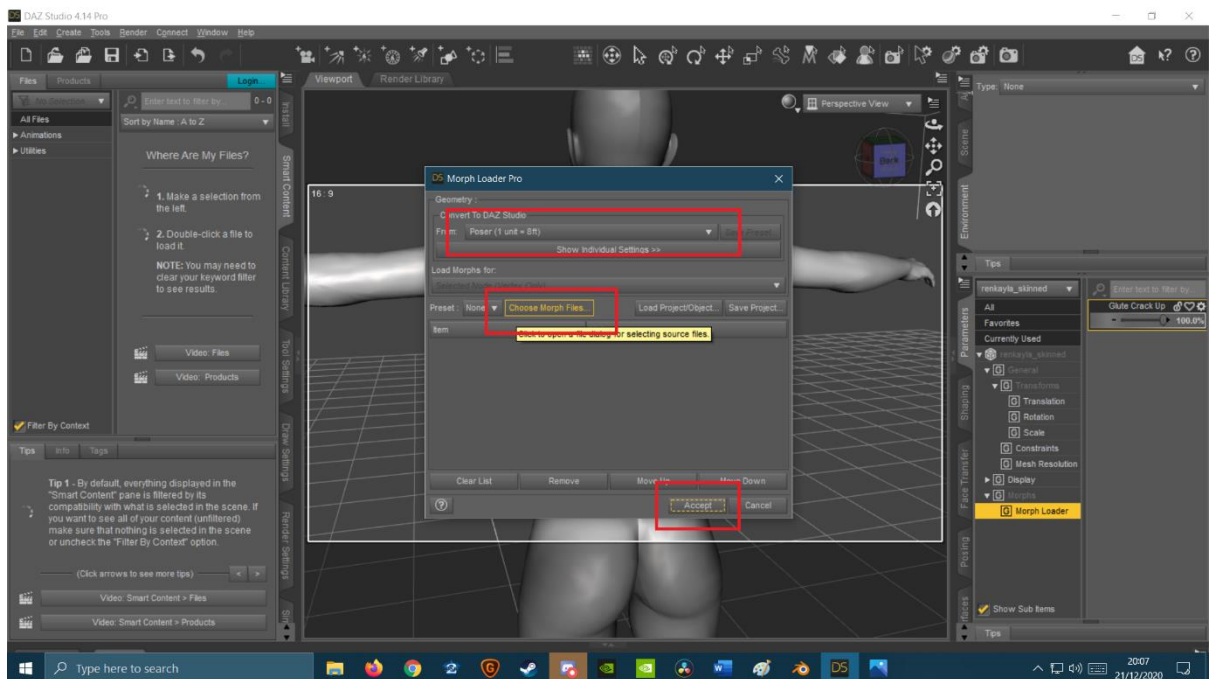
Back to our Daz session which we kept open from earlier. If you closed daz you will need to load the exact same obj we originally imported from vam again.

Edit -> Figure -> Morph Loader Pro

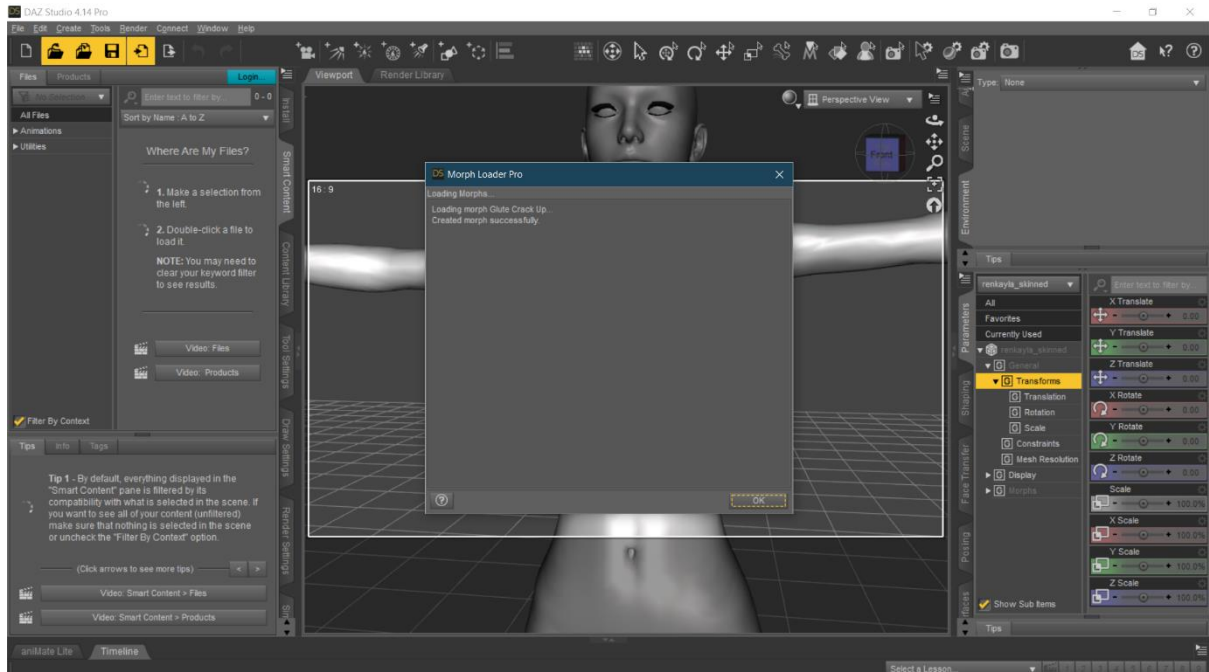


Select the poser option from the drop down

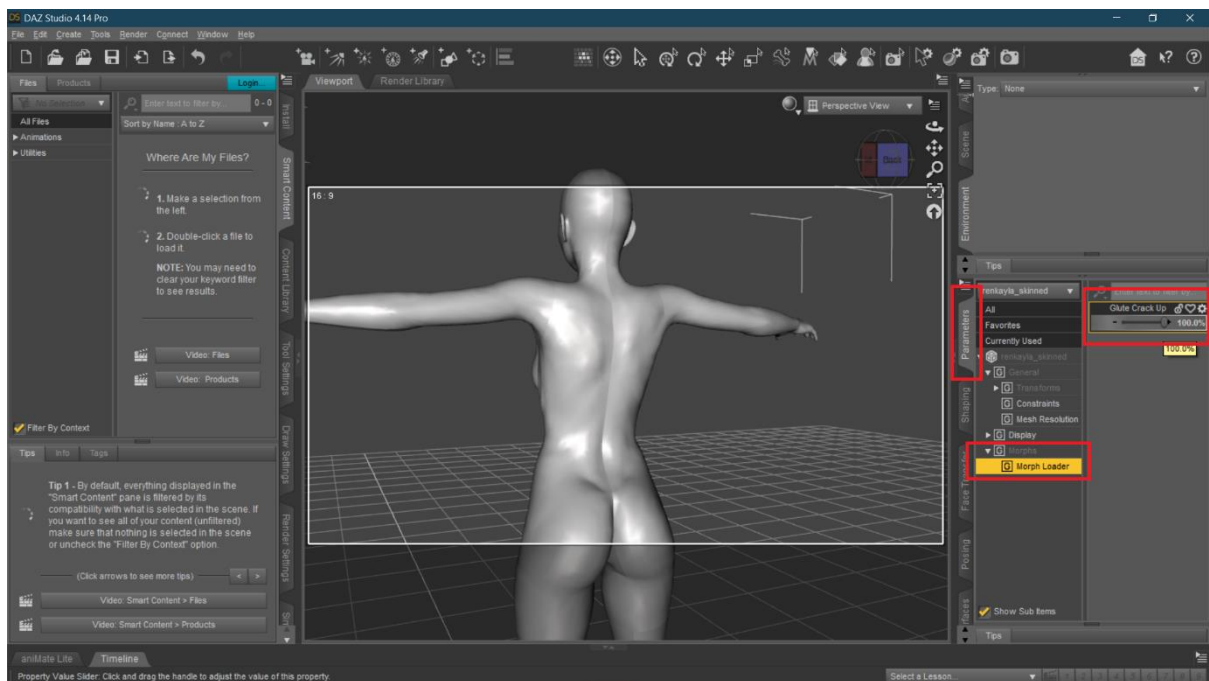
Click the Choose Morph File button and load the morph exported from blender then click Accept



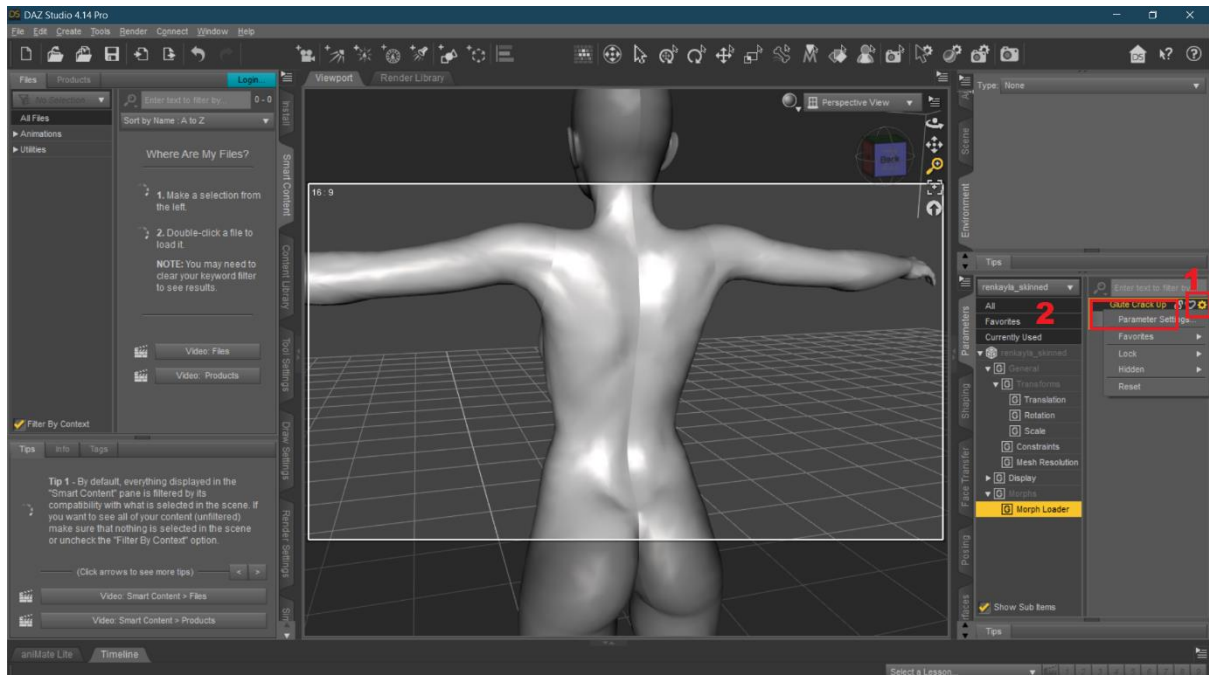
You should see the below if the import was successful.



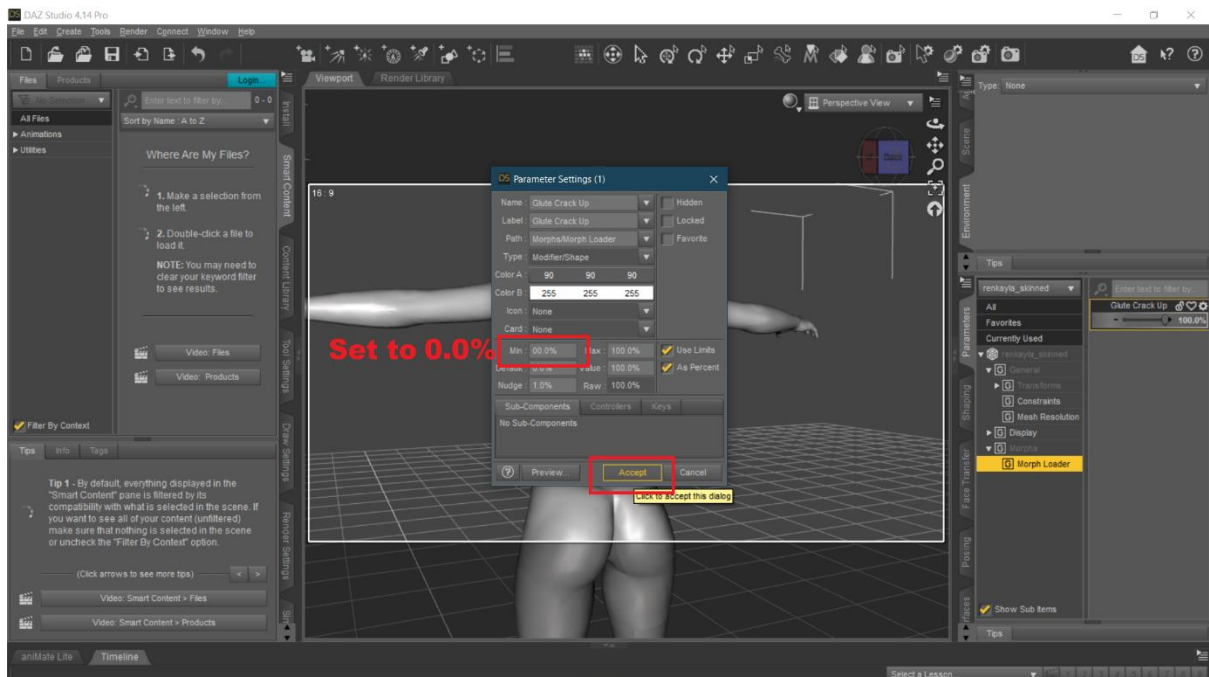
Select the morph from the parameters tab under morph loader and increase it to 100% to check it works as intended.



Click the cog on the morph and select Parameter Settings

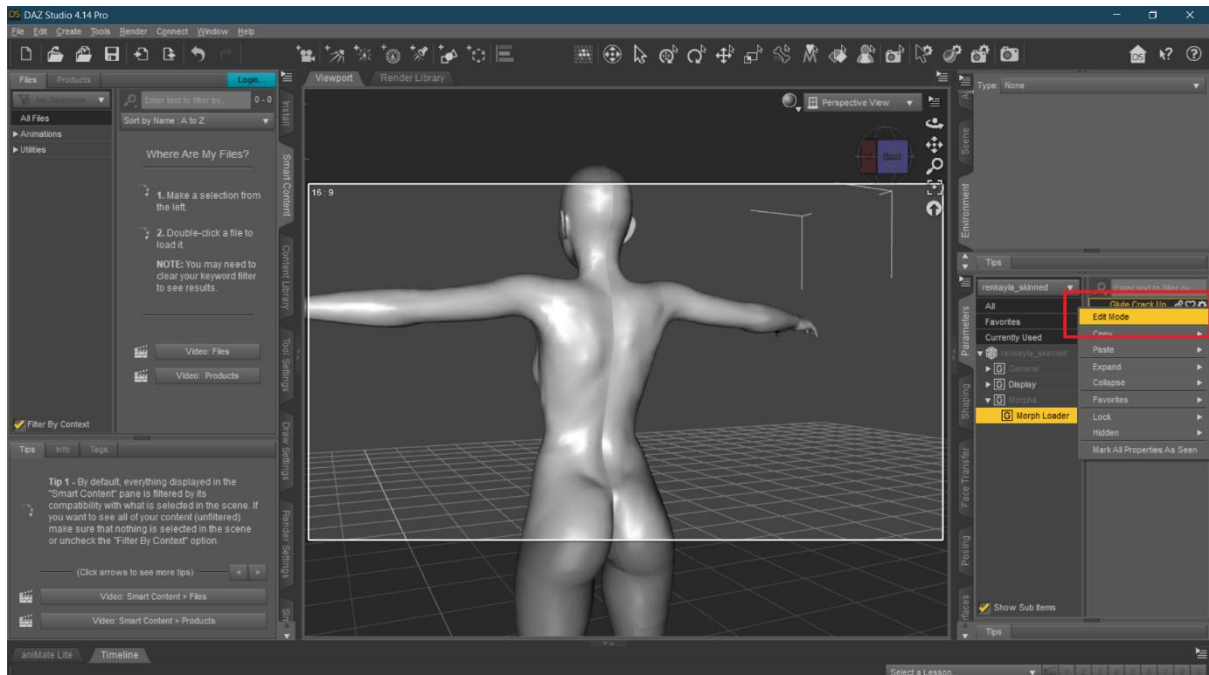


Set the Min value to 0.0% then click Accept

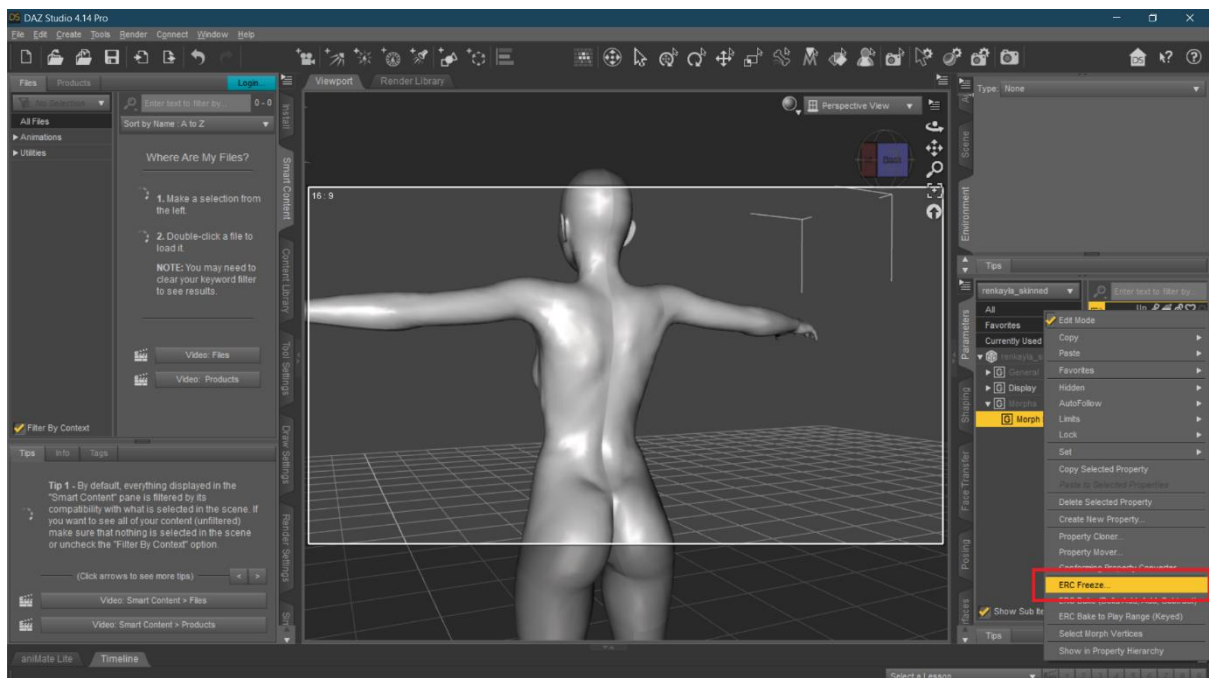




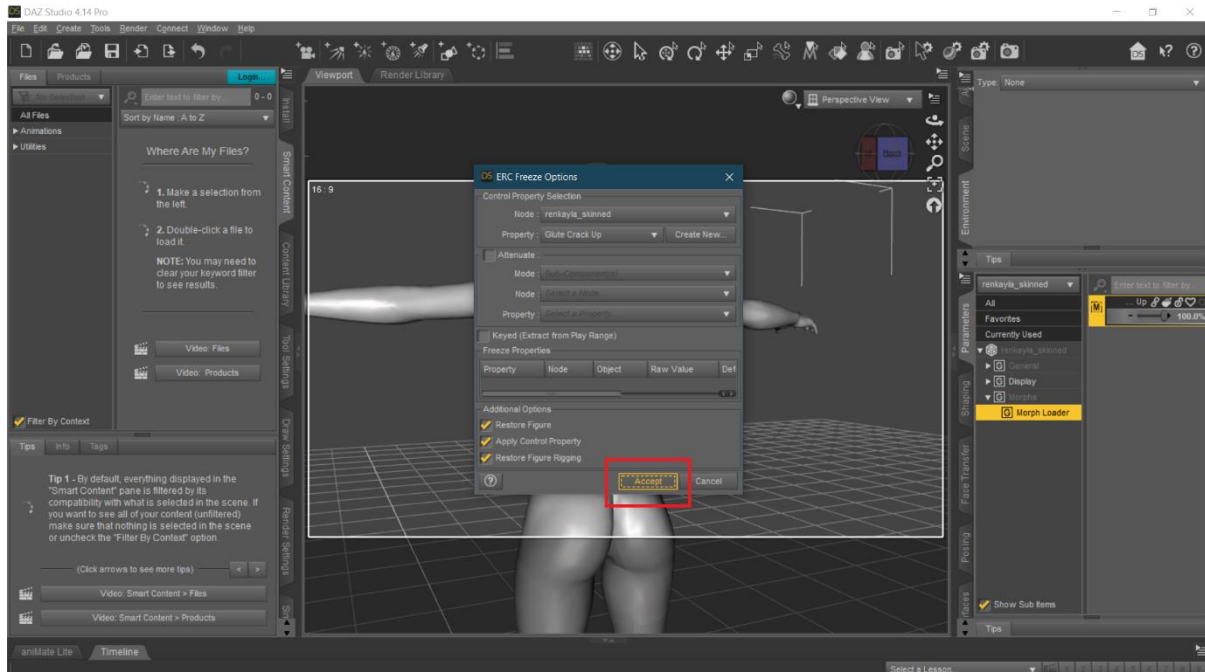
Right click the morph and select edit mode to enable the edit menu



Right click the morph again, select ERC Freeze from the newly enabled edit menu

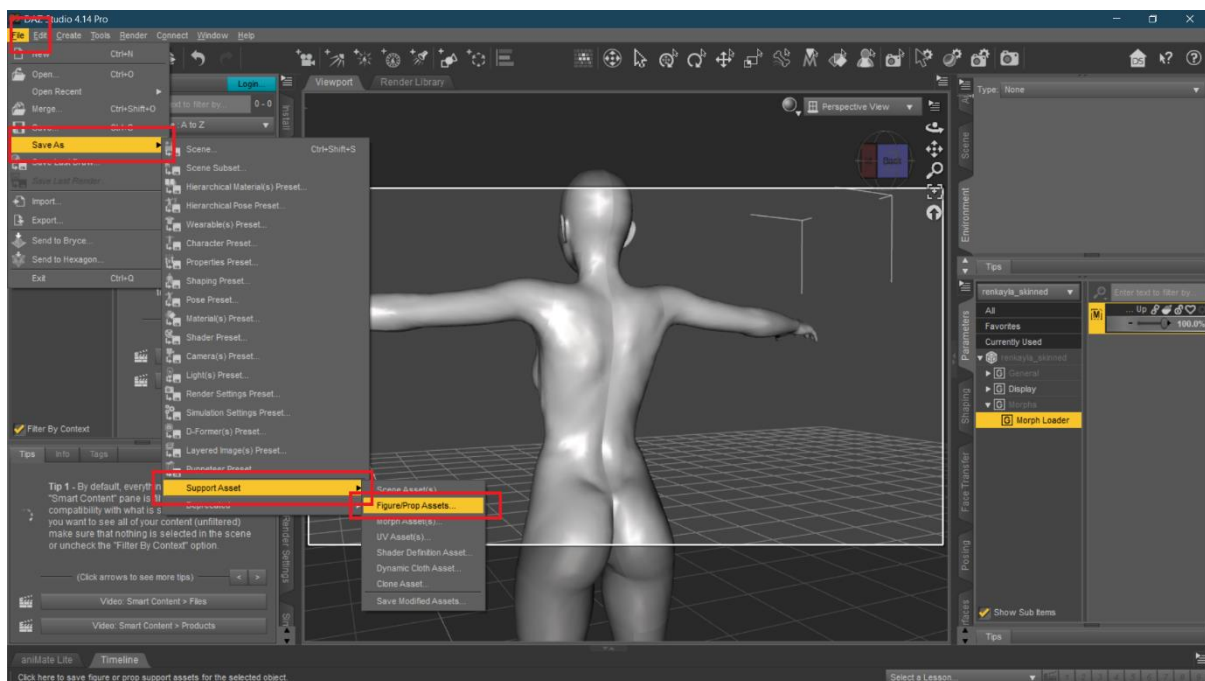


No need to change anything in the ERC Freeze dialog – Click Accept

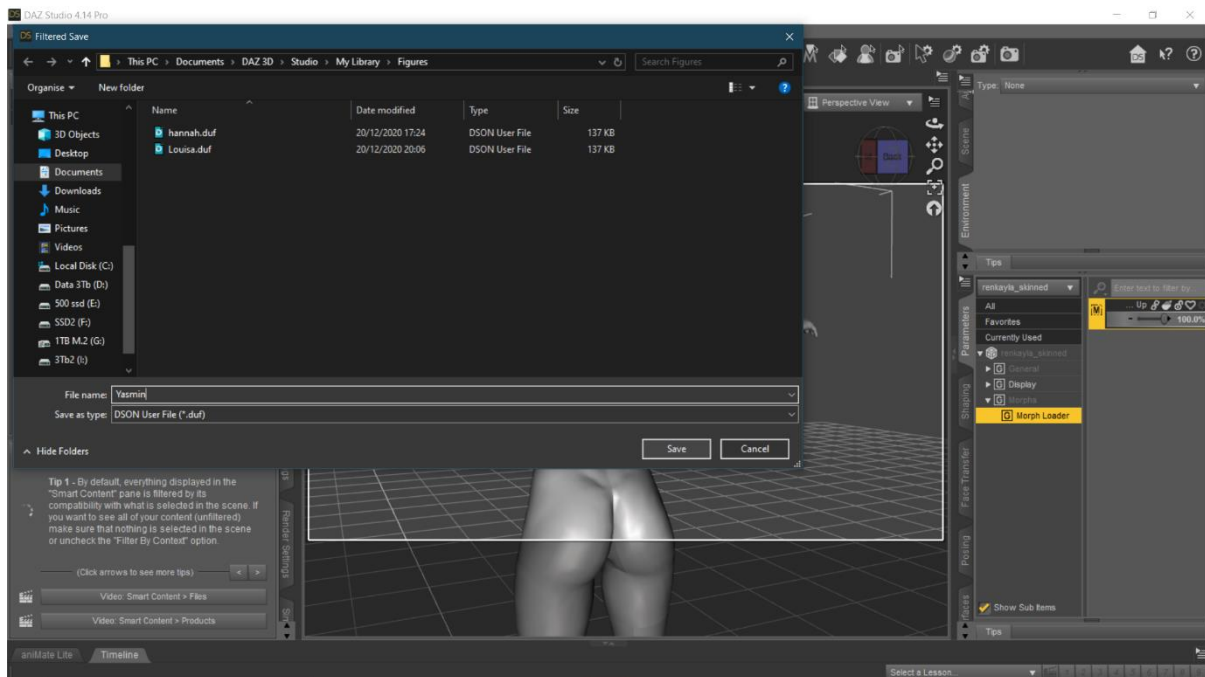


Daz forces you to save the model as a Figure/Prop asset before it will allow a morph to be saved

File -> Save As -> Support Asset -> Figure/Prop Assets



Name and save the model



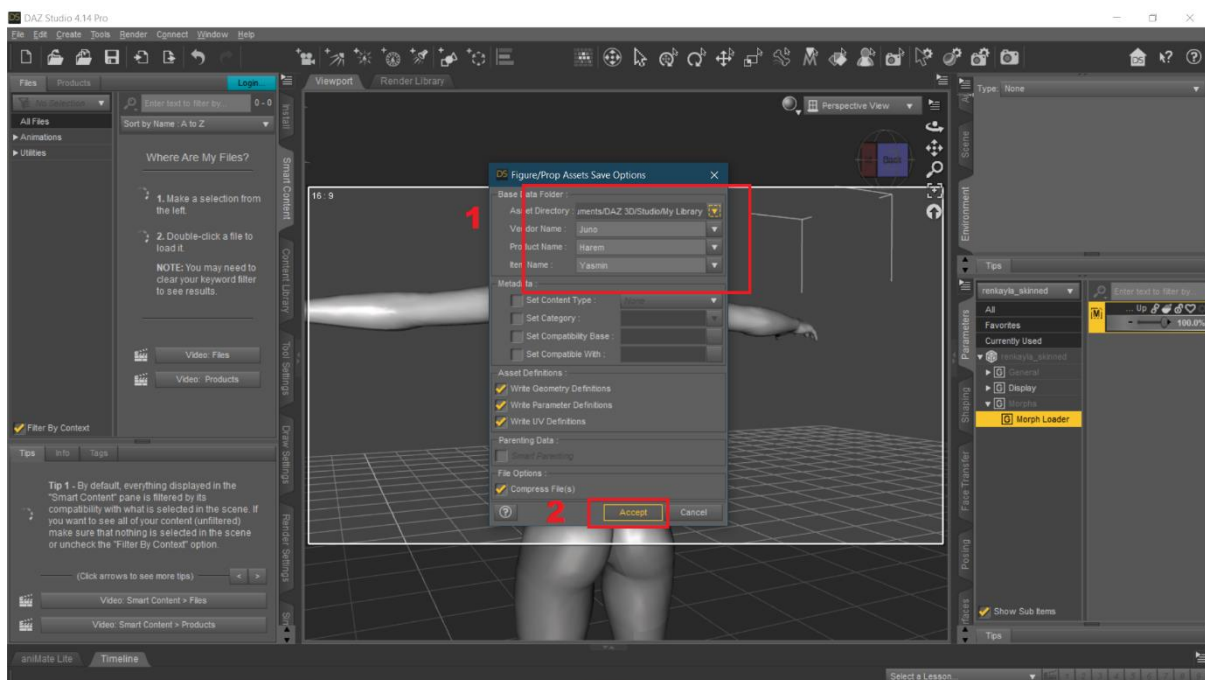
Select the Daz Asset library to save to from the drop down – The Daz default is Public Documents, you may prefer to use your User Profile Documents folder instead.

Set your Vendor (Creator) Name – e.g. Juno

Set a Product Name – e.g. Harem

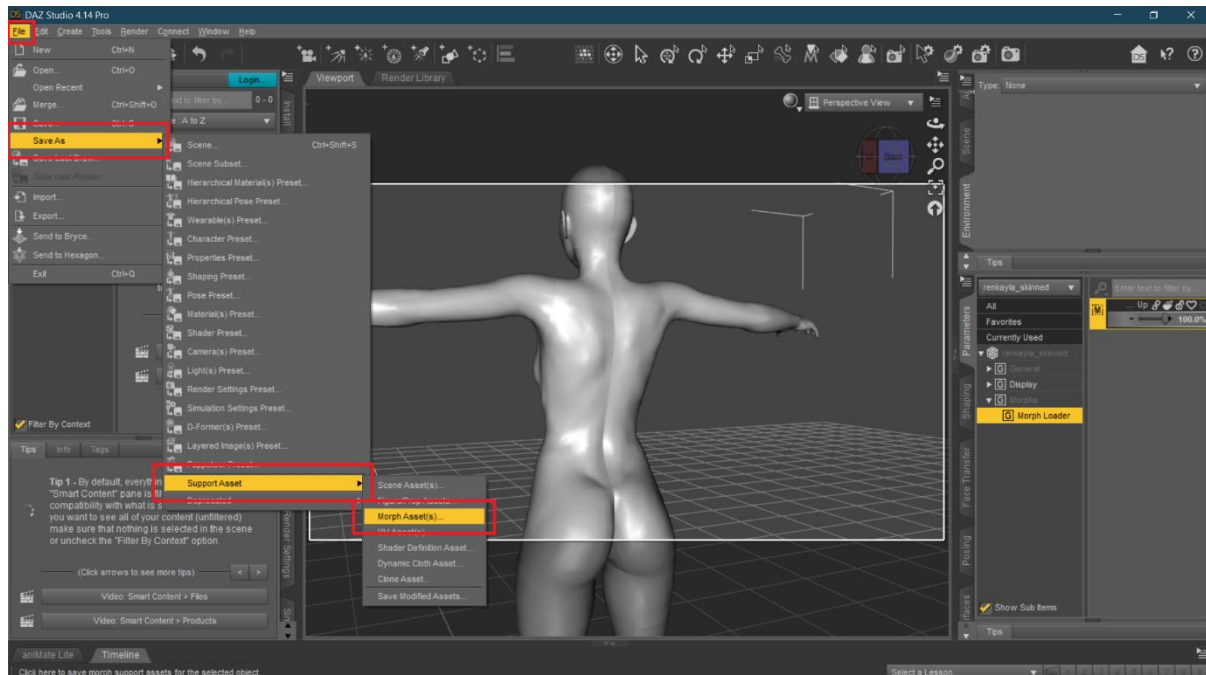
Set an Item Name – e.g. Yasmin

Accept



Now we can save our morph for Vam

File -> Save As -> Support Asset -> Morph Assets

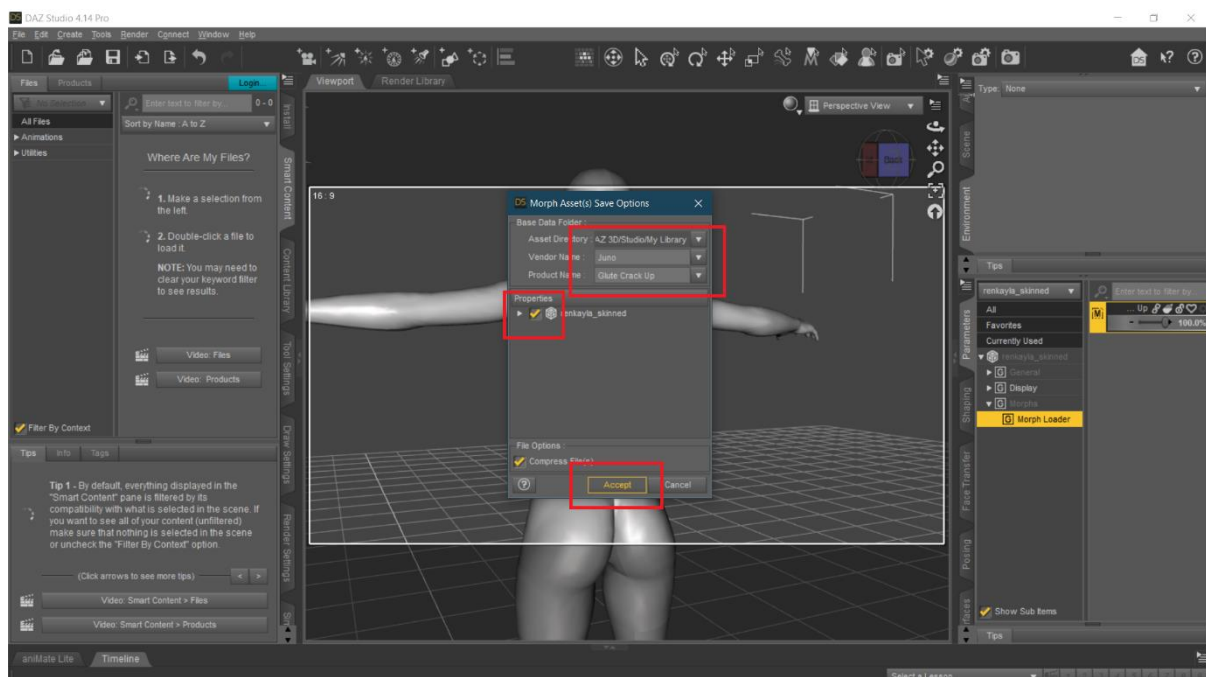


Choose the output directory from the drop down, the Daz default is Public Documents, you may prefer to use your User Profile Documents folder instead.

Set the Vendor name - Use your creator name

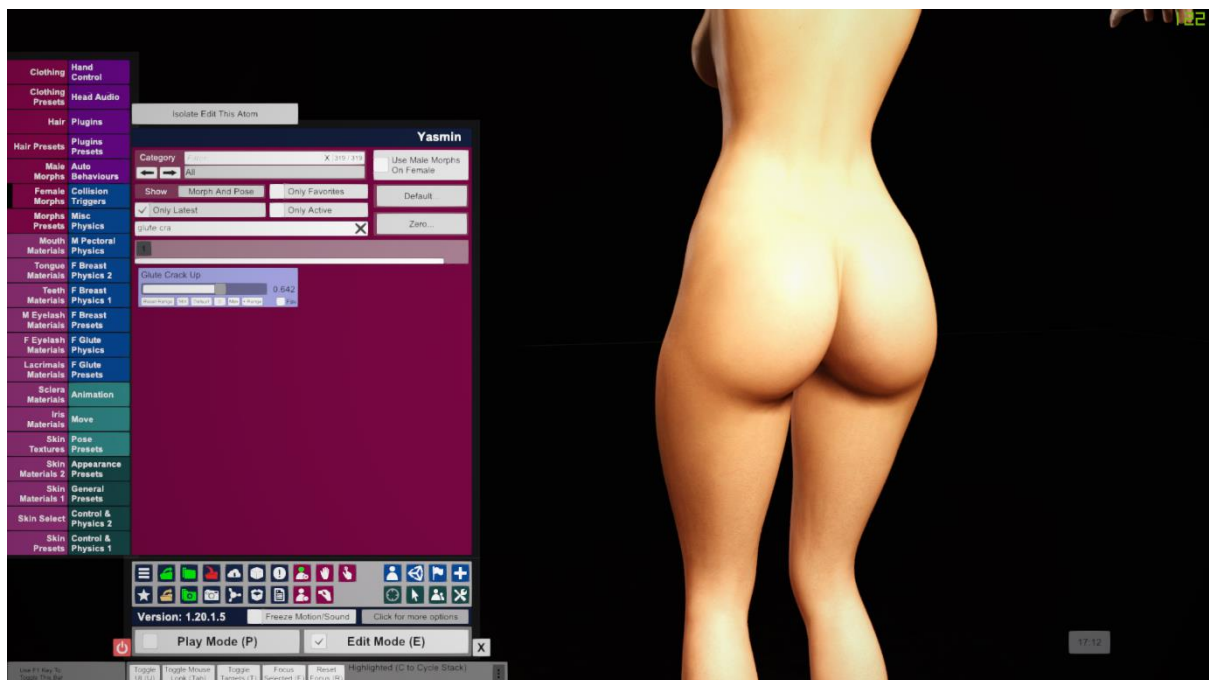
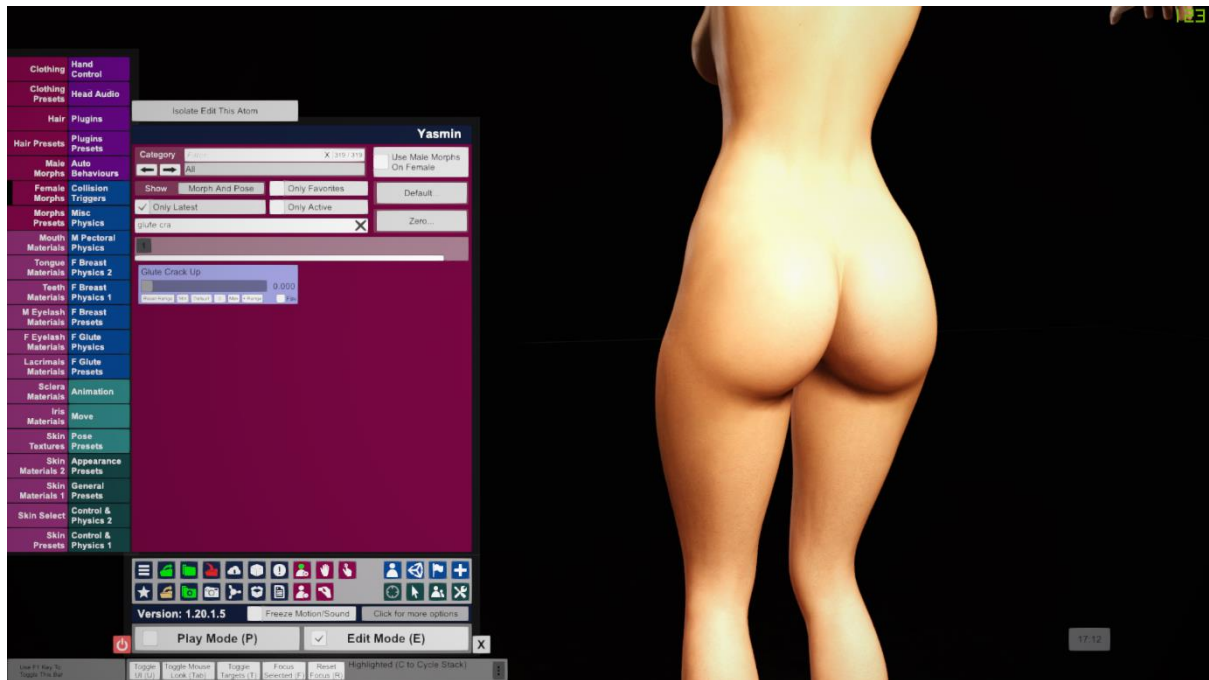
Set the Product Name – This is the morphs name

Check to select the model



Now you need to locate the newly saved morph and then drop this .dsf into the subfolder of your choice under \\your vam folder\Custom\Atom\Person\Morphs\female\

Fire up Vam and test the new morph:





Hopefully, all went as expected, sometimes a bit of back and forth is required to get things just right but this process really is quite quick once learnt.

I hope this guide enables you to do some more advanced character creation, I cannot tell you how often I have been forced to compromise on a look simply down to a lack of the correct morph for the job. This process has revitalised my creation process and I hope it's a similarly liberating experience for you.

If you have any suggestions or advice please let me know either on the discussion thread for this guide on the Hub or on Discord - Juno#4326 – I will try to keep this up to date and expand on it if needed.