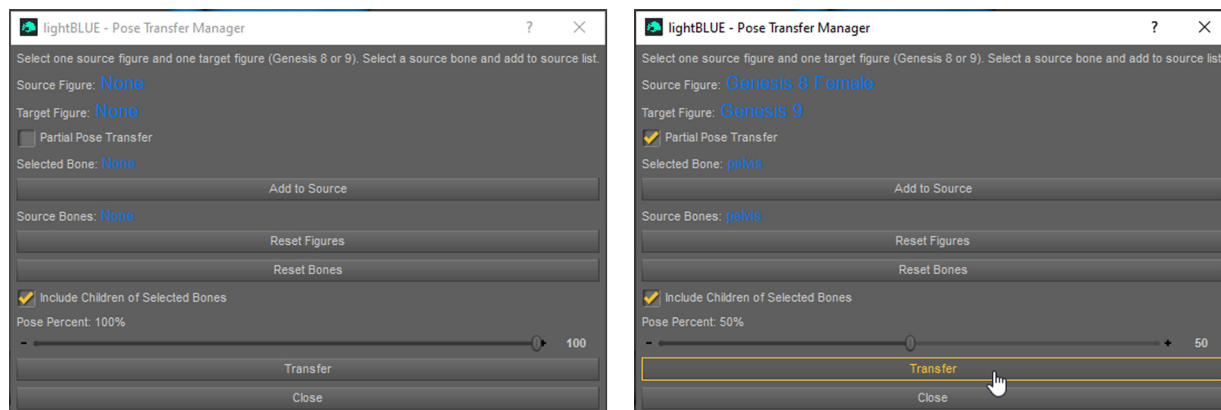


INSTRUCTIONS

- Click on the "Pose Transfer Manager" icon.
This script will open a non-modal window, which means that you can work in your scene while it is open and close it whenever you want.



- The "Pose Transfer Manager" window:



- The selected source figure (written in blue letters), if no node is selected, you will see "none" here. To select a figure for the source, just click on it in the scene.
- Below is the selected target figure (written in blue also), if no node is selected, you will see "none" here. To select a target, just click on it in the scene while holding the Ctrl button on your keyboard. Holding the Ctrl button on the keyboard is important because the source figure will deselect if you don't hold it. So, first select the source figure (root bone, Genesis 8 Female for example), press and hold the Ctrl button on the keyboard and select the target figure (also the root)
- Below this, you will find the Partial Pose Transfer checkbox. If you want to transfer the complete pose, leave this unchecked, and just click on the Transfer button. If you want to transfer the pose of a part of the body, check this checkbox.
- Below this checkbox, you will see the Selected Bone: None (if none is selected). Now you can select in the scene a bone from which you want to transfer the pose. When you select a bone in the scene it will appear here.
- The Add to Source button is under the selected bone. Click it to add the selected bone to the Source Bones (you will see the added bone appear underneath this button).
- You can then select another bone if you like and add it also to the source bones. It will also appear right after the first added bone.
- Under the Source Bones text, you will find two buttons: Reset Figures - click this if you want to select different source and target figures; Reset Bones - click this if you want to choose different bones for the source bones.
- Below these buttons, is the Include Children of Selected Bones checkbox. Check this if you want to transfer the pose of the selected bone/bones and its children. If this is not checked, only the selected bone's pose will be transferred.
- The Pose Percent slider is under this checkbox. Use this slider to choose in which percent you want the pose to be transferred. If you set it to 50%, for example, you will get a pose that is exactly in between the current pose of the target and the pose of the source figure/bone/bones. If you leave the slider at 100% the pose will be transferred exactly as is on the source figure/bone to the target figure/bone.
- In the bottom section, you will see the "Transfer" button. When you click this button, the pose transfer will happen with the settings you chose above.
- Below this, you can find the "Close" button, which closes the "Pose Transfer Manager" window, the same as the "X" button at the top right corner of the window.

NOTE: Make sure to choose the root of the valid Genesis 8/9 figures for the source and target figures. The source and target figures need to be selected for both partial and full pose transfers. For partial pose transfer, make sure to choose the bones of the selected source figure. The script relies on the "Genesis 8"/"Genesis 9" text in the name of the selected figures, if you renamed your figure, add back "Genesis 8"/"Genesis 9" to the figure label name in the scene, while you use this tool (it is ok if the name has additional text as long as it also has "Genesis 8"/"Genesis 9").

NOTE2: The Genesis 9 figure is significantly shorter than Genesis 8, this means that the transferred pose will not look exactly the same and it will probably need some minor manual adjustments. Face bones of G8 and G9 are different so some of the face bones will have to be manually adjusted.