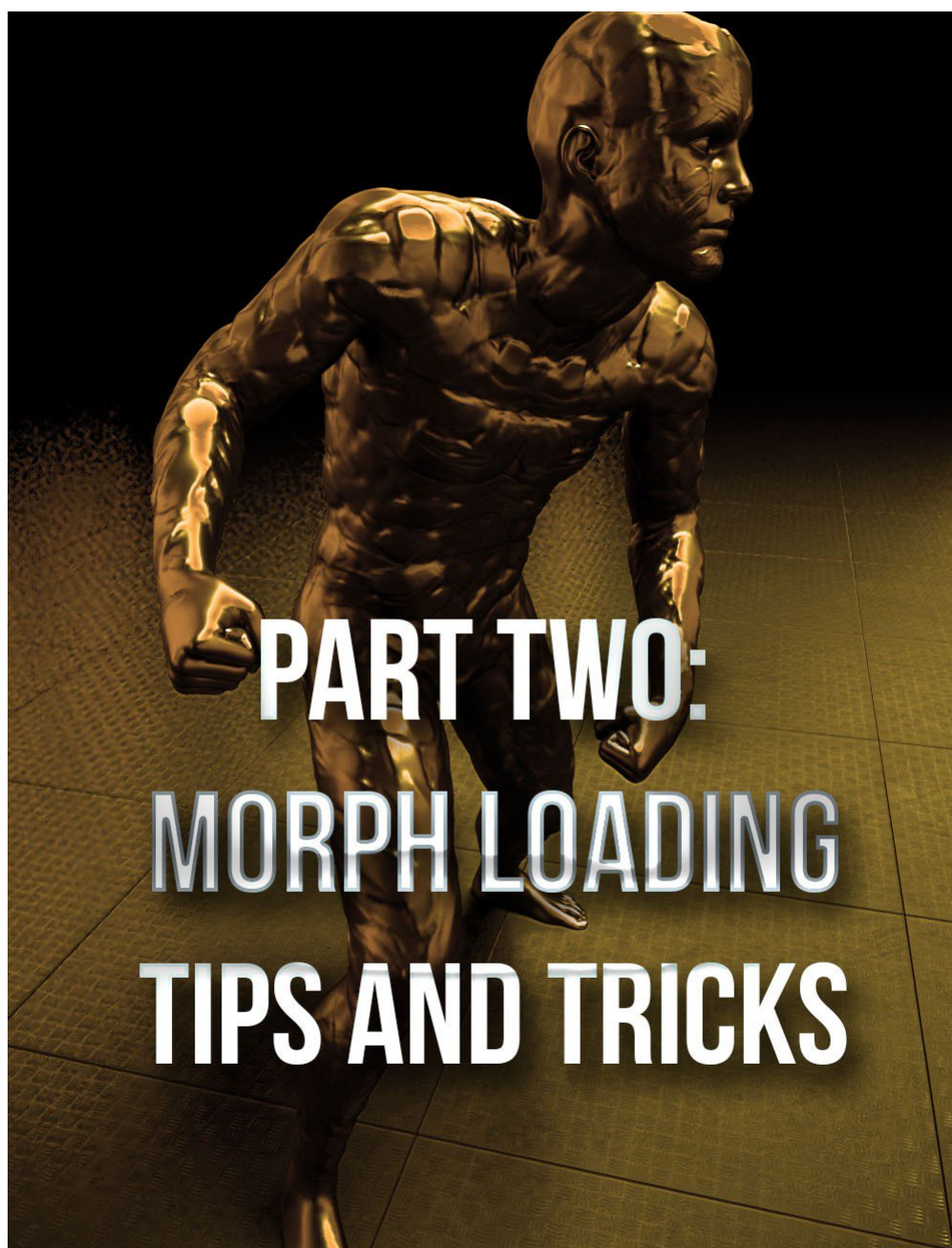


# Daz Character Setup for Artists Part 2



<b>Product Name:</b>	<a href="#">Daz Character Setup for Artists Part 2</a>
<b>Product ID:</b>	60621
<b>Published Artist(s):</b>	<a href="#">Daz Originals</a>
<b>Created By:</b>	<a href="#">Gravity Studios</a>
<b>Release Date:</b>	2019-05-06

## Product Information

- Required Products: *None*

This tutorial series is designed to help 3D artists speed up their character workflow using Daz 3d. This is a unique workflow aimed at speed and high-quality work for artists. It was made to answer

questions asked by professional concept artists who use Daz Studio daily. Many of these tools are only understood by published artists who have spent years learning the ins and outs of Daz studio, but with this tutorial, you will get up to speed on some advanced tips and tricks that will revolutionize your character workflow.

In Part Two we go over combining morphs to speed up your character creation process, using morph loader pro to bring in custom characters, and some morph loader pro settings that can make customization a breeze. We will also go over the full pipeline for saving morphs and correcting shapes so they move correctly.

If you start your character creation process using a Daz Genesis base mesh you can have a fully rigged character in a few clicks. The characters will be compatible with skin textures, clothing, poses, props, hair and so on. You can iterate quickly on the characters and try different options and also use any Daz characters in your library to give you a faster starting point. Once you know a few tricks you can make a custom character faster than you ever thought possible.

Learn how to speed up your character creation process today using Daz Studio.

## Product Notes

### Installation Packages

Below is a list of the installation package types provided by this product. The name of each package contains a [Package Qualifier \(WIP\)](#), which is used as a key to indicate something about the contents of that package.

- 1 Core

[ ] = *Optional, depending on target application(s)*

Not all installation packages provide files that are displayed to the user within the interface of an application. The packages listed below, do. The application(s), and the location(s) within each application, are shown below.

### Additional Details

Below is a list of files provided by the [Daz Character Setup for Artists Part 2](#) product.

## Core

## Daz Character Setup for Artists Part 2

- **Content :**

- /General/Gravity Studios/Daz Character Setup for Artists Part 2/08. Character Combination.m4v
- /General/Gravity Studios/Daz Character Setup for Artists Part 2/09. Saving Out Morphs.m4v
- /General/Gravity Studios/Daz Character Setup for Artists Part 2/10. The Long Way Of Saving Things And A Preview Of Daz Published Artists Workflow.m4v
- /General/Gravity Studios/Daz Character Setup for Artists Part 2/11. Reverse Deformation To Customize Teeth.m4v
- /General/Gravity Studios/Daz Character Setup for Artists Part 2/Resources/Genesis8FemaleCharacter/People/Genesis 8 Female/Characters/Character Preset and Character icons saved here.txt
- /General/Gravity Studios/Daz Character Setup for Artists Part 2/Resources/Genesis8FemaleCharacter/People/Genesis 8 Female/Characters/CharacterName.png
- /General/Gravity Studios/Daz Character Setup for Artists Part 2/Resources/Genesis8FemaleCharacter/People/Genesis 8 Female/Characters/CharacterName.tip.png
- /General/Gravity Studios/Daz Character Setup for Artists Part 2/Resources/Genesis8FemaleCharacter/People/Genesis 8 Female/Characters/CharacterName/Materials/3Delight/All Materials Saved here.txt
- /General/Gravity Studios/Daz Character Setup for Artists Part 2/Resources/Genesis8FemaleCharacter/People/Genesis 8 Female/Characters/CharacterName/Materials/3Delight/CharacterName.png
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- /General/Gravity Studios/Daz Character Setup for Artists Part 2/Resources/Genesis8FemaleCharacter/People/Genesis 8 Female/Characters/CharacterName/Materials/Note - only iray neccessary.txt
- /General/Gravity Studios/Daz Character Setup for Artists Part 2/Resources/Genesis8FemaleCharacter/Runtime/Textures/YourArtistName/Characters/Genesis8/CharacterName/All Textures Stored Here.txt
- /General/Gravity Studios/Daz Character Setup for Artists Part 2/Resources/Genesis8MaleCharacter/People/Genesis 8 Male/Characters/Character Preset and Character icons saved here.txt
- /General/Gravity Studios/Daz Character Setup for Artists Part 2/Resources/Genesis8MaleCharacter/People/Genesis 8 Male/Characters/CharacterName.png
- /General/Gravity Studios/Daz Character Setup for Artists Part 2/Resources/Genesis8MaleCharacter/People/Genesis 8 Male/Characters/CharacterName.tip.png
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- /General/Gravity Studios/Daz Character Setup for Artists Part 2/Resources/Genesis8MaleCharacter/Runtime/Textures/YourArtistName/Characters/Genesis8/CharacterName/All Textures Stored Here.txt
- /General/Gravity Studios/Daz Character Setup for Artists Part 2/Resources/Useful UVs/readme Useful UVs.txt
- /General/Gravity Studios/Daz Character Setup for Artists Part 2/Resources/Useful UVs/SingleSkin\_G8F.obj
- /General/Gravity Studios/Daz Character Setup for Artists Part 2/Resources/Useful UVs/SingleSkin\_G8M.obj
- /General/Gravity Studios/Daz Character Setup for Artists Part 2/Resources/Useful UVs/xNormalUVs\_G8F.obj
- /General/Gravity Studios/Daz Character Setup for Artists Part 2/Resources/Useful UVs/xNormalUVs\_G8M.obj

## Resolved Issues

- *None*

## Known Issues

- *None*

## Support

Visit our site for [technical support](#) questions or concerns.

From:

<http://docs.daz3d.com/> - **Documentation Center**

Permanent link:

[http://docs.daz3d.com/doku.php/public/read\\_me/index/60621/start](http://docs.daz3d.com/doku.php/public/read_me/index/60621/start)

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