

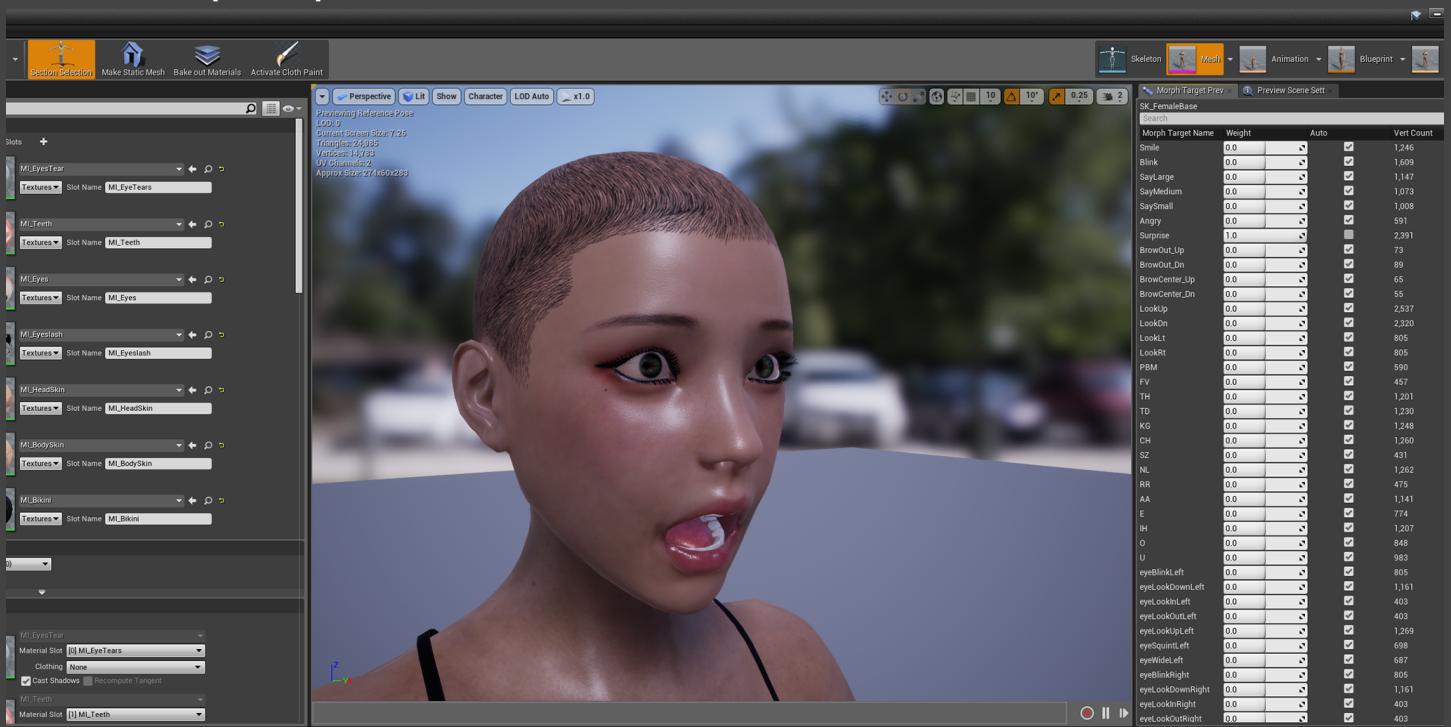
Genesis 2 Characters Overview

Hello my friends, after working in this field for a while, I have learned a lot from you and I have gradually grasped the really important requirements for my products to help you use them easily and effectively more effective, so I broke the old character system and started over with the new character system based on the good points of the old generation and improved them and I call them **GENESIS 2 (G2)** for short). Packages followed by “**G2_**” will belong to the **Genesis 2** character class.

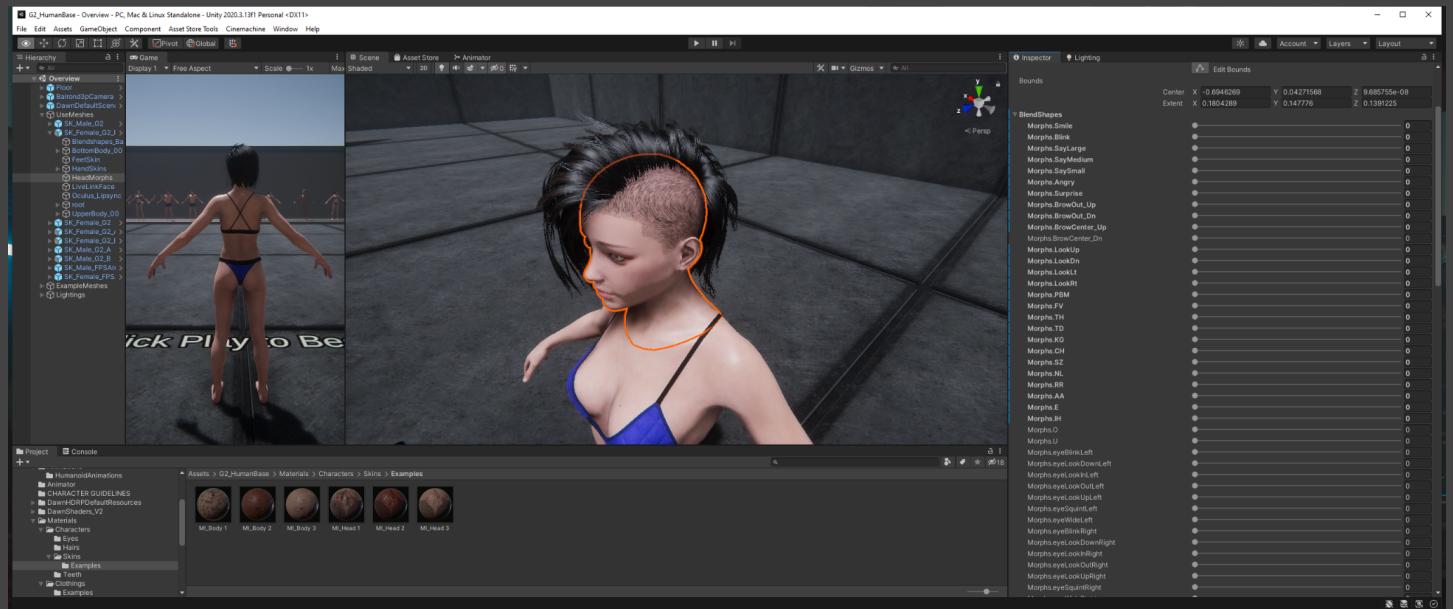


Genesis 2 new features:

A. Blendshapes/Morphs included:



Character now including **80 Blendshapes/Morphs** on both Female and Male characters, you can easy find them on Combine Meshes and Separate meshes in Unreal Engine and HeadMorphs of character hierarchy in Unity Engine

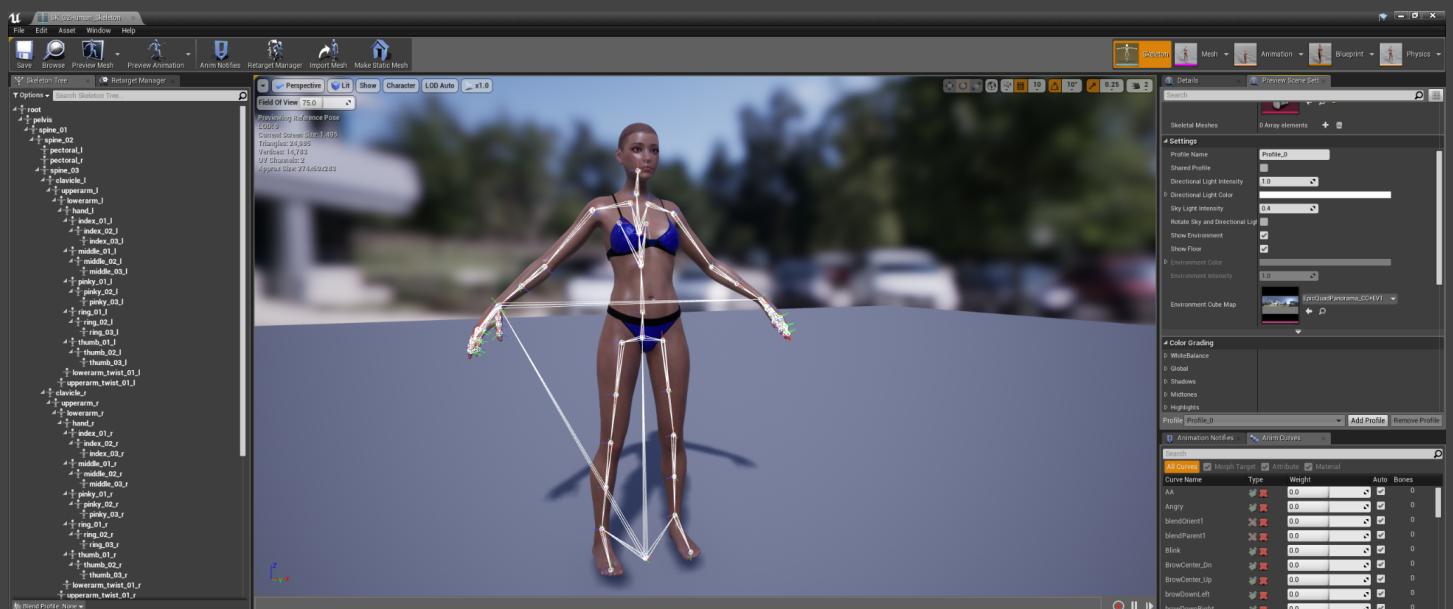


Drag and slice values you can see how it work. Because of the limited ability, I only integrate Blendshapes/Morphs into the characters, but for it to work, you need your ability. All Blendshapes/Morphs built on 2 sites:

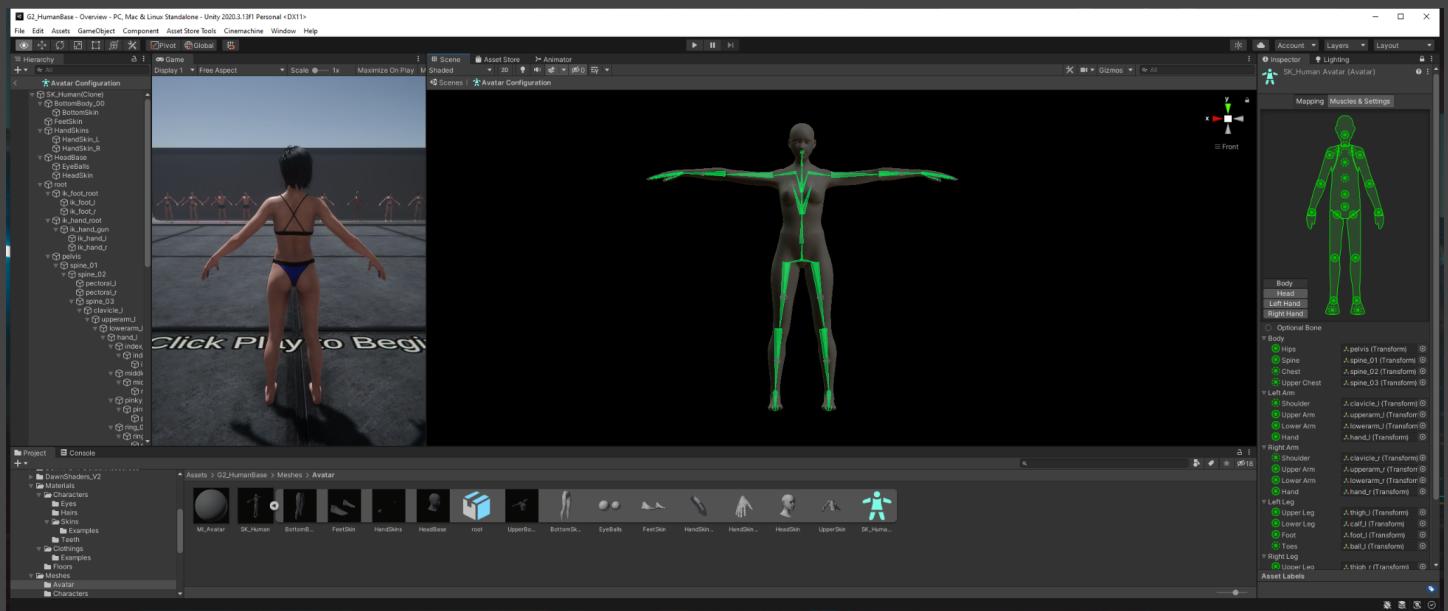
Live Link Face IOS: <https://developer.apple.com/documentation/arkit/arfaceanchor/blendshapelocation>
 Oculus Lipsync: <https://developer.oculus.com/documentation/unreal/audio-ovrlipsync-viseme-reference/>

and some Basic Expressions.

B. Character Skeleton:



Facial bones system has been removed to replace with Blendshapes/Morphs. Characters are now rig with UE4 Mannequin skeleton and 2 extra bones for breast name "pectoral_l" and "pectoral_r", this 2 bones help play breasts jiggle setup physic ready in both engines. To see how share UE4 Mannequin animations to my characters you can watch here: <https://youtu.be/OTVs4tS4h30?t=551>
 To see how my characters play Humanoid animation in Unity here: <https://youtu.be/rXuDEnj9aI>



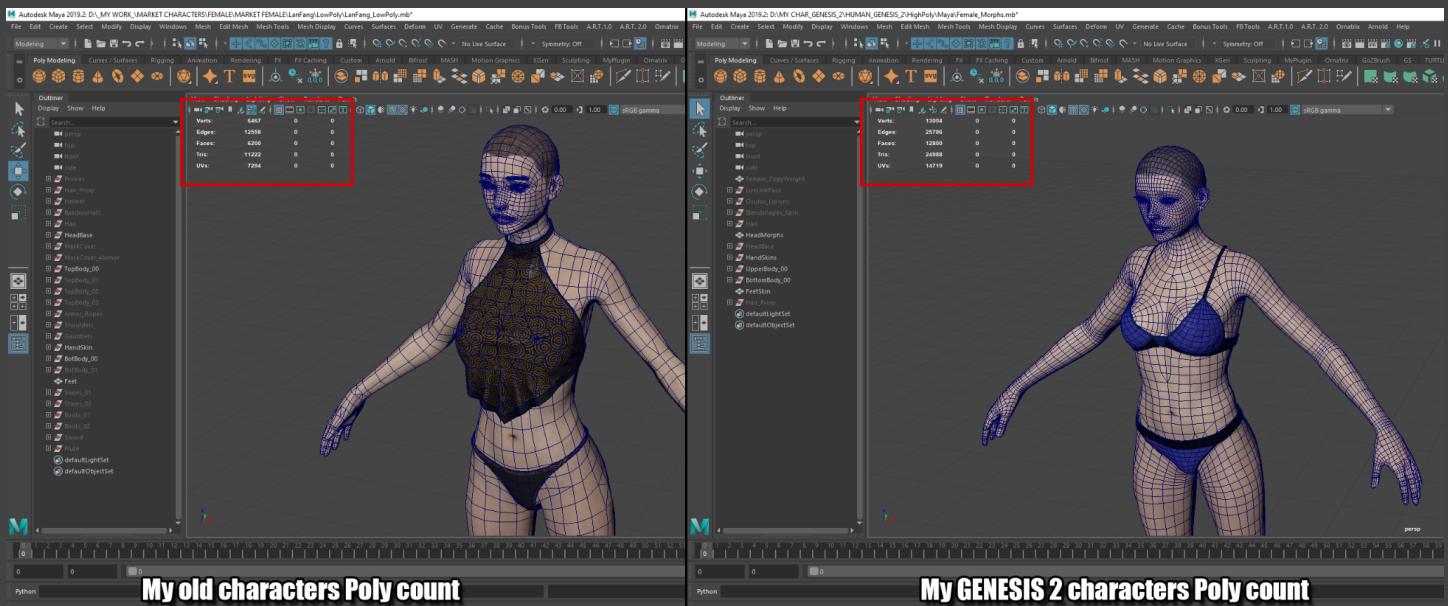
In both engines character skeleton setup ready in Humanoid so you easier play with animations on markets.

C. Character Mesh:



My Genesis 2 character mesh now separated with new way to help you easier mix head part with other clothes and armors in case it fit with my characters form.

Warning: Cause GENESIS 2 character created with new mesh and separate structure so it can't mix/swapping with my old character. I mean my GENESIS 2 characters can mix with all my GENESIS 2 (G2_Characters) and my old characters can mix with my old characters and of course they need same gender.



poly count increased help characters look more smoothy

D. Characters working with system:

All my Genesis 2 character now rigged with UE4 Mannequin so you can easy assign skeleton or replacing skeleton to use my character with systems builded base on UE4 Mannequin, for example with ALSV4 you can watch here:

<https://youtu.be/OTVs4tS4h30?t=139>

Watch Character GENESIS2 overview here: <https://youtu.be/OTVs4tS4h30>

Thank you for always supporting me !