
Product Name: **Grasp Helper for Genesis 8 and Genesis 8.1**

Author: iWave

Copyright May 2021

Email: 1033085906@qq.com

1. Apply Grasp Helper

Select a Genesis 8/8.1 character in the scene, and then double-click the "Grasp Helper-00-Apply" icon. In the pop-up "Apply Grasp Helper" window, select an object you want to grasp. This object can be the character you just selected, or another character or object in the scene. Click the "Accept" button to confirm and close the window. The script will take some time to automatically add Grasp Helper to the scene and set it up. When the setup is complete, Grasp Helper has started to work.

Usually, before applying Grasp Helper, we should first pose the grasped object and the character grasping it. Because Grasp Helper will add Smoothing Modifier to the grasped object, the latter will slow down the response speed of DAZ Studio. Let the character's hand hold the target object or a body part of the target character, and then apply Grasp Helper. When the Grasp Helper starts to work, you can see that the character's hand has gripped the target.

2. Optimize Grasp results

Due to the small size and complex shapes of hand and fingers, abnormal polygons are prone to appear when the hand grasping the surface of the object. In order to alleviate this phenomenon, Grasp Helper provides optimization options to help users get better results:

- a. Select the object being grasped (**Not the character grasping it**) in the scene panel.
- b. Double-click the "Grasp Helper - 01 - Optimization Options" icon to open the "Optimization Options for Grasp" window.
- c. In this window we can see 3 different options. Before each option, there is a detailed description about it. Change the value of an option, you will see the corresponding change in the Viewport.

3. Remove Grasp Helper

Select a grasped object or the character that grasps it in the scene, and then double-click the "Grasp Helper-02-Remove" icon to pop up the "Remove Grasp Helper" window. In this window, you can choose to completely remove Grasp Helper and corresponding settings from the scene, or choose to remove only Grasp Helper and settings related to the selected node. After selecting, click the "Accept" button to confirm and exit. The script will clean up according to your choice.

From the perspective of saving system resources and speeding up the calculation speed of DAZ Studio, if you plan to change your character's grasping object, it is best to perform a cleanup first, and then run "Grasp Helper - 00 - Apply" again to select a new grasping object for your character.

4. Work with D-Form

Grasp Helper can work with D-Form to quickly realize the deformation of the skin or the object when it is pulled. But it should be noted that if the object being grasped is a Genesis 8/8.1 character, Grasp Helper will add a substitute to replace the original model of the character when it is applied. At this point, we must add D-Form to the substitute node instead of the character node.

For example: if the grasped object is Victoria 8, then it will have a child node called "Substitute - G8F". This child node is the substitute added for Victoria 8 by Grasp Helper. We should select this child node before creating the D-Form, so that the D-Form can play its role.