How To Use Body Shape And Detail Morphs With Clothing

Step 1: Load and morph Genesis 8

First of all, load Genesis 8 in your scene and add the clothing. You can usually find that the clothing pokes through in some poses or when the morphs are dialed. Other times it will make strong wrinkles.

But Genesis 8, as all the Genesis base figures, has built in features to make clothing adapt to different shaping morphs.
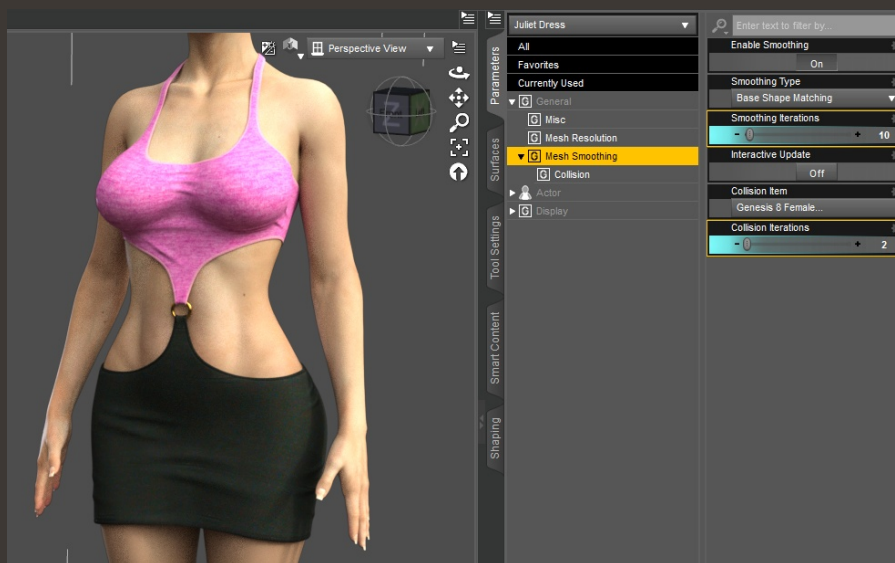

Step 2: Adapt the clothing

Select your clothing (here you can see our Juliet Outfit for Genesis 8 Females). In the Parameters Tab, look into:
General / Mesh Smoothing / Smoothing Iterations
/ Collision Iterations
And set higher values for those parameters. Here in the following image we have highlighted those parameters so you can find them easier.

Smoothing Iterations are used to smooth the clothing in the parts that show strange wrinkles when the autofit of Genesis fails to smooth them automatically. You can usually set it to 5, 10 or even 30 and smooth everything quite well.

Collision Iterations is used to remove poke through when the body shows through the clothing. Use it with care, adding one by one iterations until you see the poke through disappears. Sometimes a lower value works better than a higher one.
When you use Collision Iterations you need to add at least one Smoothing Iterations level, as otherwise it won't work.

Happy rendering!

-Emma and Jordi