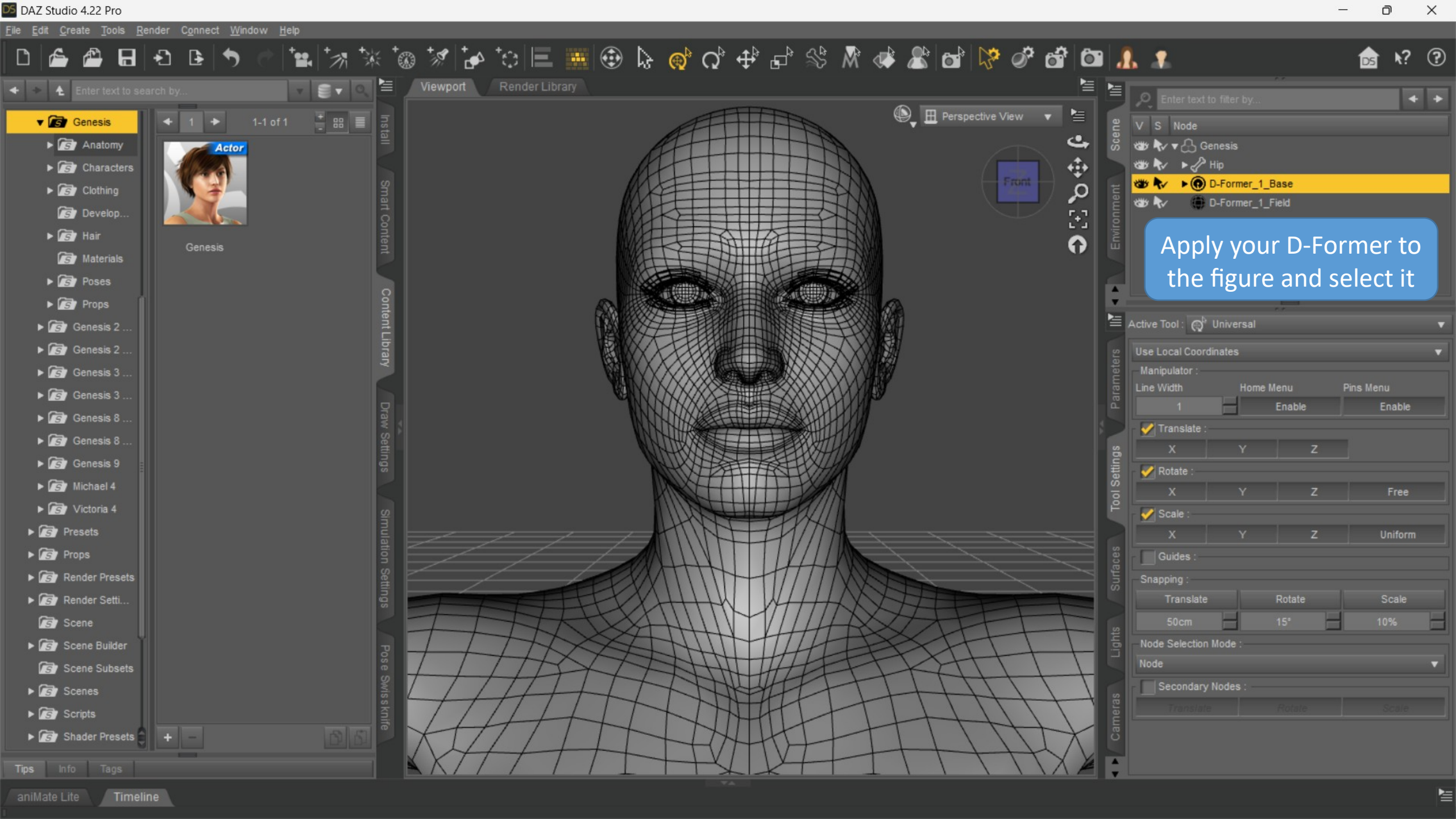
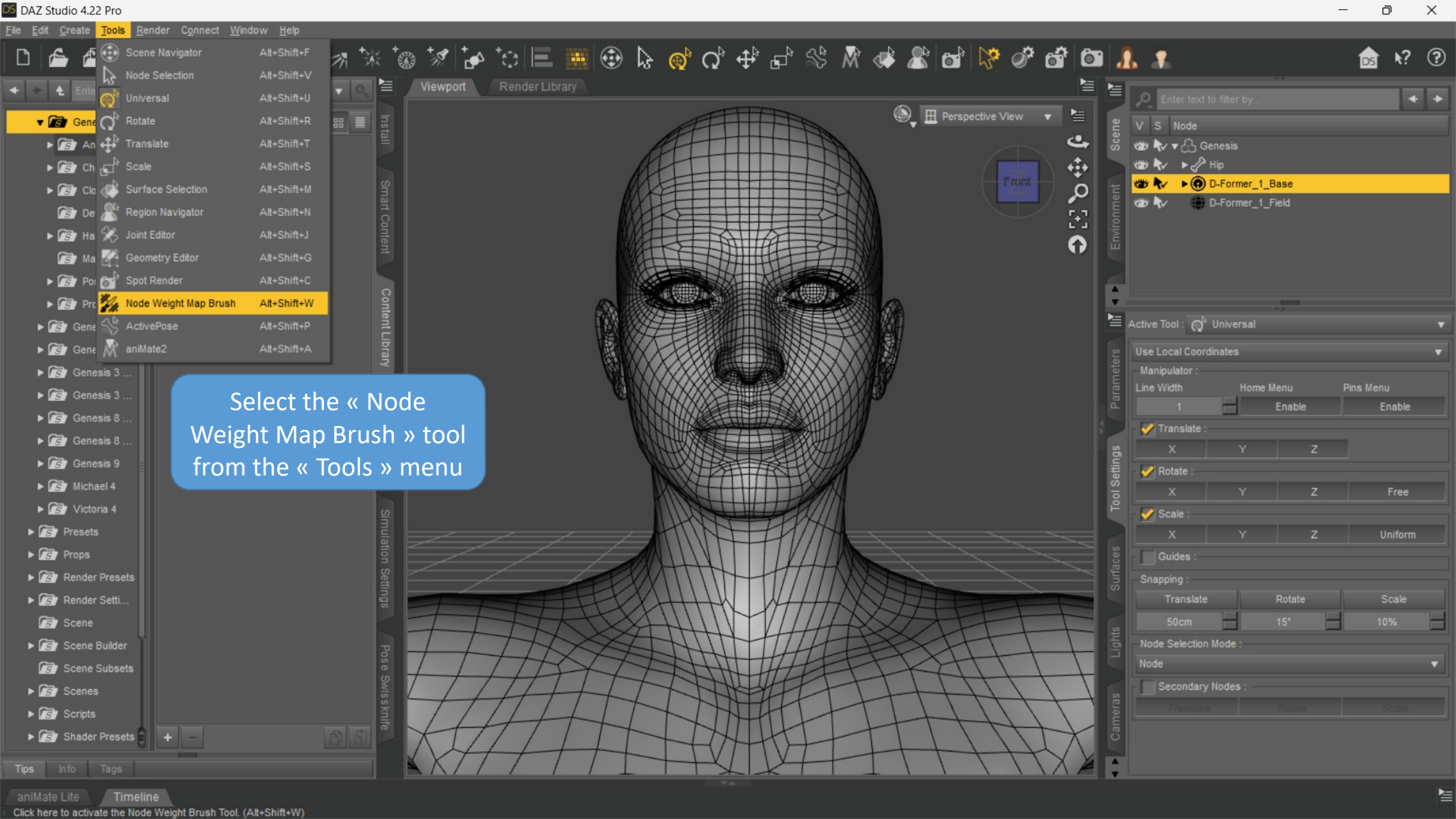
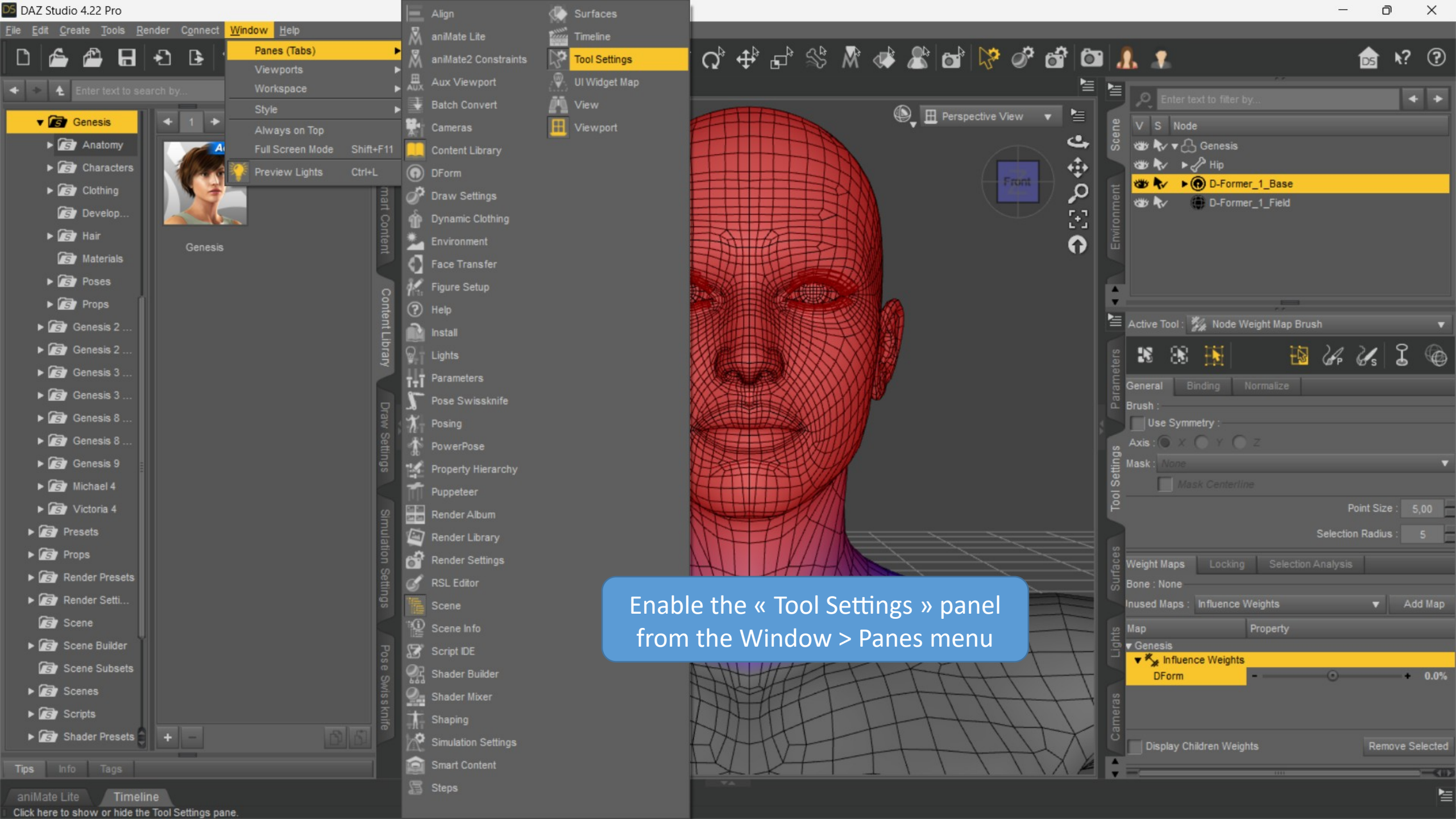
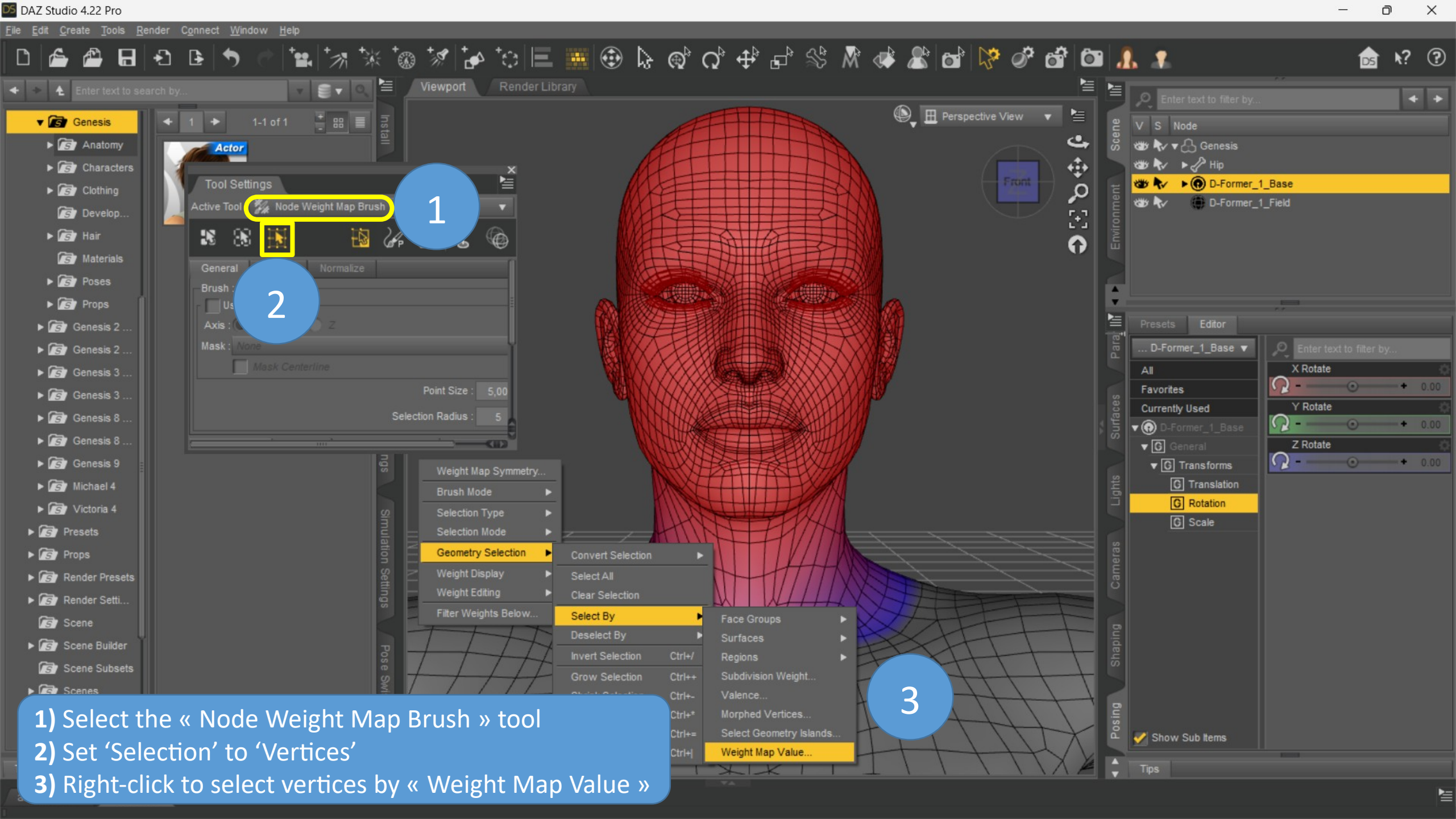
Getting the « Reference Vertex »

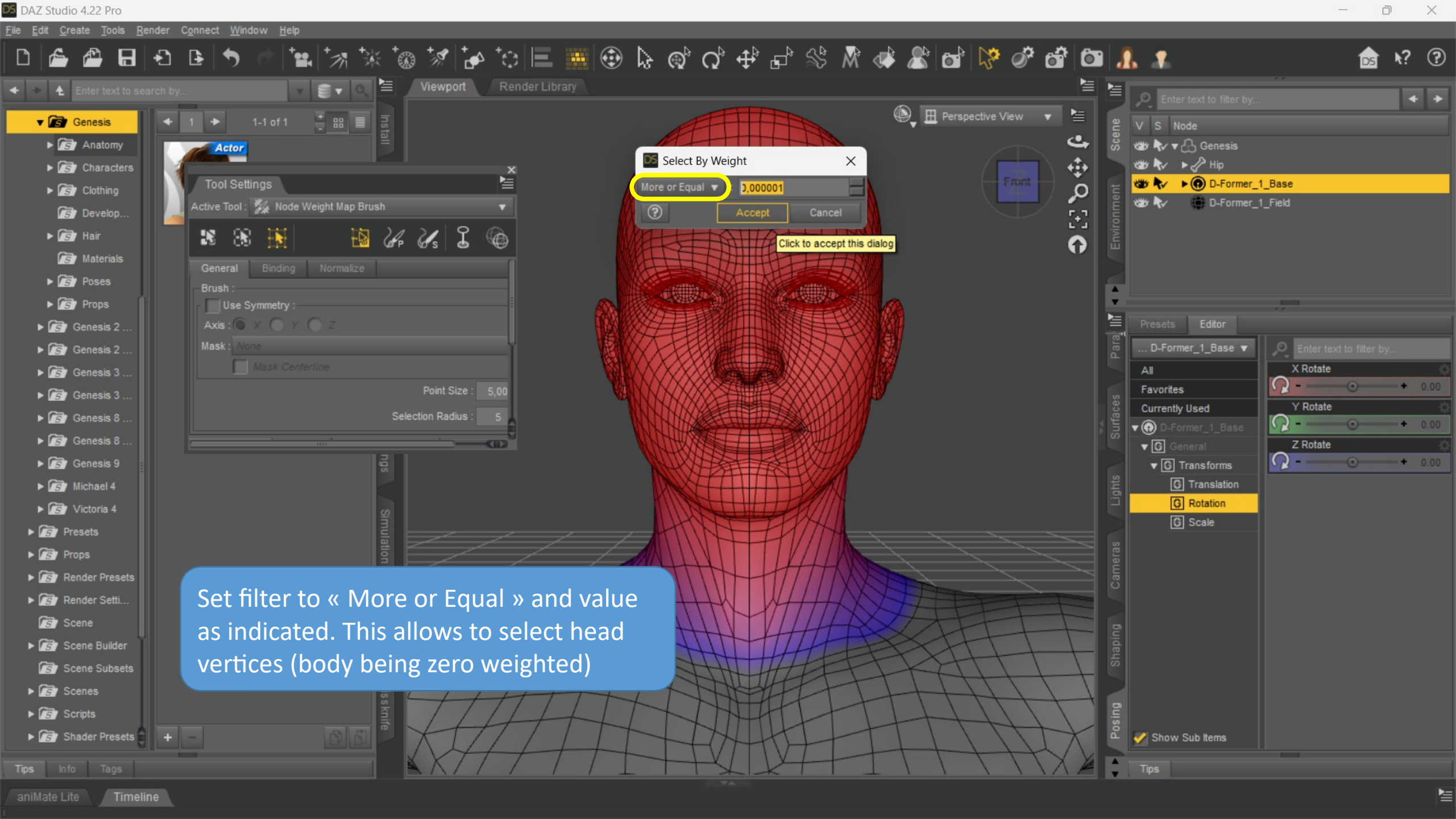
This tutorial guides you to discover the « Reference Vertex » of a D-Former, for use in Character Splitter


DAZ Studio 4.22 Pro
File Edit Create Tools Render Connect Window Help
Enter text to search by...
Genesis
Anatomy
Characters
Clothing
Develop...
Hair
Materials
Poses
Props
Genesis 2 ...
Genesis 2 ...
Genesis 3 ...
Genesis 3 ...
Genesis 8 ...
Genesis 8 ...
Genesis 9
Michael 4
Victoria 4
Presets
Props
Render Presets
Render Setti...
Scene
Scene Builder
Scene Subsets
Scenes
Scripts
Shader Presets
1-1 of 1
Actor
Genesis
Tips Info Tags
Viewport Render Library
Perspective View
Front
Install Smart Content Content Library Draw Settings Simulation Settings Pose Swiss Knife
Enter text to filter by...
V S Node
Genesis
Hip
D-Former_1_Base
D-Former_1_Field
Apply your D-Former to the figure and select it
Scene Environment Parameters Tool Settings Surfaces Lights Cameras
Active Tool : Universal
Use Local Coordinates
Manipulator :
Line Width Home Menu Pins Menu
1 Enable Enable
Translate : X Y Z
Rotate : X Y Z Free
Scale : X Y Z Uniform
Guides :
Snapping :
Translate Rotate Scale
50cm 15° 10%
Node Selection Mode :
Node
Secondary Nodes :
aniMate Lite Timeline


DAZ Studio 4.22 Pro
File Edit Create Tools Render Connect Window Help
Scene Navigator Alt+Shift+F
Node Selection Alt+Shift+V
Universal Alt+Shift+U
Rotate Alt+Shift+R
Translate Alt+Shift+T
Scale Alt+Shift+S
Surface Selection Alt+Shift+M
Region Navigator Alt+Shift+N
Joint Editor Alt+Shift+J
Geometry Editor Alt+Shift+G
Spot Render Alt+Shift+C
Node Weight Map Brush Alt+Shift+W
ActivePose Alt+Shift+P
aniMate2 Alt+Shift+A
Select the « Node Weight Map Brush » tool from the « Tools » menu
Viewport
Render Library
Perspective View
Front
Genesis
Hip
D-Former_1_Base
D-Former_1_Field
Active Tool : Universal
Use Local Coordinates
Manipulator :
Line Width
Home Menu
Pins Menu
Translate :
Rotate :
Scale :
Guides :
Snapping :
Node Selection Mode :
Node
Secondary Nodes :
Tips
Info
Tags
aniMate Lite
Timeline
Click here to activate the Node Weight Brush Tool. (Alt+Shift+W)


DAZ Studio 4.22 Pro
File Edit Create Tools Render Connect Window Help
Panes (Tabs)
Viewports
Workspace
Style
Always on Top
Full Screen Mode Shift+F11
Preview Lights Ctrl+L
Align
aniMate Lite
aniMate2 Constraints
Aux Viewport
Batch Convert
Cameras
Content Library
DForm
Draw Settings
Dynamic Clothing
Environment
Face Transfer
Figure Setup
Help
Install
Lights
Parameters
Pose Swissknife
Posing
PowerPose
Property Hierarchy
Puppeteer
Render Album
Render Library
Render Settings
RSL Editor
Scene
Scene Info
Script IDE
Shader Builder
Shader Mixer
Shaping
Simulation Settings
Smart Content
Steps
Surfaces
Timeline
Tool Settings
UI Widget Map
View
Viewport
Genesis
Anatomy
Characters
Clothing
Hair
Materials
Poses
Props
Presets
Render Presets
Scene
Scene Builder
Scene Subsets
Scenes
Scripts
Shader Presets
Perspective View
Front
Active Tool : Node Weight Map Brush
General Binding Normalize
Brush :
Use Symmetry :
Axis :
Mask :
Point Size : 5,00
Selection Radius : 5
Weight Maps Locking Selection Analysis
Bone : None
Influence Weights
Add Map
Map Property
Genesis
Influence Weights
DForm 0.0%
Display Children Weights
Remove Selected
Enable the « Tool Settings » panel from the Window > Panes menu
Click here to show or hide the Tool Settings pane.


DAZ Studio 4.22 Pro
File Edit Create Tools Render Connect Window Help
Viewport
Render Library
Perspective View
Tool Settings
Active Tool
Node Weight Map Brush
1
2
3
General
Normalize
Brush :
Axis :
Mask :
Point Size : 5,00
Selection Radius : 5
Weight Map Symmetry...
Brush Mode
Selection Type
Selection Mode
Geometry Selection
Weight Display
Weight Editing
Filter Weights Below...
Convert Selection
Select All
Clear Selection
Select By
Deselect By
Invert Selection Ctrl+/
Grow Selection Ctrl++
Face Groups
Surfaces
Regions
Subdivision Weight...
Valence...
Morphed Vertices...
Select Geometry Islands...
Weight Map Value...
Genesis
Anatomy
Characters
Clothing
Hair
Materials
Poses
Props
Presets
Render Presets
Scene
Scene Builder
Scene Subsets
Node
Hip
D-Former_1_Base
D-Former_1_Field
Presets
Editor
All
Favorites
Currently Used
General
Transforms
Translation
Rotation
Scale
X Rotate
Y Rotate
Z Rotate
Show Sub Items
Tips
1) Select the « Node Weight Map Brush » tool
2) Set 'Selection' to 'Vertices'
3) Right-click to select vertices by « Weight Map Value »


DAZ Studio 4.22 Pro
File Edit Create Tools Render Connect Window Help
Viewport
Render Library
Perspective View
Select By Weight
More or Equal
0,000001
Accept
Cancel
Click to accept this dialog
Tool Settings
Active Tool : Node Weight Map Brush
General
Binding
Normalize
Brush :
Use Symmetry :
Axis :
Mask :
None
Mask Centerline
Point Size : 5,00
Selection Radius : 5
Genesis
Anatomy
Characters
Clothing
Hair
Materials
Poses
Props
Presets
Render Presets
Scene
Scene Builder
Scene Subsets
Scenes
Scripts
Shader Presets
Node
Genesis
Hip
D-Former_1_Base
D-Former_1_Field
Presets
Editor
D-Former_1_Base
All
Favorites
Currently Used
General
Transforms
Translation
Rotation
Scale
X Rotate
Y Rotate
Z Rotate
Show Sub Items
Tips
Info
Tags
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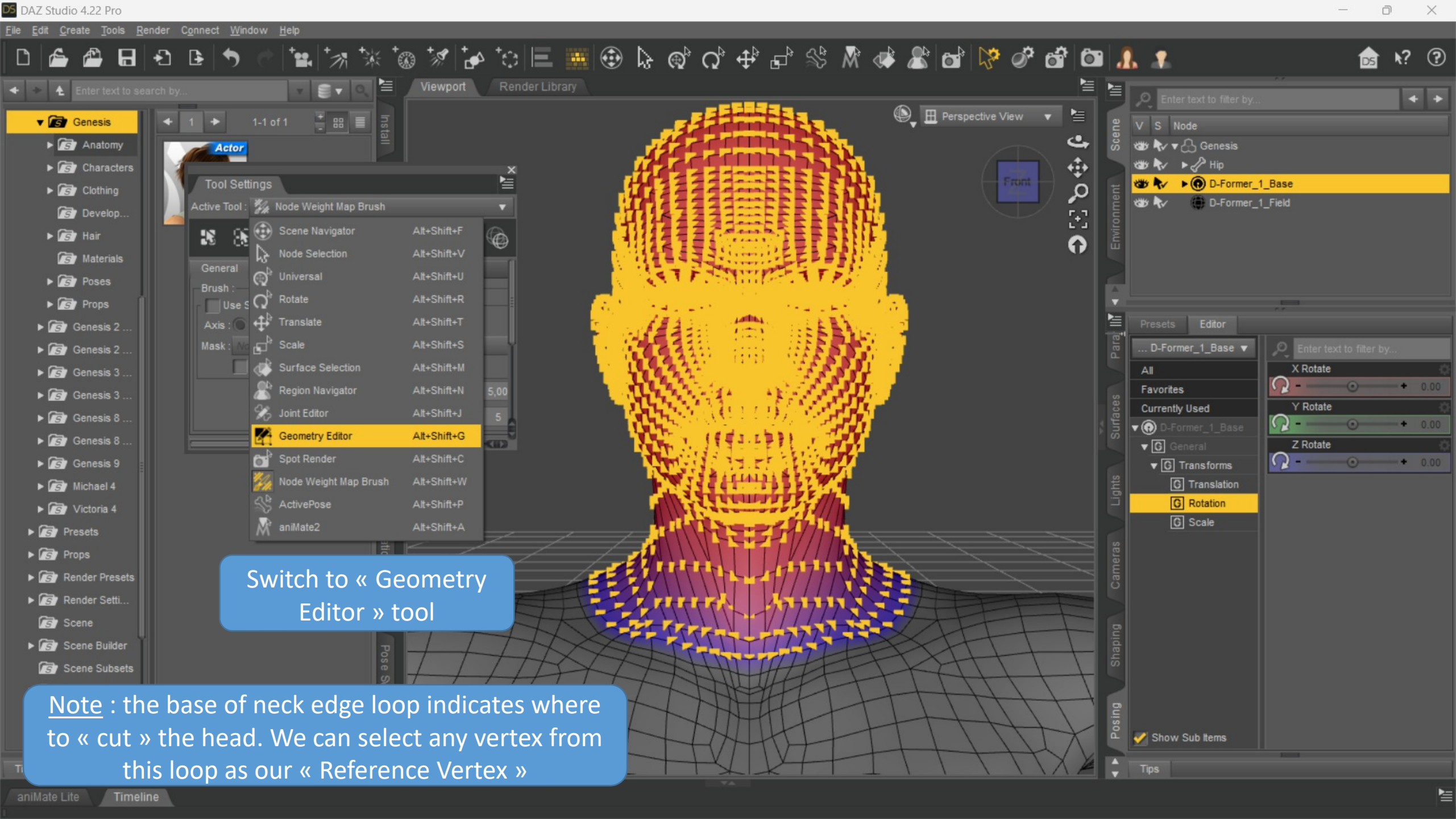
Set filter to « More or Equal » and value as indicated. This allows to select head vertices (body being zero weighted)


DAZ Studio 4.22 Pro
File Edit Create Tools Render Connect Window Help
Viewport
Render Library
Perspective View
Tool Settings
Active Tool : Node Weight Map Brush
Scene Navigator Alt+Shift+F
Node Selection Alt+Shift+V
Universal Alt+Shift+U
Rotate Alt+Shift+R
Translate Alt+Shift+T
Scale Alt+Shift+S
Surface Selection Alt+Shift+M
Region Navigator Alt+Shift+N
Joint Editor Alt+Shift+J
Geometry Editor Alt+Shift+G
Spot Render Alt+Shift+C
Node Weight Map Brush Alt+Shift+W
ActivePose Alt+Shift+P
aniMate2 Alt+Shift+A
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Characters
Clothing
Hair
Materials
Poses
Props
Presets
Render Presets
Scene
Scene Builder
Scene Subsets
Node
Genesis
Hip
D-Former_1_Base
D-Former_1_Field
Presets
Editor
All
Favorites
Currently Used
Transforms
Translation
Rotation
Scale
X Rotate
Y Rotate
Z Rotate
Show Sub Items
Switch to « Geometry Editor » tool
Note : the base of neck edge loop indicates where to « cut » the head. We can select any vertex from this loop as our « Reference Vertex »
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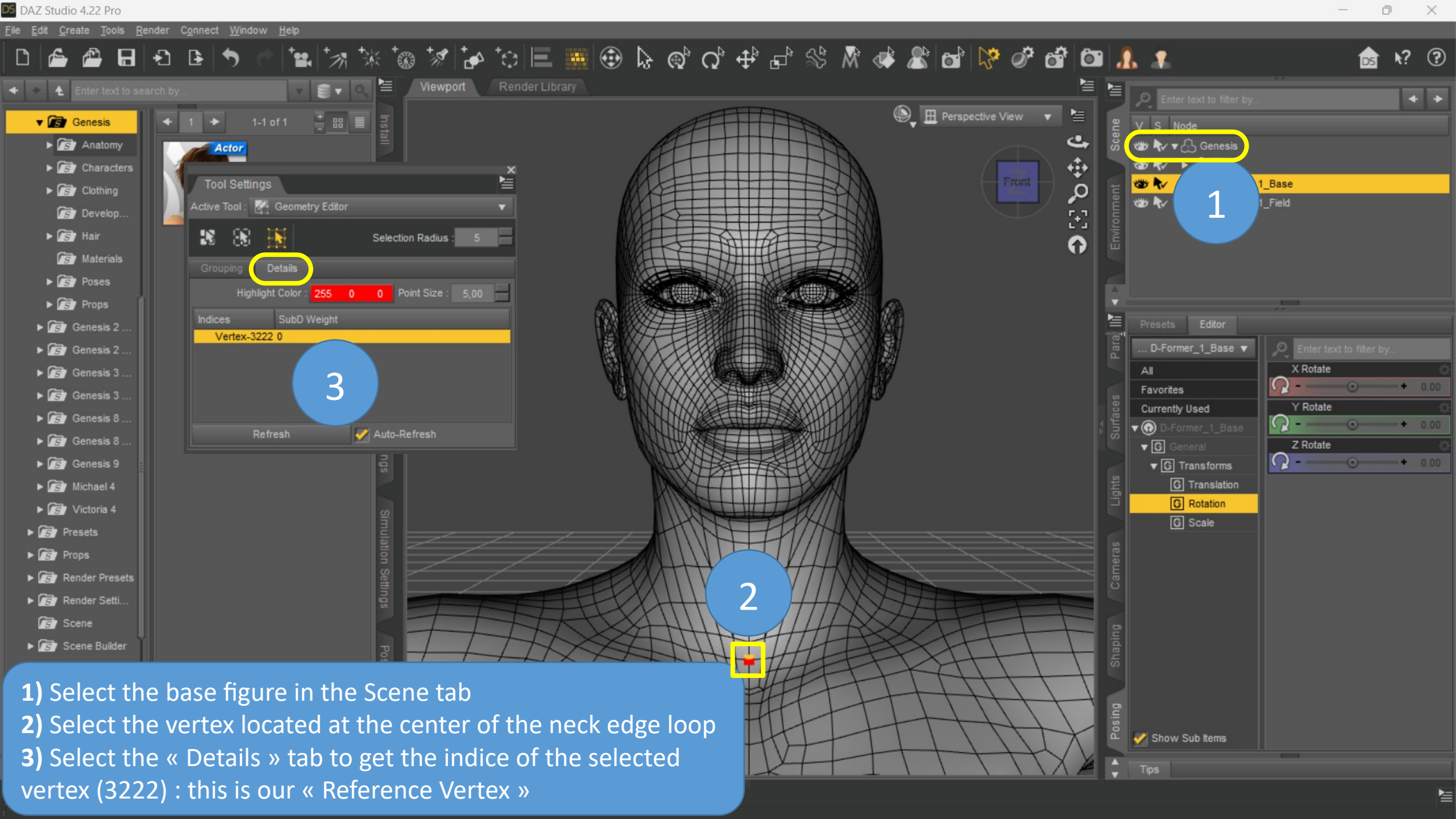
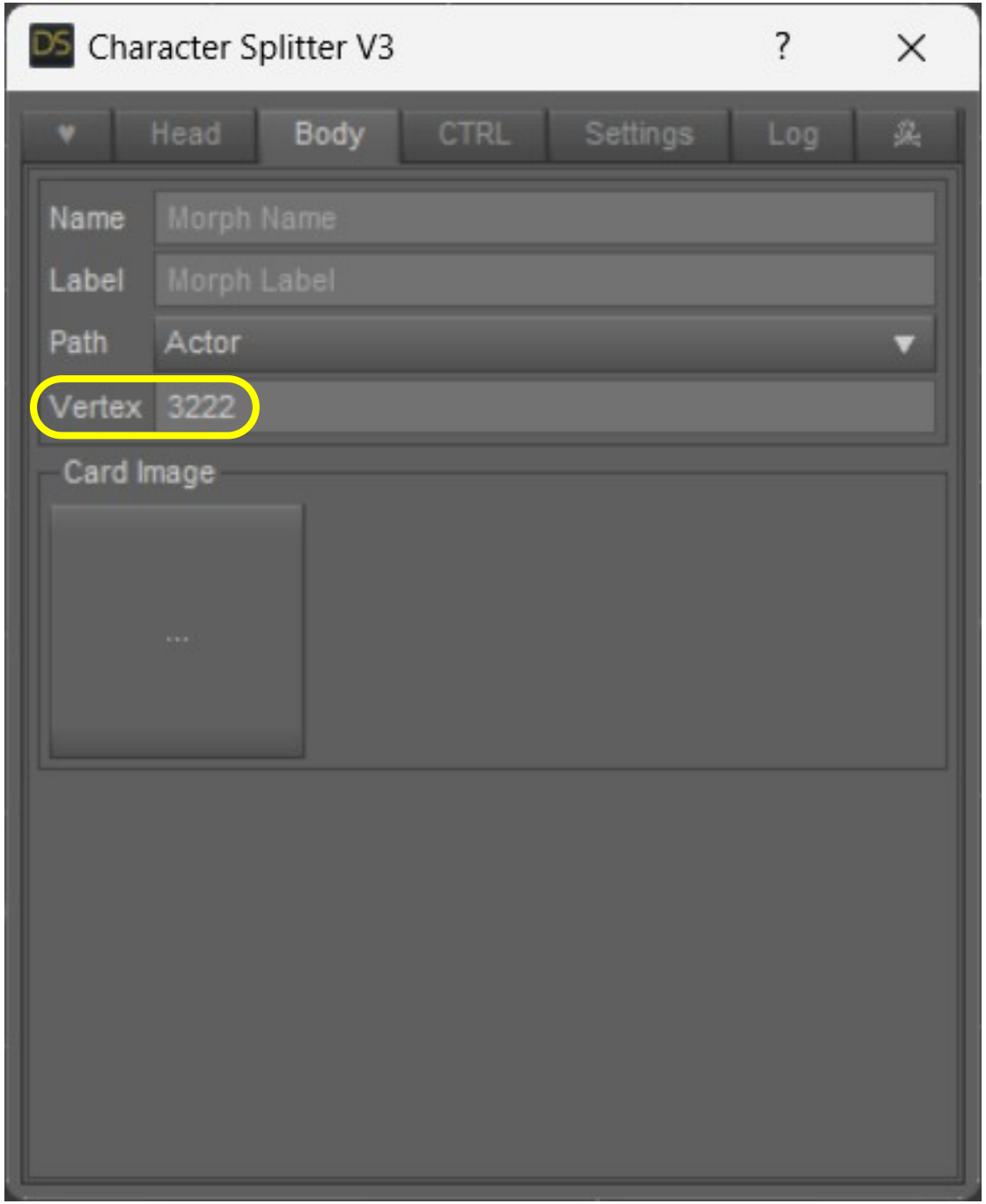
Timeline


DAZ Studio 4.22 Pro
File Edit Create Tools Render Connect Window Help
Viewport
Render Library
Perspective View
Front
Tool Settings
Active Tool : Geometry Editor
Selection Radius : 5
Grouping
Details
Highlight Color : 255 0 0
Point Size : 5,00
Indices
SubD Weight
Vertex-3222 0
Refresh
Auto-Refresh
Genesis
Anatomy
Characters
Clothing
Hair
Materials
Poses
Props
Presets
Render Presets
Scene
Scene Builder
Node
1_Base
1_Field
D-Former_1_Base
All
Favorites
Currently Used
General
Transforms
Translation
Rotation
Scale
X Rotate
Y Rotate
Z Rotate
Show Sub Items
1
2
3
1) Select the base figure in the Scene tab
2) Select the vertex located at the center of the neck edge loop
3) Select the « Details » tab to get the indice of the selected vertex (3222) : this is our « Reference Vertex »

Setting the « Reference Vertex » in Character Splitter

In the « Body » tab, simply set the « Vertex » field to the vertex indice you identified previously.

If you want to make this change permanent, you can hard-code it in the SetRefVert() function of the script (Character Splitter.dsa file)