Converting almost any morph to Genesis 2 for use in Vam

Lets start by loading the models we're going to use, in this example I'm using Genesis 2 and Victroia 7.
We'll be working in the Parameters tab.
First thing to do it set the "mesh resolution" of both models to "base" and subdivision to 0, this is important.
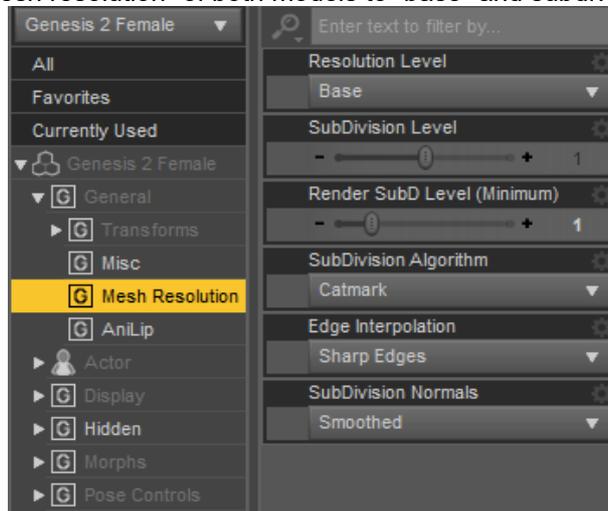
Next right click Genesis 2 and select "Fit to".
It will ask what model you want to fit to, Select your model and click accept.
It will then very likely think the model is unsupported, select Genesis 2 in the drop down and then accept.
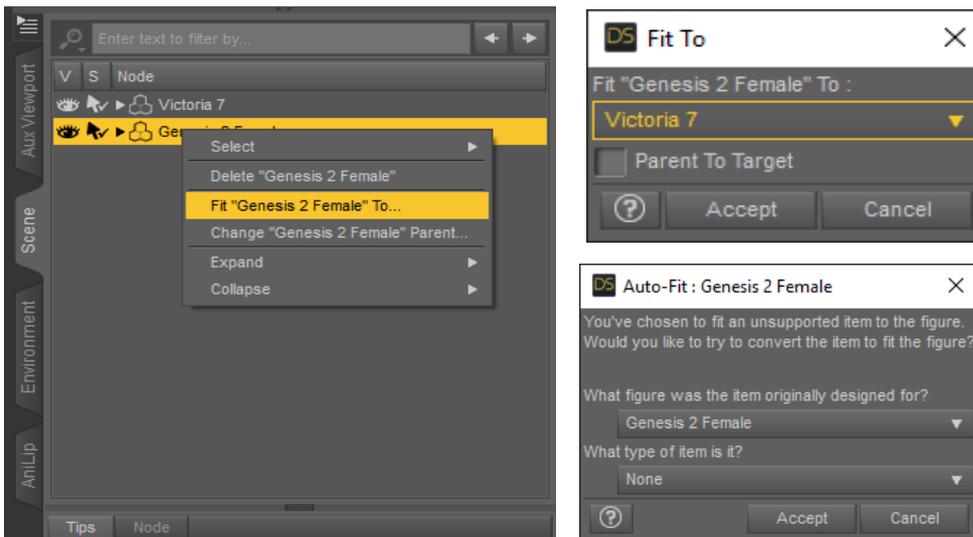
Once its done select the model you fit Genesis 2 to and find the morphs you want to transfer. Set each one you want to 100% and back one by one.

Once happy select Genesis 2 and find your transfered morphs. They will have come over without limits on so we have to set them ourselves by clicking the "cog>Parameter settings" for each morph. When setting limits match the limit settings of the original morph.
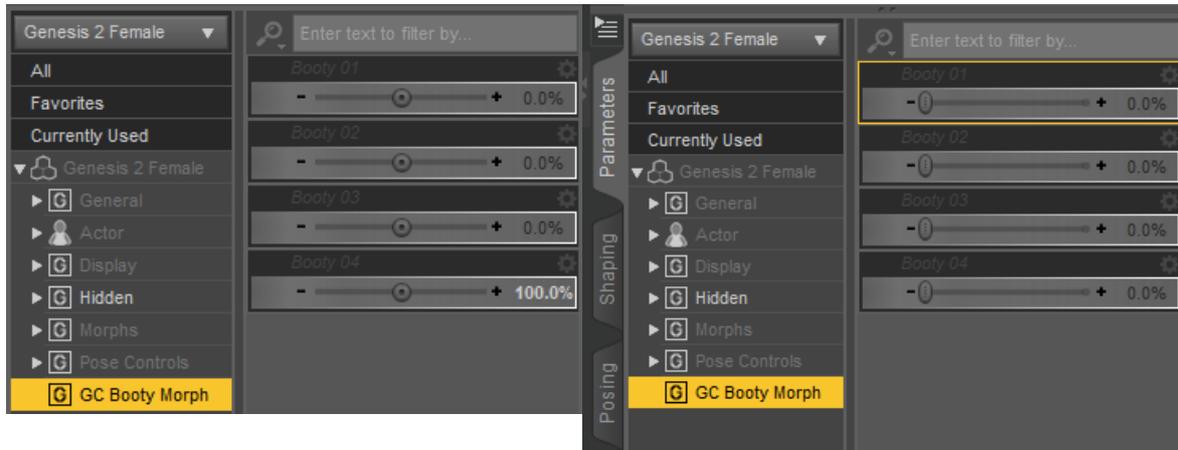
Almost done, for a good preview you may want to set "Genesis 2 Clone" to 100% for your source model. You'll find it on the parameters tab under "hidden/clones". Hide your source model and try out your new morphs sliders.

When your done its time to save. With Genesis 2 selected click "file>save as>support asset>morph asset". Find and select your new morphs and set your desired vendor name as this will be included in all morphs. Depending on your directory setup you may want to change it, I use the connect library since its essentially empty. Finding my files in "My Daz Connect Library\data\DAZ 3D\Genesis 2\Female\Morphs\Vendor\Product"
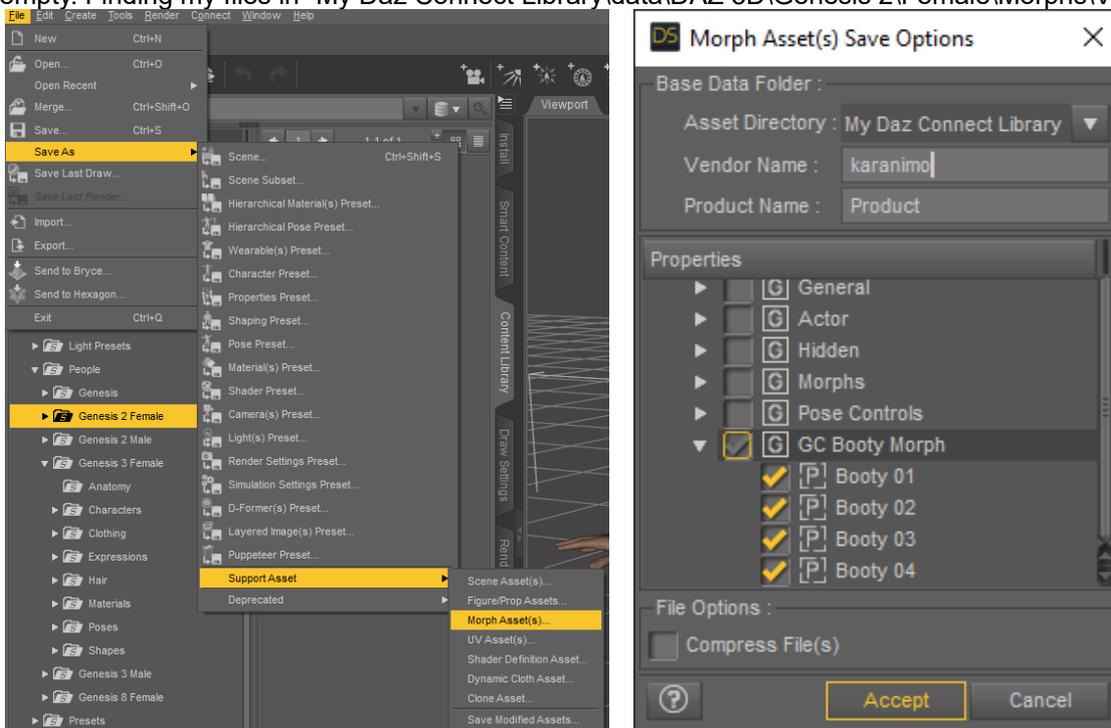
All done now we just need to copy them over to Vam and try them out.

Fixing rig nodes

When converting full body morphs, especially one that alters height you have issues with nodes not ending up where they should be. This is especially noticeble on the fingers. Here ive selected the top of the index finger. The transform widget should be right at the joint.
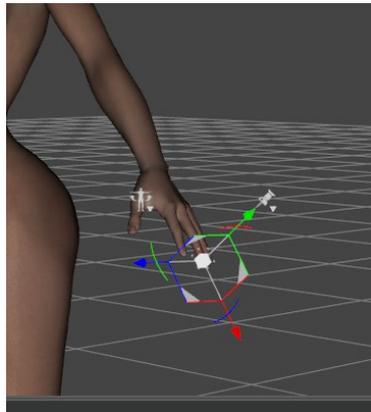
Lets fix it with "adjust rigging to shape". Ensure that only the morph we want fix is on.
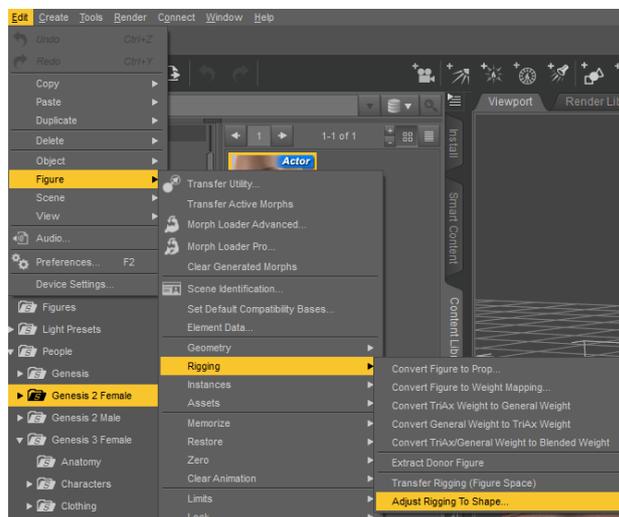
Default settings should work fine.
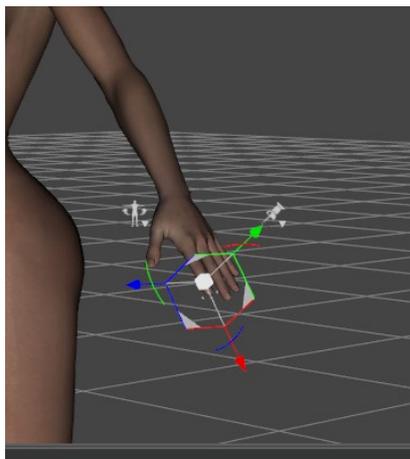
There much better. Now to save it.

On the parameters tab go to where your morph is located and right click your morph and select "ERC Freeze" Default settings should work fine, click accept. This will bake our rigging adjustment into the morph.

All done save the morph as before "file>save as>support asset>morph asset" and copy it over to Vam