Fixing Breast Shrink-wrap on DAZ Clothing with Blender

This guide shows how to fix breast clothing by creating a custom morph
It is suitable possible for all other things with all bones in it. Character Pro material is used for my work purposes only.

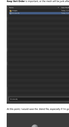
1. Exporting Character Mesh to Blender

Create and Dressed the Char
Turn off **Parameters** > **Rendering Layer** and **Bust**
Hide > **Figure** to hide the skeleton in the scene

Check the only clothing changed mesh is **Dude TK** - the mesh will be easier to deal with in Blender.

Then Export the mesh to Blender - **File** > **Export** > **Wavefront (.obj)**

Keep all the settings! Just
Keep Vert Order is important, in the mesh all vertices after the length is updated in DAZ



In the panel, search and the Bone! Not especially, if it's going to be the same of another mesh for a reshape

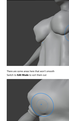
2. Importing Clothing Mesh to Blender

Look at the clothing in the Blender - the mesh seems enough to use
Import the mesh - **File** > **Import** > **Wavefront (.obj)** - Keep all the settings in **New**
As you import the mesh, Select **Hyperbone** > **Smoothing**

Select from DAZ and Import the Blender file same as before

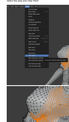
3. Sculpting in Blender

The best tools to use in this case are going to be **Smooth**, **Inflate** and **Grab**
Turn off **Mirror** and **Symmetry** in the tool panel
Depending on the clothing, you may want to disable **Local** and **Grid**
Set **Strength** to **Medium**, sculpting will be quick enough like this



Keep on using **Smooth** to get the good smooth
Switch to **Grab Mode** to shape it up

The part this are clean-ledge

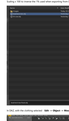


Check the area and clean them

Now they are as smoothed out

In **Object Mode** the mesh looks sweet
Applying and sculpting these edges has created with the mistakes

Switch to **Edit Mode** and select the area
Alt + **S** > **Vertices** > **Two Times**

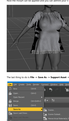


This is good enough for the guide
Everywhere sculpting has ended up with all repaired smoothness and effect

4. Creating a Morph in DAZ

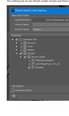
Go to Blender, select the clothing mesh
Go > **Export** > **Wavefront (.obj)** > **Object Mode**

Keep using Keep settings
Keep **Vert Order** is important, the mesh does expanding morph DAZ



In DAZ, with the clothing selected, **Edit** > **Object** > **Morph Loaders Pro**

Preview Morph Files and Select the .obj exported from Blender
Path Editor > **Preview Anim/Morph** and Change the value to **.obj**
Hit **Preview** and Select the mesh



Set the morph name and Save
It will probably be right at the end of the Parameters

Click the tag icon to add the **Morphing Settings**

Now set the Morph to 1 and Save it in Morph Mode
Keep changed this value for better results

Check the morph, set the applied and you can optimize you in 3-10 minutes of work

The last thing is to **File** > **Save As** > **Support Asset** > **Morph Modifier**

Expand the Properties and select the created morph
Turn setting back to Morph Loader, and Save Character to patch setting these two.