

Hello everyone, I'm Blaspheratus and I bring you a guide on how to convert clothes from female to male/futa and male to female.

First of all, this guide is for creators, not users, as it deals with the duf file of the clothes.
If you want to start making clothes, I recommend using these guides:

<https://hub.virtamate.com/resources/t-shirt-guide.953/>

<https://hub.virtamate.com/resources/making-a-bow-clothing-item-with-risa.5031/>

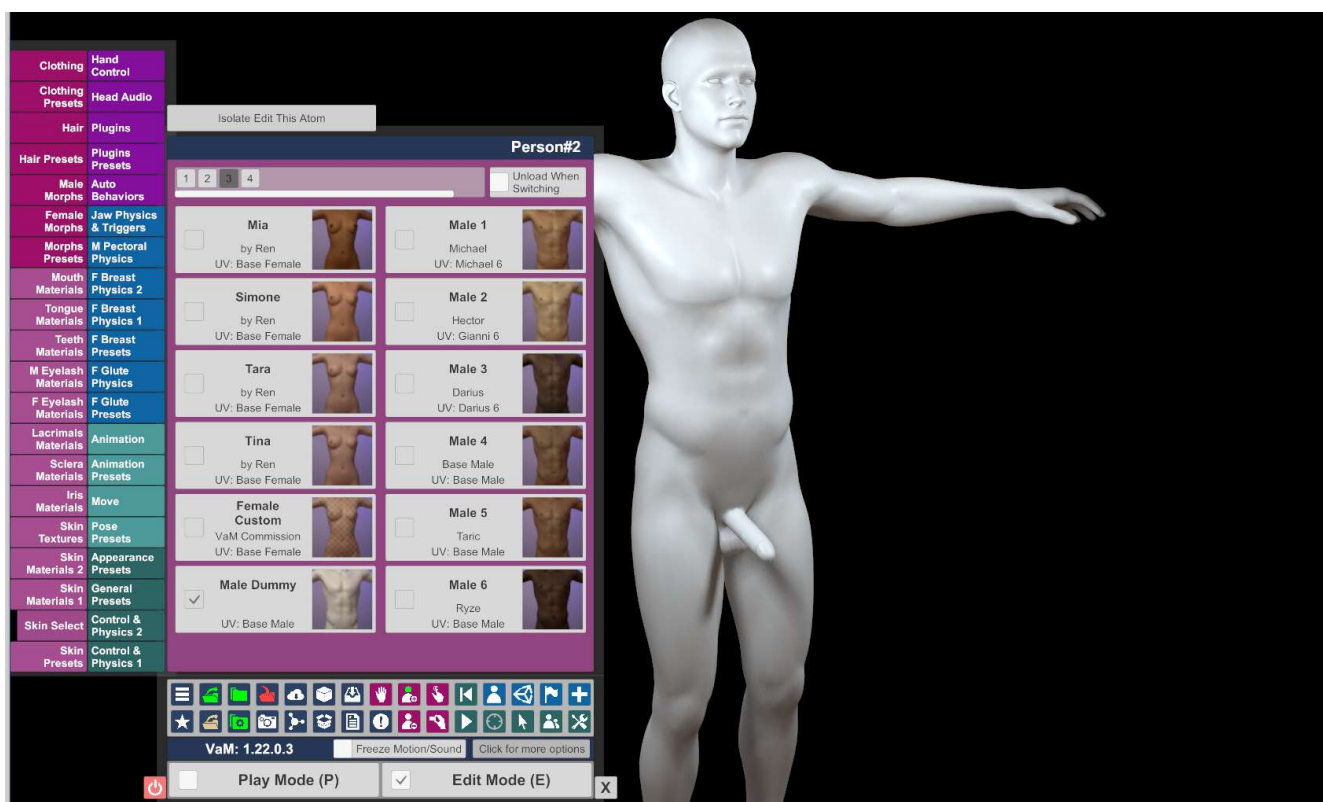
<https://hub.virtamate.com/resources/alpha-textures-add-transparency-or-fake-rips-to-clothes.27844/>

<https://hub.virtamate.com/resources/a-guide-for-sim-textures.28569/>

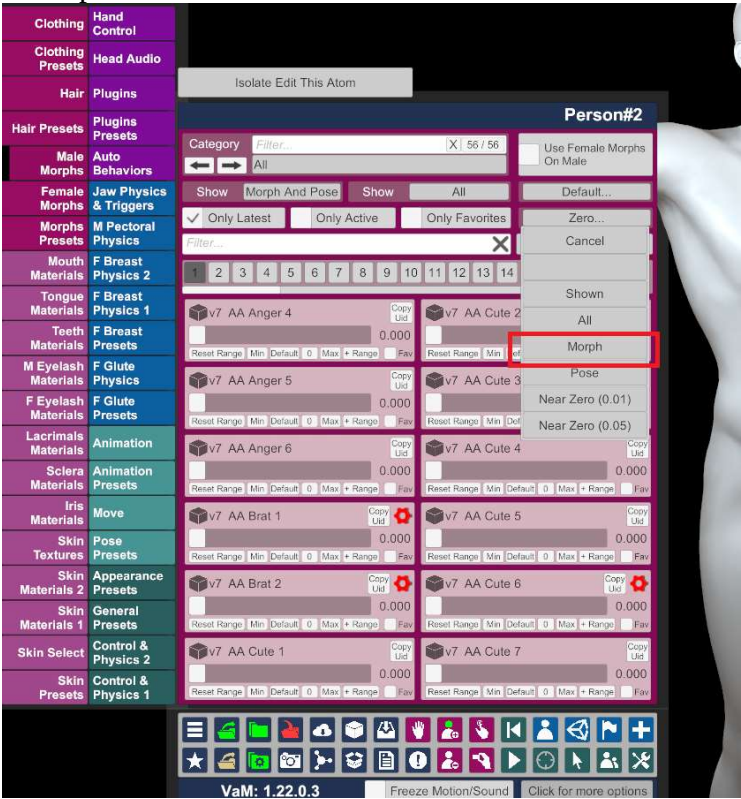
This is my workflow when creating clothing:

Marvelous designer > Blender/zbrush > Substance Painter > DaZ

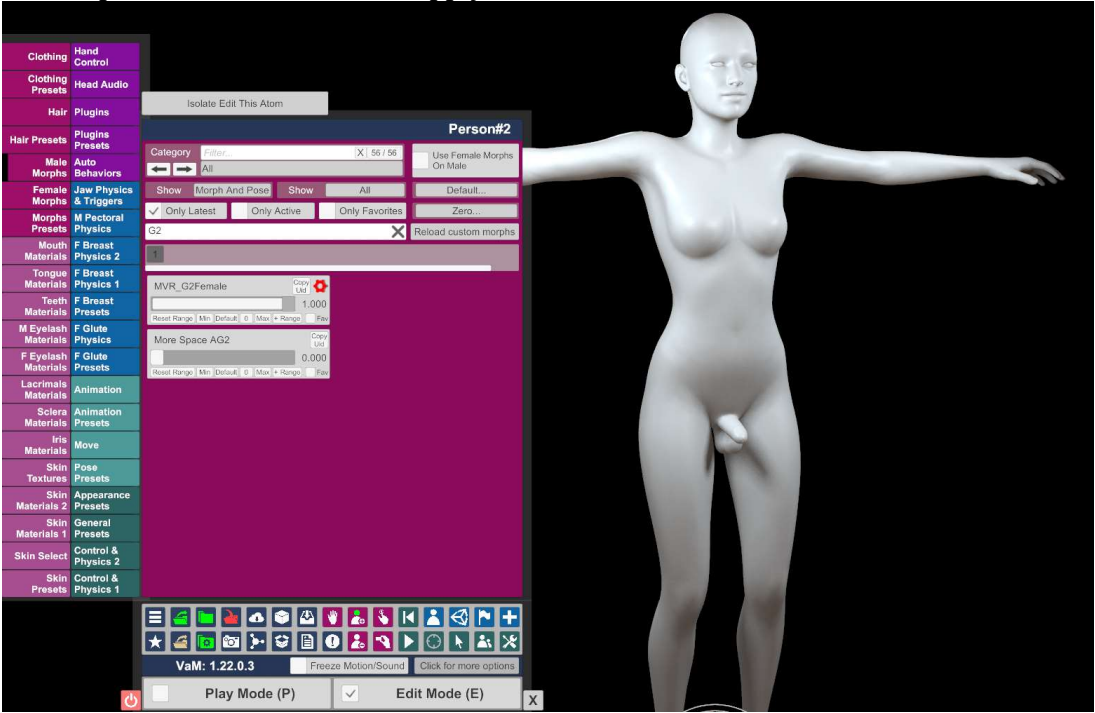
To convert women's clothing to men's you must first load the model and select the skin with a men's texture to change the gender:



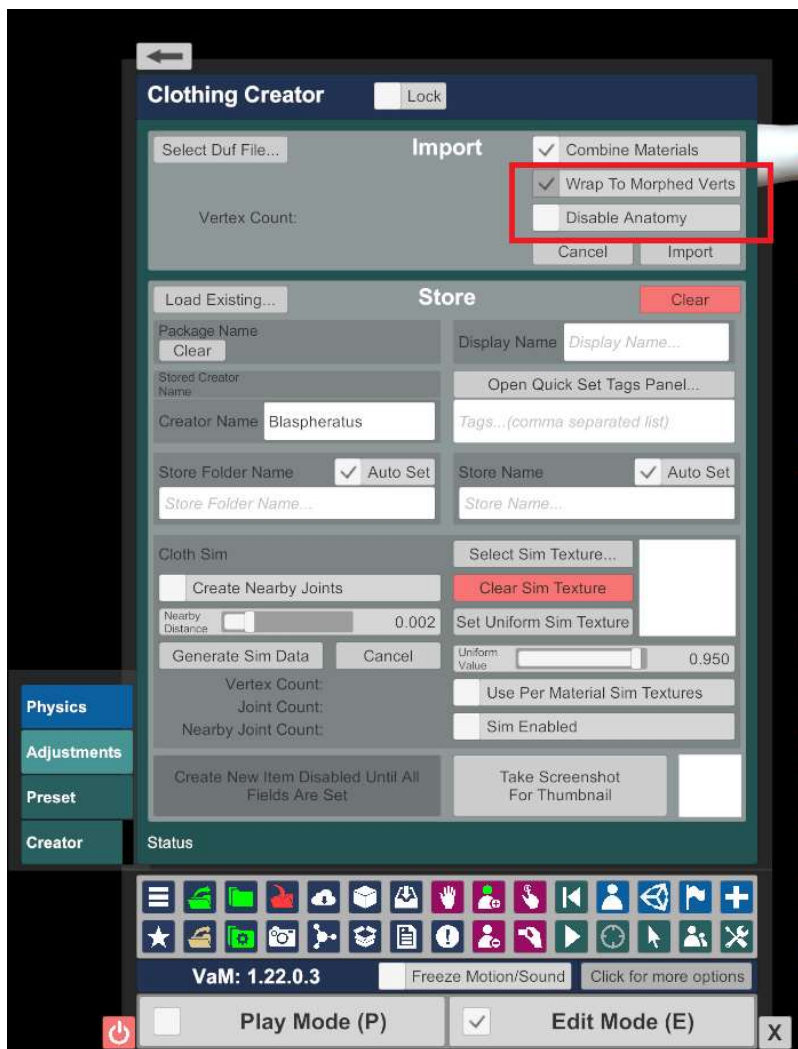
Then you have to set the morphs to zero



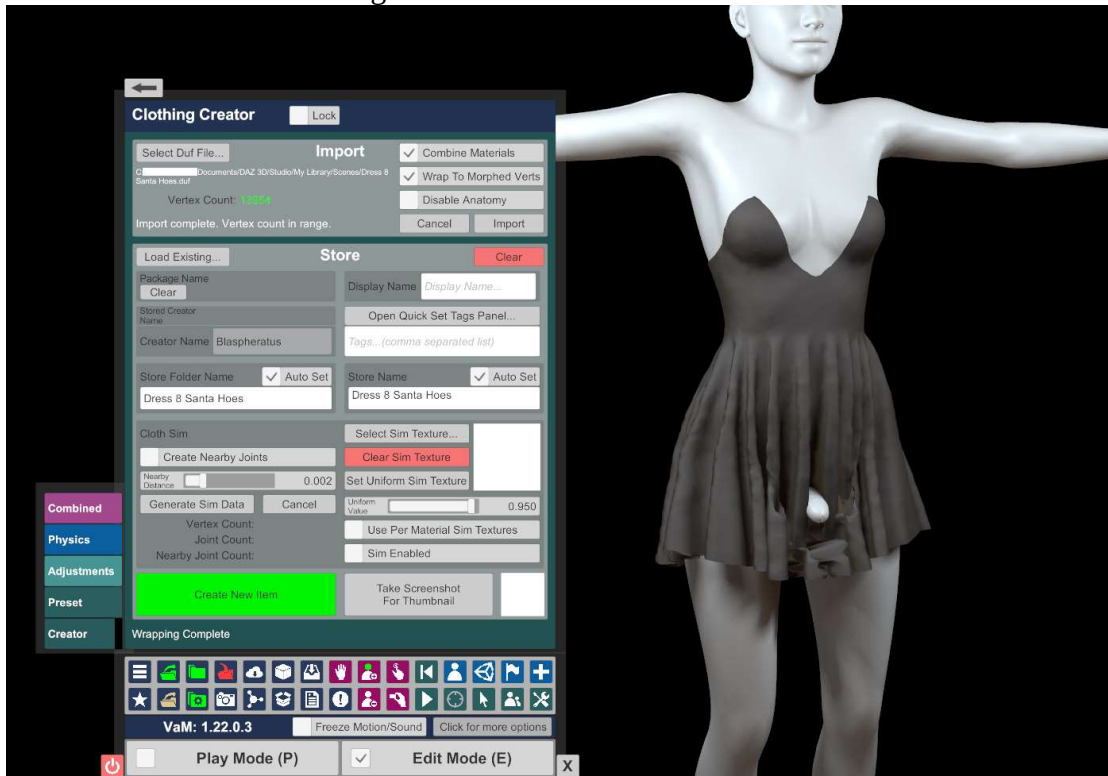
Search in the moph MVR_G2female and apply 100%, this will make it become Futa the model.



Once the morphs are applied you can import the clothing, it is very important that you select Warp to Morphed Verts this makes you import the clothes with the morphs from women to men.



It is imported and will look something like this:



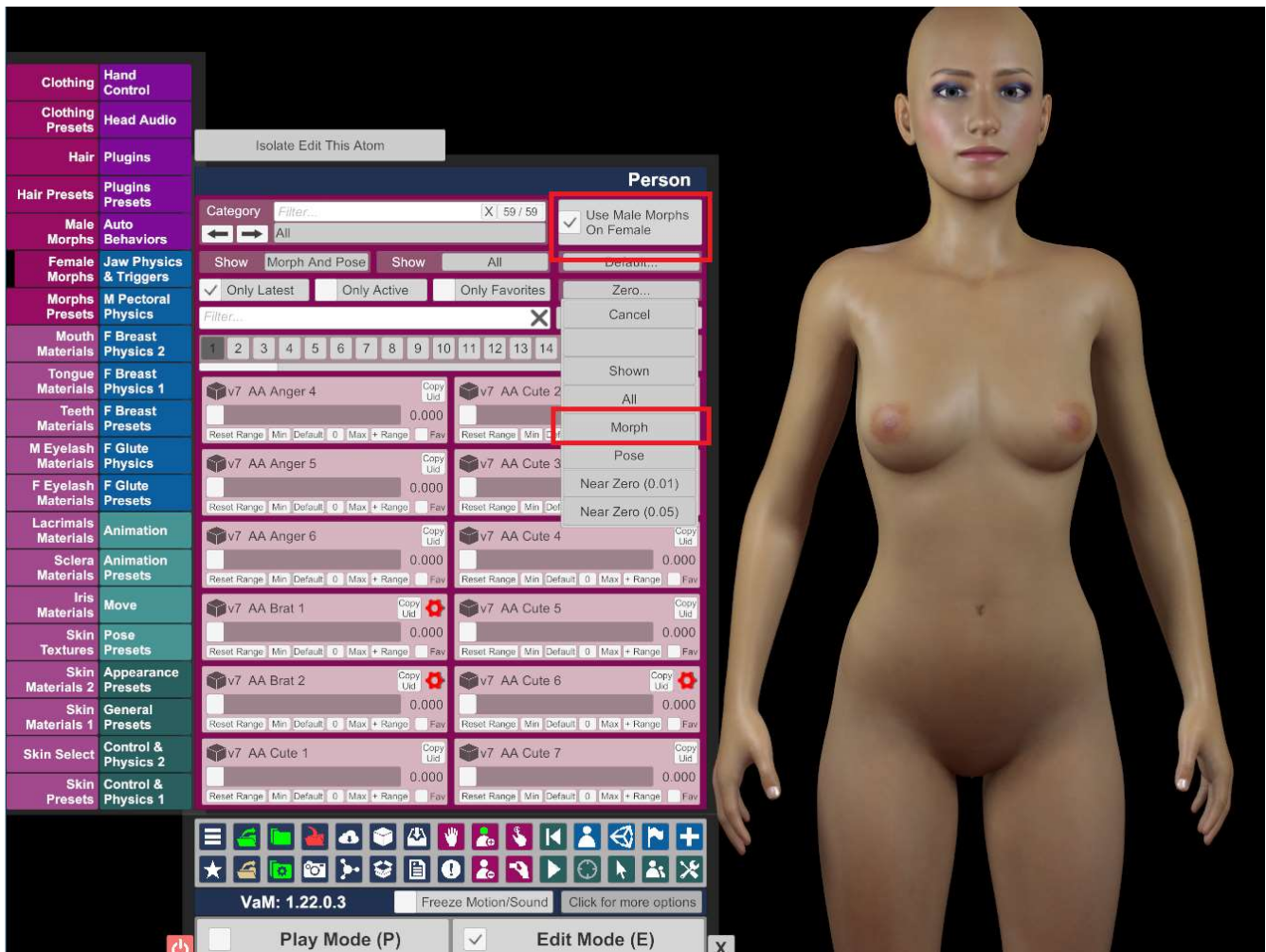
And so it remains if Warp to Morphed Verts is not used:



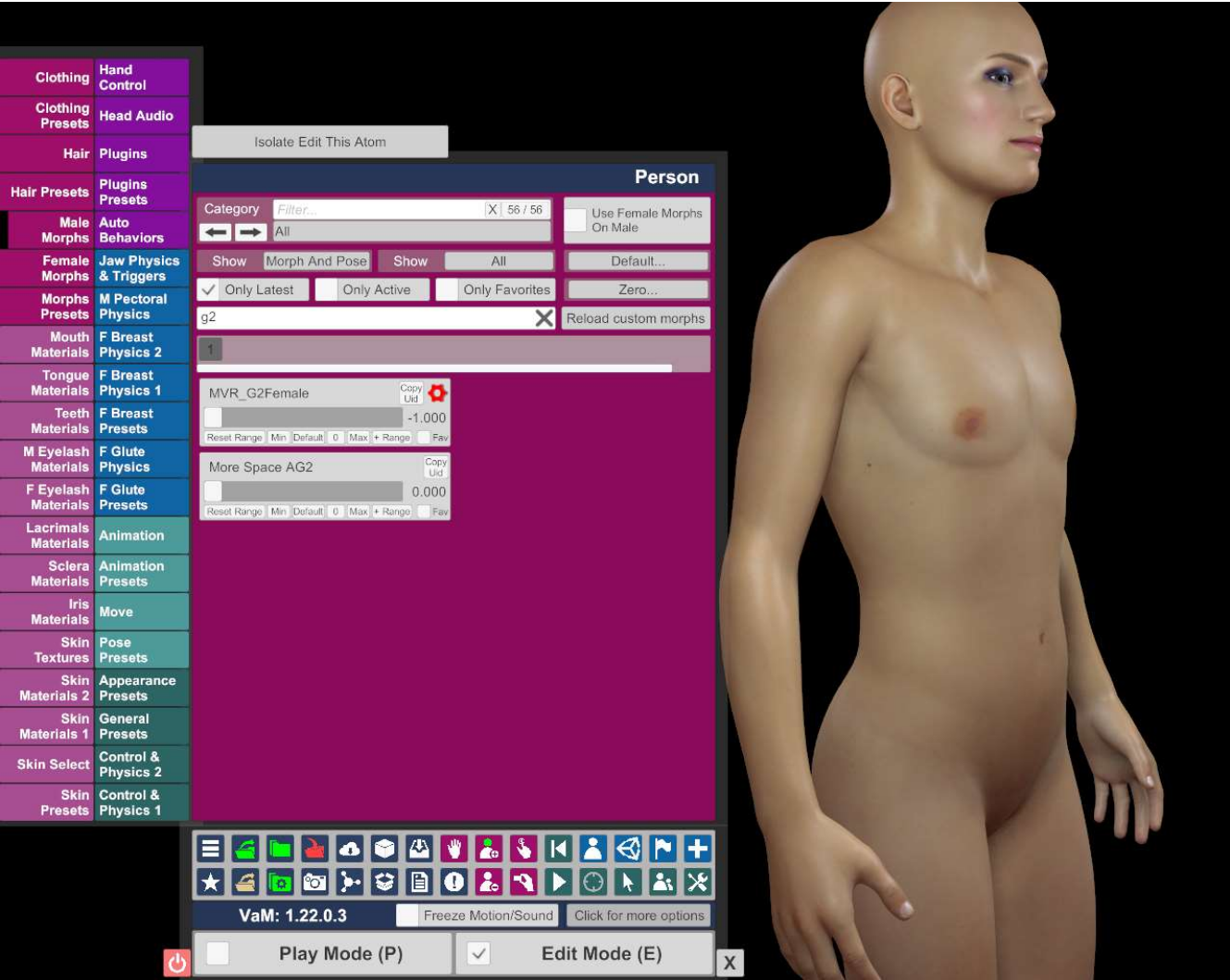
It can be seen that using Warp to Morphed Verts is more accurate when importing, at this point it is possible to continue as normal with the settings, changing materials, Physics.

Let's continue converting from male to female clothes.

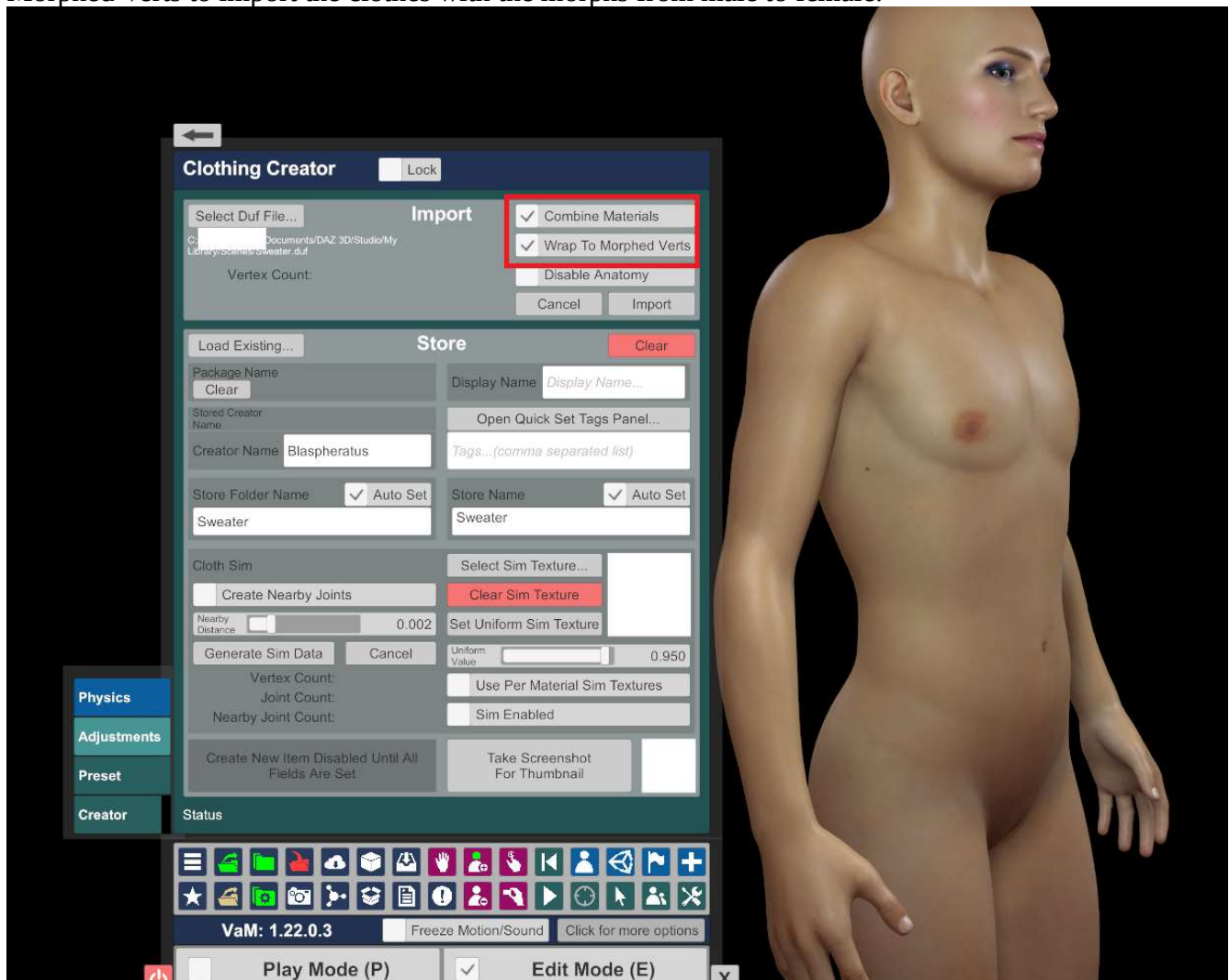
Load the female model and then set the morphs to zero, it is very important to select Use Male Morphs On Female.



Go to the Male Morphs tab and search for MVR_G2female and apply a -100%, this will make the model male.



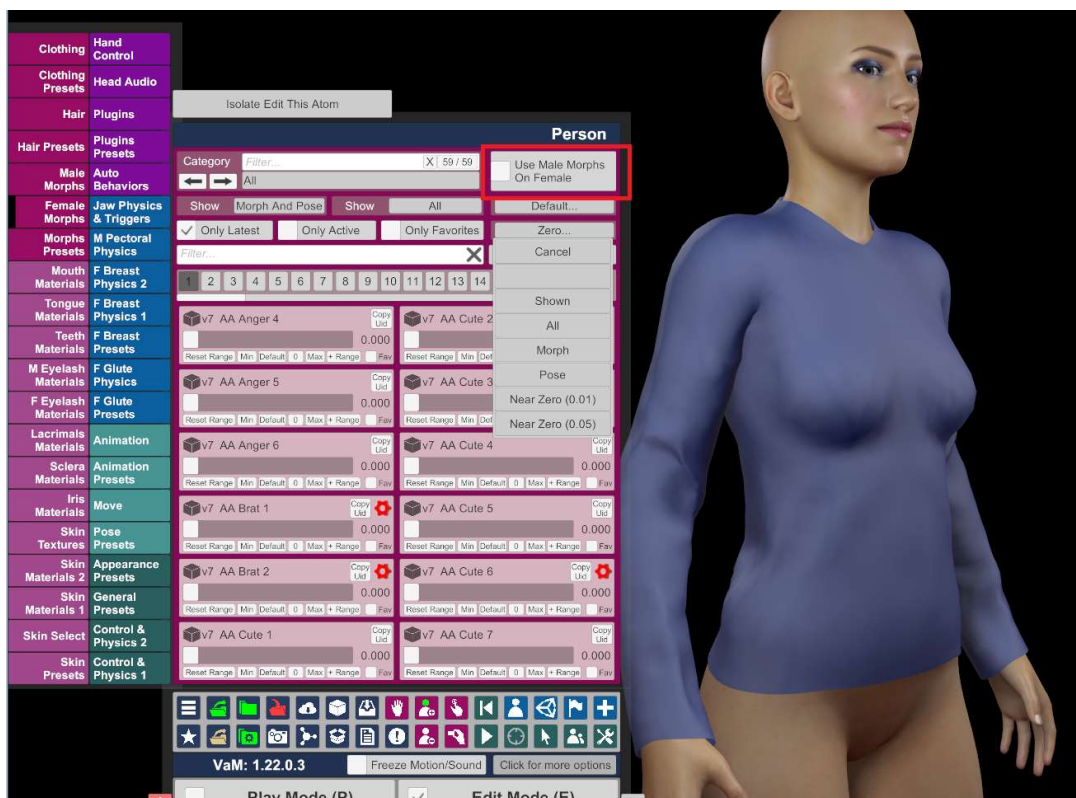
Once the morphs are applied you can import the clothing, it is very important that you select Warp to Morphed Verts to import the clothes with the morphs from male to female.



When importing it will look like this:



Use Male Morphs On Female is deleted and the model looks like this



At this point it is possible to continue as normal with the settings, changing materials, Physics, it may be necessary to edit the Sim texture.

I haven't tested it yet, but in theory if you create the clothes using a model with the Voluptuous Morph, and use the morph when importing, it will not deform the breast area or sag,