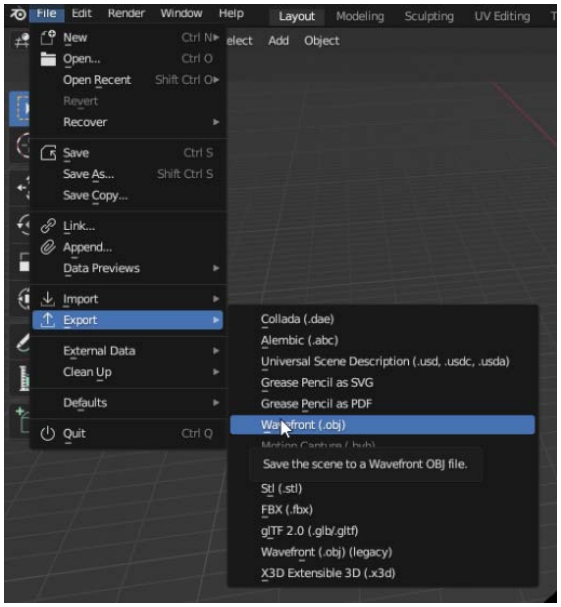
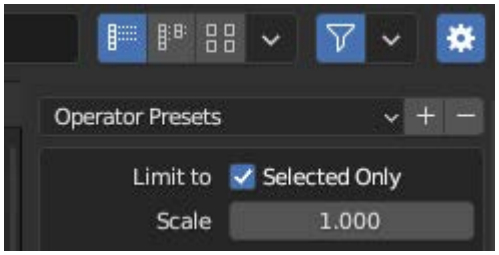
1: Export your clothing item

Select your clothing item, and after it's selected, Go to file ---> export ----> wavefornt (.obj)

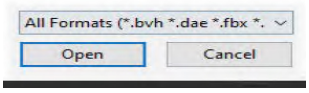


In export, make sure you click/checked selected only.
or else it will export every mesh hidden



2: Open up daz studio, and import your clothing item

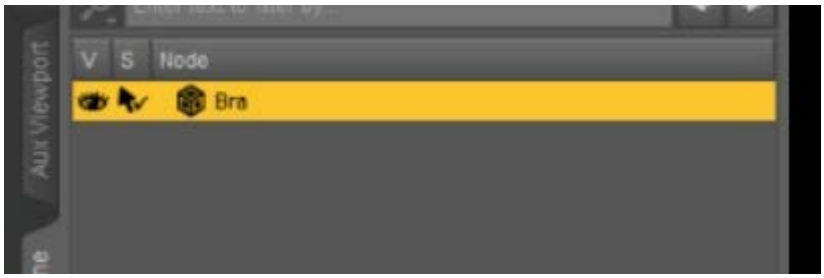
File ---> import ----> select ---> Open



MAKE SURE to import it as a poser

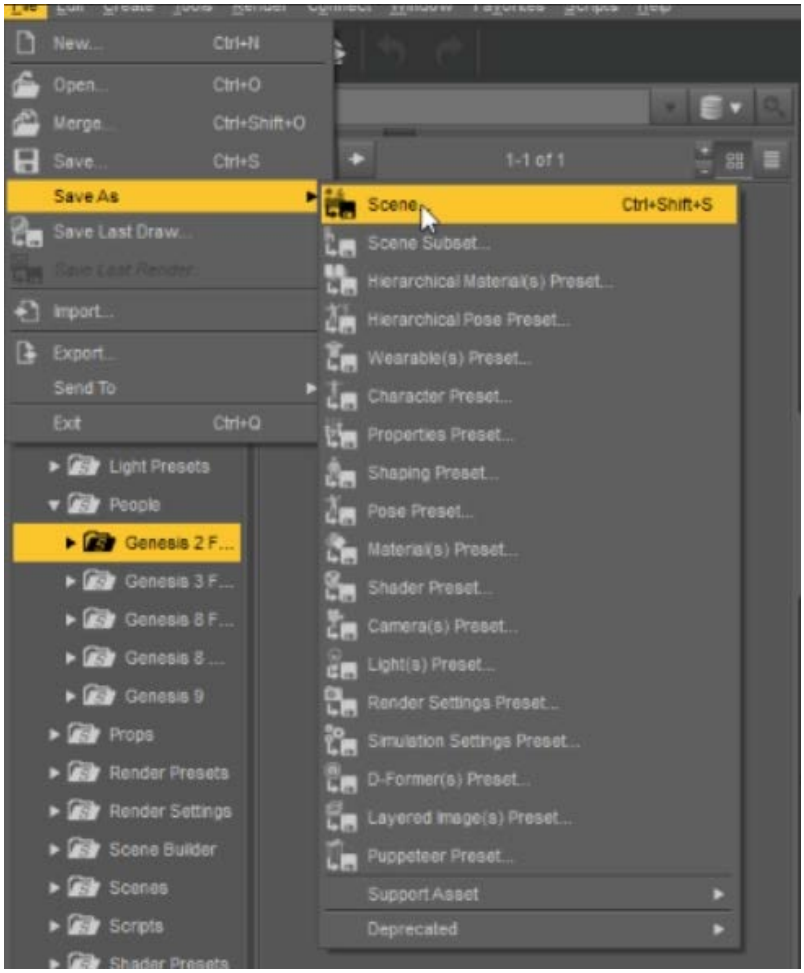
3: once you import your mesh, select the mesh

(**Make sure nothing else is in the scene other than the clothing Item**)



file ---> Save as ----> Scene

After you choose the fold location to save it at, It will save the scene as a .duf File

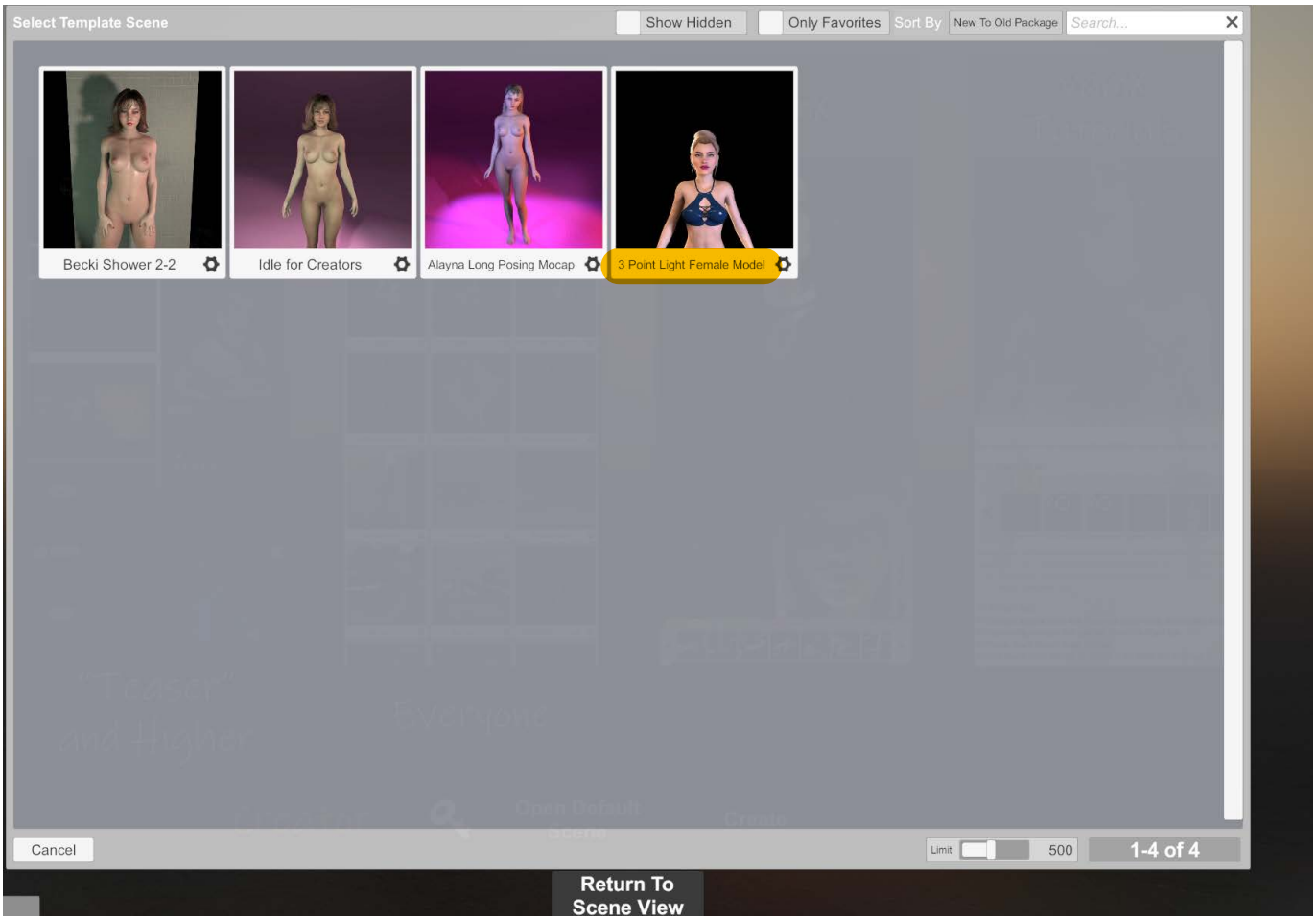


4: Before you import anything, you must set your Creator Name in-game

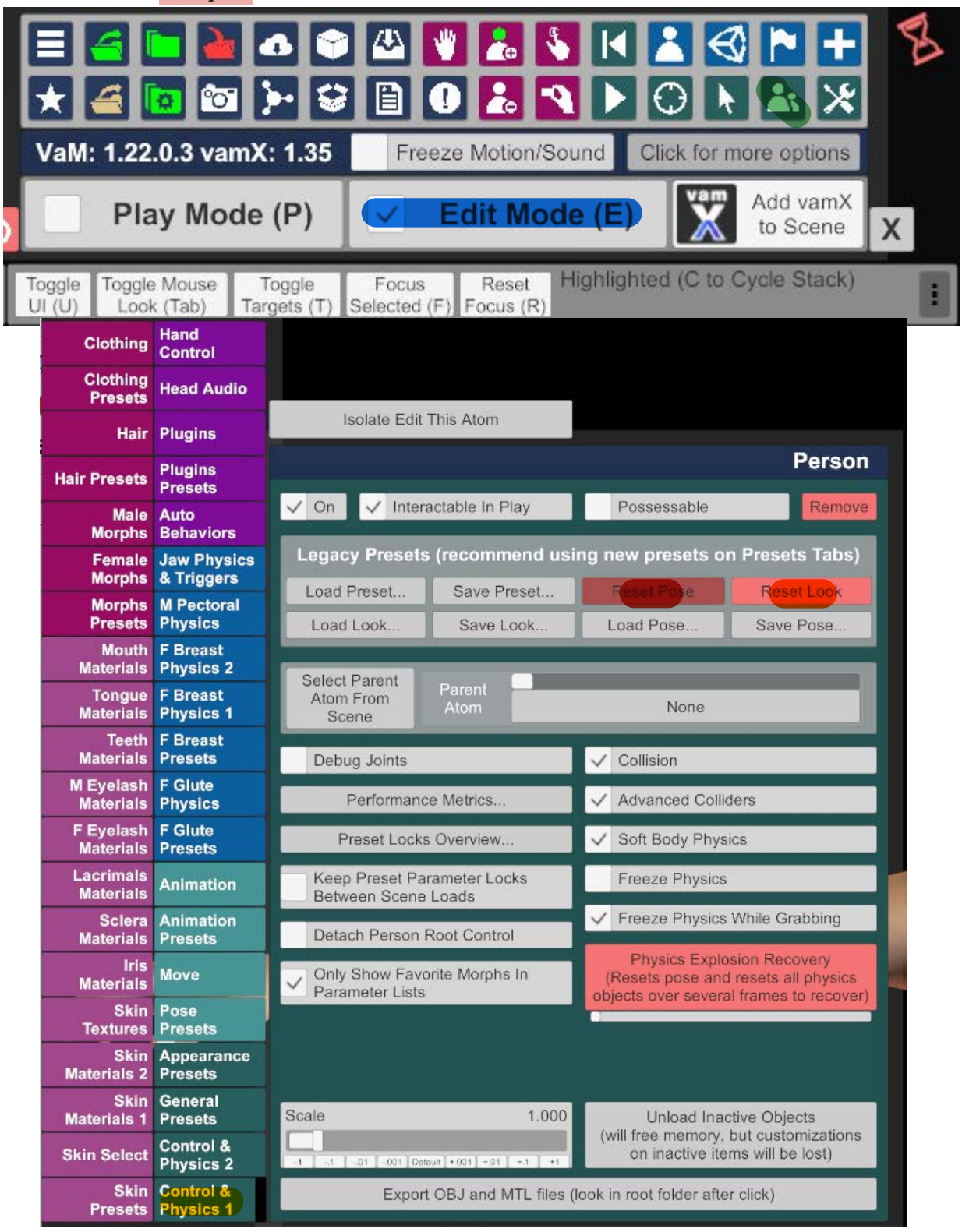
SET your name as your HUB user name~!
if you don't set it, the clothing will be associated with (anonymous) which you don't want.

Once you set your creator name, lets move to importing your clothing in-game

5: Open a default Scene, --> Create ----> 3 point light female model

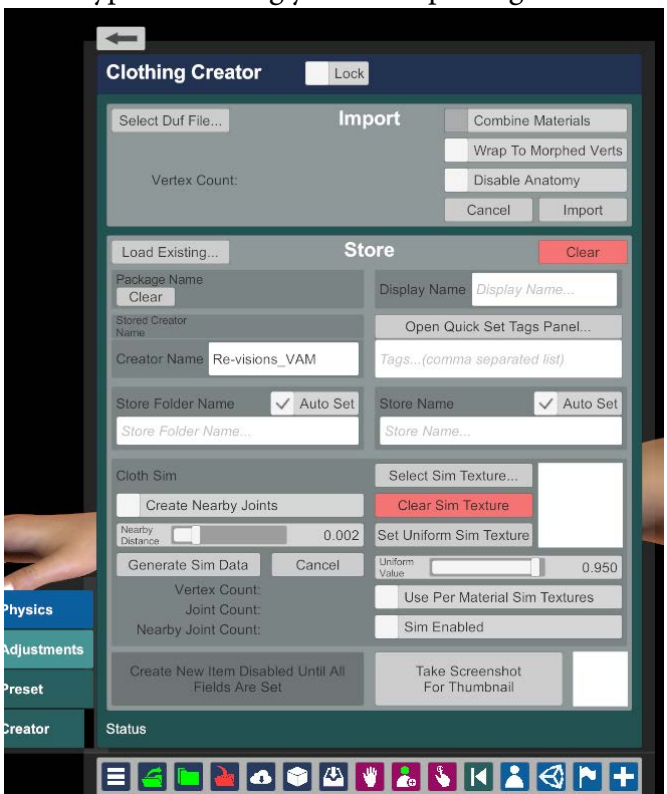


6: Go to edit mode ----> Atoms -----> Control & Physics 1 ------ > Rest look -----> Rest pose

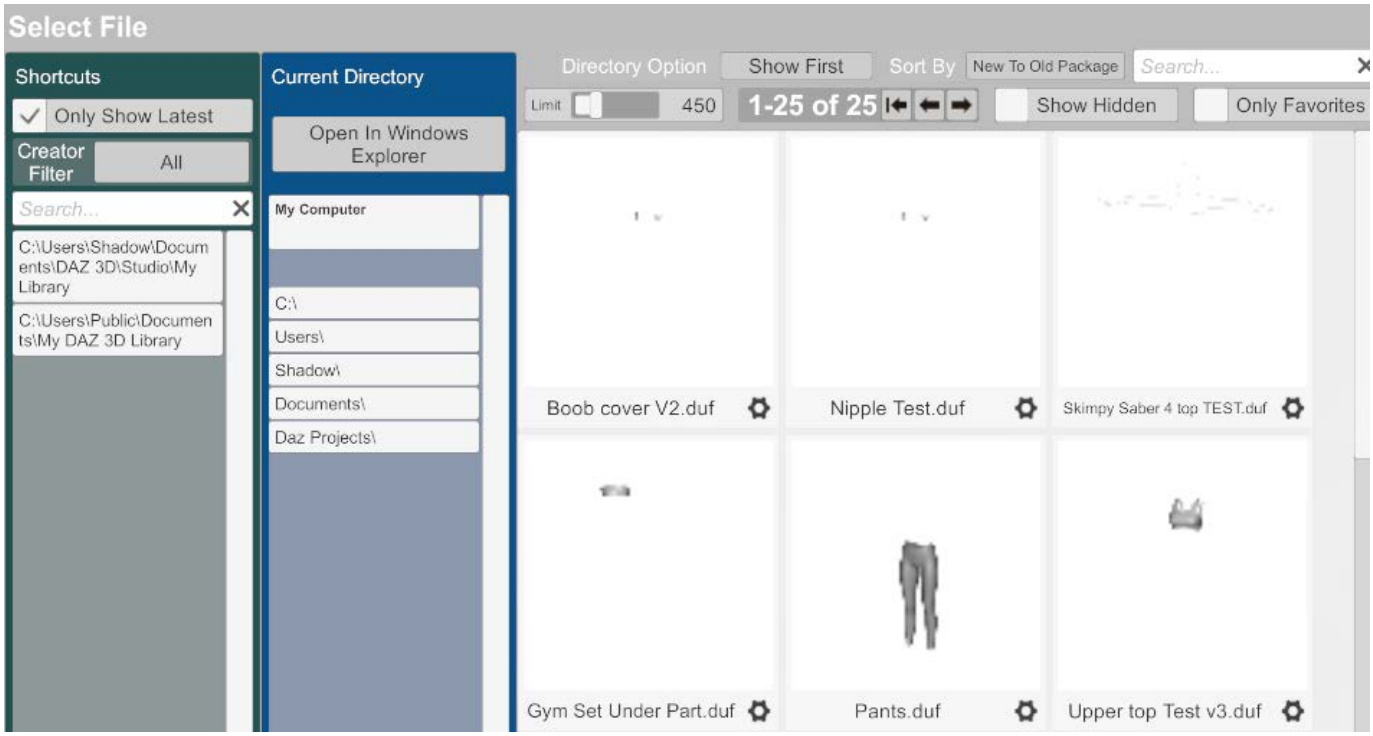


7: go to clothing tab ------ > Remove all clothing

8: Select Clothing Creator -----> Customize (MAKE SURE COMBINE MATERIALS IS CHECKED OFF) you don't need it for this type of clothing you are importing

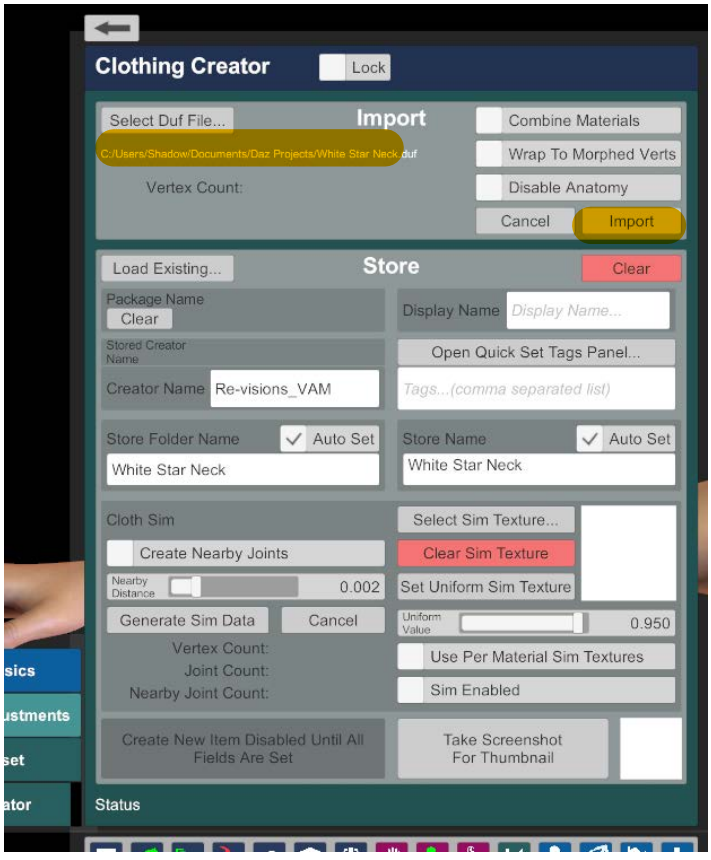


9: Select Duf File ----> go to the location you saved your .duf, and select it

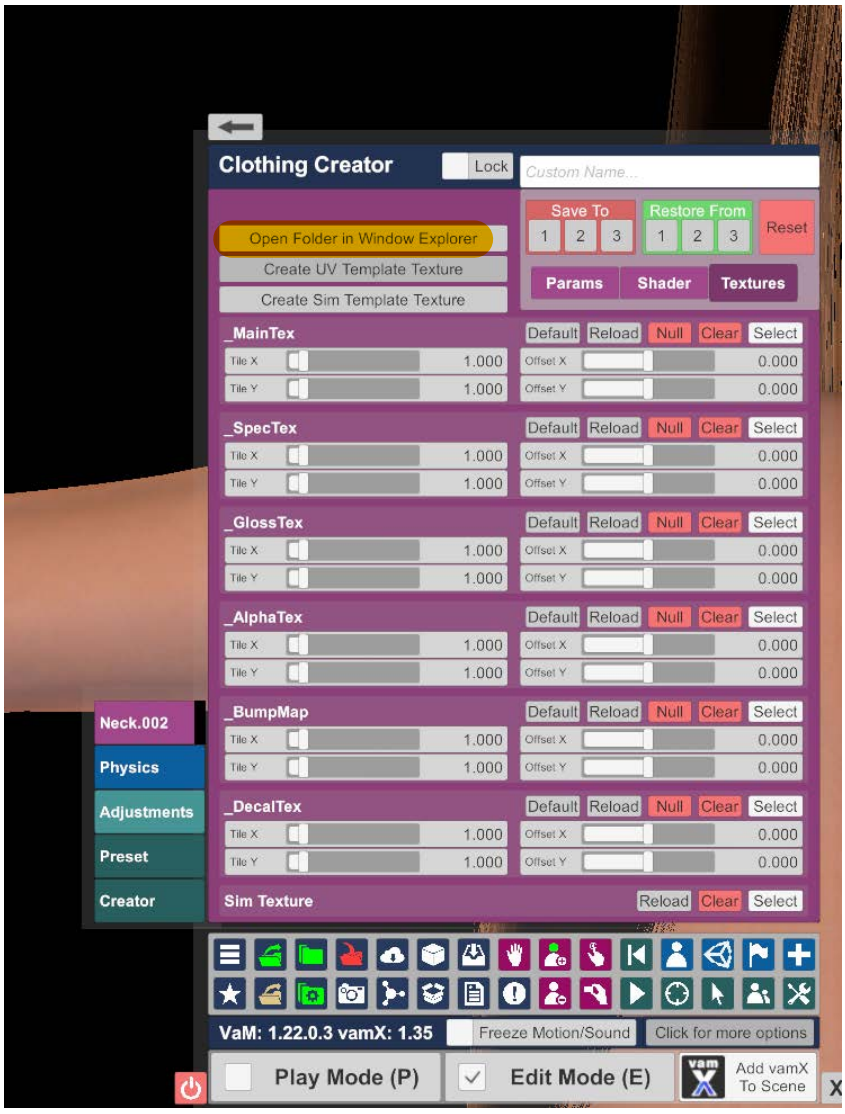


10: It will have your selected duf file name under select duf file

Click import

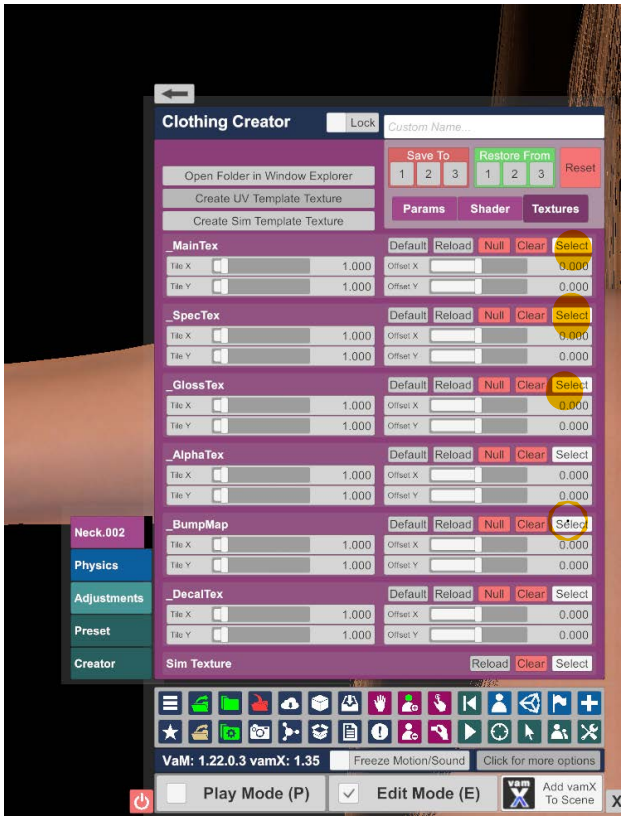


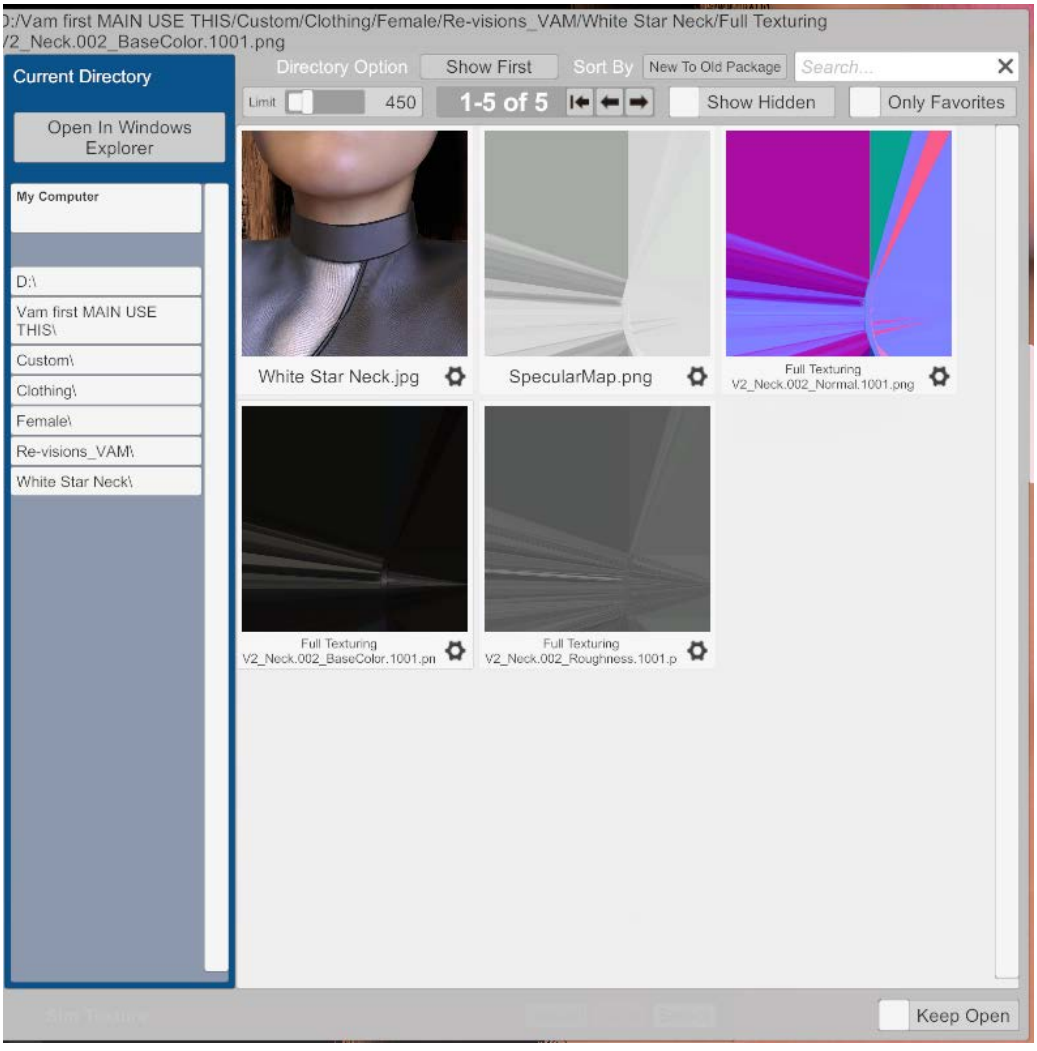
11: Go to your purple clothing tab, ------> Open folder In Window Explorer



12: Move your textures into the opened window explorer that it opened for you

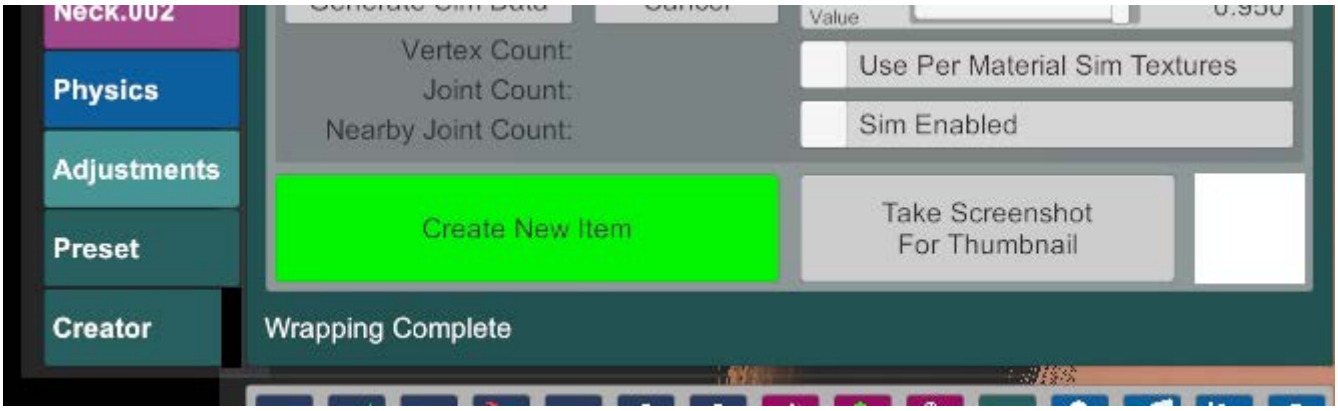
13: Select the textures such as MainTex, Spec, Gloss, Bumb





14: Once you imported your textures, and adjusted them, you must now (Create New Item)

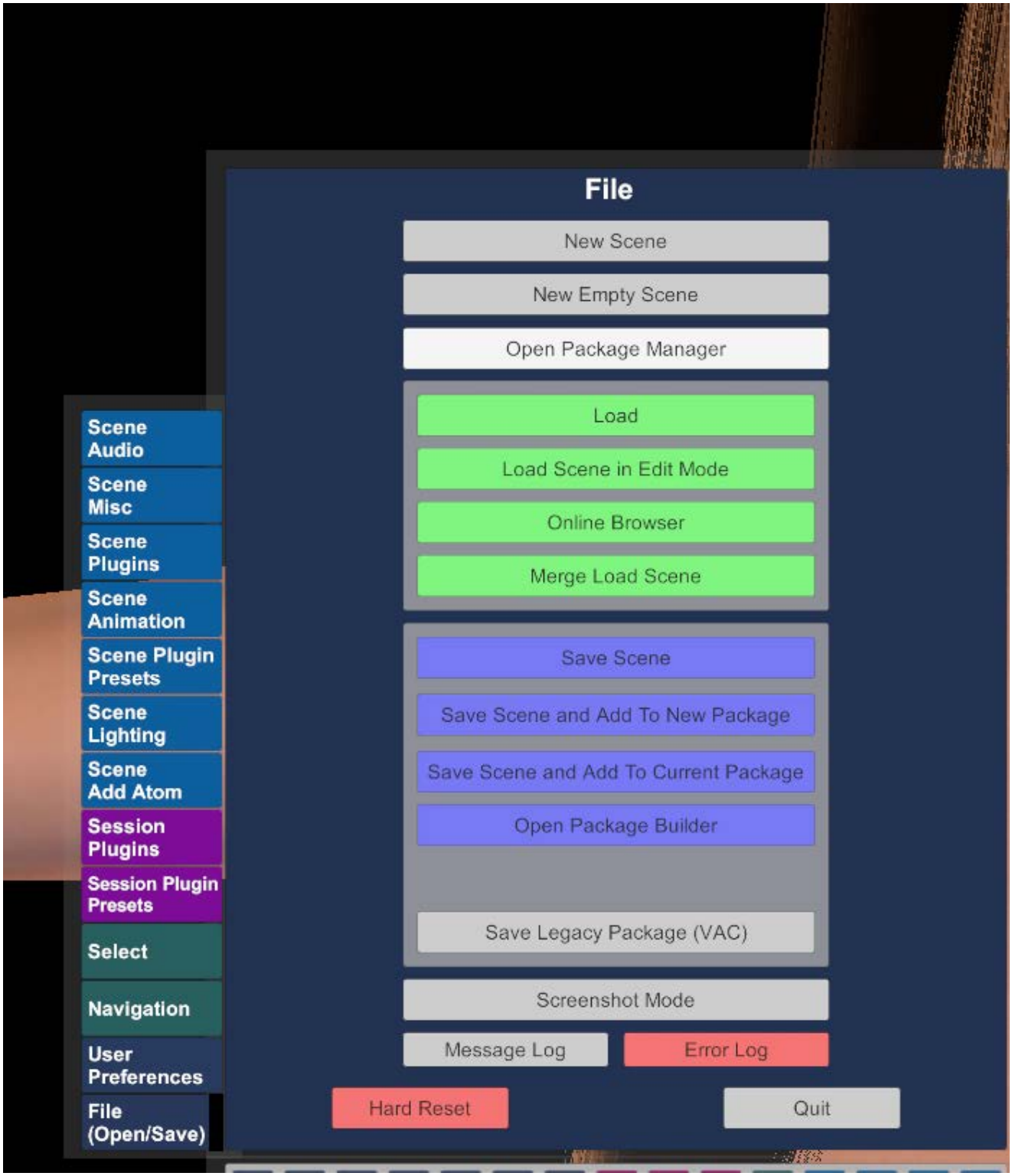
After you Create New Item, select Take Screenshot For Thumbnail for preview in clothing Tab



You are now done importing your clothing into VAM

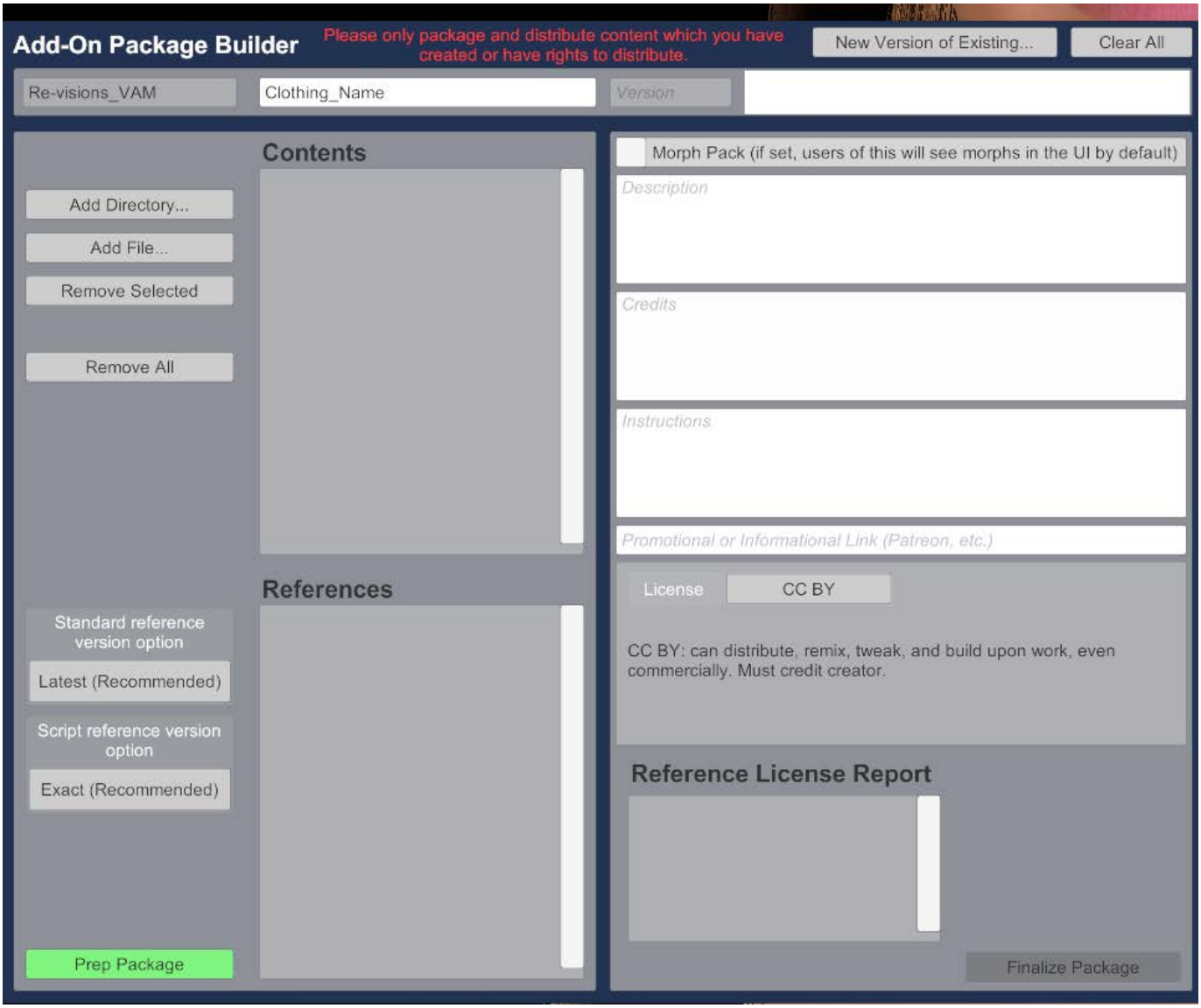
This Section is for making a .var to upload your clothing to the hub~

1: go to Main Menu ----------> File (open/Save) -----> Open Package Builder



2: Name your .var file name (Clothing_Name)

3: Select (Add Directory...)

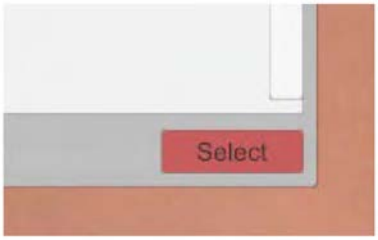


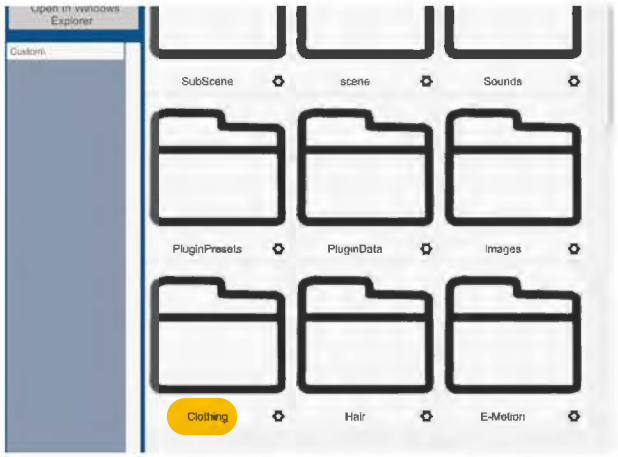
4: Follow Along (double click folder) ----> Clothing ----> Female ----> Your creator name ---> The clothing item

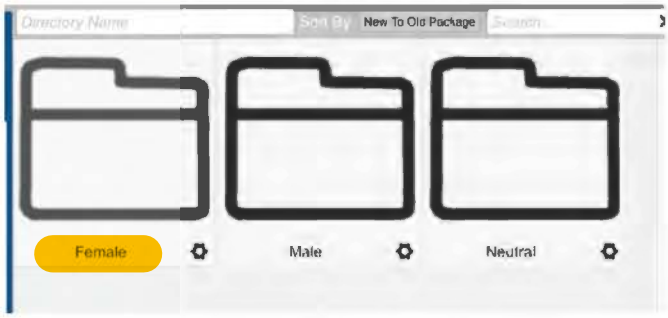
5: click once on your clothing folder via last step

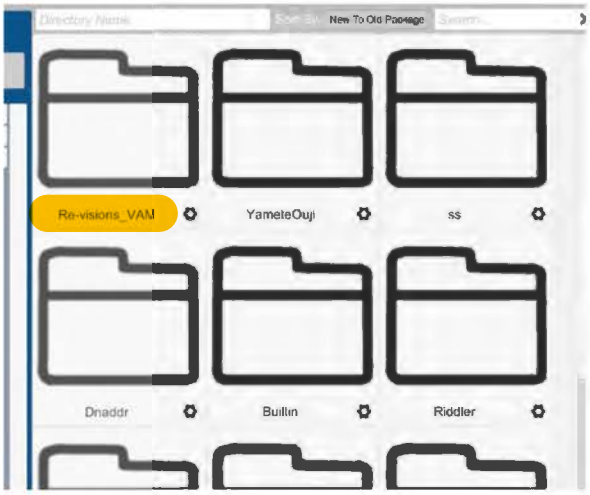
--

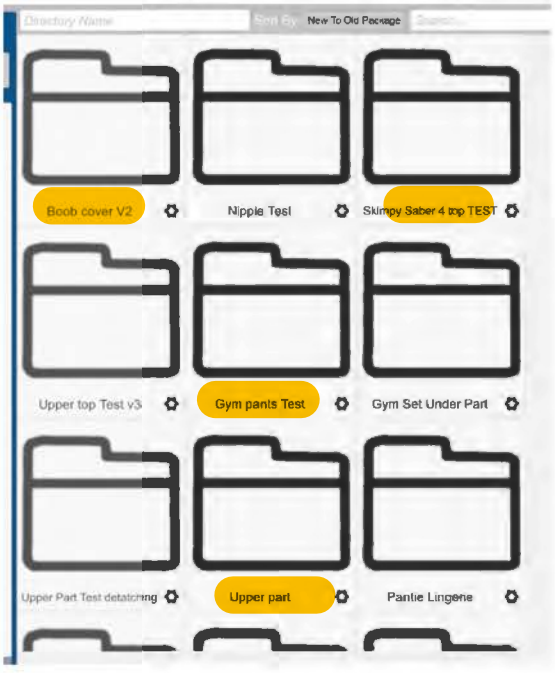
Click the red select on your clothing folder that has textures, presets ect~ (do not double click your clothing folder)



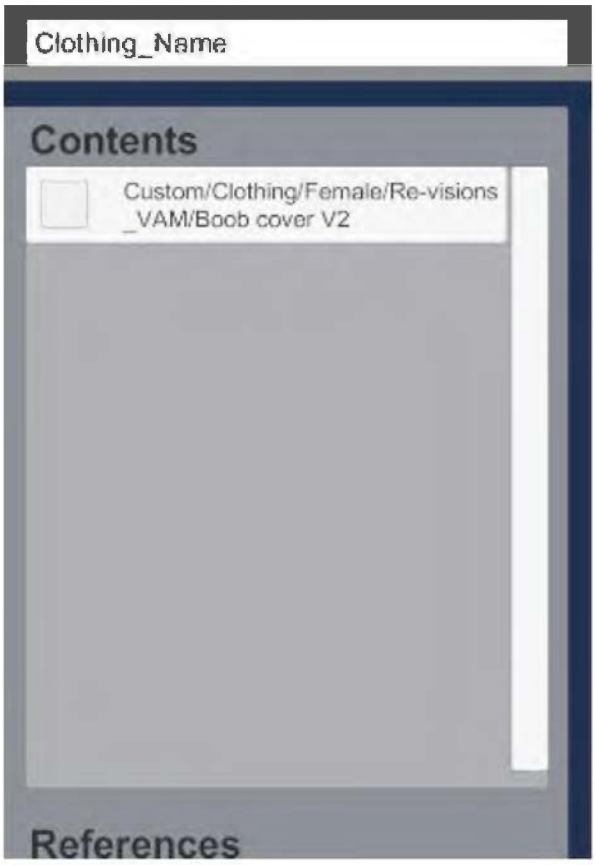




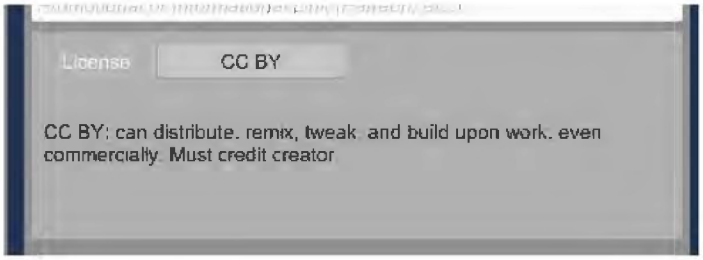


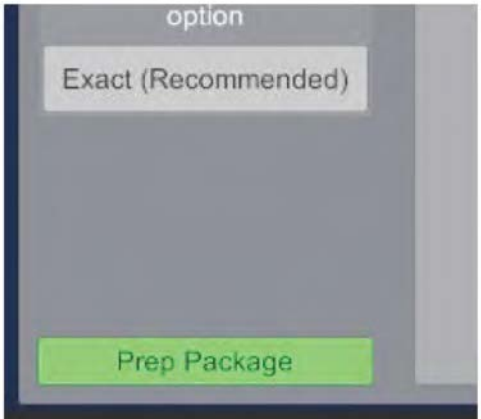


6: Once you selected your clothing folder, it will pop up in the contents section



7: Once you added your clothing items for your set ----> select what License you want your clothing to be



8: Prep Package ---> Finalize Package

~!