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**AVATAR EDITOR**

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# INTRODUCTION

# CLO AVATARS

## CLO offers 25 avatars

### 1) Avatar Version (V2, V2.1)

- 4 male
- 3 female

**Note.** You can find various avatars on the [CONNECT Official web page](#) *here*, including mannequins, kids, shoe lasts and more...)

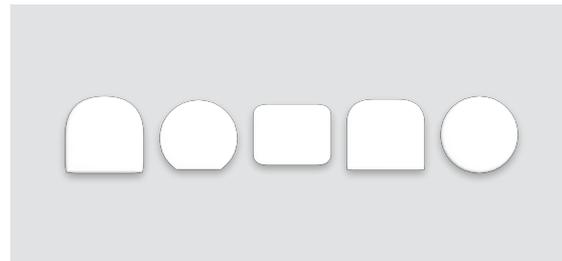
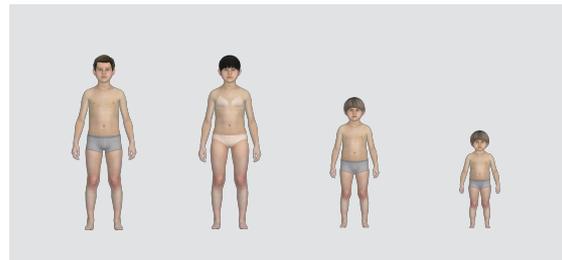


### 2) Avatar Kid Version 1 (V1, V1.1)

- 1 boy & 1 girl (7 - 20 years)
- 1 kid (2 - 6 year), 1 kid (6 - 18 month)

### 3) 3D Shapes

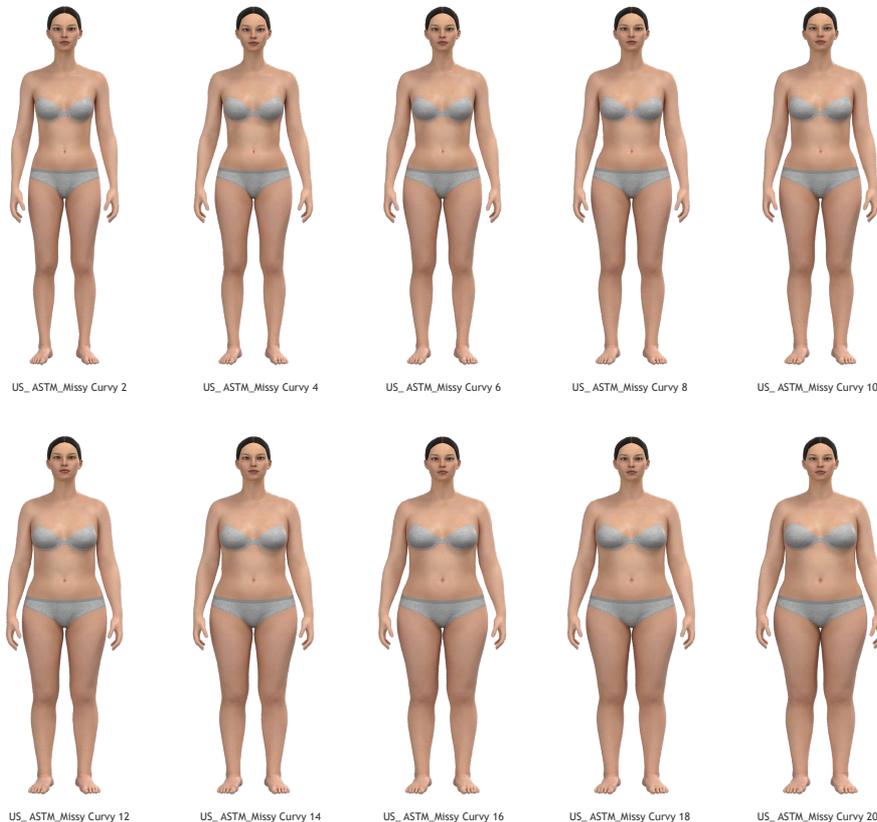
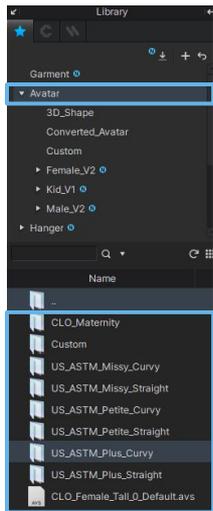
- 5 Types



## SIZE PRESET

CLO offers US ASTM standard sizing in the default library, and the Avatar Editor provides the ability to create custom avatar measures.

ASTM sizes include Missy Curvy, Missy Straight, Petite Curvy, Petite Straight, Plus Curvy, and Plus Straight for women, and sizes 34 to 52 Standard for men.



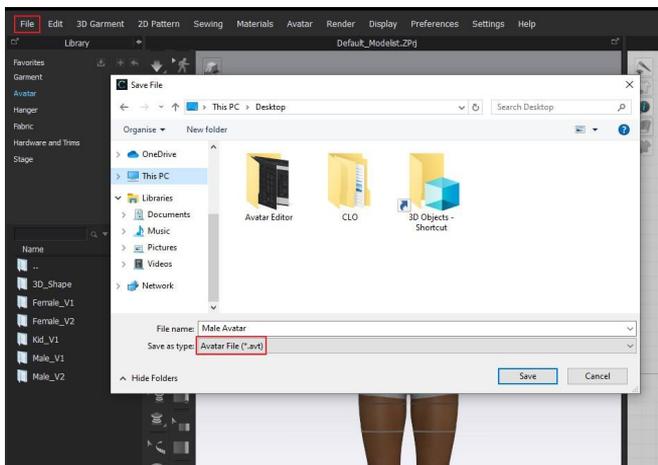
The ASTM sizing can be found in the "Size" section of each individual avatar folder.

## .AVT VS .AVS FORMAT

### AVATAR: AVT FORMAT

The \*.AVT is a CLO native format contains all the information related to Avatars, including: the model, skeleton rig, sizing, pose, motion, accessories, bounding volumes, and arrangement points.

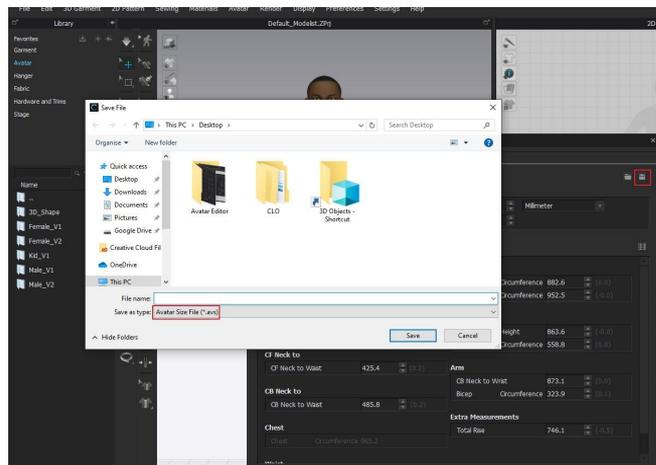
As a CLO native format, the \*.AVT format is compatible with all the CLO Virtual Fashion products (CLO, Marvelous Designer, Jinny), and cannot be opened in other software.



### AVATAR SIZE: AVS FORMAT

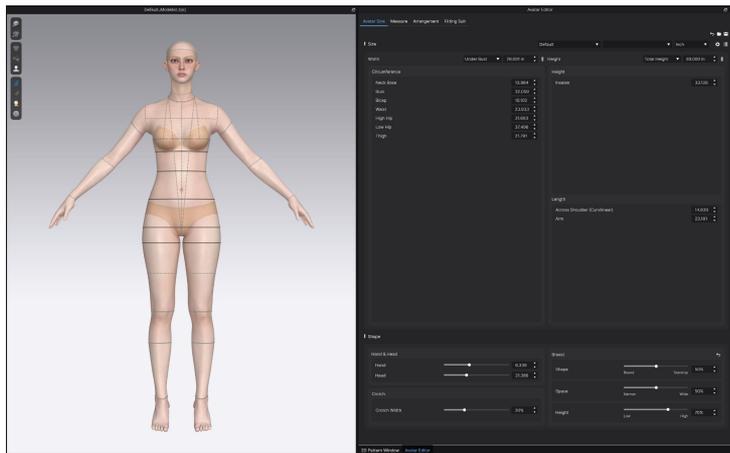
The \*.AVS format contains avatar size information. The Avatar file must be loaded before opening an \*.AVS size file.

The \*.AVS format does not contain any avatar, only **size information**. It is not possible to mix \*.AVS files between avatars of different version, age or gender. The \*.AVS file is **only compatible with the avatar on which it was originally created**. For example, if you created an \*.AVS file using a female V2 Avatars, this will only apply to the female V2 Avatar.



# AVATAR EDITOR

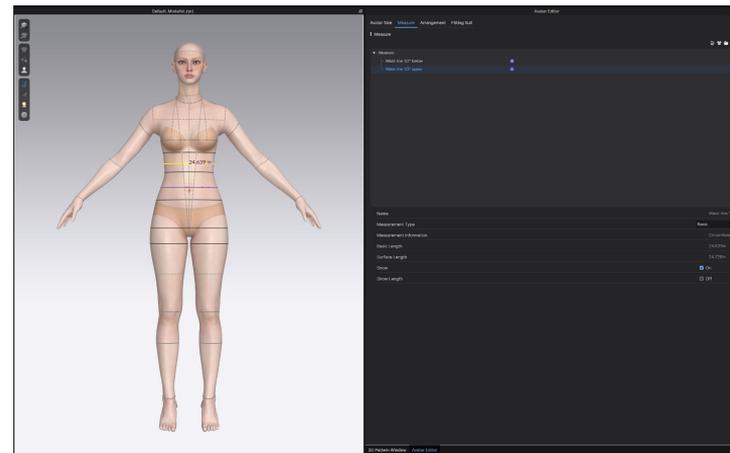
The Avatar Editor allows you to view and edit key components of the avatar, such as the size and arrangement points. The editor is made up of four sections: Avatar Size, Measurements, Arrangement and Fitting Suit.



## AVATAR SIZE

Edit a CLO default Avatar or a Size Editable converted Avatar. Specific measurement areas and proportions can be adjusted to further customize avatars.

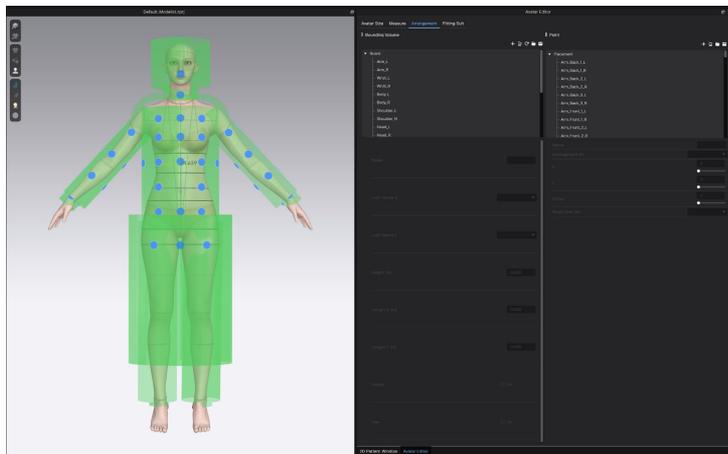
**TIP!** If you'd like to create a custom avatar, *Measurement & CLO Avatar Creation Guide* is helpful to create an avatar on CLO.



## MEASUREMENTS

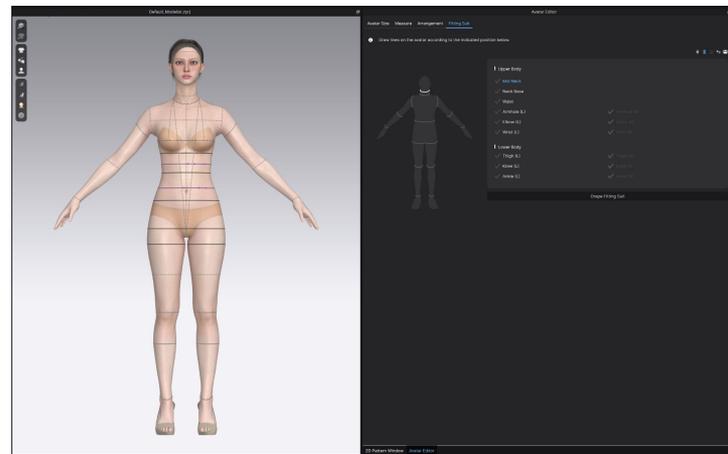
Create Custom Tape Measure markings using the Avatar Tape tools – View and rename them in the Measurements list.

# AVATAR EDITOR



## ARRANGEMENT

Edit existing or create custom Arrangement Points & Bounding Volumes to assist in pattern arrangement.



## FITTING SUIT

A fitting suit is an invisible component connected to an avatar that enables usage of the re-drape feature. CLO-native avatars include it by default, while it always has to be added for custom avatars

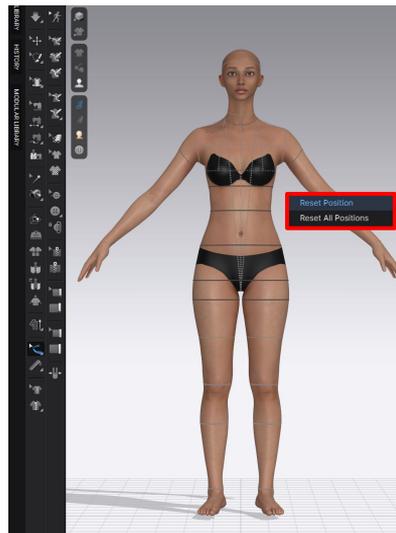
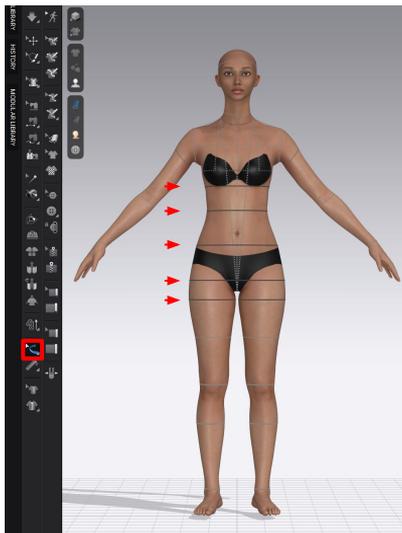
—  
**AVATAR SIZE**

## AVATAR SIZE – MOVABLE MEASURE

From **2024.1** some avatar measures can be moved, including Under Bust, Waist, High Hip, Low Hip, and Thigh). All moveable measures are displayed as a thick black line

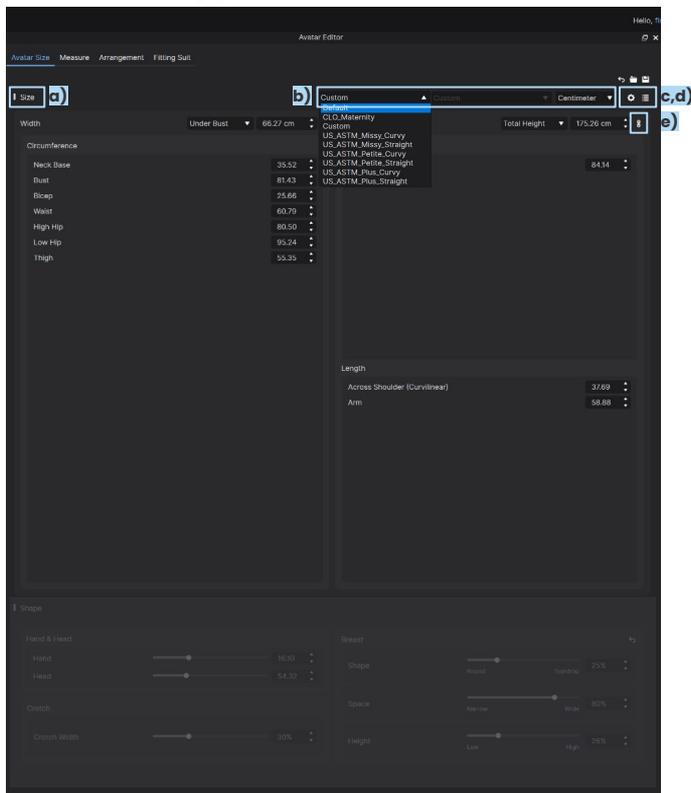
### Steps :

1. Select the Edit Measure (Avatar) tool
2. Select the Measure, click and drag and release to move
3. To reset the line to its original position, right-click on the line and select “Reset Position” or “Reset All Positions”



# AVATAR SIZE

[Webinar Link](#) / [Manual Link](#)



: Menu > Avatar > Avatar Editor

## Avatar Size :

Avatar size allows you to create a custom size avatar with your own measurements.

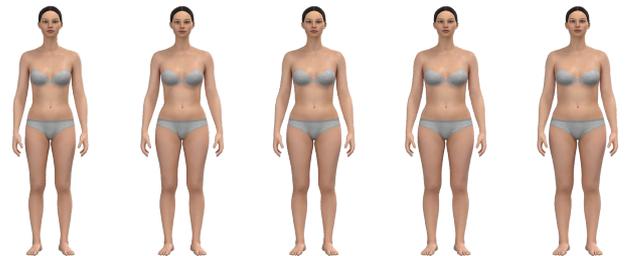
Our Avatar Editor is powered by real body scan data to help you create realistic body shapes whether you have a complete size specification or not.

### a) Size

- Create an avatar with your desired size by inputting detailed measurements
- Additional size measurements can be added and entered in the "[Set Details](#)" section (see next slide)

### b) Size preset

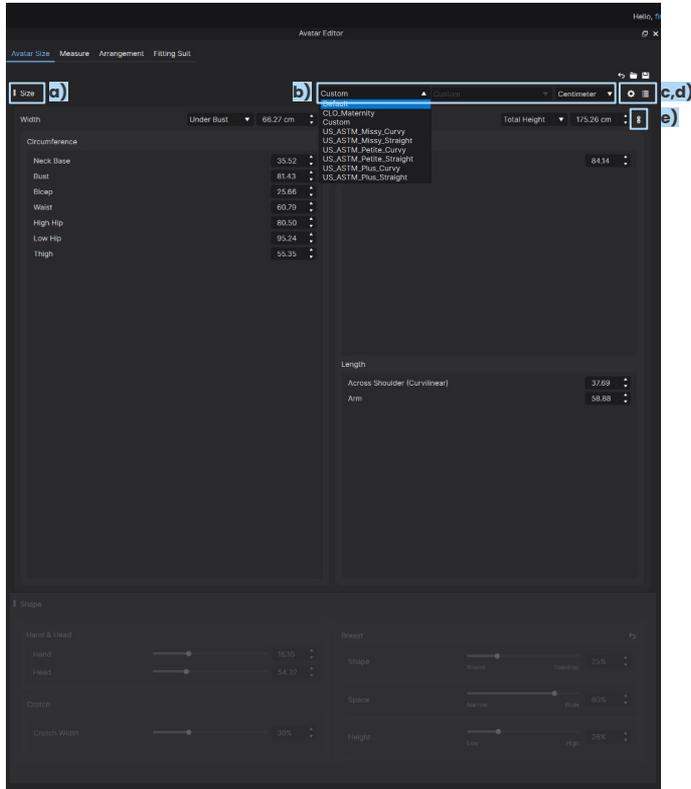
- You can directly apply the [ASTM size presets](#) provided by CLO



US\_ASTM\_Missy Curvy 2 US\_ASTM\_Missy Curvy 4 US\_ASTM\_Missy Curvy 6 US\_ASTM\_Missy Curvy 8 US\_ASTM\_Missy Curvy 10

# AVATAR SIZE – Size

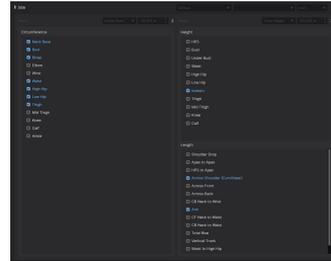
[Webinar Link](#) / [Manual Link](#)



: Menu > Avatar > Avatar Editor

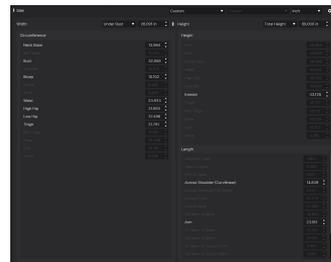
## c) Set Details

- By clicking this icon, you can select and activate currently hidden size measurements. When checked on, they will become available in the Size section for editing.



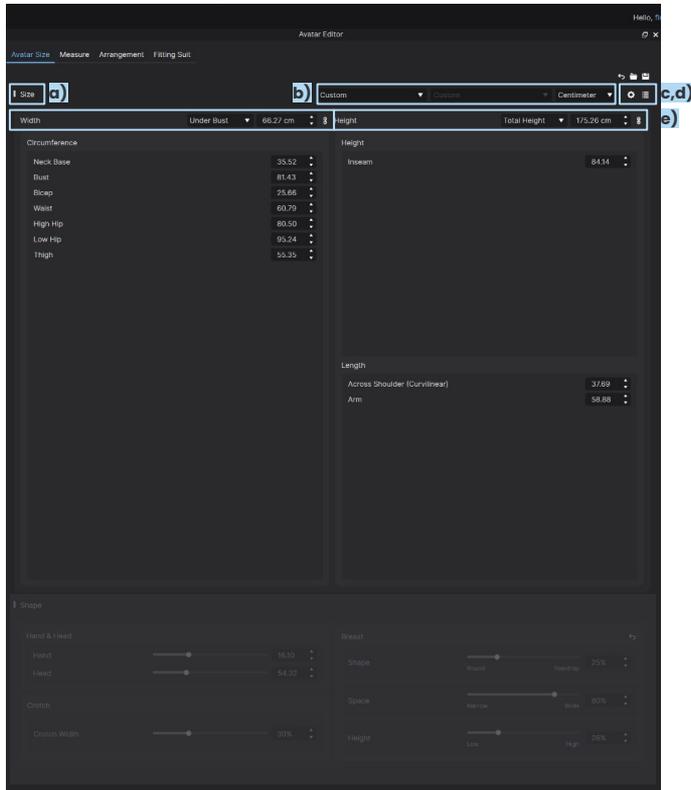
## d) Show all measurements

- By clicking this icon, you can view active and hidden size measurements that are not displayed in the editor window. If the measure is not checked on in the Set Details it will be visible, but not editable.



# AVATAR SIZE – Size

[Webinar Link](#) / [Manual Link](#)



: Menu > Avatar > Avatar Editor

## e-1) Link(default)

- Size editing for CLO avatars is algorithm-based, and by default measures are linked to help you create a proportional body shape based on real human body scan data.

The Width/Height categories allow you to select what you want the key measures be for your size, and CLO will then automatically generate a proportionate body shape based on these key measures.

For example, if Under Bust and Total Height are selected here, circumference, height, and length measures below will be automatically created or slightly adjusted to maintain a proportional body shape.

**Important:** After adjusting these values, modifying the Width will reset all the values you have previously adjusted.

## e-2) Unlink

- You can unlink the proportional editing by clicking the icon to deactivate it. When unlinked, any changes to the key Width/Height measurements will not affect the lower measurements.

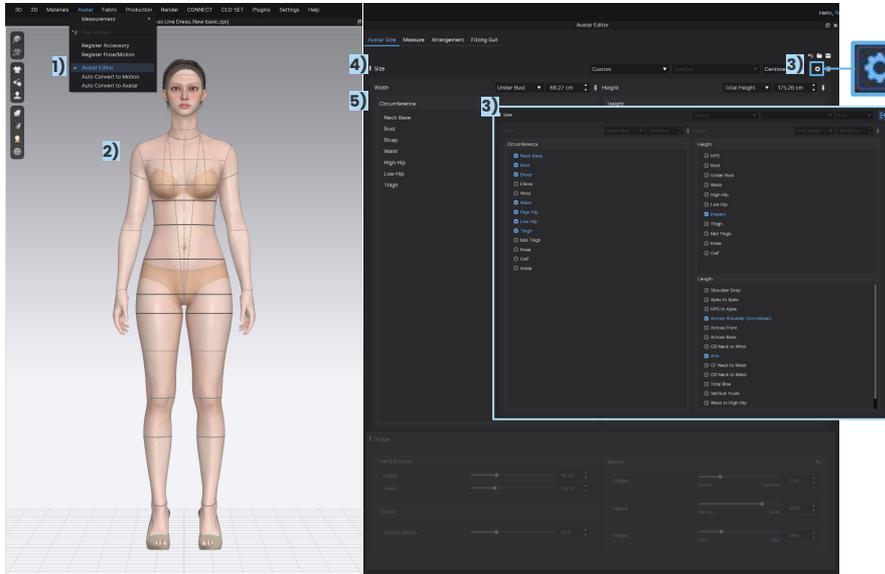
**Note:** This feature is particularly useful when working with Size Presets. After selecting a specific size preset, you can utilize this feature to adjust only the height while keeping other measurements unchanged.

# AVATAR SIZE – Adjust Avatar Workflow

[Webinar Link](#) / [Manual Link](#)

Below is the recommended workflow for creating a custom avatar size.

**Note.** Load the Avatar \*.AVT and ensure it is the version you want to apply your size to

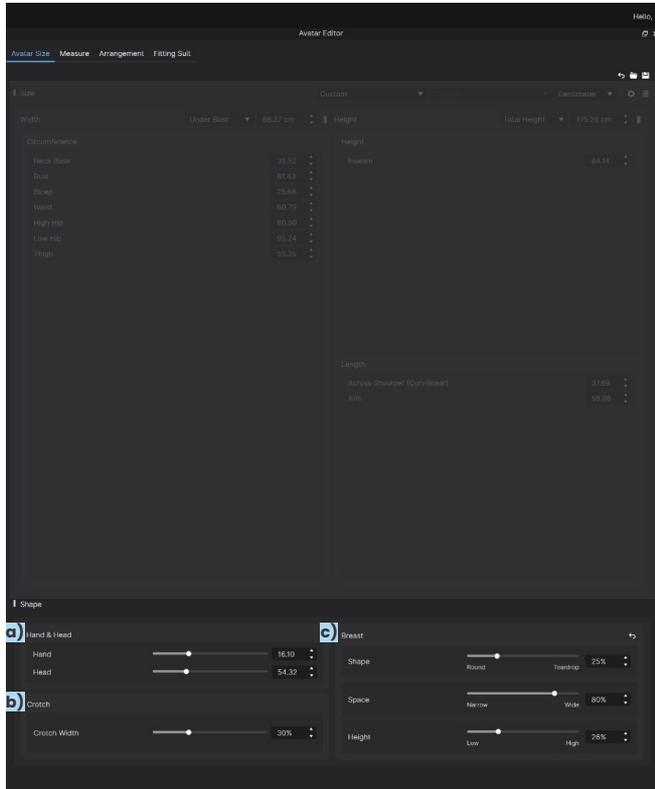


- 1) Go to Avatar > Avatar Editor to open the editor
- 2) If you are editing from an existing \*.AVS file, click the open icon to select your file  
When open, the avatar measures will be displayed in the 3D window. Measures that can be moved will appear in black, and non editable measures will in grey. Jump to [Moveable Measure](#) for more detail on adjusting editable measures
- 3) Before entering size data in the editor window, ensure the desired values are available. If not, click the **Set Details** button to add them, and Exit to go back to the main editor. For optimal results, it is recommended to activate only the measurements that you have
- 4) Once you have your avatar and desired measures, now select your key measures for **Width/Height** and enter your values. It is recommended to keep the default Link option on, but if desired click the icon to unlink
- 5) Now enter your desired measurements in circumference, height, and length noting that when linked CLO will make slight automatic adjustments to maintain a proportional body shape
- 6) Press Save to save your custom \*.AVS

**TIP!** You can refer to CLO's size measurement guide below and measure the size of each item accurately. [\\*\[EN\] Measurement & CLO Avatar Creation Guide](#)

# AVATAR SIZE - Shape

[Webinar Link](#) / [Manual Link](#)

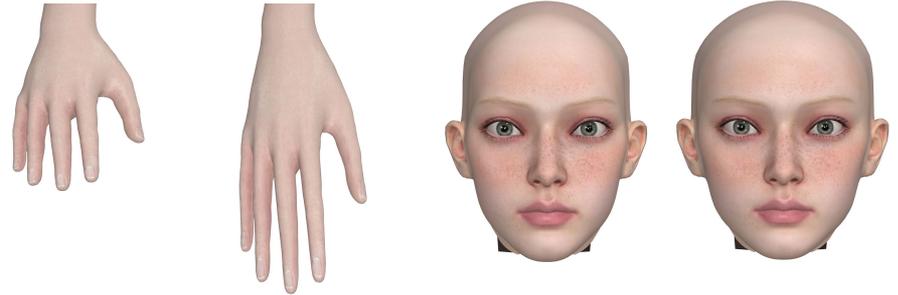


: Menu > Avatar > Avatar Editor

When developing categories such as gloves, intimates and headwear you have additional options to adjust the head, hands, crotch and bust to suit your needs.

## a) Head & Hands

- Adjust the size of the avatar's hands, head.



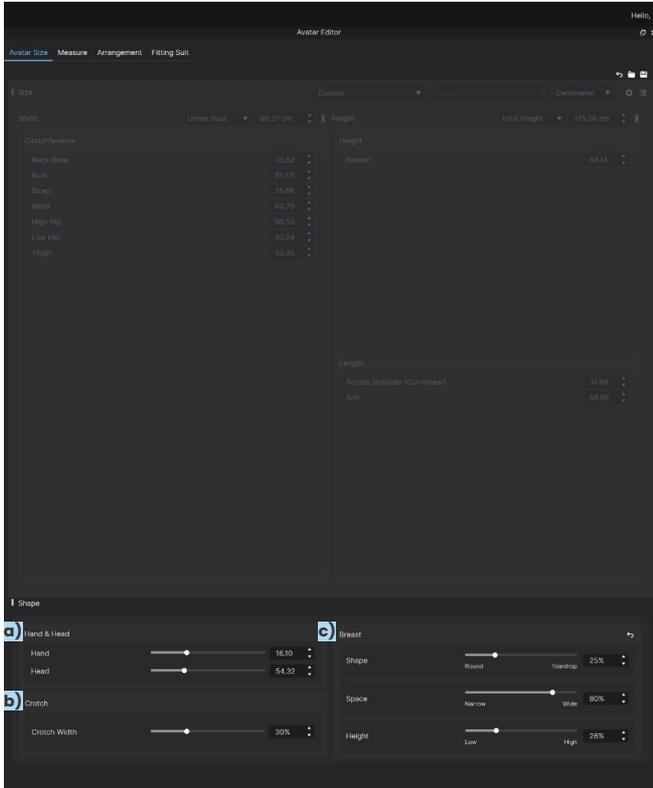
## b) Crotch

- Adjust the size of the avatar's crotch gap. For male avatars, Crotch Volume can also be adjusted.



# AVATAR SIZE - Shape

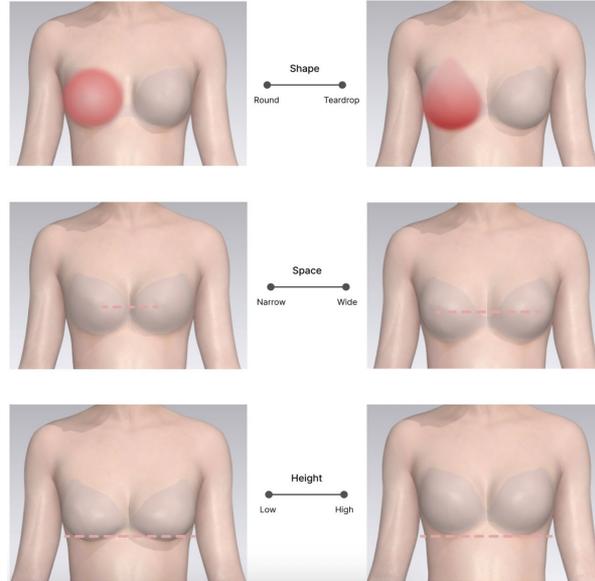
[Webinar Link](#) / [Manual Link](#)



: Menu > Avatar > Avatar Editor

## c) Breast

- To achieve various breast shapes, you can adjust the Breast Shape, Space and Height.



**Note:** If you enter the Apex to Apex or HPS length and then adjust the Breast Space, your entered length will adjust with the new shaping

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**SAVING AVATAR**

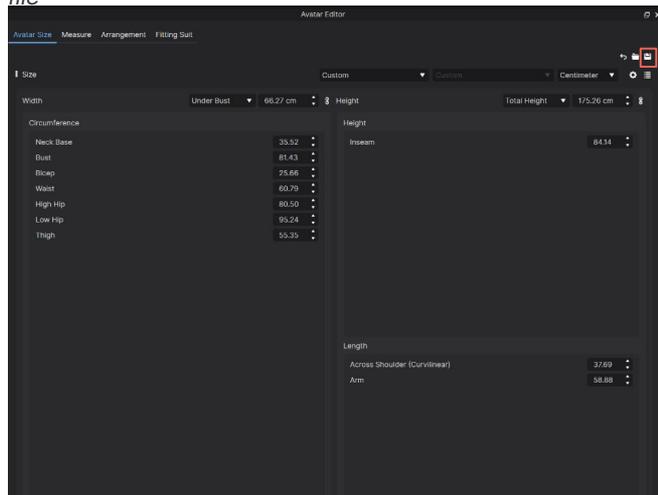
## SAVING IN .AVS FORMAT

After creating a custom size, you have the option to save the size only (\*.AVS) or as an Avatar (\*.AVT)

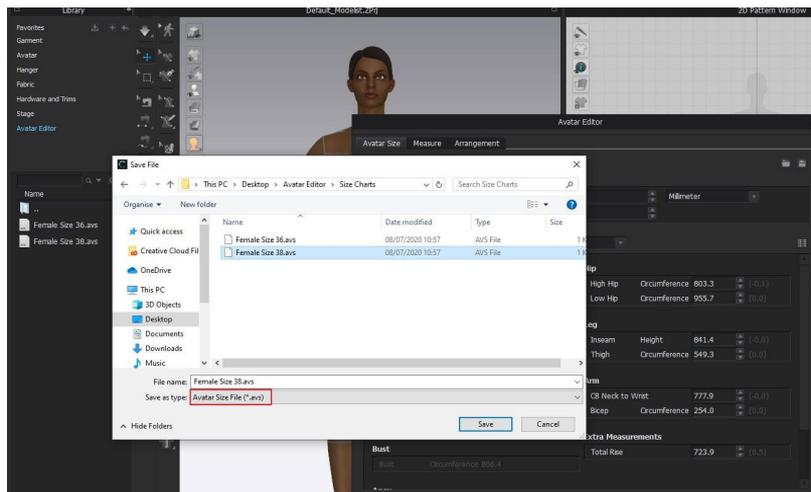
**Avatar Size \*.AVS:** Contains Avatar Size information. The Avatar file (\*.AVT) must be loaded before opening the Avatar Size file

**Avatar \*.AVT:** Contains all the information related to avatars (Model, Sizing, Poses, Motions, Accessories, Bounding Volumes, arrangement points)

**TIP!** The steps to modify the measurements of an Avatar are the same whether saving an \*.AVT or an \*.AVS file. The only difference is the way you open the file

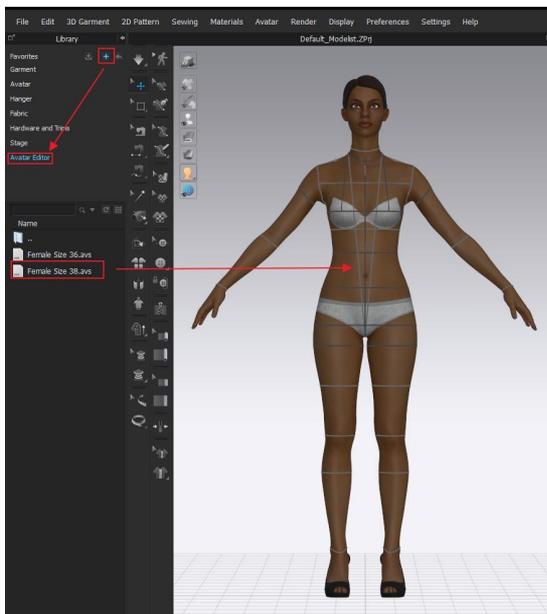


**STEP 1:** In the Avatar Editor, click on the Save icon at the top right.

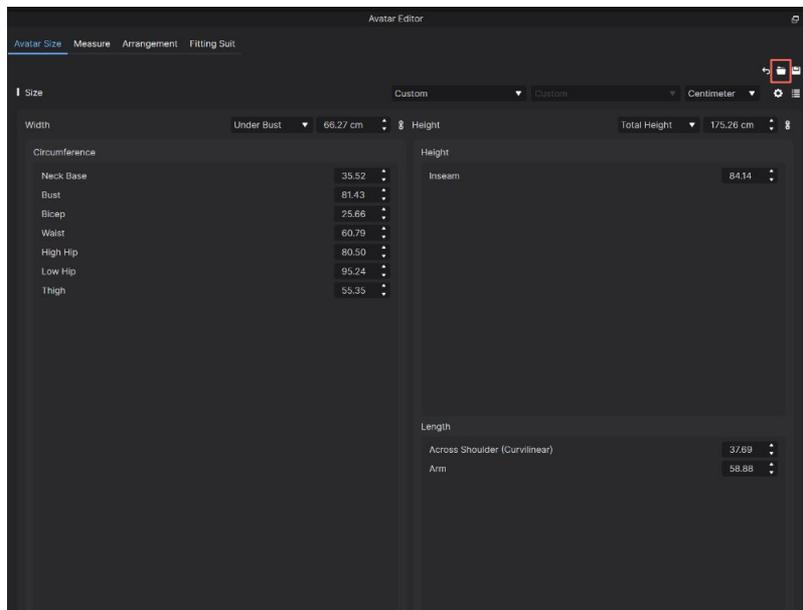


**STEP 2:** A pop-up window will appear and you will be able to save your \*.AVS file. Name your file and save.

## SAVING IN .AVS FORMAT

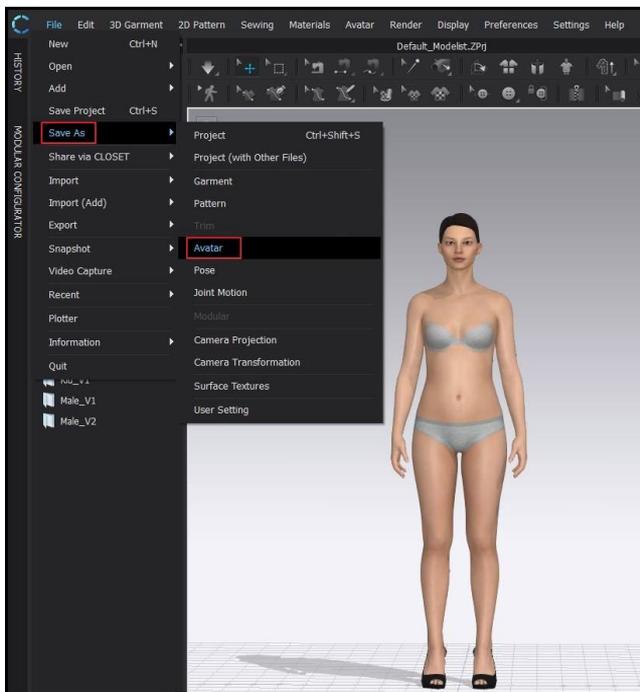


**STEP 3:** If you create a size folder and save your \*.AVS file in this folder, you can then connect this folder to your CLO library and click-drag your different sizes on the avatar of your project file.



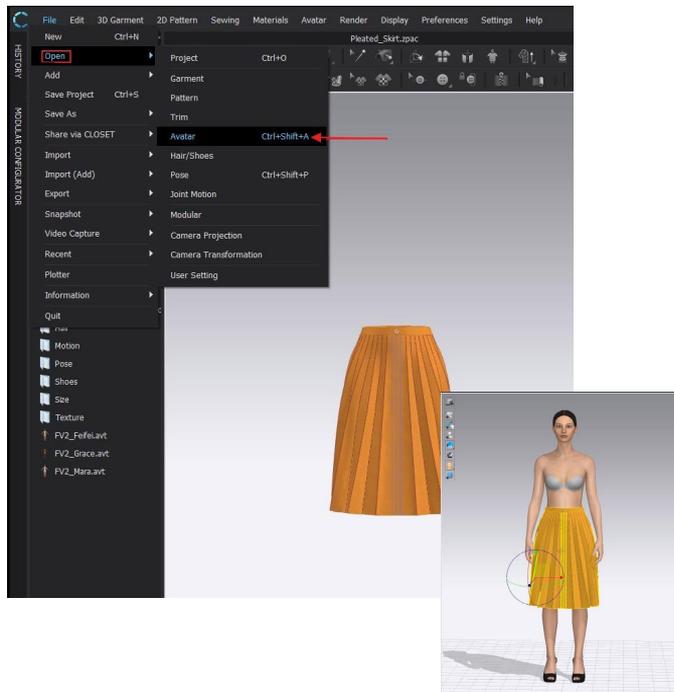
**TIP!** You can open an AVS file, using the Open Icon, next to Save, in the Avatar Editor.

## SAVING IN .AVT FORMAT



**STEP 1:** Once you have finished modifying your avatar, you can save it in the AVT format

Menu > File > Save As > Avatar.



**TIP!** If you want to add a custom Avatar in the workspace

File > Open > Avatar



# ARRANGEMENT POINTS

## ARRANGEMENT POINTS VS BOUNDING VOLUMES

### ARRANGEMENT POINTS .ARR

Arrangement Points (\*.ARR) are distributed around the body of the avatar, and are used to arrange patterns easily.

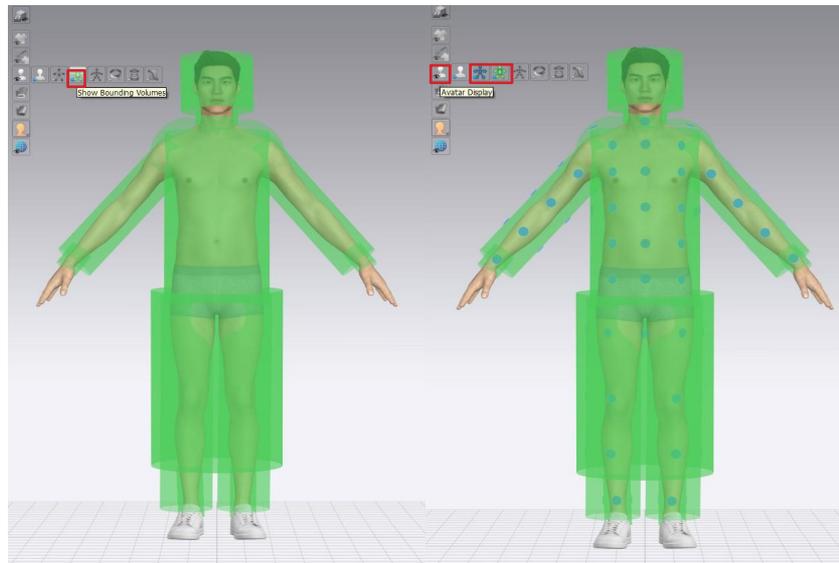


To view Arrangement Points, go to the **3D Toggle Bar > Avatar Display > Show Arrangement Points**.

**TIP!** Shortcut: SHIFT + F

### BOUNDING VOLUMES .PAN

Bounding Volumes (\*.PAN) are the green cylinders that bound the body of the Avatar. Each cylinder is connected to an Avatar's joint.

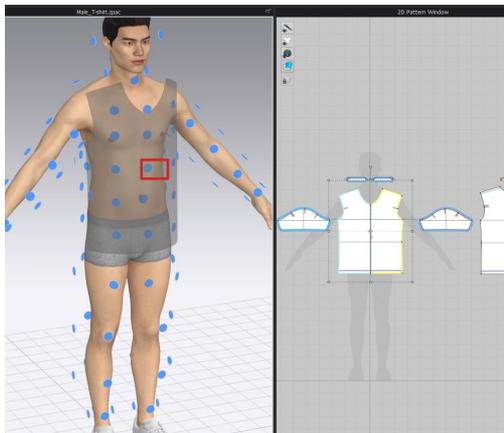


To view Boundary Volumes, go to the **3D Toggle Bar > Avatar Display > Show Boundary Volumes**.

# HOW TO USE ARRANGEMENT POINTS

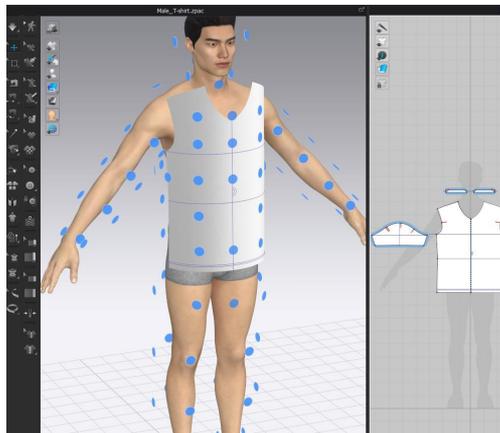
## STEP 1

1. Turn on Arrangement Points in the toggle display menu
2. Select a pattern and hover the mouse over an Arrangement Point
3. The Arrangement Point will highlight in a brighter blue
4. A preview of the pattern placement is being displayed in grey

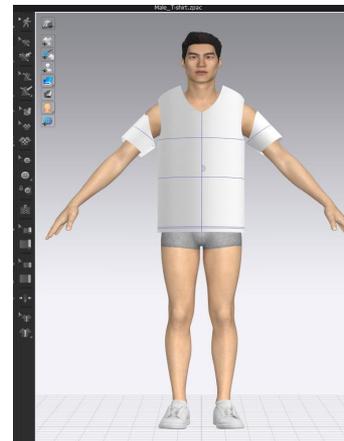


## STEP 2

1. Left click to confirm the desired Arrangement Point
2. The pattern will be placed and centred on the arrangement point



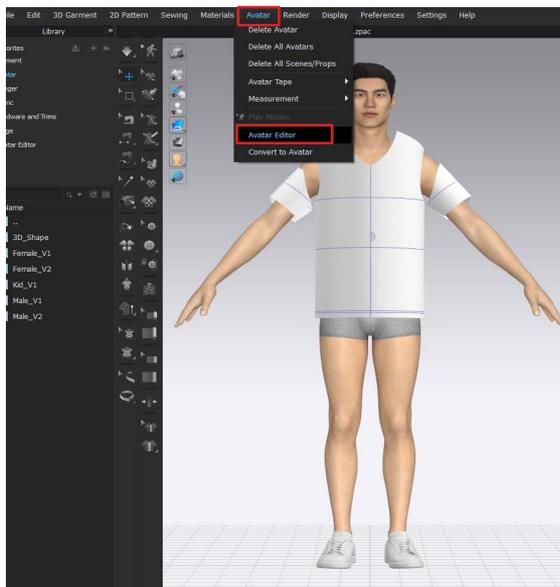
**TIP!** Symmetric patterns will be arranged symmetrically



## AVATAR EDITOR – ARRANGEMENT POINTS

CLO Avatars have their Arrangement Points pre-arranged around the body. If you would like to edit, add or delete any of the Arrangement Points, you can do this through the Avatar Editor - Arrangement.

**TIP!** The following method applies for any \*.OBJ that you bring into CLO



: Main Menu > Avatar > Avatar Editor > Arrangement > Point

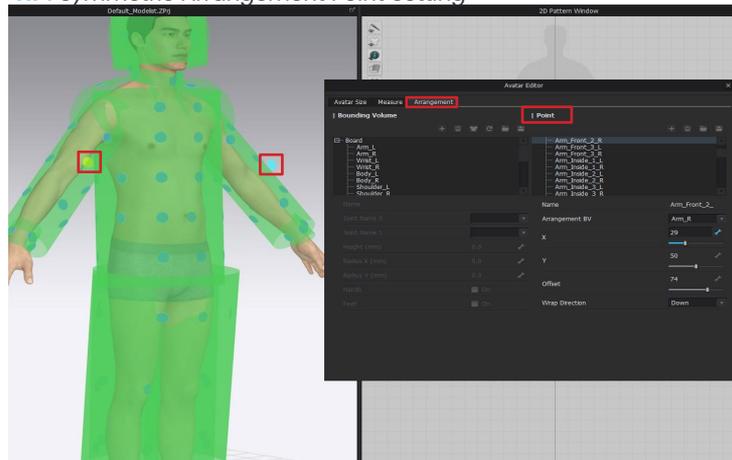
You can rename any Arrangement Point with, and to maintain symmetry follow the following naming conventions:

NAME\_1\_L

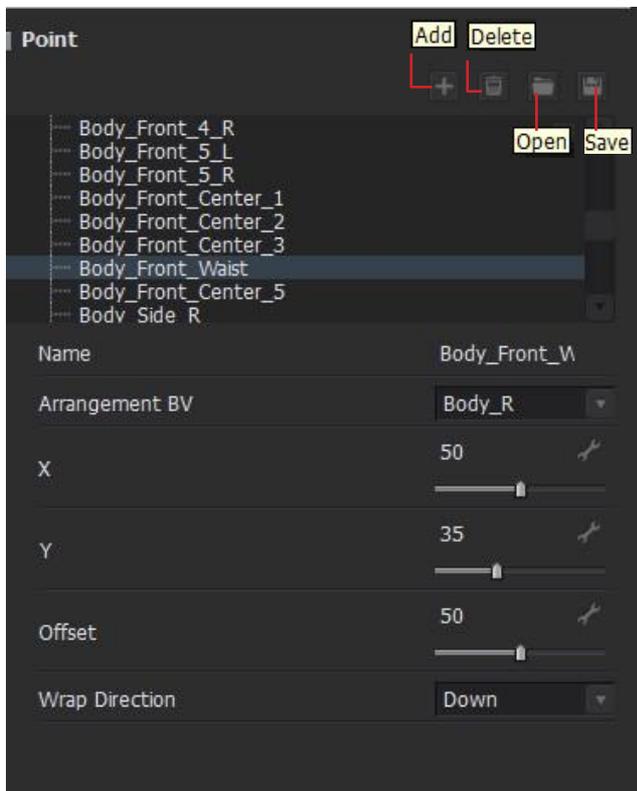
NAME\_1\_R

All arrangement points apart from the Avatar's body are symmetrically set by default.

**TIP!** Symmetric Arrangement Point Setting



## AVATAR EDITOR – ARRANGEMENT POINTS



### ADD

A new arrangement point named “Arrangement Point” will be created at the bottom of the list. Note that the point is unassigned by default and you will need to select the BV and X Y positions in the steps below.

### DELETE

Delete the selected Arrangement Point

### OPEN

Open an \*.ARR file, this can be used to apply Arrangement points to an \*.OBJ avatar

### SAVE

Save as an \*.ARR file and open on another Avatar. Note some readjustment may be needed when applying to another avatar

### ARRANGEMENT BV

Selects the Bounding Volume where the Arrangement Point is to be placed

### X

Moves the Arrangement Point left and right

### Y

Moves the Arrangement Point up and down

### OFFSET

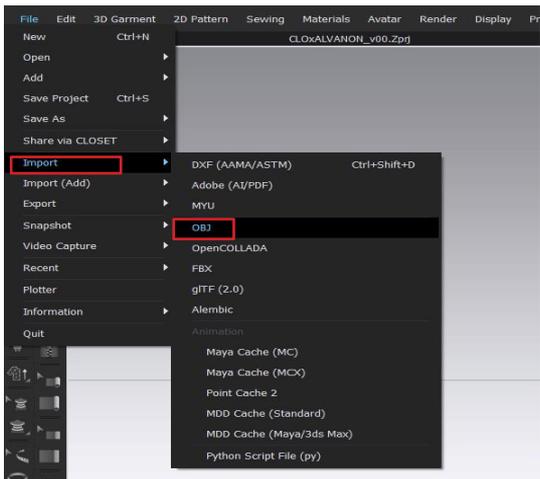
Sets the distance between the Avatar and the Arrangement Point.

### WRAP DIRECTIONS

Wrapping can be set to up or down and will determine the direction of pattern wrap when placed on the Arrangement Point

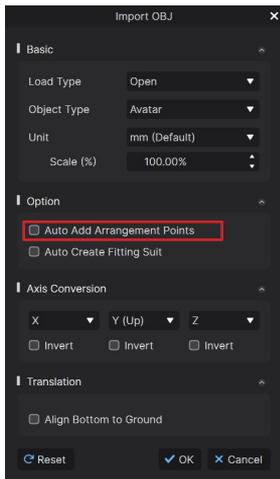
## AUTOMATED ARRANGEMENT POINTS CREATION

You can automatically generate arrangement points when importing an \*.OBJ avatar. Note that this option requires the \*.OBJ to be in A or T-Pose. If A or T pose is not recognised, an error message will warn that Arrangement Points cannot be added.



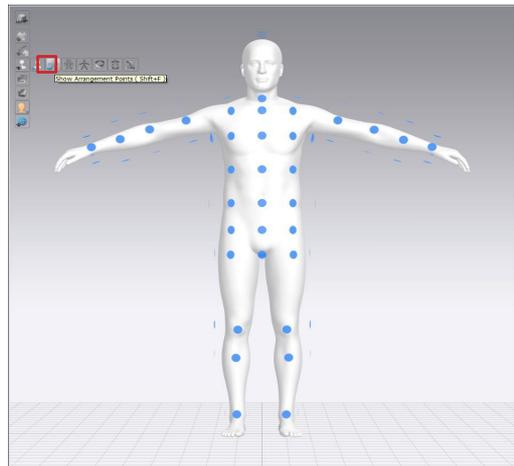
### STEP 1:

- Start by loading an Avatar
- Go to **Menu > File > Import > OBJ/FBX**



### STEP 2:

- A pop up window will appear
- Load as Avatar is selected by default
- Select Avatar under Object Type
- **Select Auto Add Arrangement Points is selected**



Arrangement Points and Bounding Volumes will be automatically created, and can be edited in the Avatar Editor if desired

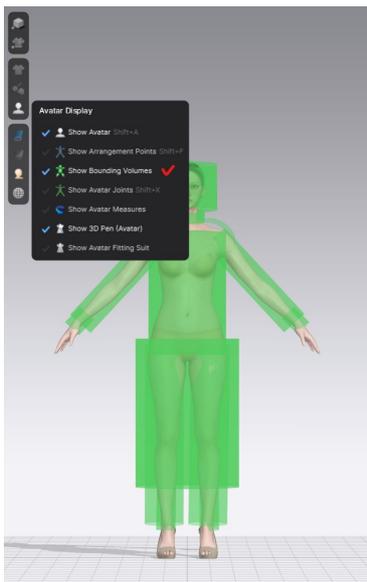
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# BOUNDING VOLUMES

## BOUNDED VOLUMES

Bounding Volumes (\*.PAN) are green cylinders that wrap around the avatars and following the body parts and joints (e.g. shoulder, arm, wrist).

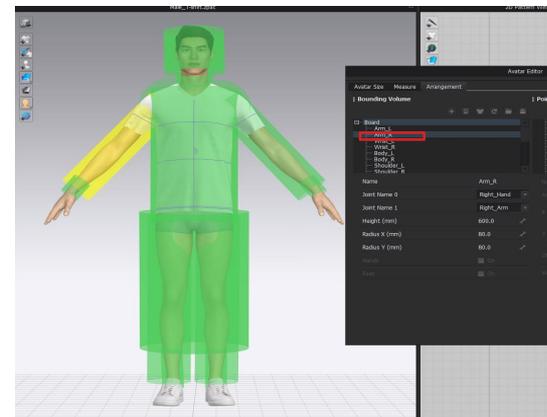
To view Bounding Volumes, select 3D Toggle Bar > Avatar Display > Show Bounding Volumes



When placing a pattern piece with the help of the Arrangement Points, you will see the preview of pattern placement follows the cylindrical shape of the Bounding Volumes.



You can edit the size of the Bounding Volumes (\*.PAN) in the Avatar Editor



## AVATAR EDITOR – BOUNDING VOLUME

### ADD

A new Bounding Volume called “PAN” will be added at the bottom of the list.

### DELETE

Deleted the selected Bounding Volume

### RESET BOUNDING VOLUMES

Reset to the original position

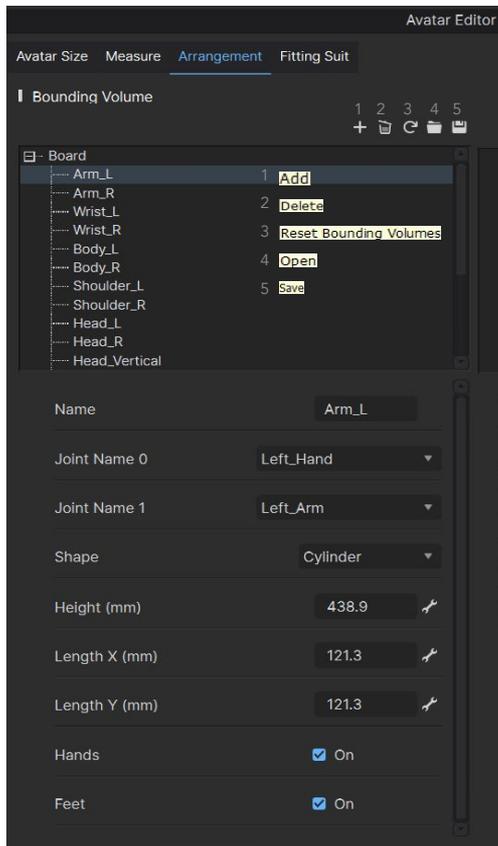
### OPEN

Open a pre-saved \*.PAN file

### SAVE

Save the created \*.PAN file to use with other avatars

**Note:** Some readjustment may be needed for new avatars



### JOINT NAME 0

Set the beginning location of the Joint (X-ray)

### JOINT NAME 1

Set the end location of the Joint (Show Avatar Joint)

### HEIGHT

Set the height

### RADIUS X (mm)

Set the horizontal radius

### RADIUS Y (mm)

Set the vertical radius

### HANDS/FEET

Toggle on to extend BV's length to Avatar's hands or feet respectively

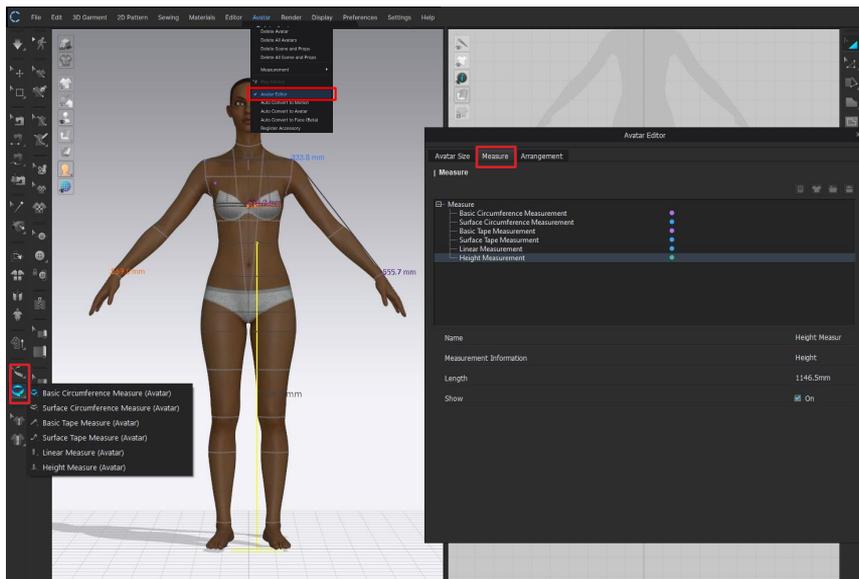
When selected the option, the BV will reset

—  
**MEASURE**

# MEASURE

The Basic Tape Measure & Surface Tape Measure Tools allow you place custom tape measure. Tape are used to find the body measure and can be used for other purposes, like attaching a pattern edge to the tape with the help of the Attach to Measure tool.

To access the Measure window go to Main Menu > Avatar > Avatar Editor > Measure



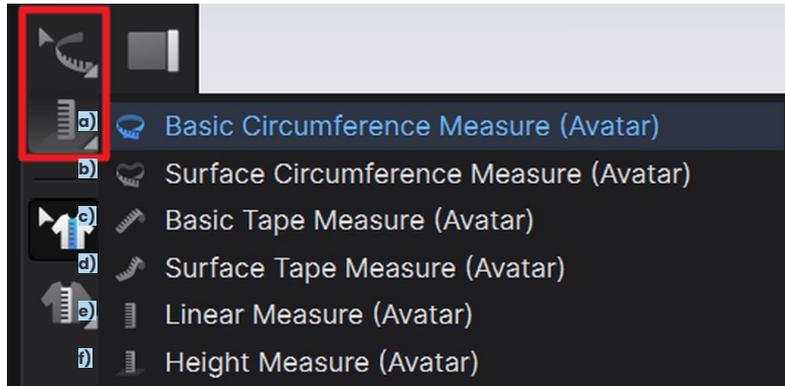
- To create measures, use any of the 6 provided Avatar Tapes
- To edit the Tape, use the Edit Measure (Avatar) tool
- Any added Tape Measures will then populate in the Measure tab of the Avatar Editor.
- The markings are for information only, and do not modify the size of the avatar
- Measures can be renamed by double clicking the name in the list
- Measures can be saved and reopened on the same version of Avatar, but will not be transferable between different avatar versions or genders.

## MEASURE

There are 6 types of avatar tape that allow you to create free measures, circumference, linear and height measurements.

The difference between **'Basic'** and **'Surface'** is whether the measure will follow the curvature of the avatar's body, or follow a direct line around the widest points. The Basic Tapes are most akin to methods of measuring the body with soft measuring tape, whereas 'Surface' will measure along the curved surface of the body.

All added measurements can be viewed and renamed in the Avatar Editor : **Menu > Avatar > Avatar Editor > Measure** – also see [previous page](#)



### **a) Basic Circumference Measure and c) Basic Tape Measure**

Create a circumference measure following the surface of the body (Surface) or a direct line around the highest points (Basic)

### **b) Surface Circumference Measure and d) Surface Tape Measure**

Create a custom measurement, traveling in a straight line or adding points to create custom paths. Follow the surface of the body with (Surface), or just along the direct line along the highest points (Basic)

### **e) Linear Measure**

Create a linear measure from one point to another that will take a direct route through the body of the avatar. This tape is used for measuring depth, such as the pelvic depth or neck width

### **f) Height Measure (Avatar)**

Measure the Avatar's height from the ground to a particular point. It will always measure in a straight vertical line. This is especially useful if the Avatar is wearing heels

# BASIC CIRCUMFERENCE MEASUREMENT VS. SURFACE CIRCUMFERENCE MEASUREMENT

They both measure a circumference, the difference is :

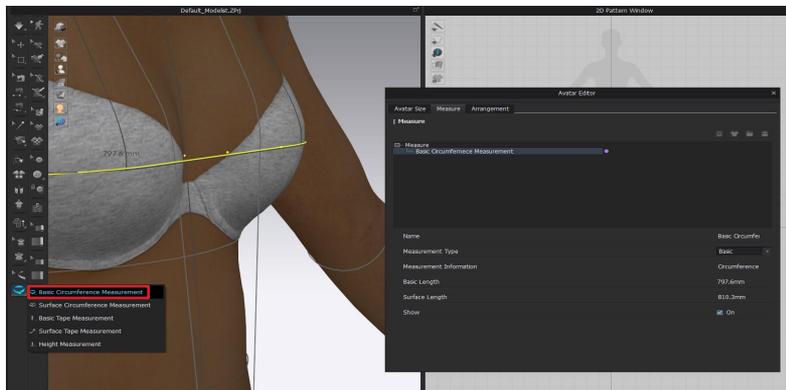
## a) BASIC CIRCUMFERENCE MEASUREMENT :

measures in a straight line, similar way as with the soft measuring tape

## b) SURFACE CIRCUMFERENCE MEASUREMENT :

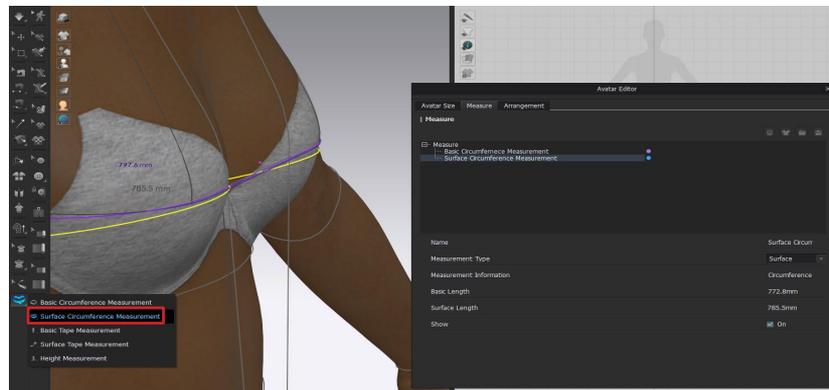
hugs and follows every contour of an Avatar's surface, contouring to the valley area between bust or pectoral areas

Measurements can be viewed and renamed in the Avatar Editor : **Menu > Avatar > Avatar Editor > Measure**



## a) BASIC CIRCUMFERENCE MEASUREMENT

1. Select the Basic Circumference Measurement tool from the 3D Toolbar
2. Click on a point where you wish to start the measurement, then move the mouse in the **measurement direction** and click again to circle the measuring tape
3. Hover the mouse over the purple line, and move the mouse to decide the direction of the circle
4. Once the desired circumference angle is achieved, left click to complete the Circumference Measurement



## b) SURFACE CIRCUMFERENCE MEASUREMENT

The same steps as with the Basic Circumference Measurement apply.  
TIP To create a straight line, hold SHIFT down after the first point is established.

## BASIC TAPE MEASUREMENT VS. SURFACE TAPE MEASUREMENT

They both measure a circumference, the difference is :

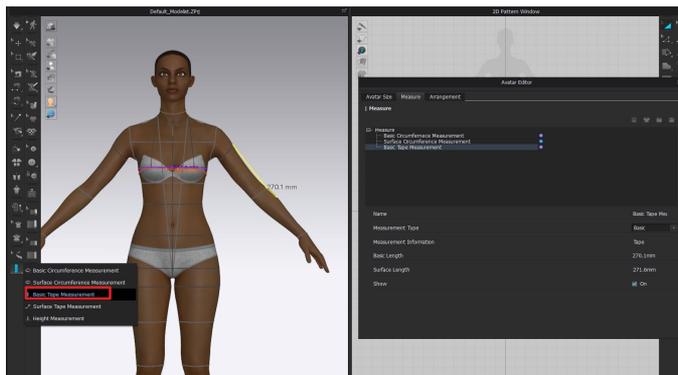
### c) BASIC TAPE MEASUREMENT :

measures a length or circumference area as you would using a traditional measuring tape, grazing high points to measure lengths in the form of a straight line

### d) SURFACE TAPE MEASUREMENT :

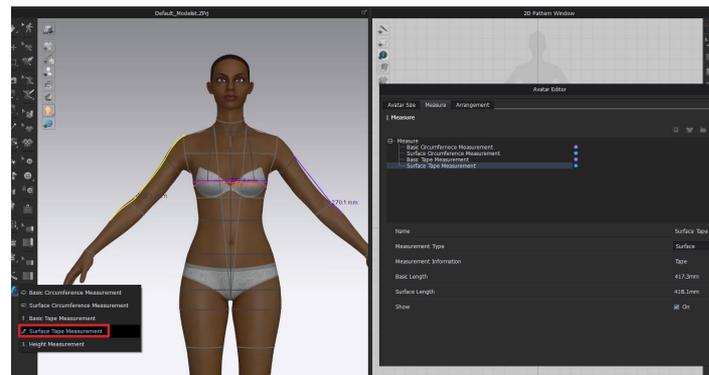
measures contoured areas of an avatar, following the surface as if you were drawing on the surface with a marker or pen

Measurements can be viewed and renamed in the Avatar Editor : **Menu > Avatar > Avatar Editor > Measure**



### c) BASIC TAPE MEASUREMENT

1. Select the Basic Tape Measurement tool from the 3D Toolbar
2. Click to establish the first point of the tape measurement
3. Move the mouse as a purple/orange line follows along
4. Double click to complete the measurement



### d) SURFACE TAPE MEASUREMENT

The same steps as Basic Tape Measurement apply.

**Note** Once the measurement is complete, the line will turn into yellow and the length will appear next to the tape measure.

# LINEAR MEASURE

## e) LINEAR MEASURE (Avatar) :

The Linear Measure will travel through the body of the Avatar, connecting the start and the end point in a direct line. This tool is useful for measuring depth and width

## e) LINEAR MEASUREMENT (Avatar)

1. Select the Basic Tape Measurement tool from the 3D Toolbar
2. Click to establish the first point of the tape measurement
3. Move the mouse as a line follows along
4. Double click to complete the measurement



**TIP:** Hold down the Shift key on the keyboard to create vertical/horizontal/45° tilt

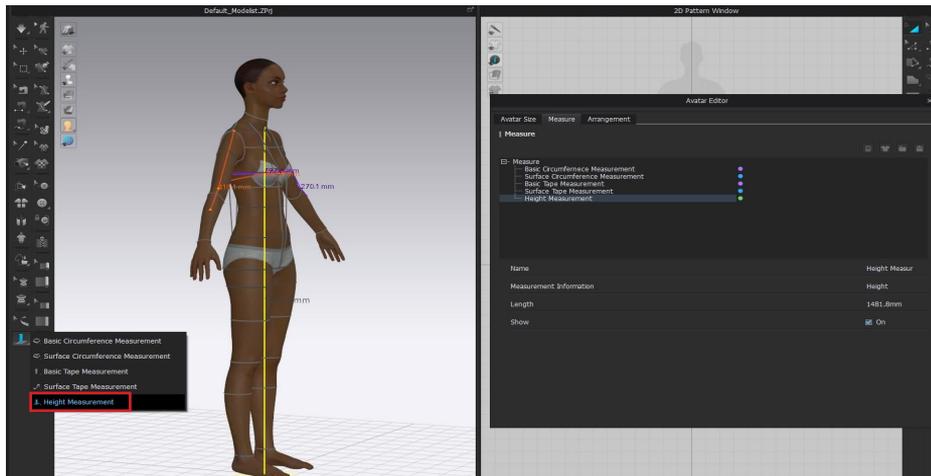
**TIP:** Backspace to go back a point

## HEIGHT MEASURE

### f) HEIGHT MEASURE (Avatar) :

The Height Measure can be used to measure from a single point of the body to the ground in a direct line.

Measurements can be viewed and renamed in the Avatar Editor : **Menu > Avatar > Avatar Editor > Measure**



### f) HEIGHT MEASURE (Avatar)

1. Select the Height Measurement tool
2. Hover the mouse over a point on the Avatar; a green vertical line will follow the mouse
3. Click on the point to create the measurement

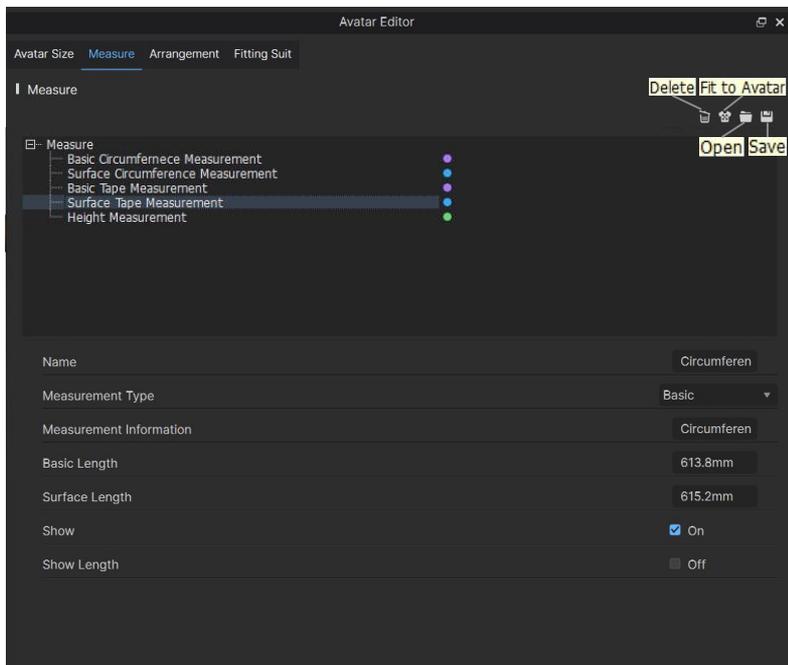
**Note.** A yellow-green square will appear at the bottom of the Height Measurement, indicating the ground

**Note.** The value of the height between the ground and the selected point will appear highlighted in yellow



**TIP** With the Edit Measurement tool, select the yellow-green square and drag upwards to create a separate height measure that doesn't start from the ground.

# AVATAR EDITOR > MEASURE



## DELETE

Delete the selected Measure

**TIP:** You can also use the Edit Measurement tool to select the Tape Measure in the 3D Window and hit either the Backspace or Delete key

## FIT TO AVATAR

Re-fit the measurements when changing its Pose or loading another Avatar's joints

## OPEN

Open a \*.MEA file created with other CLO Avatars

## SAVE

Save the measurements in \*.MEA format to open with other CLO Avatars

**Note:** Some readjustment may be needed on new Avatars

**Note:** \*.MEA files should be applied to the same model in the same version.

## MEASUREMENT TYPE

Toggle the Measurement Type between Basic and Surface to update the type without needing to recreate the measurement

## MEASUREMENT INFORMATION

Measurement Information given is either Tape or Circumference

## BASIC LENGTH

Check the value when measured with the Basic Measurement tool

## SURFACE LENGTH

Check the value when measured with the Surface Measurement tool

## SHOW

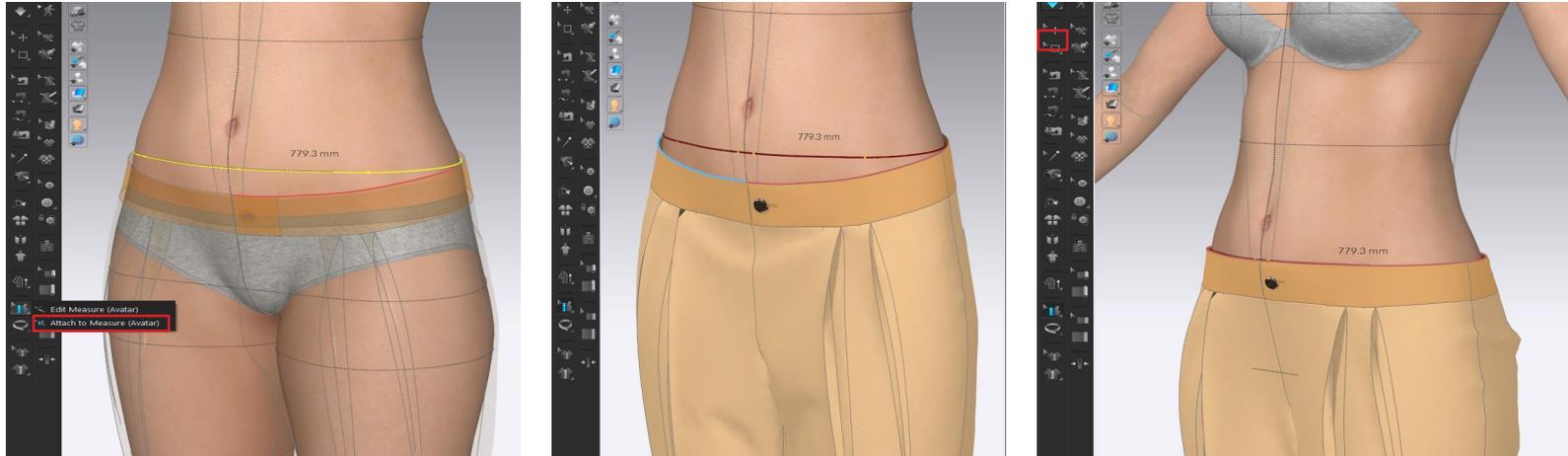
Toggle on or off to show or hide the selected measurement in the 3D Window

## SHOW LENGTH

Toggle on or off to show or hide the selected measurement in the 3D Window

## ATTACH TO MEASURE (AVATAR)

**ATTACH TO MEASURE (AVATAR):** Attach the avatar tapes to internal or external seam/pattern lines



1. Select the Attach to Measure (Avatar) tool
2. In the 3D window, select a seam or a pattern edge to attach to avatar tape
  - a. The Pattern with the selected line becomes transparent, and the selected line gets highlighted in red color
3. Click on the avatar tape to attach the selected line
  - a. The selected line and the avatar tape become red
4. Activate the simulation to attach the line to the avatar tape

**TIP** To attach the entire waistband, you have to attach each seam line to the tape

**TIP** To detach avatar tape from seam or pattern line, click on "Attach to measure" tool again, and press 'Delete' on keyboard

**TIP** To quickly select and detach everything from the Avatar Tape, select the "Edit Measure" tool, and press "CTRL or CMD (Mac) + A". Then hit the 'Delete' button on keyboard

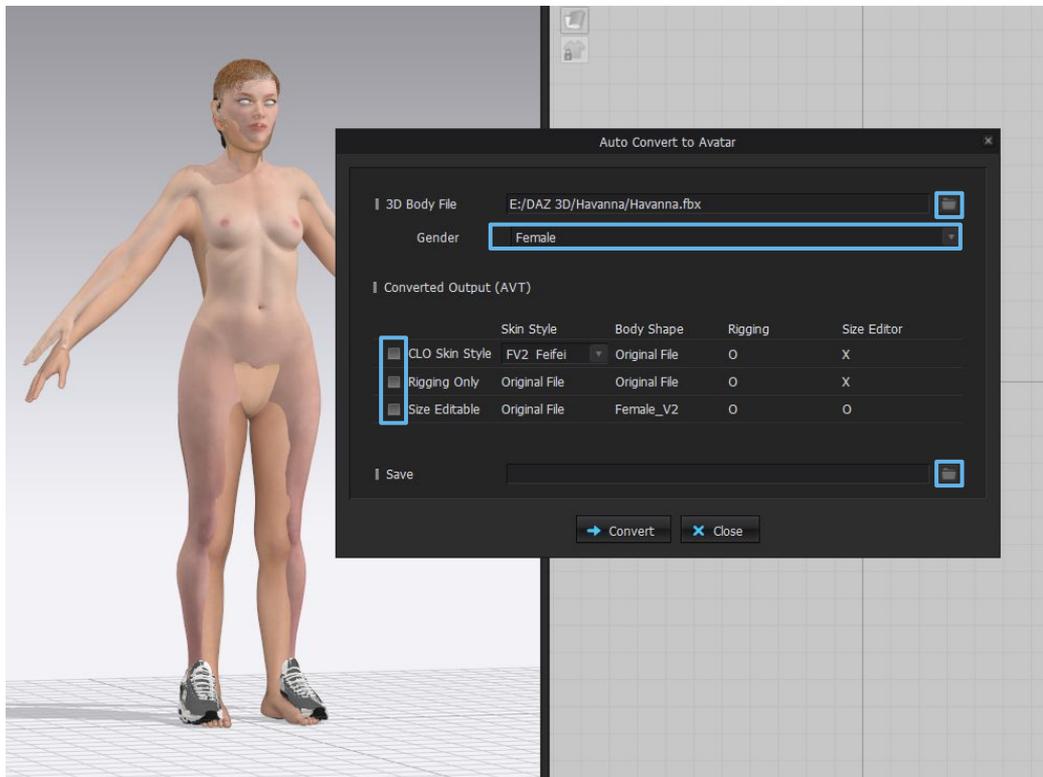
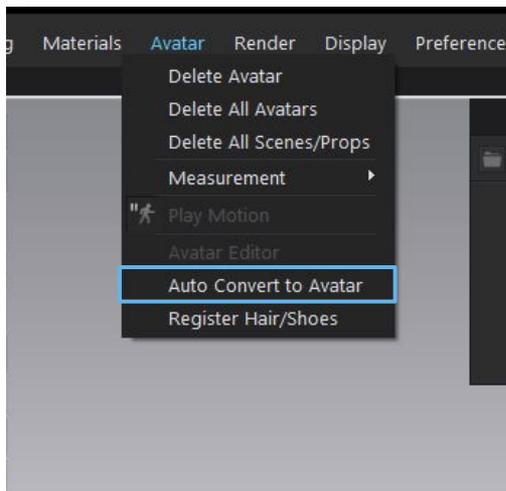


# Auto Convert to Avatar

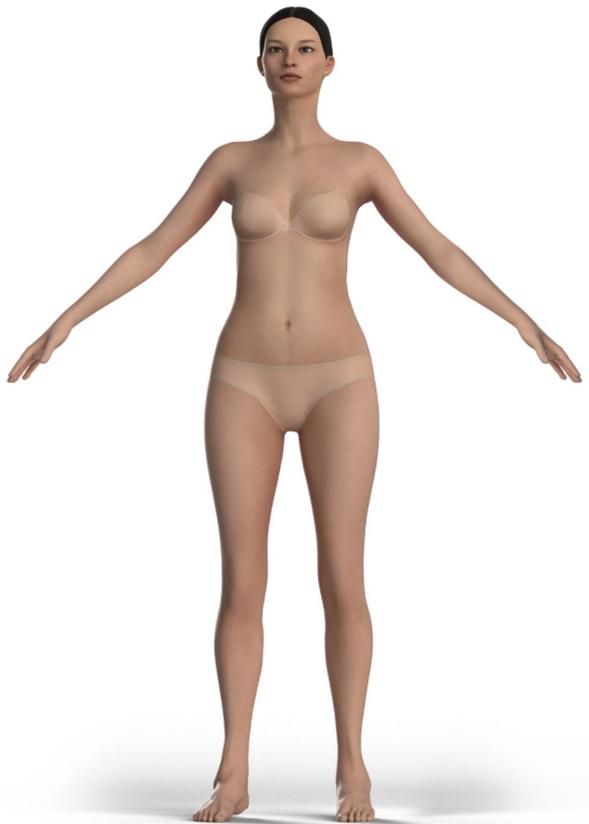
## How to use the Auto Convert To Avatar Feature

1. Select Auto Convert to Avatar Feature
2. Import customized 3D Body File (\*.FBX, \*.OBJ)
3. Select the Gender
4. Select The Desired Converted Output (see next slide for details)
5. Select Save Location

[Manual Link](#)



## Converted Type 01 - CLO Skin Style



### CLO Skin Style

This option enables you to retain your custom avatar's body shape while applying the CLO avatar's skin texture and rig

CLO accessories and pose assets can be used with CLO skin style converted avatars

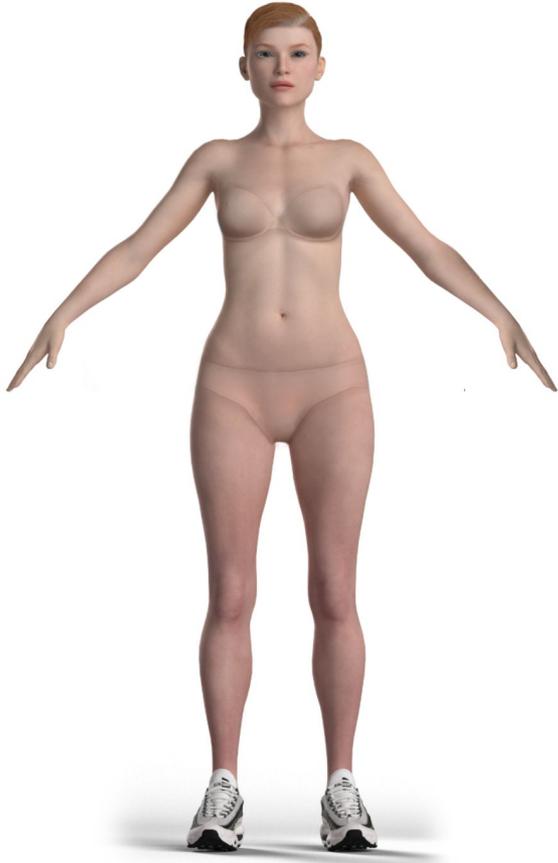
### [Converted Type]

Converted Type				
	Skin Style	Body Shape	Rigging	Size Editor
<input checked="" type="checkbox"/> CLO Skin Style	Select	Original File	✓	
<input type="checkbox"/> Rigging Only	Original File	Original File	✓	
<input type="checkbox"/> Size Editable	Original File		✓	✓

- ✓ Skin Style : The selected CLO avatar's skin texture
- ✓ Body Shape : Your custom avatar's body shape (Imported Avatar)
- ✓ Rigging : Application of CLO Avatar Rig
- ✗ Size Editor : Unable utilizing Sizing Editor in CLO
- ✓ CLO Assets : Applicable to all assets provided by CLO

(e.g. Hair, ACC, Shoe, Pose, Motion...)

## Converted Type 02 - Rigging Only



### Rigging Only

This option enables you to maintain both your custom avatar's body shape and texture while applying only the CLO avatar's rig

Accessories will not be compatible as the mesh will differ from the CLO avatar, but CLO pose assets can be used

### [Converted Type]

Converted Type				
	Skin Style	Body Shape	Rigging	Size Editor
<input type="checkbox"/> CLO Skin Style	Select	Original File	✓	
<input checked="" type="checkbox"/> Rigging Only	Original File	Original File	✓	
<input type="checkbox"/> Size Editable	Original File		✓	✓

- ✓ Skin Style : Your custom avatar's skin texture
- ✓ Body Shape : Your custom avatar's body shape(=Imported Avatar)
- ✓ Rigging : Application of CLO Avatar Rig
- ✗ Size Editor : Unable utilizing Sizing Editor in CLO
- ▲ CLO Assets : Applicable only to pose assets provided by CLO (e.g. *mtn*, *pos*)

## Converted Type 03 – Size Editable



### Size Editable

This option enables you to retain only your custom avatar texture while applying the CLO avatar's body shape and rig

Accessories will not be compatible as the mesh will differ from the CLO avatar, but CLO pose assets can be used

### [Converted Type]

Converted Type				
	Skin Style	Body Shape	Rigging	Size Editor
<input type="checkbox"/> CLO Skin Style	Select	Original File	✓	
<input type="checkbox"/> Rigging Only	Original File	Original File	✓	
<input checked="" type="checkbox"/> Size Editable	Original File		✓	✓

- ✓ Skin Style : Your custom avatar's skin texture
- ✗ Body Shape : The CLO avatar's body shape
- ✓ Rigging : Application of CLO Avatar Rig
- ✓ Size Editor : Able utilizing Sizing Editor
- ▲ CLO Assets : Applicable only to pose assets provided by CLO (e.g. *mtn*, *pos*)

## Converted Type



**CLO Skin Style**



**Rigging Only**



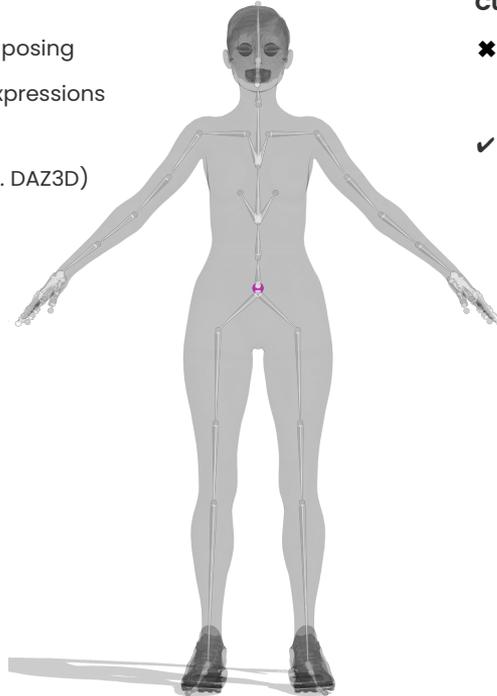
**Size Editable**

## Difference between CLO Rig and Customized 3D Rig

**Note.** It is possible to import Customized(e.g. DAZ3D) avatars in \*.Obj or \*.FBX format. If the converting option is not used, there will be differences between CLO and DAZ avatar rig.

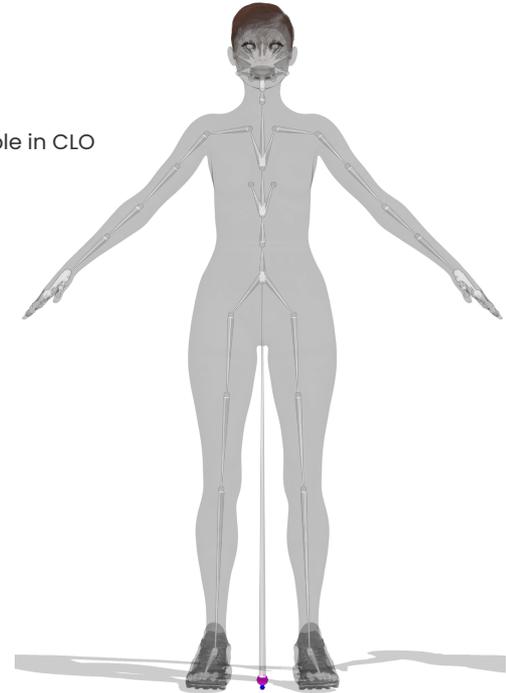
### CLO Rig

- ✓ IK features become available for posing
- ✓ Posing for small part like facial expressions and toes will no longer be editable.
- ✗ Poses from customized pose(e.g. DAZ3D) cannot be imported



### Customized Avatar's Rig

- ✗ IK Features are not available
- ✓ Posing of small parts is still possible in CLO



Thank you!