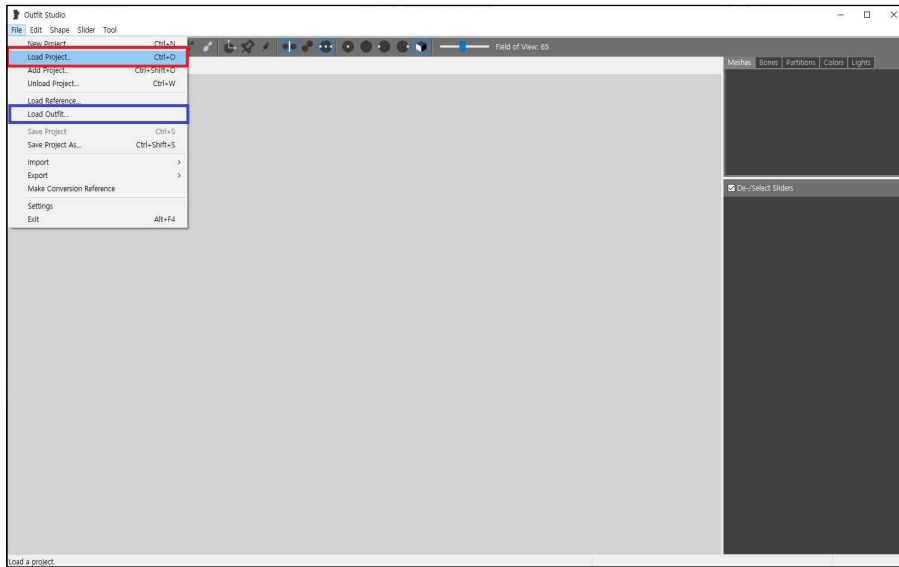
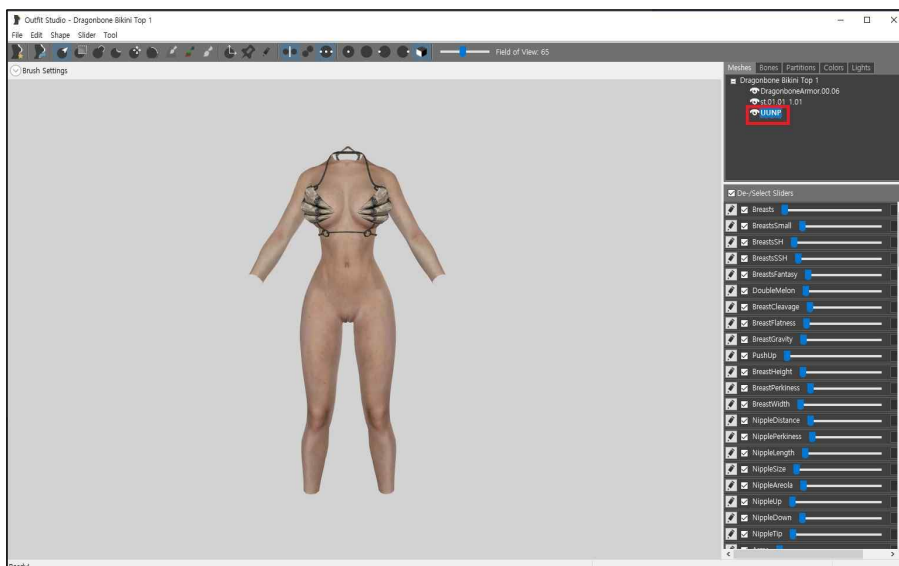


## UUNP 3BBB BODY CONVERSION MANUAL for Beginners

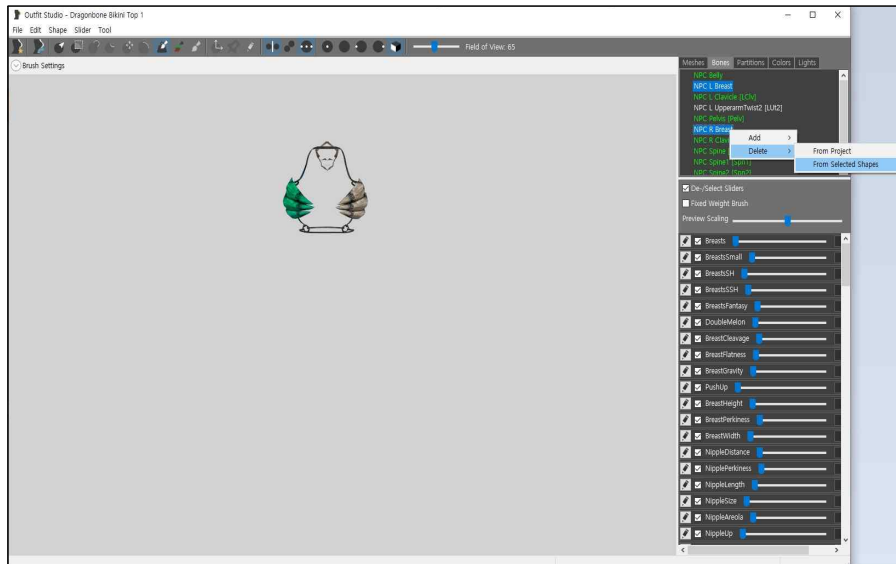
Outfit Studio is a very convenient tool when it comes to editing outfits. Even if you have zero knowledge about 3d modeling, you can edit meshes very easily. This is great, but keep in mind that it may be easy to use and useful, you can't do everything with this. If you want to edit your outfit from the scratch, you should learn 3ds Max or Blender because Outfit Studio has limited functions and they are just for editing outfits.



First you want to load what you want to convert. Load Project if it has already a bodyslide project, otherwise import your outfit with Load Outfit.

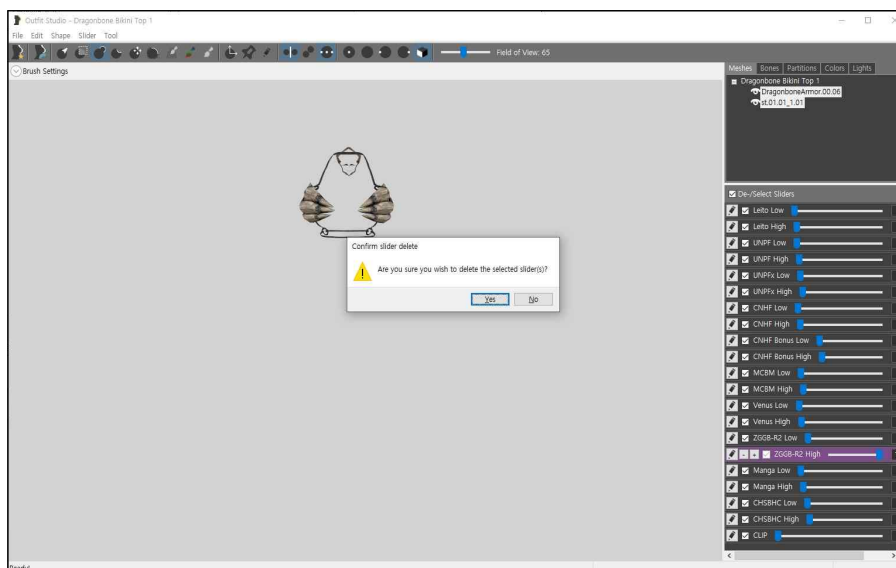


This time I want to convert Nisetanaka's Dragon bikini. Once you load your outfit, remove its reference body. The reference body is usually highlighted in green color. I will remove UUNP mesh.



You need to get rid of our old bbp/tbbp weights. Delete these following bones if there is.

[\[NPC R Breast, NPC L Breast, NPC R Breast01, NPC L Breast01,\]](#)

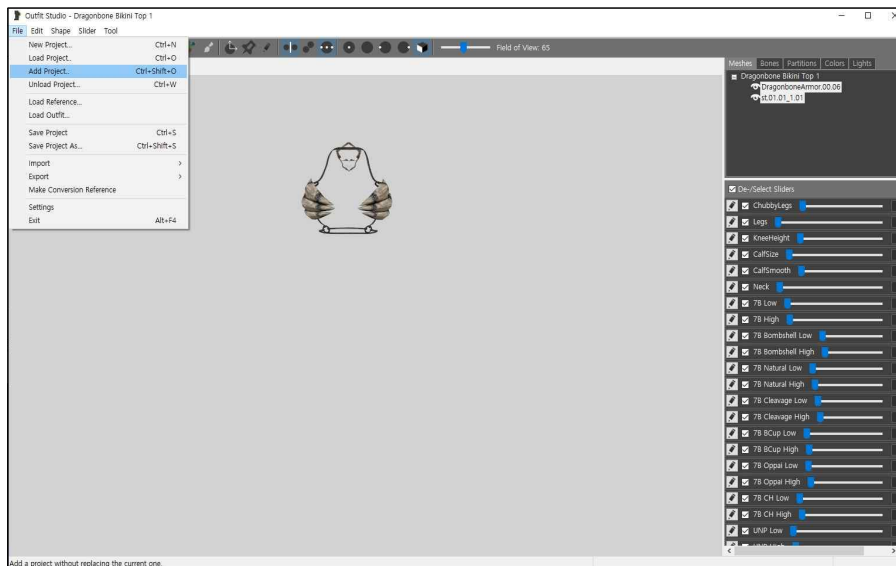


In UUNP 3BBB some of bodyslide morph lists are not used any more.

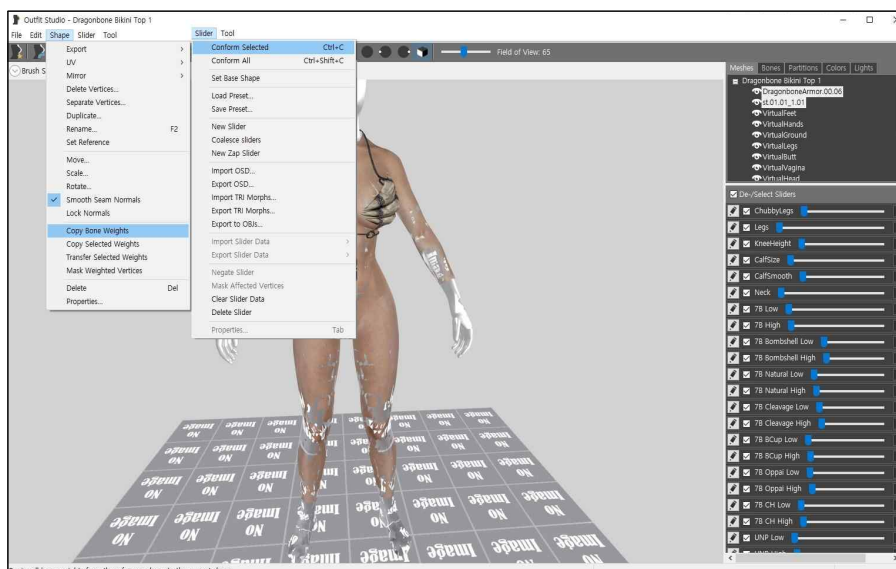
[\[ZGGB-R2, CNHF, CNHF Bonus, 7BUNP\]](#)

This is optional but if you don't want other people to get confused click each and delete them, both low and high. It's okay to leave them. It won't ruin your bodyslide after all.

But I will delete them this time.



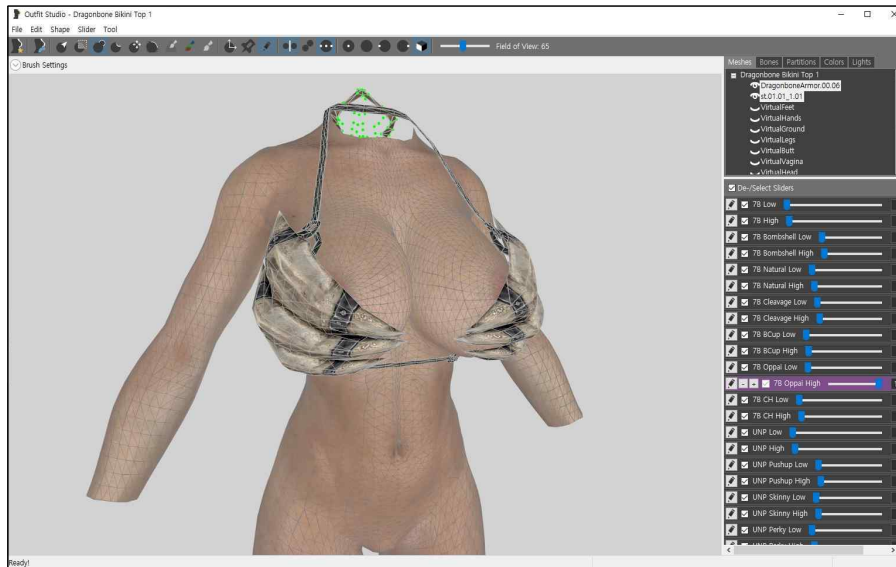
After it is done, we are going to import UUNP 3BBB reference body. Click Add Project.  
 Find 'UUNP 3BBB Vagina SMP'



Once you successfully add UUNP 3BBB body, it's time to copy its weight and bodysliders to the armor.

**Shape → Copy Bone Weights**  
**Slider → Conform Selected or Confirm All**

*Tip: (Bikini armor is usually very tight and very close to the body so it's okay to copy the whole weight this time. But sometimes there might be very bulky, complex form shaped armor. If so, you have no choice but to copy each bone weight very carefully.)*

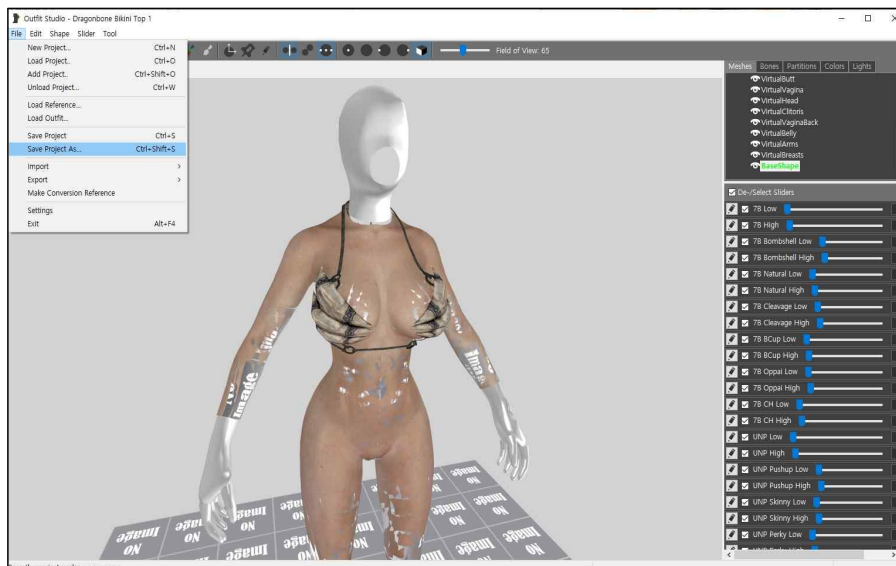


*Hotkey Tip [ Q: Visualize Vertex / W: Visualize Wireframe ]*

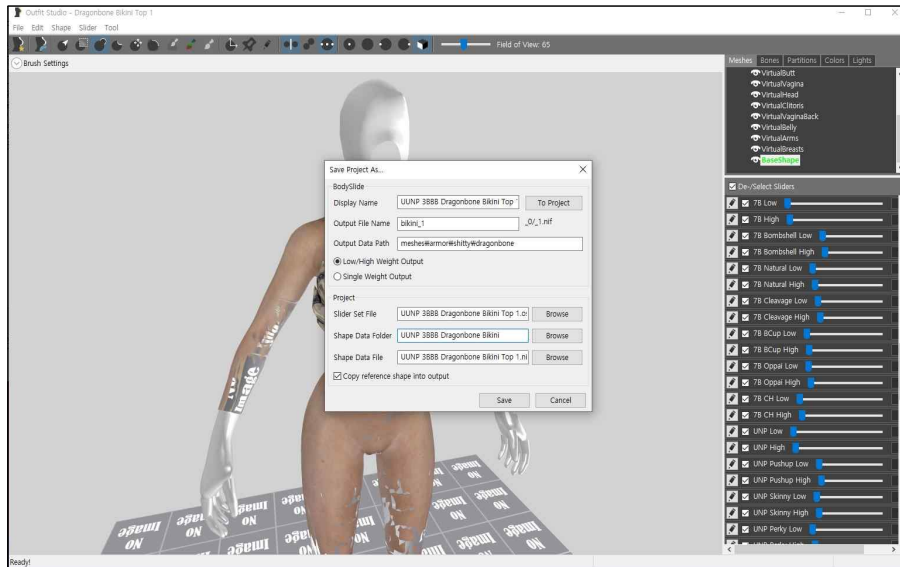
Once you copied all of them, let's check if it's okay. For myself, I prefer 7B Oppai. Hm.. It looks fine. Remember, you can't edit all of each bodyslide options. It's not worth it. If you aren't sure about them and even if there is a minor clipping issue, just leave it be.

**Do not edit body morph options if you are not sure.**

Time to Save



Click Save Project As. You don't want to mess up the old bbp/tbbp bodyslide, do you? If Save Project As is inactive, click Save Project as this must be the first time you make your bodyslide for your outfit.



**Display Name:** Outfit bodyslide's name. You can name whatever you want. Personally for categorization, I always name it starting with UUNP 3BBB.

**Output File Name:** Actual nif file name.

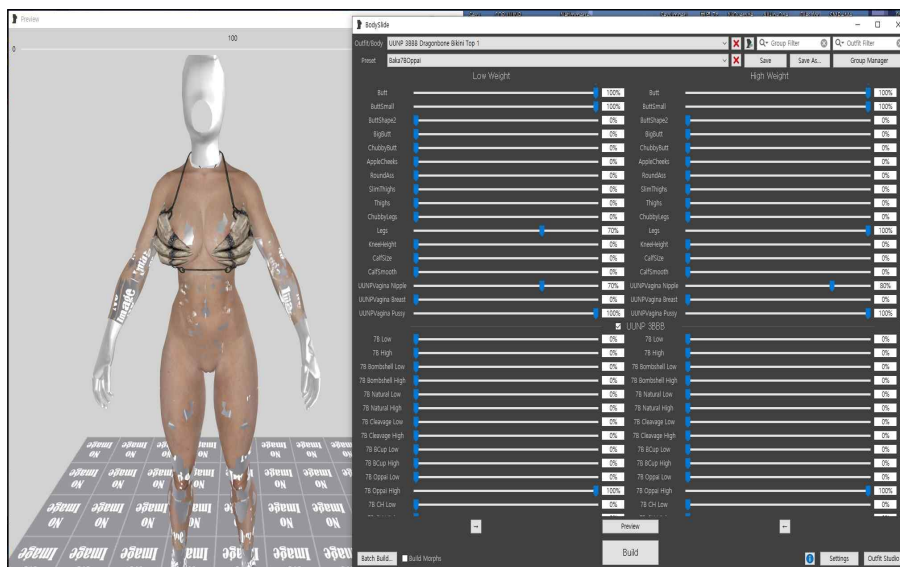
**Output Data path:** Where the file is located

Once you are done with the name and data paths, Click 'To Project'

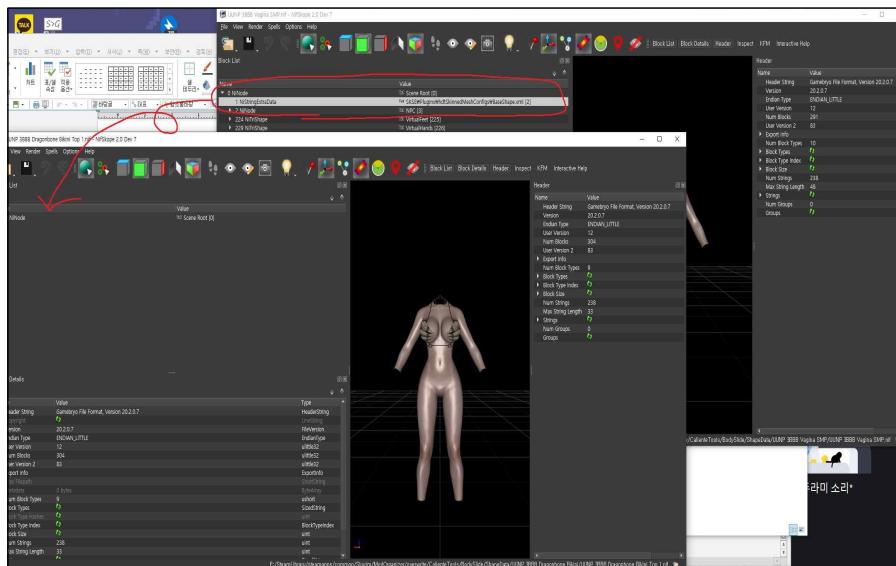
Then all names in Project tab will follow Display Name.

I only changed Shape Data Folder name to organize bodyslide and keep other parts in one folder. It's up to you.

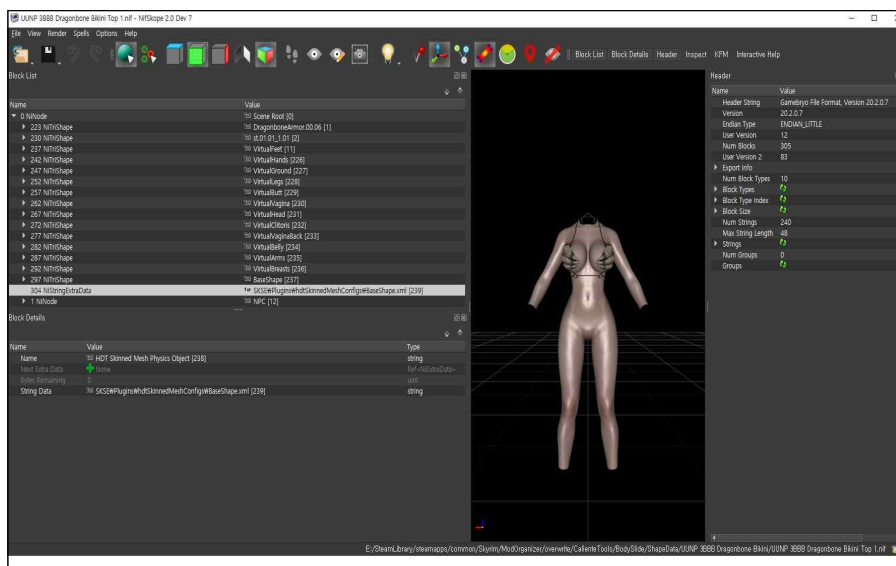
Done? Click Save.



Perfect. But you are not done yet. You have to set the smp path.

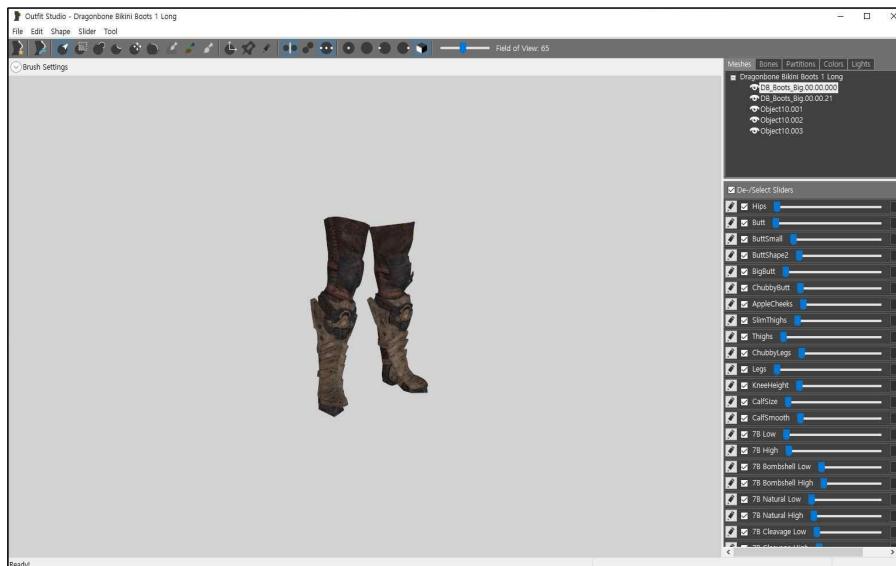


The new mesh needs SMP path. Open UUNP 3BBB Vagina SMP.nif to copy it.  
 Ctrl + C → Ctrl + V will do the job.

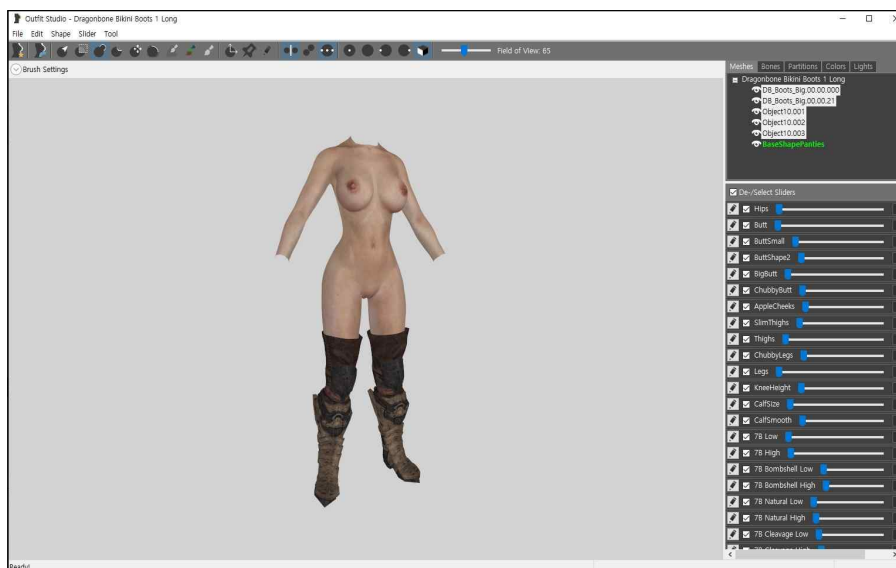


Save it. And now your new outfit is ready to go. Next, we will learn how to edit boots.

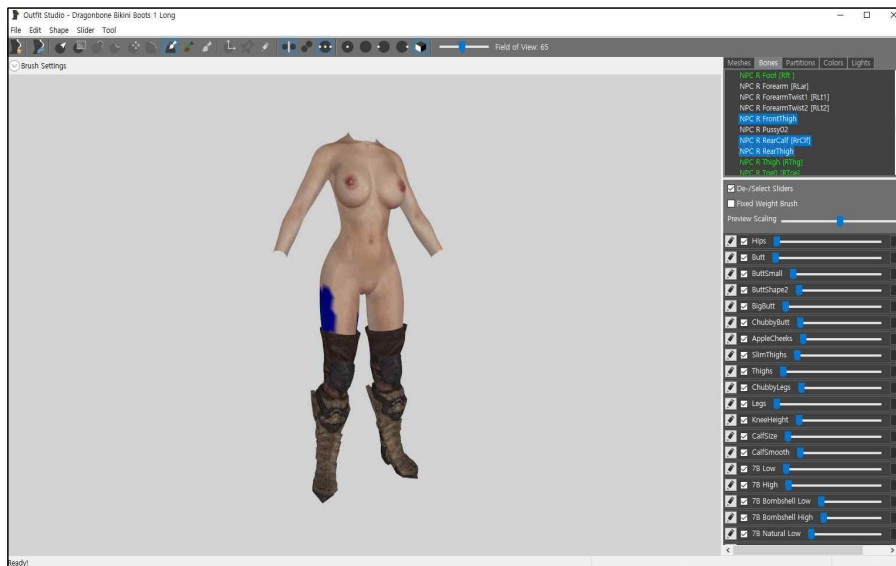
**Even PE users will use the same mesh so it's okay to make your bodyslide smp version.**  
**Do not make your bodyslide based on PE reference body!**



Basically, it's totally the same with the torso part that we just learned except for giving weights.



This time I loaded 'UUNP 3BBB Vagina SMP Panties Ref' as a reference body because we don't need collision meshes. Once we are done with the slides and weights, you need to delete it. Select the meshes you want to edit.



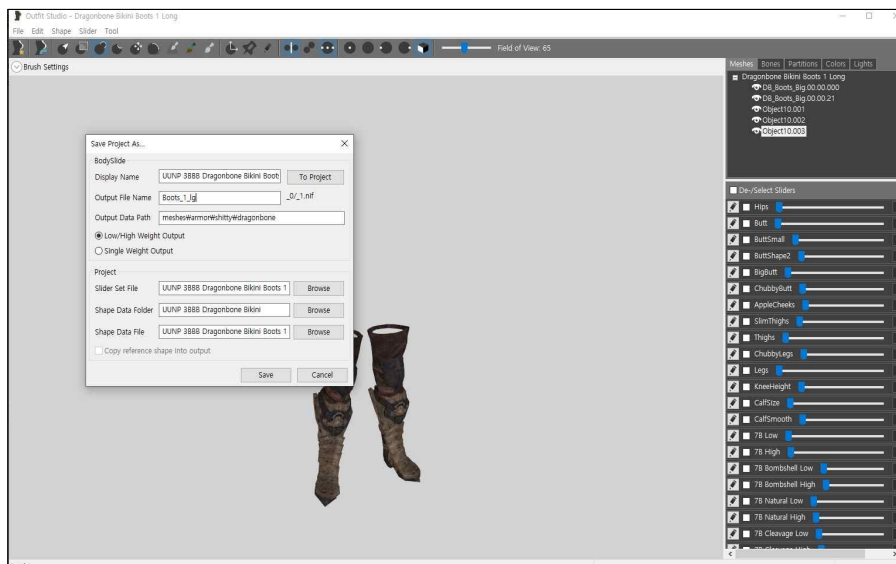
You must remember, especially for high heel types, you are not supposed to copy all bone weights to it. It will ruin the whole bone weights. The reference body mesh can't cover all the boots mesh. Therefore, you will need certain bone weights to copy.

< NPC R FrontThigh, NPC R RearCalf[RrClf], NPC R RearThigh, NPC L FrontThigh, NPC L RearCalf[RrClf], NPC L RearThigh,>

Select only these 6 bones and click 'Copy Selected Weights'.

That's it.

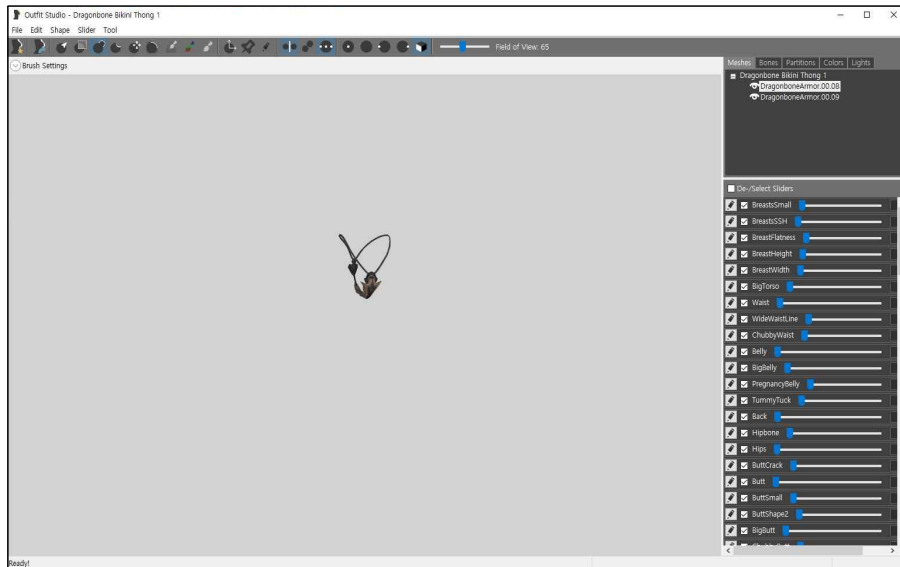
After copying slides, you've got to delete the body and save the project.



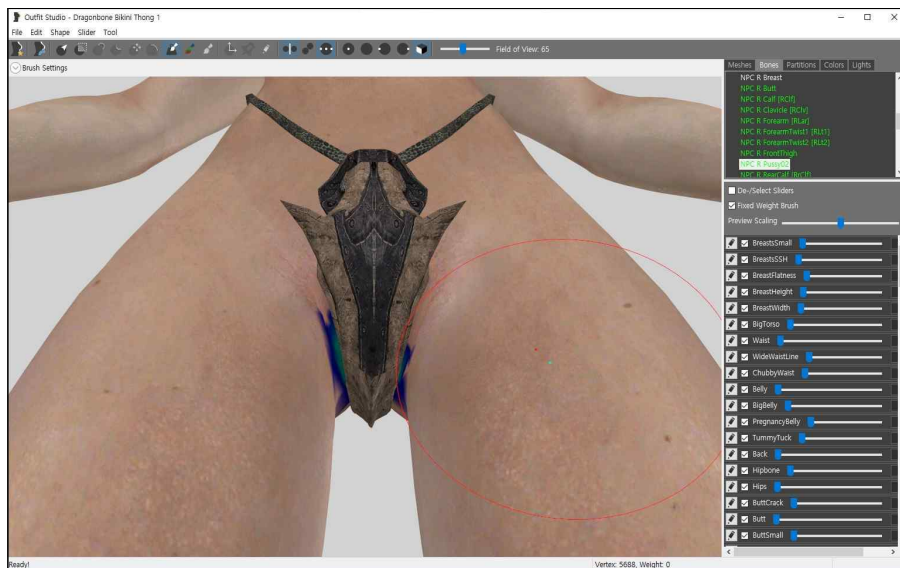
Actually arms are much easier to convert. There's no change to weight on arms. Do just as you did with your boots but for copying weight. Skip the weight part, just copy slides and save it. Much easier, right?

So let's skip to underwear.

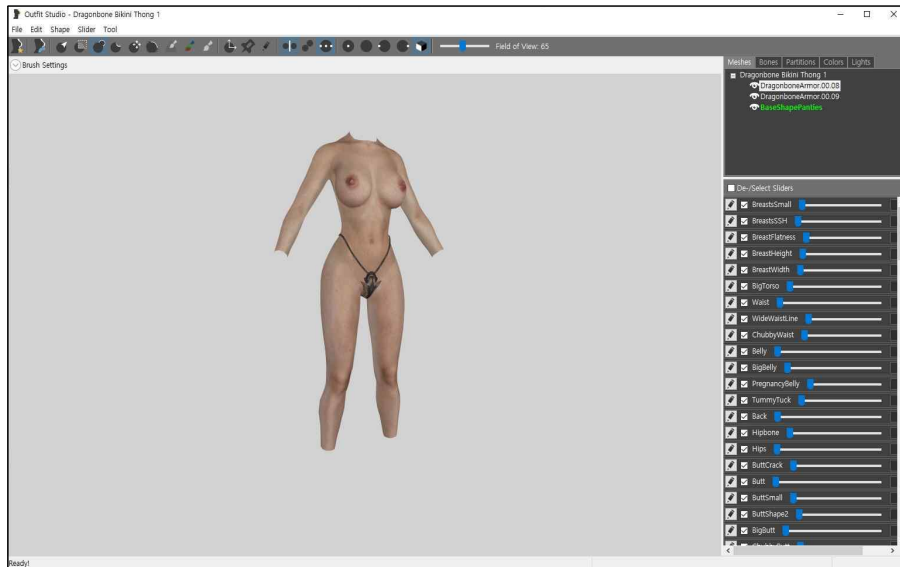




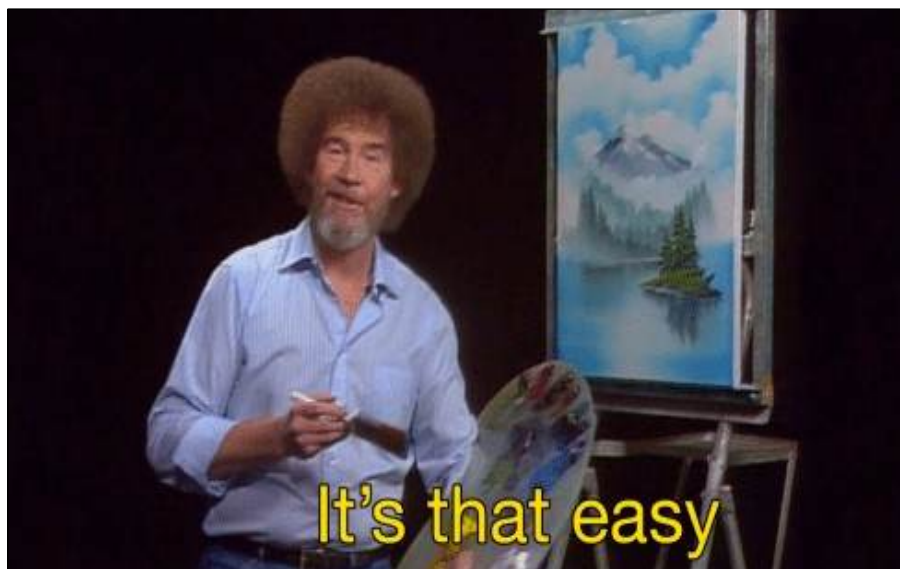
Thong can be tricky because cloth is not stretched out when a penis does things... So we have to delete one of pussy bones(Left or Right) not to block it from inserting... It needs to be put aside. Fortunately I prepared the panties body reference for this situation.



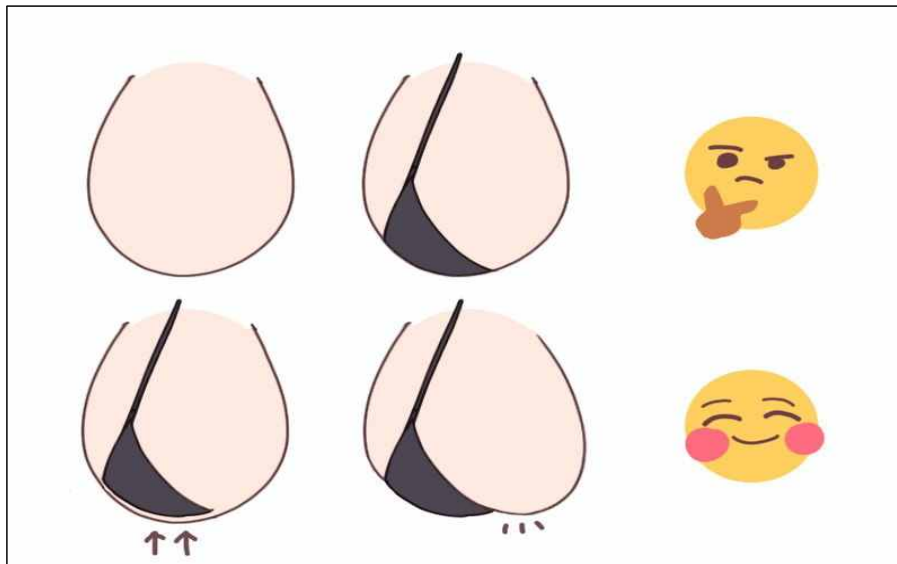
I loaded 'UUNP 3BBB Vagina SMP Panties Ref' again. Basically, the original reference body has two pussy bones. NPC L Pussy02 and NPC R Pussy02. But this reference body has only one, NPC R Pussy02. This body is not for gameplay. You can't use this body as your body.



Once you add the right reference body, just do just like you did to the torso part. Copy all the weights and slides. Save it. Done.



### Some lewd Tips when Working on Skimpy Armor

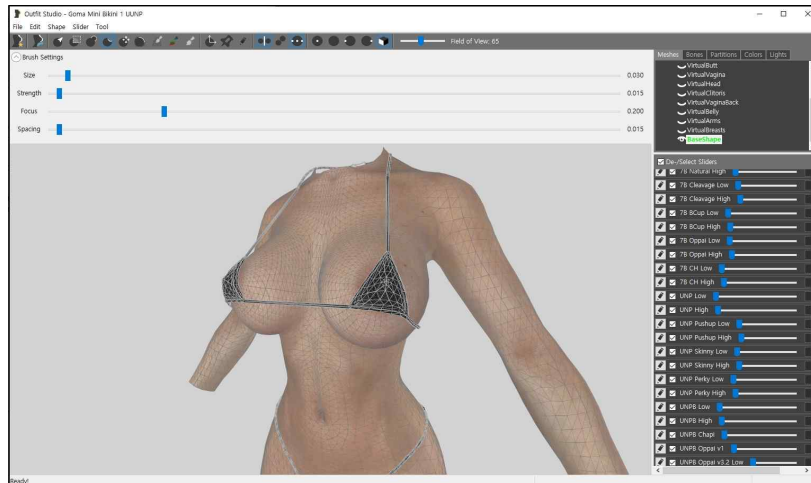


When you work on rather skimpy, sexy clothes, you can edit it more realistic, sexier with just few simple tweaks. Remember, women's breasts are very tender and soft especially when they are big. Of course you can't make the whole body types like the picture above. Just pick what you prefer. I use 7B Oppai most of times so I edit only 7B Oppai bodyslide. Leave other slides be. You are the one who do this tedious job. It's your privilege.

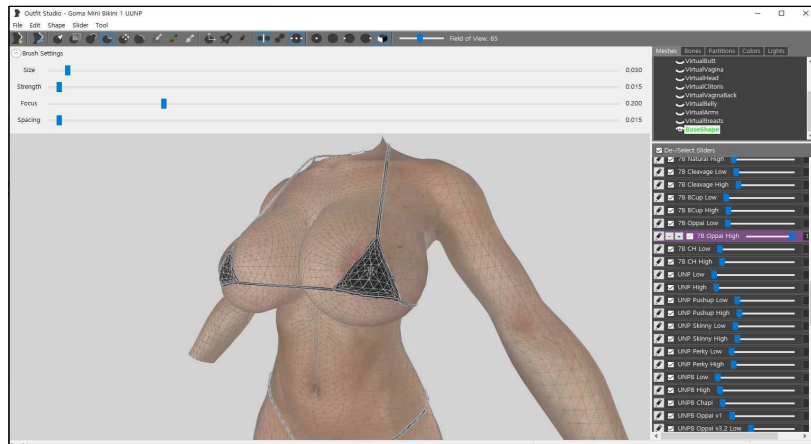
**[Warning: Do not make breasts shape like this at 'Zero Slide']**

Compare the two below.

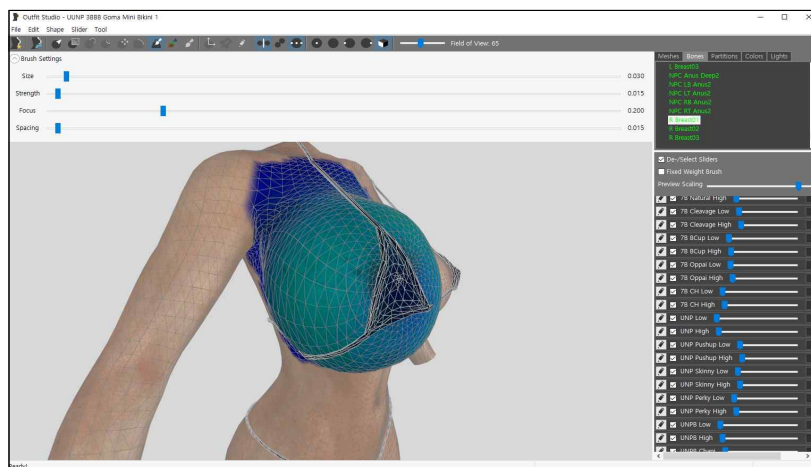
- Zero Slide -



- Lewdly Modified 7B Oppai -



Make it as both realistic and sexy as possible. Do not exaggerate it. Restrain your lust. Because it's important. Do not edit it too much. Do not forget mass conservation equation!



After it's done, check the weight scale see if it's okay.

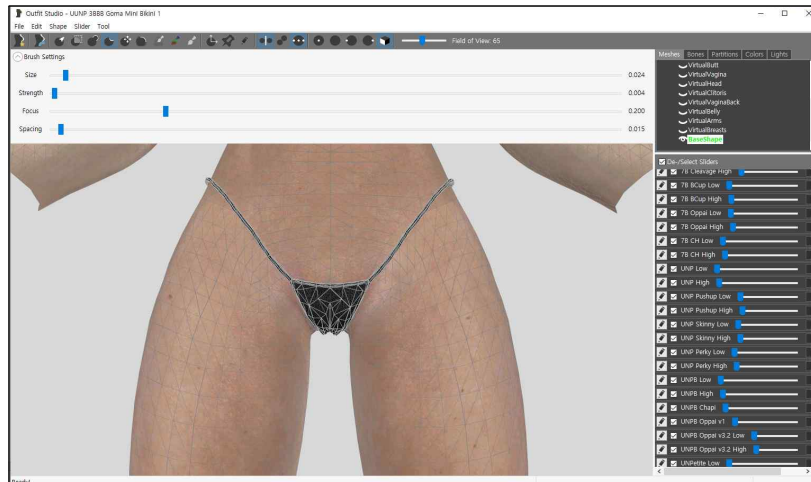
Not only a woman's breasts are tender but also her pussy is.



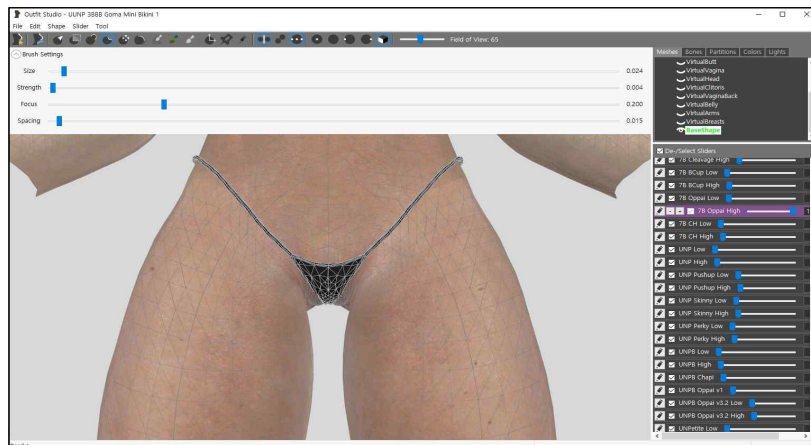
A tiny thong is meant to be slid into her crevice.

Compare the two below.

- Zero Slide -



- Lewdly Modified 7B Oppai -



The harder material a thong is, the deeper it squeezes in.

