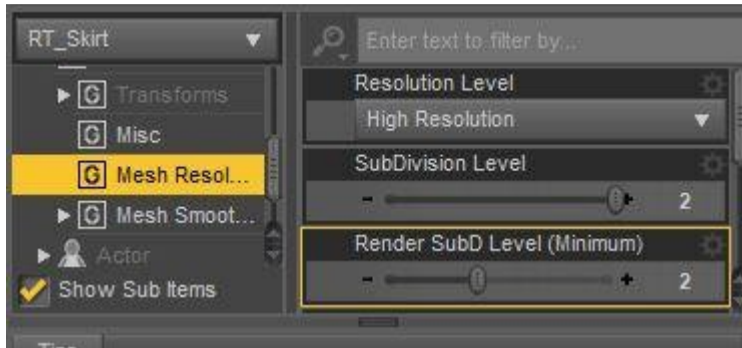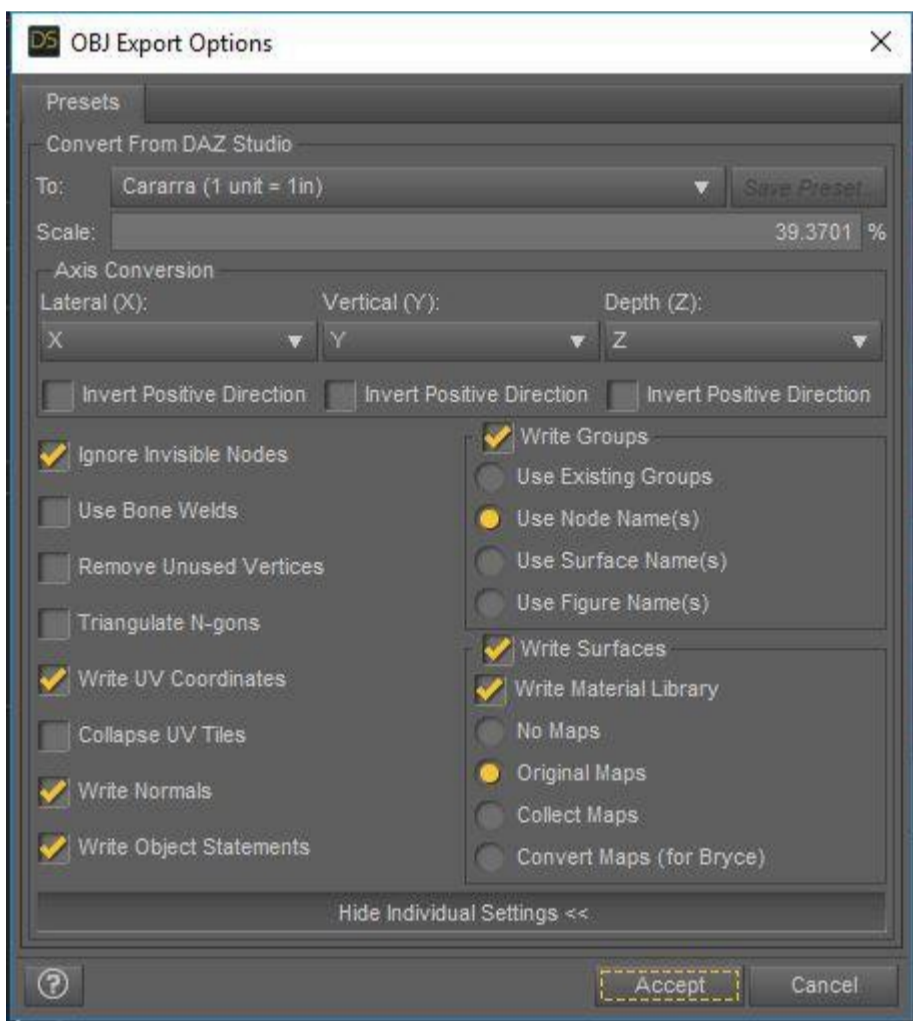Here is a short tutorial on how to import Hd details from Studio into Carrara:
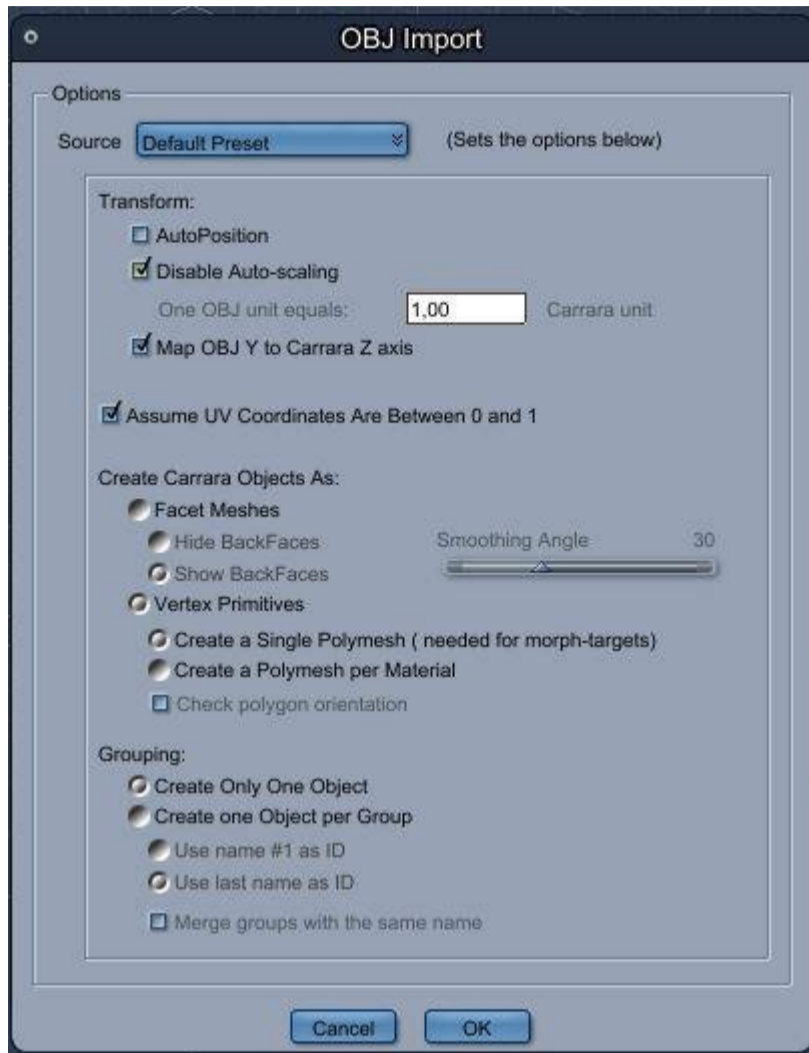
1.Load your figure in Studio
2.In the parameter tab, set the subdivision level to a value compatible with the hd setting (AFAIK 2 is the most common).
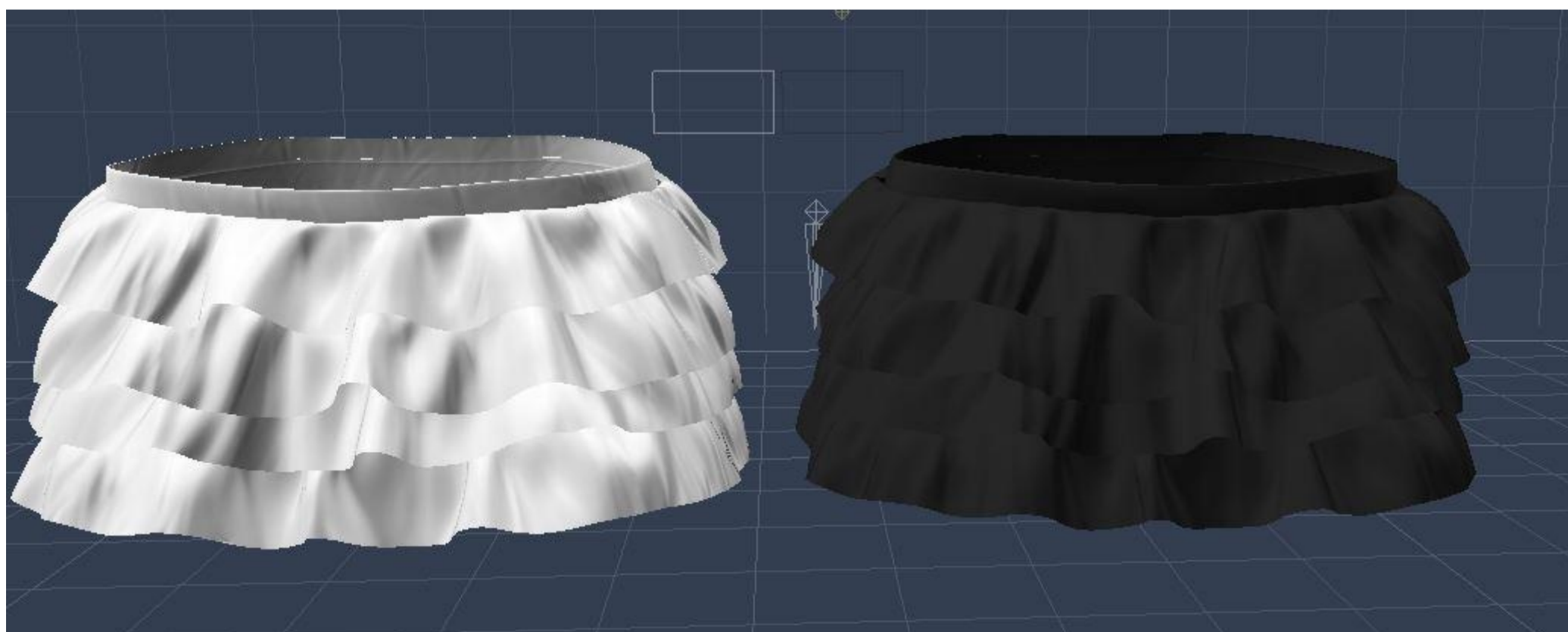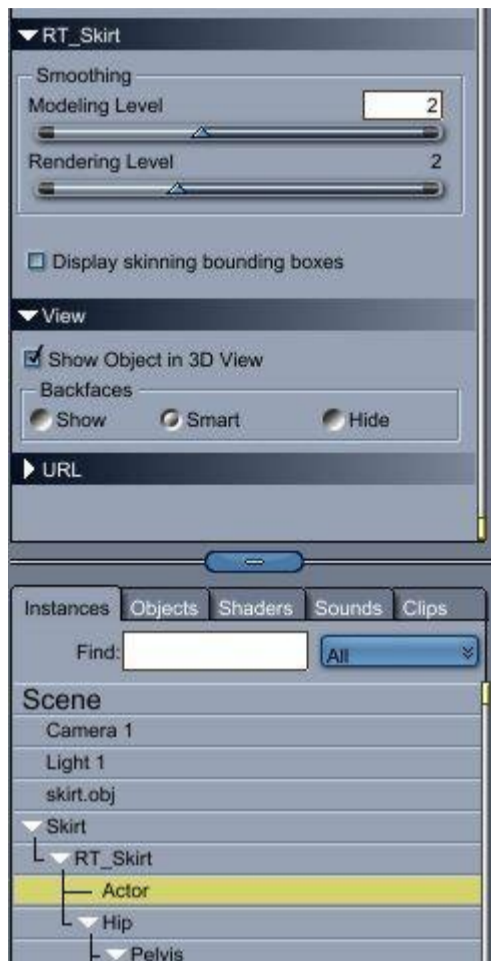


3.Export figure in obj format with Carrara preset.

4.In Carrara, import the obj. Make sure to untick "AutoPosition" and tick "Disable auto scaling" and set "obj unit equal to" 1
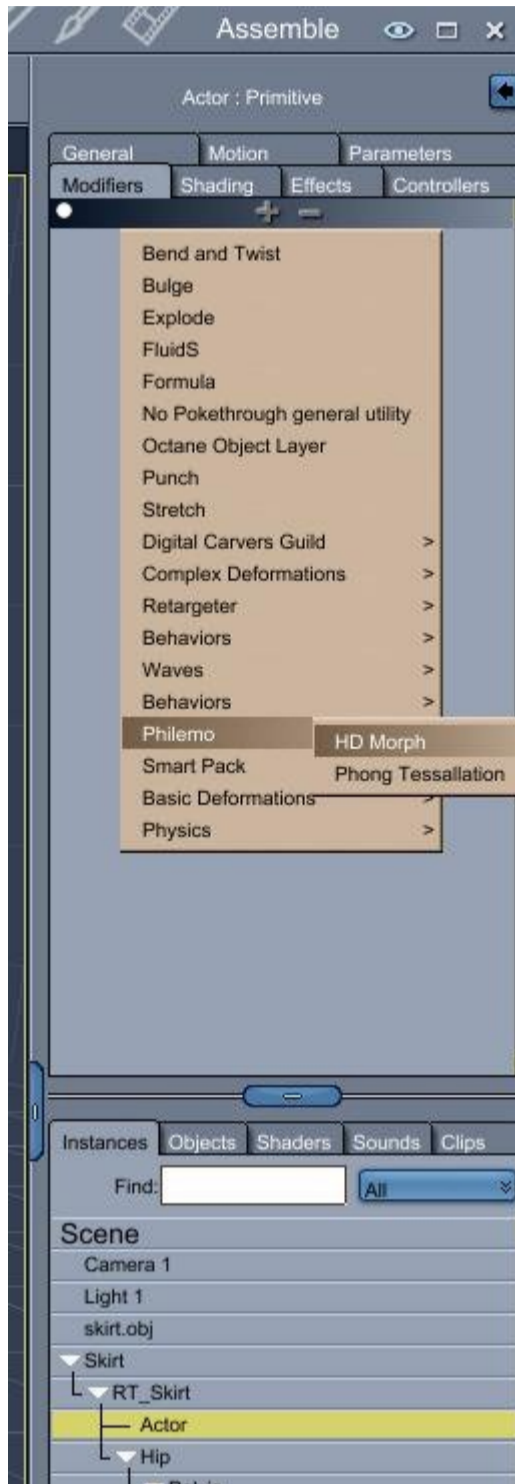


5.load the figure in Carrara. If it's a conforming cloth, DO NOT conform it yet.

6.On the actor level of the figure, make sure BOTH modeling and rendering levels are set to the same value set in step 2
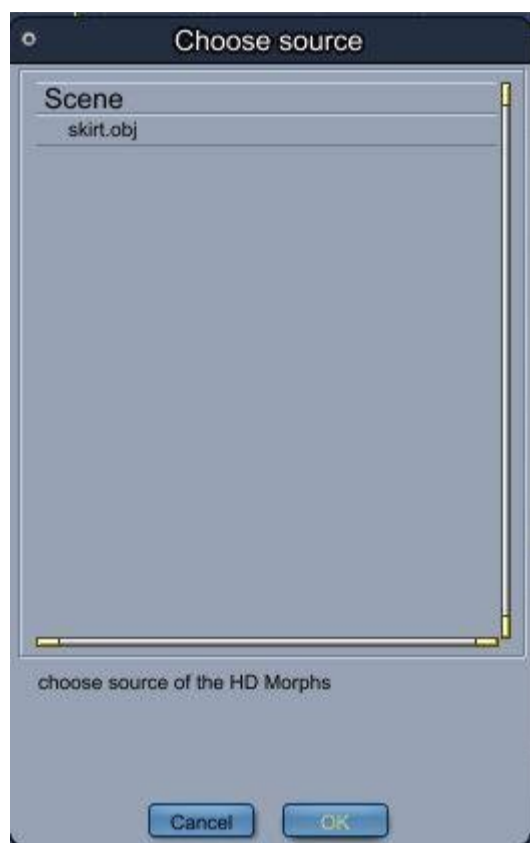
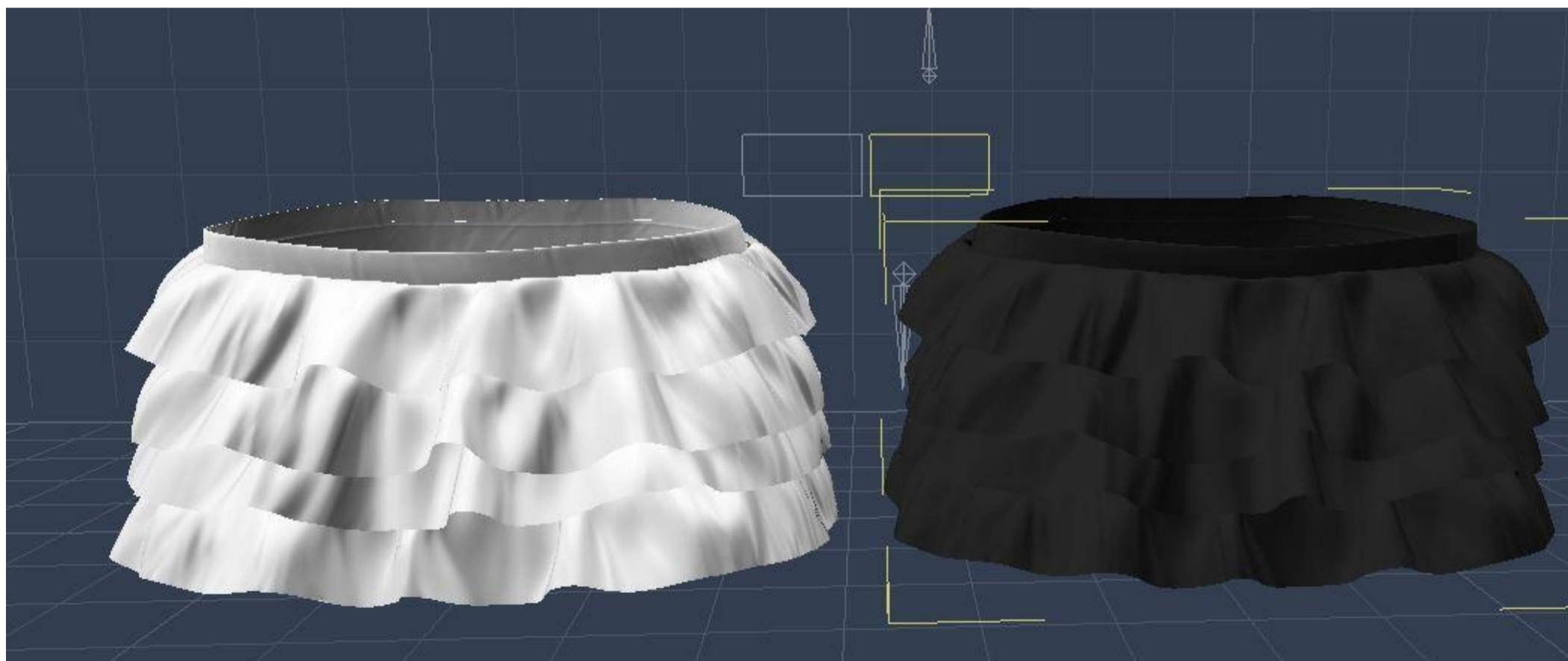7.Still on the actor object, go to the "modifier" tab and choose "HD Morph"



8.Click on "choose target"

9.in the window that appears, choose your imported object



Choose source

Scene
skirt.obj

choose source of the HD Morphs

Cancel    OK

10.You're done, HD morphs are added



This image has been resized to fit in the page. Click to enlarge.

11.You can now delete the imported obj mesh, as it's not needed anymore.