

Using Customize+ to Scale RiderTHiCC Chests

For those that use Customize+ and want to scale RiderTHiCC chests up or down, but end up with shapes you don't like, or if the numbers screw up scale, here is a small guide to show how to scale up evenly (yes this will involve a bit of Math).

[HTTPS://GITHUB.COM/AETHER-TOOLS/CUSTOMIZEPLUS](https://github.com/Aether-Tools/CustomizePlus)



This guide uses the base Bone Scaling notes from the Textools Guide by Sel.
This was meant for use in 3D programs such as 3DS Max, but can also be used for Customize+ scaling. This is meant to be a starting point, and then you can adjust how you want based on preference.

Bone Scaling Notes						
	Many in-game models share the same base model, modified by various bone deforms.					
	This is a listing of known scalings that match up correctly with their in-game versions.					
	Bust Sizes					
		Apply these sizes to the mune_l and mune_r bones in 3ds to test in 3ds.				
		For cheat engine, divide the values by 100				
			X (Width)	Y (Depth)	Z (Height)	
		0% Slider	92	81.6	80	
		50% Slider	100	100	100	
		100% Slider	108	118.4	120	
		150% Slider	116	136.8	140	
		200% Slider	124	155.2	160	
		250% Slider	132	173.6	180	
		300% Slider	140	192	200	

When you load up Customize+, from default settings on Chest, your base value should be set to "1.000" on all values. You will adjust **Breast Left** and **Breast Right**, and only the **X, Y, and Z** values (*not the ALL value*).

▶	Jaw					
▼	Chest					
↺	↺	~~1.000~~	1.000	1.000	~~1.000~~	~~Clavicle Left~~
↺	↺	~~1.000~~	1.000	1.000	~~1.000~~	~~Clavicle Right~~
↺	↺	1.000	1.000	1.000	~~1.000~~	Breast Left
↺	↺	1.000	1.000	1.000	~~1.000~~	Breast Right
▶	Arms					

Now to scale up each **X, Y, and Z**, they are not uniform to scale at every **.001** value or using the All column. Since my RT chest are based off Tight & Firm chests, which uses the default bone scalings, these are the values you need to scale by **1%**:

X: +/- 0.0016
Y: +/- 0.00368
Z: +/- 0.004

Since Customize+ can only adjust up to **3 decimal places**, anything after the third spot will be rounded up. But I would recommend scaling things up by **50%**, and these would be your new values to add/subtract:

X: +/- 0.080
Y: +/- 0.184
Z: +/- 0.200

Take this example, this is my **RT-M Normal chest** (set to in-game max size) at **1.000** values to all. To make it at **300%** of value, I added the **50%** values **5 times**, to get the result at **300%**:



To achieve this, this is the formulas I used for each value:

X: 1.400 $[1.000 + (0.080 \times 5)]$

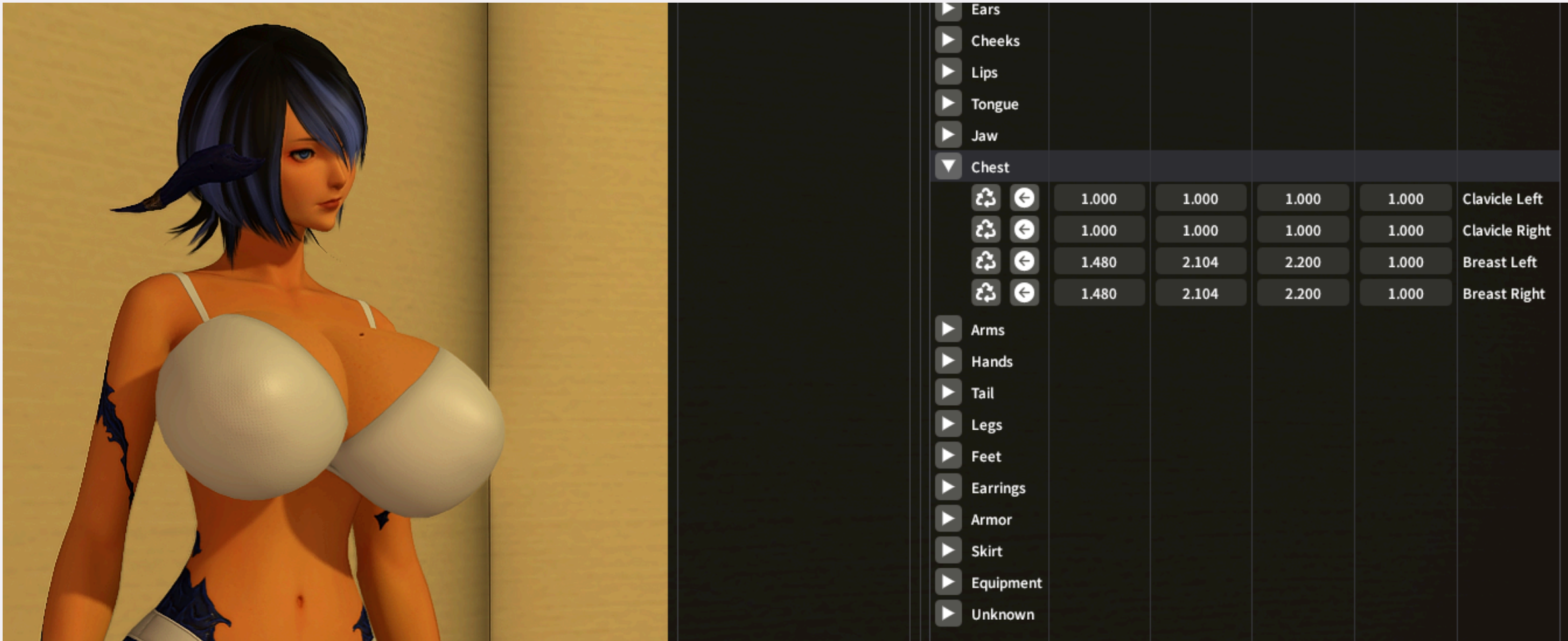
Y: 1.920 $[1.000 + (0.184 \times 5)]$

Z: 2.000 $[1.000 + (0.200 \times 5)]$

Where I took the 50% increment value, then times 5 (for adding 250%) then adding to the initial 1.000 value.

From the last example, the RT-M Normal chest is at 300% size. To make it at 350%, these are your new values:

X: 1.480 [1.400 + 0.080]
Y: 2.104 [1.920 + 0.184]
Z: 2.200 [2.000 + 0.200]



You can also double, triple, etc your values. Here is double of 300%, which equals to 600%:

X: 2.800 [1.480 x 2]
Y: 3.840 [2.104 x 2]
Z: 4.000 [2.200 x 2]



Using these new, evenly scaled values, you can then adjust individual axis to suit taste.

X determines front-back length (pointy/smooshed)

Y is up-down height

Z is left-right width

Happy Mathing!



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