Step 6: Testing in Game

Things to look for while you're testing all your models!

- Vanilla-Specific Testing Issues

Vanilla-Specific Testing Issues

When testing in game, there are a few things I check that I don't always check on modded outfits. In particular, if you read my Shape Keys section, you will know that I always test boots and gloves of a variety of lengths to ensure I'm happy with my shape keys.

Sometimes, even if you leave the shape keys alone and don't remove them, there will be a bit of clipping with vanilla items. On **long boots** this is inevitable, as bimbo thighs (and YAB thighs, and Rue thighs...) are way too big to be able to fit into vanilla boots. On ANY other type of boots, however, this is likely due to a shape key issue. I recommend going back to Shape Keys and watching the video for how I use sculpt tools to finesse my shape keys. This is very much a trial and error situation, and you will find as you go along that some shape keys may do better than others at constantly fitting into a variety of things. They're very easy to fix, and I highly recommend watching the video if you're confused!

Other than that, test the outfit as normal! MAKE SURE you are wearing BIMBO PANTS to accompany your top (if you only did a top) - you need to have the same shape all the way up and down the model in order to best test it. If you test it with vanilla bottoms, and you don't intend to WEAR vanilla bottoms, you may find you have way too much float, or too much clip, and you'll be very sad.

If you need a previously upscaled outfit to wear that works well for testing things like booty clip on skirts, I highly recommend Nala's Leggings by Love for Bimbo+. Dye them something atrociously bright, and then test your run/walk/sprint cycles on all your models.

Make sure to test your character looking DEEPLY to the left and the right while walking, running, and sprinting. Often with vanilla or other low-poly meshes I find that clips can be found when the character is turning their upper torso to glance at something while moving, and they're easily fixed in blender using proportional editing.

My general method of testing is:

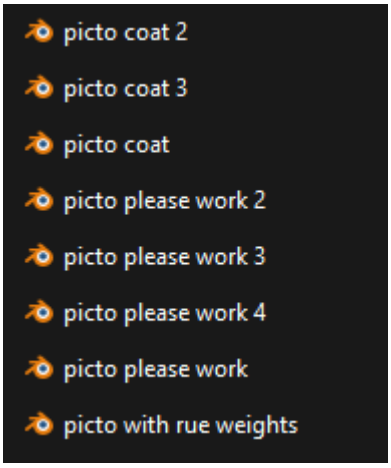
- Test on myself (female au ra) - I'm basically midlander at 95%, so I consider this my "middie test" + Au Ra females have this very hippy idle that tends to cause problems when they put their hand on their hip.
- Test on Viera Female at 100% titty.
- Test on Roegadyn Female at 100% titty and 0% titty.
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Test on Hrothgals and ensure I’m checking the looking side to side (Hrothgals have slightly larger waists and ribcages than other females)

- Test Miqote Female idles - they have a few where their chest likes to come busting through the mesh.

Yes, I check this on every size I do!
IF SOMETHING CLIPS: edit it in blender!
IF SOMETHING WEIGHTS FUNNY: edit it in blender!

This is a back and forth process and sometimes I will go back and forth MANY times before I am happy with it. Please do NOT get discouraged by having to fix multiple clips or problems. For example, just so you understand even the people who do this a LOT sometimes fight things, here is my list of FBX files from a recent upscale of JUST the pictomancer coat…encompassing all of my issues.



It is OKAY to have problems and it is OKAY to make mistakes. Making mistakes is how we learn and grow. <3 We can fix them! And the end product will look fabulous!

