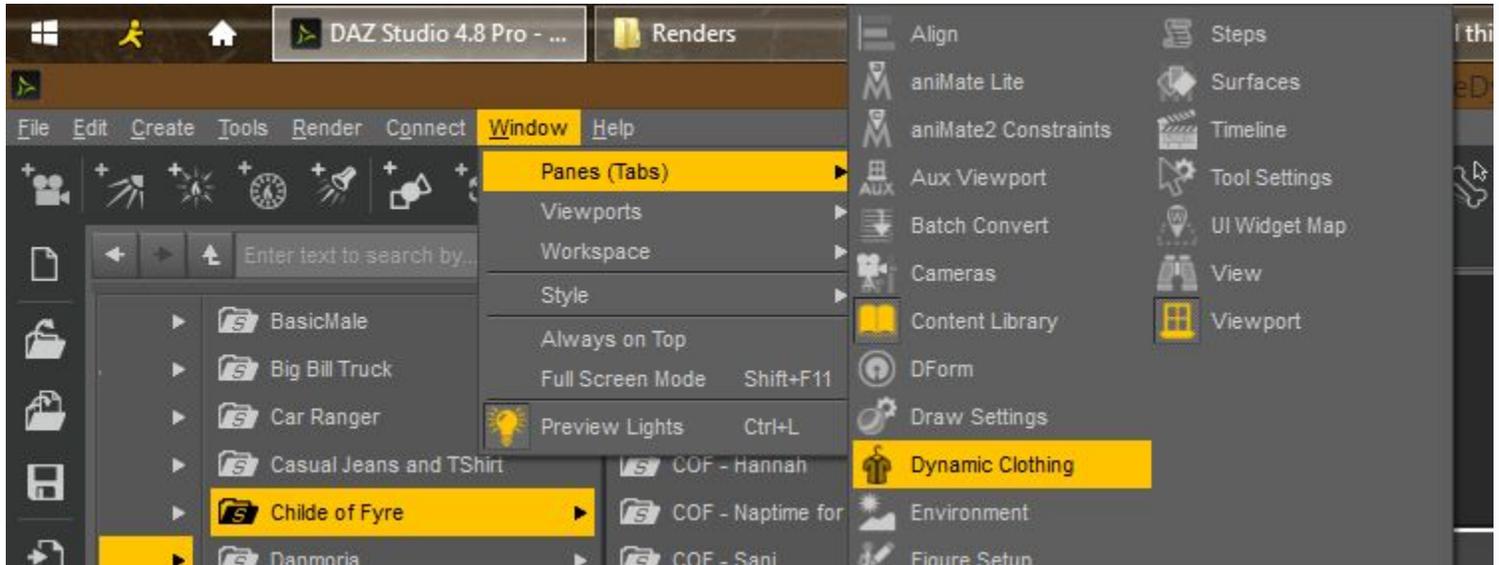


# DAZ STUDIO 4 DYNAMIC CLOTH

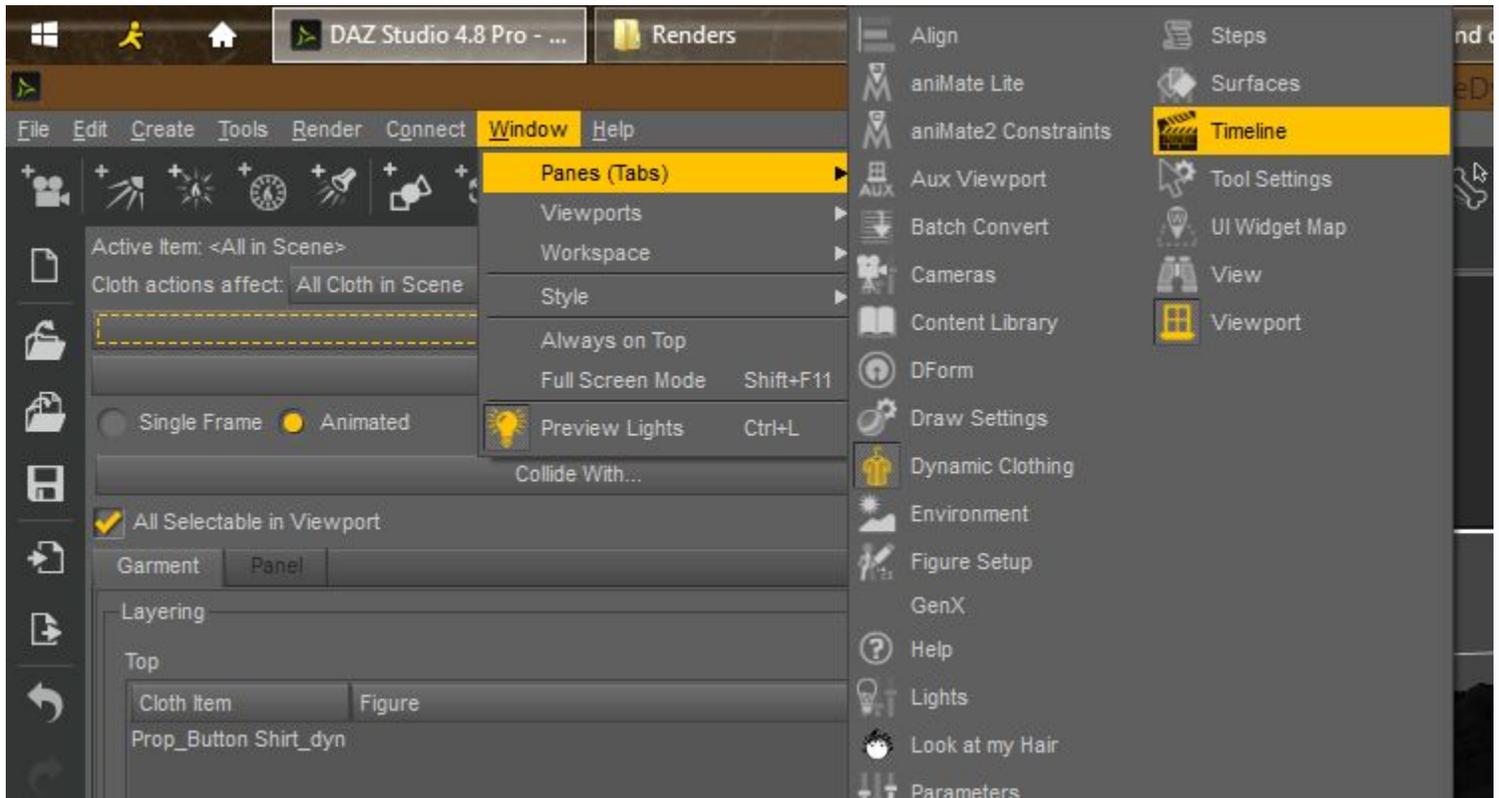
Here's a quickie how-to :

1.) Go up to the top of your DS window. Click on Window --> Panes (Tabs) --> Dynamic Clothing :



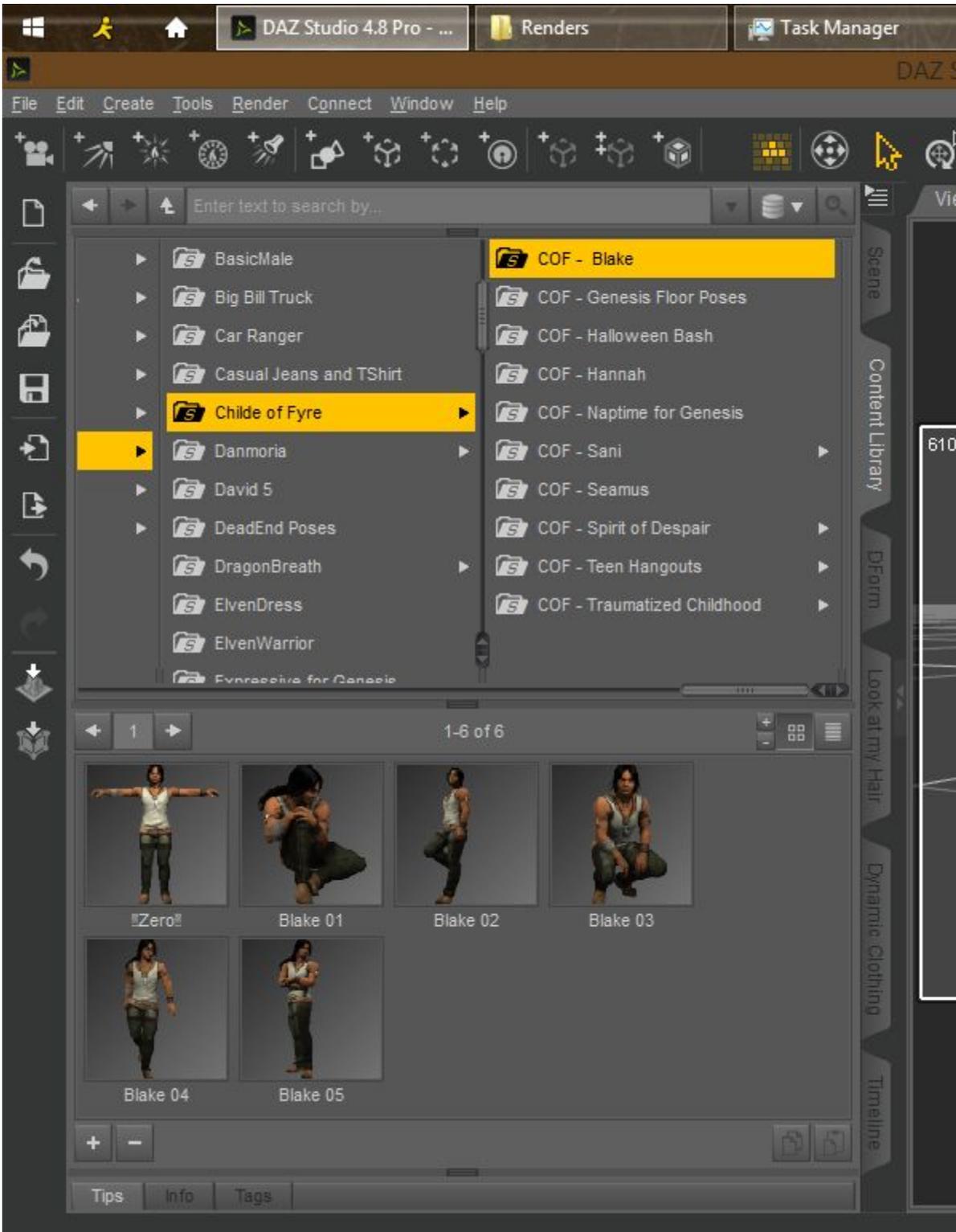
2.) Now this should open up a tab with the Dynamic clothing simulation stuff in it. If you have not previously set it up in your interface, the tab might be "floating," and you can drag it to either side of the interface to "dock" it in with the other panes. Dock that tab now, if it isn't already docked.

3.) Now go back up to the top of the window again. Click on Window --> Panes (Tabs) --> Timeline :



4.) Like the last step, this should open up your Timeline. If the tab is floating, just drag it to whichever side of your interface you want it, to dock it. Go ahead and dock the Timeline now, if it's not already docked.

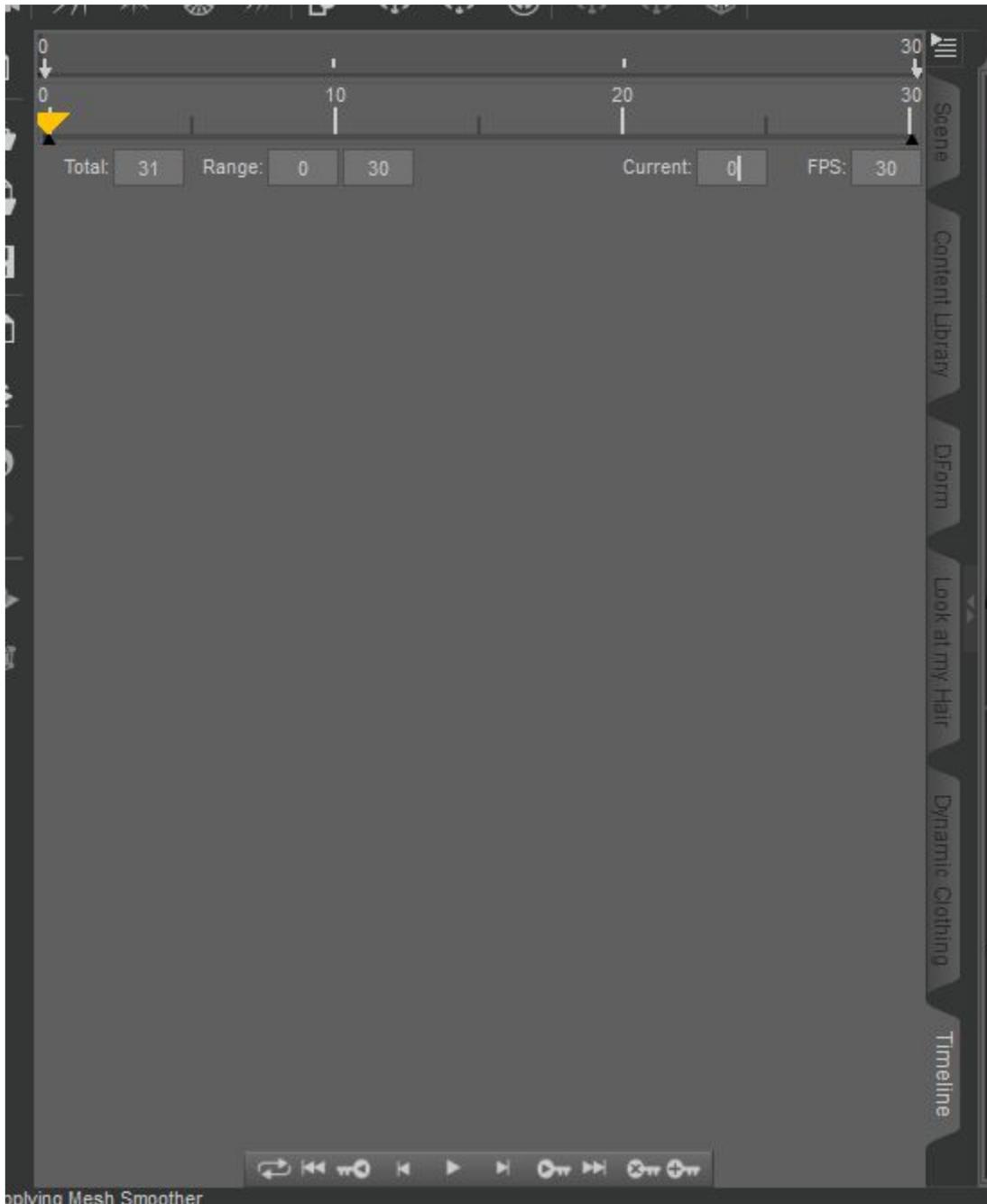
Note that tabs can be rearranged in order by dragging them up or down on the tab list. Here's what my interface looks like. These are the tabs that I have set up on the LEFT side of my DS screen :



And these are the tabs that I have set up on the RIGHT side of my screen :



Now, once you have your Dynamic Clothing and Timeline tabs docked, what you do, is go into your TIMELINE. Make sure that you are on Current Frame : 0 (Zero), like this :



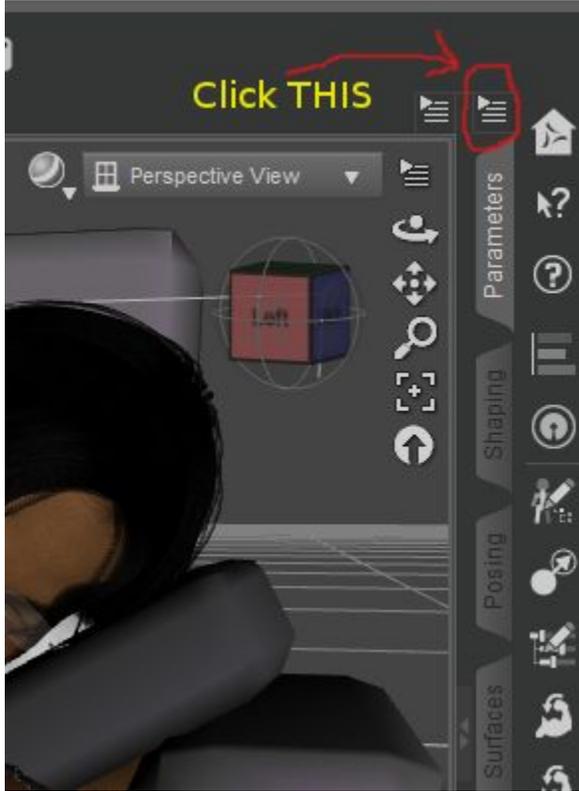
This is important, because just like in Poser, the cloth simulation is best run as an animation, starting at Frame Zero and ending on Frame 30. So always make sure you are on Frame number "0" (Zero) at this part of the process.

5.) Now, click on your CONTENT LIBRARY tab.

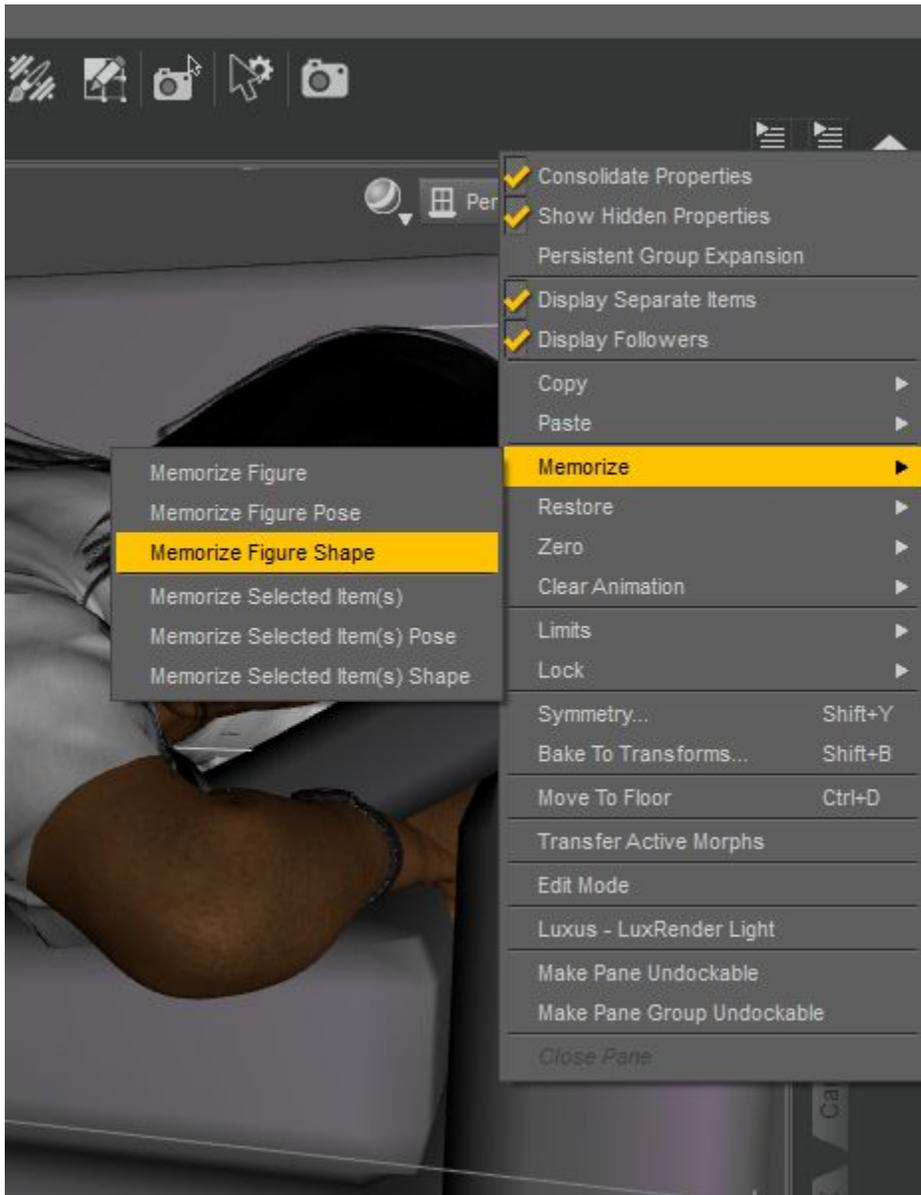
6.) Load your figure, then load your clothing item. If it's a conformer, then go ahead and conform the item to the figure (this is the "Fit To" function in Studio). DO NOT POSE the figure yet. DO NOT MORPH the figure yet. If the figure loads in already posed and morphed, then what you want to do is MEMORIZE the figure shape (assuming you want to keep that shape/morph for the end product) and then, if you want to keep your pose as it is for the end product, MEMORIZE, and then ZERO the figure pose as well.

Make SURE you zero BOTH the pose AND the shape.

This is done by making sure your figure is first selected in the SCENE tab, and then opening your PARAMETERS tab (and closing it/clicking on it to collapse it if desired), and then going to the upper right corner (right next to the RIGHT-side tabs on your interface) and clicking the icon that looks like a notepad/list with a triangle in the corner :



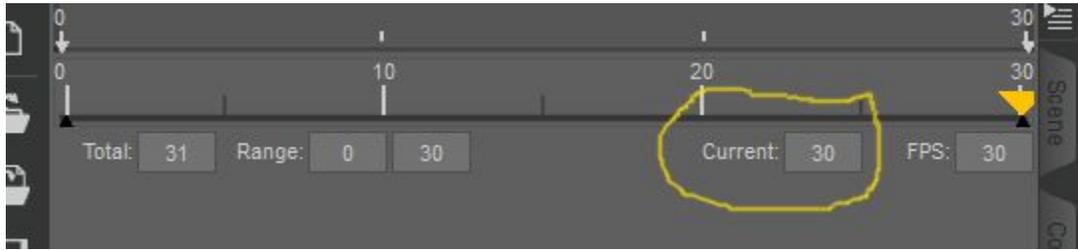
And this is the fly-out that you will get in order to memorize the figure Shape and figure Pose :



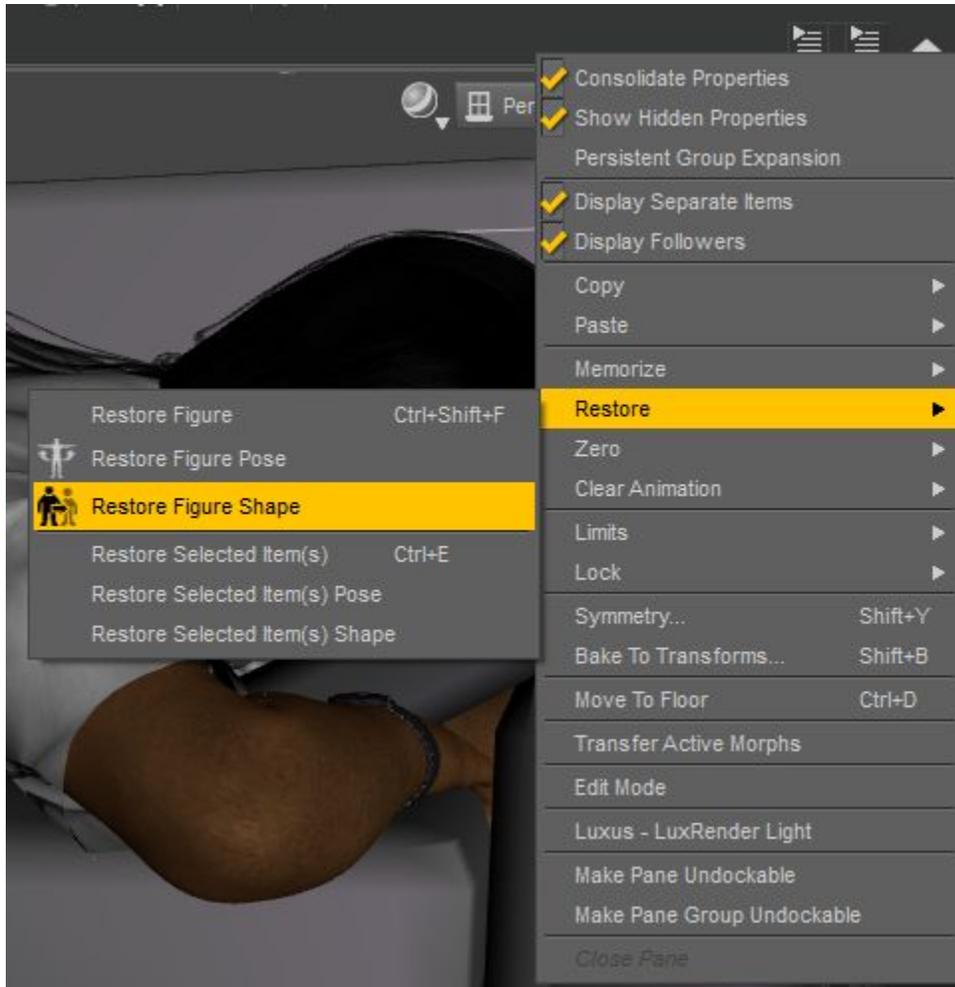
So, when you load your figure at FRAME ZERO on the Timeline, make sure you MEMORIZE the figure's SHAPE and then memorize the figure's POSE if you want to keep them for the final result.

Once you have memorized them, again, still working on FRAME ZERO of the Timeline - go back to where you memorized them, and now ZERO the figure pose, and ZERO the figure shape.

7.) Now, you want to go back to your TIMELINE tab, and where it says "CURRENT" for the frame, type in the number "30" and hit enter. This will put you on FRAME 30 of your timeline :



8.) Now, you want to go back to where you Memorized and Zero'd your figure's pose and shape. This time, when you open that little menu, you're going to select RESTORE figure SHAPE, and then, if you are keeping the loaded pose, RESTORE figure POSE. :



Or, you can just click on "Restore FIGURE" and it should restore BOTH the pose AND the shape.

Now, STILL working in this Frame 30, if you have NOT already set up the pose (*and likewise if you have NOT yet morphed the figure the way that you want for your final product*) go ahead and pose or morph the figure on this frame as you would normally. Remember, you're doing all your posing/morphing on Frame 30.

Likewise, if the item you want to make dynamic has any morphs for shaping or posing, you need to make sure it's shape and pose are zero'd on Frame Zero (it can be conformed, but should be in zero state for pose and morphs), and you can adjust it's morphs/posing on Frame 30 along with your human figure.

7.) Once you're happy with the figure's shape/morphs and the pose on Frame 30, go back to Frame 0 (Zero) in the Timeline. Just open the Timeline tab and type in the "0" for "Current" to do this.

8.) Now go to the SCENE tab. Select the item that you want to be dynamic.

9.) Now you set up your item to be dynamic for the purposes of running the cloth sim.

### **For conforming cloth item :**

If this is a conforming cloth item, then you need to go back up to the top of the DS window and click on Figure --> Rigging --> Convert Figure to Prop. Now again, make sure the item you want to be dynamic (conformer that we just converted to a PROP format) is selected in the SCENE tab. Then go to your Content library, navigate to where you placed the DynCreator script, and run the script.

The script will create a second copy of your item as a dynamic item. So, if you're running the script on "Button Shirt", then what you will see in the SCENE tab after running the script, is "Button Shirt\_dyn." The item that ends with "\_dyn" is the dynamic cloth item. You can delete the other one now if you wish, or just set it invisible.

### **For an item that is already in PROP format :**

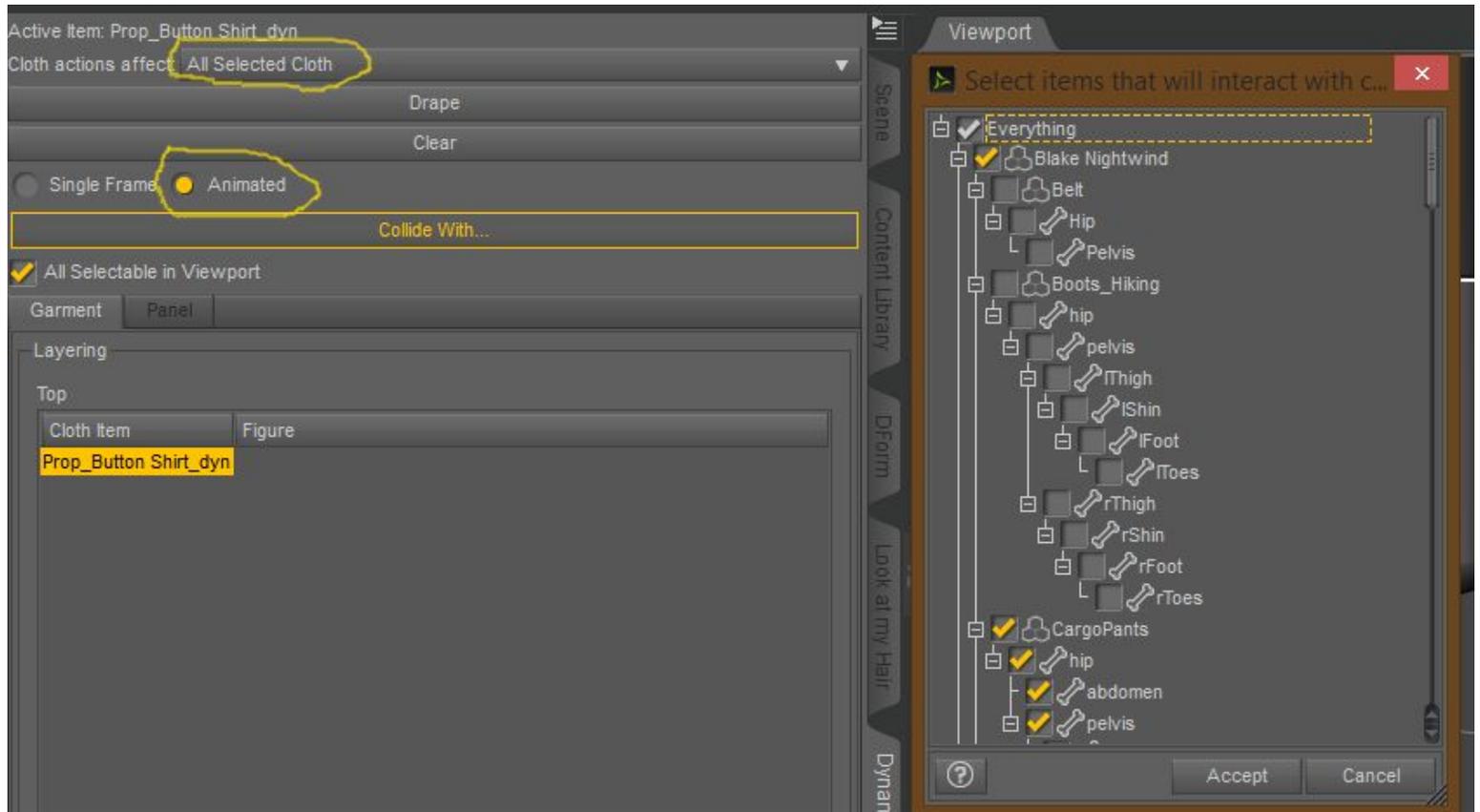
If the item you want to drape is already a prop item, such as a Poser dynamic item that you imported to drape inside of Studio, then you simply make sure the item is selected in the SCENE tab, and then go to the Content Library, find your DynCreator script, and load the scrip.

10.) Now go back to your SCENE tab. Find the item that you just made dynamic. It will end with "\_dyn." Select this item.

11.) Now, just to be safe, check your TIMELINE tab, and make sure that the CURRENT frame is still set to "0" (ZERO).

12.) Now, go to your DYNAMIC CLOTHING tab.

13.) In this tab, you can now set up your simulation. You select the collision items and all of that in here. Make sure you have the simulation set to run as "animated" and once you've set up all the collisions and such, go ahead and click on the "Drape" button.



If you need to re-run the simulation, just make sure you go back to CURRENT frame ZERO on your timeline each time you change your simulation and to re-run the draping.

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