DYNAMIC ROBES IN POSER CLOTH ROOM

Demonstration using Dynamic Robe for M4

https://www.renderosity.com/mod/freestuff/dynamic-robe-for-m4/62360

by Bionic Rooster

AT FRAME ONE, APPLY ZERO POSE TO FIGURE

Frame 00001 of 00030

LOAD THE DYNAMIC ROBE TO
THE ZERO POSED FIGURE,
ALSO AT FRAME ONE

Frame: 00001 of 00030
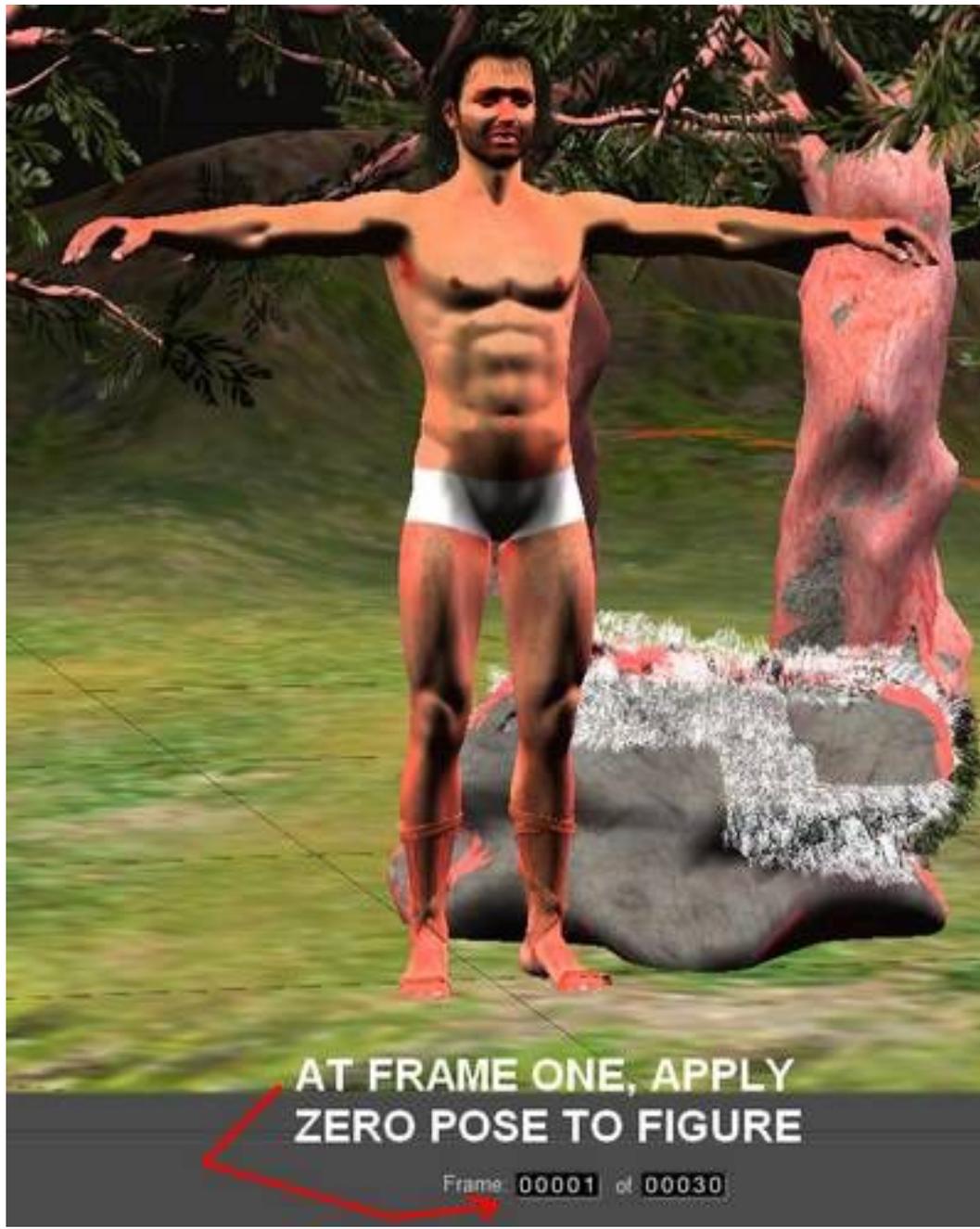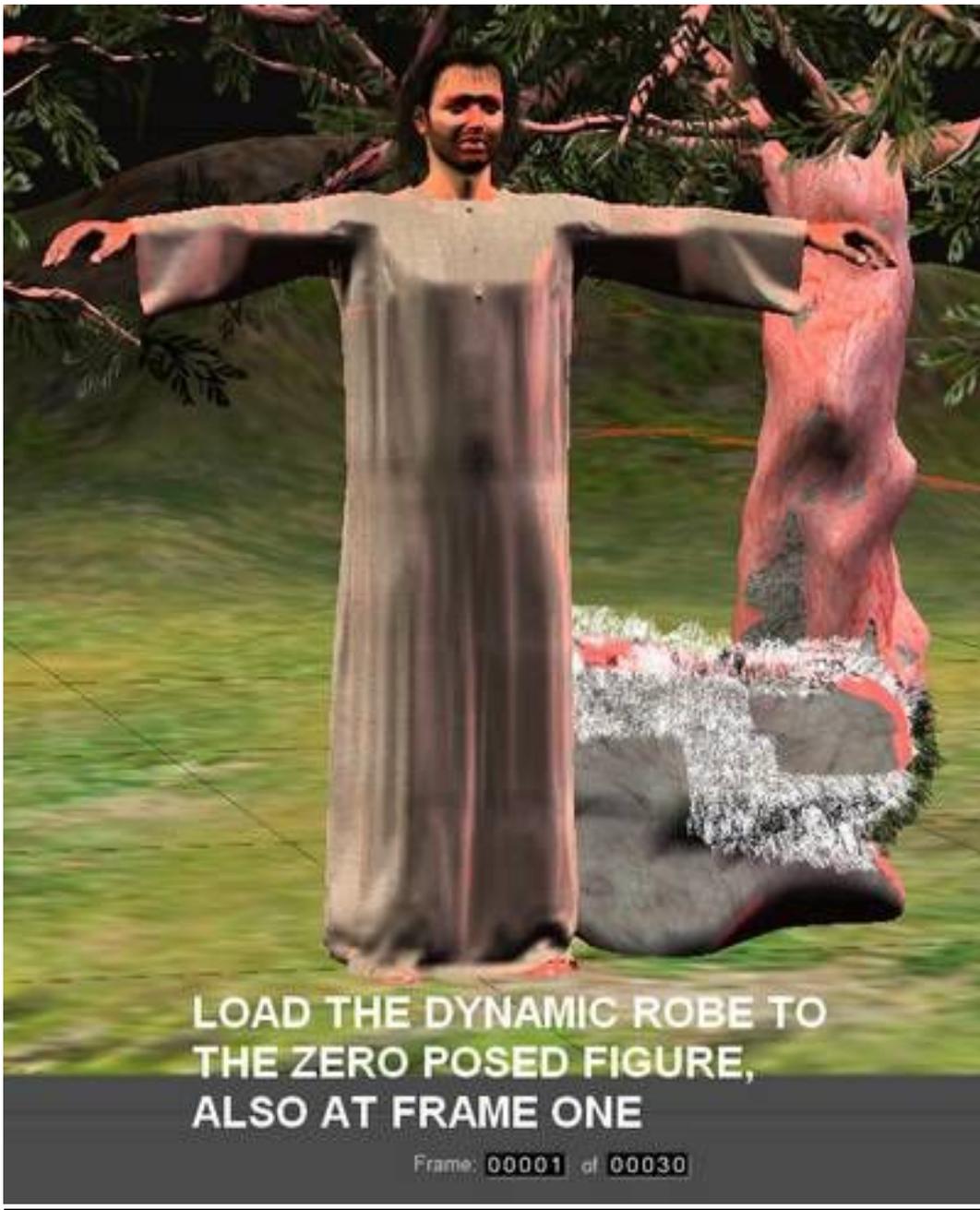
IN THE CLOTH ROOM, CLICK ON NEW SIMULATION IN UPPER RIGHT CORNER
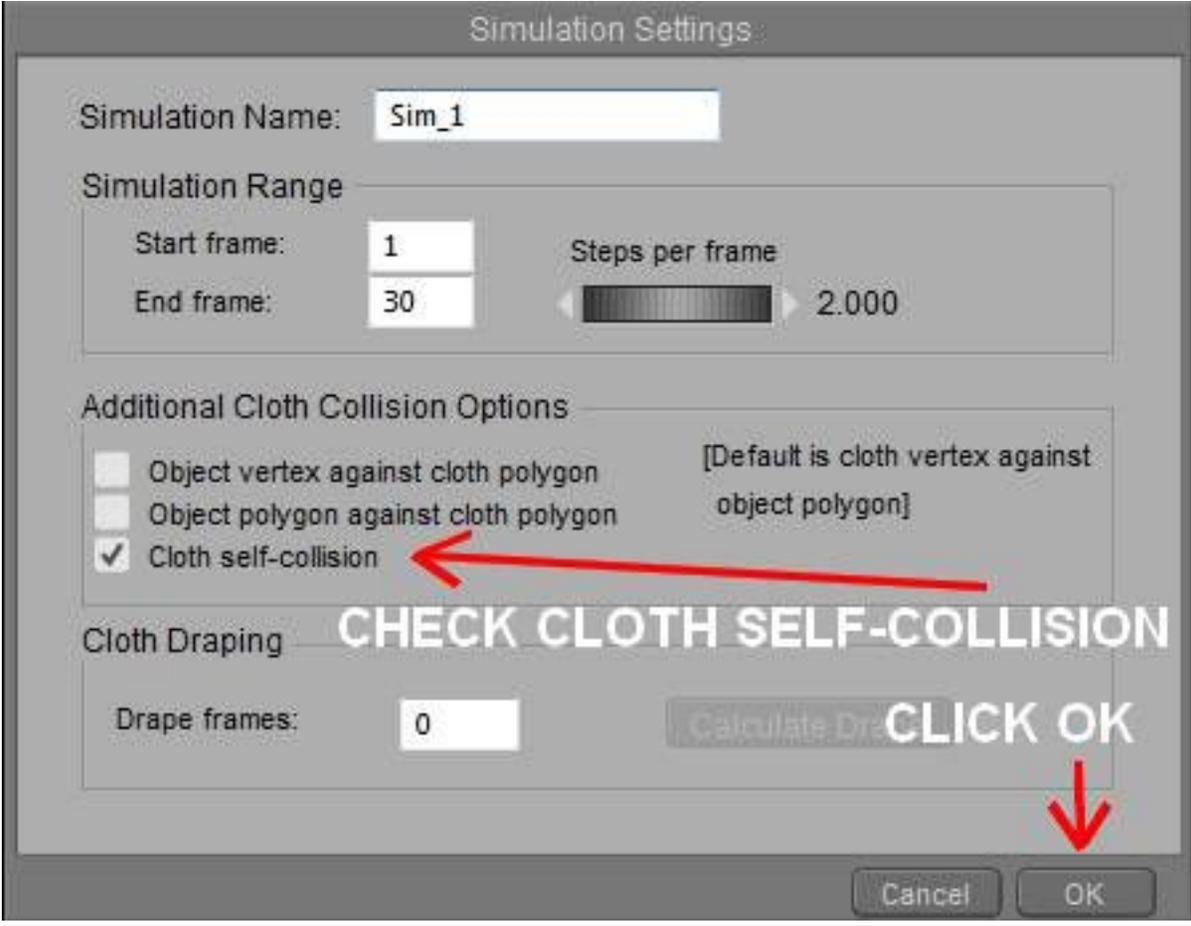
THEN CLICK CLOTHIFY

CLICK COLLIDE AGAINST

Cloth Collision Objects

Current collision object: ▼ GROUND   Add/Remove...

Collision Offset   Collision Depth
◄ ▓▓▓▓▓ ► 1.000   ◄ ▓▓▓▓▓ ► 1.000

Static Friction   Dynamic Friction
◄ ▓▓▓▓▓ ► 0.500   ◄ ▓▓▓▓▓ ► 0.100

Figure Collision Options

WHEN COLLIDE AGAINST IS SELECTED,
THIS BOX APPEARS - CHOOSE ADD/REMOVE

Cancel   OK
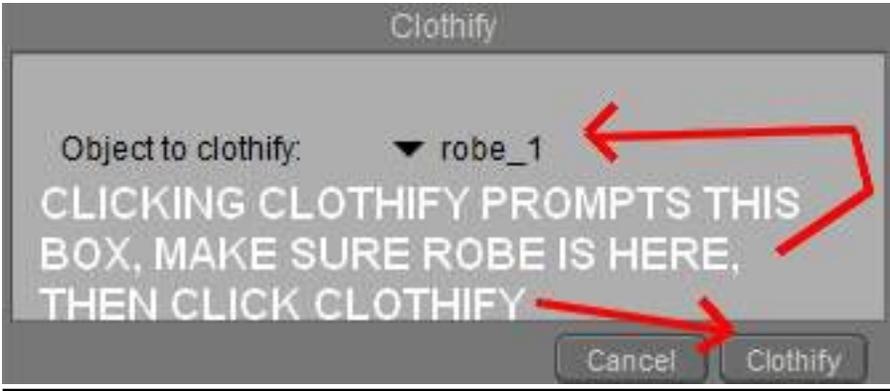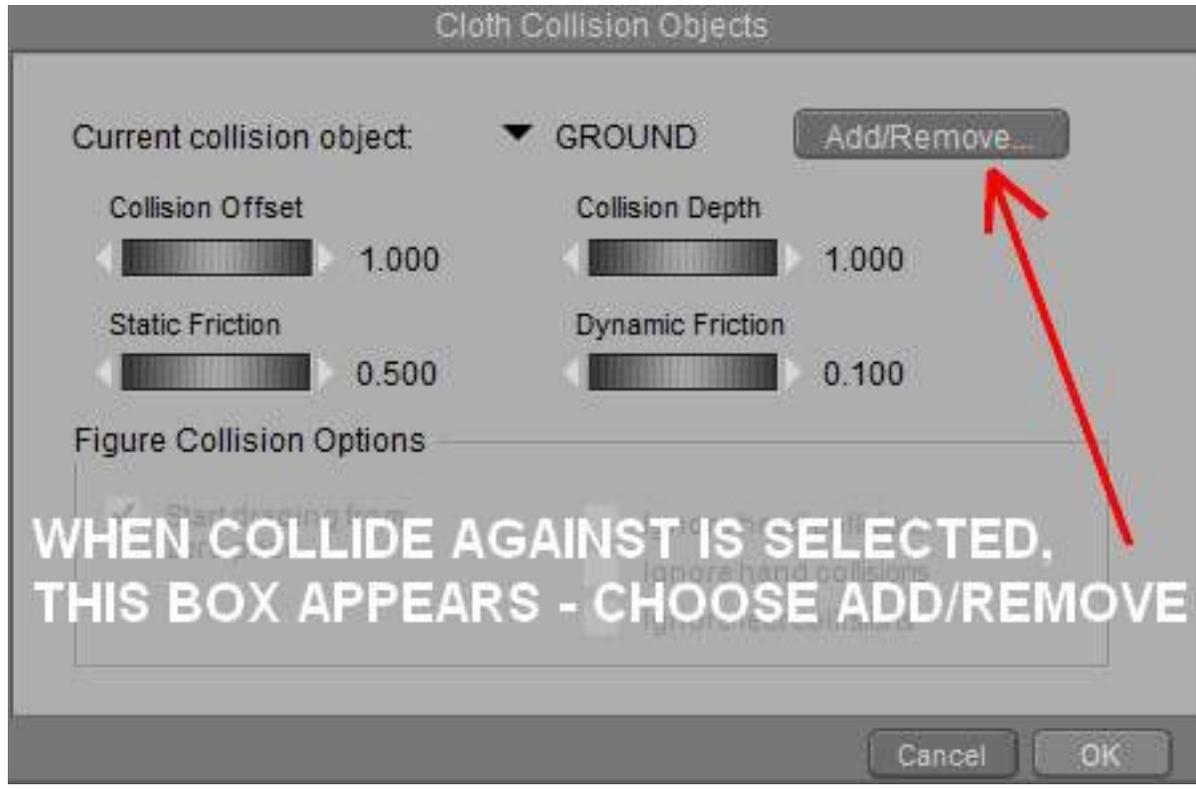
WHEN ADD/REMOVE IS CHOSEN, THIS BOX POPS UP
CHECK UNIVERSE...THEN UNCHECK ANY DYNAMIC HAIR

Cloth Collision Objects

Current collision object: ▼ GROUND   Add/Remove...

Collision Offset   Collision Depth
◄ ▭▭▭▭▭▭ ► 1.000   ◄ ▭▭▭▭▭▭ ► 1.000

Static Friction   Dynamic Friction
◄ ▭▭▭▭▭▭ ► 0.500   ◄ ▭▭▭▭▭▭ ► 0.100

Figure Collision Options
☑ Start draping from   ☐ Ignore head collisions
   zero pose   ☐ Ignore hand collisions
                               ☐ Ignore feet collisions

NEXT CLICK OK

Cancel   OK
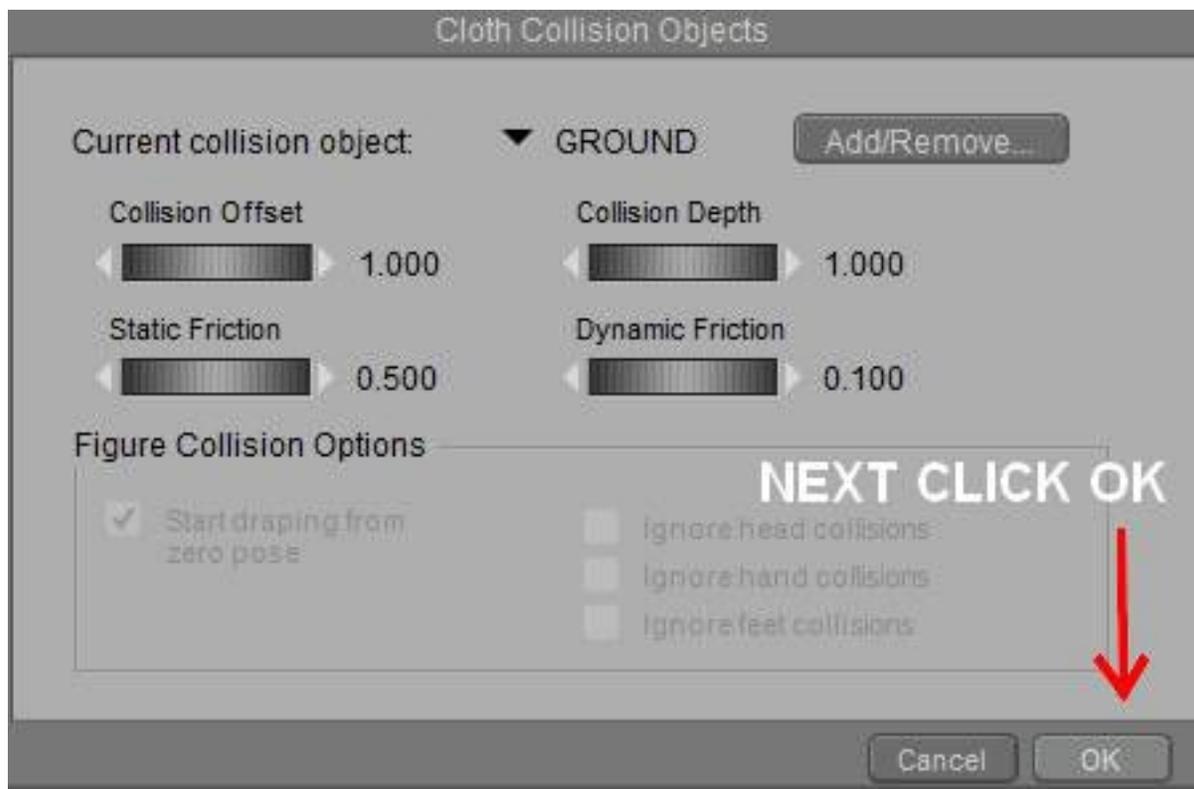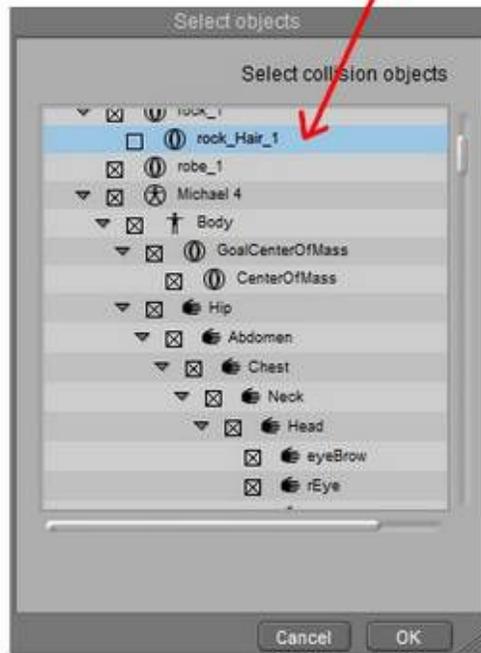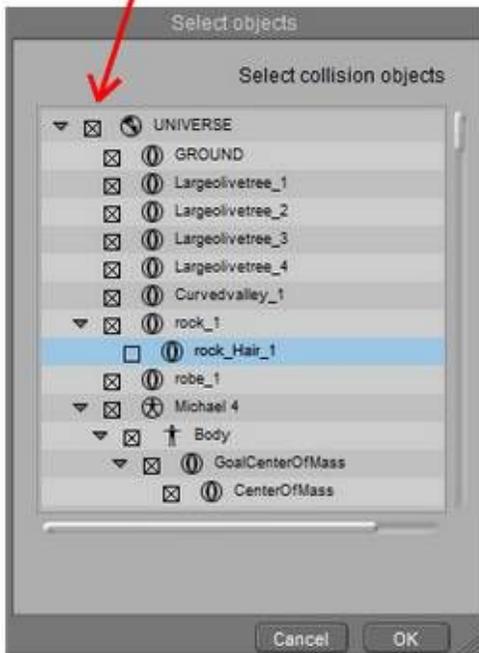
CLICK COLLIDE AGAINST BUTTON
AGAIN TO ACCESS SETTINGS THAT WERE
GRAYED OUT THE FIRST TIME

Cloth Collision Objects

Current collision object: ▼ GROUND   Add/Remove...

Collision Offset   Collision Depth
◄ ▮▮▮▮▮▮ ► 0.500   ◄ ▮▮▮▮▮▮▮ ► 1.000

Static Friction   Dynamic Friction
◄ ▮▮▮▮▮ ► 0.500   ◄ ▮▮▮▮ ► 0.100   ...THEN
                                                    CLICK OK

Figure Collision Options

**CLICK COLLIDE AGAINST AGAIN. AND
WHEN THIS BOX APPEARS. THIS TIME
CHANGE COLLISION OFFSET TO .5**

Cancel   OK
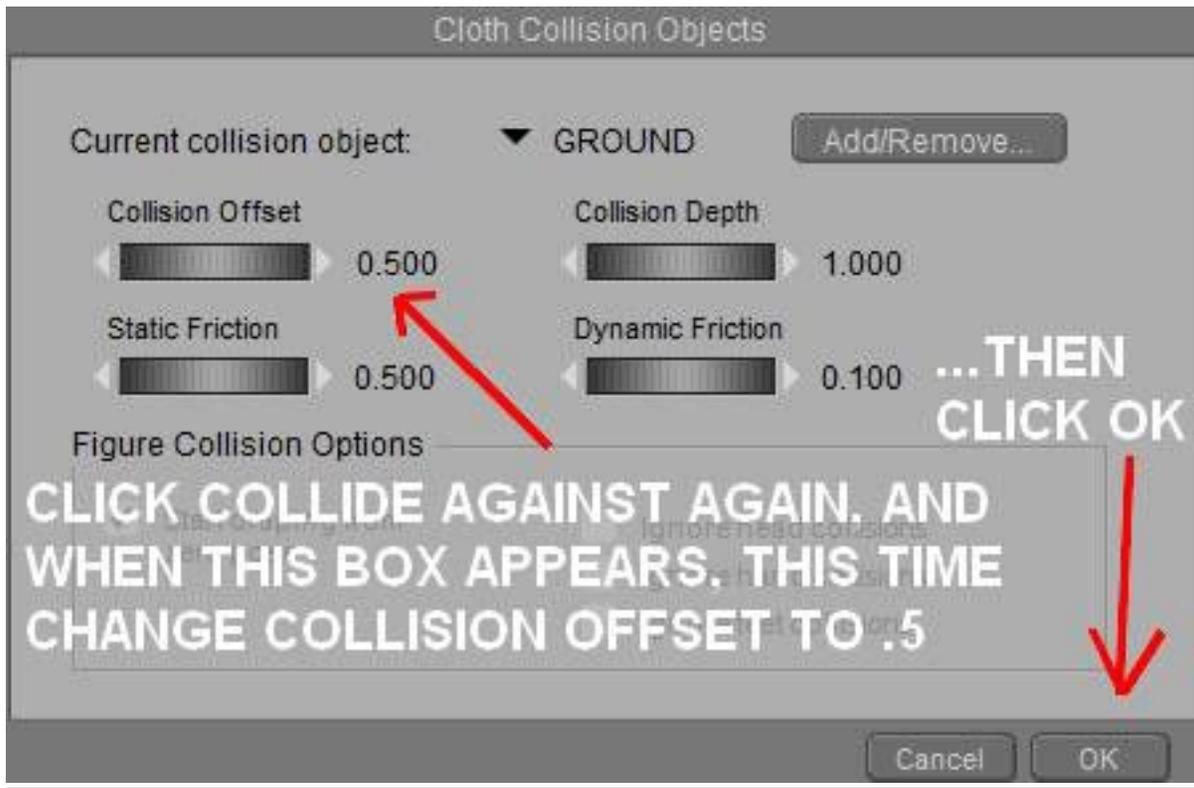
IN FAR RIGHT HAND COLUMN
ADJUST FOLD RESISTANCE

[robe_1]

Calculate Simulation
Play Simulation

Collision Friction ☐

Fold Resistance
◄ ▮▮▮ ► 3.000

Shear Resistance
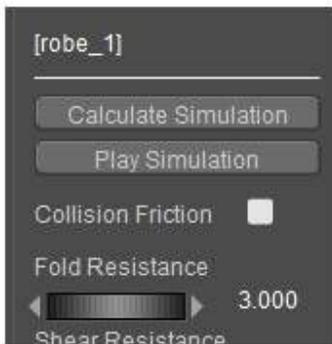
**NEXT, LOWER THE FOLD RESISTANCE
TO 3 OR 4...THE DEFAULT IS 5**

RETURN TO POSE SCREEN

MOVE TO FRAME 15, AND, MAKING SURE THE FIGURE IS SELECTED, APPLY THE DESIRED POSE TO YOUR FIGURE

Frame 00015 of 00030
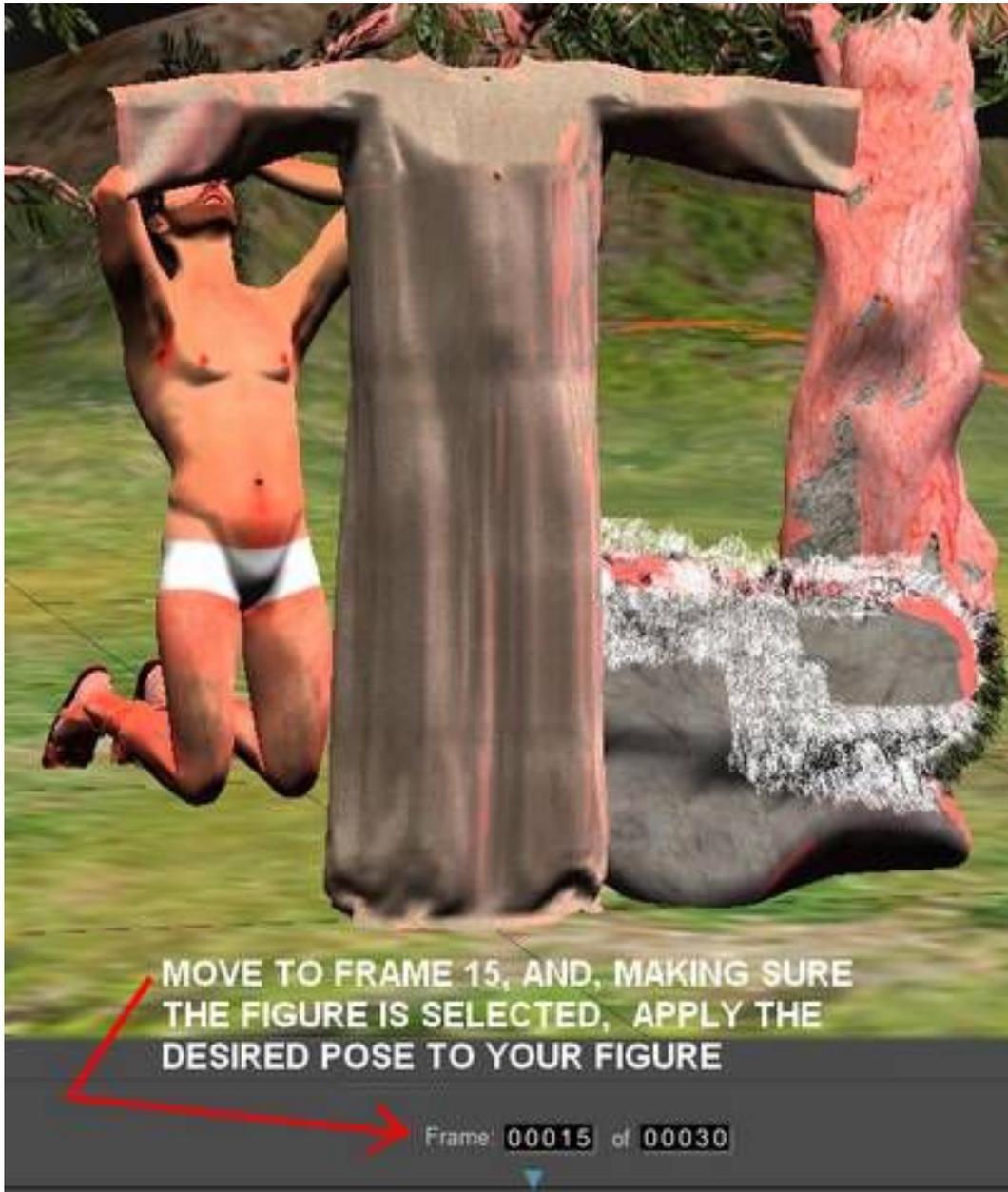
RETURN TO CLOTH ROOM, AND IN THE UPPER RIGHT CORNER, CLICK CALCULATE SIMULATION

4. Dynamics Controls

[robe_1]

Calculate Simulation

AFTER CLICKING CALCULATE SIMULATION, FIGURE AND ROBE WILL SLOWLY BEGIN ASSUMING THE POSE BY FRAME 30

Frame: 00008 of 00030

Frame: 00012 of 00030

Frame: 00030 of 00030
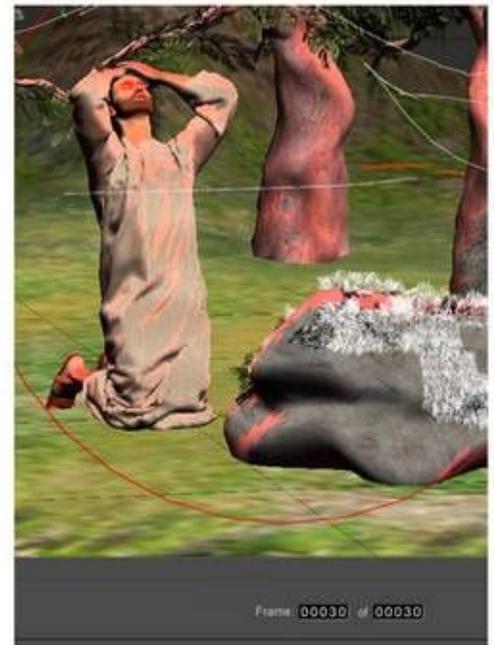
RENDER THE SCENE AT FRAME 30

ENJOY!

~ skylab :)