

Poser: How to deal with dynamic clothes

Note: Basic knowledge of Posers user interface and menu is presumed.

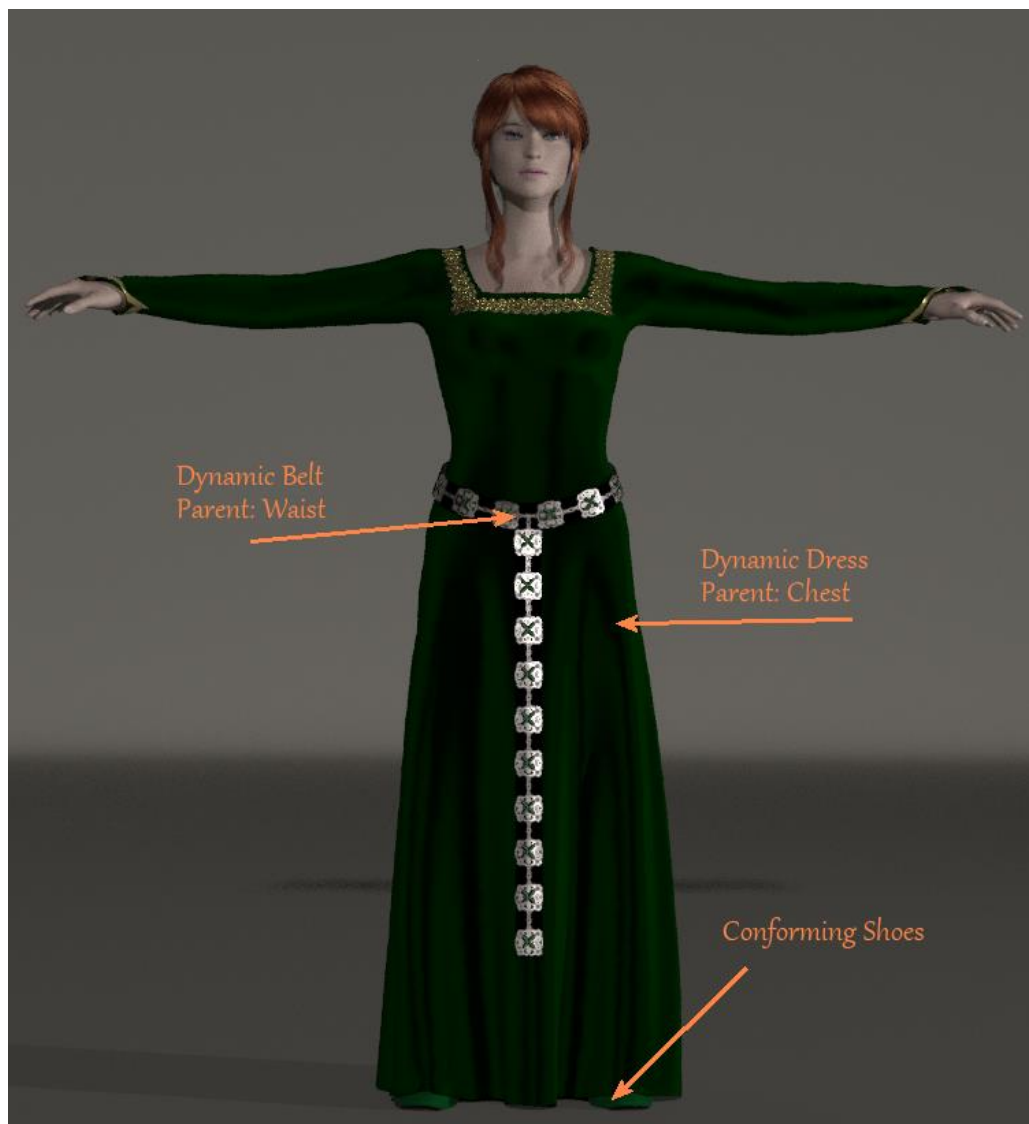
Software: Poser 11 Pro. The non pro version will do, too. If you use Poser below version 11 the Pauline figure will not be available.

We need a character and at least dynamic clothes in a Poser scene.

- Load the character to your scene.
- Deactivate inverse kinematics for both legs.
- Zero the character.
- Load clothes to your scene.
- Parent the clothes to their respective body parts of the figure. Do not check "Inherit bends of parent"!
- If you also loaded conforming clothes, conform them to the figure.

For this how- to dynamic Godwina_Dress, and Godwina_Belt , and conforming Straped_Shoes are used. You can download these items for free from shared CG:

<http://www.sharecg.com/v/84973/gallery/11/Poser/Medieval-Clothes-for-Paul-and-Maura>



Now we pose the figure.

- In the timeline got to frame 30.
- Make sure the character is selected.
- Load a pose to the character.

Well, this looks quite crazy now.

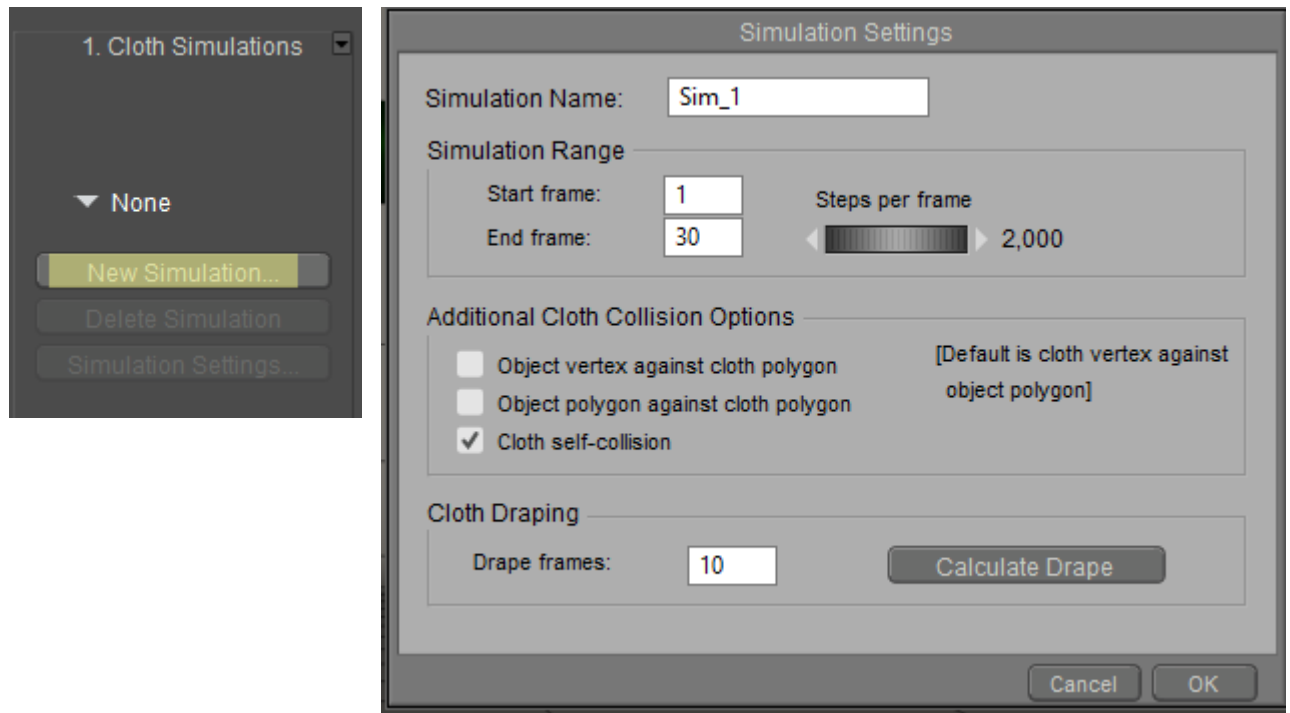


Let's create cloth simulations

Note: Cloth simulations actually do the dynamic part of dynamic clothes. Unfortunately cloth simulations cannot be saved, neither with the clothes nor as a separate file. We must create new cloth simulation for every new scene. The good part is cloth simulations are saved with scenes.

Let's start with the dress.

- Go to frame 1.
- Make sure the dress is selected.
- Go to cloth room.
- Click on "New Simulation" under "1. Cloth Simulations".



- You are advised to give any Cloth Simulation a meaningful name if you have lots of dynamic cloth in your scene. For now we leave it as it is since we work with only two dynamic clothes.
- For our scene leave "Start frame" at 1.
 - Note: If you want to make an animation be sure the character/s in your scene is/are in zero position on frame 1 for drape calculation. Animation calculation should then start at frame 2.
- "End frame" always should correspond to the total number of frames of your scene. 30 is the default number of frames when poser starts a new scene.
- 2.00 is a good value for "Steps per frame". Up to now I've had no reason to change it.
- "Cloth self-collision" always should be active to prevent cloth polygons from poking through each other.
- For simple cloth like this the number of 10 for "Drape frames" will do. With more complex cloth the number of drape frames should be set to a higher value if you don't get satisfying results.
- Click "OK" in the "Simulation Settings" dialogue.

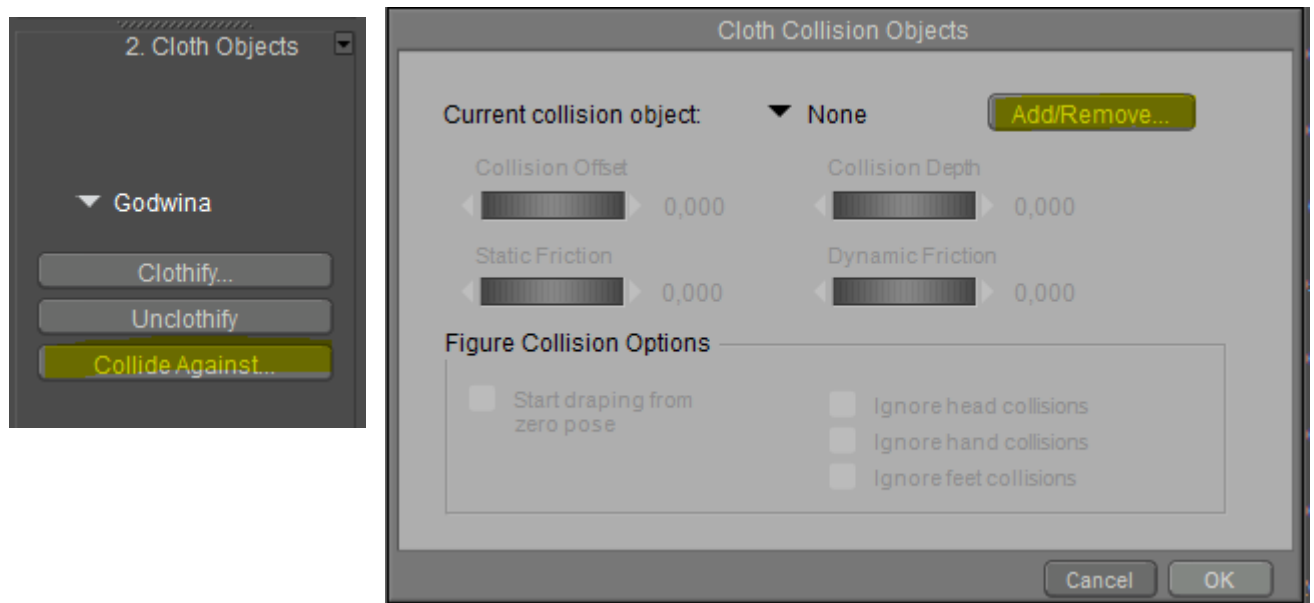
Next we will tell Poser what cloth object to use for this simulation.

- Click “Clothify” under “2. Cloth Objects”
- Click on the drop-down arrow and select the dress from the Props dialogue.

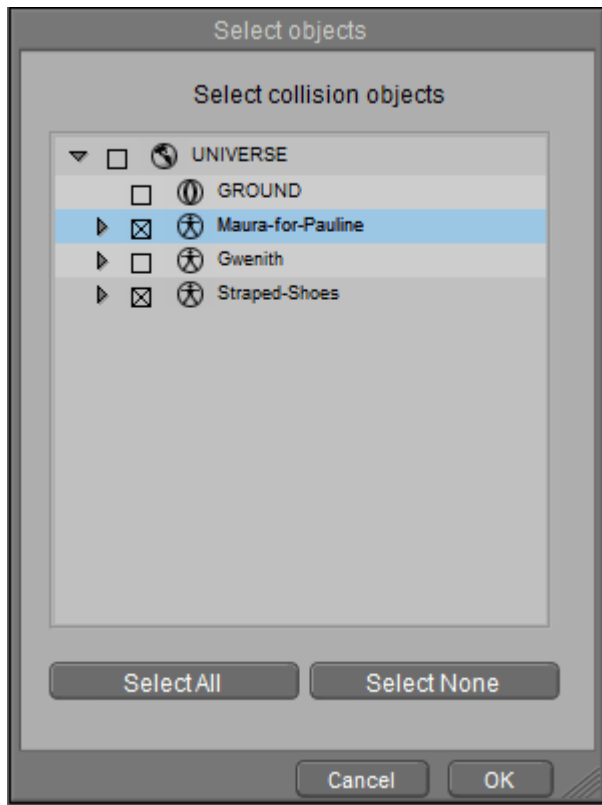


Now we have to tell Poser what character or object/s the dress shall collide with or not.

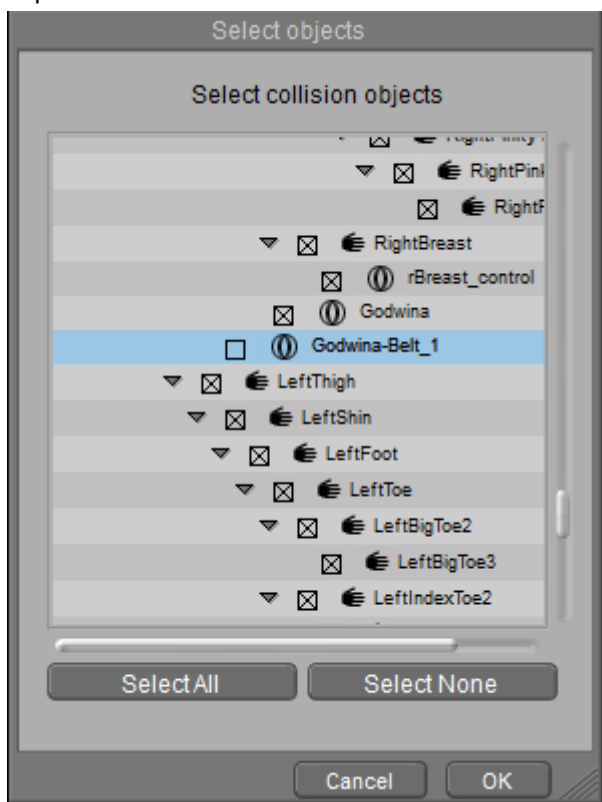
- Click on “Collide Against...”.
- Click “Add/Remove” in the “Cloth Collision Objects” dialogue.



- Collapse all lists and select the character and shoes.

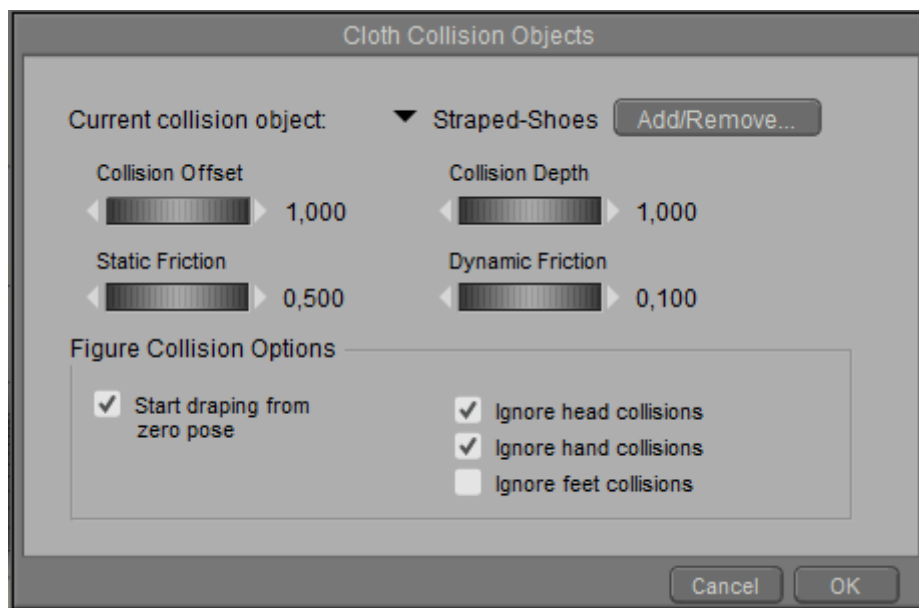
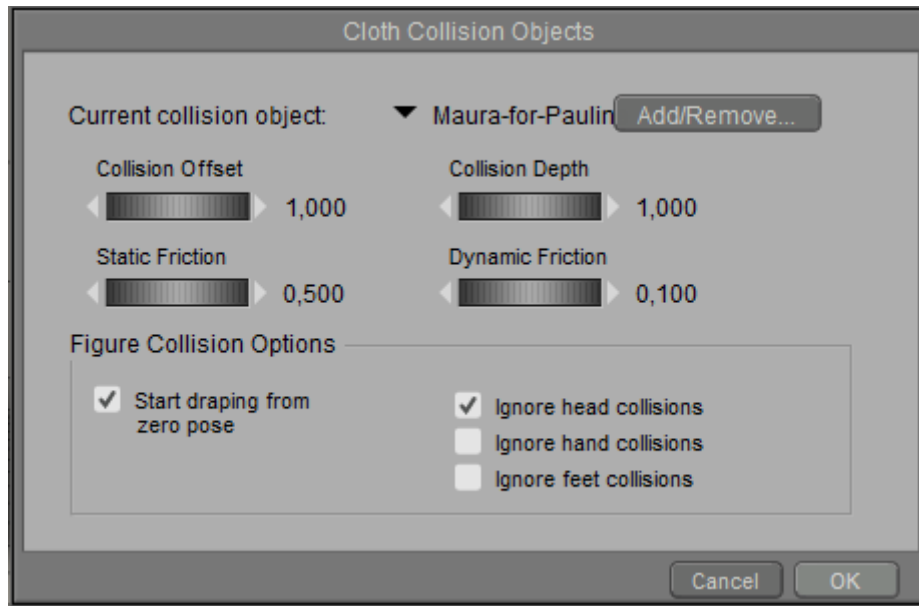


- Expand the character's list. Look for the belt and unselect it.



- Click on "OK".

- Click on the drop-down arrow to choose the Cloth Collision Objects and adjust the settings for each collision object.



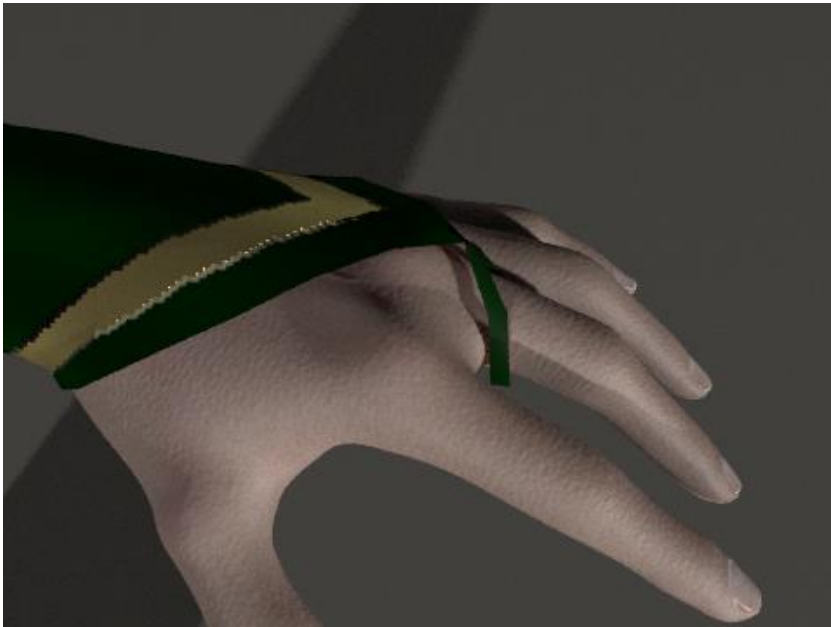
- Click on "OK".

Let's talk about simulation groups.

For the meaning of dynamic, constrained, soft decorated, and rigid decorated group take a look at page 672 of the Poser Reference Manual.

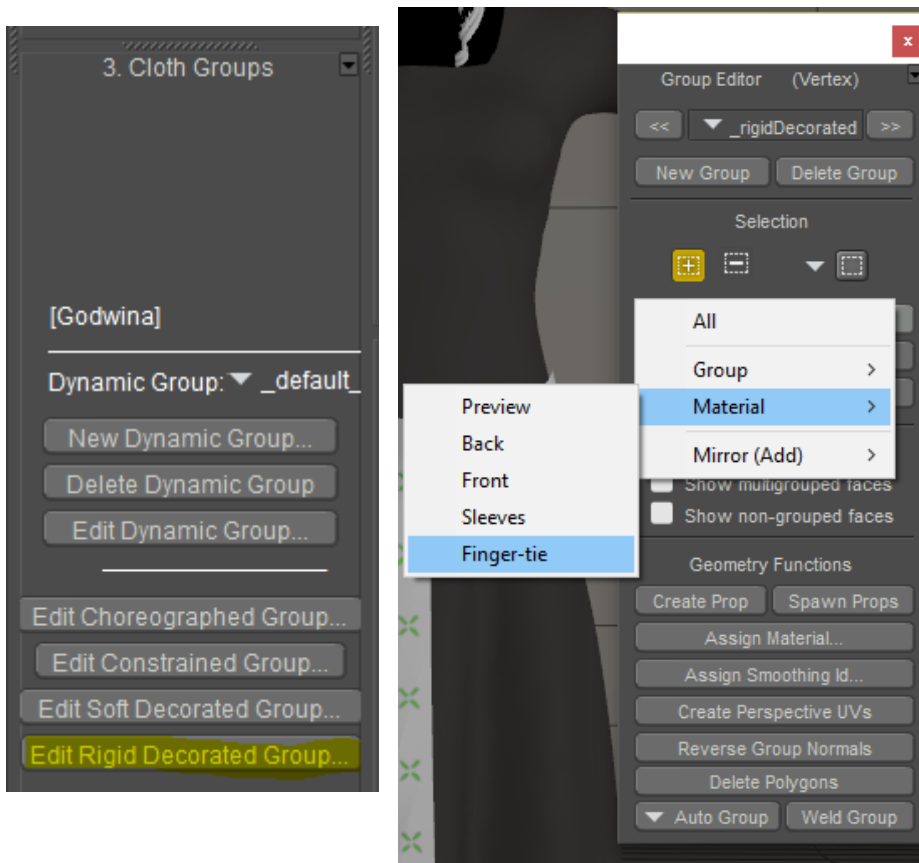
In general each Cloth Simulation has one dynamic group by default which contains the entire Cloth Object. If vertexes of an Cloth object get added to any other group those vertexes automatically get removed from the dynamic group and vice versa. Poser takes care that no vertexes of a Cloth object belongs to more than one simulation group or is part of no group.

The Godwina Dress has nooses at the end of its sleeves which surround the character's middle fingers. In order to keep those nooses around the fingers during dapping and simulation calculation we have to add that nooses to the rigid decorated group.



Let's see how to do that:

- Click on "Edit Rigid Decorated Group" under "3. Cloth Groups".
- In the Group Editor click on "Add" and choose "Material > Finger-tie".



Now both nooses are rigid decorated since only those belong to the separate material named Finger-tie.

With the group editor open the vertexes which belong to the selected group are marked red.

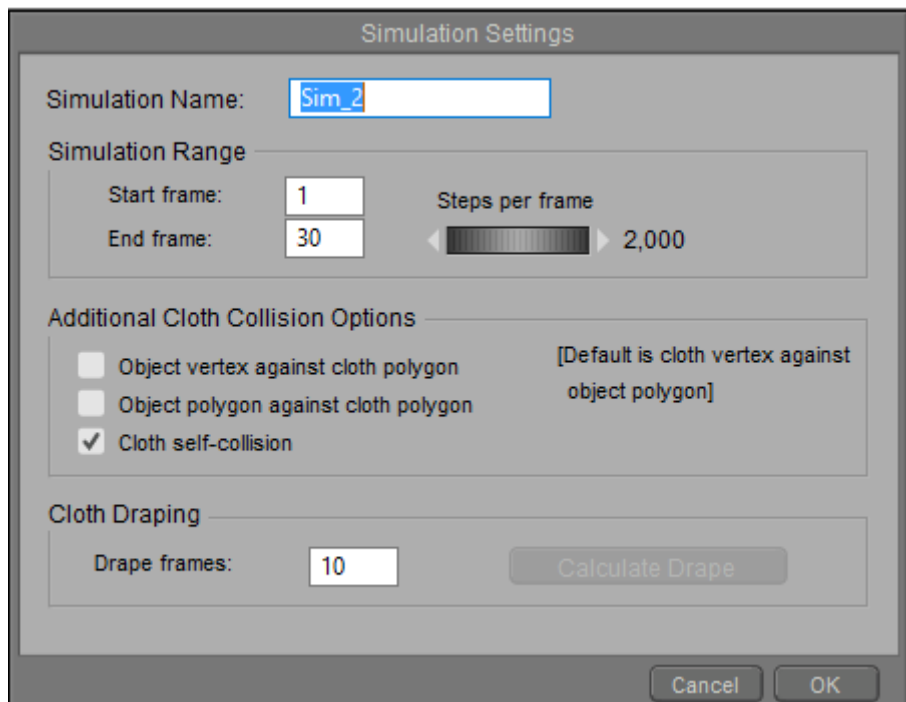


THIS IS A GOOD TIME TO SAVE YOUR PROGRESS!

Next thing to do is to create a Cloth Simulation for the belt.

We still are at frame 1. **Select the belt now.**

- Again click on “New Simulation” under “Cloth Simulations”.
- For Sim_2 use the same settings as for Sim_1.
- Click “OK”.



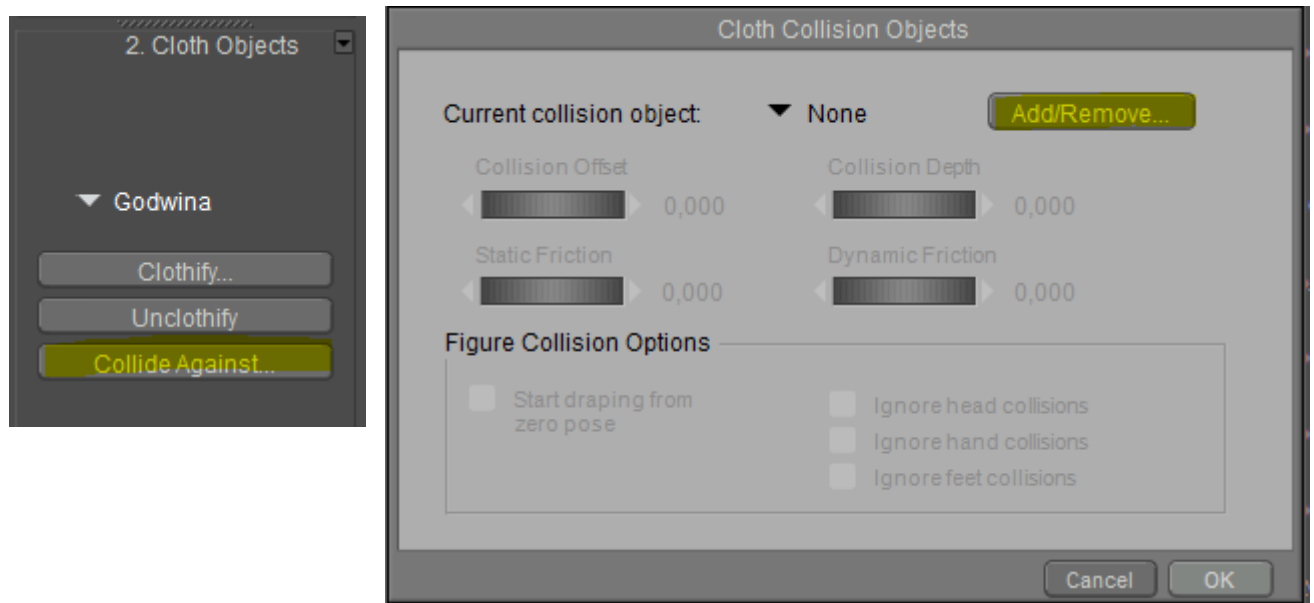
You guess we set the belt's Cloth Object, now.

- Click “Clothify” under “Cloth Objects”.
- Click on the drop-down arrow and select the belt from the Props dialogue.

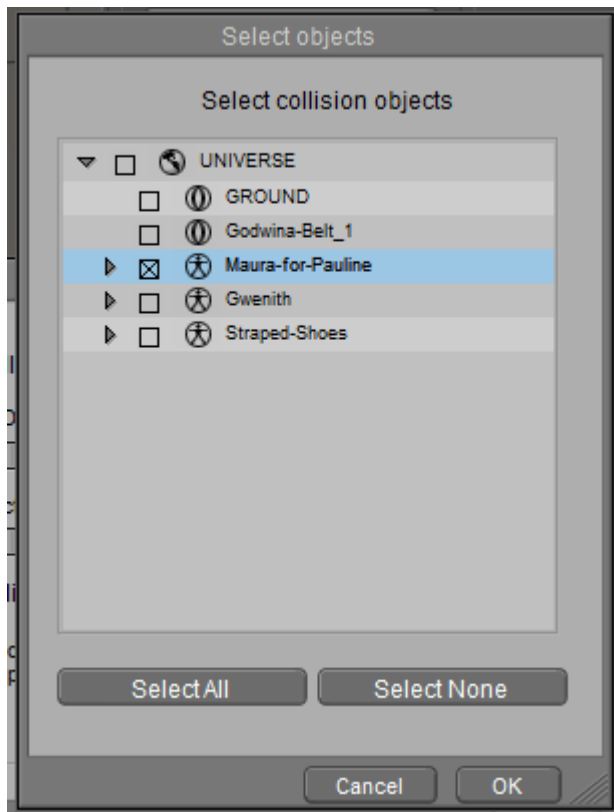


What next? Yes, you are right! Poser must know what character or object the belt shall collide with.

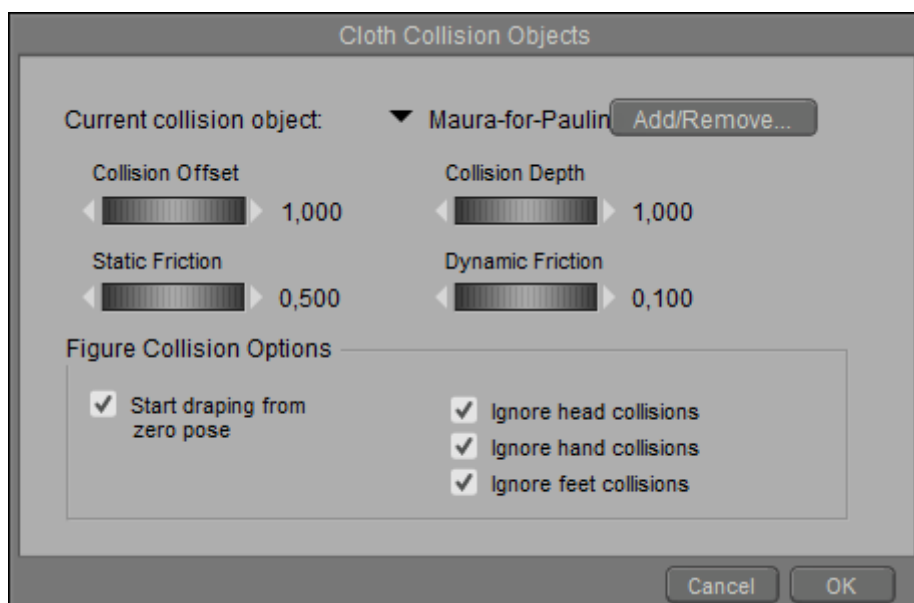
- Click on “Collide Against...”.
- Click “Add/Remove” in the “Cloth Collision Objects” dialogue.



- Collapse all lists and select the character.
- Click “Ok”.

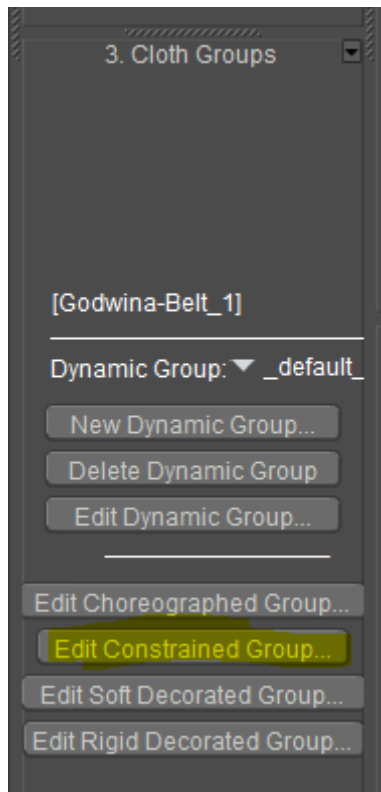


- Adjust Cloth Collision Objects settings.
- Click “OK”.

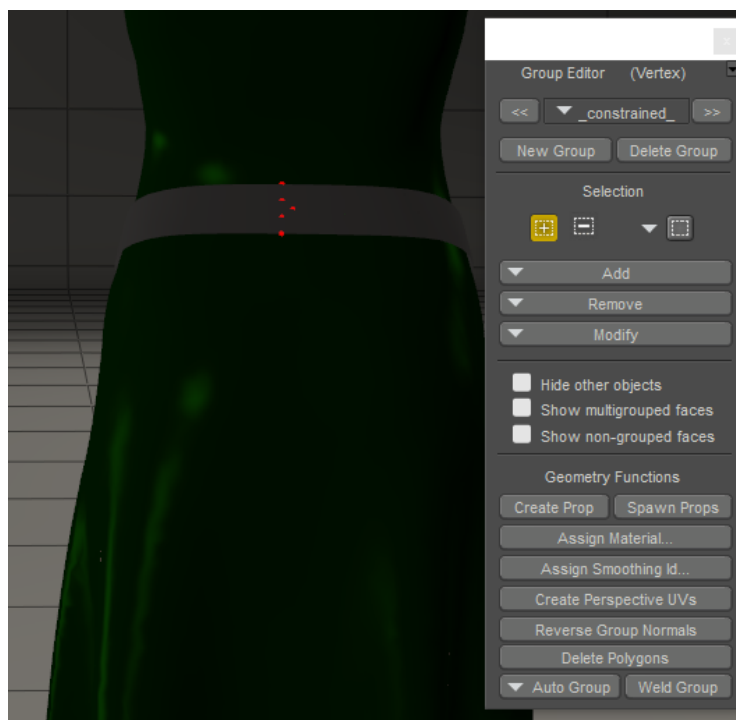


To prevent the belt from falling down to the ground it needs some vertexes in Constrained Group.

Click on “Edit Constrained Group...”.



Select some vertexes of the belt in the middle of the rear side.

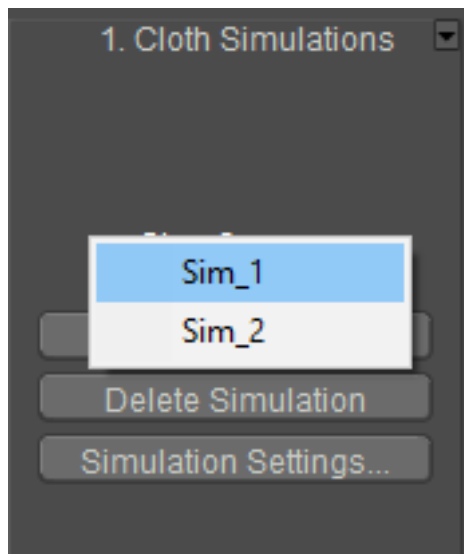


Done!

THIS IS A GOOD TIME TO SAVE YOUR PROGRESS!

Now let Poser calculate the Cloth Simulations. To select a simulation to be calculated click on the drop-down arrow under “1. Cloth Simulations”.

For scenes with overlaying clothes it is wise to start calculation with the top most cloth.



Click on “Calculate Simulation” to calculate the selected simulation.



Important!

Sometimes Poser loses a just calculated cloth simulation. Thus it is wise so save whenever a calculation is done.

This is how the result looks like:



Thank you for your attention.

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