

Smoothing and Collision Detection for Clothing

Learn how to use the Smoothing and Collision detection tools with content for the Genesis figure platform and previous generation figures. In most cases, using smoothing and collision detection will help you fix body poke through issues.

Skills you will learn in this video are...

- Where to find the Smoothing tool.
- Learn the modifier tools to adjust clothing.
- Genesis platform techniques.
- Previous generation(V4)technique to solve poke through.



Video

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<http://docs.daz3d.com/> - Documentation Center

Permanent link:
http://docs.daz3d.com/doku.php/public/software/dazstudio/4/userguide/posing/videos/smoothing_collision/start

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