

The Old Hag Robes

Instructions



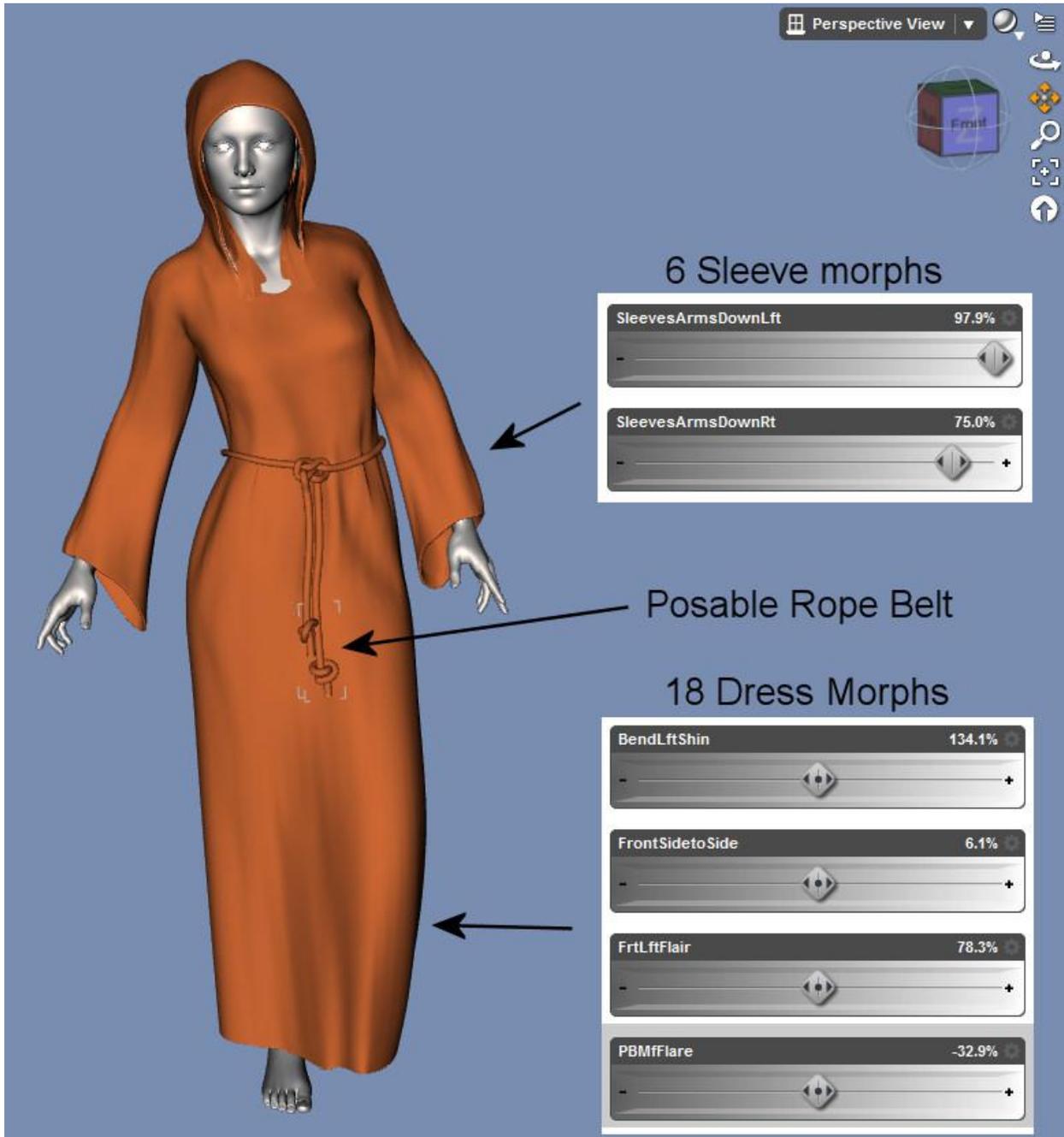
By the3dwizard

Oct 18, 2013

Version 1

There are two versions of the robe. One has the thighs rigged in it (Hooded Robe). This one is good for most standing poses and can be easier and quicker to adjust for some of these poses. The other robe (Hooded Robe MP), has the lower section of the robe rigged to be manually pose-able. This is particularly good for sitting and kneeling poses. I also created some presets for the robe to match some of FF's witch poses and also some of the G2F base poses. Pose presets that end in MP are intended for the Hooded Robe MP and without are for the Hooded Robe.

So let's review the basics of the robe. First both versions of the robe have a rope belt that is fully pose-able from the knot down.



There are 6 morphs on the sleeves to help with getting a more realistic look when the arms are posed down. There are 18 morphs on the dress section of the Hooded Robe and 21 morphs on the Hooded Robe MP to help with posing the lower section.

Hooded Robe Instructions

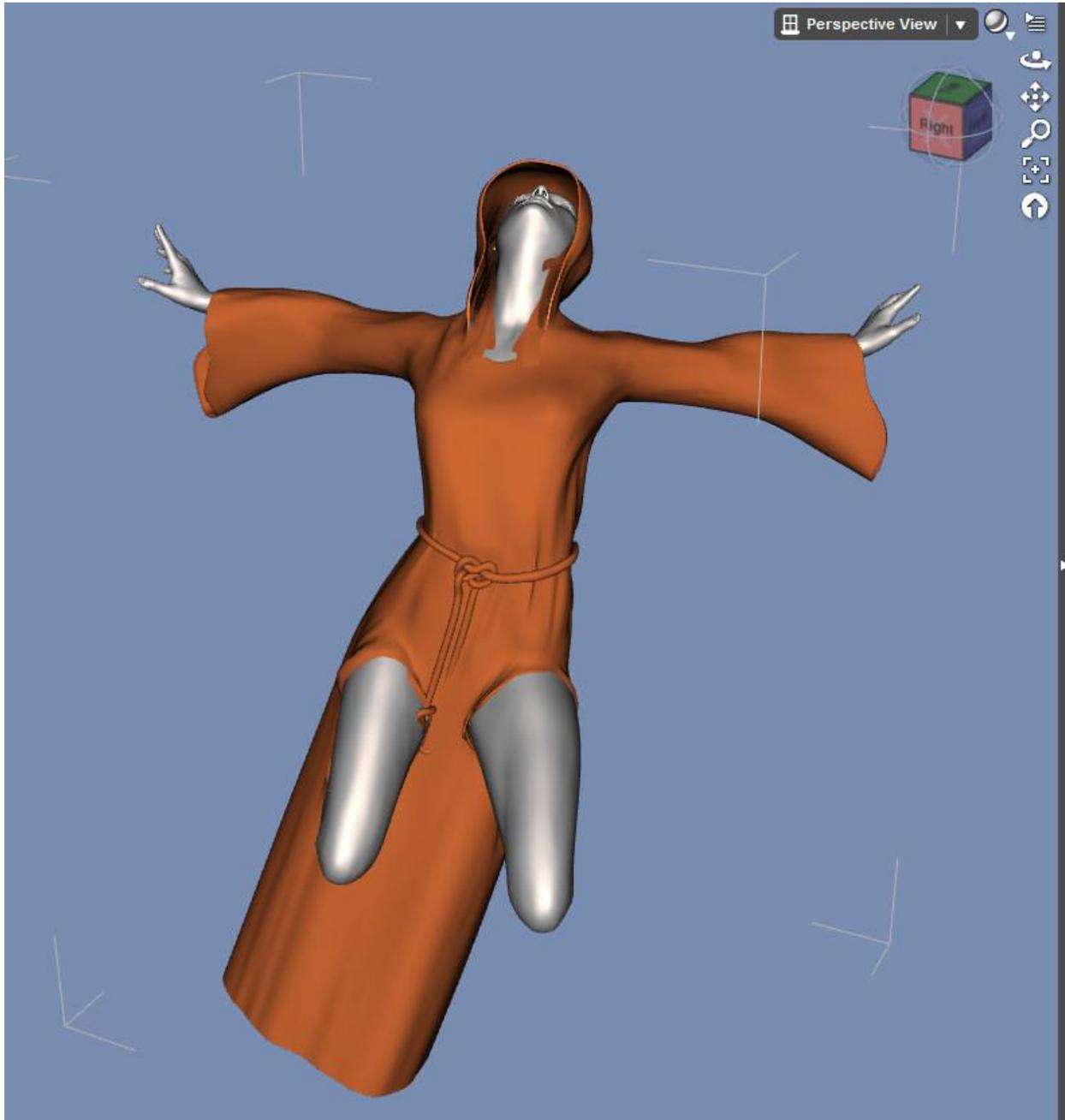
The picture below show the Hooded Robe conformed to the Genesis 2 Female. As you can see in the before image there is some poke-through on the lower section of the legs. With applying a few of the adjustment morphs this is easily corrected. Also some of the sleeve morphs are applied to create a more natural look.



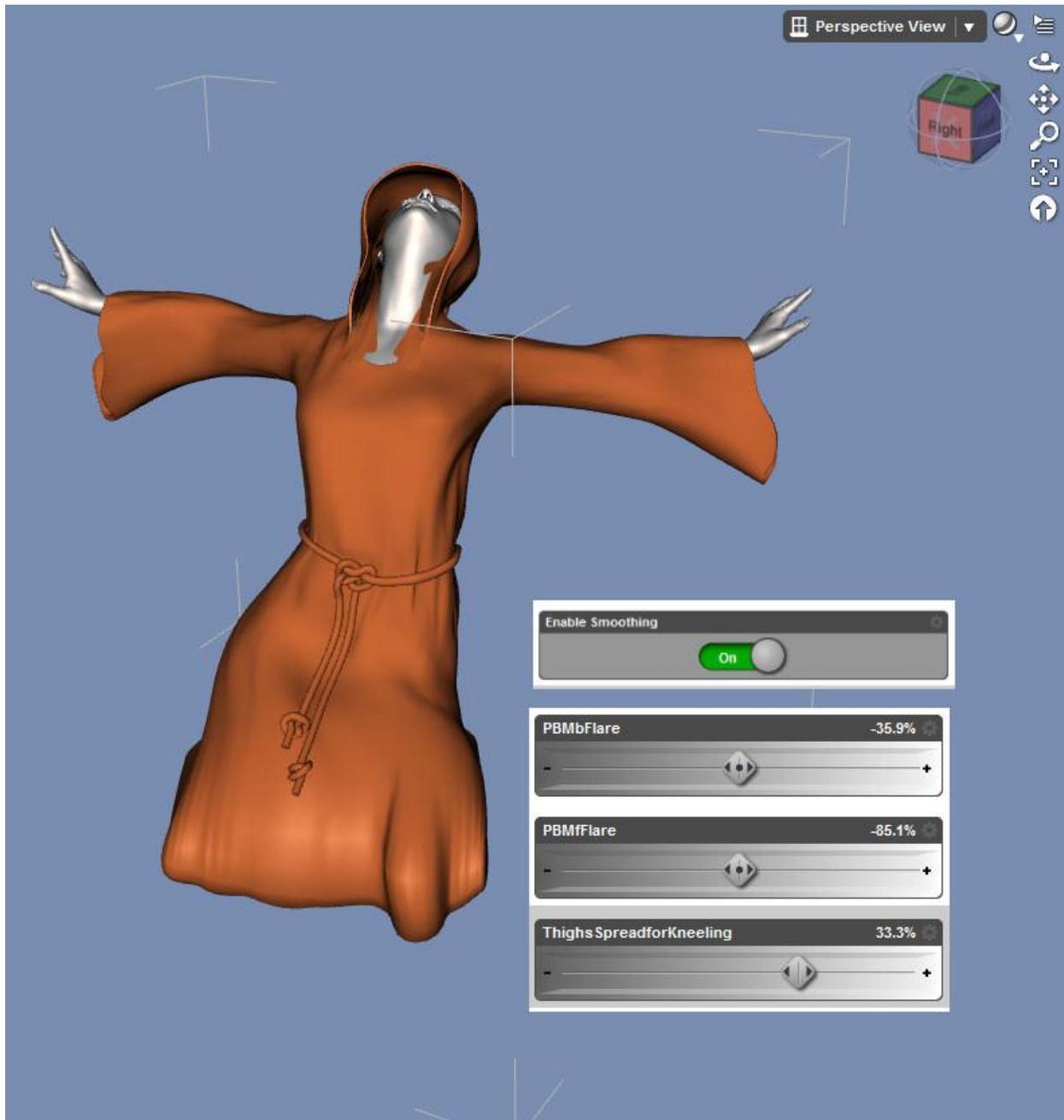
Hooded Robe MP Instructions

The Hooded Robe MP is better for certain poses, particularly sitting or kneeling poses such as the one below. There are two pose-able sections on the lower part of the robe. They roughly correspond to the thigh and shin areas.

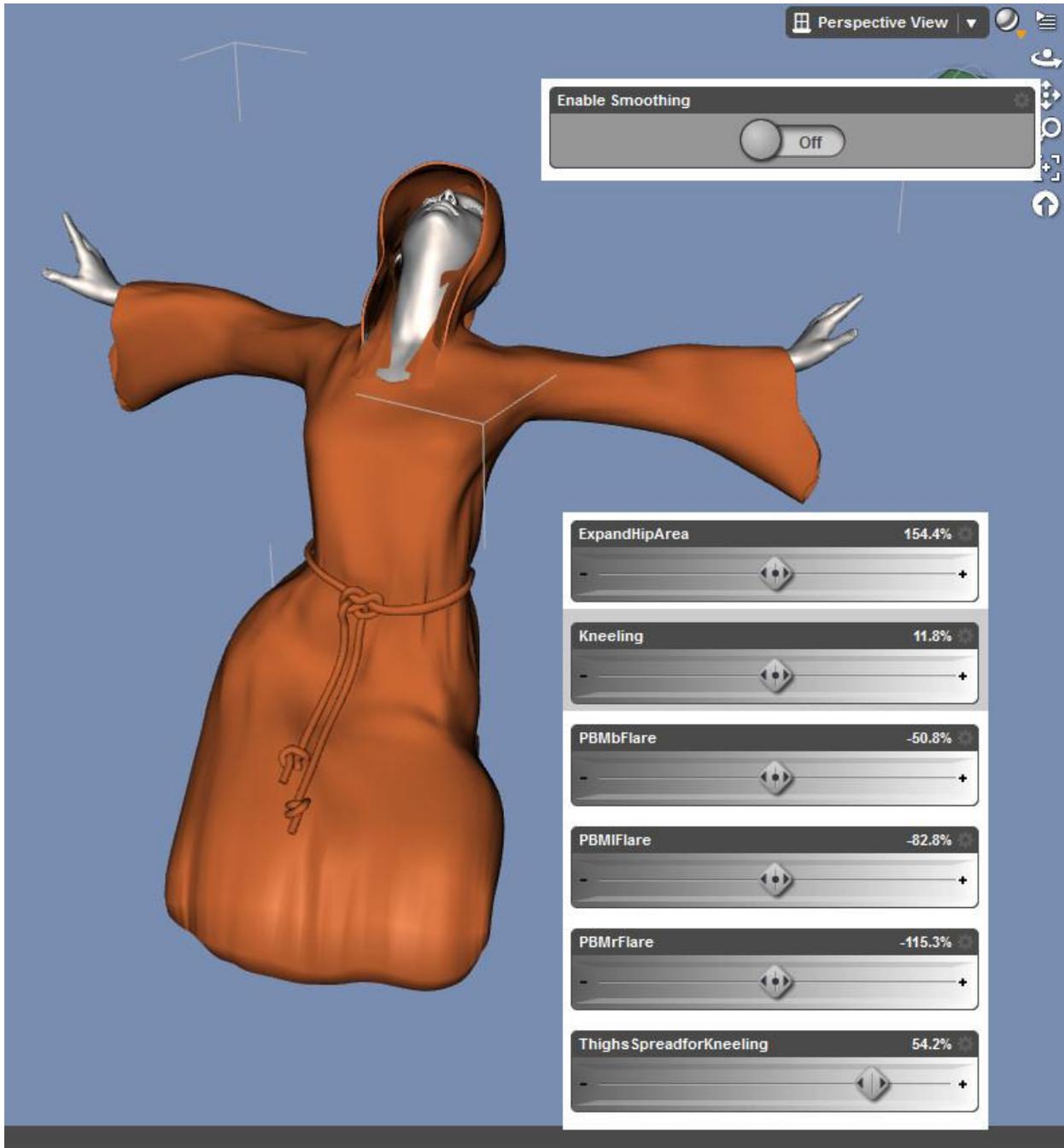
First thing to do is select each section and pose it so that it covers most of the legs. Normally you want to start with the middle section which corresponds to the thighs. Once this is posed then select the bottom section and pose it to cover the shins.



After posing the different sections additional coverage can be achieved by using the adjustment morphs.



By default mesh smoothing is turned on both of the robes. For some poses you can try turning off mesh smoothing and then using the adjustment morphs to get a slightly different look. However, with some poses you may still get poke-through and hence may need to have mesh smoothing turned on.



Additional Tips

With kneeling poses you can use some of the morphs like Kneeling, PBMBFlare and PBMfFlare to create a more natural look by reducing some of the puffing and laying the robe closer to the legs.

A special morph, ThighsSpreadforKneeling, is included for use with kneeling poses where the thighs are slightly spread apart.

If you want to remove the belt it can be hidden. There is also a NoBelt morph to remove the indentation and creases.