

Tied Up!
Genesis 2
Manual

By Sickleyield

Table of Contents

Introduction.....	3
Chapter 1: Finding And Loading The Product.....	4
Chapter 2: Posing With The Chair.....	6
Chapter 3: Posing With The Post.....	8
Chapter 4: Use With Other Poses.....	9
Chapter 5: The Superposing Rope Props.....	10
Chapter 6: The Shaders And Materials.....	11

Introduction

Thank you for purchasing Tied Up! for Genesis 2. This manual is intended to help you get the very best results with your new product. If you've just installed it and aren't sure how to get started, or how to do a particular thing, this manual is here to help. Read on!

The current version as of this manual's writing is DAZ Studio 4.6.2, and directions were written for this version, but they should be relevant in most versions after 4.5.

Chapter 1: Finding And Loading The Product

You can find this product in your DAZ Studio library under **Props/SickleYield/TiedUp!**.

This might seem like a big list of items, and it is. To help you, the chair and pole props are at the end of the list, and the items that actually conform are labeled with “conformer” in their icons. Everything else is a prop or smartprop. Here is a brief tour of all of the items in the main folder.

- **SYArmsBackRopesG2.duf:**

These ropes are for the “Hands in Back” poses found in the Poses folders as well as the “Chair” poses. They smartprop to the Abdomen 2 bone.

- **SYArmsFwdRopesG2.duf:**

These ropes are for the “Hands in Front” poses. They smartprop to the Abdomen 2 bone.

- **SYCFootRopesLG2.duf** and **SYCFootRopesRG2.duf:**

These are the left and right foot conformers. The foot conformers are unisex. They cover more of the foot while the smartprop foot ropes piece is at the ankle level.

- **SYCHandRopesLG2F** and **SYCHandRopesRG2F:**

These are the left and right hand conformers for G2F. They cover more of the hand where the smartprop hand ropes are in the wrist area.

- **SYCHandRopesLG2M** and **SYCHandRopesRG2M:**

These are the left and right hand conformers for G2M.

- **SYFaceGagG2.duf:**

This is the unisex face gag conformer.

- **SYFootRopesG2.duf:**

This is the unisex smartprop rope for the ankle area of both G2F and G2M. It smartprops to the right ankle.

- **SYHandRopesG2.duf:**

This is the unisex smartprop rope for the wrist area of both G2F and G2M. It smartprops to the right hand.

- **SYPostRopesG2.duf:**

This is the unisex rope smartprop for the “Post” poses from the pose folder. It smartprops to the chest.

- **SYRopeForTwoG2.duf:**

This is the unisex rope prop for tying two characters back to back in the “chair” poses. It smartprops to the chest of whichever character is selected when it is clicked.

- **SYTiedUpChair.duf:**

This is the chair prop.

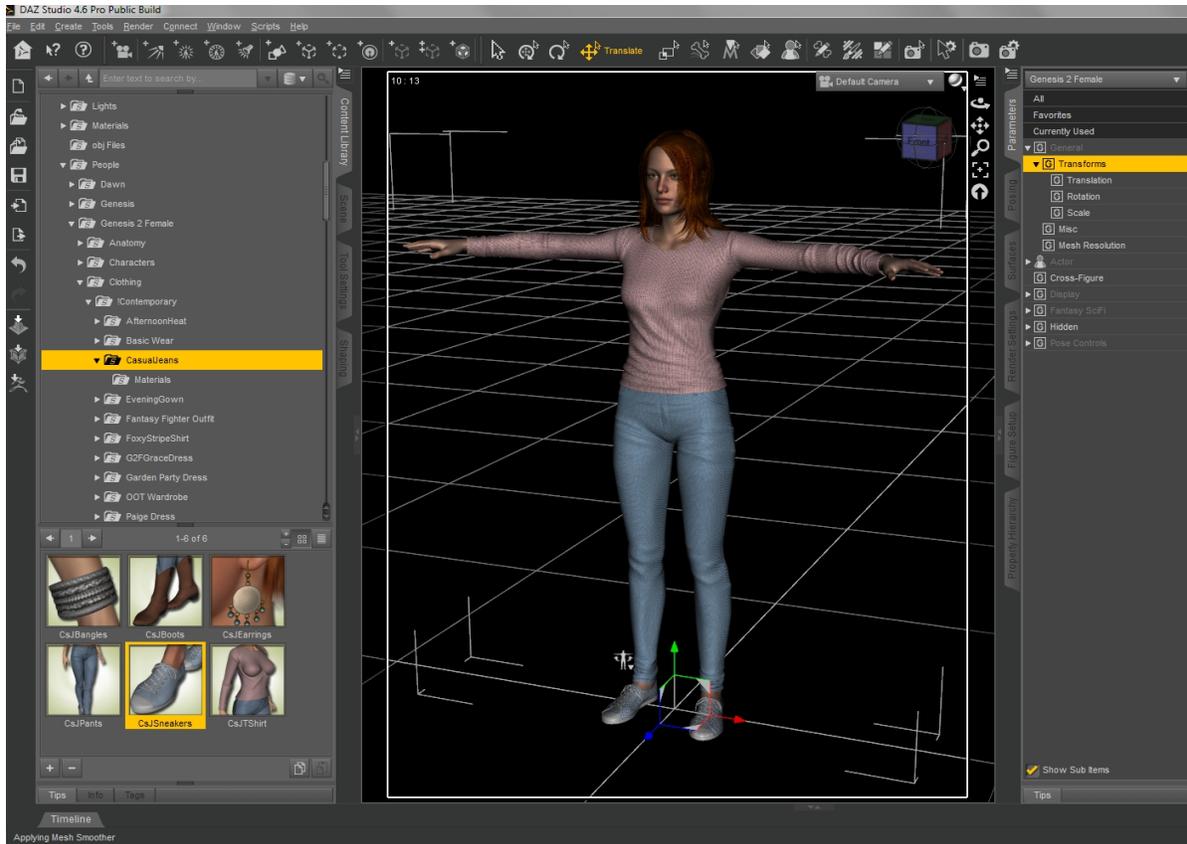
- **SYTiedUpPost.duf:**
This is the post prop.
- **SYTiedUpRopeLong.duf:**
This is the longer superposing rope prop.
- **SYTiedUpRopeShort.duf:**
This is the short superposing rope prop.

Chapter 2: Posing With The Chair

There are many different poses with which you can use the ropes in this set, but some are included to help get you started. These are found in the **TiedUp!/Poses/G2F** and **TiedUp!/Poses/G2M** folders.

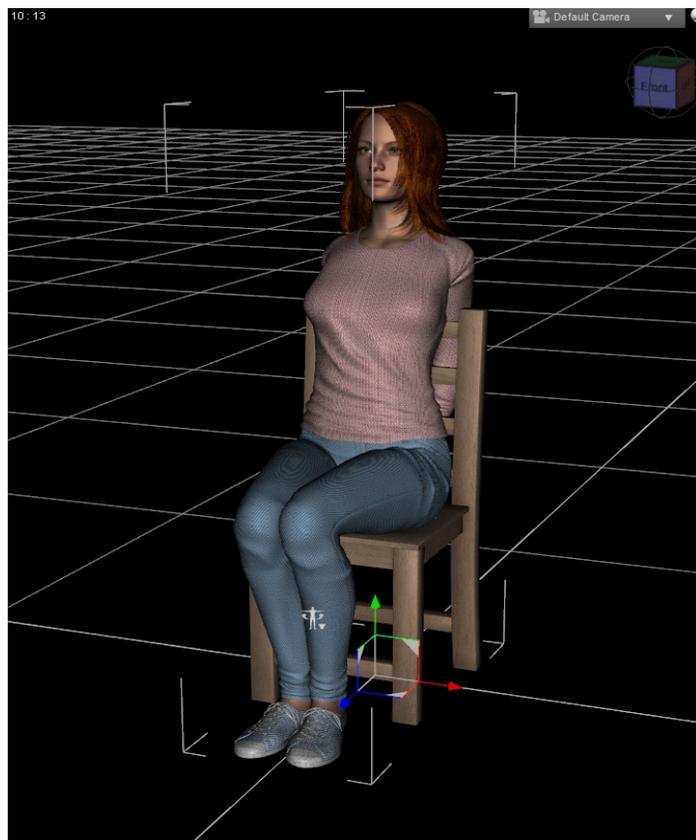
Let's start with the example of the Chair Pose.

First, load a G2F or G2M. Apply your texture, character morphs, and clothing first thing, so that you will only have to adjust props once. You can do hair now or later, it's up to you. G2F is shown.



Load the chair from the library.

Select G2F or G2M. Go to the Poses/etc. folder and click on Chair Pose etc. Now the figure should be posed in the chair. Adjust the scale of the chair and/or its position and the G2 figure's position if needed (generally on very large or small character morphs).



Now, for easier positioning in your scene, it is recommended that you right-click on the chair and choose Change Parent. Navigate to Genesis 2 Female or Male in the popup that appears and click on the main figure node, then Accept. Now the chair will move around the scene as you move G2 around the scene. (G2 cannot be parented to other items without errors at the present time.)

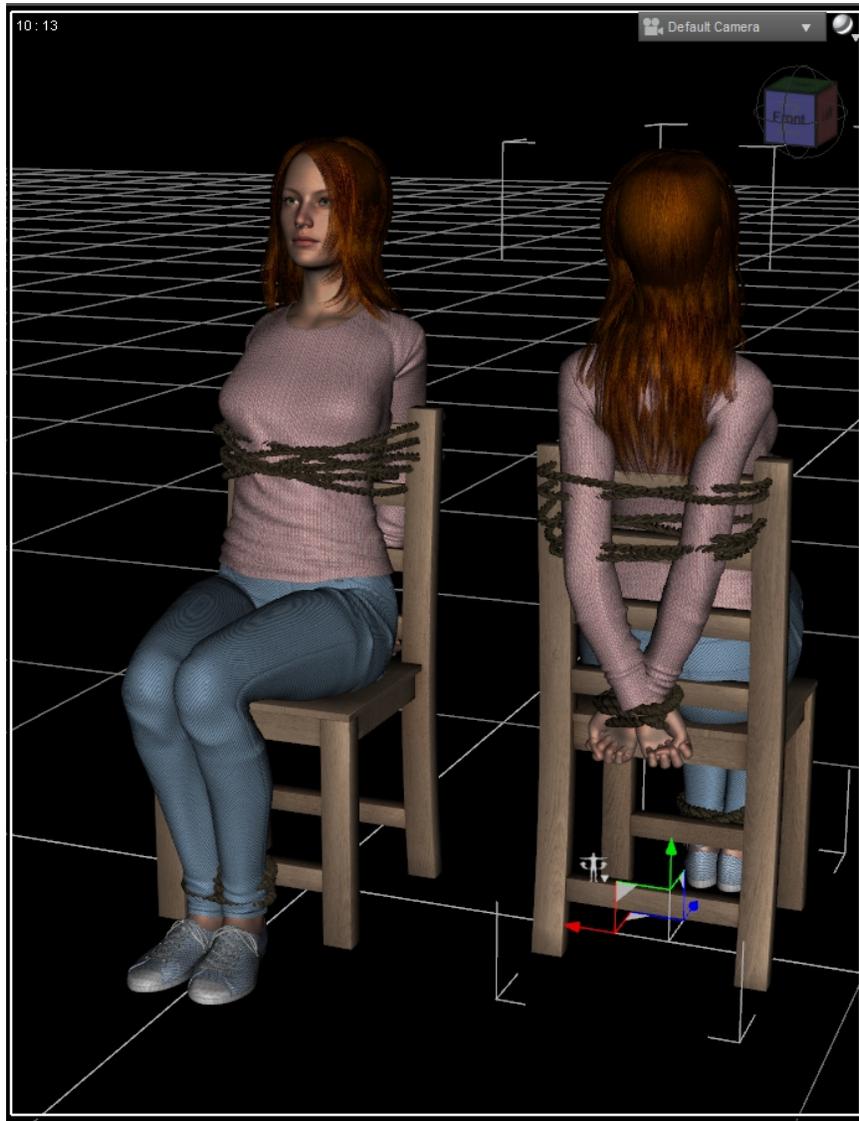
Select the G2 figure again. Now, not all of the props included are relevant with the chair. You can use the Face Gag and the Hand and Foot conformers with anything, of course, so go ahead and add those first if you want to use them. Conform them to the G2 figure. They will autoconform well to just about any morph.

Your other best options with the chair pose are:

- The Arms Back ropes prop (SYArmsBackRopesG2.duf)
- The Foot Ropes prop (SYFootRopesG2.duf)
- The Hand Ropes prop (SYHandRopesG2.duf)
- The Rope For Two, if you want to have two figures tied up back to back (SYRopeForTwoG2.duf)

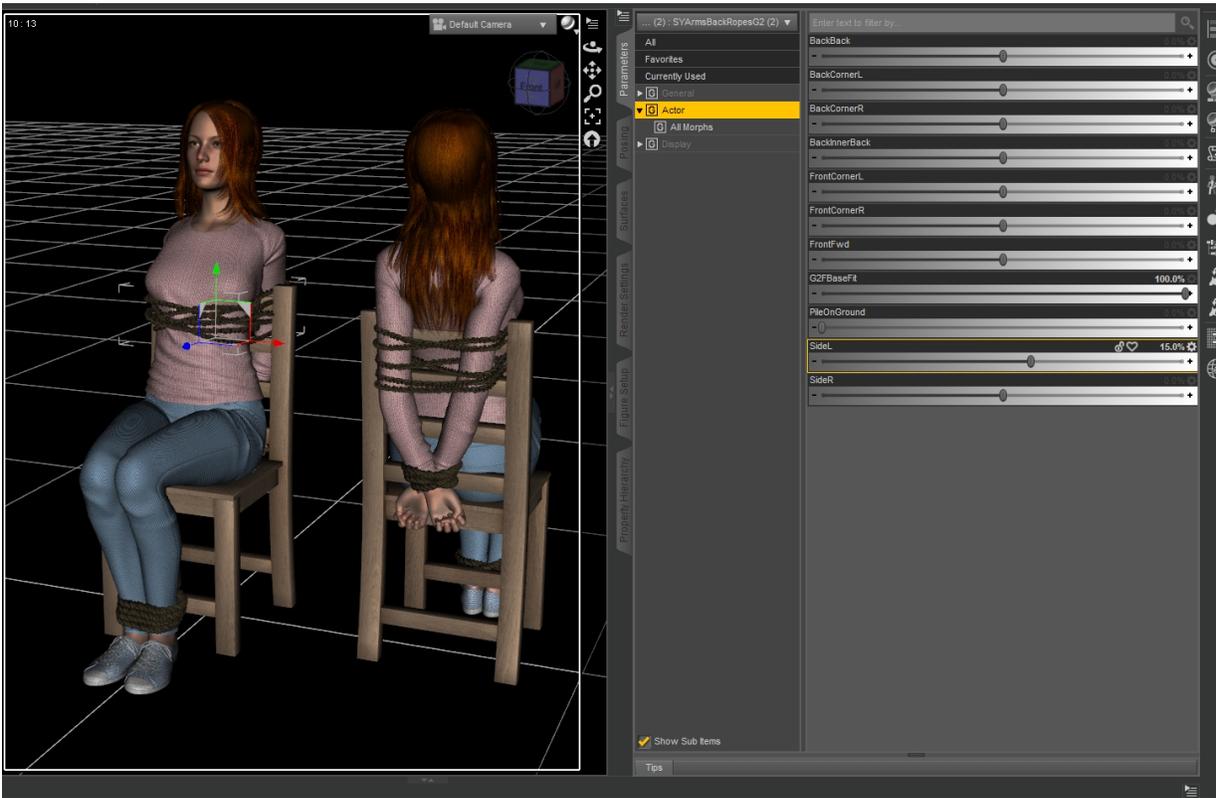
If you load any or all with the G2 figure selected, they will load smartpropped to the figure.

As you can see, they will clip or disappear into clothing before they are adjusted.

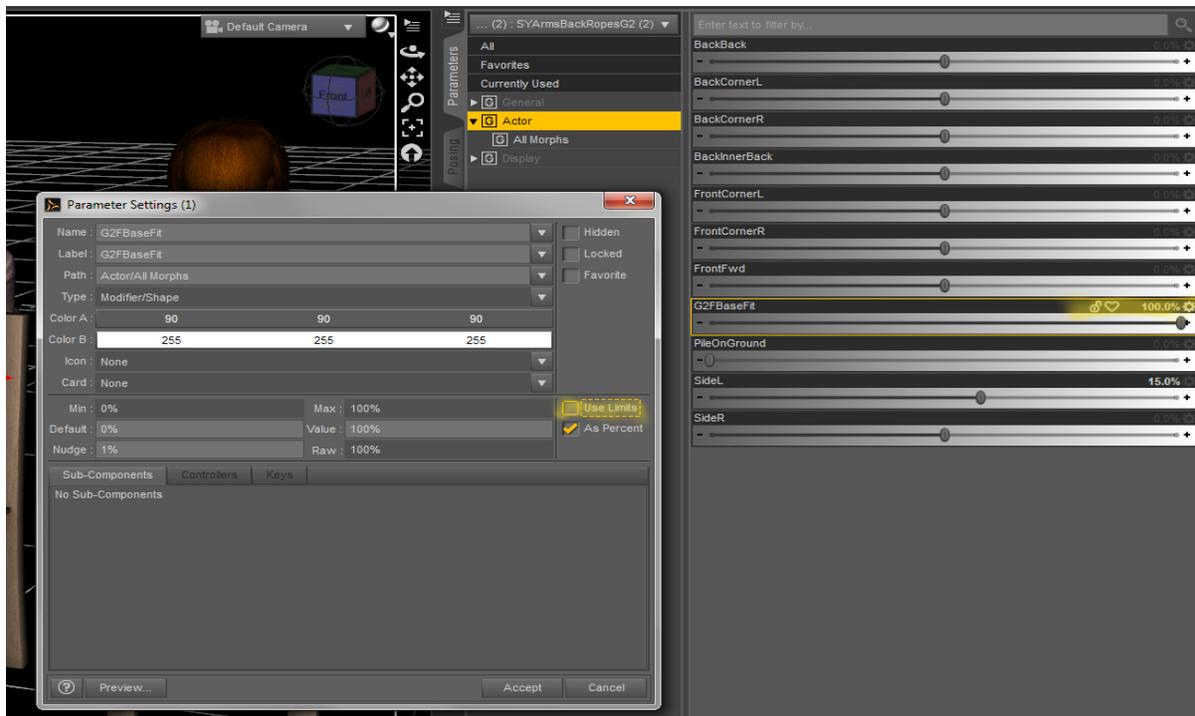


This is why they are offered as smart props and also have adjustment morphs. Where it's just a question of scale, use the X, Y and Z scale options in the Parameters tab to adjust them. The Parameters tab can be created in Window/Panes(Tabs) if you do not have one.

Now, it may be that you need to adjust the proportion of one part of the rope prop to another. In this case, use the morphs under the Actor/All Morphs heading in each item to do this. This can be found in Parameters or in the Shaping Tab if you prefer to use Shaping.

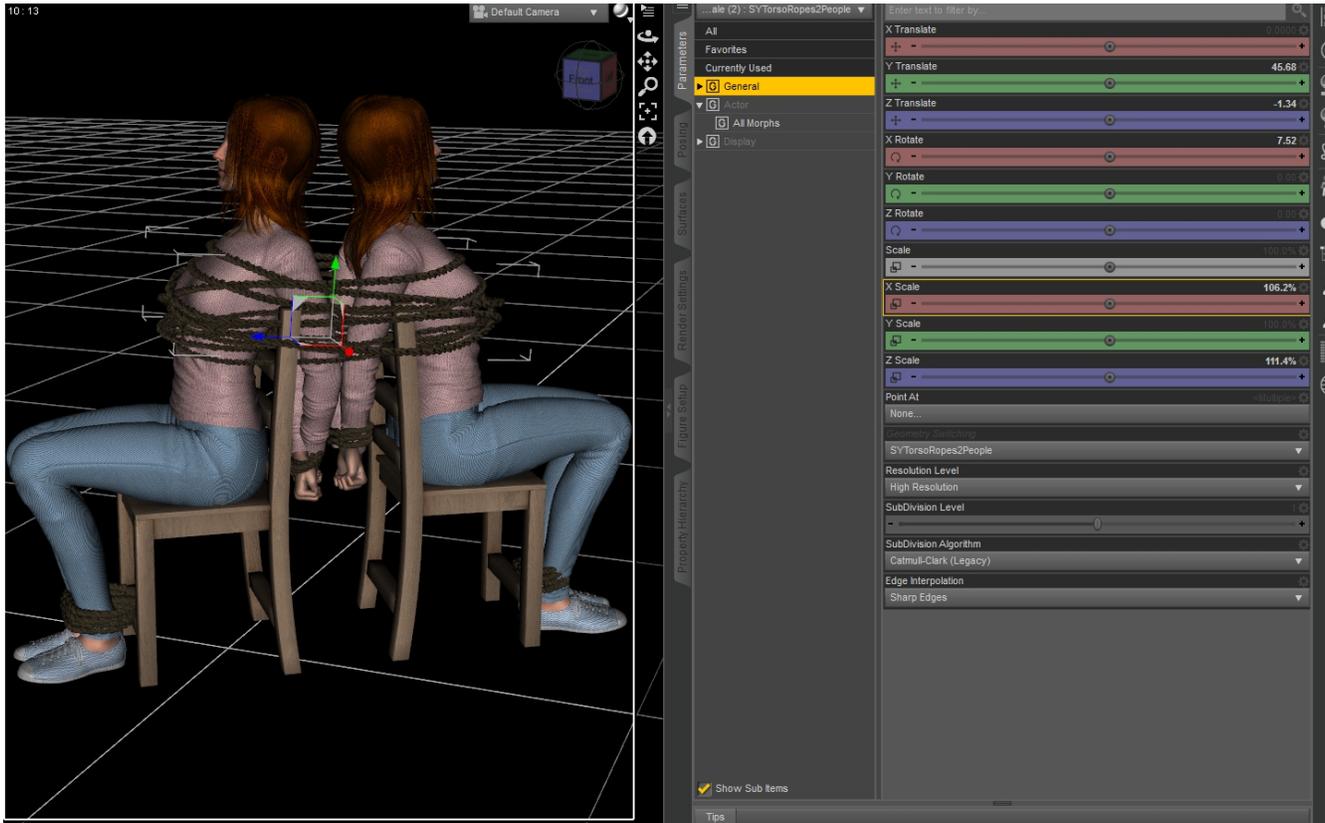


When using Genesis 2 Female, as in these pics, you will definitely want to use the G2FBaseFit morph to fit around the female chest. If your G2F character is especially petite, you may want to turn off limits and dial this morph higher than 100% to fit better. You can do this by clicking on the small gear icon next to the morph in Parameters and unchecking the “Use Limits” box, as shown.



Now the ropes are parented and adjusted on the posed character, and it is ready to be used in your scene. When you change the pose more you will need to make more adjustments, but that can certainly be done; with a little practice you can load, parent and fix up ropes in a given scene very quickly and easily.

The Rope For Two (SYRopeForTwoG2.duf) is intended for use with two characters back to back. To use it, repeat the above procedure with a second character, then place the characters with all their smartprops back to back.



Select one and then click on the SYRopeForTwoG2.duf to load it from the library. Proceed with morphing and adjustment. Notice that there are separate G2F fits for the front and back so you can mix the genders of characters posed in this way, and the Lower morphs for characters of different heights.

Chapter 3: Posing With The Post

Let's continue with the example of the Post Pose.

First, load a G2F or G2M. Apply your texture, character morphs, and clothing first thing, so that you will only have to adjust props once. You can do hair now or later, it's up to you. G2M is shown.



Load the post from the library.

Select G2F or G2M. Go to the Poses/etc. folder and click on Post Pose etc. Now the figure should be posed in front of the post. Adjust the scale of the chair and/or its position and the G2 figure's position if needed (generally on very large or small character morphs). A Freak 5 for G2M character is used to demonstrate that the props can be used with large characters.



Now, for easier positioning in your scene, it is recommended that you right-click on the post and choose Change Parent. Navigate to Genesis 2 Female or Male in the popup that appears and click on the main figure node, then Accept. Now the post will move around the scene as you move G2 around the scene. (G2 cannot be parented to other items without errors at the present time.)

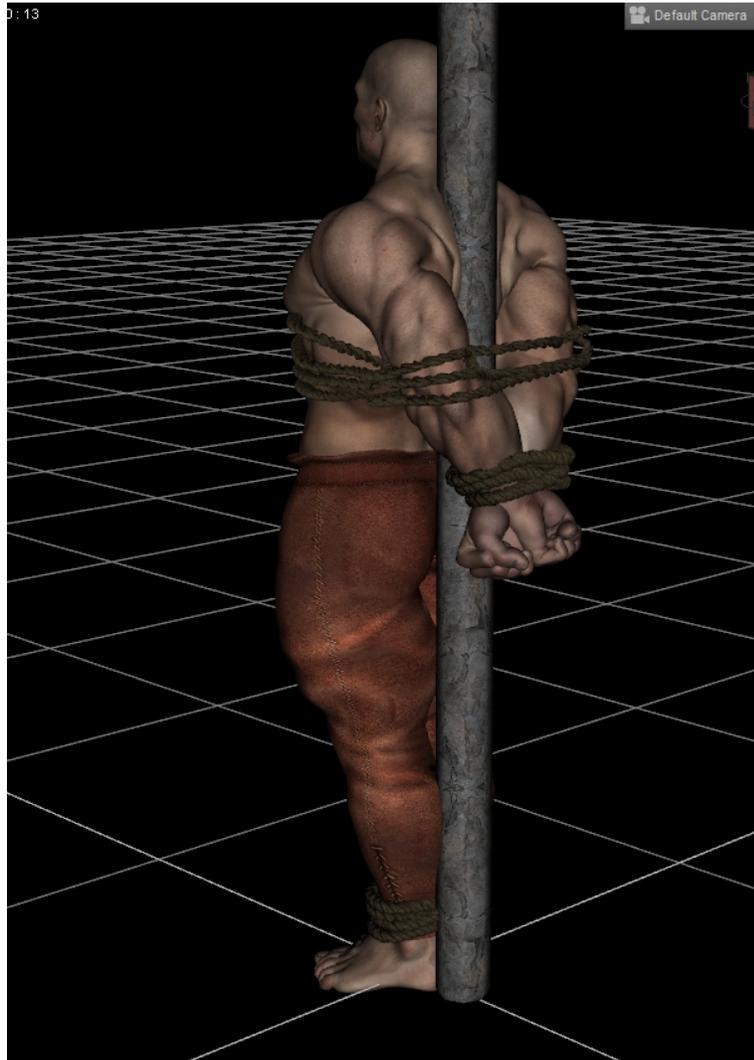
Now select G2. The ropes that are relevant to this pose, other than the conformers that can work with everything, are:

- The Foot Ropes prop: SYFootRopesG2.duf
- The Hand Ropes prop: SYHandRopesG2.duf
- The Post Ropes prop: SYPostRopesG2.duf

Loading these with the figure selected will cause them to load smartpropped to the figure. Now it's time to adjust them to fit. This character is wearing less clothing, so they mainly need to be scaled up to fit the figure using the Scale controls in the Parameters tab. If you don't have a Parameters tab, you can create one in Window/Panes (Tabs).

In areas where the proportion of the ropes needs to be changed, use the morphs found in Actor/All Morphs in either Parameters or the Shaping tab. Since this is a male, we don't need the G2FBaseFit morphs, just some adjustors to compensate for the proportions of Freak 5's thicker trunk and limbs.

And there you have it. The figure is ready to be moved around your scene and rendered with all pieces properly loaded, parented and adjusted.



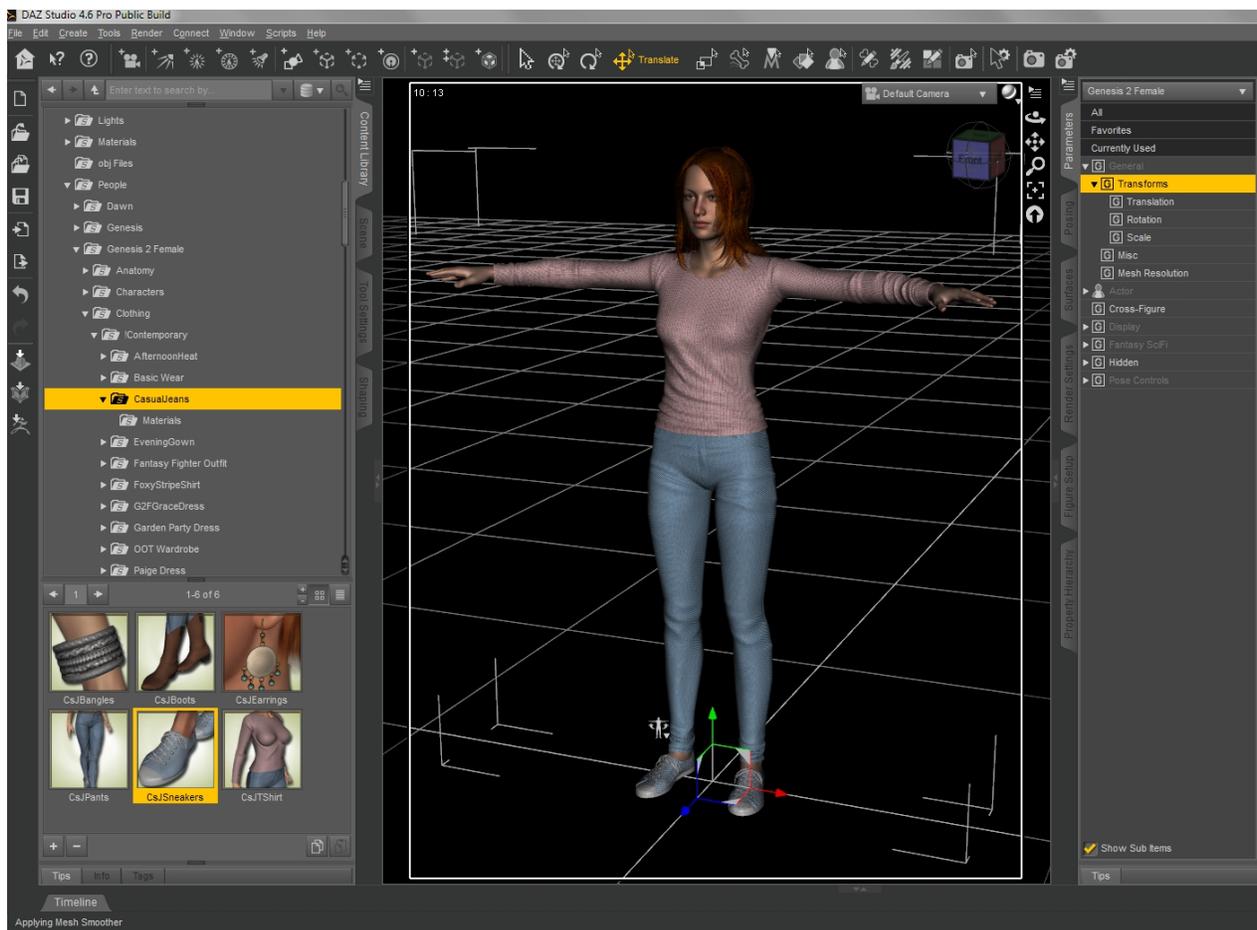
Chapter 4: Use With Other Poses

In addition to the Chair Pose and Post Pose for both G2F and G2M, three partial poses are included for mixing with your other walking, running, sitting, lying, etc. poses. These are found in **Props/SickleYield/TiedUp!/Poses/G2F** or **/G2M**. They are called:

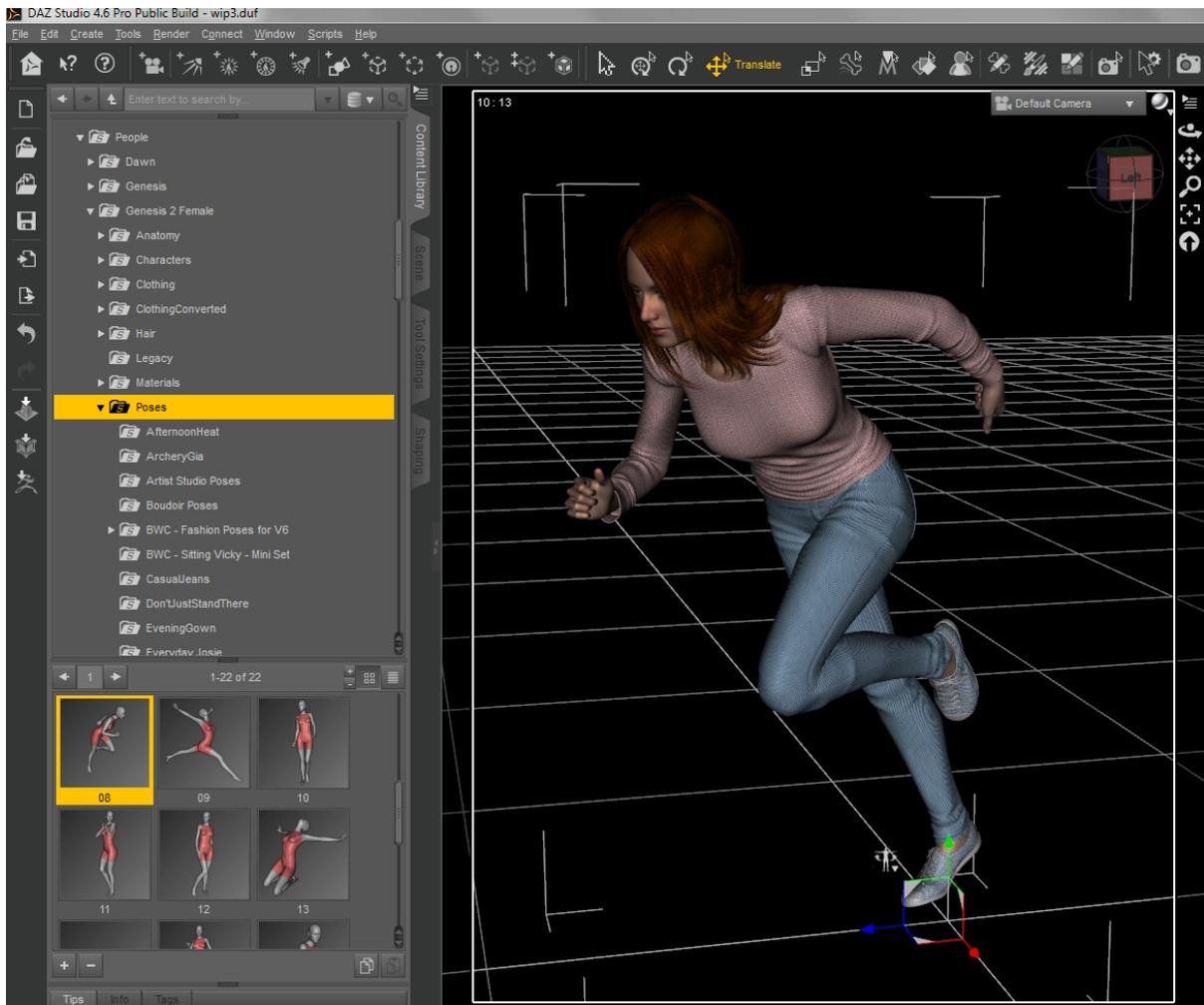
- Feet Together (Use with the Foot Ropes G2 smartprop)
- Hands In Back (Use with the Arms In Front and Hand Ropes G2 smartprops)
- Hands In Front (Use with the Arms In Back and Hand Ropes G2 smartprops)

Let's create an example using G2F. We want to show her making a daring escape from danger with her hands still tied.

To do that, start out by loading, morphing, and dressing up your character first, so that the ropes don't have to be adjusted more later.

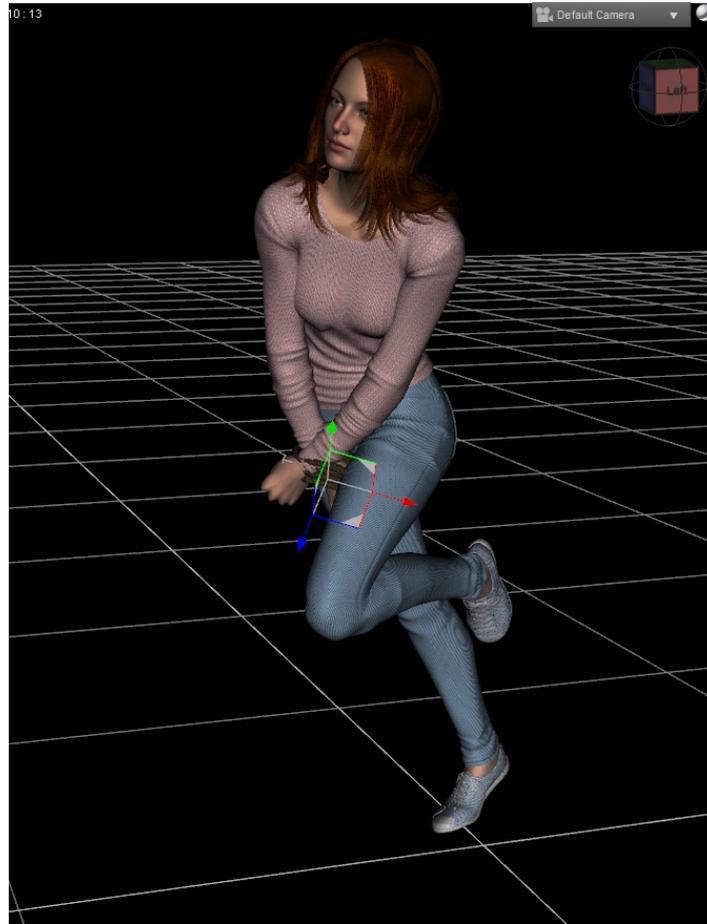


Now that she is dressed, apply a pose. I've used one of the Base poses that came with Genesis 2 Female Starter Essentials.



Here she is, running away. Now apply the Hands In Front pose from the **Props/SickleYield/TiedUp!/Poses/G2F** folder.

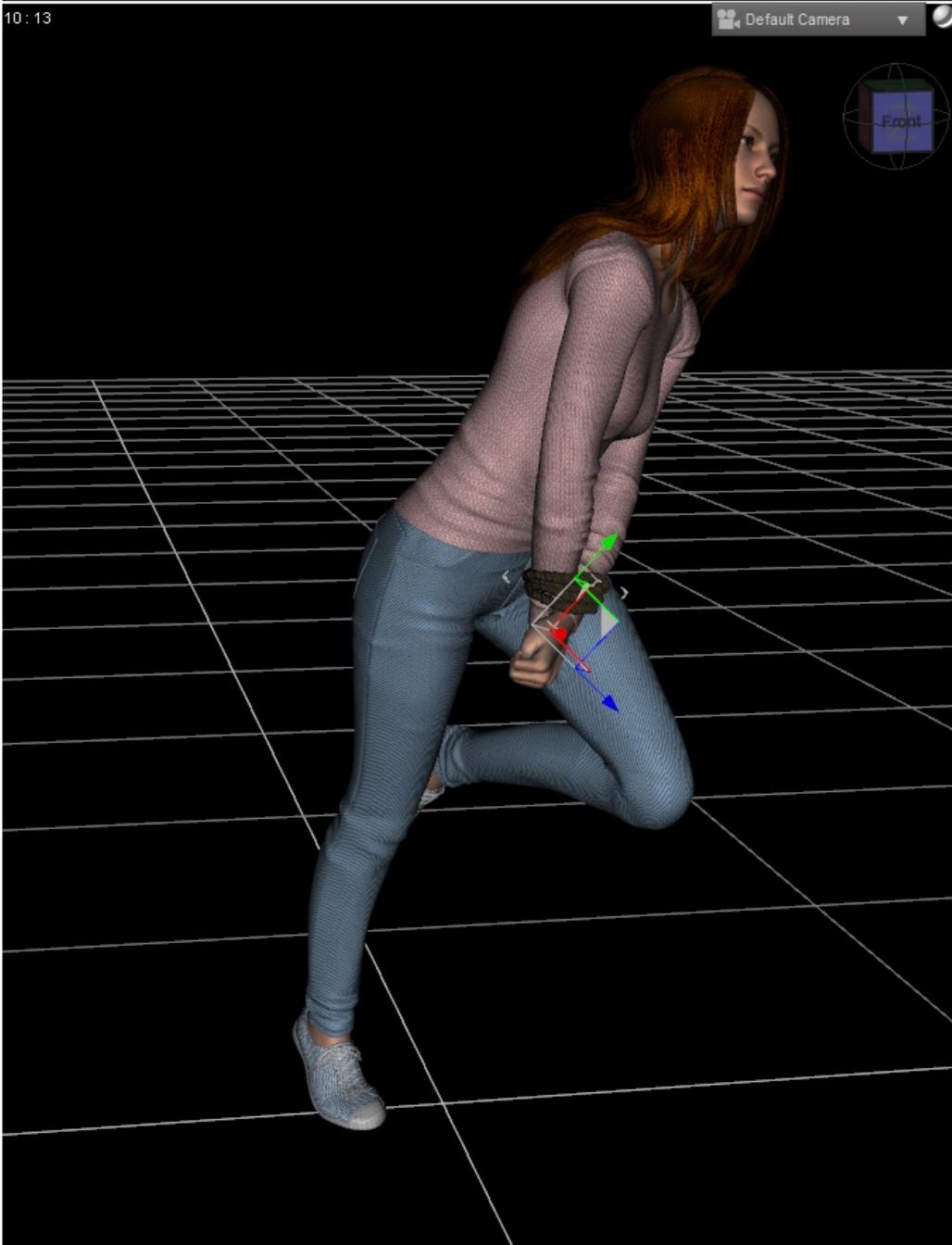
And now her hands are ready to be tied. Select G2F and load the **SYCHandRopesG2.duf** and **SYCArmsFwdRopesG2.duf** from the main TiedUp! Folder.



Now they're loaded and smartpropped, and it's time to adjust them using scaling and the included morphs. Scaling helps them fit over clothing, and adjustment helps them fit better to a given morph.

Be sure to apply the **G2FBaseFit** morph on both items first. All morphs are located in **Actor/ All Morphs** in either the Shaping or Parameters tabs. If you don't have a given tab, you can create it in Window/Panes(Tabs).

And there we go, a regular pose modified with the partial poses to use with the ropes.

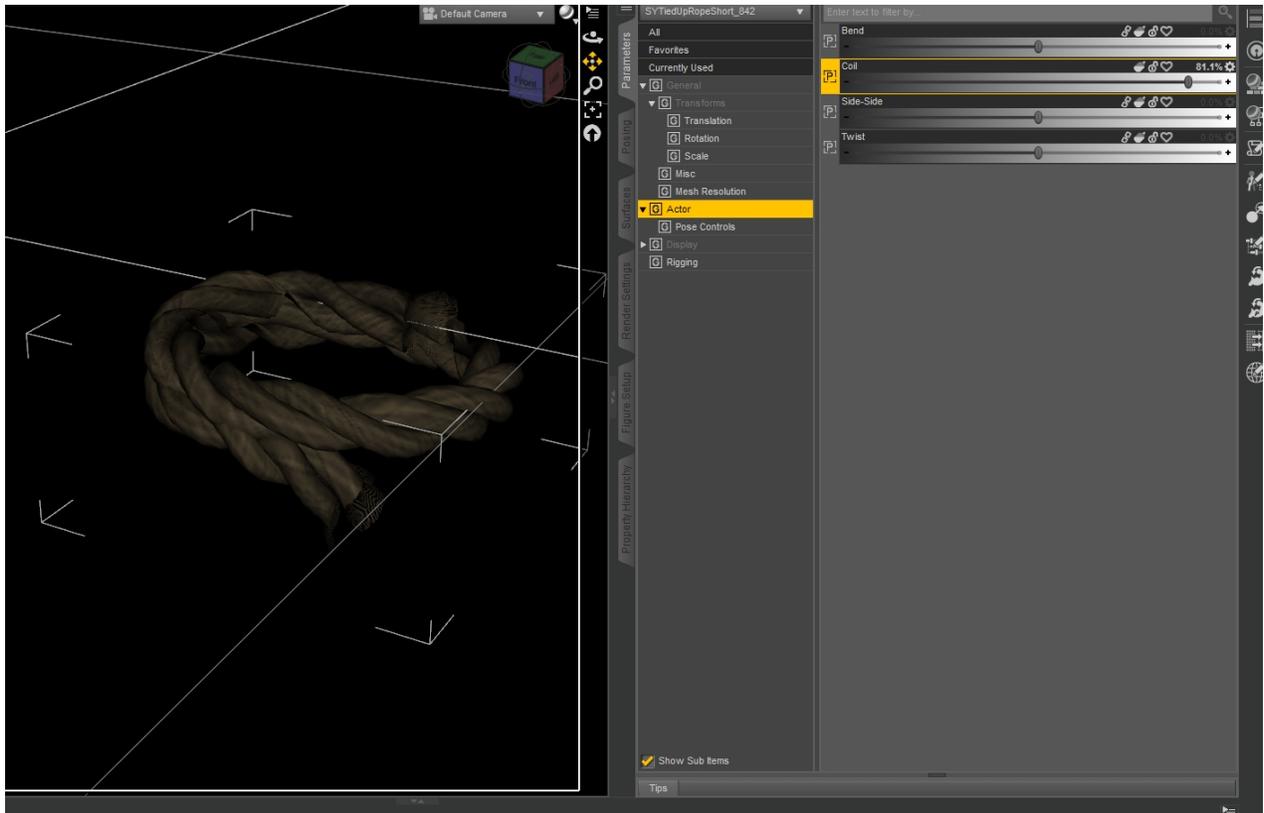


Chapter 5: The Superposing Rope Props

For situations where you want to show loose coils or pieces of rope, this set also contains two uncoiled and fully rigged rope props. These are found in the main **Props/SickleYield/TiedUp!** folder.

Each piece has a texture applied with a frayed end to the rope, and each has pose controls for ease of movement. You can find these in **Actor/Pose Controls** in the Parameters or Shaping tabs. If you do not have a given tab, you can create it using **Window/Panes (Tabs)**.

A “coil” option is found in the pose controls of each.

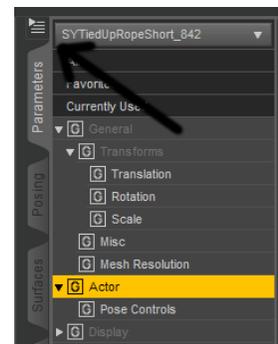


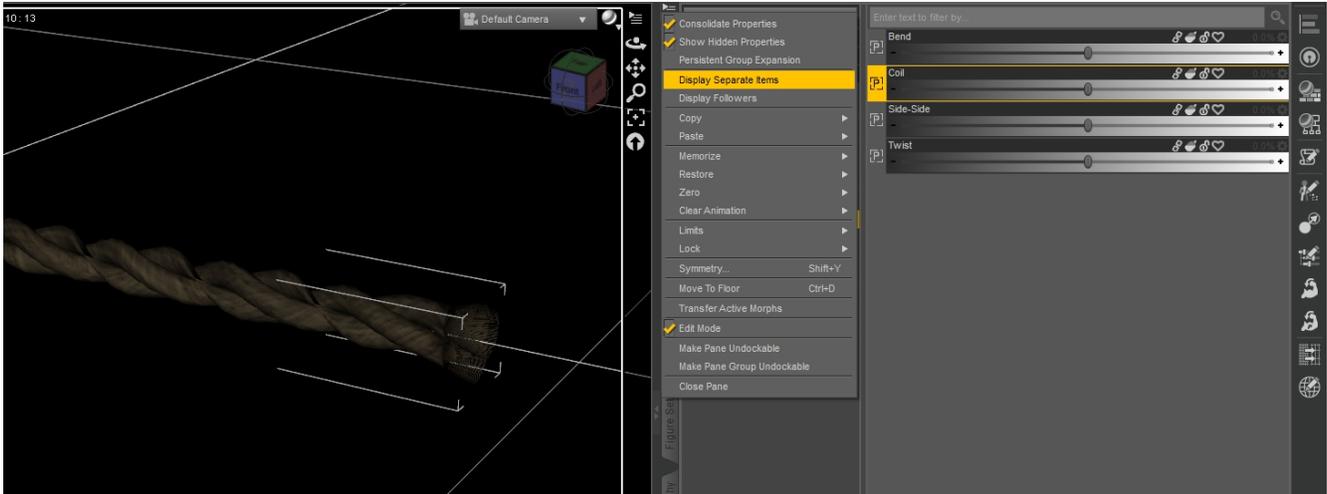
The most flexible use of these involves multi-selection and dialing the rotations.

To do this optimally, you will need to use the Parameters and Scene Tabs. This demonstration uses the Short Rope.

First, go to the Parameters tab and find the dialog button at the top left corner. It looks like a row of parallel lines with a small triangle, like this.

Check **Consolidate Properties**, if it is not already checked, and make sure **Display Separate Items** is unchecked.

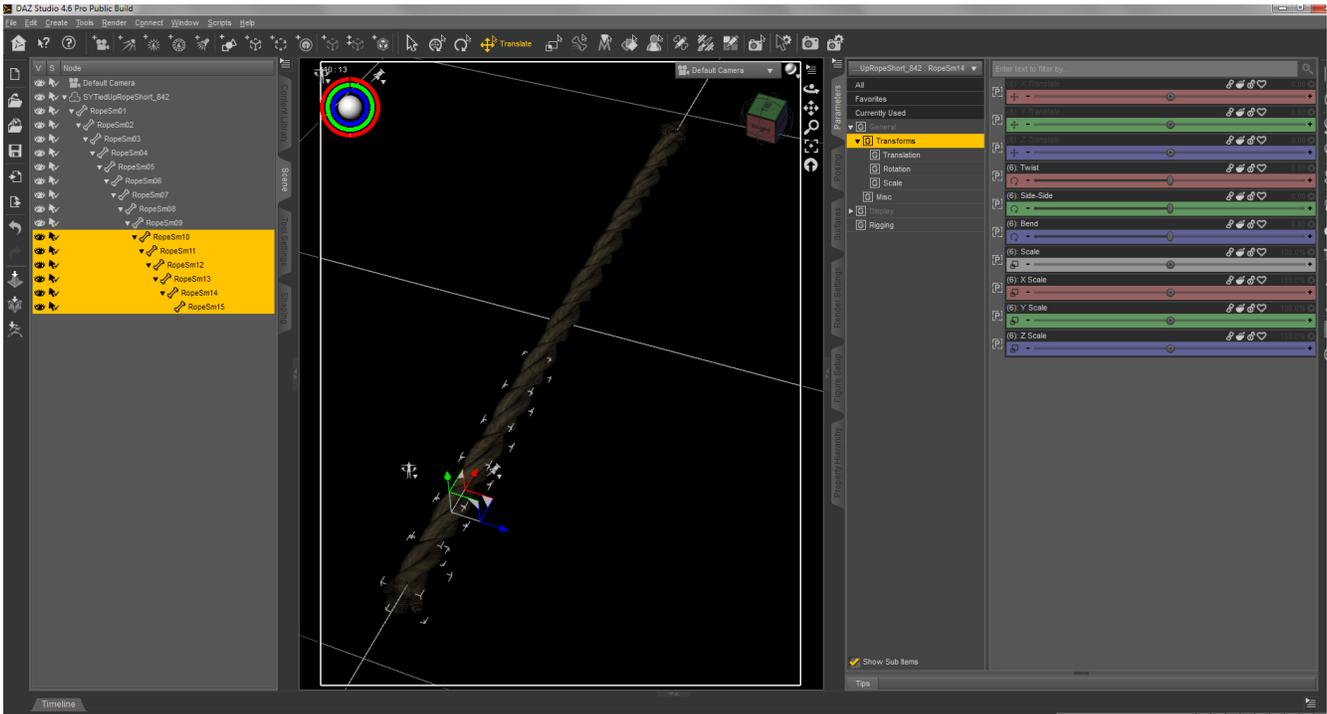




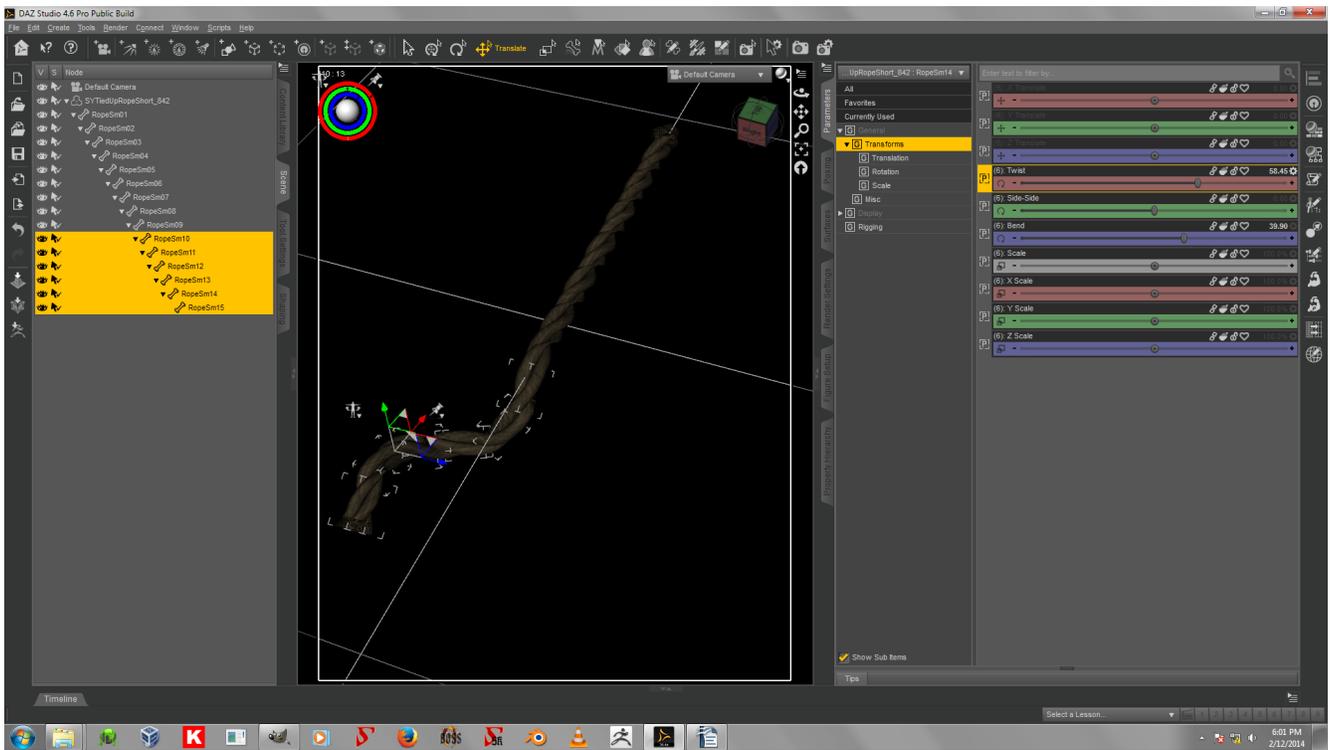
Now go to the Scene tab. Click on the rope and right-click. Choose Expand From Selection.

Now you can see all of the bones. You can select multiple bones by clicking one and shift-clicking or ctrl+clicking on others.

Notice that if you select multiple bones, as I have here, one dial appears in the Parameters tab for each rotation. The number next to it indicates how many bones are selected.



Now if you move a dial with multiple bones selected, it will move all of those bones together. I've used Bend and Twist to create a spiral.



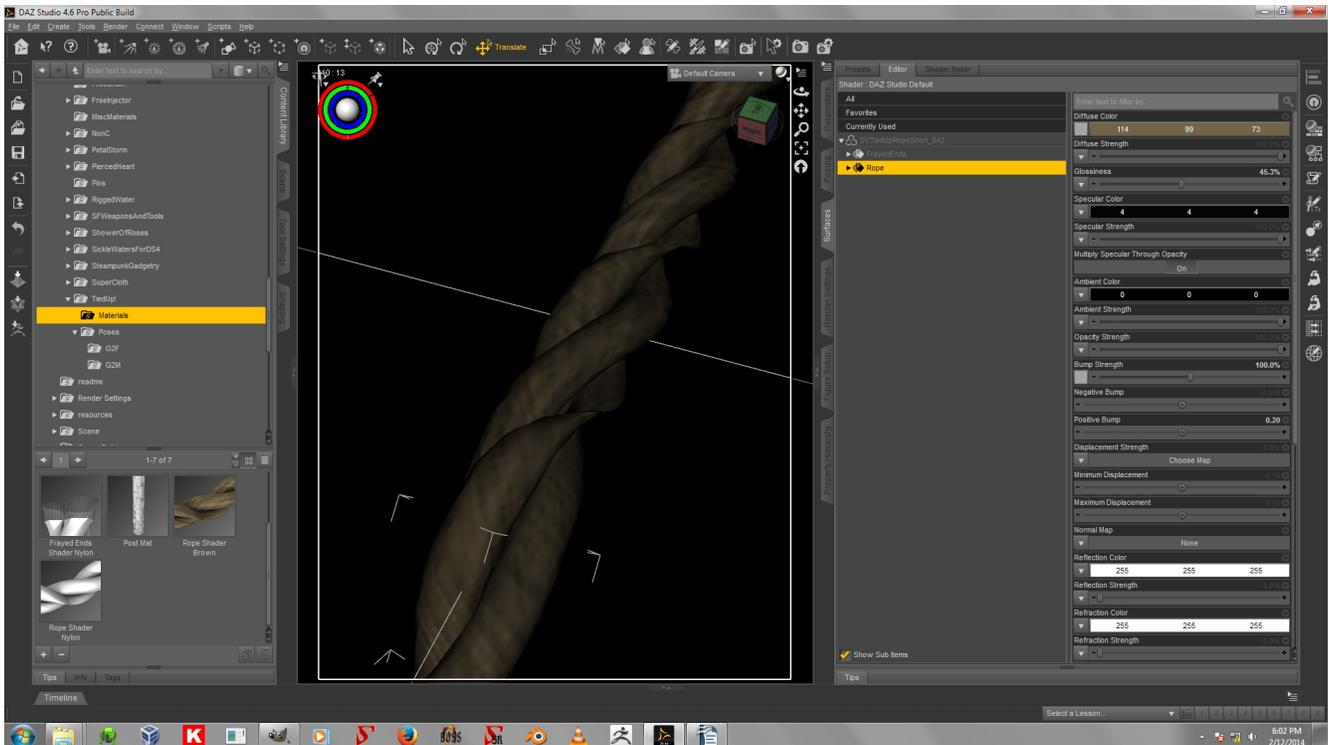
This is true of both props, and you can use it to wrap the rope around the characters if you like, or pose it in combination with other props to suggest the ropes being cut.

Chapter 6: The Shaders And Materials

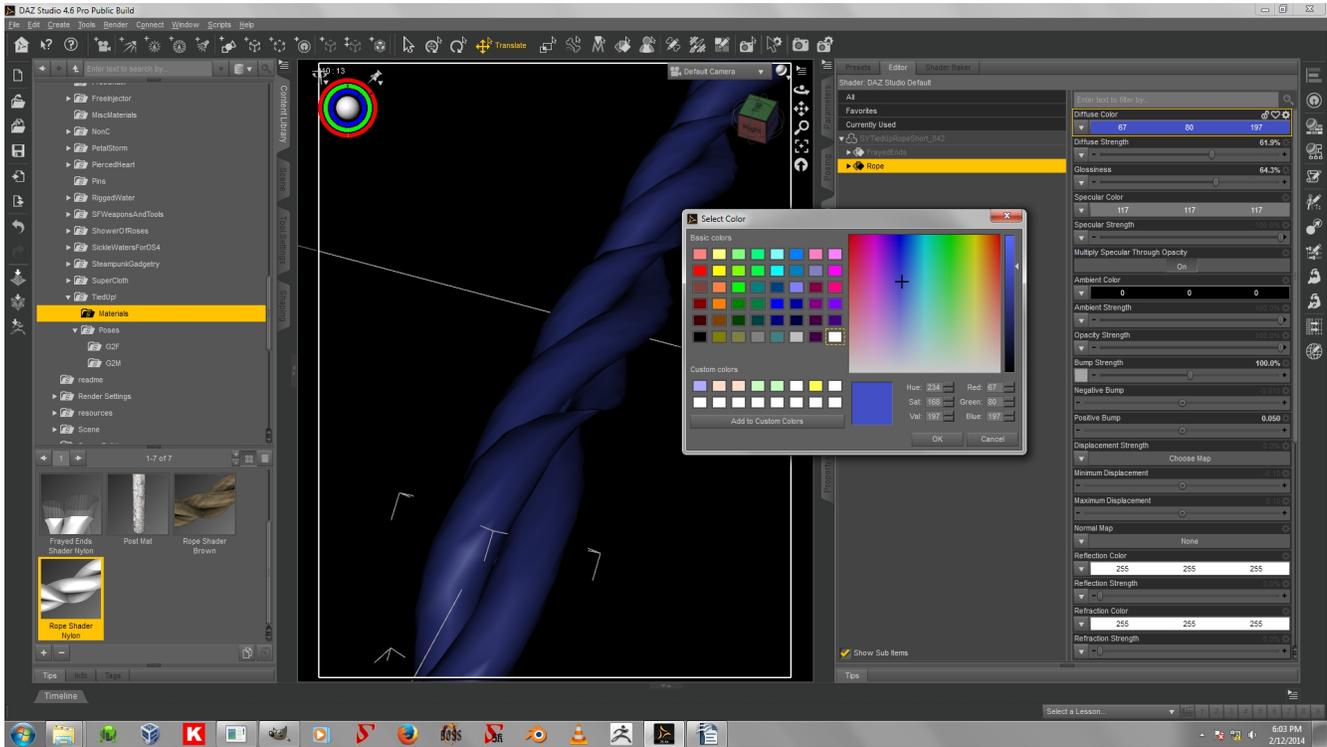
The shaders and materials for this product are found in **Props/SickleYield/TiedUp!/Materials**.

The Chair Mat and Post Mat are materials. The other items are shaders.

Shaders must be applied by first selecting the prop, then selecting the surface in the Surfaces tab, then clicking the shader preset. The shaders included are for brown rope and nylon rope. Remember, you can create a Surfaces tab by clicking Window/Panes(Tabs)/Surfaces.



The nylon rope is white and can also be used to apply your own colored presets by changing the diffuse color in the Surfaces Tab.



Shaders from other products can be used, but only if they have a fairly small repeating pattern (that's what the rope UVs are set up for).

An invisibility shader is included for the purpose of hiding the frayed ends of the Long Rope and Short Rope superposing props. To use it, click the FrayedEnds material of either piece in Surfaces and then click the **!Hide Surface Shader** icon.

