

TOA Trousseau 2.0

for Genesis 2 Female

Inspired by the very popular, dynamic outfit "Trousseau" for Victoria 4. Your favorite Genesis 2 based characters can wear their own version of this outfit in DAZ Studio. This curvy, form fitting dress with its generous flounce is loaded with morphs for style, shape and movement and comes with a full compliment of accessories including gloves, shoes, headdress, wrap, choker and flowers. Sure to make "her day" special.

5 Figures

Dress

Strapless and curvy with a softly draped flounce. Semi conforming figure follows every curve and every move. Lower legs are "Manual Pose" to reduce unsightly bulges and create realistic shape and drape. Plenty of Morphs are included for shape and style and fitting. This is a DRESS, a snug fitting garment with a full lower skirt. Keep this in mind when selecting Poses for the most realistic results. Extreme action poses would not be possible in this dress if it were 'real' garment, it is possible to 'fit' those types of Poses with DAZ Studio, but the result will NOT be realistic.

Gloves

Sheer or not, formfitting, without hands/fingers, they are elegant with built in wrinkles.

Wrap (or shrug)

Sheer or not, built in volume, for style (or warmth on cool evenings)

Slippers

Slide on high heeled slippers.

Choker

Simple ribbon with a cameo, its a classic (possibly 'something borrowed')

2 "Smart" Props

Headdress

Simple band of twisted fabric, easily scale and rotate to fit most hair styles

Flowers

A trio of callas for the left hand.

Materials/Maps

Each garment comes with ONE Texture Map, Bump Map and Transparency Map(s) and Material presets to apply them.

Tips:

The dress is NOT appropriate for "action" posing. (YES it can be made to fit, but NO it will not look good) Running, fighting, dragon slaying whatever..... Standing, walking, some dancing, think of poses that would be appropriate for **this style** dress in real life (stiff fabric, volumous flounce, snug fit) Although not designed for sitting, patience and practice can provide good results, There is a "SIT Starter morph as well as poses for both the dress and for Genesis 2) Combining joint rotations and morphs will provide the most attractive results.

For best results:

1. Load Genesis and apply the dress
2. Pose Genesis, then pose the lower part (parts correspond to "Shins") of the dress manually to cover the lower legs of Genesis. (Adjust your figure pose as required to get the best coverage)

HINT: Most "Dress Appropriate" poses will be easily accommodated with a few simple adjustments. If you cannot fit the dress to the pose without dramatic adjustments, check the Joint rotations (specifically thighs and shins) and adjust accordingly. Avoid Poses with extreme leg joint rotations (too close together or too far apart, too much "Yrotation (Twist) Always wait for the smoothing before making corrections.

3. When you are satisfied that you have got the best fit using "Joint Rotations" it is time to fine tune with Morphs. Start with "Movement" Morphs, Use these to fine tune your "Pose" Little adjustments to correct shins, or correct the flounce direction or orientation.

Next try some shaping morphs (adjust the width, depth, length etc) Try some "BIG Shapes for more Drama (morphs do not always play well together pick one!) a little goes a long way.

Finally check for "Poke Through" Use the "Adjust" morphs to correct as needed.

"Sitting"

This dress is not designed for sitting, but it is possible. "Use the provided pose and Morph to get started and manually adjust as required.

