

## ***Dynamic Lingerie Collection for Genesis 3 Female & Victoria 7***

### **General Notes:**

***1-Upon loading your dynamic items you will see that unlike conforming clothes they won't fit the figure perfectly when the figure is posed, they have lots of pokethru. Once you run the simulation by pressing the "Drape" button in the "Dynamic Clothing" panel the item starts correcting itself, positioning, conforming itself around the figure and reacting to friction, gravity, etc.***

***2-Dynamic clothes are made of cloth panels, each of which is programmed with its own values to react under physical characteristics like friction, stretch in x & y planes, weight, bend resistance, etc. The clothing panels have been programmed with dynamic garment presets that will generally help you fit the dress best universally when using the regular dynamic cloth control included free with DAZ Studio. The advanced Dynamic Clothing Control, <http://www.daz3d.com/dynamic-clothing-control> exposes the ability to program yourself the panels to help you tackle more difficult situations.***

***3-When using the Teddy String with the Teddy 4: The Teddy String should always collide ONLY with Genesis 3 Female body. It's a good idea to uncheck everything in the "Collide with" list but the Abdomen Lower, Hip, Pelvis and left & right thigh bones. You then make the Teddy 4 collide with the Teddy String. The Teddy 4 needs to be on top of the string in the layering table that is in the Garment sub-tab.***

***4-In some situations its advisable to exclude one of the thighs from the simulation or both so the crotch area settles better during the simulation.***

***5- Dynamic Clothes are unselectable by default in the viewport. You select the clothes in the Garment Tab of the Dynamic Clothes pane. Alternatively you can click on the little "X" in front of the item's name in the Scene tab, when it switches to a checkmark you will be able to select your item in viewport.***

***6-Its always best to freeze your dynamic clothes simulation before saving your scenes for more stability.***

### **IRAY Notes:**

***When rendering in Iray its advisable:***

***1-Increase Texture Resolution in the Advanced Tab of the Render Settings Panel to 2048 Medium Threshold and 4096 High Threshold.***

***2-Depending on the intensity of your Iray lights, clothes textures might become a bit washed. This can be fixed by globally changing the gray "base color" in the "Surfaces" tab to a darker gray.***