

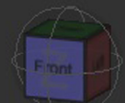


What do I do?

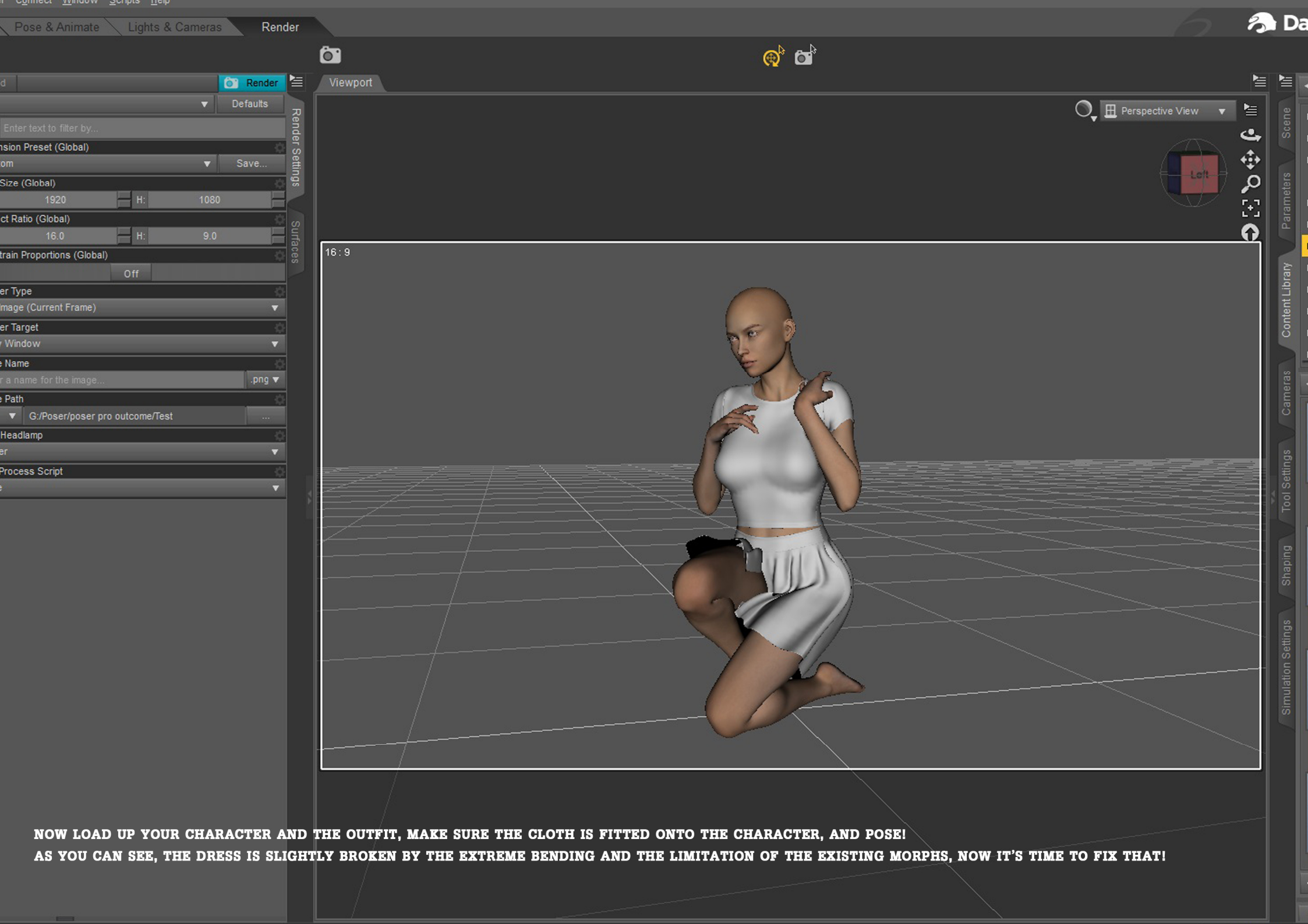
1. Select a property group from the list on the left.
2. Adjust the property controls that will show up here.



Video: Render Settings



**TO USE THE STIMULATION PRESET, YOU WILL HAVE TO HAVE A DFORCE COMPATIBLE VERSION OF DAZ STUDIO (DAZ 4.10+), A SCENE YOU WANT TO CREATE, AND CLOTHING THAT IS PREFERABLY SINGLE-LAYERED (SOME EXTRA STEPS MIGHT BE NEEDED FOR MULTI-LAYERED OUTFIT - SEE CHAPTER 2 FOR MORE DETAILS)**

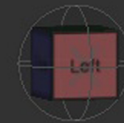


**NOW LOAD UP YOUR CHARACTER AND THE OUTFIT, MAKE SURE THE CLOTH IS FITTED ONTO THE CHARACTER, AND POSE!  
AS YOU CAN SEE, THE DRESS IS SLIGHTLY BROKEN BY THE EXTREME BENDING AND THE LIMITATION OF THE EXISTING MORPHS, NOW IT'S TIME TO FIX THAT!**

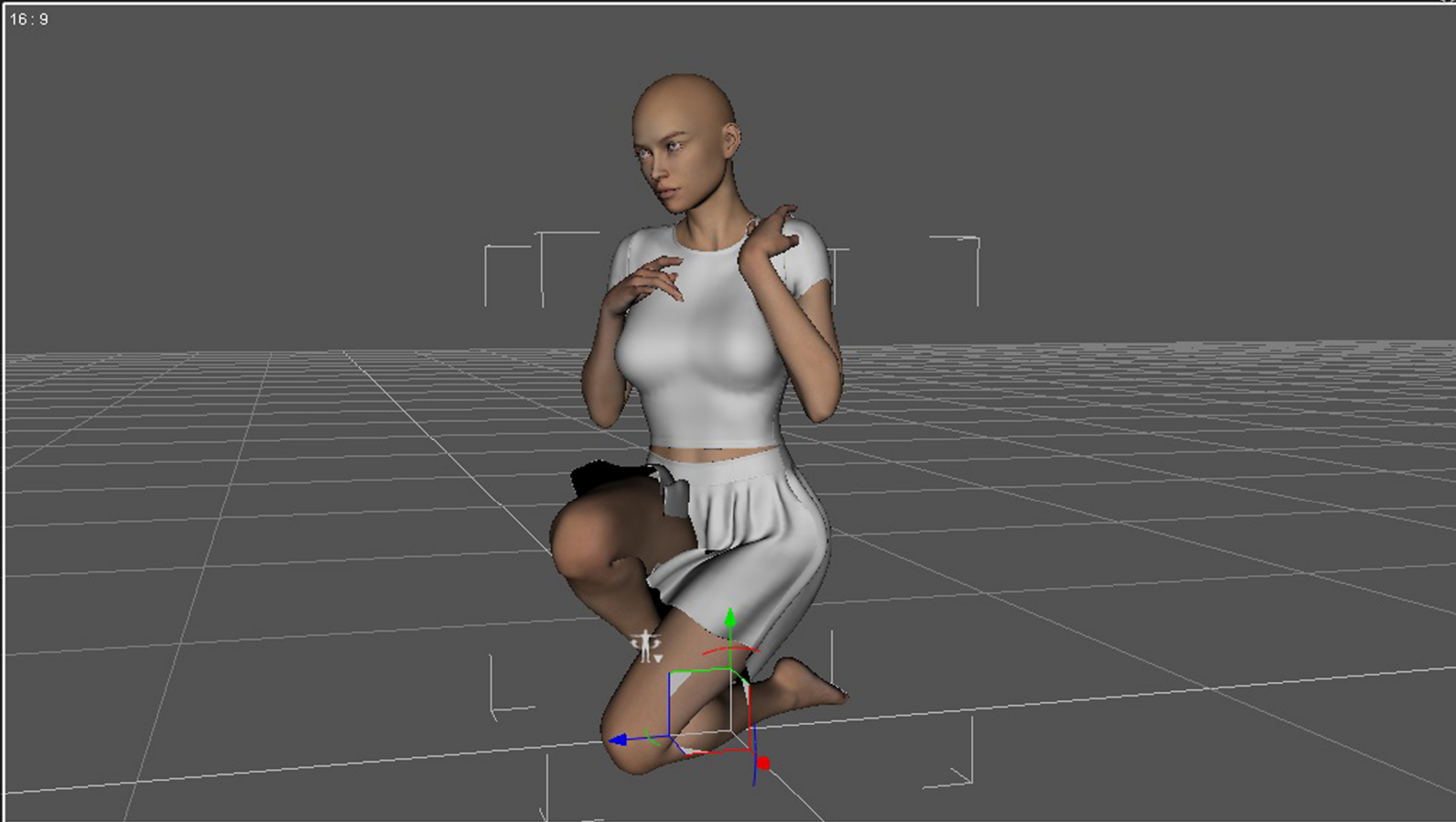


Viewport

Perspective View



16:9



Content Library

- Bottoms
  - Tops
  - Armor
  - Dress
  - Jeans
  - Pants
  - Skirt**
  - Tights

1-10 of 10

**MAKE SURE THE HAIR SURFACE IS SELECTED**  
dForce Cloth Presets - 00 Instruction 00

**EACH PRESET IS A SLIGHT VARIATION OF THE OTHERS**  
dForce Cloth Presets - 00 Instruction 01

**WARNING SOME HAIR REQUIRES WEIGHT MAPPING TO FULLY FUNCTION**

**SKIRT PRESET,01**  
dForce Cloth Presets - Skirt Style 01

**SKIRT PRESET,02**  
dForce Cloth Presets - Skirt Style 02

**SKIRT PRESET,03**  
dForce Cloth Presets - Skirt Style 03

**SKIRT PRESET,04**  
dForce Cloth

**SKIRT PRESET,05**  
dForce Cloth

Tips info Tags

YOU CAN LOCATE THE SIMULATION PRESETS AT "DFORCE PRESETS - ECVH0 DFORCE MASTER - CLOTH PRESETS". THE PRESETS ARE ARRANGED IN ITEM TYPES, SO IT SHOULD BE EASY TO FIND THE ONE THAT MATCHES THE OUTFIT YOU FIT ONTO THE CHARACTER

IN THIS CASE, WE ARE GOING TO APPLY THE SKIRT SIMULATION PRESET ONTO THE SKIRT



Viewport

Perspective View

Add dForce Modifier: Static Surface  
Add dForce Modifier: Dynamic Surface  
Add dForce Modifier: Dynamic Surface Add-On  
Remove dForce Modifier  
Clear dForce Simulation from Selected Item(s)  
Select dForce Starting Collision Vertices

Simulate  
Show Hidden Properties  
Restore Simulation Setting Defaults  
Clear Simulation Data

dForce

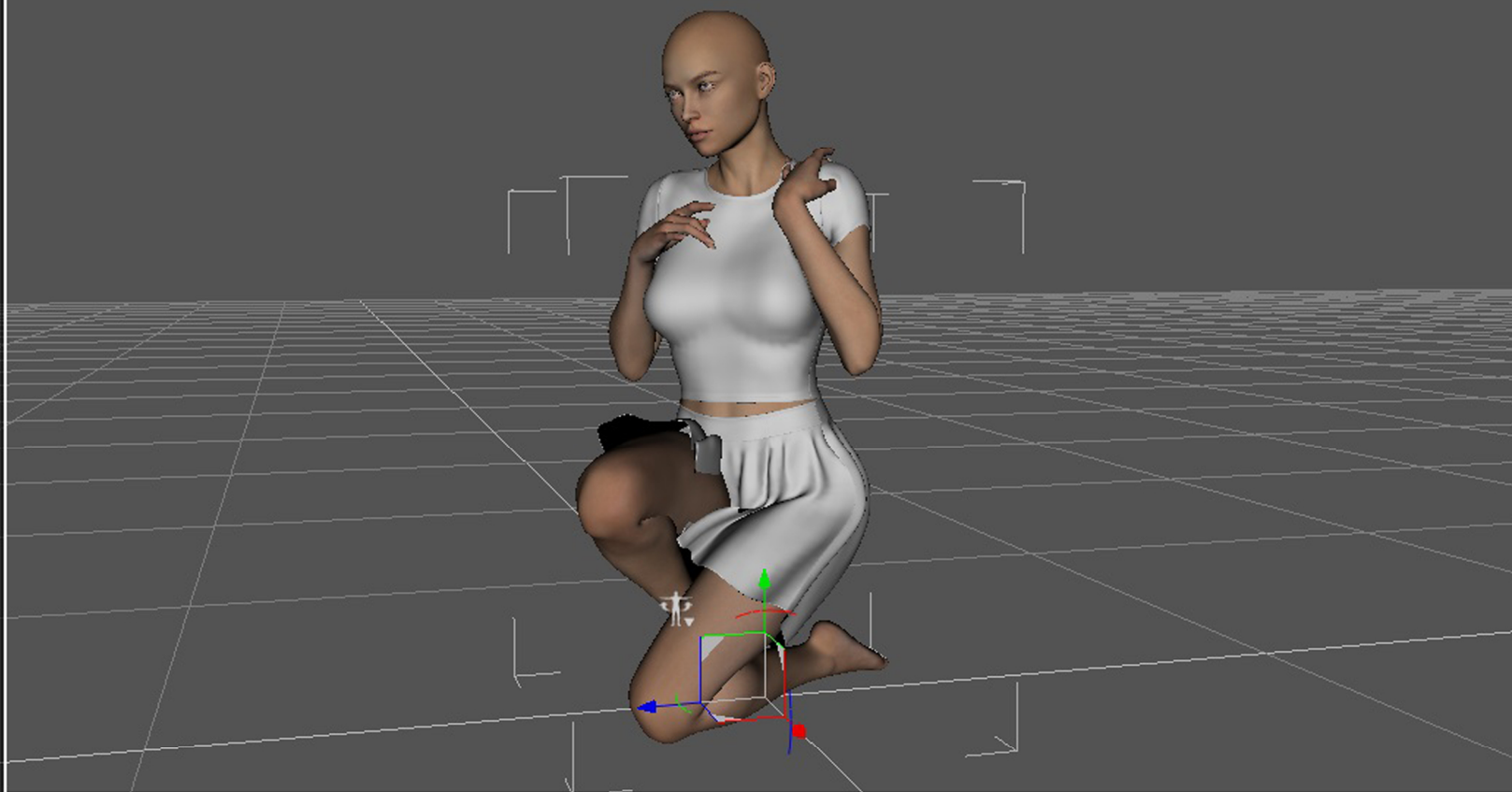
Simulation  
Initialization  
Duration  
Quality  
Collision

What do I do?

1. Select a property group from the list on the left.
2. Adjust the property controls that will show up here.

Video: Simulation Setting

16:9



Render Settings Surfaces Content Library Cameras Tool Settings Shaping Simulation Settings Show Sub Items

 Show Sub Items

Tips

Tip 1 - With dForce, each object in the scene that has its own geometry can participate in a simulation. The

(Click arrows to see more tips)

Video: Simulation Settings

**BUT BEFORE WE APPLY ANY OF THE PRESETS ONTO THE SKIRT, WE HAVE TO MAKE SURE THAT DFORCE DYNAMIC MODIFIER IS APPLIED. TO DO THAT, FIRST - MAKE SURE THE SKIRT ITSELF IS SELECTED (TO CHECK THAT, SIMPLY GO INSIDE SURFACE TAB AND IT SHOULD ONLY HAVE THE SURFACES FOR THE SKIRT AND THE SKIRT ONLY). SECOND - LOCATE THE SIMULATION SETTINGS TAB ON YOUR SCREEN, OR OPEN IT VIA "WINDOW - PANE/TABS - SIMULATION SETTINGS"**



- All
- Favorites
- Currently Used
- G8MW\_Skirt
- belt
- skirt

Enter text to filter by...

(2): Smooth  On

(2): Angle  89.90

(2): Visible in Simulation  On

(2): Friction  0.40

(2): Dynamics Strength  1.00

(2): Stretch Stiffness  0.80

(2): Shear Stiffness (Quads)  0.20

(2): Bend Stiffness  0.50

(2): Buckling Stiffness  5.0%

(2): Buckling Ratio  70.0%

(2): Density (GSM)  180.00

(2): Contraction-Expansion Ratio  100.0%

(2): Damping  0.10

(2): Stretch Damping  0.10

(2): Shear Damping  0.10

(2): Bend Damping  0.10

(2): Collision Layer  1

(2): Self Collide  On

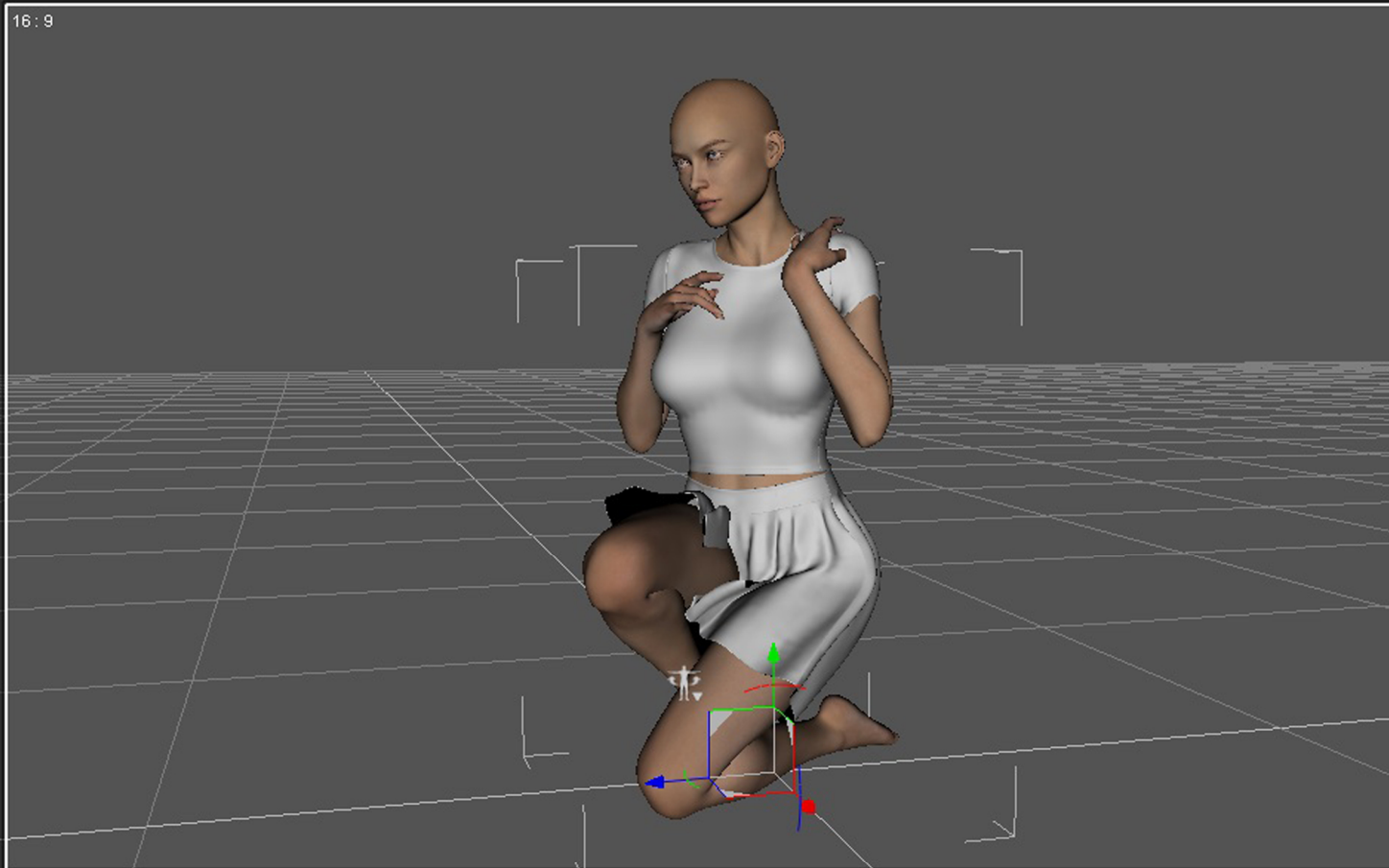
(2): Collision Offset  0.20

(2): Velocity Smoothing  0.00

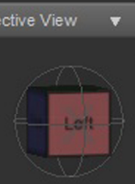
(2): Velocity Smoothing Iterations  0

Render Settings Surfaces

16:9



**IF THE DFORCE DYNAMIC MODIFIER IS APPLIED, YOU SHOULD BE ABLE TO SEE THE SETTINGS IN THE SURFACE TAB SHOWN ON THE LEFT, AT THE BOTTOM OF EACH SURFACES**



Render Settings Surfaces

89.90

0.40

0.90

0.65

0.20

0.15

60.0%

50.0%

200.00

100.0%

0.30

0.10

0.10

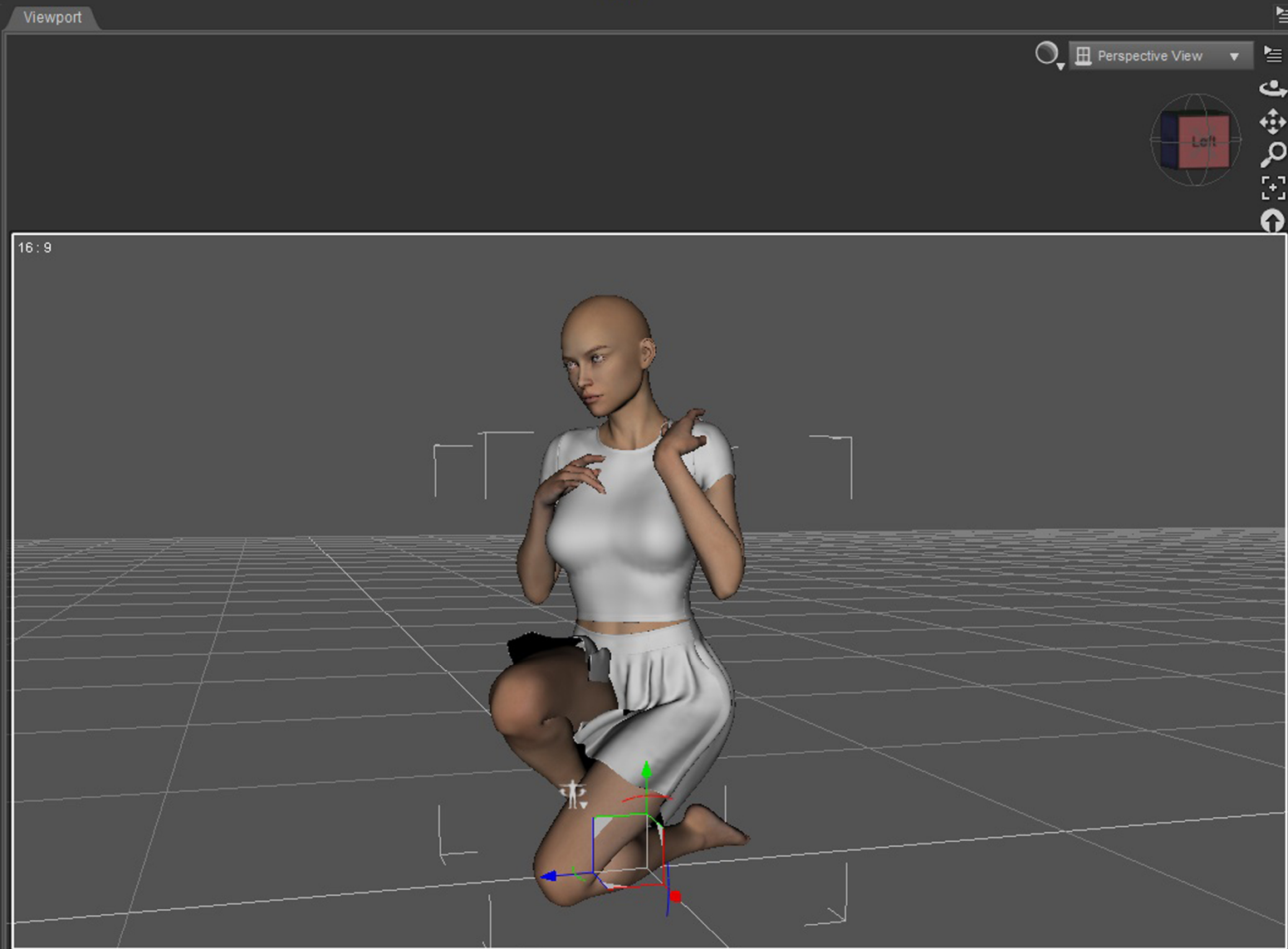
0.10

1

0.20

0.00

1



Enter text to search by...

- Bottoms
  - Armor
  - Dress
  - Jeans
  - Pants
  - Skirt**
  - Tights
- Tops

1-10 of 10

**MAKE SURE THE HAIR SURFACE IS SELECTED**

dForce Cloth Presets - 00 Instruction 00

**EACH PRESET IS A SLIGHT VARIATION OF THE OTHERS**

dForce Cloth Presets - 00 Instruction 01

**WARNING SOME HAIR REQUIRES WEIGHT MAPPING TO FULLY FUNCTION**

dForce Cloth Presets - 00 Instruction 02

**SKIRT PRESET, 01**

dForce Cloth Presets - Skirt Style 01

**SKIRT PRESET, 02**

dForce Cloth Presets - Skirt Style 02

**SKIRT PRESET, 03**

dForce Cloth Presets - Skirt Style 03

**SKIRT PRESET, 04**

dForce Cloth

**SKIRT PRESET, 05**

dForce Cloth

**NOW, BACK TO THE PRESETS, YOU CAN CHOOSE ANY OF THE PRESET OPTIONS, OR SIMPLY TRY ALL OF THEM TO SEE WHICH ONE FITS YOUR OUTFIT BETTER, IN THIS CASE, WE WILL JUST LOAD THE FIRST PRESET FOR SKIRT**

Presets Editor Shader Baker

Render: DAZ Studio Default

All

Enter text to filter by...

Render Settings Surfaces

(2): Smooth  On

(2): Angle  + 89.90

(2): Visible in Simulation  On

(2): Friction  + 0.40

(2): Dynamics Strength  + 0.90

(2): Stretch Stiffness  + 0.65

(2): Shear Stiffness (Quads)  + 0.20

(2): Bend Stiffness  + 0.15

(2): Buckling Stiffness  + 60.0%

(2): Buckling Ratio  + 50.0%

(2): Density (GSM)  + 200.00

(2): Contraction-Expansion Ratio  + 100.0%

(2): Damping  + 0.30

(2): Stretch Damping  + 0.10

(2): Shear Damping  + 0.10

(2): Bend Damping  + 0.10

(2): Collision Layer  + 1

(2): Self Collide  On

(2): Collision Offset  + 0.20

(2): Velocity Smoothing  + 0.00

(2): Velocity Smoothing Iterations  + 1

Show Sub Items



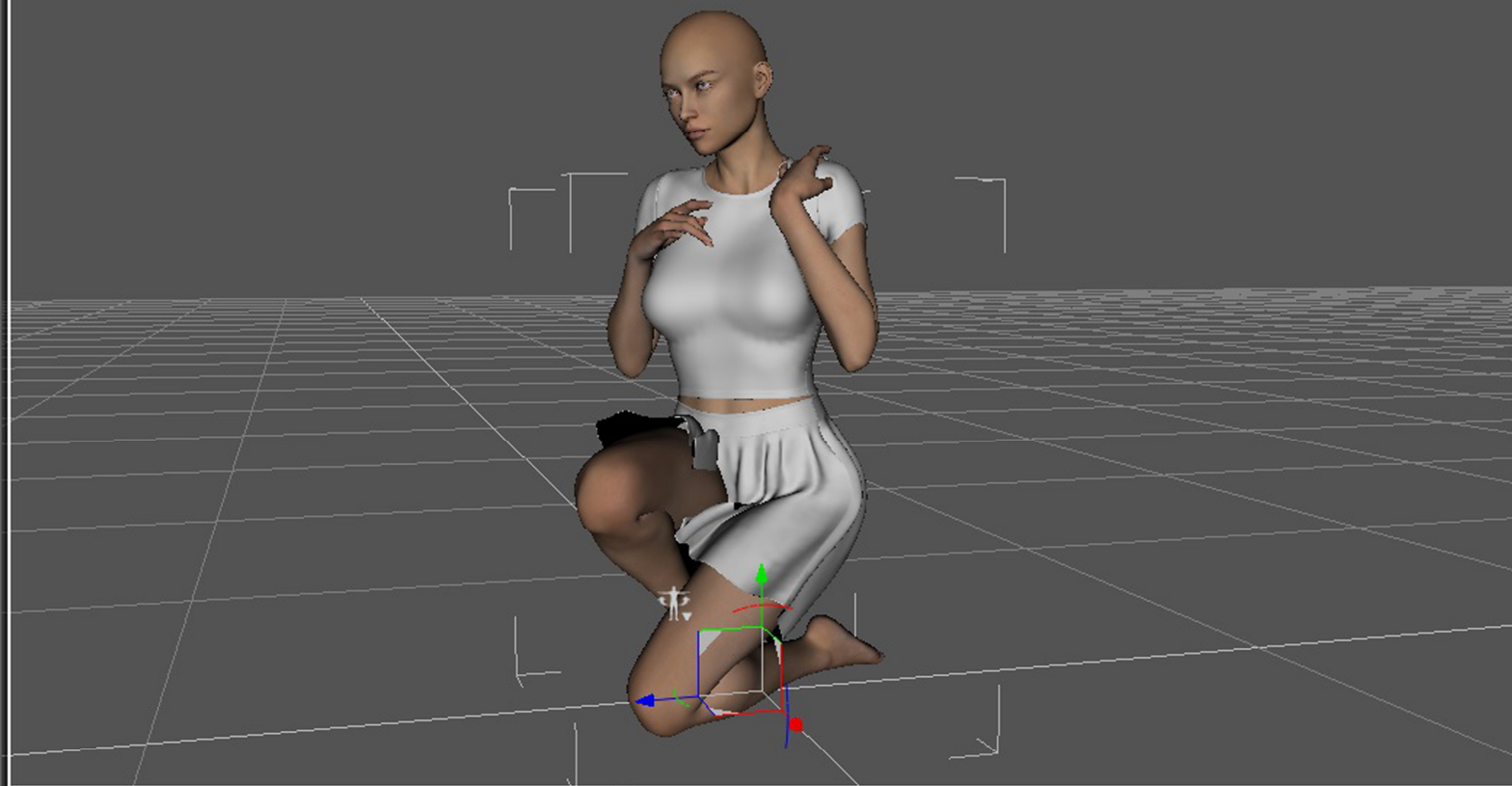




Viewport

Perspective View

16 : 9



**NOW, ALL YOU NEED TO DO, IS HIT THE SIMULATE BUTTON IN YOUR SIMULATION SETTINGS TAB, AND HAPPY DFORCING!**

Presets Editor Advanced **Simulation**

Engine : dForce Defaults Clear

Simulate using the current settings

- Scene
- All
- Favorites
- Currently Used
- Environment
- Simulation
  - Initialization
  - Duration
  - Quality
  - Collision

What do I do?

1. Select a property group from the list on the left.
2. Adjust the property controls that will show up here.

Video: Simulation Settings

Show Sub Items

Tips

Tip 1 - With dForce, each object in the scene that has its own geometry can participate in a simulation. The

(Click arrows to see more tips)

Video: Simulation Settings



## What do I do?

1. Make sure the "Surface Selection Tool" is selected. Main Menu: Tools > Surface Selection.
2. Select a surface on an object in the scene.
3. Select a material group from the list on the left, then adjust the property controls that will show up here.



Video: Surfaces



**SOME OF THE OUTFITS, ESPECIALLY DRESSES, ARE MULTI-LAYERED AND THEY USUALLY POSE A PROBLEM IN SIMULATIONS WHEN THEY COLLIDE EACH OTHER. BUT DON'T WORRY, SOME OF THE COMPLEX DRESSES LIKE SHOWN ABOVE CAN BE SIMULATED AS WELL, THOUGH WE NEED TO DO A FEW STEPS TO MAKE IT POSSIBLE.**

Enter text to filter by...

Refraction Index

- 1.50 +

Refraction Weight

- 0.00 +

Glossy Anisotropy Rotations

- 0.00 +

Base Thin Film

- 0.00 +

Base Bump

- 1.00 +

Normal Map

- 1.00 +

Metallic Flakes Weight

- 0.00 +

Top Coat Weight

- 0.00 +

Thin Walled

On

Emission Color

0.00 0.00 0.00

Cutout Opacity

- 1.00 +

Displacement Strength

Choose Map

Horizontal Tiles

- 1.00 +

Horizontal Offset

- 0.00 +

Vertical Tiles

- 1.00 +

Vertical Offset

- 0.00 +

UV Set

Default UVs

Smooth

On

Angle

- 89.90 +

Round Corners Radius

- 0.00 +

Round Corners Across Materials

On



Viewport

Perspective View

Front

16 : 9



**APPLY THE DFORCE PRESET JUST LIKE ANYTHING ELSE, BUT BEFORE YOU HIT RENDER, YOU NEED TO GO TO THE SURFACE TAB AND CHANGE ONE SINGLE THING - COLLISION LAYER AS YOU CAN SEE, BY USING THE SURFACE SELECTION TOOL WE CAN FIND OUT WHICH LAYER IS ON TOP OF ANOTHER, AND IN THIS CASE, "MAINSKIRT" SURFACE IS THE UPPER-MOST LAYER, "OUTERDRESS" IS THE MID LAYER AND "UNDERDRESS" IS THE INNER-MOST LAYER**

Presets Editor Shader Baker

Shader: Iray Uber

All

Favorites

Currently Used

Princess Ensembl...

DressCorset

DressSleeves

MainSkirt

OuterDress

**UnderDress**

Enter text to filter by...

Round Corners Radius

Round Corners Across Materials

Visible in Simulation

Friction

Dynamics Strength

Stretch Stiffness

Shear Stiffness (Quads)

Bend Stiffness

Buckling Stiffness

Buckling Ratio

Density (GSM)

Contraction-Expansion Ratio

Damping

Stretch Damping

Shear Damping

Bend Damping

**Collision Layer**

Self Collide

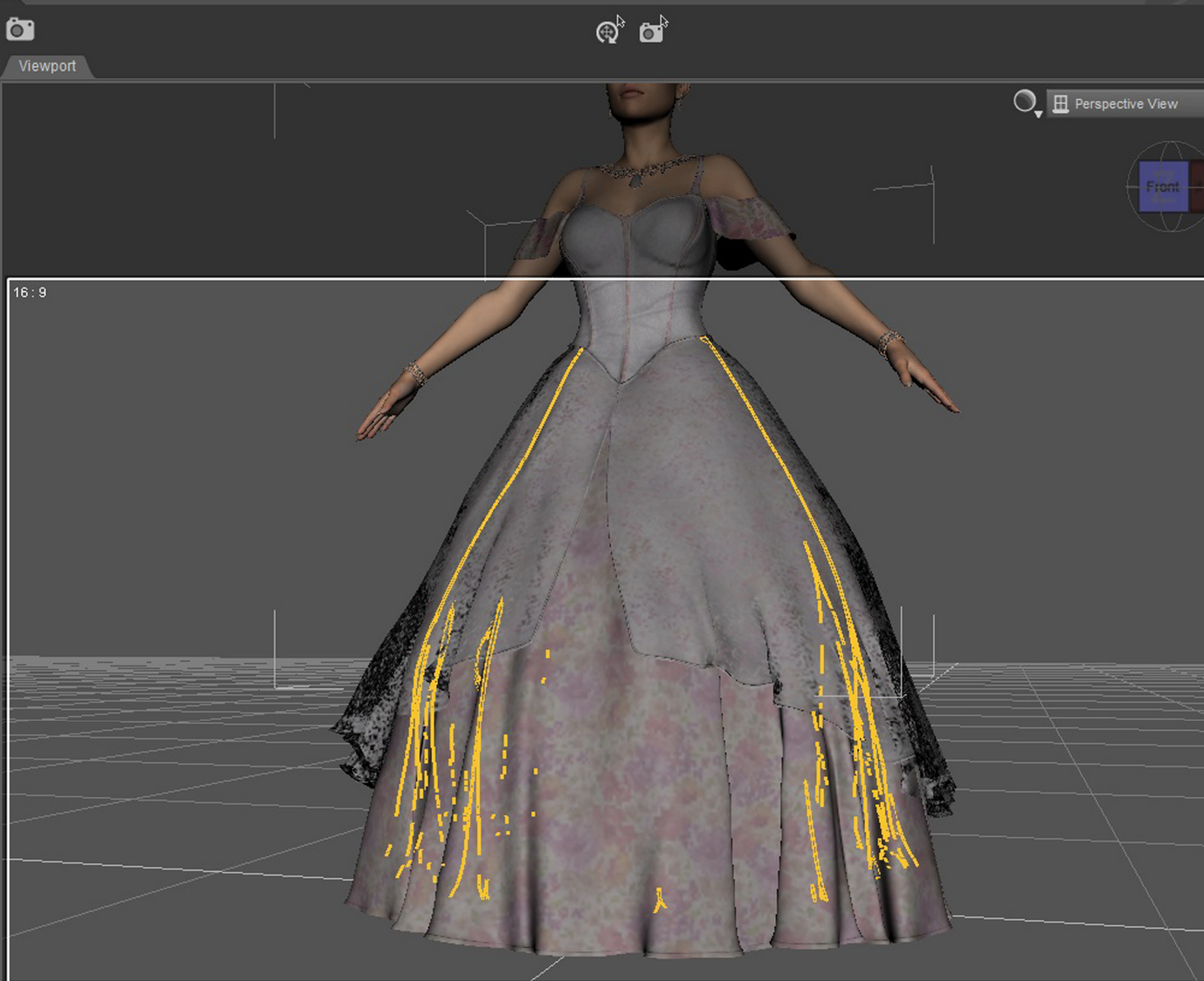
Collision Offset

Velocity Smoothing

Velocity Smoothing Iterations

Show Sub Items

Tips



**NOW FIND THE UNDERDRESS SURFACE - THE INNER-MOST LAYER, AND GO DOWN TO THE SIMULATION SETTINGS. LOCATE "COLLISION LAYER" PARAMETER IN THE SETTINGS AND REMEMBER ITS NUMBER, IN THIS CASE, 1.**

Shader: Iray Uber

Enter text to filter by...

Round Corners Radius

Round Corners Across Materials  On

Visible in Simulation  On

Friction

Dynamics Strength

Stretch Stiffness

Shear Stiffness (Quads)

Bend Stiffness

Buckling Stiffness

Buckling Ratio

Density (GSM)

Contraction-Expansion Ratio

Damping

Stretch Damping

Shear Damping

Bend Damping

Collision Layer

Self Collide  On

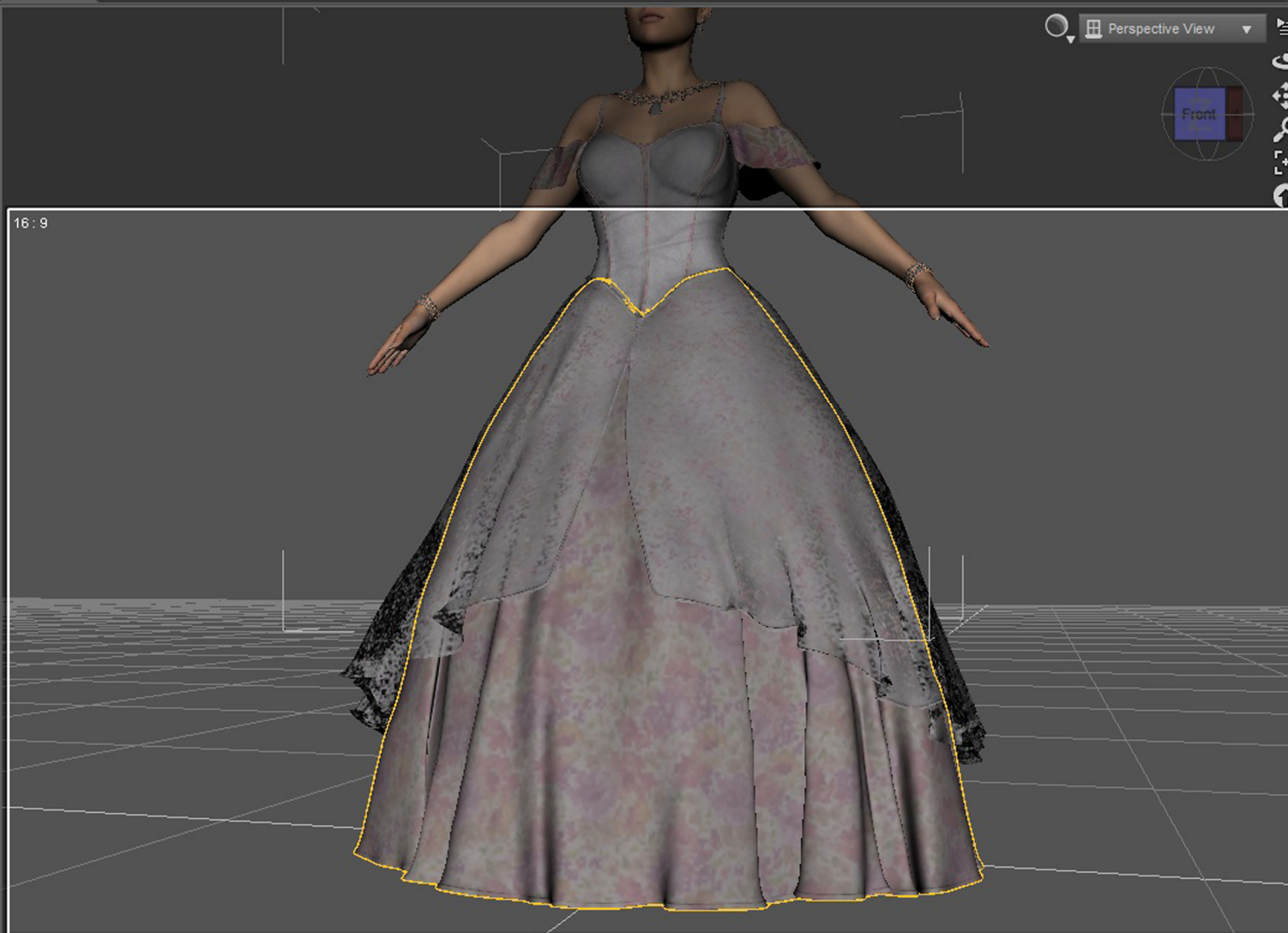
Collision Offset

Velocity Smoothing

Velocity Smoothing Iterations

Show Sub Items

Viewport



**NOW GO TO THE LAYER ON TOP OF "UNDERDRESS" - "OUTERDRESS", AND INCREMENT THE COLLISION LAYER BY 1. DO THE SAME FROM THE INNER-MOST LAYER TO THE OUTER MOST LAYER. IN THIS CASE THE OUTER MOST LAYER WILL HAVE THE COLLISION LAYER OF 3**

**AND NOW EVERYTHING IS SET FOR SIMULATION! HAPPY DFORCING!**