So, you've just purchased this Dforce dynamic clothing do-hickey-ma-bob. The sales page says it's easy, but you've loaded everything and don't even know how to make it 'sim' much less 'animate'.

Sound familiar?

Well, good news, the Fox is here to give you a little nudge in the right direction.

Honestly, it's easy. A little cantankerous if you don't know how to smack it and make it behave, but that's why I'm going to help you get started. You'll be galloping in no time!

So let's get started!

First thing we need, is we need to load a fresh scene. Yeah, I know, you've probably already loaded up everything and want to start from page 8, but some folks need a little more time to get used to this, so bear with me 😉.

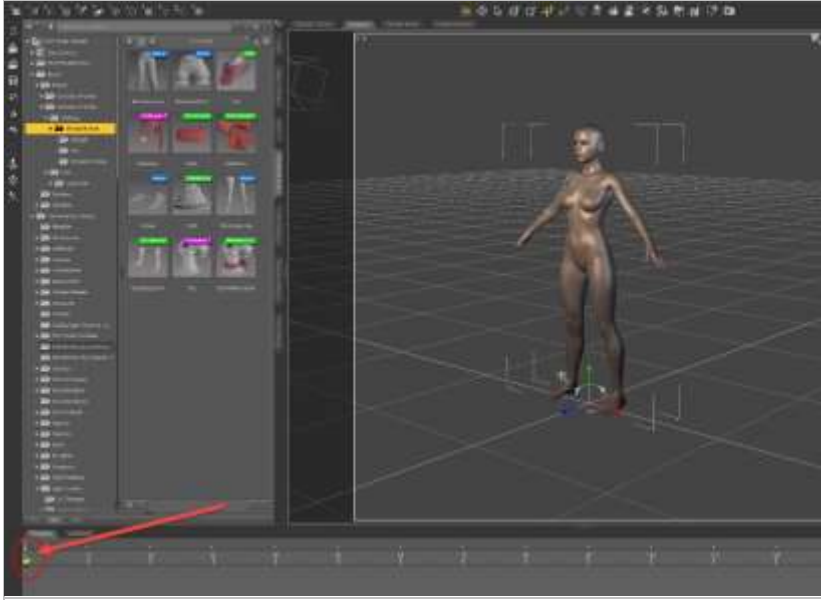So, start a new Scene and load Genesis 8 Female.

Now before you get all wild and crazy with the loading stuff, I need you to do a couple of things.

Go to the Timeline.

If the tab is not on the bottom of your Program window for Daz Studio,
You can find it by going to the top bar, then:
Window >> Panes (Tabs) >> Timeline

This is going to bring up the Timeline Tab.

From here,

Select Genesis 8
Go to frame 0

Now, navigate over to where my clothing files are stored.
Inside you'll find a folder called 'Simulation Setup'.

Now I know there's a big mess of things here, but we're only worried about 4 files for now.

Load each one of these:
Apply Limits to Genesis Female 8
Start Pose for Standing Pose Simulation
Hands-Feet Collision Off
Simulation Settings Fast

Congratulations, you're halfway done. ☺

See, told you it was easy!

Okay, next we need to move to around frame '40' on the timeline.

What, you don't have a 40?
Easily fixed… Look at the bottom line here.   Total…
just type in the full number of frames you want.

Let's start with say….80. That should give us more than enough to work with.

So again, move to frame 30 or 40. And apply your favorite G8 pose. (Just a hint, don't start with anything too complicated for your first time. A simple standing pose is best.)

Now the pose might not look quite right… that's because of the limits pose we added… some parts of the base figure are particularly evil about pinching the mesh of the dynamic clothing, these limit adjustments will save you from having to hand fine tune so much.

Anyway, go ahead and apply your pose to that frame.

Now for your more extreme poses, you're going to want to scroll through the timeline and make sure that at no time her legs pass through each other or arms pass through her body.

Anything that will be physically impossible in the way of limbs passing through each other or through the body, you need to alter the pose in that frame to keep it from happening.

Thankfully with the limits pose, it shouldn't allow much to happen.

Alright, so you've got your start settings ready, you've got your pose ready...

Let's load some clothes.

Let's start with the skirt and top. Just select Genesis 8 Female and load them.

Now right away, on mine, you'll see some poke through in the posed spot.
Don't let that worry you, that's what the dynamics are for.

So, ready to see how this whole thing works?
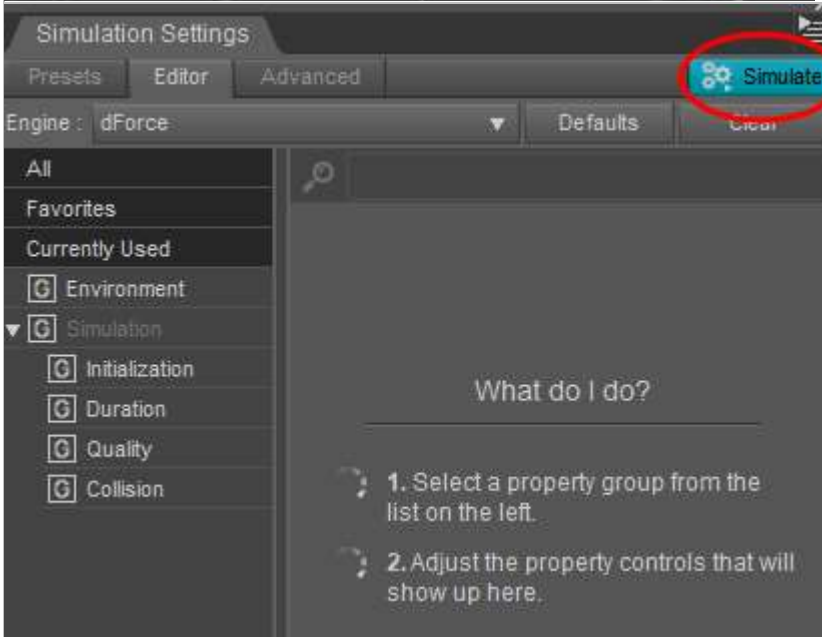
You need a new tab open.
Go back up to Window and under Panels (Tabs), find Simulation Settings.

It will bring up a window that looks like this.

There are two buttons that you need to know about to start with.

The first one is the big blue (assuming you have my color scheme ☺) button 'Simulate'.

Go ahead and press it!

Now if this is the very first time you have ever run a simulation, you'll get some message about having to set up Kernels and some such. Don't let this worry you, just tell it OK and let it do what it needs to do to get you started.   Once it finishes installing, you'll see the simulation begin.

Depending on the speed of your machine, it may take a couple of minutes or it may take a bit more than that.

But when it finishes….
See? I told you it would make it work 😉.

So, you've done your first simulation!

Now for further steps of information you might want.

Let's say that the pose wasn't 'quite' what it should be, the limits threw things off a bit.

Well now is the time you go back to the Simulation Setup folder in my clothing folder. You apply the 'Reset Limits to Genesis 8 Female' pose, and then you can reapply the pose you had to the frame you used it in.

It won't be 'perfect', but it will save you the massive headaches of trying to fine tune the animation to keep it from pinching the cloth.

Now you see in this one, that it produced a poke through in the sleeve.
Easiest way to solve this is
Now to turn on 'Smoothing'.

I have a quick pose for turning on the Smoothing, also in the Simulation Setup folder.

Now remember, if you need to run the simulation again, turn OFF the Smoothing before doing so.   It won't mess up anything, but it will make your simulation times considerably longer if left on.

Now there will always be the rare few where you are running your pose and you wind up with something like… this…

Boom….

Don't panic!

This just means that either you pinched the mesh (armpits, knees, elbows and crotches are the worst culprits) … or you tried to move something into an extreme pose too quickly.


This is pretty easy to fix either way.   If it is a pinch situation, just go to the frame before it exploded and search the clothing for a place where the explosion started. It's usually pretty obvious as the mesh will be getting kinda gnarled up.

But for the above picture… I tried to move from one pose to a second pose in the space of about 1 frame…. The simple solution is just clear the frame.

There's a little key with an X on it, right click on the figure in the scene tab, right click on Genesis 8 female, and select> Select all children. Press the X key shape and it's cleaned!

Now move to a frame further out, to say frame 60 or so, and apply the pose. This will give it more than enough time to move between the two.
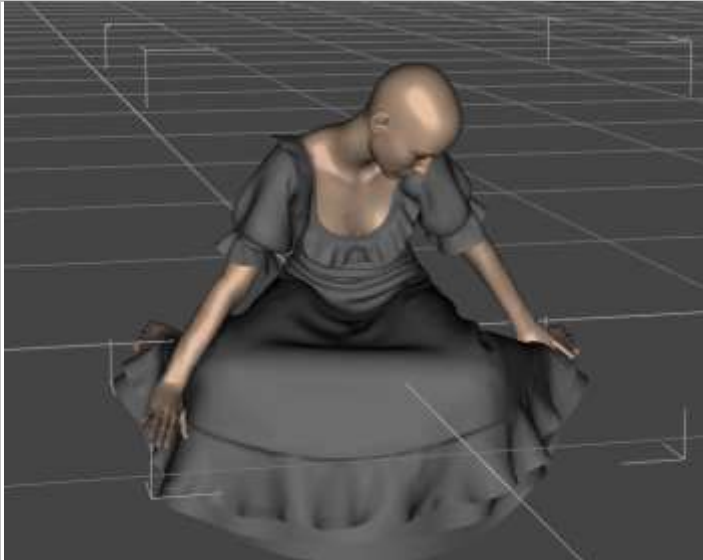
Now the result wasn't quite smooth enough (looked like she was in a wind tunnel with her skirt up around her ears half the time) so I moved the simulation out even further to around 90, cleared frame 60, and let it simulate.

Much better… but this is a seated pose… (Like I said, not a good choice for your first run, but now's the chance to show you how to do it.)
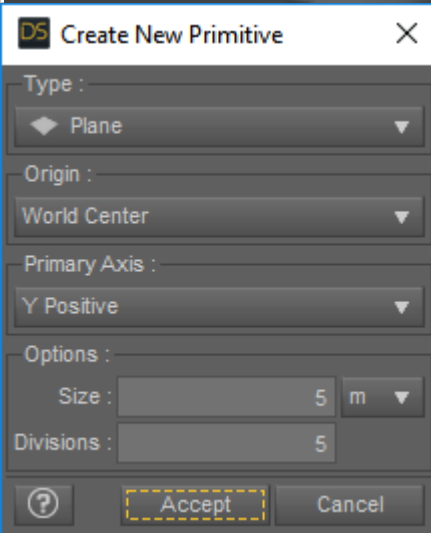
So to do a seated or kneeling pose, you need to have a ground for it to collide against. So go to the top bar.
Create > New Primative.

Type: Plane
Primary Axis: Y Positive
Size: 5 m

Divisions… let's start with 5 and see if that's enough….

Accept.

So it imported with her sinking into it, first we need to adjust it so it settles just beneath her legs in the final position.

Just a little Y Translate on the plane, and try the simulation again….

Fabu!

Now you might notice that the feet and hands slid right through the skirt without it even noticing it.

That is because one of the poses we applied back early on turns off the hand and feet collision. In general this is a better choice because there is just so much geometry there that likes to pinch. If you need it though, there is a pose to turn the collision settings back on.

So you're off on your way to newer and better things, you're layering clothing and it's working awesome, and then… it happens… you have piled on so many layers of clothing that now every time you run a sim it explodes… or it takes forever! Well this is also an easy thing to fix.

Let's start by hiding all clothing items but the very bottom one… let's say the skirt.

If something is 'hidden' its not visible in the simulation. So just click the eye beside all the other clothing pieces in the scene tab.

Now run the simulation.

Right, now we don't want to have to do this simulation over again, right? We want the program to stop thinking about it as cloth, and start thinking about it like a solid, like the figure. That's an easy step
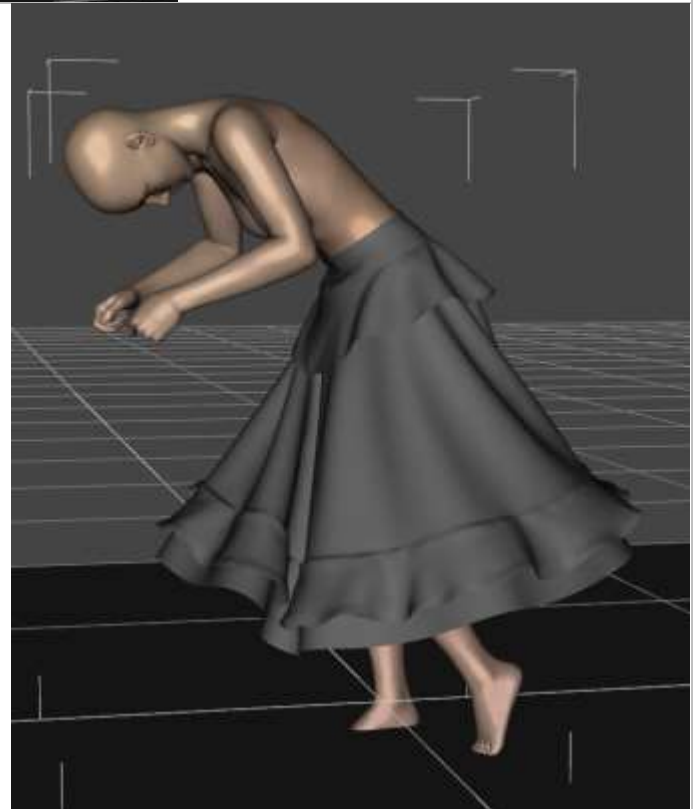
Just select the skirt and apply the FREEZE CLOTHING Pose that I've included.

Bam, you've just turned it into a solid… the simulation is still there, but the program is now ignoring it as far as calulations for cloth go. It goes through the last motions it calculated and acts as a collision surface to boot!

So now we unhide the shirt and run the simulation again. Soooo much faster no?

Now the one flaw about this… well okay there are two, but the first major flaw?
You see that big 'clear' button below the simulate button? DON'T TOUCH!!!!
Seriously. It will wreck your world if you're playing with Freeze and Thaw.
Why? Because it will clear all the saved simulations, even the frozen ones. ICK!!!
But frankly you don't need the clear, just run the simulation again and it'll clean what it needs to clean.
Automatically.

Now the other major flaw? Some layers… like the shirt, are acted upon by another force, like the sash. The sash deforms the shirt just a bit and the shirt deforms the sash… so they must be simulated together when they're on…if you freeze one and not the other, it can produce some weird results.

So what is all this freezing and thawing most useful for?   Well when you start layering in things like hair, this is a massive undertaking, especially with the bow on the necklace.   You can simulate everything together and hope…. And try to clean the simulation frame by frame…. Or you can bring in the base outfit, simulate, freeze the pieces, then bring in the necklace and simulate it, then freeze it. Then the Hair… simulate and freeze, then the hat, simulate and done….. and save your sanity and a lot of time 😊.

I'm sure you've got a lot of questions still, but this should get you running on your own with simulations without too much trouble.
If you run into a trouble or have questions, don't hesitate to contact me at jinx@ladylittlefox.com.
Thanks so much for your purchase!
Lady Littlefox

FAQ: These came up during testing and they might help you solve problems.

Q: The necklace collides with the shirt and takes forever to simulate and explodes, even when the shirt is frozen.
A: Hide the shirt and run the simulation on the necklace. Then freeze the necklace and use the joints in the ribbons hanging on the back to final place the bow/ribbons.

Q: It takes forever to simulate into a seated position and by the time it gets there it starts exploding.
A: Try starting from a bit closer to the seated position and ease into it. It takes a bit more work but the simulations are a lot faster.

Q: The mesh of the sleeves breaks or cracks when I lift her arms over her head or drop them close to her side.
A: The dynamics + JCMS do not always behave themselves nicely. Try starting your sim with your arms a little closer to the final poslition. This will allow her to start with her JCMS activated already and ease into the pose.

Q: The underarms are still making sharp bends and I have a tiny poke through.
A: Turn on the smoothing 😊 that's what it's there for. Have a pose, just select the shirt or what have you and apply. Just watch out that your arms aren't trying to pass through the body or something.

Q: I have a pose with her on the floor, but the skirt hovers.
A: The skirt has an automatic standoff to keep it from collapsing against her legs. If you want it to fall upon the ground smoothly, you're going to need to go into the material settings for the bottom of the skirt and turn down the 'collision offset' to around .2 or .3   This will allow it to collide with the floor more gracefully….

Or, more sneakily and less work, move her a bit up off the floor by the yTranslate on Genesis 8 for your final simulation, and when you're finished, just translate her down back to the floor. No one has to know 😊

Q: I have a pose with her on the floor but the skirt keeps passing through her feet.
A: You need to use the pose that turns back on the collisions with feet. There is a pose file that turns this off so that you don't accidentally create a collision… IF you want the collision computed, you need to turn it back on.

Q: I have a hands on my hips pose.   It worked when I simulated the skirt and top together, but when I froze the skirt for speed, the top lost its mind.
A: Your hands are probably too close to her hips. The stand off of the skirt and top when they're both simulating can correct for a little too close, but the simulation of the skirt by itself will be a bit bigger without the top to limit it. It created a pinch between the skirt and hand. Just move the hands a tiny bit further out and you're good.

Q: I've tried to go a bit more advanced and into a kneeling position and I can't get it to work at all. Help!
A: Okay… be warned, you're getting into Voodoo, but here's the easiest way you can get her into a kneeling or sititng position… ready?

Step 1. Create a plane. How do you do that, top bar, Create > New Primative

Settings: Plane/World Center / Y Positive / Size 5 m /Division 5 Should work for just about anything you need.
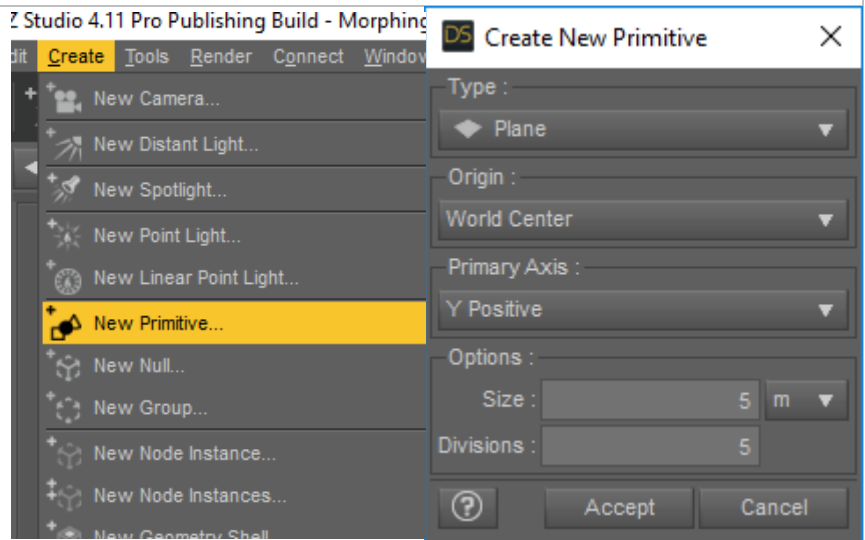
Step 2. Go to your simulation tab, and with the plane selected go to the top right corner, those three bars. Click it
Choose dForce > Add dForce Modifier: Static Surface
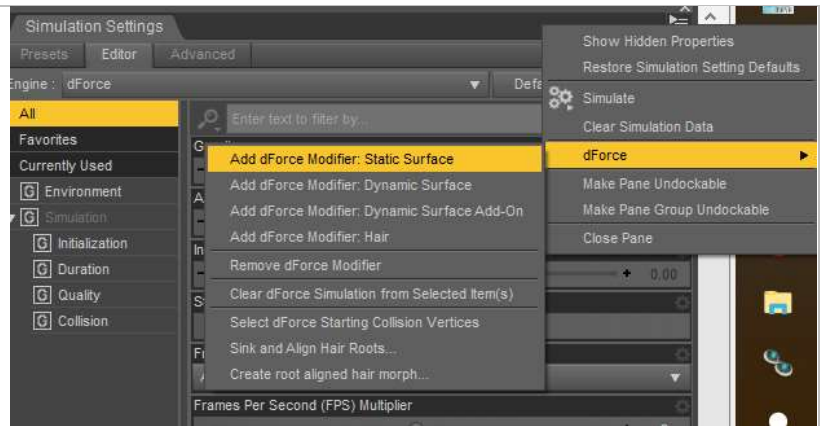
Step 3. With plane selected, go to the surfaces tab, and down towards the very bottom of the All sufaces, you should find 'Friction' and 'Collision Offset'. Set the Friction to around .7 and the Collision Offset to around .35.
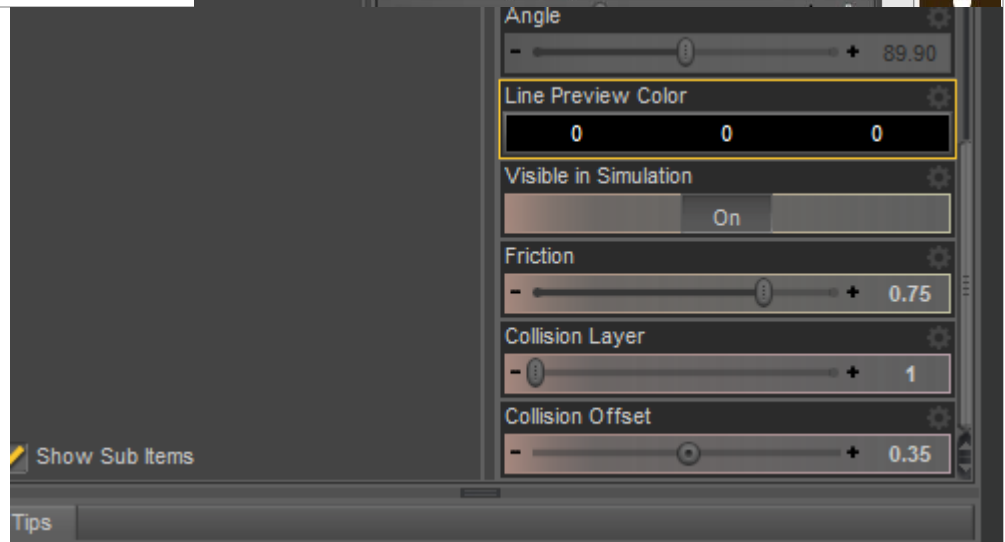
Step 4. Expand your timeline to around 80 frames Total. Go to frame 0 and apply your zero'd pose. Go to around 55, and insert your kneeling pose.

Step 5. Now here's the trick… Go to the hip and the body of Genesis 8… remove the Y Translate data. Completely remove it, set it to zero. Yes she's hovering above the floor but this is actually easier than fighting with it the other way around.

Step 6. In frame 55, Ytranslate the plane to meet approximately where the legs/feet meet the floor. You may need to hide the skirt for a moment to do it well.

Step 7. Go to Frame 0 and put the plane just below the bottom of the skirt with Y translate.

Step 8. Move through the frames and watch how the Plane gathers the skirt and how the figure moves. You may want to make the plane slide backwards to drag the skirt more against the knees and under her knees as she falls. If you want the skirt to go under her knees, make sure to leave a gap between her knees and the plane in Frame 55.

Step 9. Cross your fingers and simulate 😉

Oh… and remember to watch out for the movement from zero to posed because that hand is in a devilishly hard spot… passed through her leg three times on her way to kneeling…. Eeeeeeevil!

Now just freeze her dress and move her into position on the real floor.
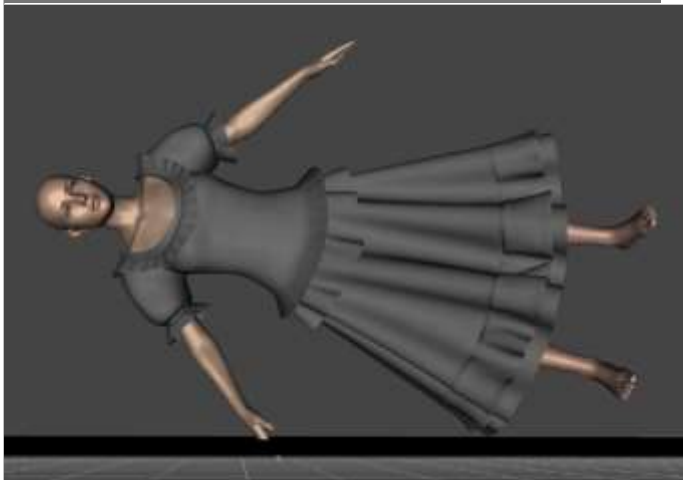
Q: Okay, I get the kneeling, but how about lying down.
A: Well first thing we need to be 'sneaky'.
Check in the skirt for Pre-Sim morphs. Turn Relax to 100%. Follow the same steps as sitting by zeroping the yTrans, but on the Z rotate, rotate her so that her skirt is close to horizontal in Frame 0.
Then move the Plane to match it but not touch.

Walk through the frames and rotate it so that it stays close to the floor as you lay her out.

Don't worry about the skirt poking through after the zero frame. That's what simulation is for.
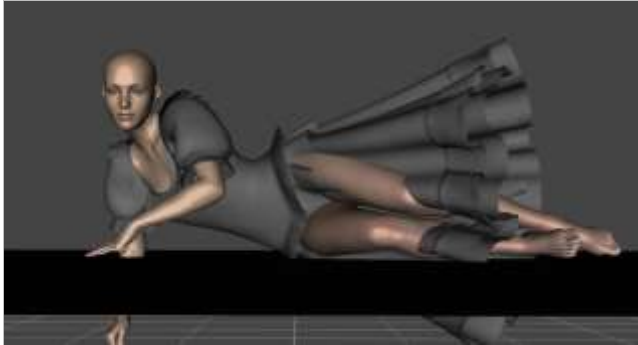
Continue following it through making EXTRA sure you have a space between the body and the plane so that you don't pinch it. You can move it closer around frame 65 after it's in position.

Boom. Now you can shift the plane so that it pulls the skirt back or forwards, or bump up the Air Resistance in the Simulation settings so that it settles softly.

Q: I can't get those beautiful ripples like with yours, the dress just seems to fall with a thud.
A: First, are you using my sim settings? If you aren't, then you should try them. Fast doesn't make quite as many nice ripples as high quality, but it will help. Additionally… try raising the Air Resistance in the Simulation Settings. And maybe even lowering the gravity just a tad, it'll give you a fluffy slow motion silk effect that's quite lovely, without having to fight with individual settings in the materials.

Q: I see the Seated and Kneeling dials in the pre-Sim morphs, but they don't match my pose. How do I use those?

A: Those poses are for use with the 'start' poses found in the Simulation Setup Folder. You go to frame 0, load the pose and the morph on the dress and top. Then apply your pose around frame 30.   Now note the Translates on your final pose, especially the Y one. Go back to frame 0 and get her close to that without poking the dress through the floor or whatever she's sitting on.   Now run the simulation from there.   It won't always work, some poses just require a lot more love, but it may get you closer to your aim with a little less work.