

Dear Customer,

Thank you for purchasing CHIC OUTFIT from The MINIMALIST COLLECTION.

Here are some recommendations to to get the best out of your new product :

All items are dForce ready. Only the Turtleneck is also available as rigged version. You may use the one you prefer.

Each item has Dials to adjust simulation poke throughs.

You have Morphs for the following Daz Characters included :

- Mika 8
- Aiko 8
- Alexandra 8
- Bridget 8
- Charlotte 8
- Eva 8
- Mei Lin 8
- Monique 8
- Olympia 8
- Penny 8
- Stephanie 8
- Sydney 8
- Tasha 8
- Victoria 8
- and the main Body Morphs.

If you use the Turtleneck and the Poncho, try to use the Turtleneck as the collision item if you have problems with dForce poke-throughs, the same thing for the pants. Sometimes this can help to get better results.

When using the Poncho and the turtleneck together, switch on START BONES WITH MEORIZED BONES, and current frame with the poncho colliding with the turtleneck.

You can also add a Push Modifier at 0.1 to avoid poke-throughs. Putting Dynamic Strength at 90% may avoid this also.

Not all poses are possible at on the pants : Crossed leg poses are not recommended. The mesh « explodes » generally.

When applying poses on you character, try to have enough space between the different body parts (Hands and legs, or hands and body) to let the simulation run correctly. You can put them back in the initial pose after the simulation (Freeze simulation ON).

The simulation settings are made for giving an impression of rigid fabric, for smoother results, put all stiffness on 0,05 and friction to 0,2.

Generally, simulate one item after the other and set the simulation on FREEZE SIMULATION once you are satisfied with the result (Don't use clear simulation settings! This will initialize all simulated items, frozen or not.)

Make also sure that your character is not below the floor when you simulate (the pants for instance), CTRL+D with the figure selected puts your character on the floor. In some cases it could be useful to create a primitive plane and place this under the figure so that the simulation can use it as « floor » collision item,

And one last thing : the less items are in your scene, the faster is the simulation. Hair, Jewelry and other objects should be added once the simulation is done, except if they are needed as collision items.

Happy Rendering !