HS dForce Breast user manual

1. Basic usage:Start with base figure.

1.1 Double click to load"Genesis 2/3/8 Base Female with dForce

Breast.duf".

1.2 Load your character morph , material or pose.

2. Advance usage: Start with existing figure.

2.1 Open your scene or load your custom character and select it

2.2 Right click on "Simulation Setting" tab -> dForce -> Add dForce

Modifier:Dynamic Surface to your custom character.
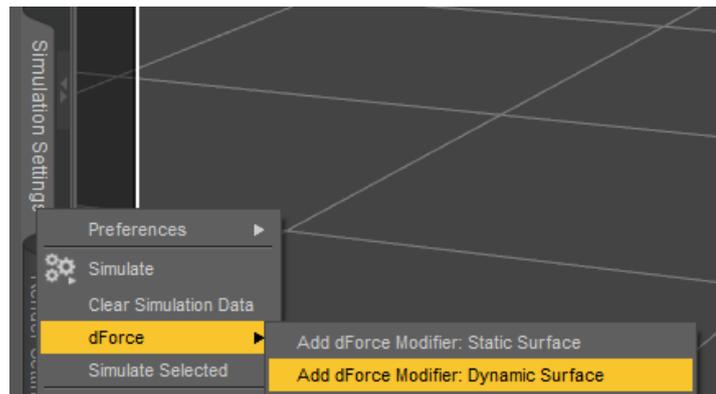
2.3 Create -> New dForce Modifier Weight Node.Click accept by defult.
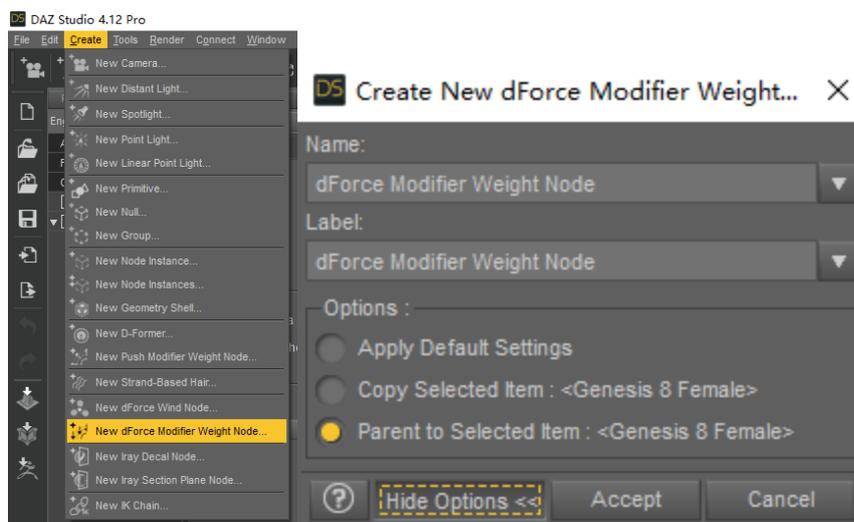
2.4 Select dForce Modifier Weight Node on Scene tab. Follow arrow to

create an Influence Weights map.
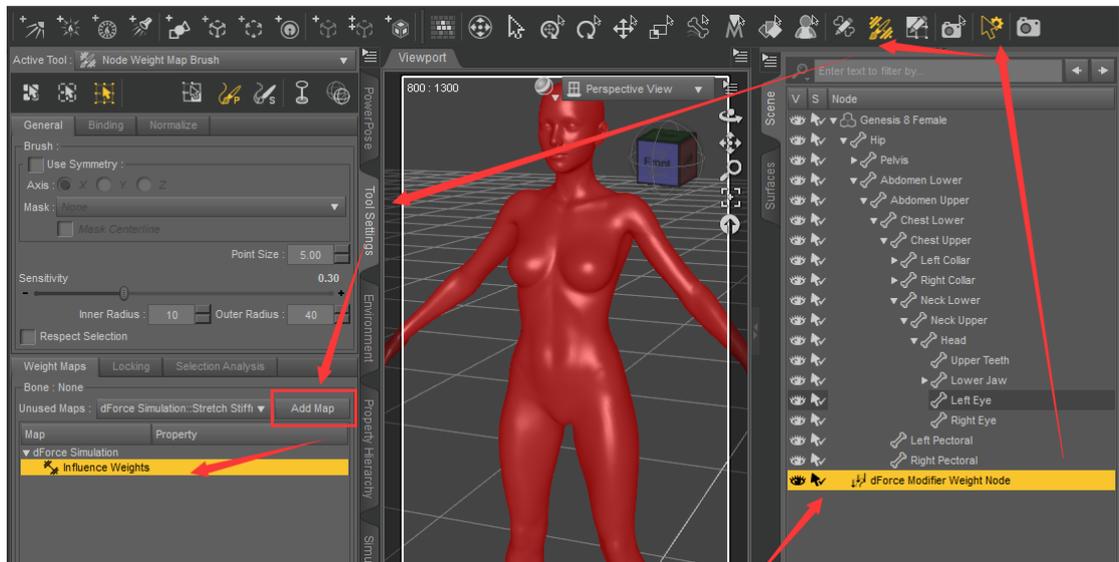
2.5 Double click to load"Genesis 2/3/8 Base Female with dForce Breast.duf".

2.6 .Select Genesis 2/3/8 Base Female with dForce Breast,redo 2.3-2.4 to find my Influence Weights map preset.

2.7 .Right click on my Influence Weights map preset and click "Copy Selected",then Right click on your custom character's Influence Weights map and "Paste Selected"
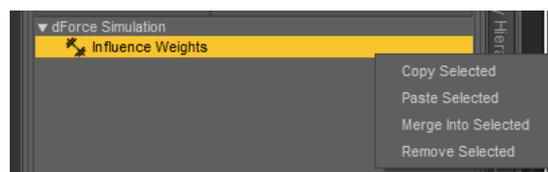
2.8 Find dforce Breast add-on in scene tab and fit it to your custom character.(Or load it from content)

2.9 Choose Hard/Soft/Very Soft/Super Soft preset ,apply to your character and dforce Breast add-on.

3. Simulation tips.

3.1 Before the simulation,you should load the simulation preset . I made some preset for medium-sized breast HS dForce Breast Bouncing for 30/90 FPS and HS dForce Breast Static.

The "FPS" means
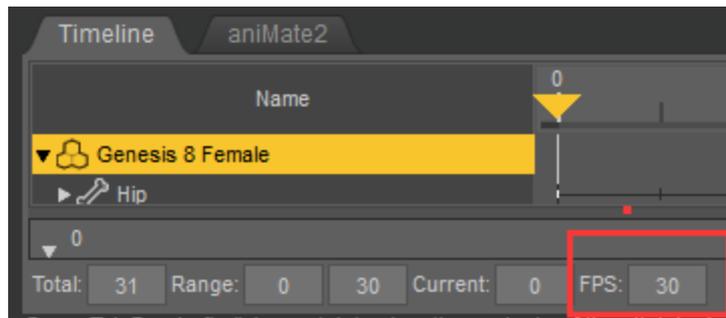
And it should work with timeline animation pose,if you don't have

animation pose,just use "HS dForce Breast Static" preset

3.2 For difference size of breast ,you should change the value of

Iterations (Per Subframe) in "Simulation Setting" tab. Only one

rule:the bigger size of breast,the lower value of "Iterations (Per

Subframe)" .Lower value means softer.If set to 1 still not soft

enough,you can lower the value of "Subframes".Higher value

means harder and suit for small size breast.(For example, value 10

is suit for G8F base shape).

3.3 If you use aniMate block,you should right click on the blank of

aniMate tab and click "bake to studio keyframes" first,or the

breast will not simulate.

3.4 Keep "Start Bones From Memorized Pose"ON(in simulation tab)

can avoid many error.

4.Work with dForce cloth:

dForce clothes can flatten the dForce breasts.So you should simulate

the character first.

4.1 Set cloth invisble in simulation at parameters tab(or hide it in scene

tab),then click simulation.

4.2 Select character,trun on "freeze simulation" at parameters tab. So

the character will not participate in the next simulation

4.3   Set cloth visble (or unhide it in scene tab) then click simulation.