

# Short Instructions for the Seraphine Wardrobe

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## General Morph Types

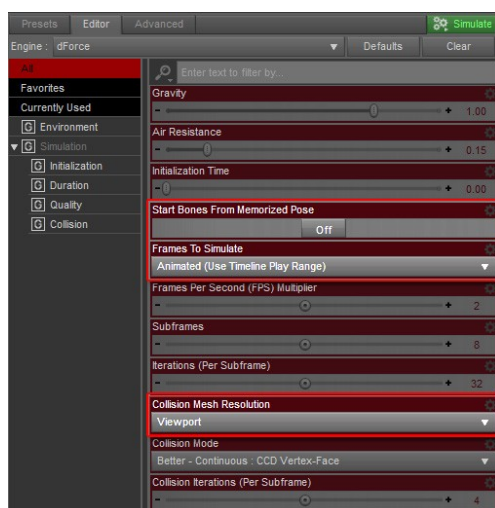
The outfit parts of this product load with a selection of morphs and control dials for the skirt, armdrapes and ribbons designed to help you with fitting it. The morph categories are as follows:

- **Adjustments:** Alter shape and fit of a piece.
- **Styles:** Contains shaping morphs which are designed to allow you to use multiple outfit pieces together.
- **Controls:** Controls movement and size of the separate outfit parts.

Please note that several outfit parts load with some morphs already dialed in. This applies to all the wearable presets.

## The Seraphine Wardrobe and dForce

### How to work with the Seraphine and dForce



If you want to set up a dForce simulation, please take the following steps:

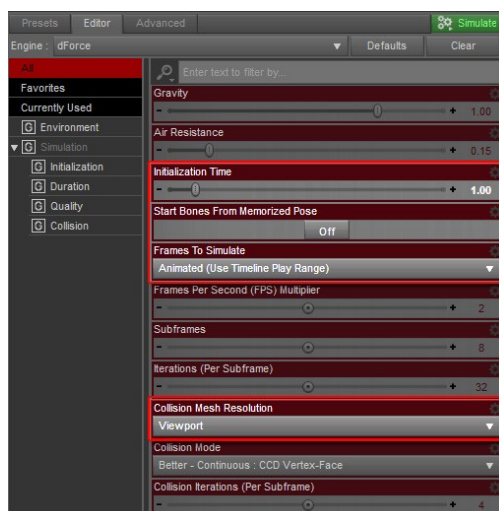
1. Load Genesis into your scene; also load a plane primitive into your scene to act as a collision object for the floor

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2. Apply your chosen wearable preset to Genesis with the dForce compliant outfit
3. Set up an animation with 61 frames (you can raise this value if you want the piece or pieces to settle and drape more completely)
4. In frame 1, set a keyframe (click on the little key icon with the plus symbol inside, to the far right end of the bottom icon bar) with Genesis in default pose and your freshly loaded simulation ready wearables preset
5. Go to frame 25, select a pose for Genesis, add all the body and face morphs and then add a new keyframe in pose 25
6. Go to the Simulation tab inside DAZ Studio and change the following default settings: Start Bones from Memorized Pose - OFF, Frames To Simulate: Animated (Use Timeline Play Range), Collision Mesh Resolution: Viewport
7. Hit the "Simulate" Button!

For some scenes you can try to reduce the Air Resistance values in the simulation settings (Simulation Settings tab, Environment Settings). This will help prevent ballooning of the simulated parts and will also help them to settle on the figure earlier.

For the dress and drapes to drape nicely, it also is recommended to set the Initialization Time to a value between 0.5 and 1.



## Using the Dress Parts and Geoshell Suit together

In some case you might notice some pokethrough of the underlying geoshell bodysuit into the dress top and dress mid pieces. In this case, adjustments can be made to tops and mid by raising the values of the „Adjust for Displacement“ and 2Adjust for Displacement 2“ plus the numerous adjustment morphs of both outfit pieces.

## Hide-Show Options for the Seraphine Wardrobe

The Seraphine Wardrobe loads with a number of options to hide or show specific parts of the dressmid and dress drapes.

You can find these options in the Parameters panel. Please navigate to the „General“ section and find the „Hide-Show“ options.