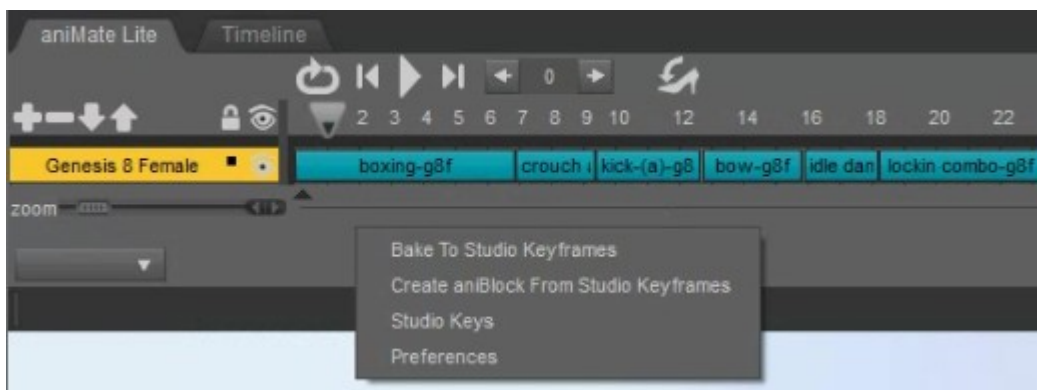# ![eR] Auto Breast Animator Readme

The Auto Breast Animator is found within your product library under Scripts, eReal. To use the Auto Breast Animator, prepare your animation, adjust the Timeline to the Range of your animation (if necessary), select the Genesis figure in the Scene pane, and double click on any one of the preset options or else run the custom option. The presets should work well for most situations. The presets labeled bra have a different and more constrained dynamics model to represent wear of constrictive clothing such as a bra. If more control is desired, run the custom option. Since the Auto Breast Animator is a physics model, it may produce unexpected results when presented with unrealistic animations such as sudden or large jumps in position or rotation.
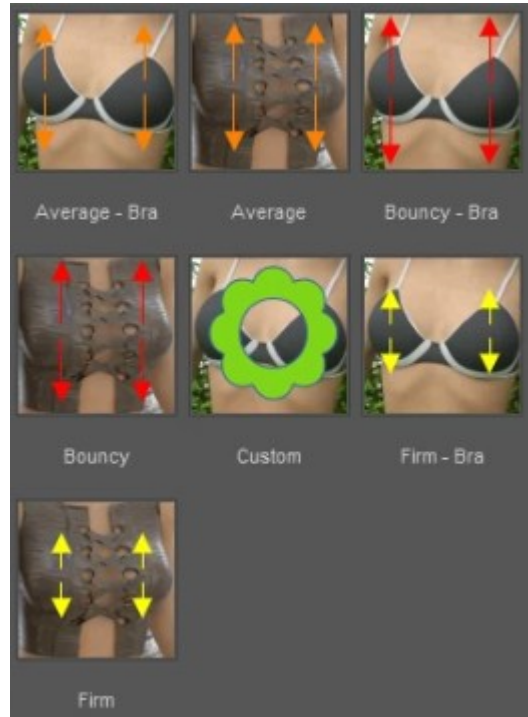
If your animation was created in aniMate2 or aniMate Lite with aniBlocks, then you must bake to the timeline before using this tool. To bake, simply right click in the aniMate area and select "Bake to Studio Keyframes".

The custom option provides the ability to modify any of the parameters of the physics engine in the Auto Breast Animator simulation.

- Load: these buttons load the parameter values for the preset options and are useful to create a starting point to modify from
- Weight: determines impact of gravity and overall inertia
- Stiffness: the strength of resistance to deviation from the neutral position
- Dampening: how quickly bouncing will diminish
- Move multiplier: scales the overall magnitude of motion resulting from the simulation
- Frequency multiplier: scales the overall time constant of the simulation, speeding up the dynamics
- Bra: turns on or off the bra model
- Adjust zero: if on, will adjust the neutral point to be close to the zero position when Genesis is standing up. this is useful to provide a wider range of motion. However, it is recommended to turn this option off if Genesis will be inverted, for example handstands or cartwheels.