

SickleFuse's Furisode For Genesis/G2F

A Manual

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Introduction

Thank you for purchasing the Furisode for Genesis or Genesis 2 Female in DAZ Studio. This guide is intended to help you get the most for your money by using all of the options offered by your new product.

It is highly recommended that you at least skim this document in its entirety before working on renders with your new product. We've done our best to make it clear with the icons, morph names, and utilities, but it's easy to get into difficulties when figuring out a product's features purely by looking at them. That's what this guide is for.

If you find yourself at sea when trying to get a particular look or work with a particular pose, this is where you want to be. Read on!

Chapter 1: Forearm Warning!

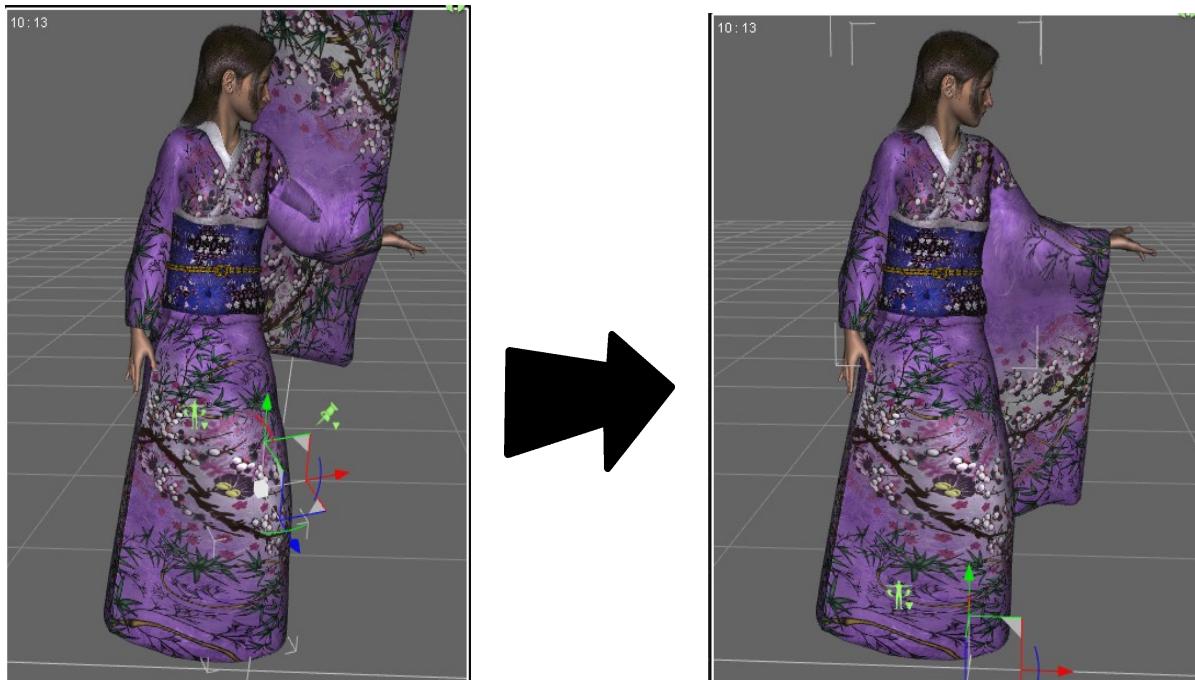
When a real cloth item with dangling sleeves is worn, the weight of the sleeve will pull it to hang straight down no matter which way the forearm under it is twisted.

It is not possible to do that with a digital item, of course. What we can do is keep the forearm of the sleeve oriented with the hanging part downward. So when you need to create a pose with the forearm of Genesis/G2F twisted, such as to turn the hand palm-up, here's what to do:

Twist the forearm of the Furisode in the opposite direction from the forearm of Genesis or G2F.

So if you twist the forearm of the figure 120 degrees, you should twist the forearm of the Furisode negative 120 degrees. It will still fit just fine, and it will keep the dangling sleeve oriented downward. This is much better than trying to compensate for forearm rotation with the handle bones.

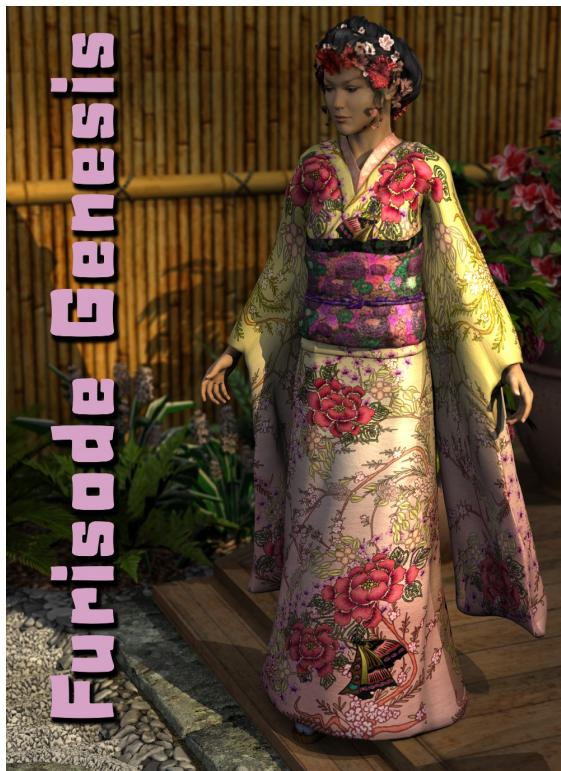
If the shoulder and the forearm are BOTH twisted, you should try to twist the forearm of the furisode the amount of both added together. In the picture shown, the shoulder is twisted 70 degrees and the forearm is twisted 90 degrees, so the forearm of the furisode needs to be twisted -180 degrees to compensate.



Chapter 2: A Suggested Workflow (Or: What To Do When You Just Conformed It And It Didn't Do What You Expected)

If you find yourself at sea with this set, staring at a conformed dress with sleeves flying everywhere and no idea how to fix it, here's what to do.

Let's start with the very basics, how to get a good standing pose like the one in this Genesis promo:



First, of course, you load G2F into your scene, load all the Furisode pieces, and conform them. Then apply your intended pose to G2F. As expected, nothing looks right. Let's start with the sleeves.

1. Check forearms for twist. No twist to correct on this one.
2. Are the arms down? Then we'll use the Bend or Left-Right dial on Sleeve 01 on each side. 90% of the time the left-right dial on this specific bone is what you want.

Rsleeve 01 Left-Right -61.93

Lsleeve 01 Left-Right 71.19

As with many standing poses with the arms down, only the Left and Right Sleeve 01 really need to

be posed in this one.

Now fix the drape with the ArmMovementHelpers. These are under Morphs in your Parameters tab.

Are the shoulder bones bent? Yes. We will use the BendLArmLSleeveLR fixers.

Are the elbows bent? No. We do not need the elbow fixers from the same heading.

Use BendLArmLSleeveLR 81%

BendRArmRSleeveLR 90.5%

Do the sleeves touch the ground? No. We don't need to pose all of the other sleeve bones.

Done! Add any style morphs affecting the length, cling, etc. at this point.

Here's what to do with a kneeling pose like this one:



Load, conform, and apply a pose, then:

1. Check the forearms for twist. No twist to correct on this one.
2. Bend or side-side dial on Sleeve 01 on each side. Always do this first.

Rsleeve01 Left-Right -45.17

Lsleeve01 Left-Right 85.07

That helped, but now the sleeves clip through the ground instead of the figure.

3. Pose the other sleeve bones, most often with Bend, to complete the curve and bring them to rest on the ground. I bent many of the bones using multi-select (covered in depth in Chapter 3) so they have the same bend value.

Rsleeve 02 Bend 18.2

Rsleeve 03 Bend 18.2

Rsleeve 04 Bend 18.2

Rsleeve 05 Bend 18.2 Twist -12.15

RSleeve 06 unposed

Lsleeve 02 Bend 20.9

Lsleeve 03 Bend 20.9

Lsleeve 04 Bend 20.9

Lsleeve 05 Bend 7.42

Lsleeve 06 unposed

Now apply arm movement helpers, if they are needed. They aren't particularly in this picture, because the troublesome back-sleeve area is not visible in render. Done! Now add the giant bow morph in the obi, if you like.

So how do we deal with a pose where one or both of the elbows are bent? Let's look at this one.



Very similarly to the others, except that after you move the Sleeve 01 left-right values, you may also need to move the Bend dial on those same bones to drag the sleeves downward more. Then, when you get to the point of adding ArmMovementHelper morphs, you will use the one that has the word “elbow” in it on each arm. Sometimes you need to combine them at different values with the plain arm fixers, as was done in this picture. Play with the dials until you get the numbers you want.

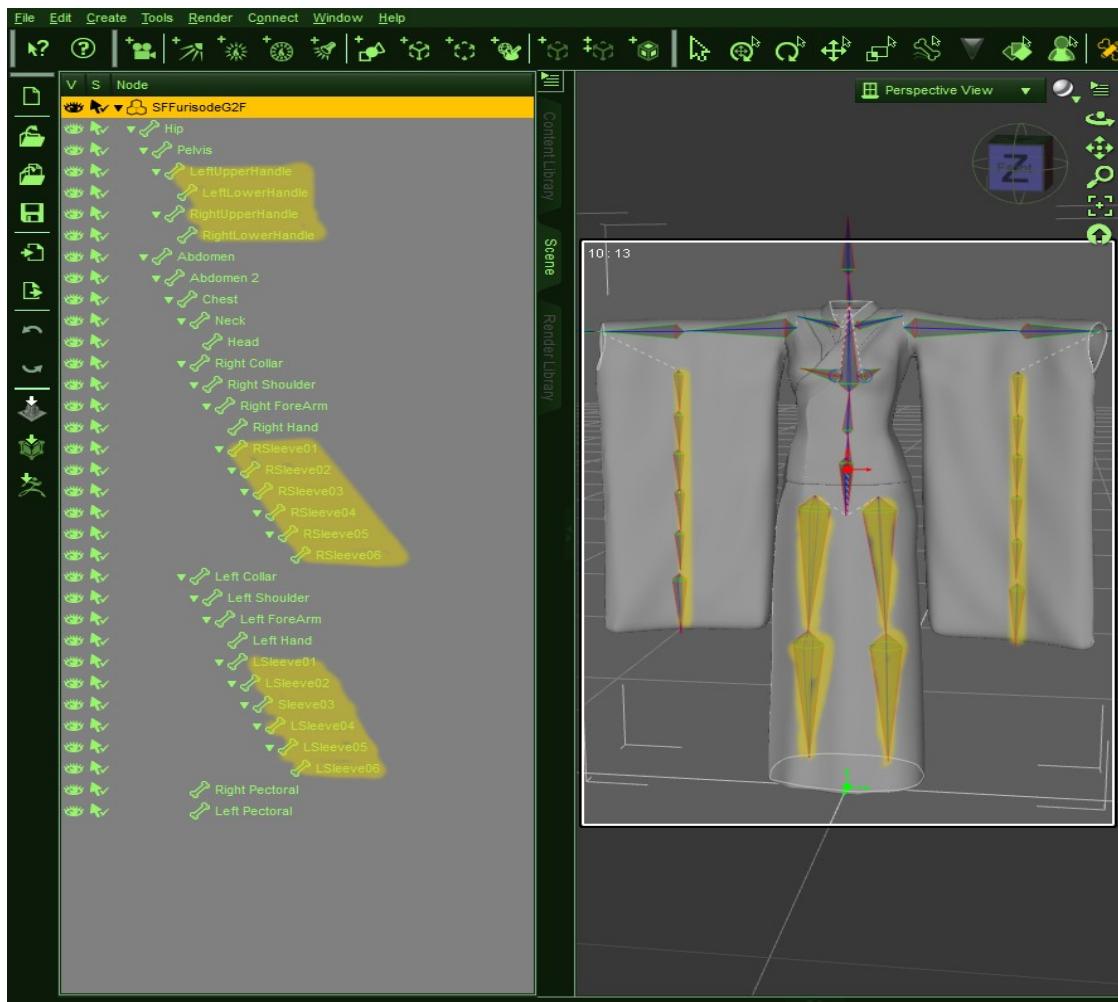
Chapter 3: Handle Basics

Your new furisode has three sets of handles: the right sleeve, the left sleeve, and the skirt handles.

Each set of sleeve handles consists of six sleeve bones parented to the forearms. You can see these bones from the **Scene Tab**. If you do not have a scene tab, you can create one using Window—Panes(Tabs)--Scene in DAZ Studio. Each of these bones has bend, twist and side to side controllers visible in the Parameters Tab (accessible from the Window—Panes(Tabs) menu again, if you need one).

Also bear in mind that you can select multiples of these bones at once, so that if you select all six bones of the right sleeve, you will see one slider for all of them in Parameters. Moving that slider will move all of the bones in a smooth curve. You can select any number and combination of the handle bones this way, which makes posing them fairly easy.

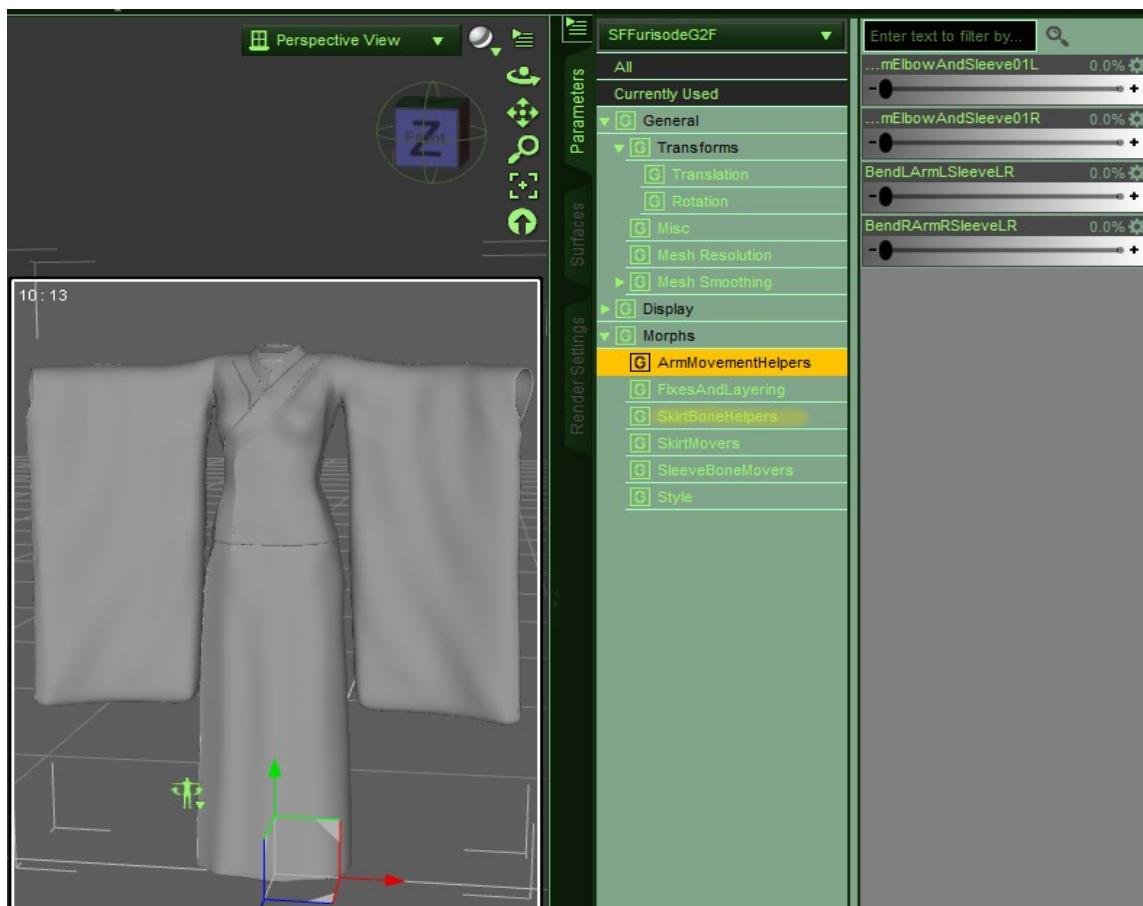
The skirt bones are grouped under the pelvis, and there are two on each side: the Upper Left, Upper Right, Lower Left and Lower Right Handles. You can bend these to match the bends of the legs of Genesis, or you can move them independent of the legs for clip fixing or a more realistic impression of cloth. Combining these with the included morphs offers even more options (see following chapters).



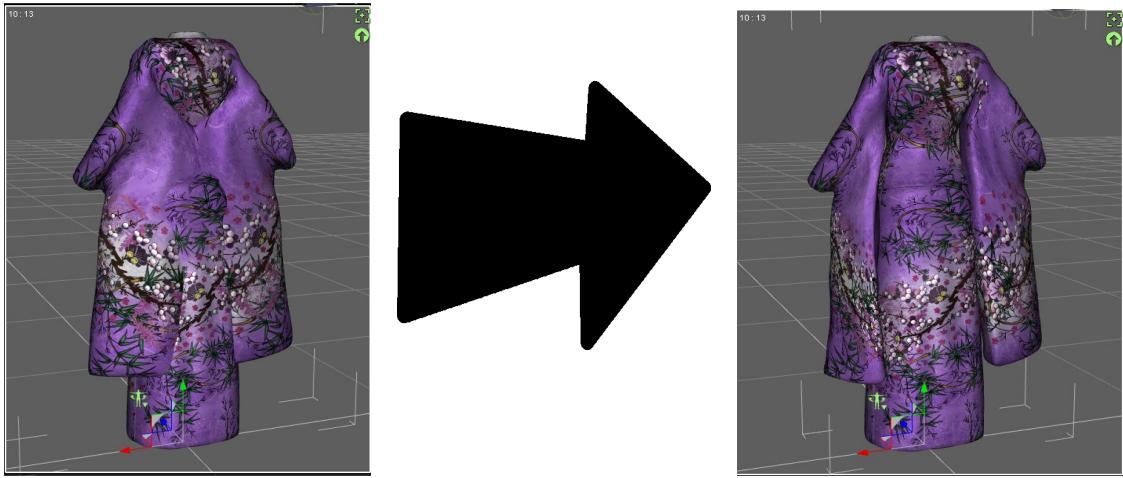
Chapter 4: The Movement Helper Morphs

Movement helper morphs, or optional JCMs, or optional Joint-Controlled Morphs – whatever we choose to call them – exist in order to improve bending in a way that is not possible with tweaking weight maps alone. As such, they are made to be used *with* bone handles and poses, not *instead of* them. This is why the red dummy morph labeled “!UseWithHandlesINSceneTab!” is present, as a reminder not to try to use these morphs without bending the handles first.

The helpers in the furisode are grouped under **Morphs/ArmMovementHelpers** and **Morphs/SkirtBoneHelpers** in your Parameters tab. You can create a Parameters tab in Window—Panels (Tabs)--Parameters if you do not have one. The SleeveBoneMovers heading is for a different kind of controller and is dealt with in Chapter 4, and the SkirtMovers are morph-only movement and are covered in chapter 5.



The morphs labeled “BendLArmLSleeveLR” and “BendRArmRSleeveLR” are made to be used when bending the figure's arms down. That is, when the bones of Genesis labeled Shoulder are bent down at around 50 to 75 degrees. The Sleeve 01 bones can be moved on the Left-Right slider without these morphs (to make the sleeve hang straight down) and it will look all right from the front. In the back, however, there will be clipping with the body, and this is what these morphs fix.

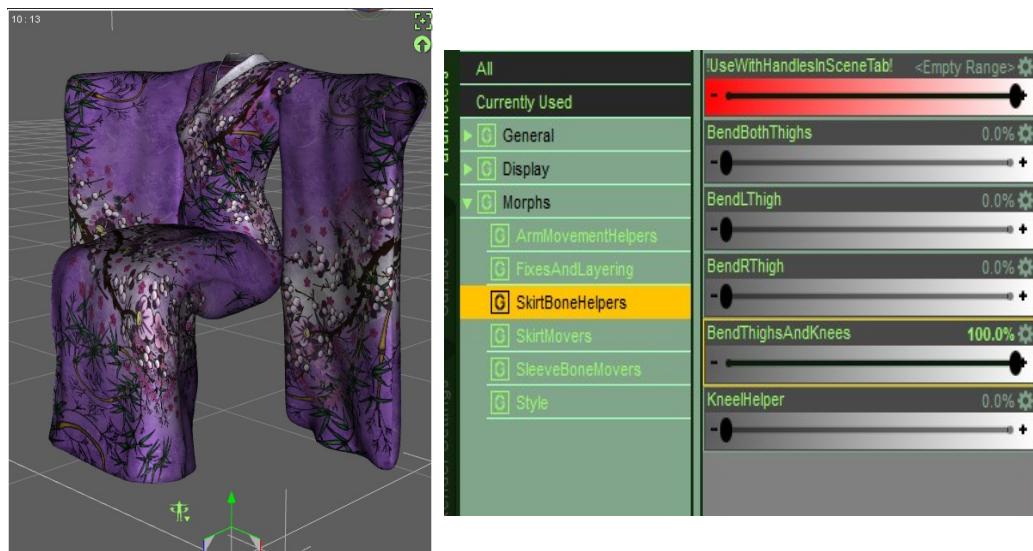


The morphs labeled “BendArmElbowAndSleeve01L” and “BendArmElbowAndSleeve01R” are intended for when the arm is down *and* the elbow is bent. The Bend slider of the Sleeve01 bones, when set at around 90 degrees, will help with this, but optimum results are achieved with that PLUS these morph sliders.

And then there are the skirt helpers (under the Morphs/SkirtBoneHelpers heading). You need no morph helper on the skirt handles if they are bent at low values, basically at values less than 80 degrees. At sharper bends, however, there can be mesh irregularities, as you have probably seen with other skirt products.

The BendLThigh and BendRThigh morphs are for when either the right or left thigh bone is bent at the hip, and the corresponding Left or Right Upper Handle is bent to match. If you want to bend both Upper Handles, but only the Upper ones (for instance, because a character is sitting on a bed or the ground), use the BendBothThighs slider.

The Bend Thighs And Knees morph was created for the most typical seated pose, in which the thighs are bent at 90 degrees and so are the knees, and the Upper and Lower Handles are bent accordingly. Different values of this slider will help with different seated poses depending on the degree to which the thighs and knees are bent.



If a character is kneeling, with the knees bent 90 degrees but the thighs not bent as much, and the Lower Handles are bent to match, then the KneelHelper is the slider to use. This helps fix the “big round ball” look in the knee area when just the knees are bent.

When using poses wherein the character is kneeling, but the thighs are bent, too (such as the Female Kneeling 01 pose with the free BasicFemale poses for Genesis), experiment with using both the BendThighsAndKnees and the KneelHelper dials at values less than 100%.

Chapter 5: The Sleeve Bone Movers

The Sleeve Bone Movers are a set of pose controls to help you move the multiple bones of the sleeves together. They are located under **Morphs/SleeveBoneMovers** in the Parameters tab.

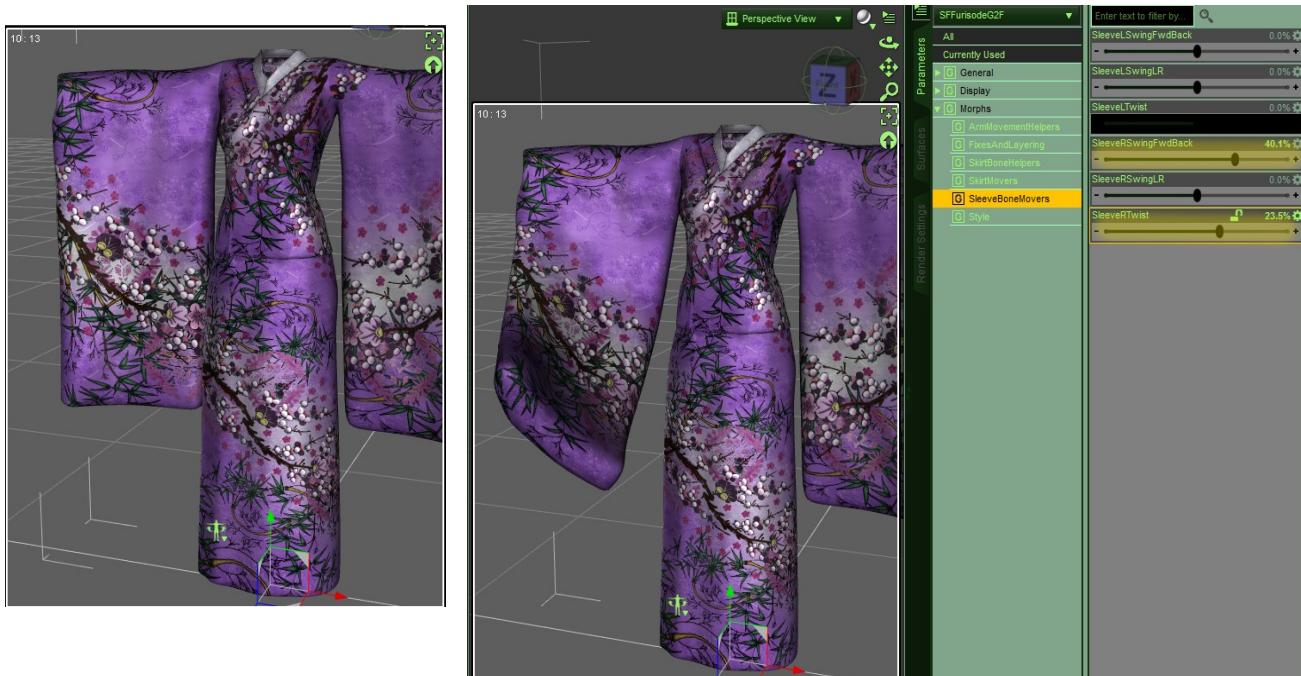
These are most useful when the arms are partly or fully raised and you want to give the impression that the sleeves are swinging or twisting with movement. Chapter 3 deals in depth with the helper morphs to use when the arms are down and things are still.

There are three morphs for each side, starting with Lsleeve or Rsleeve:

(Show image of the sliders)

The FwdBack sliders swing the sleeves forward and back. The SwingLR sliders move them from side to side. The Twist sliders of course cause them to twist into a spiral, and should be used in moderation.

These are not technically morphs, they are pose controls; they are grouped with the morphs to make them easier to find. You can move the sleeves with the dials, and also move them individually from their individual bone rotations in order to create more complex poses.



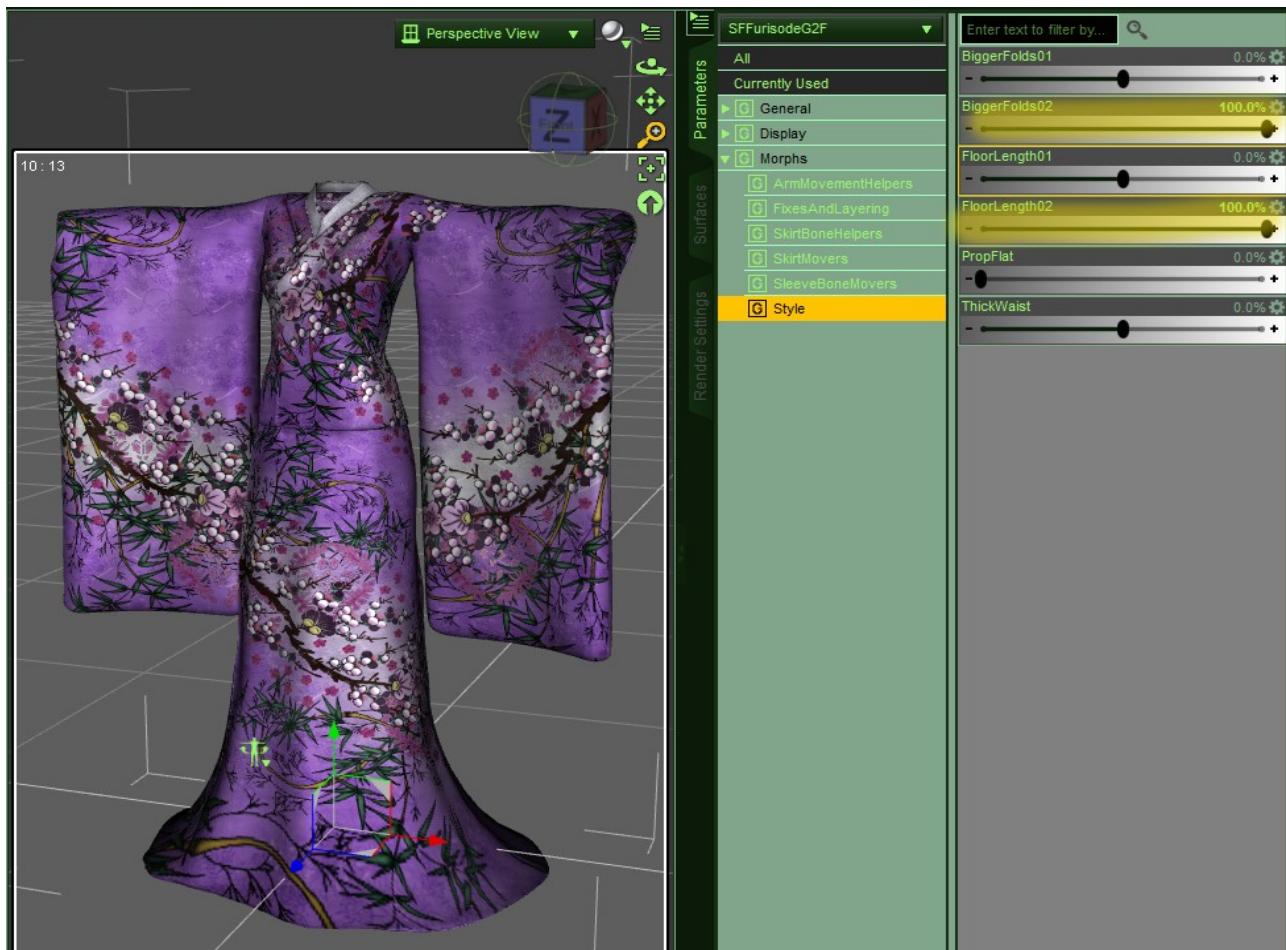
Chapter 6: The Other Furisode Morphs

Further morphs for the furisode are located under the headings **Morphs/FixesAndLayering**, **Morphs/SkirtMovers** and **Morphs/Style**.

The **Fixes And Layering** morphs are intended to help fix clipping at lower smoothing and collision settings, or when using the furisode with items not included with this set. This also contains the LengthSimple morph, which can help to fix clipping at the hem with the included tabi and zori when mixing FBMs.

The **SkirtMovers** morphs are for smoothly moving the skirt exclusive of the handles. They mostly deal with blowing the hem area around, or swinging and twisting it as if the wearer is walking. The ShrinkToBody morph can help when you wish the skirt to be wet or clingy, or in unusual poses that the SkirtBoneHelpers don't seem to help. They can also be used to add a windblown effect when added to handle movement.

The **Style** morphs just add some bigger folds, a couple of floor-length options, and a flat prop option for showing the furisode when not worn by a character. The FloorLength morphs are best used in conjunction with the SimpleLength morph from FixesAndLayering, so that you can tweak the length of the Furisode vs. the floor on various FBMs without clipping with the tabi and zori.



Chapter 7: Morphs And Features in the Other Pieces

Besides the main furisode, this set also came with two different obi (a large “regular” bow and a traditional “puffed swallow” or “fat swallow” design), the obijime cord that is tied over the obi, the tabi that serve as socks for the feet, and the zori, which are sandals worn over the tabi.

By default, the obi in this set show an underlayer of fabric peeking out at the top. This is a relatively modern look, so an option is included to hide them, the NoUnderLayer morph that is found in **Morphs/Style** in the Parameters tab. The obi also each have a Prop morph for showing them unworn by a character. The tabi and zori have Prop morphs as well.

It is recommended that you conform the obi to the furisode, and the obijime to the obi, on the first conformation. This makes sure the FBMs are picked up from Genesis. With Genesis 2 Female you will get an autofit prompt if you do this, so it's probably better to just conform the obi to G2F. The tabi and zori should both be conformed to the Genesis/G2F figure.

