

Shackled!
Genesis 2
Manual

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Introduction And Note On Figures

Thank you for purchasing Shackled! for Genesis 2. This manual is intended to help you get the very best results with your new product. If you've just installed it and aren't sure how to get started, or how to do a particular thing, this manual is here to help. Read on!

The current version as of this manual's writing is DAZ Studio 4.6.2, and directions were written for this version, but they should be relevant in most versions after 4.5.

This product is sold for Genesis 2 because the smartprop presets and poses were made and adjusted for Genesis 2. However, all of the content is props and poses, not conformers, so technically it can be used with any figure if the user is willing to make scaling and pose adjustments. Materials are included only for DAZ Studio.

Chapter 1: Finding And Loading The Product

You can find this product in your DAZ Studio library under **Props/SickleYield/Shackled!**.

This set contains a large number of props and presets. To help you, all of these props, smartprops and poses are divided up into subfolders, both by topic and by whether they are for G2F or G2M. Here is a brief tour of all of the folders within the main folder.

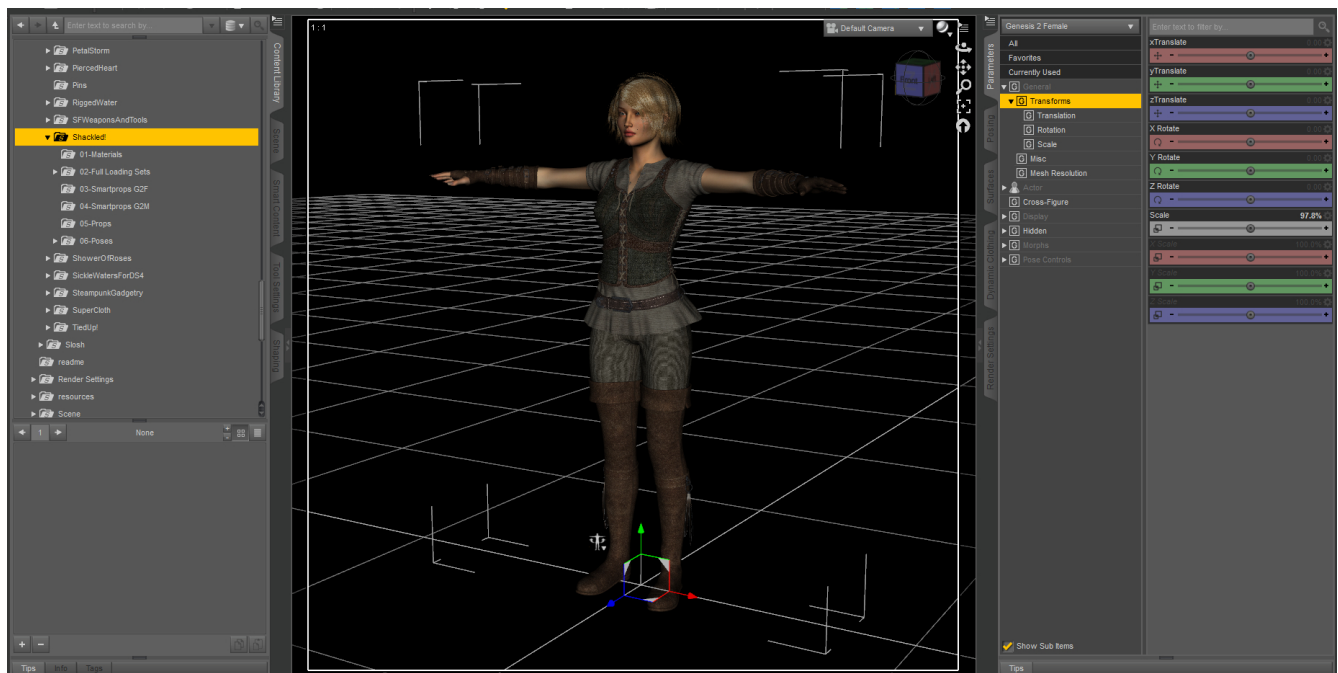
- **01-Materials:** This folder contains the materials and shaders.
- **02-Full Loading Sets:** This folder contains the prop + pose combinations. Clicking anything from these folders will not only pose your selected G2, but will also apply chains to them that are appropriate for the pose.
 - Ball And Chain options: These are figure-neutral and will work on G2F or G2M.
 - Chain Gang Setup: These folders contain the G2F and G2M Chain Gang prop and pose sets, the most complex setup in this product. They will be given a chapter to themselves.
 - Others With Poses: These contain individual prop + pose combos divided into G2F and G2M folders. These are the same as the poses in the Poses folder, but with chains added for your convenience.
- **03-Smartprops G2F:** This folder contains the shackle smartprops for G2F. Since they are smartprops, they will also fit to other figures such as Genesis 1 and Victoria 4 with adjustment, but they were originally positioned on G2F.
- **04-Smartprops G2M:** This folder contains the shackle smartprops for G2M. Again, these are smartprops, so they can be fitted to any figure in DAZ Studio, they were just originally positioned and scaled for Genesis 2 Male.
- **05-Props:** This folder contains the 14 props, twelve of them rigged with bones. There are five intact chains, five broken chains, a ball and chain, a pair of medieval handcuffs, a key for those cuffs, and a base ring for use when setting up your “dungeon” scenes and furnishings. All of these are figure neutral.
- **06-Poses:** Here you will find figure zeroing poses as well as all of the individual poses from other areas plus one or two more. This is for your custom scenes, so that you can more easily pose the figures to set them up with chain looks that are not included in the full loading sets, or use the hand poses with other poses in your library.

Chapter 2: The Full Loading Sets

In this chapter we will discuss how to use the full loading sets. These are one-click presets that apply both a pose and a set of smartprops to your Genesis 2. I will demonstrate using a Genesis 2 Female character.

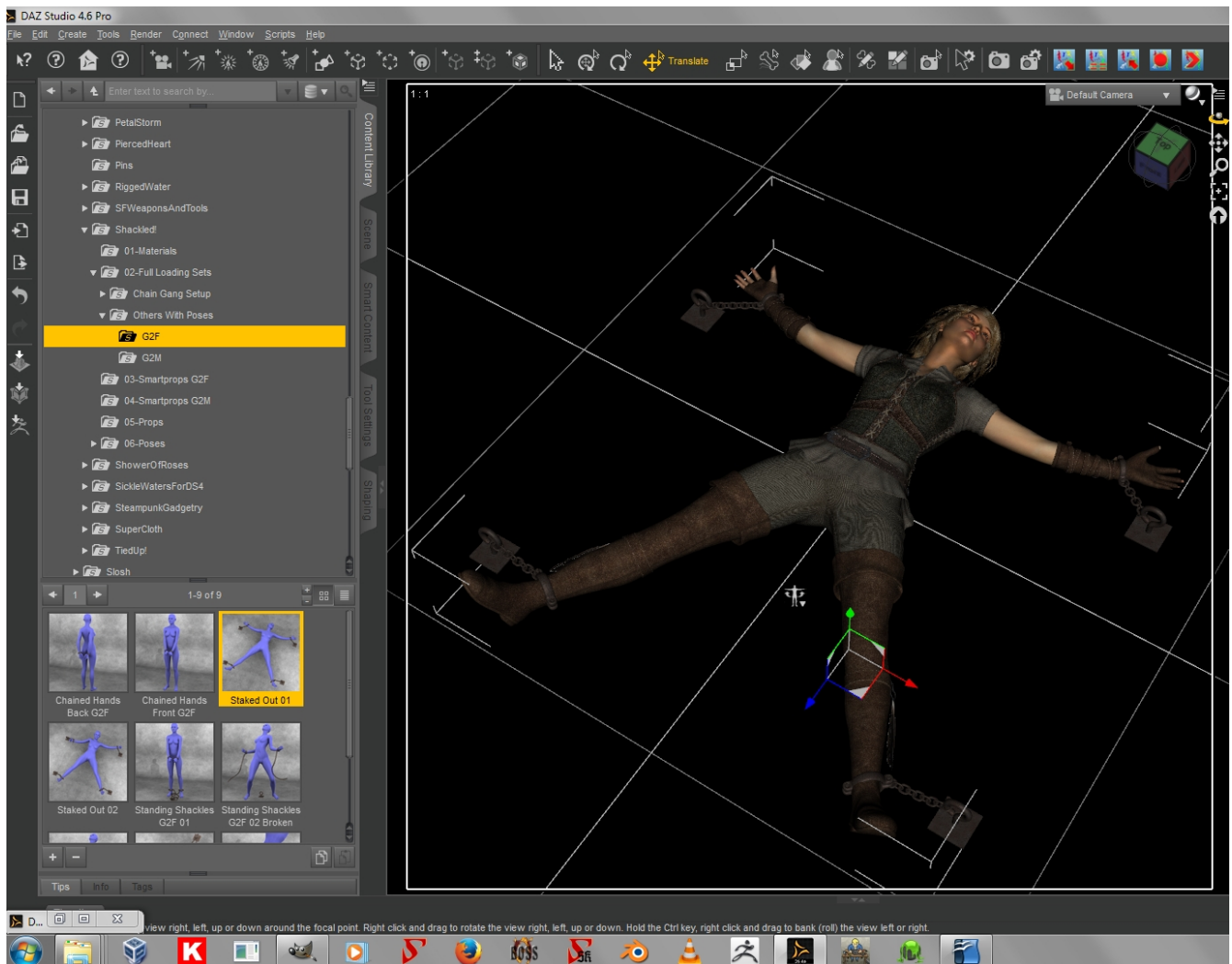
First, load Genesis 2 Female from the library and apply a character, hair and outfit. I'm using FW Diana with the Ranger Outfit by 3d Universe and the Nordic Hair by SWAM in these pictures. All of these are available in the DAZ3D.com store.

The important thing here is that you have Genesis 2 Female selected, not the hair or clothes, and that you have a Parameters tab (shown here at right). You can create a Parameters tab, or any other desired tab, using Windows—Panels(Tabs) from the top bar in DAZ Studio.



Navigate to Props/SickleYield/Shackled! in your Content Library tab. Under this you will find the 02-Full Loading Sets folder, and within that “Others With Poses” and “G2F.” Double-click the “Staked Out 01” preset. It shows a blue G2F chained to the floor.

With one click, Genesis 2 Female is both posed and chained. You will notice if you click in the Scene Tab that all of the chains and props are parented to G2F, so if you need to move her around the scene with chains, they will move as well.

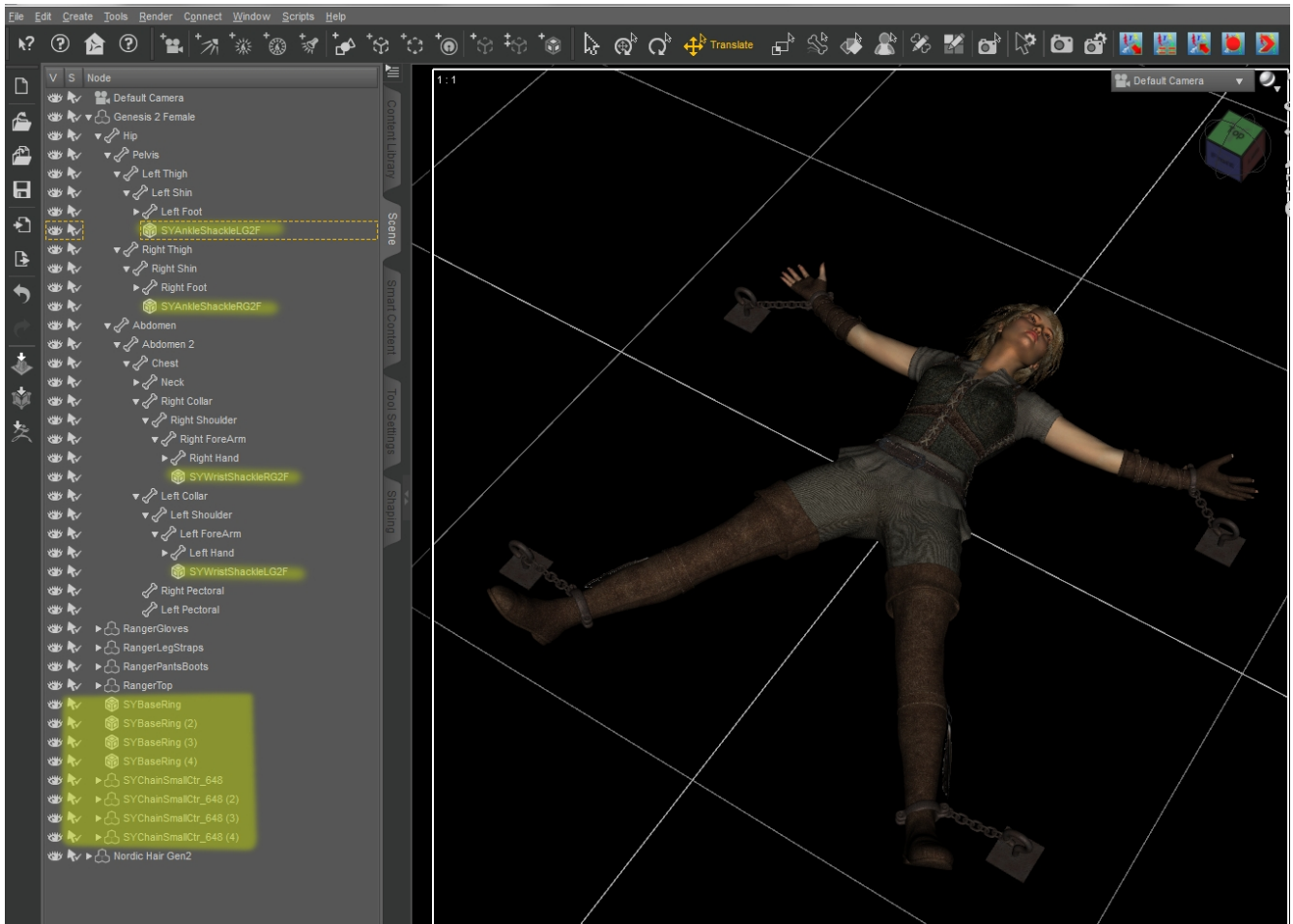


Also note that this has no effect on your character's morphs or conformers.

In this particular case, no further adjustment is needed. The character's morph is thinner than default G2F, so having clothes on her does not cause clipping of the shackles.

If you should have clipping after the preset is applied, you can double-click Genesis 2 Female in the Scene Tab to expand her, and you will find the shackles parented to her wrists and ankles. They can be scaled or repositioned individually.

Here you can see the parented items highlighted in the Scene tab. The base rings and the individual chains are parented to the figure in general because for the most part you will want to move them only in two dimensions, not have them flying around if you bend one of the character's arms or legs.



A need for adjustment is more likely with bulkier morphs, but if you scale a character after the props are added the props should scale with it.

In the next chapter we will cover the special case that is the Chain Gang presets.

Chapter 3: The Chain Gang Presets

The Chain Gang Setup folders contain a special case. The Chain Gang is a pose and prop set for four characters standing in a row. For this reason, the poses in these folders are translated to pose the figures relative to one another. If you want to use them as just “person walking with shackles” poses that are not transformed, use the versions in the “06-Poses” folder instead.

So, in order to use this preset, first you must load four Genesis 2 characters. Applying characters, clothing and hair is recommended first, so that adjustment is easier later. Genesis 2 Male is shown wearing wraps from the Genre Undergarments G2M set available in the DAZ3D.com store. Other characters include Brandon, Darc, Gianni 6, and the Freak 5 morph with the M6 Nevio texture.

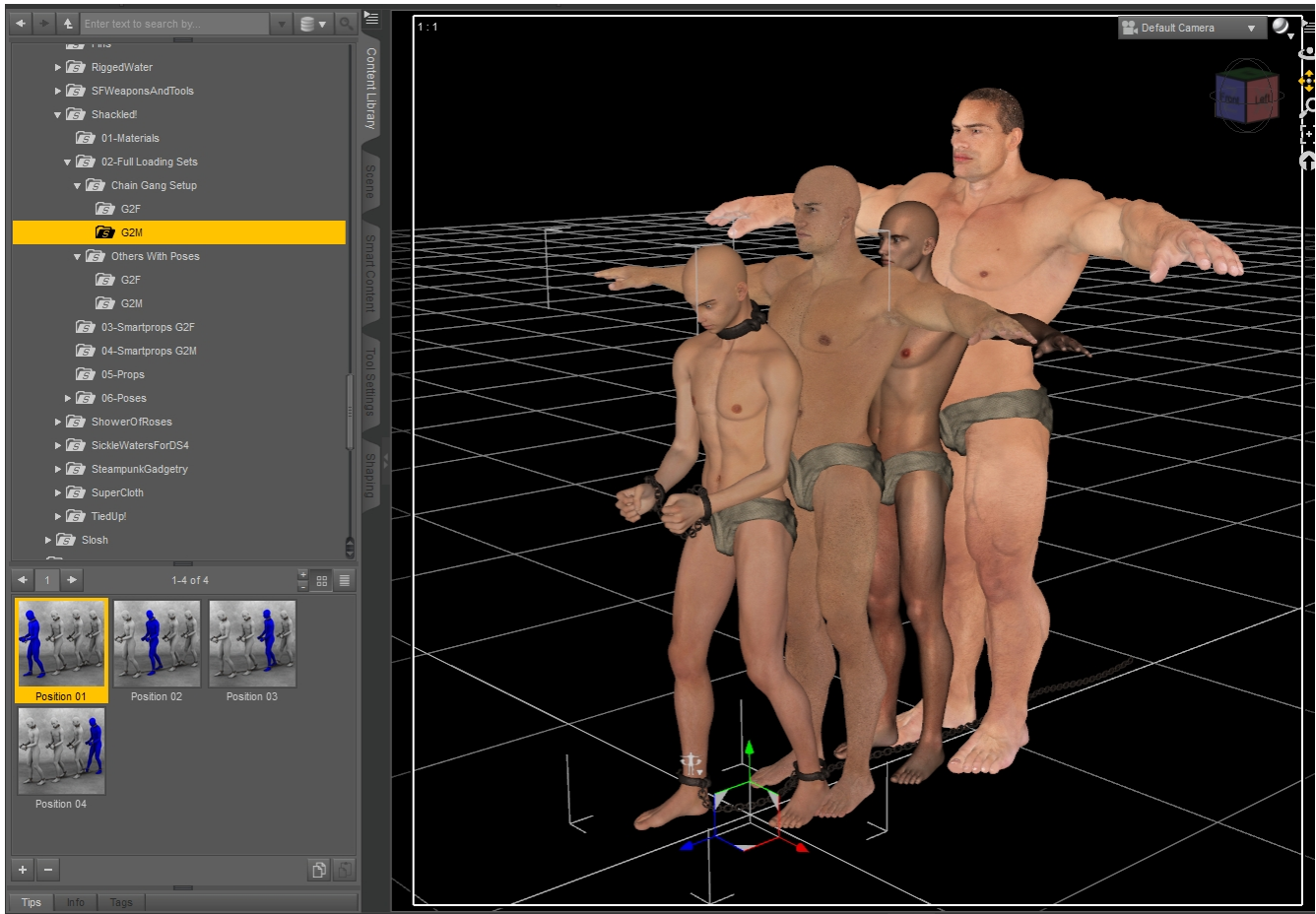
Just make sure that, after loading any of the four, you DESELECT it by clicking away from it in the scene or in the Scene tab. If you have a G2M selected and you click the “Genesis 2 Male Base” preset to load another, it will attempt to replace the first one, and this is not undoable.



You do not have to move the characters relative to each other, but it's easier to select and view them this way. You may want to save your scene at this point in case anything goes wrong or a crash occurs at random, as can happen on any system with any product; the pose plus prop presets cannot easily be undone, either.

Once you have the four characters added and morphed, select the first one in line. Go to the folder

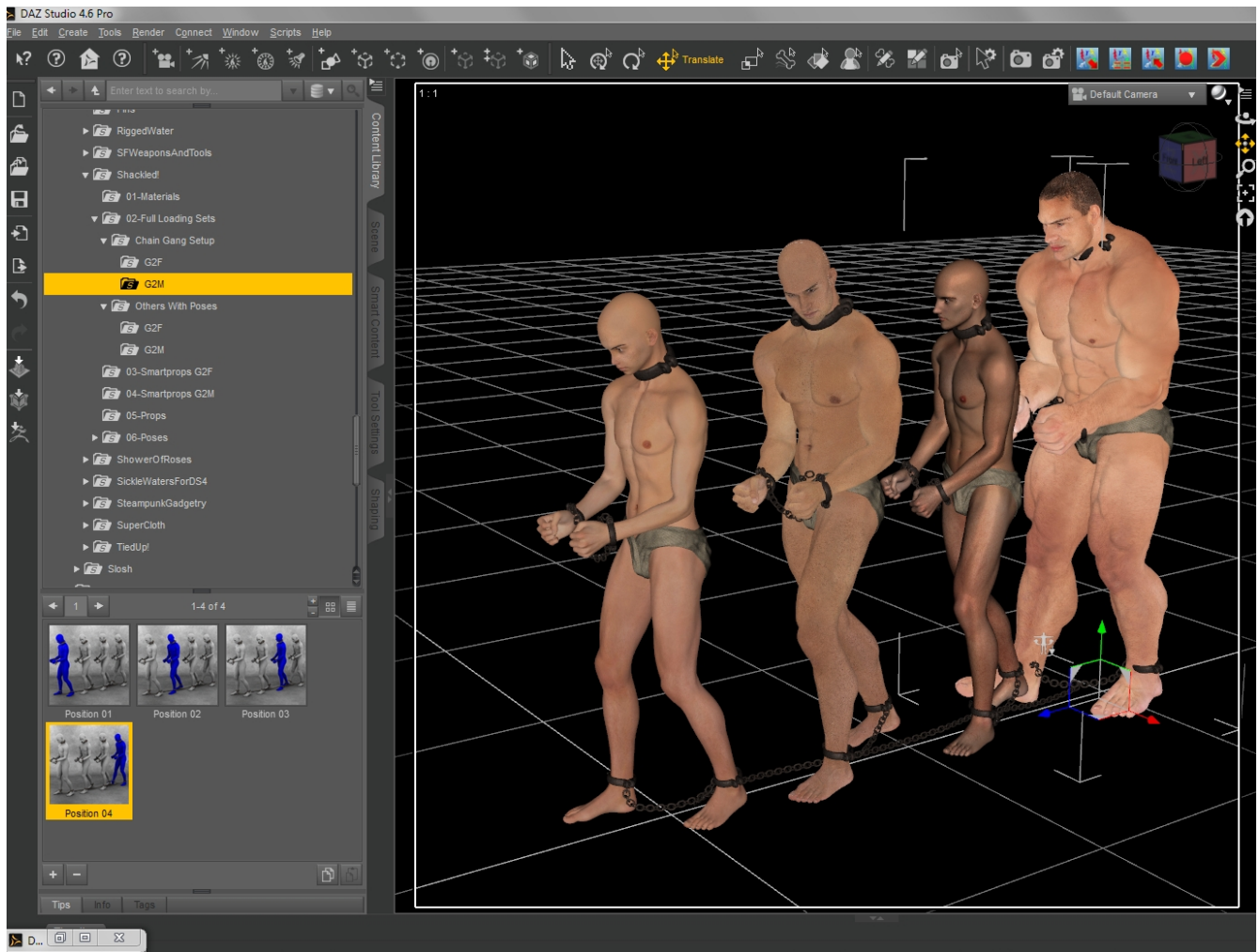
in Props/SickleYield/Shackled!/02-Full Loading Sets/Chain Gang Setup/G2M and double-click the icon for “Position 01.”



As you can see, the character is posed and the smartprops are added. The preset for Position 01 also adds the full-length chain that will connect all of the others.

Now click on the second Genesis 2 Male and apply Position 02. Continue with all four positions, one applied to each figure.

As you can see in the picture that heads the next page, most of the figures are fine, but Freak 5 will need individual adjustment of the shackles and chains to eliminate clipping. The chain between the feet works fine because the preset includes distance settings between the figures. If you move them further apart or closer together, just scale the long chain on one axis to match.



The chains between his feet and hands will also need adjusted, but since they are rigged with a bone for every chain link, this is not difficult.

The Chain Gang preset for G2F works the same way.

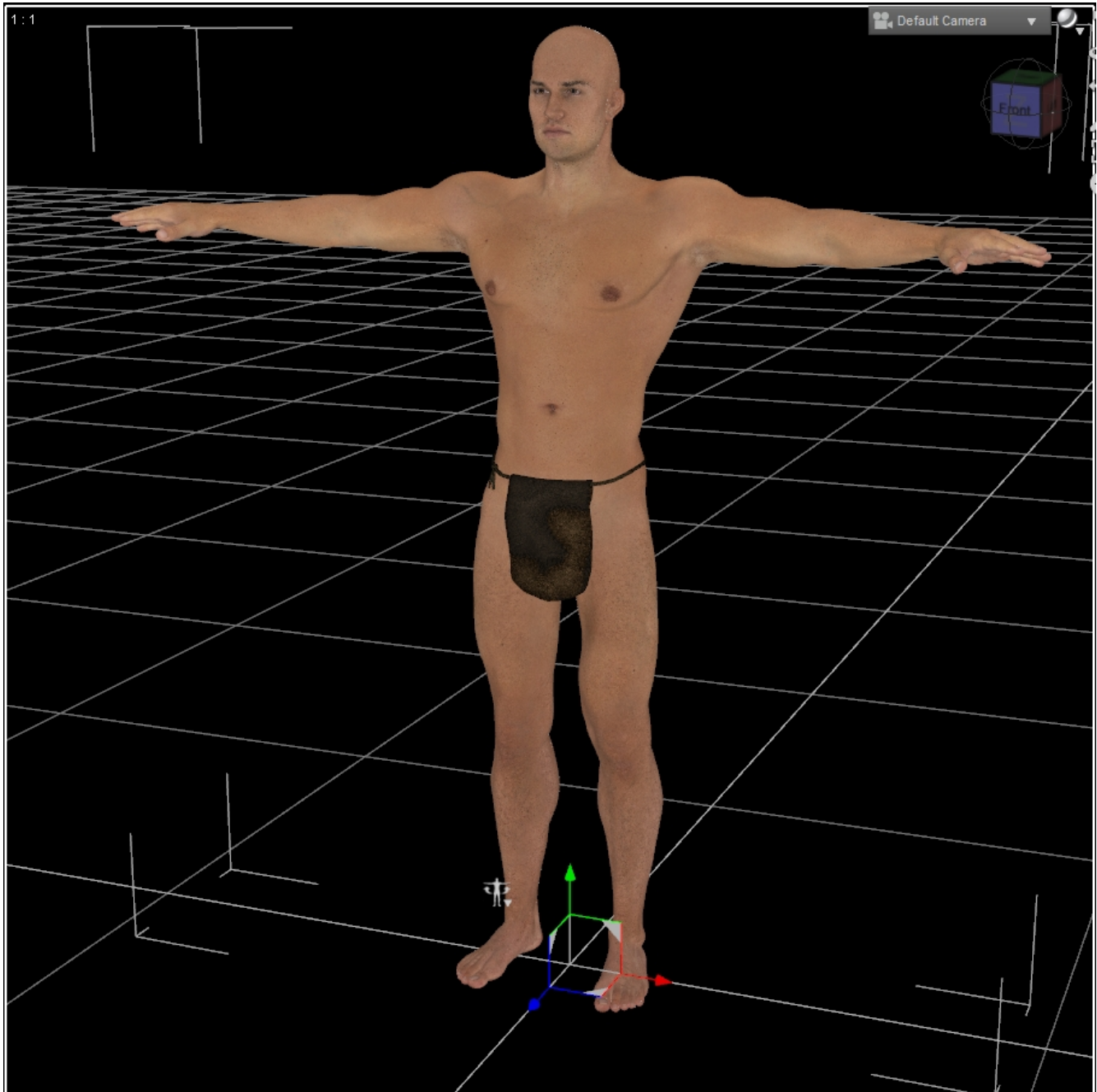


Chapter 4: Using the Props With Other Poses

These items are set up so that you can more easily set up your own custom scenes and mix them with other poses. Here's how.

Let's take the case of Gianni 6 running in medieval handcuffs.

First, load a Genesis 2 Male and apply a character and clothing. This is Gianni with a character and loincloth from the Mighty Gianni set applied. This set is available in the DAZ store at daz3d.com.



Next, select a running pose from your library and apply it to the character.

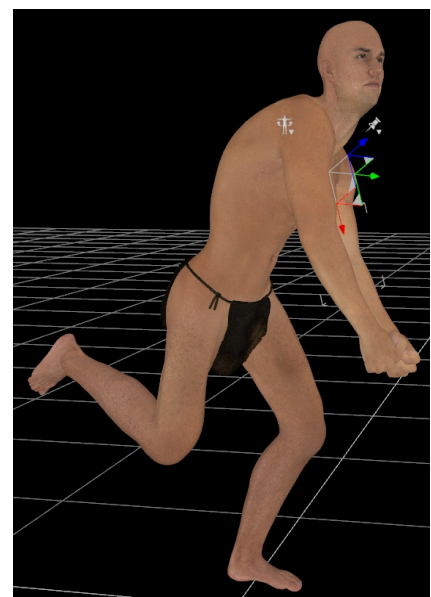
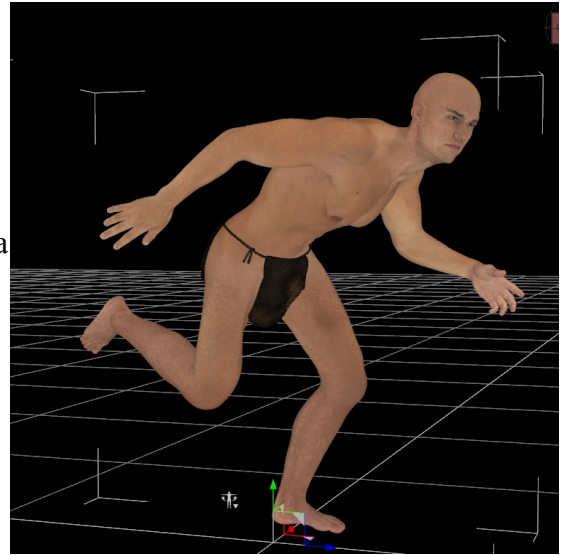
This one is from the Basic Poses that come with Genesis 2 Male's Starter Essentials.

Next it is time to apply a pose that came with the Shackled! Set before adding handcuffs to the scene.

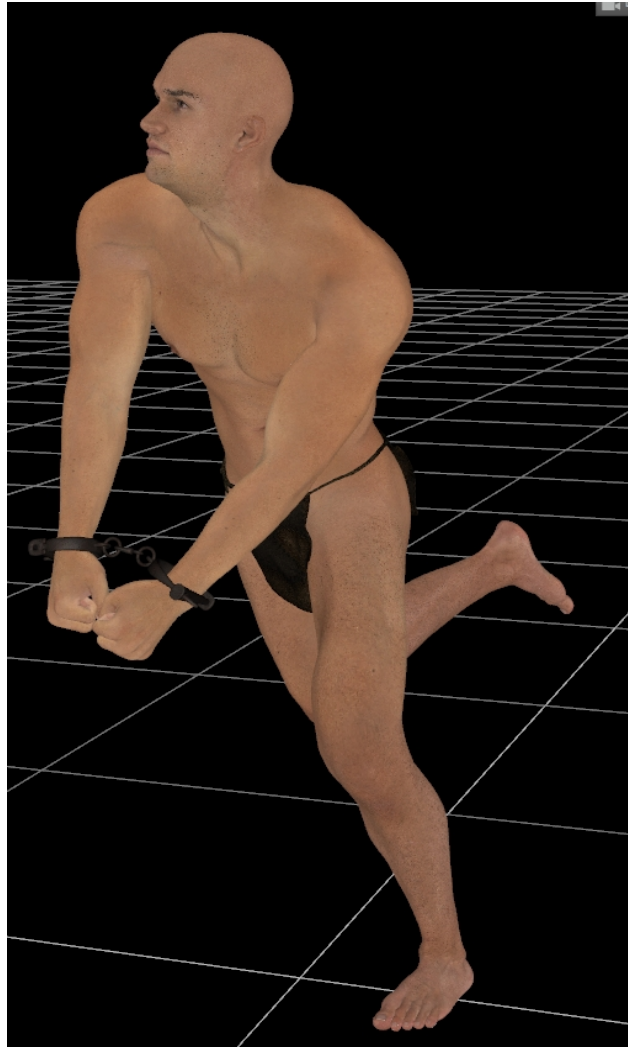
The pose I'm applying is found in the 06-Poses/G2M folder and is called "Hands Fwd G2M."

On the left you see the direct result of this. It doesn't look quite right, which is why the 06-Poses folder contains a pose to zero only the arms. I will apply this, then reapply the Hands Fwd G2M pose. This produces the result in the middle. It's still not quite right.

To get it looking like the far right image, I will need to adjust the Bend and Forward/Back dials of the shoulder and collar bones.



Next I will load the Medieval Handcuffs from the 05-Props folder. They load zeroed in the scene, so they will need to be posed on the character's wrists. You can see in the next picture that I've also used the bones of the handcuffs to pose them in a more realistic way, so that the links are not perfectly flat or straight.

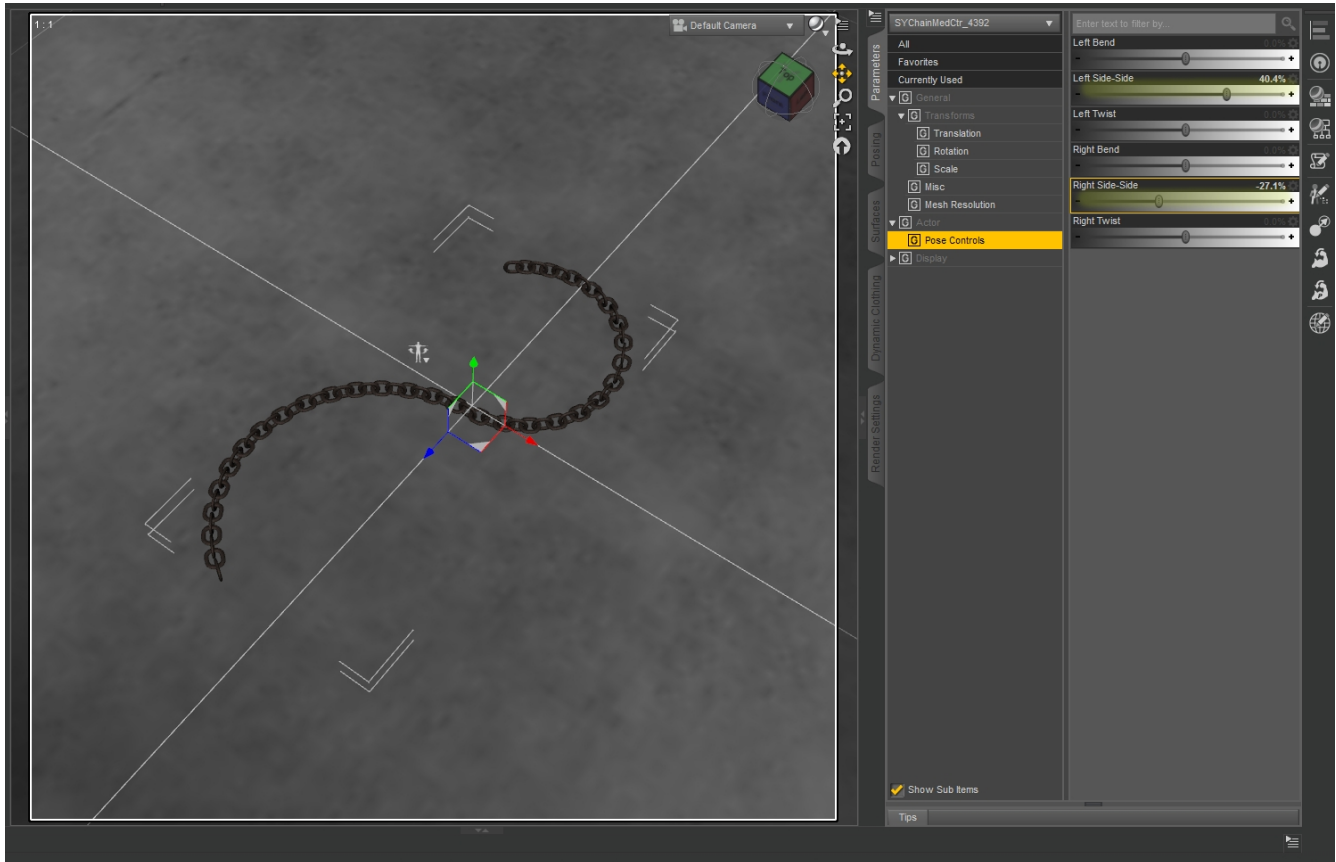


This is the general workflow you will need to use with props from this set and your own custom setups: pose, add the hands pose, fix and adjust, then add props.

Chapter 5: The Superposing Chain Props

For situations where you want to show loose chains or broken chains, or use them as décor in a scene, this set also contains twelve fully rigged chain props plus the base ring and key. These are found in the **Props/SickleYield/Shackled!/05-Props** folder.

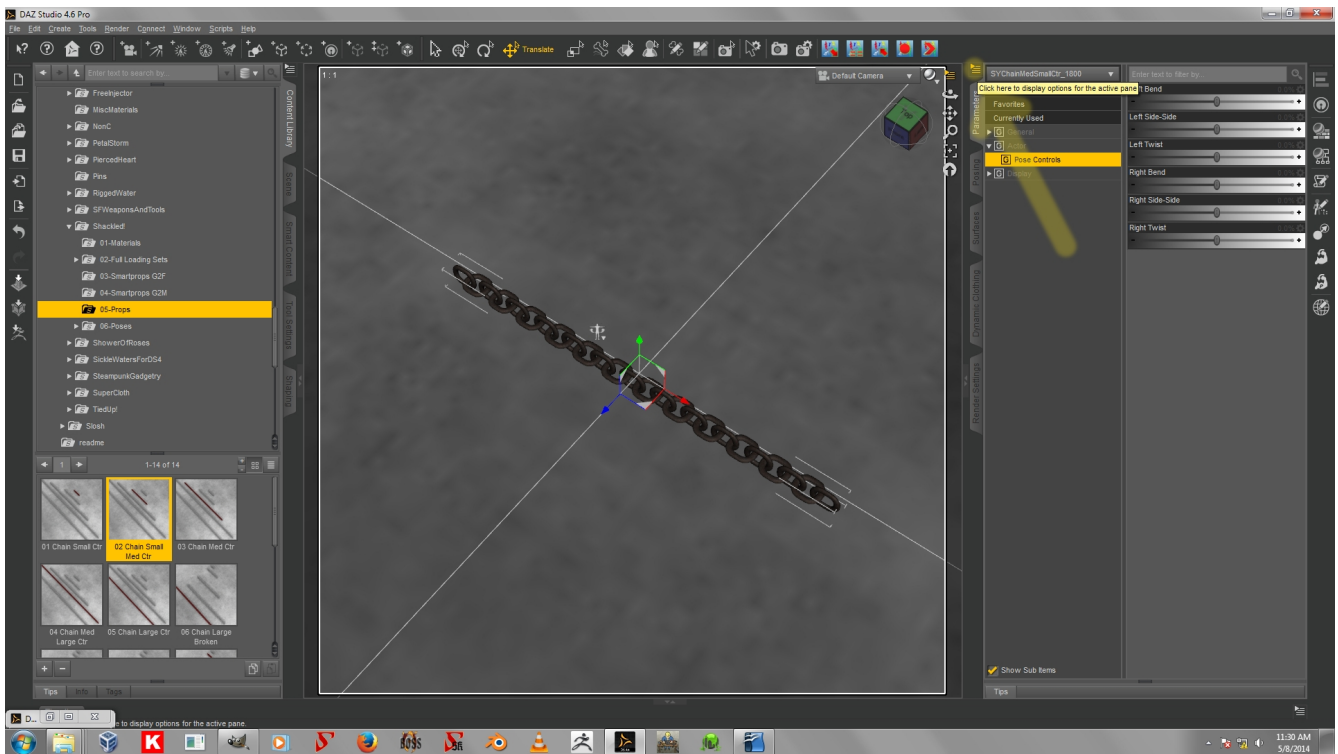
Each piece has a texture applied, and each has pose controls for ease of movement. You can find these in **Actor/Pose Controls** in the Parameters or Shaping tabs. If you do not have a given tab, you can create it using **Window/Panes (Tabs)**.



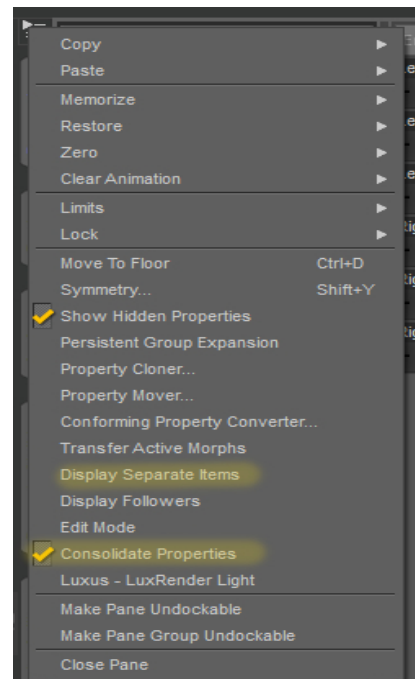
The pose controls are a good start, but the most flexible use of these involves multi-selection and dialing the rotations.

To do this optimally, you will need to use the Parameters and Scene Tabs. This demonstration uses the “Small Medium” chain.

First, go to the Parameters tab and find the dialog button at the top left corner. It looks like a row of parallel lines with a small triangle, like this.



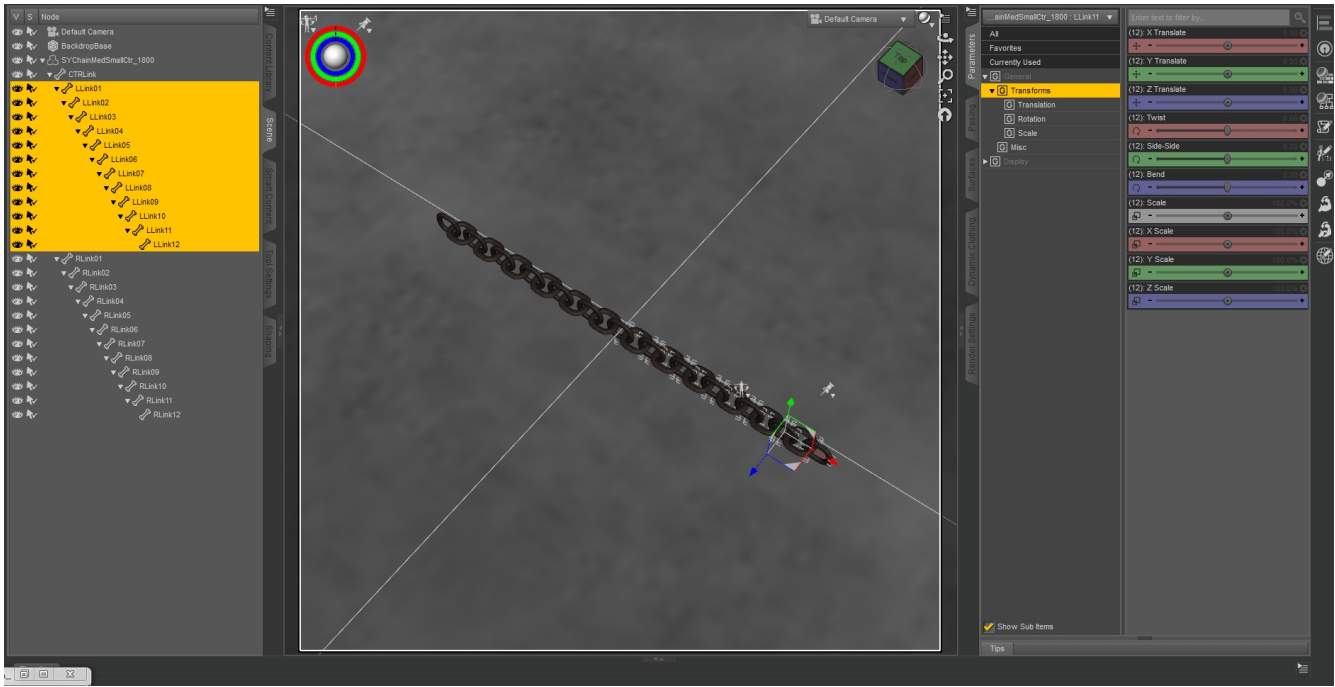
Check **Consolidate Properties**, if it is not already checked, and make sure **Display Separate Items** is unchecked.



Now go to the Scene tab. Click on the chain and right-click. Choose Expand From Selection.

Now you can see all of the bones. You can select multiple bones by clicking one and shift-clicking or ctrl+clicking on others.

Notice that if you select multiple bones, as I have in the following picture, one dial appears in the Parameters tab for each rotation. The number next to it indicates how many bones are selected.



Now if you move a dial with multiple bones selected, it will move all of those bones together.



This is true of all of the rigged props, and you can use it to wrap the chain around the characters if you like, or pose the broken chains with the shackles to suggest a character breaking free.

Chapter 6: The Shaders And Materials

The shaders and materials for this product are found in **Props/SickleYield/Shackled!/01-Materials**.

The Rusty Steel Ball and Chain and Rusty Steel Shackle mats are materials. The other items are shaders. The iron and steel shaders are fine to apply to the ball and shackle, but when using the rusty steel look, the material should be used instead.

Shaders must be applied by first selecting the prop, then selecting the surface in the Surfaces tab, then clicking the shader preset. The shaders included are for black iron, brushed steel, cracked steel, and rusty steel. Remember, you can create a Surfaces tab by clicking Window/Panes(Tabs)/Surfaces.

These props are also very friendly to most procedural shaders, as long as they have a fairly small repeating pattern.