Kinley Hair – Dforce Tutorial

So, you've decided to take the plunge and want to figure out Dforce but are scared about pain and dismemberment?

Don't be!

I've done all the hard work for you. If you've been posing my hair for any length of time, you've already got all the skills you need, you just need to be able to push a button.

Really, it is that easy.

Ready?

Load up your figure, set up your pose and get everything ready.

Add the hair, set that up too, however!!!! Be extra careful NOT to pose the hair pushing through the character anywhere…. If it starts out pushing through, it will assume it can continue and then it just gets silly from there on out.   At worst, if you don't know what to do with it, just pretend she's an airplane, aim her ponytails to the sides and out of her way. That works too! 😉

So ready for the hard part?

Go over to the Simulation Settings Tab.

Don't see that or don't know where that is? Go to the top bar and under the window heading you can find all the tab listings. Should be near the bottom. If it is highlighted, it's probably already open so just look around.

Okay have you found it?   It looks like this…. Well okay sorta like this but there's not much here.

Click on the 'All' and you'll see what I'm seeing.
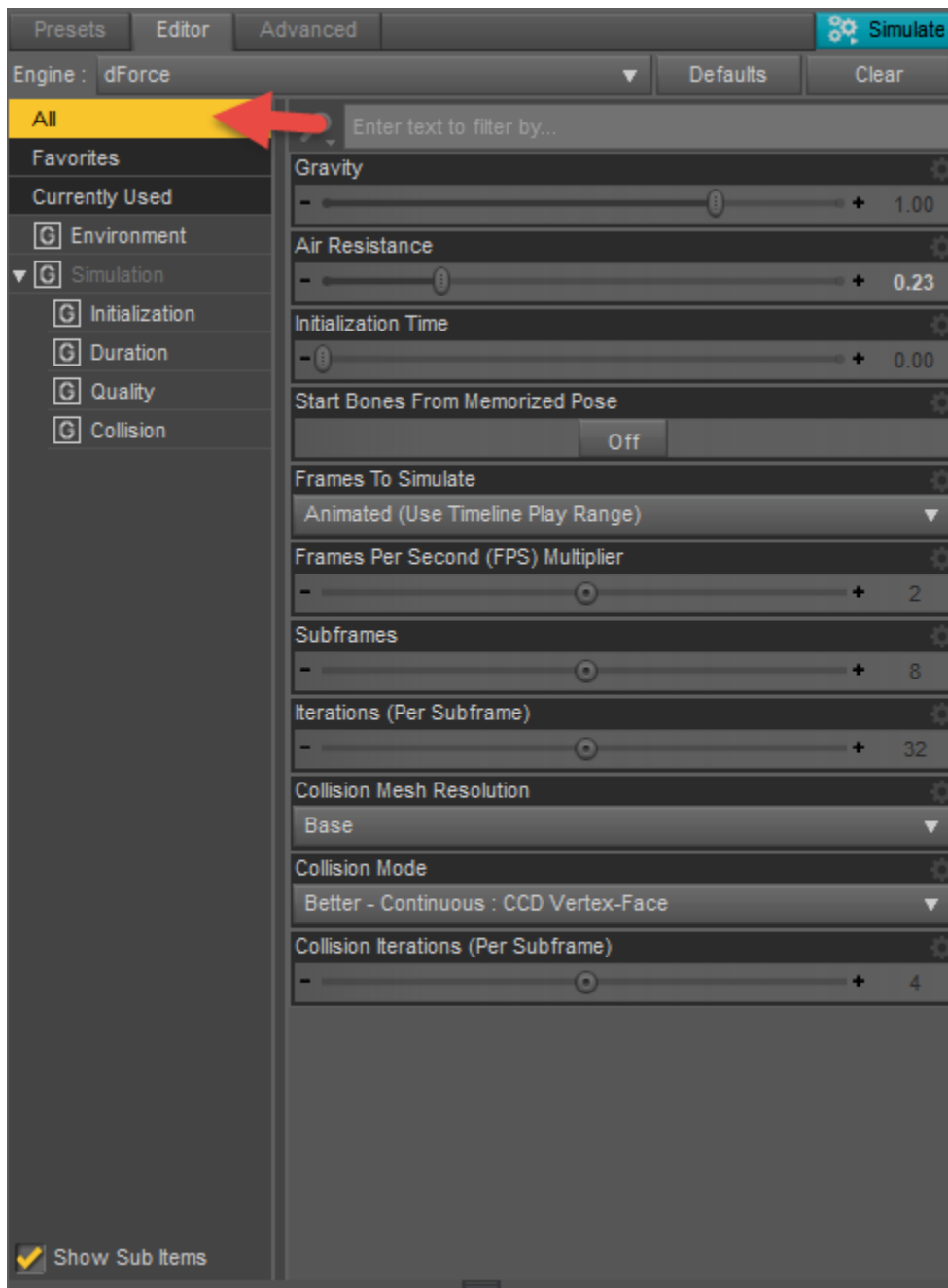
This is default settings; however we're going to adjust a few things just to get you started in the right direction. And I'm going to explain them to you a bit so you'll know what to poke should you need to fine tune it.

First off, lets turn OFF the Start Bones from Memorized Pose. Seriously, this just returns everything to default and then animates into your current pose. While that's fine for more advanced stuff, right now, we're just doing the simplest version.

Below that 'Animated'… lets change that to "Current Frame". That just means 'I don't want to move

around anything, I just want the hair to relax right where it is.

Below that you'll see Stabilization Time. That's just the amount of time you want to give it to settle down and behave itself. Let's start out with 2.   If it hasn't settled down by then, you can run it again and raise that number a bit.   If it doesn't take near that long, you can just cancel whenever you feel like it looks good.

Should look like this…
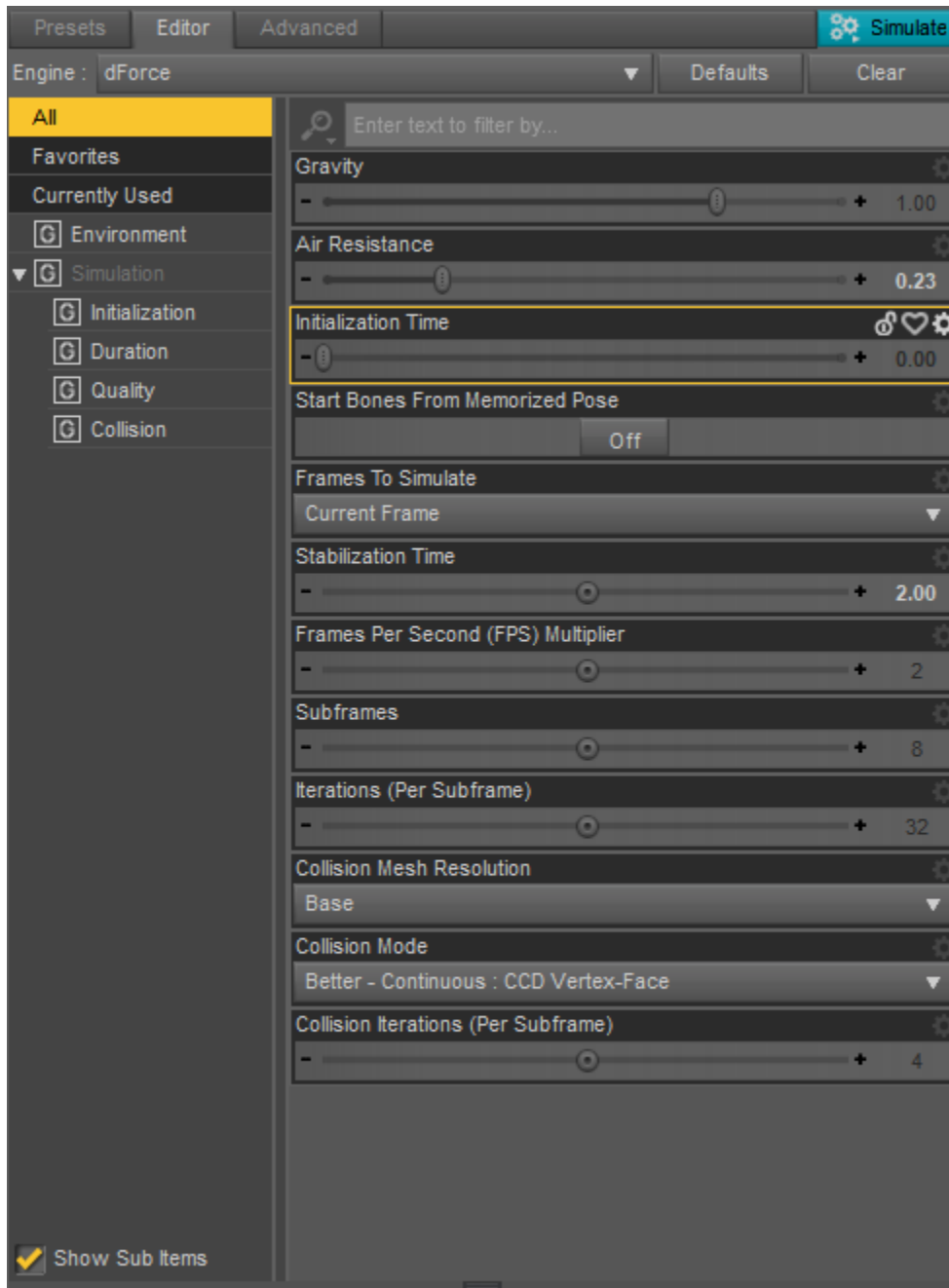
So what to you do now? Well the rest of the settings are for fine tuning things, but right now, we're just showing you how easy this is…. So ready for the hard part?

Top right corner of the Simulation tab…. 'Simulate'.   Hit it.

Now if you have never run simulate before, you may see a message saying it needs to compile something. Tell it 'Okay' and give it a couple of minutes to do so.   This isn't an 'everytime' thing, it's just setting up everything, so Daz Studio's simulate works.   (If you have problems with this not working, go check the forums for the version of drivers that work for your system. Nvidia has had some problems with a couple of versions).   Anyway, once you're ready to go, it should start simulating and Boom… done.

See, super easy right?

So now to get silly with it…. Want to make it look more natural?
Well here's what I do. Clear the animation and open time line.   Go to around the 15 second mark and put in your pose.
Change the 'Current Frame' Back to Animate.   Now 'Clear' (just below the Simulate) and Simulate again.

This will give you a lead in from your starting pose, into your pose and then some settling time.

What's the difference between this and the 'current pose' but leaving the start from memorized on?
Not much except now you can access each individual frame and choose your favorite as it settles.   It'll give you your choice of the most natural look.

Also fun is blending from one pose to another pose to get some motion into the hair.

You can add wind using wind dynamics (works much like a spotlight… look under create, near the bottom), or you can fake it by setting your character at a – X translate at the zero timeframe and at 0 X translate at the 15th frame. Instant flowing hair. Just remember not to move your figure too far as each 2 frames represents a second. 😉

See? Was that as hard as you thought?

There are a heap load of other settings here but that's enough to make you dangerous already.

Now for the Mats included:

These are also a new technology using the layer editing to build textures…. However, you don't have to do anything but click on what you want to add.

Start with a base color.

Then use the Tints to adjust the hue and brightness/darkness of the base color.

From there you can add highlighting streaks of color or natural thin variations of color under the 'Streaks'

Beyond that there are Ombre and Tipping.

Each layer (besides the Base) can be applied multiple times to amplify the intensity. However, be aware that too many layers may slow your computer down a bit so if you find yourself somewhere where you need to restart, just reapply the base color and it will clean slate the entire texture so you can start over.

So, was it as hard as you thought?   I didn't think so!
Hope you enjoy dforce as much as I have.

Littlefox