dForce Couch Tutorial (By Dogz)

Introduction

Thank you for purchasing the dforce Couch & Poses. A bug bear of mine in 3d was always seeing render where a soft couch, bed or chair appeared to be filled with concrete, so this product was built to remedy that minor but irritating detail.

Using the built in Genesis poses and Couch morphs is fairly straight forward, but it is rather restrictive, so this tutorial will cover a step by step guide on simulating your own poses with the couch, using dForce Cloth to fake a soft body simulation effect.

The Basics.

Two major rules apply for simulation to work correctly, these are essential.:

Gravity Must be set to a value of '0.00' in your 'Simulation/environment 'settings . if it is left at 1.00 the couch cushions will simply cave in as if they are empty cloth.

When preparing a collision/ Simulation The XYZ translate and Rotate Values for you Genesis characters main node (in the scene tab)must all be set to 0.00 at all times, Instead you must use the 'Hip' node to position your Genesis figure in the scene.
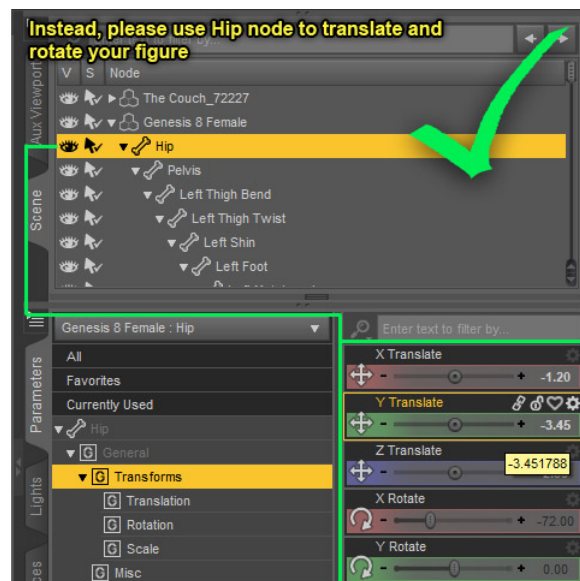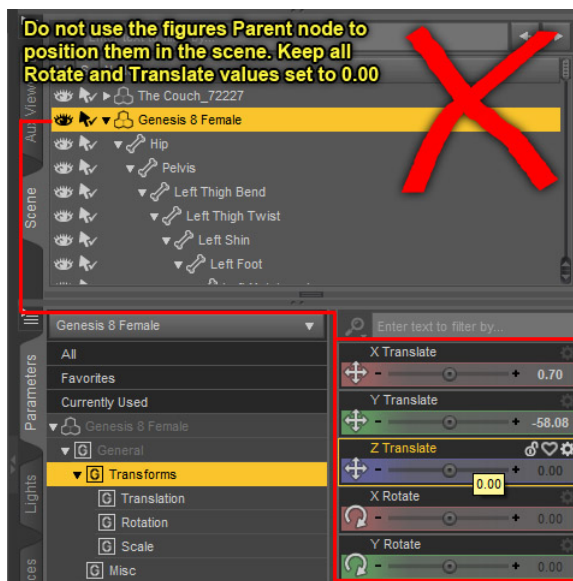

Step by Step: Simulation of collision object with the couch.

1) Load/Merge the couch in the to the scene with your character. It can be found under: **My Library/Props/dForce Couch.**

(Tip: Take this opportunity to Hide any unnecessary items in the scene. Background, props, characters hair, clothing etc. Anything that is not a part of the simulation/collision process, all these items will do is needlessly slow down your simulation.)

2) Open your 'Simulation Settings' tab, Highlight 'Environment 'from the left hand pane, and set Gravity value to: **0.00.** Don't worry about Air Resistance.
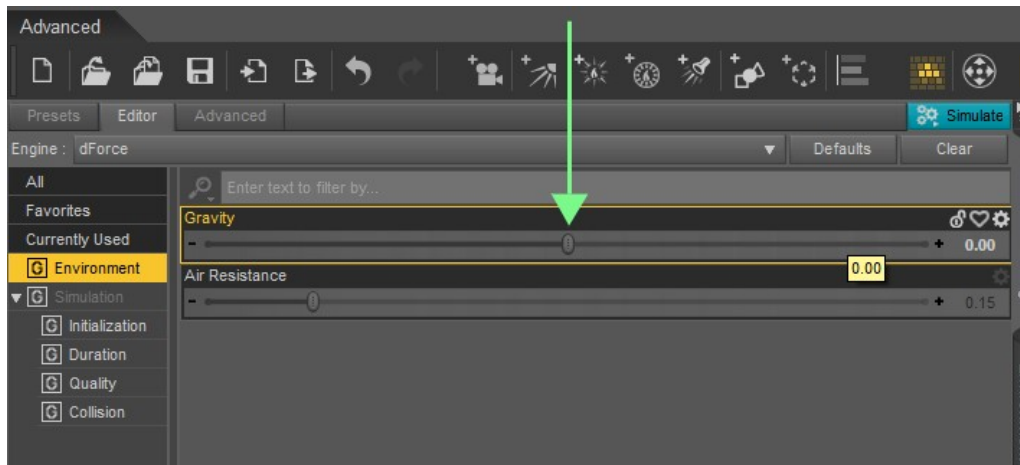

3) Pose your Genesis figure on the couch, ensuring that you select the figures Hip node and NOT the parent node in the scene tab - when translating and rotating your figure into position.

 (Tip: If using a 3rd party pose from a vendors set, you will need to check that the Parent nodes XYZ translations and rotations are at 0.00, and re-position using the hip node. Or you can disable these when loading Pose by using 'Cntrl+left' click upon loading the Pose)

4) Once happy with your pose. Select the hip and translate the character away from the couch cushions so that it is just clear of ANY collision or intersections with them,

(Tip: in most cases you will just want to use Y Translate for this, so that when simulating - the character approaches the couch from above)
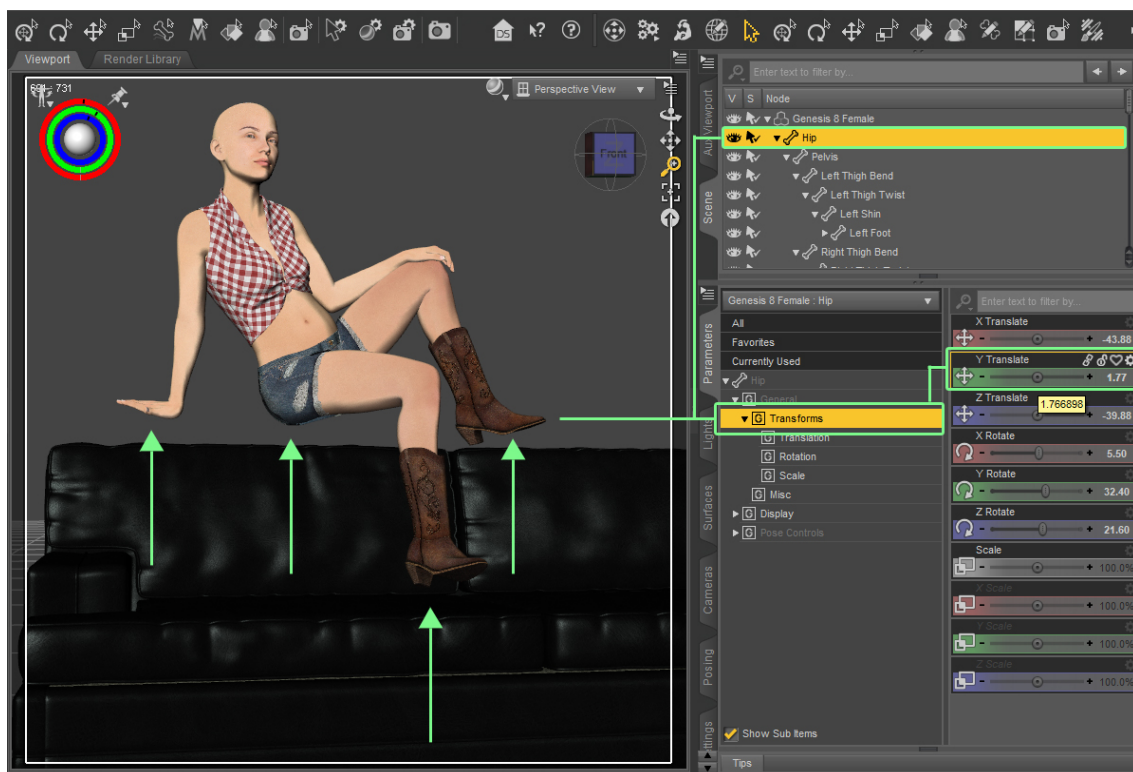
5) With your characters hip node still selected, Go to: **Edit menu > Figure > Memorize > 'Memorize figure pose'**
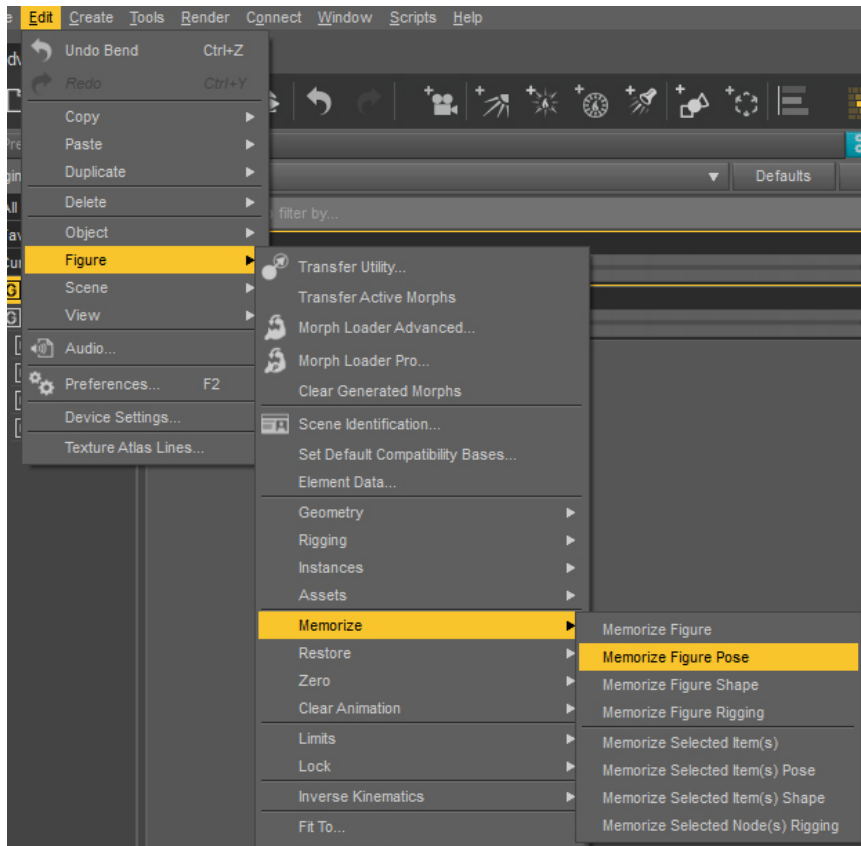
6) Again with Hip node selected, use translate sliders to position your figure so that body parts are now intersecting with /clipping through the couch cushions, these are the areas that will make an depression / indent. So bury them quite deeply in to the cushions for a nice 'weighty' effect.
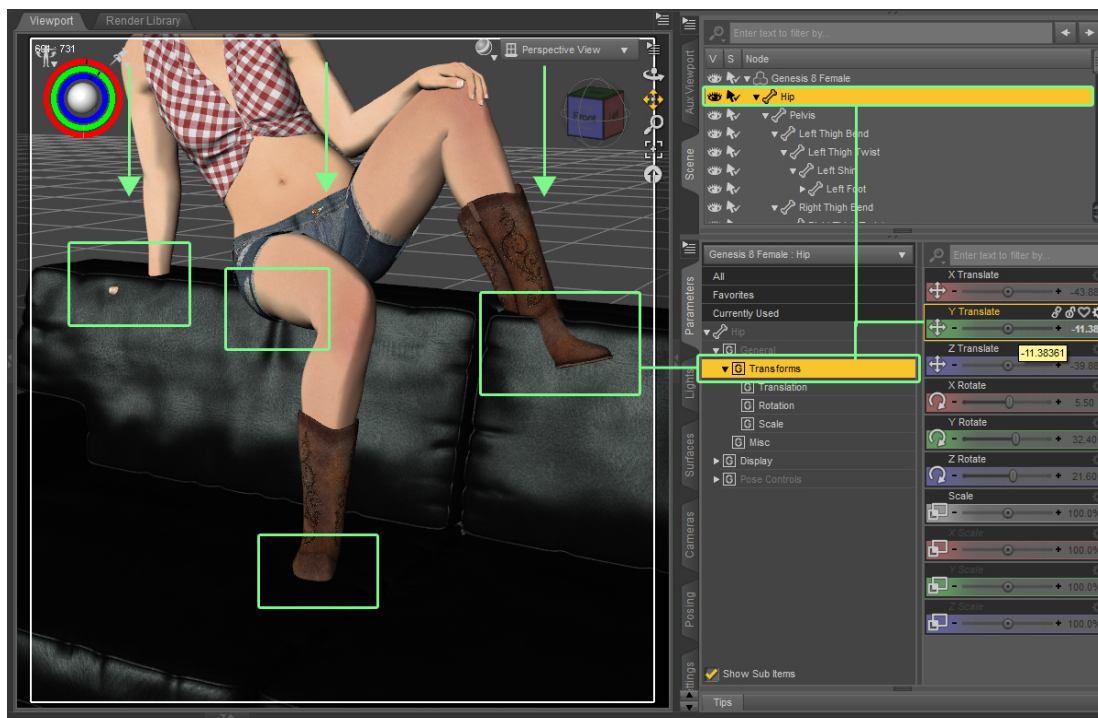
7) Now under Simulation settings tab, Hit the **'Simulate'** button! - When the simulation reaches 100%, I recommend you Cancel the simulation and <u>**do not**</u> allow dForce to run the simulations 'stabilization' process, while it's not the end of the world if you do allow it stabilize, it can often dampen the effect that we are going for here.

Enjoy!

What if I have other dForce Cloth items in my scene?

If you have other dForce Items in your scene such as clothing, these must be simulated separately with gravity set to the default value of '1.00'. So hide them during the set up of your 'Couch simulation'.

In any instances where the clothing will collide with the couch, you should always run the simulation for the couch first, then :

1) Toggle on its 'Freeze Simulation' option under its parameters tab.

2) Set gravity back to '1.00'

3) You may need to Save out your couch pose **(File> Save as> Pose Preset**.) then zero your figure for the clothing Simulation. (most dForce clothing items need to start from a Zero pose)

However should you do this:

 Y translate your figure by the hip Node so they are hovering above the couch and perform a quick 'Edit / memorize figure' (this is so they won't start the simulation with their legs buried INSIDE the couch) Then Reload you pose, then proceed to run the simulation to drape your clothing.