SY dForce Rocks

and Boulders

MANUAL AND INSTRUCTIONS

# Table of Contents

Introduction

SY dForce Rocks and Boulders is a product that allows you to drop rocks onto your scenes. Here you will find instructions for using your new product with dForce in Daz Studio 4.10. Thank you for your purchase, and happy rendering!

Chapter 1: Basic Setup

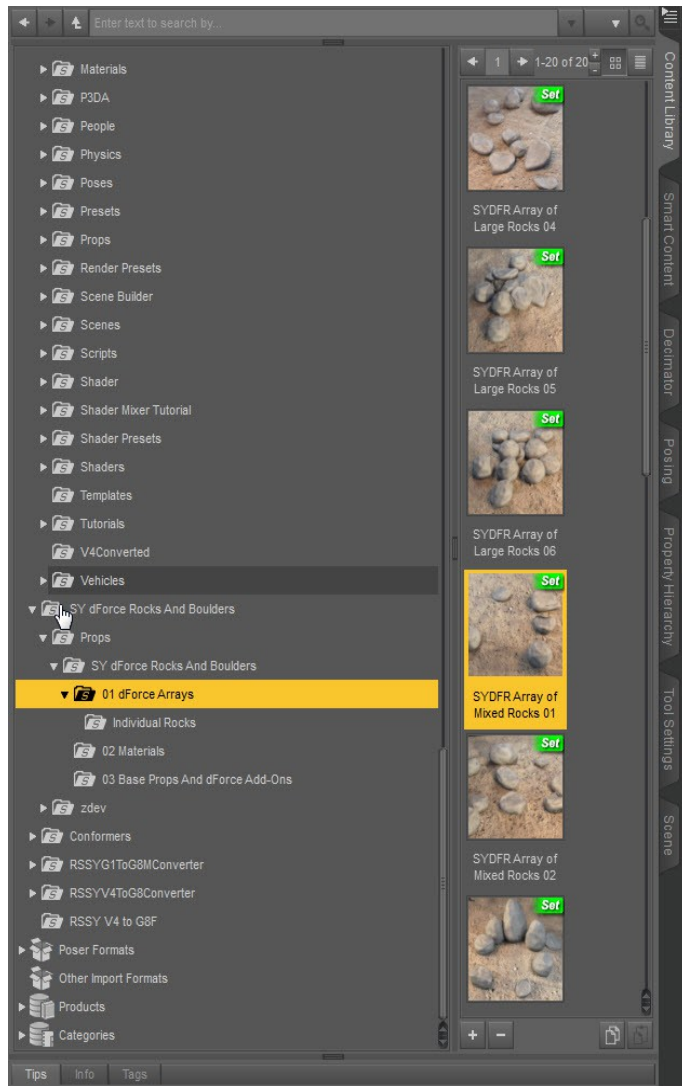The very simplest way to set up a scene with your new rocks and boulders is as follows.

Set up the scene's props and characters first.

As an example, I've loaded Earkham's Dungeon Display Base.
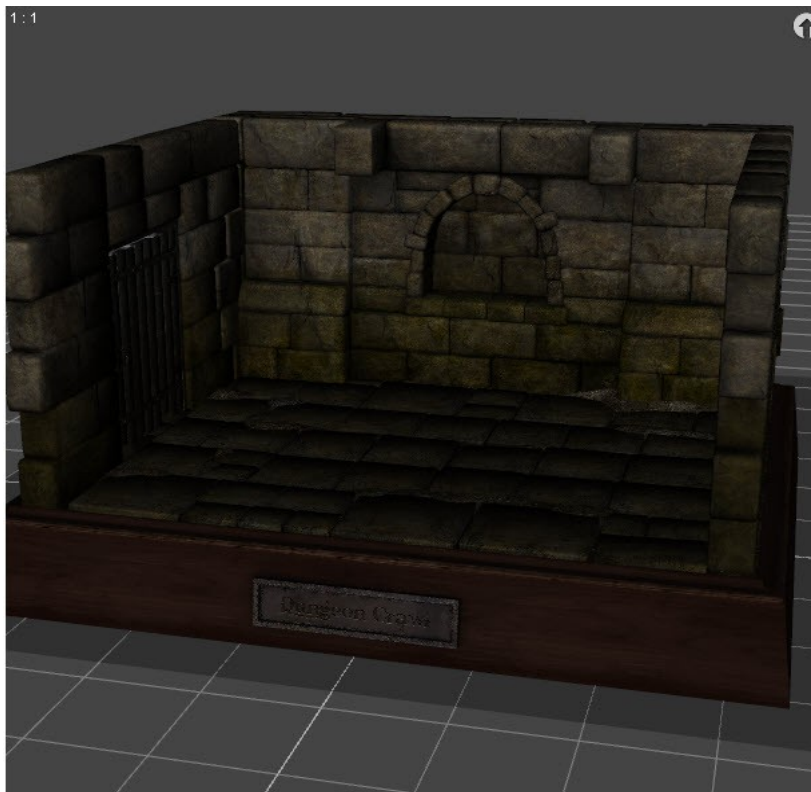

Choose a set of rocks to add to the scene.

I will go to Props/SY dForce Rocks and Boulders in my Content Library, and under that, the **01 dForce Arrays folder.** In this case I will add Array Of Mixed Rocks 01 by double-clicking on it.

Enter text to search by...

1 1-20 of 20

► Materials
► P3DA
► People
► Physics
► Poses
► Presets
► Props
► Render Presets
► Scene Builder
► Scenes
► Scripts
► Shader
► Shader Mixer Tutorial
► Shader Presets
► Shaders
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► Tutorials
► V4Converted
► Vehicles
▼ SY dForce Rocks And Boulders
  ▼ Props
    ▼ SY dForce Rocks And Boulders
      ▼ 01 dForce Arrays
          Individual Rocks
        02 Materials
        03 Base Props And dForce Add-Ons
  ► zdev
► Conformers
► RSSYG1ToG8MConverter
► RSSYV4ToG8Converter
  RSSY V4 to G8F
► Poser Formats
  Other Import Formats
► Products
► Categories

Tips   Info   Tags

Set
SYDFR Array of
Large Rocks 04

Set
SYDFR Array of
Large Rocks 05

Set
SYDFR Array of
Large Rocks 06

Set
SYDFR Array of
Mixed Rocks 01

Set
SYDFR Array of
Mixed Rocks 02

Set

Content Library
Smart Content
Decimator
Posing
Property Hierarchy
Tool Settings
Scene

+ −

It loads with rocks clipping through the floor, so I'll need to translate them upwards by selecting the Mixed Rocks 01 group in the Scene Tab and translating upward in Parameters.
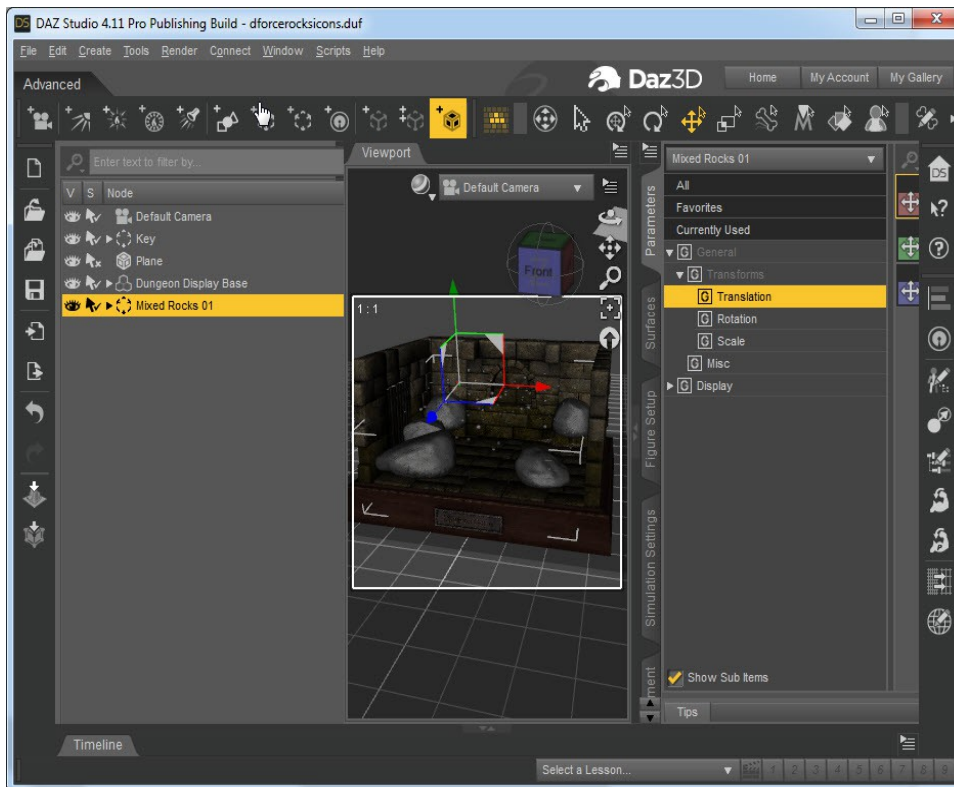
Now it's time to have a look at the Simulation Settings tab. If you do not have one, you can add one in Daz Studio using Window—Panes (Tabs) and clicking on the name "Simulation Settings."
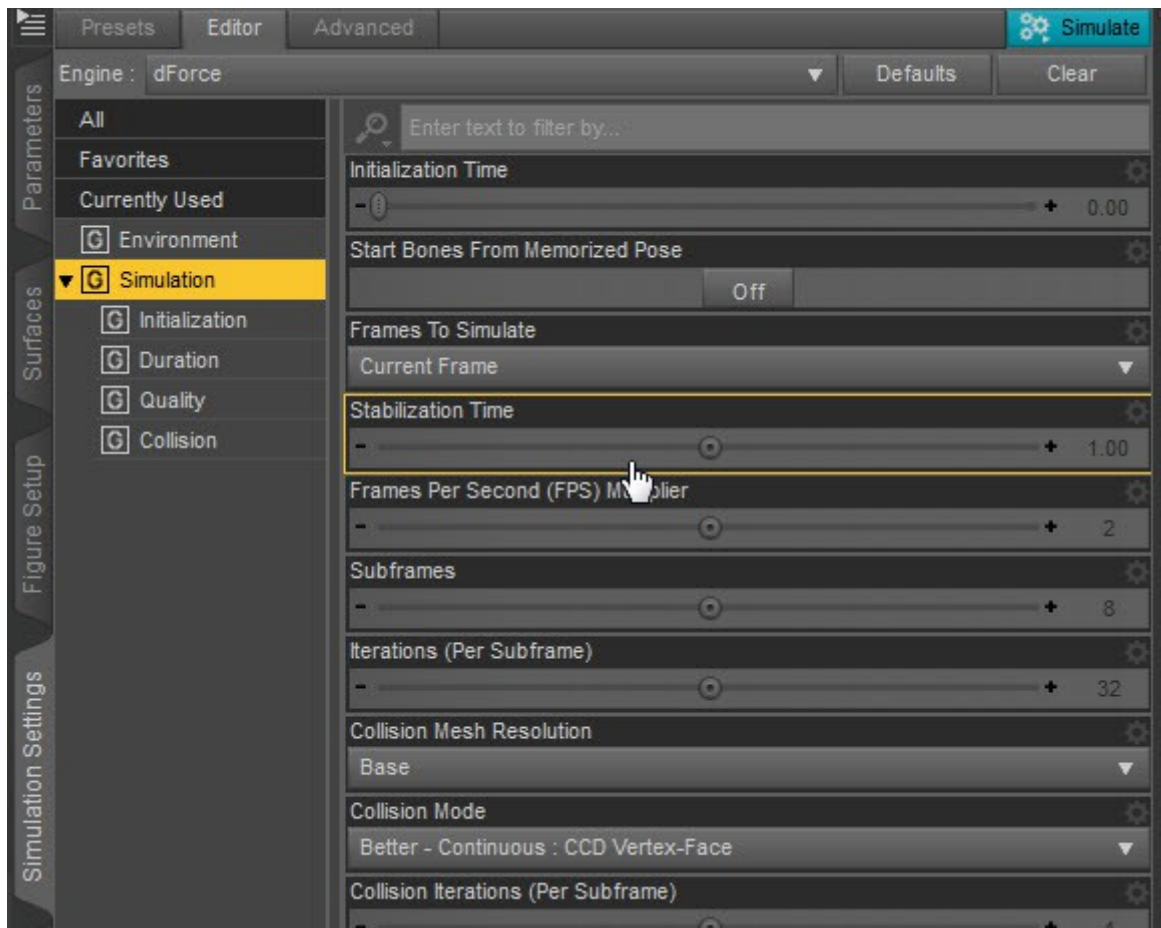
You may notice I've changed "Start Bones From Memorized Pose" to OFF. This is important before you start the sim.

If you need to simulate dresses or other dForce clothing in the scene, and those items need "Memorized Pose" to be ON, it is recommended to do that before adding rocks. Then freeze the simulation of the clothing by clicking "Freeze Simulation" to ON in the Parameters tab of the clothing before simulating rocks. This ensures that clothing is not attempting to sim at the same time as the rocks.

Next click Simulate at the top of your Simulation tab.

Chapter 2: Fixing Issues
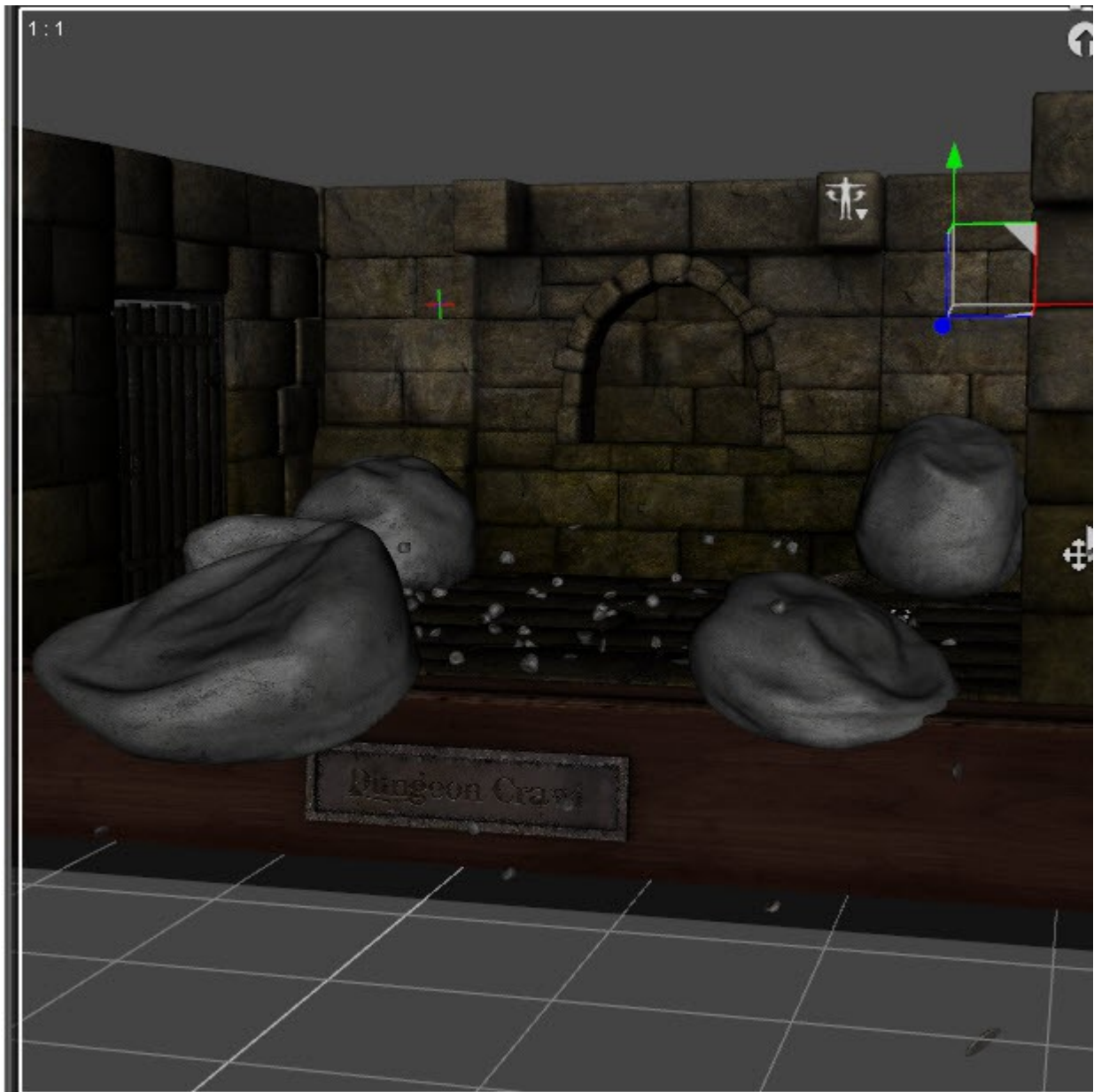
From the pic, you can see that there are a couple of issues.

First, two rocks are hanging off the edge of the environment and have partly collapsed, which is not great.

Second, some small rocks have fallen out of the scene below.

Third, some other small rocks aren't on the ground yet.

How do we fix this?

Well, first hit "clear" in the Simulation settings tab. Then view your scene from the "Top" view in your display options, or move your camera to view from above.
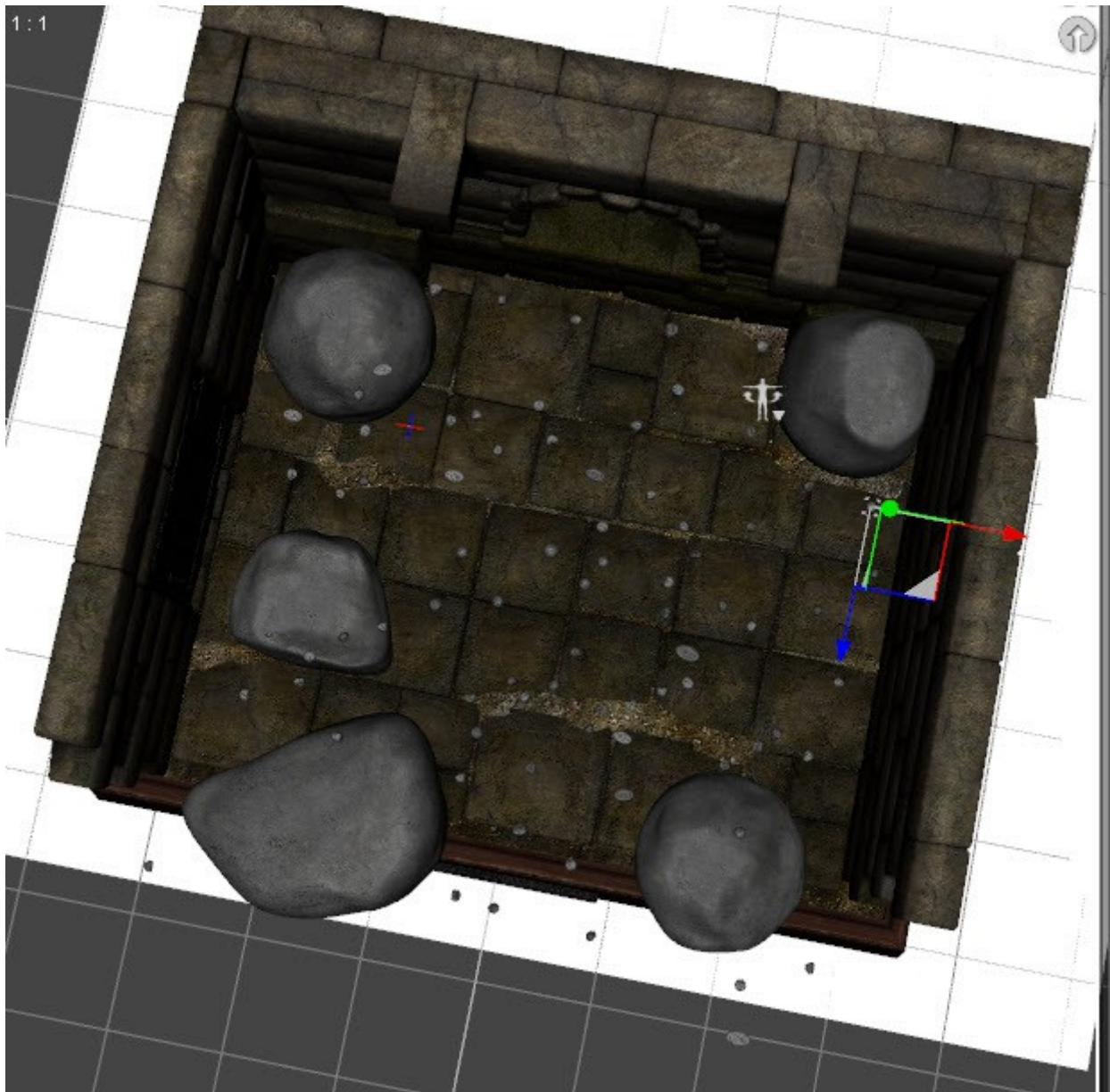

From here you can see where the bigger rocks need to be shrunk or moved or both. This is easily accomplished using the **Transform tools** from your Parameters tab.

You can also see the smaller rocks that are out over the edge. These it may be easier to just delete from the Scene Tab.

Finally, in the Simulation Settings you can set the "Stabilization Time" up higher to give the smaller rocks more time to fall down. I will set it to 3.
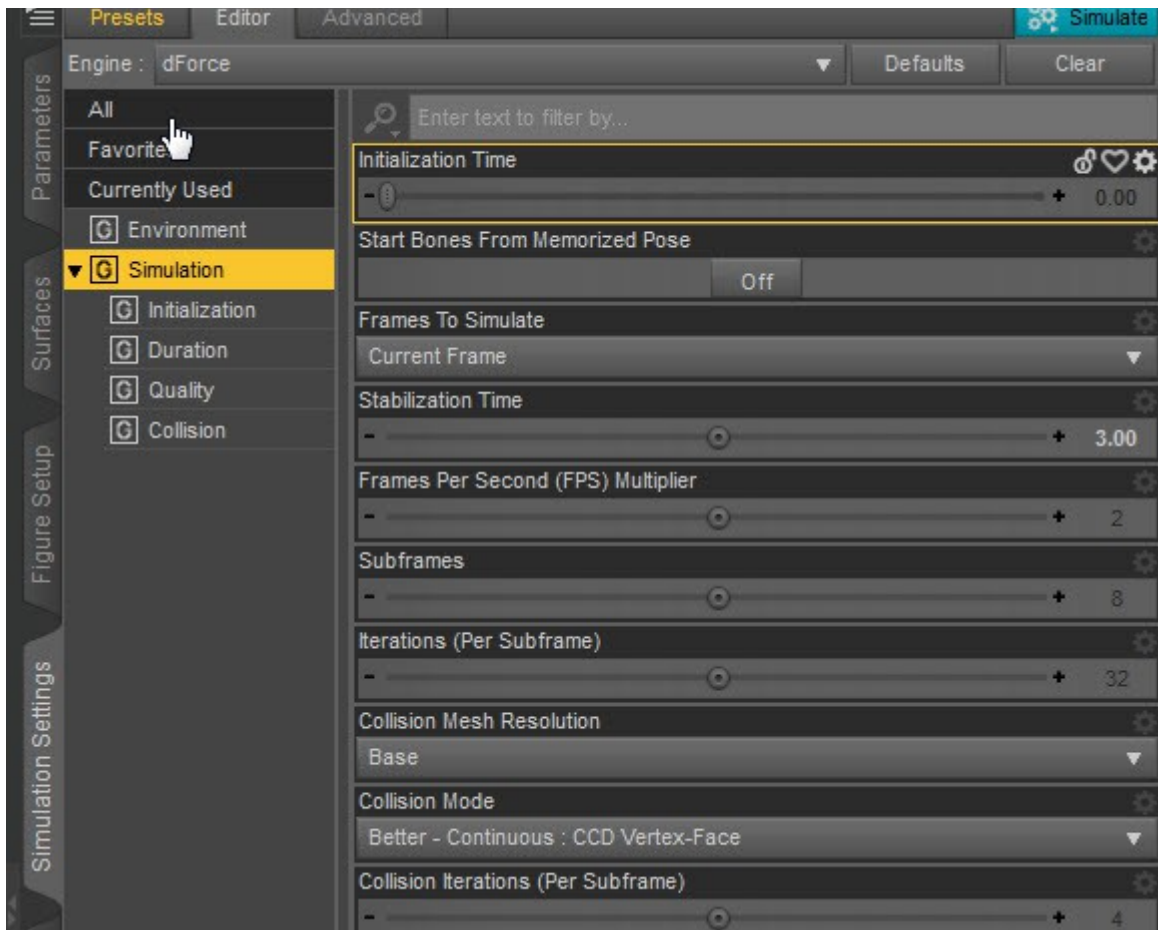
Now the rocks are ready to be simmed again.
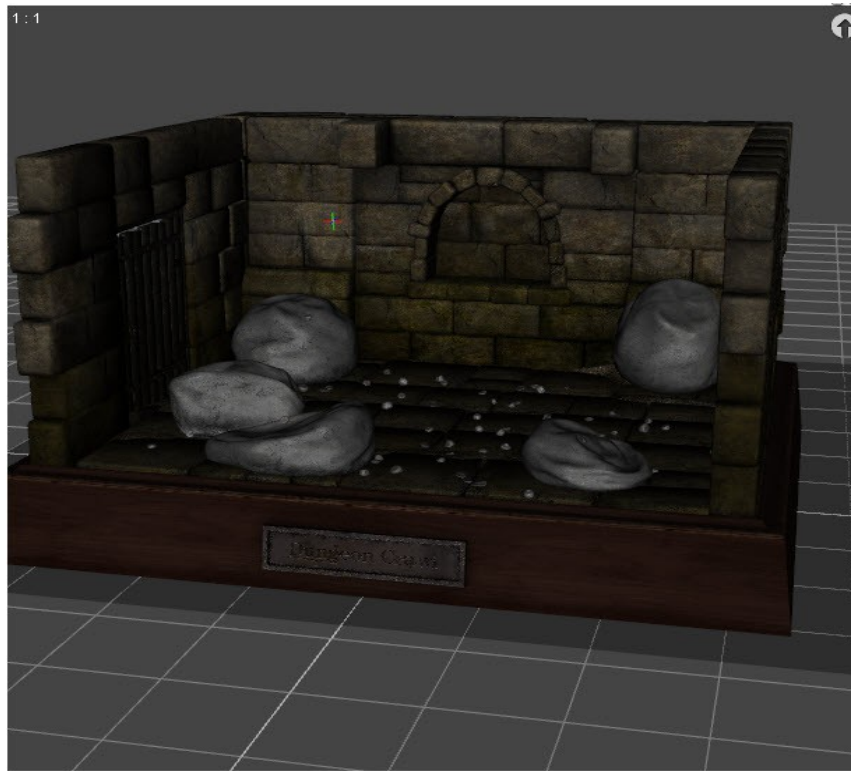
Now everything is on the platform. You may notice that the larger rocks are a bit collapsed. This may happen if it is necessary to let the sim run longer. There are a couple of ways to address this.

Stiffen the large rocks with different material settings. In the Scene Tab, expand the Mixed Rocks 01 group and scroll down to the Large Rocks near the bottom (there are many fewer than the small ones). Double-click each Large Rock setup to expand it so that you can see the Rock Large 01 Add-On under each one. Select these addons by clicking on one, holding CTRL, and clicking each of the others. You will end up with a selection as shown.
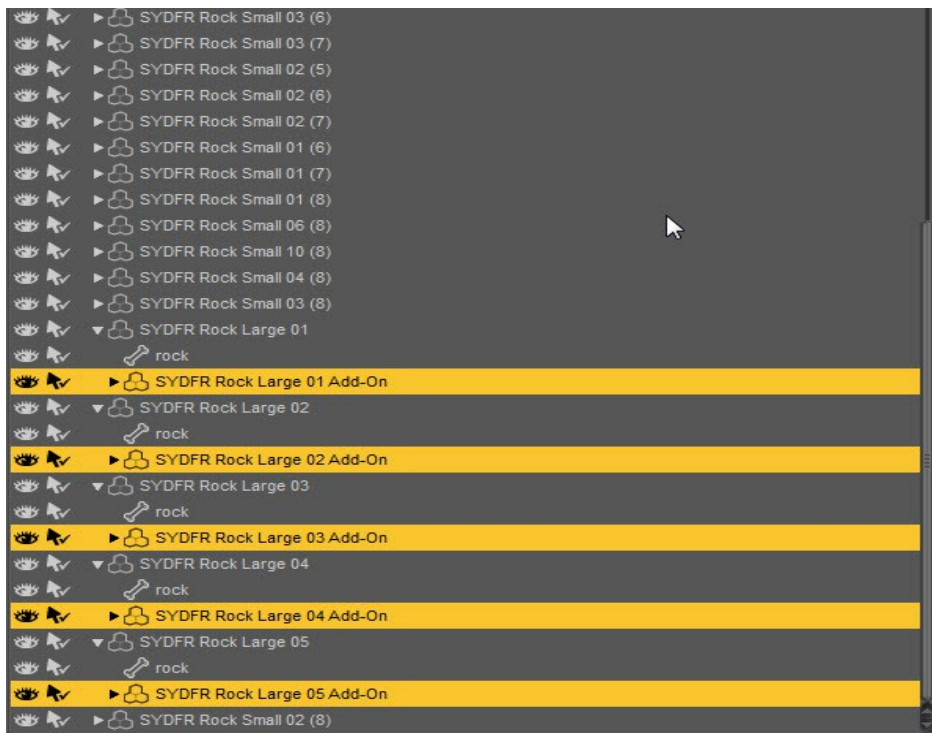

Now it's time to go to the Surfaces tab. It is usually on the right side of your screen. As with other sorts of tabs, if you don't have one, you can create one from Windows (Panes/Tabs).

Here you should see the five materials of the five large rocks, all called "Rock." You can select them all together by CTRL+clicking, just like the Scene Tab.
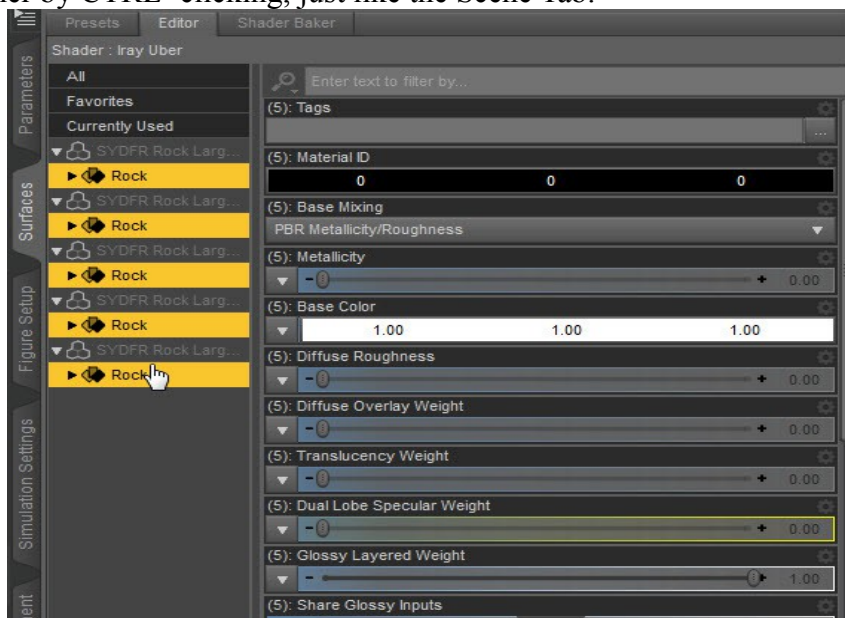
Now, with all of that selected, go to the 02 Materials folder under Props/SY dForce Rocks And Boulders. Toward the bottom you will find the "STIFFER ROCKS" option. Double-click on it to add these different settings to all of the large rocks.
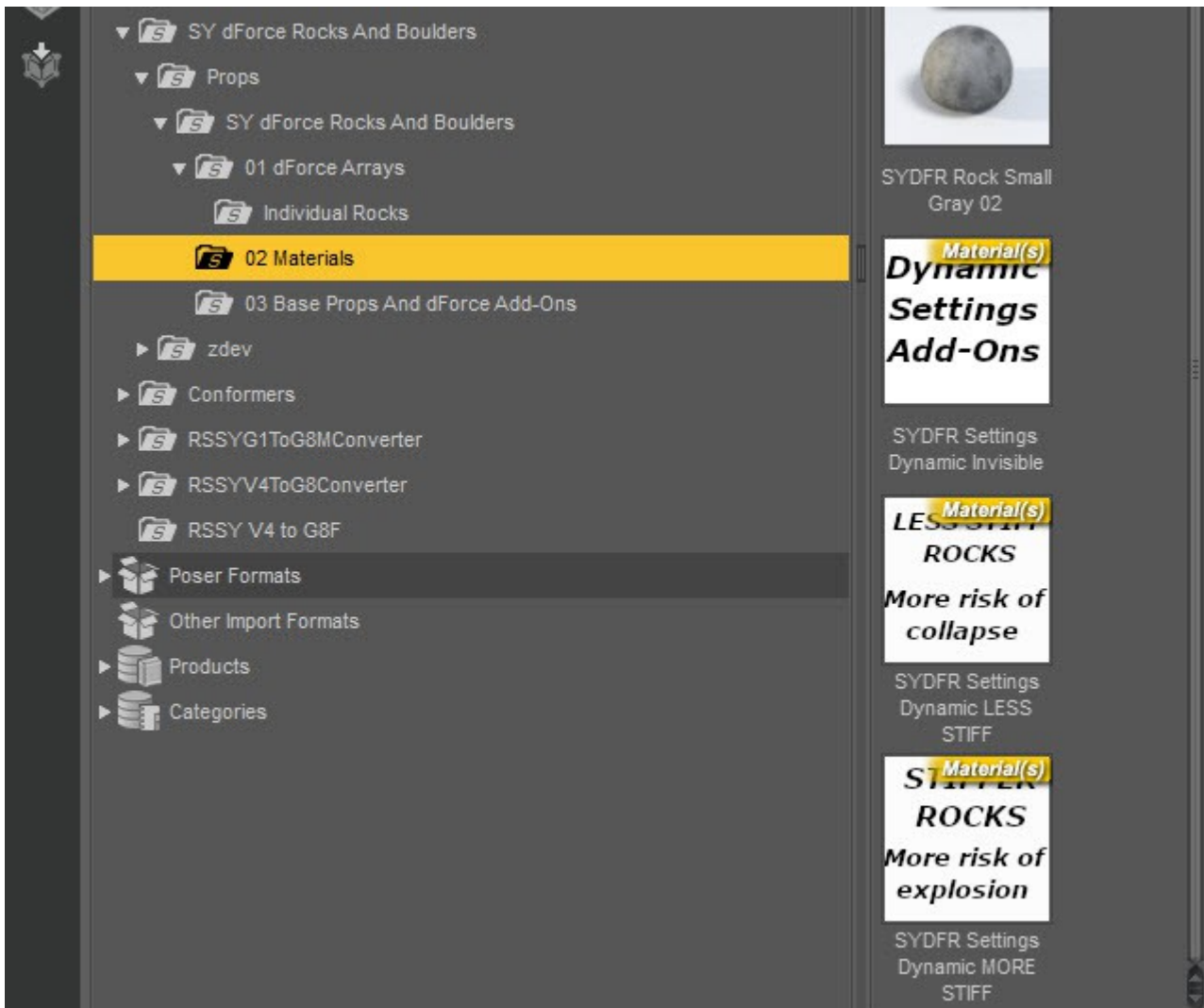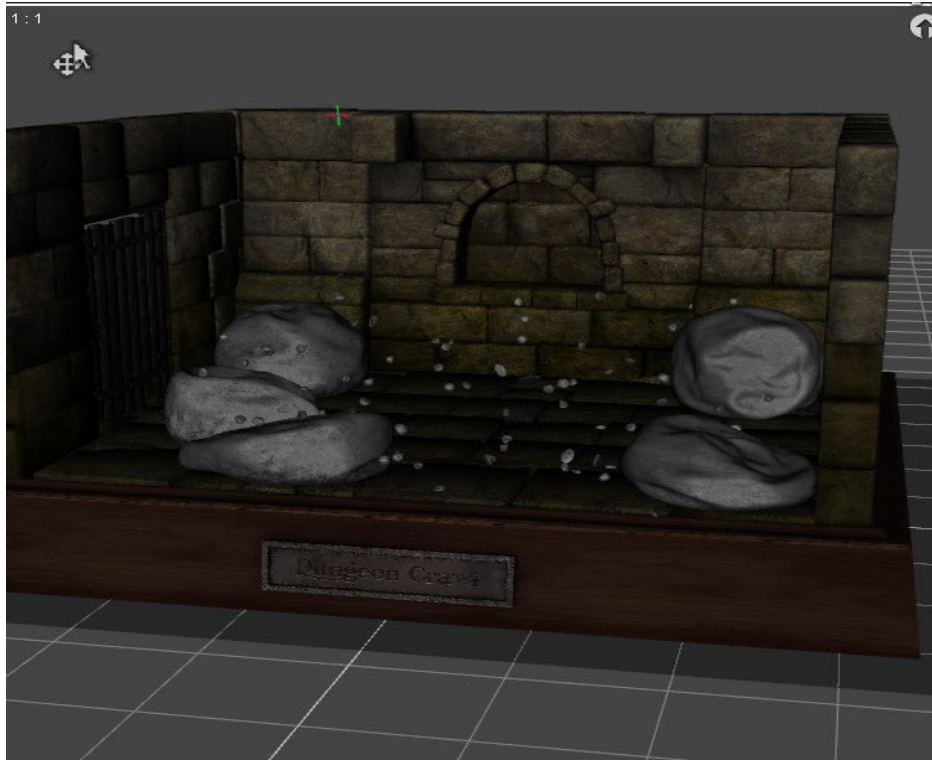

Now run the sim again. The rocks still get more lumpy and rugged during sim, but now they don't

look like bean bag chairs any more.

Another option is:

Stop the sim early and freeze the large rocks, then sim the small ones afterward. In this case, you will run the sim as mentioned previously, but this time cancel it as soon as the large rocks touch the ground.

Now there is less collapse also, but the small rocks are still hovering.

In this case, select all of the large rocks in the Scene Tab again using CTRL+click. This time you will select the rocks themselves, not the Add-Ons(selecting those also won't hurt, but it's not important this time).
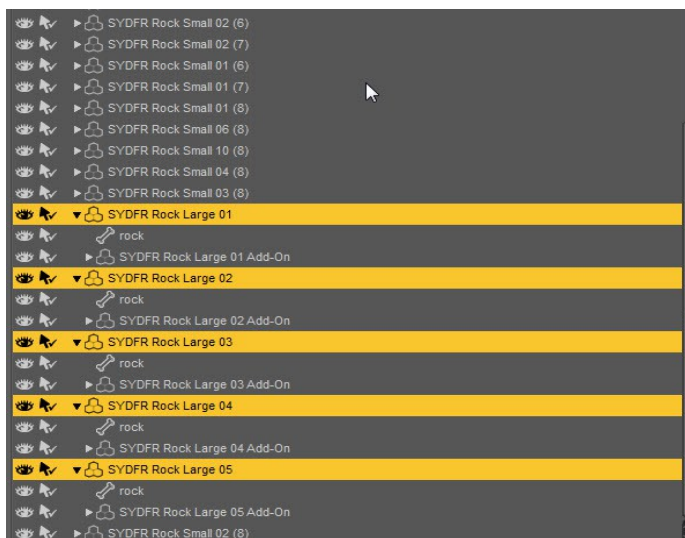
Now go to the Parameters tab. Make sure that in the Parameters settings, you have "Consolidate Properties" checked and "Display Separate Items" NOT checked. There's a tiny button at top right or left of your Parameters that accesses these settings.

In the Parameters tab, now go to the Simulation heading. You should see the words "Freeze Simulation" and a button currently set to "Off." Click it to "On."
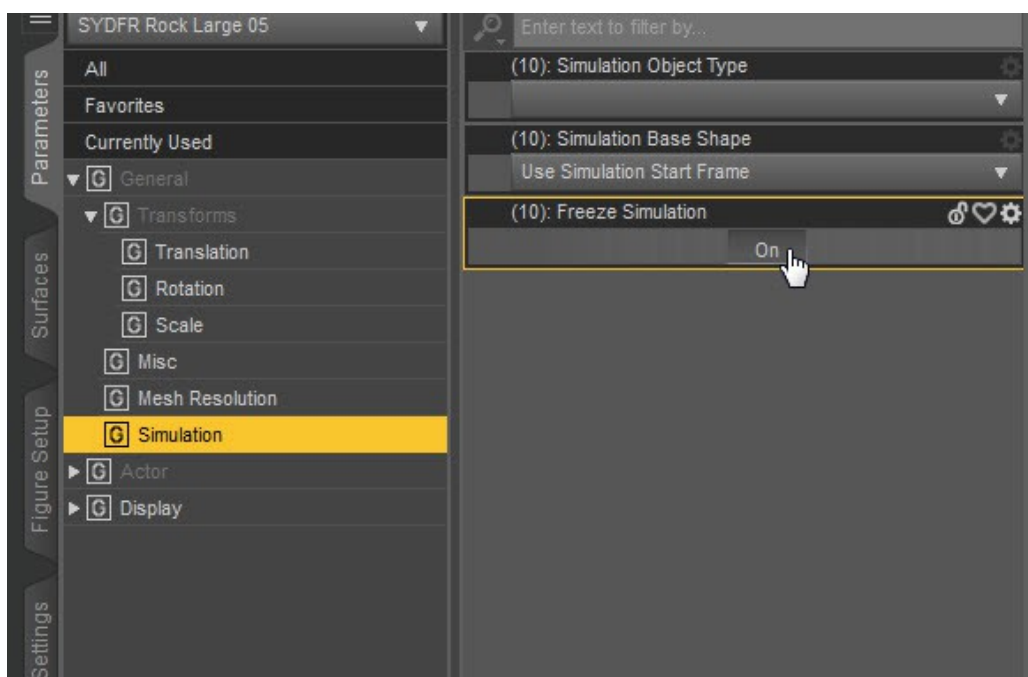
Now, WITHOUT HITTING CLEAR, run the simulation again. Just the small rocks should fall, and you can let it run until they all hit the ground without disturbing the finished sim of your large rocks.

Now all the small rocks are down, but the big ones still hold their simmed shape.

Finally, there's always the possibility that your sim will end up with some small rocks hovering or out of place, and the more irregular the terrain in your scene, the more likely this is to happen. In this case you can move the small rocks further down manually, or just delete any "strays" from your simmed scene.