Dforce simulation instructions

This set is a complex one, that has more than one item, these instructions will help you prevent any conflict it might appear during the simulation process, not to mention it will move faster than simulating the whole set at once.

1. Load Genesis 8 Male

2. Load the whole outfit !WinterDwellerALL

3. From the Simulation tab, change the settings from Current Frame to Animated (Use Timeline Play Range)

4. With the timeline open, change amount of frames from 30 to 50

5. Move the arrow to frame 30 and pose your figure

6. Go back to frame 1 and hide the sweater and the coat with all its components.

7. Click on the Simulate button

8. Once done, at the last frame, select the pants and freeze the simulation (Parameters/General/Simulation/Freeze Simulation, click where it says OFF and don't worry, you will not loose your simulation data)

9. Go back to frame 1, unhide the sweater, run the simulation and same as with the pants, freeze the simulation too.

10. Return to frame 1, unhide the coat and all its components and run the simulation again.

Rendering instructions

The coat buttons are rigid follow node, this prevents any distortion when moving or when morphs are applied.

The coat uses displacement maps, and after the simulation the buttons will move along with it, make