

## La Reine Simulation Instructions

### **Preferred Method:**

#### *Timeline*

- Load the provided Simulation Settings
- Go to Create/New Primitive/Plane and set it to 3 m, remember it has to be big enough for the dress to fall on it, this will work as a floor surface, and under Parameters/General/Transforms/Translation make sure the Y position is around -2.
- Load Genesis 8 Female
- Change the maximum frames from 31 to 51
- Move to Frame 30 and pose her using your favourite pose, make sure the pose of your choice is dForce friendly
- Also, while on frame 30, select the Plane, go to Parameters/General/Transforms/Translation and move the Plane back into Y 0, this will help the Dress and Overdress achieve a more realistic draping effect.

### **Universal Dress**

- Go back to Frame 0 and load !La Reine ALL
- Delete the La Reine Overdress
  - The default surface settings for the UD La Reine Universal Dress is for standing poses, if you want to do sitting poses, please select the La Reine Ud dForce Full option.
- Move to Frame 30 where she is fully posed and make sure the legs are not poking out of the dress, and since it has to stay put on standing poses, it will be helpful if you use any of the provided leg poses, use them according to your needs.
- It might be the case, that after zeroing and straightening the legs that the skirt part of the dress may, as a result, be lopsided, in this case, select the dress, under Parameters/Actor/La Reine, you will see some handle movements, use them in case you need them until the desired position is achieved
- Start the simulation
- Once done, select the dress, go to Parameters/General/Simulation and turn the Freeze Simulation **ON**

### **Overdress**

- On Frame 0 load La Reine Overdress
- Start the simulation
- After the simulation, you might want to reinforce the upper folds, you can do this by selecting the Overdress, and go to Parameters/Actor/After Simulation, and dialing the Waist Extra Folds HD if you wish
- And.... that's it!
- Ah! Don't forget to delete the Plane, after you are happy with your simulation results, you don't need it anymore.