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General Morph Types

The outfit parts of this product load with a selection of morphs and control dials for the cloak, designed to help you with fitting it. The morph categories are as follows:

- Adjustments: Alter shape and fit of a piece.
- Movement: For movement morphs.
- Styles: Contains shaping morphs which are designed to allow you to use multiple outfit pieces together.
- Controls: Controls movement and size of the separate vest parts.

The Sigurd Outfit and dForce

How to work with the Sigurd Outfit and dForce

If you want to set up a dForce simulation, please take the following steps:

1. Load G8F into your scene; also load a plane primitive into your scene to act as a collision object for the floor when you want to use sitting or lying poses
2. Apply your chosen wearable preset our outfit part to G8F with the dForce compliant outfit
3. Set up an animation with 51 frames (you can raise this value if you want the piece or pieces to settle and drape fully)
4. In frame 1, set a keyframe (click on the little key icon with the plus symbol inside, to the far right end of the bottom icon bar) with Genesis in default pose and your freshly loaded simulation ready wearables preset
5. Go to frame 25, select a pose for Genesis, then add a new keyframe in pose 25
6. Go to the Simulation tab inside DAZ Studio and change the following default settings: Start Bones from Memorized Pose - OFF, Frames To Simulate: Animated (Use Timeline Play Range), Collision Mesh Resolution: Base
7. Hit the "Simulate" Button!

Please make sure that there are NO intersections (pokethrough) between the individual pieces in frame 1 and your simulation end frame. This especially applies to the collar and the overdress. It

Short Instructions for the Sigurd Outfit

might sometimes be easier to hide the collar and unhide it again after simulation to adjust the fit of the piece.

Combining Outfit Pieces

Several of the outfit parts load with style and adjustment morphs which allow the pieces to be worn together or over each other.

For example, the tunic can be fitted over the pants, and under the vest or corset; the corset can be fitted over both tunic and vest, etc.

The full wearable presets already load with all the appropriate morphs applied to allow for a fit of all the pieces. But you can create your own outfit combinations and the style and adjustments morphs will help you achieve the right look.

Outfit Combinations and Collision Settings

The wearables also feature different collision settings. For example, the vest will collide with the tunic underneath instead of with genesis 8 Female (as set per default). You can change those collision settings to your liking by accessing this parameter and setting your chosen collision item (Parameters tab → Collision Item).

The Belt and Straptips

The belt, pants and boots load with preassembled geoshell which add metal strap ends to the individual strap or belt pieces.

These geoshells will automatically follow the morphs of the underlying pieces and can be deleted by accessing them in the scene tab. Each geoshell is parented to its associated outfit piece and can be found in the hierarchy tree underneath each item.