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General Morph Types

The outfit parts of this product load with a selection of morphs, designed to help you with fitting the clothing items. The morph categories are as follows:

- Adjustments: Alter shape and fit of a piece.
- Styles: Contains shaping morphs which are designed to allow you to use multiple outfit pieces together or alter their functionality.

The Casual Flannel Outfit and dForce

How to work with the Casual Flannel Outfit and dForce

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

1. Load G8.1M 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 G8.1M 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 specifically applies to the rigid follow node buttons of shirt and jeans. It might sometimes be easier to hide the buttons and unhide them again after simulation to adjust the fit of the piece.

Short Instructions for the Casual Flannel Outfit

You might also need to adjust the fit of the shirt over the jeans after running a dForce simulation. There are a number of specialized adjustment and style morphs provided in the garment pieces for this purpose.

Adjusting the Buttons

In some case you may have to adjust the position of the buttons after running a dForce simulation. This specifically applies to the individual buttons of the shirt.

All of them have been set up with their own translations and rotations which can be easily manipulated for ideal fit.

Adjusting the Jeanscuffs

The Jeanscuffs are a separate addon figure fitted to the jeans. To assure the best fit, you can use the included adjustment morphs to expand them to avoid pokethrough.