Contents

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 mulitple outfit pieces together or alter their functionality.

There is an additional category of modifiers, located in the „General" section under „Hide-Show":

- Hide-Show: Enable hiding of different zones of a piece to alter its appearance.

Additional Control dials exist in some of the outfit parts to allow you to move separate parts of the skirt and sleeves.

The Ballet Dreams Outfit and dForce

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

1. Load Genesis 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 Genesis 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 indivdual pieces in frame 1 and your simulation end frame.

If you are using a sitting or lying pose, it might help to move away the floor plane/chair below the ground level in frame 1 and position it in its correct position in frame 25. By doing this you can ensure the draping pieces can simulate freely and naturally.

Adjusting the different pieces

The Ballet Dreams Outfit is a complex outfit with a number of pieces to achieve its characertistic look.

For some poses and body shapes you might need to adjust the fit, using the built in adjustment and style morphs.

The wearables presets have already been set up to avoid pokethrough in default pose, so they will give you a good starting base for your simulations and renders.

You will also have to adjust the position of the brooches to different shapes and poses for a perfect fit.