

Hello.

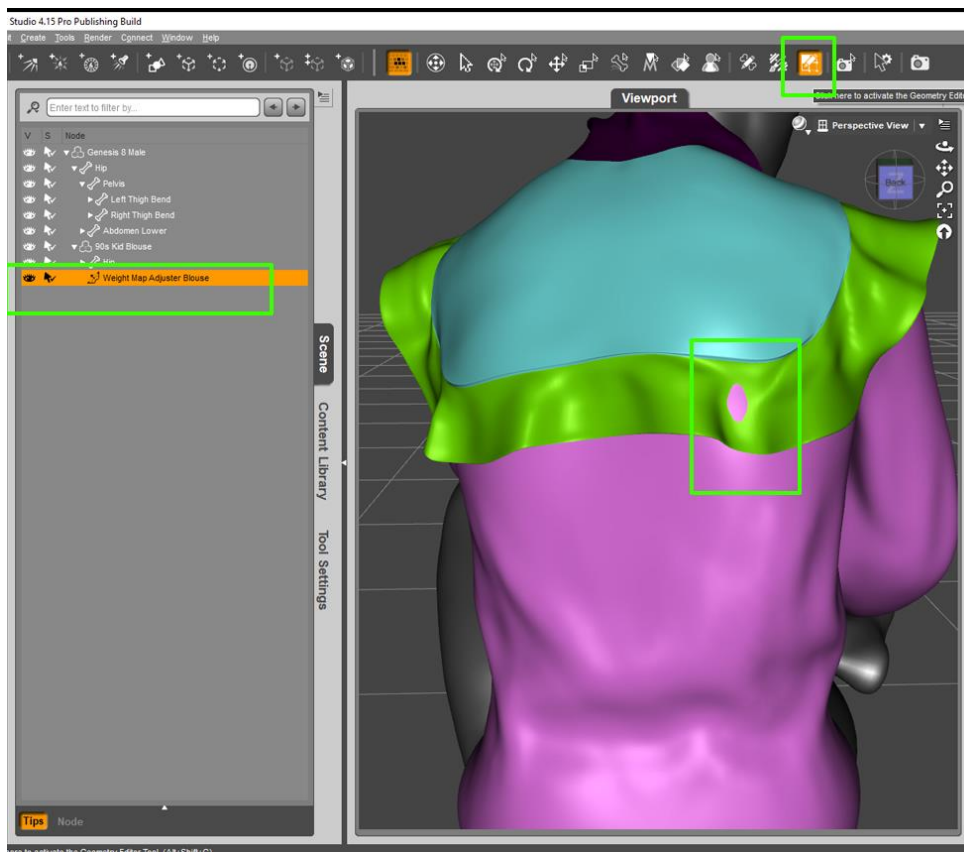
This is an introduction to the Weight Map Adjuster tool you see in the set you have purchased, there are two ways to use the Weight Map Adjuster Tool, it is added to dForce and non-dForce clothing.

A Weight Map Adjuster is added to help you with poke through on clothing when the figure is outside of the default pose, or to fix dForce self-collision issues.

A Weight Map Adjuster is added to help you with layers that do not always want to obey self-collision as they are supposed to, poke through, and general issues when a clothing article is simulated, or you find a small poke on clothing after posing.

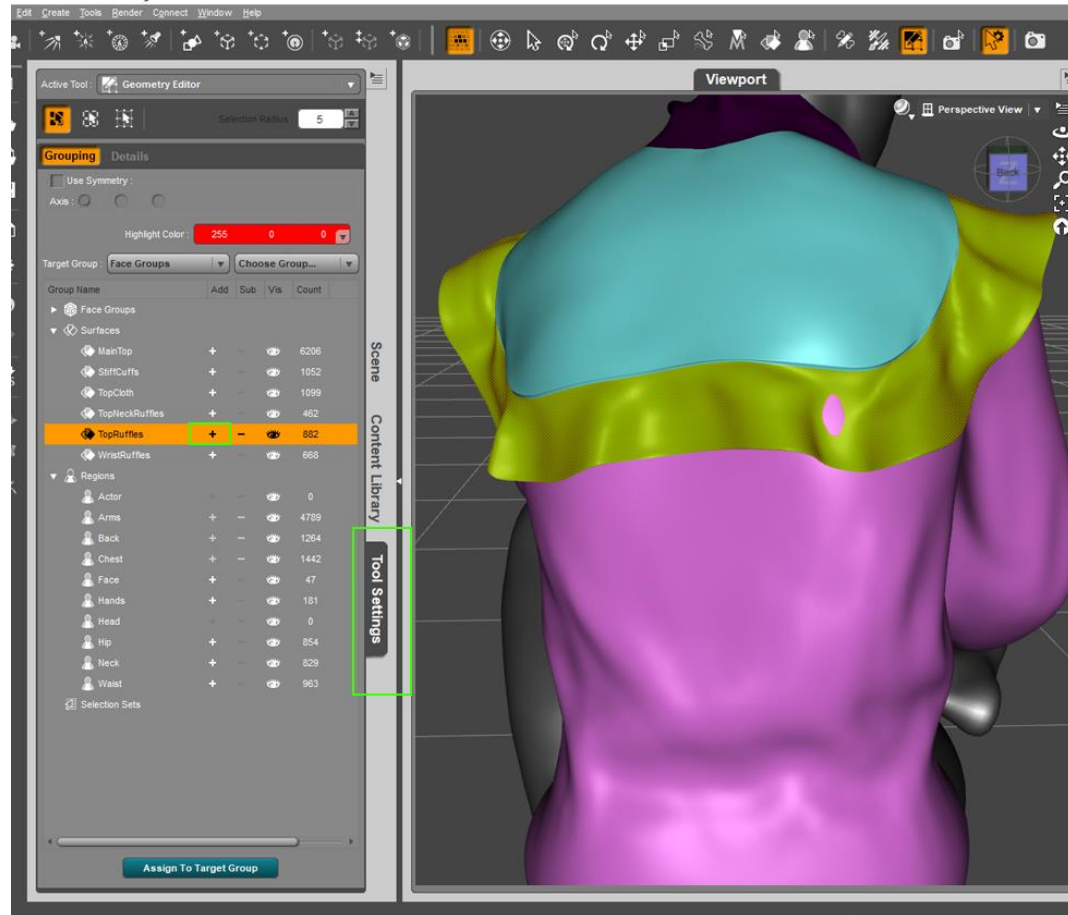
Step 1.

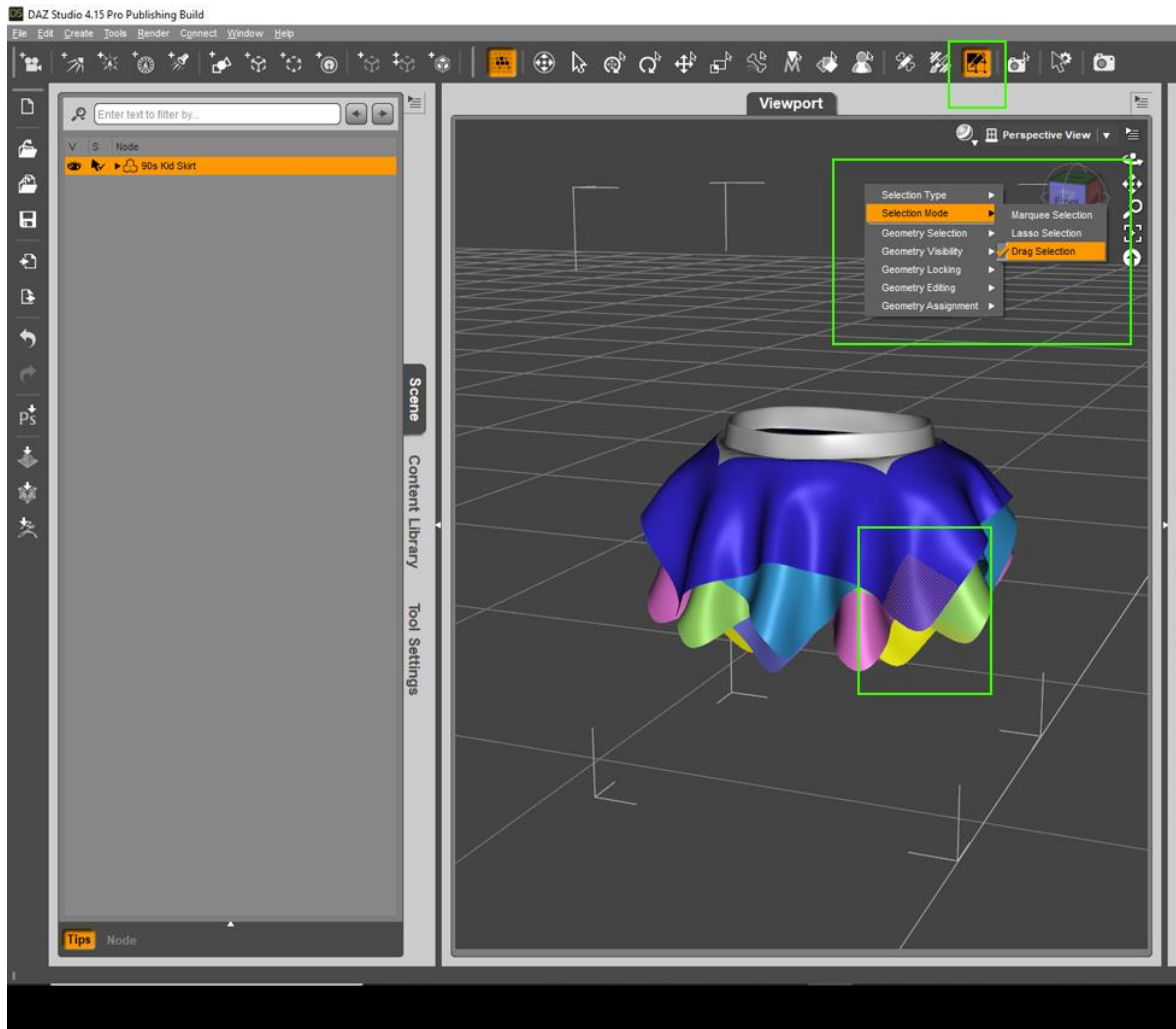
After simulation or poses, you might find what is called poke through "Image 1A."



Step 2.

Inside the tool's settings tab, you will find the material ID under Surfaces. You can use this to select the full material by hitting the + sign "Image 2A", or you can choose by polygons with the Geometry Editor Tool "Image 2B."





Step 3.

Inside the tool's settings tab with the weight map brush selected, you can now adjust the weight map by "painting" Image 3A, 3B". This will only work on polygons whose normals face the positive direction. It has no effect on negative facing polygons.

