

INSTRUCTIONS

"Tape it Easy" is a set of realistic, fully rigged duct and insulation tape props and tape rolls, designed for tying up anything you want. The set includes 3 duct tape props (cut long, cut short, and circle), duct tape roll prop, 3 insulation tape props (cut long, cut short, and circle), and insulation tape roll prop.



How To Use:

Load the props with nothing selected in your scene.

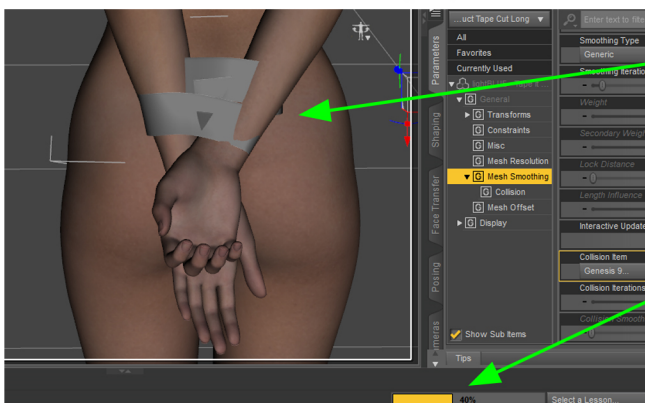
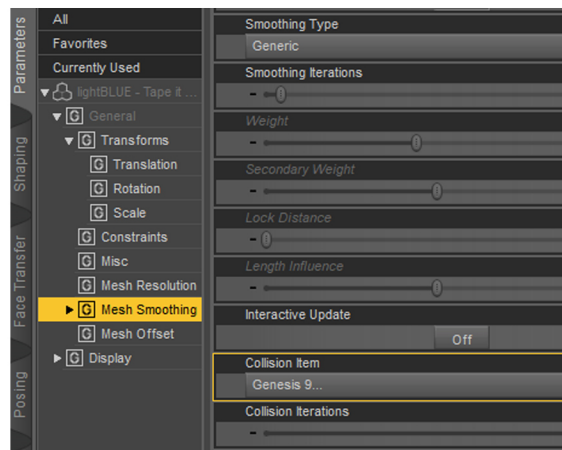
Select the prop's root bone to move it in the scene.

Pose the bones to adjust the tapes to the figure's shape.

Posing doesn't have to be perfect, any part of the tape that is clipping with the body will be adjusted by the smoothing modifier.

In order to activate the smoothing modifier, you need to select the tape prop and go to the Parameters tab/General/Mesh Smoothing and in the "Collision Item" option choose the figure that you want to use the tape on.

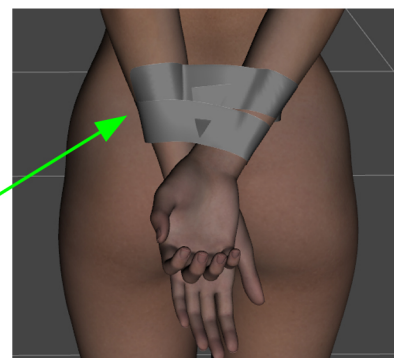
Pose the tape prop into a shape (preferably close to the shape of the body, this will give the best results), insert parts of the tape into the body slightly. Make sure to leave parts of the prop poking through the surface of the body, that way the smoothing modifier will know where the prop needs to be moved (never insert the complete prop into the body, that will not work).



POSE THE TAPE APPROXIMATELY

THE PROGRESS BAR SHOWS WHEN THE SMOOTHING IS FINISHED

RESULT



For some less curved parts of the body the tape prop will be easily adjusted by the modifier as long as it is partially outside. But for the parts of the body that have many small curves it is best to pose the tapes to match the curvature more in order to get the desired result.

If you see some deformations of the tape or pokes through, that usually means that the tape is inserted too deep into the body. In that case, select the bones that are too deep and move them closer to the surface of the body.

You can also try to adjust the "Smoothing Iterations" and "Collision Iterations" sliders (Parameters tab/General/Mesh Smoothing) to improve results in some cases.

Keep in mind that this modifier smooths the bending of the bones as well, so if you want to pose the prop with precise bending of the bones, it is better to switch off the "Enable Smoothing" option (Parameters tab/General/Mesh Smoothing).

Always use the numbered bones to adjust the shape of the tapes (Bone 01, Bone 02, Bone 03...) and the root bone (the first bone that has the label "lightBLUE - Tape it Easy - xxx") to move the complete prop to different positions in the scene.

NOTE: Tapes will collide with the selected figure (Collision Item) but not with themselves or with other tapes, so keep that in mind when overlapping tapes.

Also, they can not collide with the shapes that are created with displacement maps and not the mesh itself, example for this is the large nipples morph.

This morph partially uses displacement to create the shape, so the nipples will partially poke through if the tape is inserted into them.

The tapes also can't collide with eyebrows, so it is best to switch off the visibility of the eyebrows and eyelashes if the tape is used to cover the eyes.

Make sure not to insert the tapes too deep in hollow parts like the mouth and eye sockets, as the tape might adjust itself to the inside of those holes and not the surface.

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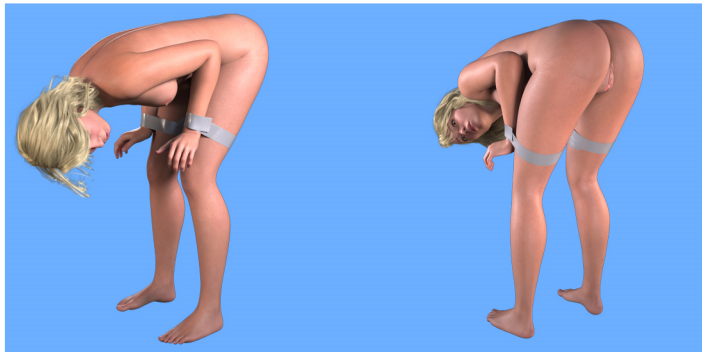
BONUS poses:

For each scene, first you need to load the needed figure and props.

For the first scene, you need G9(base female), 2 Duct Tape Circle props, and 1 Insulation Tape Circle prop.



For the second scene, you need G9(base female) and 2 Duct Tape Cut Long props.



For the third scene, you need G9(base female), 2 Duct Tape Cut Short props, and 1 Insulation Tape Cut Long prop.



For the fourth scene, you need G9(base female), 4 Insulation Tape Cut Short props, 6 Insulation Tape Circle props, and 1 Duct Tape Cut Long prop.



Select each prop and load the corresponding pose.

Make sure to select all tape props and set their "Collision Item" option to Genesis 9 in the Parameters tab/General/ Mesh Smoothing section.

These poses are added as a bonus to this set to show you how to properly use the tapes to get the optimal results, so it is best to check them out first, and then you will have a good idea on how to use the tapes in other ways as well.