

INSTRUCTIONS

How To Use:

Select the G9F figure in the scene and load the dress (ripped or complete).



All dresses are fitted to the figure and they will follow the morphs and posing.

All dresses have smoothing modifier applied, it helps with smaller intersections with the body. But if the prop is too deep inside the body the smoothing modifier can make things worse, in those cases try to lower the "Smoothing Iterations" parameter and/or the "Collision Iterations" parameter (select the prop and go to Parameters tab/General/Mesh Smoothing).

All dresses are designed to be simulated.

Before the simulation, first apply the "Simulation Settings" provided in this set (nothing needs to be selected when you double-click this icon).

When you load the dress on your posed figure, just click the "Simulate" button in the "Simulation Settings" tab and wait until the simulation is finished.

Note that the fabric can get stuck in the body if the limbs are pushed too close to the torso/pelvis.

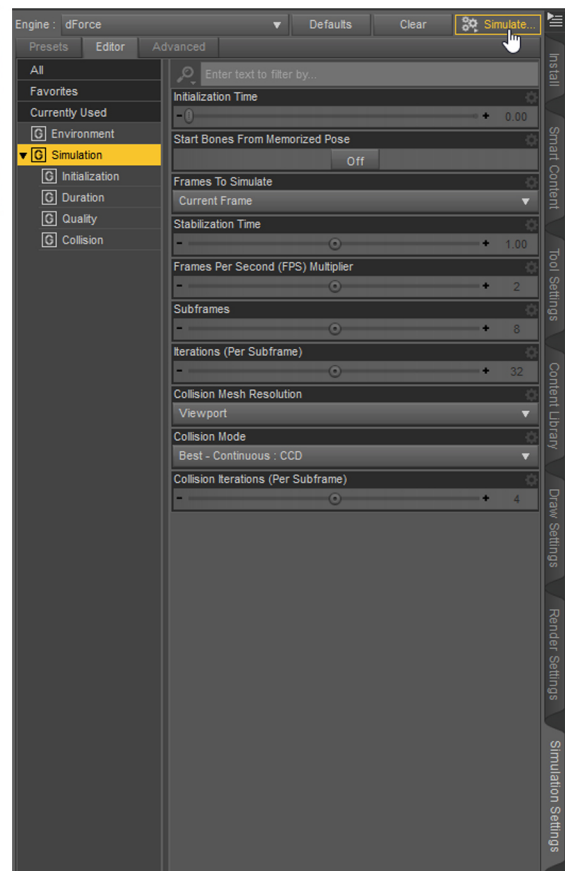
In these cases, you can do the simulation first, and when it's finished, correct the position of the limbs (if they are in the way of the simulated fabric in your desired pose).

The best is to try to simulate the dresses a few times in different positions so you can see how they behave when simulated.

Note: Large nipples can pierce the dress and the dress can get stuck on them, if possible you can apply the nipples morph after the simulation to avoid this.

Also if the dress is ripped it is better to zero the nipples morph on the dress, the smoothing modifier will cover the nipples in most cases even without this morph.

Note: Crossing the legs is not recommended, it may result in fabric intersecting with the legs and therefore it may affect the simulation badly.



Material:

The material is simple cotton material, and it is designed that way so you can change the color to any color you like. To change the color, select the prop, go to the Surfaces tab/Default/Base, and under the Base Color property select any color you like.

