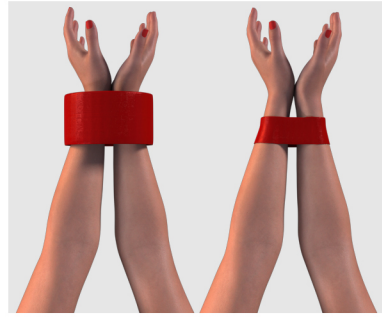
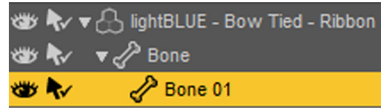


INSTRUCTIONS

– Load the Ribbon prop.

Position the prop close to the figure but make sure that it is NOT touching the figure in any part.

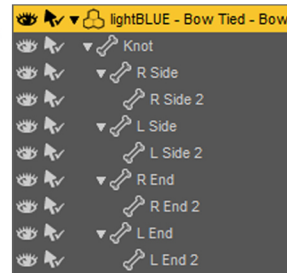
The Ribbon has an additional bone (Bone 01) that you can use to scale that part of the Ribbon so you can position the Bow there (Y scale of the Bone 01 on the Ribbon will make the Ribbon more narrow at that spot).



Double-click on the "Simulation Settings" icon to automatically adjust the simulation settings that will suit the Ribbon prop simulation.

Hit the "Simulate" button (Simulation Settings pane). Allow it to simulate for a few frames (10 frames are more than enough, even 5 frames can probably give you the result you need, you can always change the number of frames if you need to and you can choose which frame suits your needs best).

When the Ribbon is simulated and you are satisfied with the results, you can position the Bow on the Ribbon. The Bow is invisible for the simulation, which means it will not affect the simulated objects like the Ribbon. The Ribbon will just go through the Bow if the Bow gets in its way. The Bow has its bones that you can use to bend the left and right sides or the ends of the Bow, you can also make these parts more narrow if needed, using the scale of these bones.



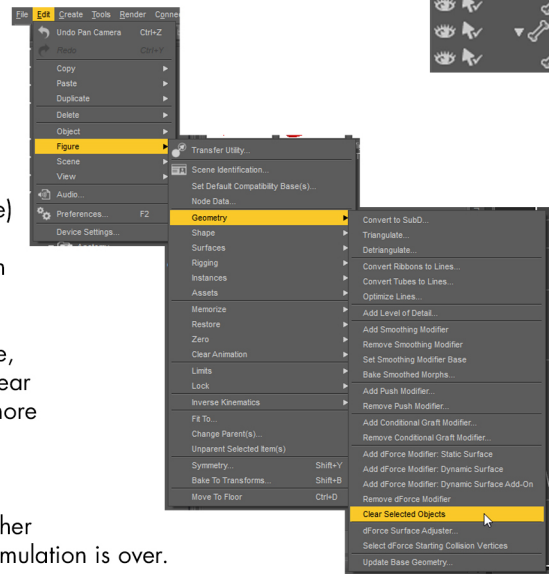
If you need to return the Ribbon to the default state, select the Ribbon, and go to the main menu Edit/Figure/Geometry/Clear Selected Objects. (Make sure that you are at the frame zero of the simulation timeline).

NOTE: If you are using the Ribbon on sharp objects (with very small polygons) and you experience some pokes through, go to the Simulation Settings pane/Collision and up the number of Collision Iterations (Per Subframe) and then repeat the simulation. A greater number of the collision iterations will improve the collision between the prop and the figure but it will also slow down the simulation so don't put a larger number than you actually need.

NOTE 2: To get the best results make sure to position the Ribbon near the figure, try to position the Ribbon in a way that all parts of the Ribbon are as equally near the figure as possible, the parts of the Ribbon positioned further, will contract more before they reach the figure and therefore appear more narrow in the end.

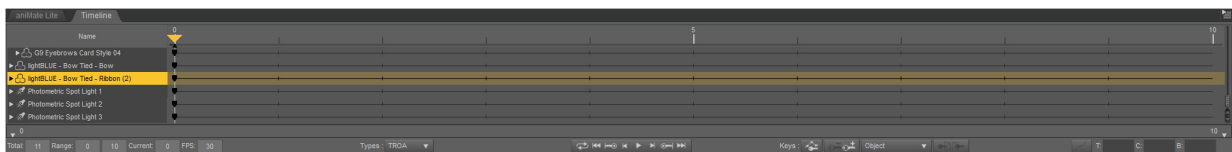
ALWAYS MAKE SURE THAT THE RIBBON IS NOT TOUCHING THE FIGURE BEFORE YOU CLICK THE "SIMULATE" BUTTON!

If some part of the figure is in your way of positioning the Ribbon near some other part of the figure, you can always switch off the visibility of that part until the simulation is over.



IMPORTANT: All of the posing and adjustment of the figures and props should always be done on frame zero!

Make sure that the frame zero is selected in your simulation Timeline (usually at the bottom of the screen) before you adjust the props or load them. If you adjust the props in some of the latter frames, they will move or transform during the simulation.



BONUS POSES: For all of the poses, you will need to load a G9 figure and apply the base female morph. You can then apply the pose to the figure. After that, you can load the Bow and the Ribbon (for poses 4 and 5 you will need two Ribbon props loaded).

You can apply the pose of the Bow (with the Bow selected in the scene), the Bow will not affect the simulation of the Ribbon.

Then select the Ribbon and apply the pose of the Ribbon. When the Ribbon is posed you can click the Simulate button.

When the simulation is over (usually at frame 10) the Ribbon will be in the right position. Any change in the simulation settings, the number of frames, position of the figure may affect the final position of the Ribbon. In that case, you might need to adjust the position of the Bow.

For the poses 4 and 5, always switch off the visibility of one Ribbon while simulating the other.

This is important because if both Ribbons are simulated (visible) at the same time they will stick to one another and mess up the simulation of both. All poses are made on the figure in the default position in the scene, after the simulation you can parent the props to the figure if you need to move the figure somewhere else in the scene.

The pose 01 for G9 will activate the limits pop up, whatever option you select it should be fine.

Always clear the animation from the objects before applying next pose!

NOTE 4: Some parts of the figures can catch the ribbon during the simulation (the Ribbon may stick to them). Especially small polygons or sharp parts. If that happens, try moving the Ribbon, adjusting its size, making it parallel with the surface, and evenly close on all sides. If the large nipples are applied on the figure, those can poke through the Ribbon as well. This is mostly because the nipples are in the majority a displacement and therefore not visible for the simulation. Even if you don't see the nipples poke through in the viewport you might see them in the render.

MATERIALS: This package has 10 color presets for the Bow and corresponding 10 color presets for the Ribbon. Make sure to select the right prop and apply the right color preset, the Bow presets will not work on the Ribbon and vice versa.

