

Wooden Horse - User Guide & Troubleshooting

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1. Introduction

Welcome to the Wooden Horse asset for DAZ Studio. This historically inspired 3D prop includes weights for Genesis 8 (G8) and Genesis 9 (G9) figures. The rigged nature of the weights allows for endless pose possibilities, while the interactive presets offer easy adjustments. This guide will help you set up the prop, pose, characters and troubleshoot any issues.



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2. What's Included

Wooden Horse Prop

- Adjustable top section (Shorter, Longer, Default options)
- 3 material options (Dry, Wet, Bloody)

Wearable Weights (for G8 & G9)

- Fully rigged with interactive rope
- 3 interactive rope presets (Short, Long, Default)
- Adjustable noose to fit your characters

Weight Prop

- Without rope, includes rigid chain ring

Character & Weight Poses

- 4 custom poses for Genesis 8
- 4 custom poses for Genesis 9
- 4 custom poses for Genesis 9 Female
- 4 custom poses for Victoria 9
- 4 custom weight poses per figure
- Base pose for G8 and G9 (For easy pose creation on the Wooden Horse)



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3. How to Use the Wooden Horse

Step 1: Load Your Figure

- Open DAZ Studio and load the figure you want to use (Genesis 8 or Genesis 9).

Step 2: Load the Weartable Weight

- Open the Content Library and locate the Wooden Horse under *Props/IronFist/IF_Inquisition/Wooden Horse*.
- By using the “Wearable_G8” and “Wearable_G9” presets the weight prop will automatically position itself on the selected figure’s legs.

Step 3: Load the Wooden Horse

- Double-click the Wooden Horse prop to load it into your scene.

Step 4: Apply the Pose

- Navigate to the poses folder for the Wooden Horse.
- Choose the appropriate pose for your figure (e.g., G8, G9).
- Apply the pose by double-clicking. Your figure will automatically adjust.
- Apply the weight pose by double-clicking. Weights will automatically adjust.
- (Optional) Adjust the pose manually if needed to match the scene you are creating.

**You can manually adjust the position of the weights using the Active Pose Tool to interact with them by dragging the weights in the viewport. The rope will follow, adjusting naturally while sticking to the legs of the character. See “5. Adjusting and Posing the Weights Manually” for a detailed step by step guide.*

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4. Adjusting the Horse

The Wooden Horse comes with adjustable parts to fit different scene setups:

- Top Section: You can adjust the length of the top part (Short, Long, Default)
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5. Adjusting and Posing the Weights Manually

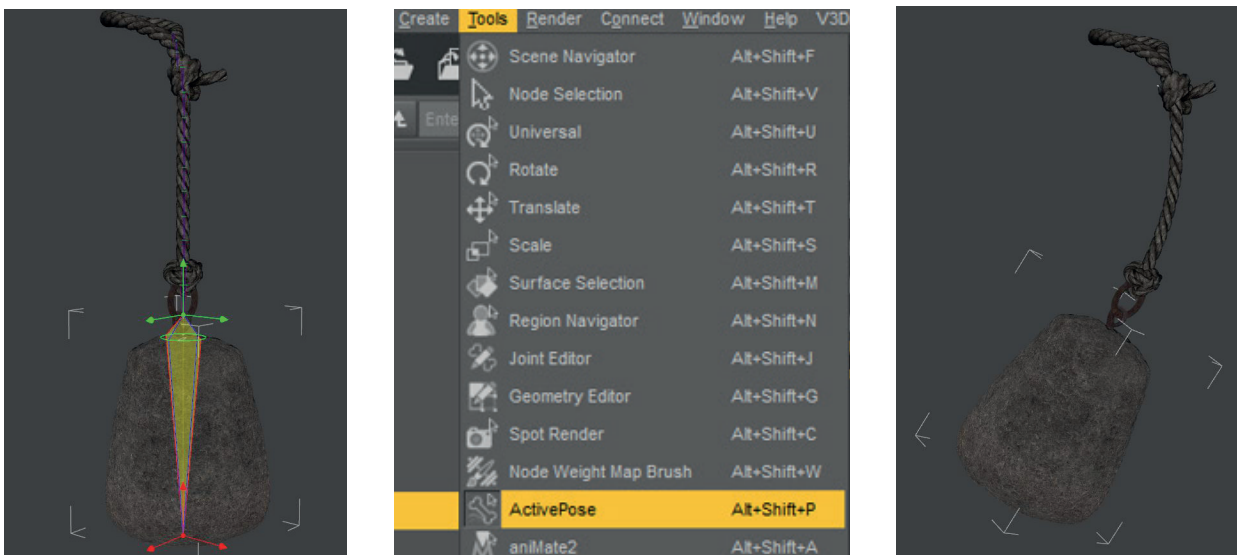
The weights and rope are built with a 13-bone structure, enabling fine control over the movement of both the rope and the weights.

Step 1: Select the Weight

- Use the ActivePose Tool in DAZ Studio to select the weight. The Weight is the last bone in the chain, making it the best control point for posing.

Step 2: Drag the Weight in the Viewport

- Once selected, you can click and drag the weight in the viewport using the ActivePose Tool. The rope will automatically follow along, sticking to the character and maintaining realistic interaction.



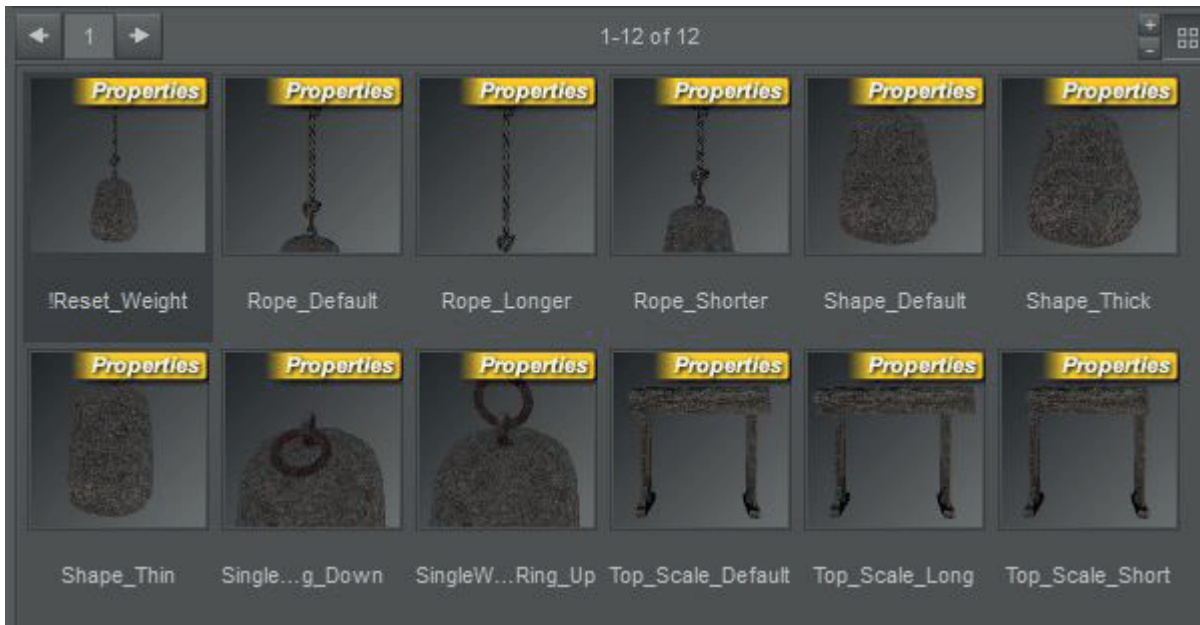
Step 3: Fine-Tuning the Rope

- The rigged rope offers a high degree of flexibility. If you need more refined adjustments, you can manually pose individual bones of the rope chain for greater control. This allows for precise positioning in complex scenes..

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6. Interaction

You can also use the provided interactive presets to quickly change the rope length, weight shape and Horse Top. These can be found in the Interactive Presets Folder in the library (see image below).



!Reset_Weight	Reset all parameters and poses of the weight
Rope_Default	Default rope length
Rope_Shorter	Shorter rope length
Rope_Longer	Longer rope length
Shape_Default	Default weight shape
Shape_Thick	Thicker weight shape
Shape_Thin	Thinner weight shape
SingleWeight_Ring_Down	Single weight chain ring down
SingleWeight_Ring_Up	Single weight chain ring up
Top_Scale_Default	Default Wooden Horse top scale
Top_Scale_Long	Longer Wooden Horse top scale
Top_Scale_Short	Shorter Wooden Horse top scale

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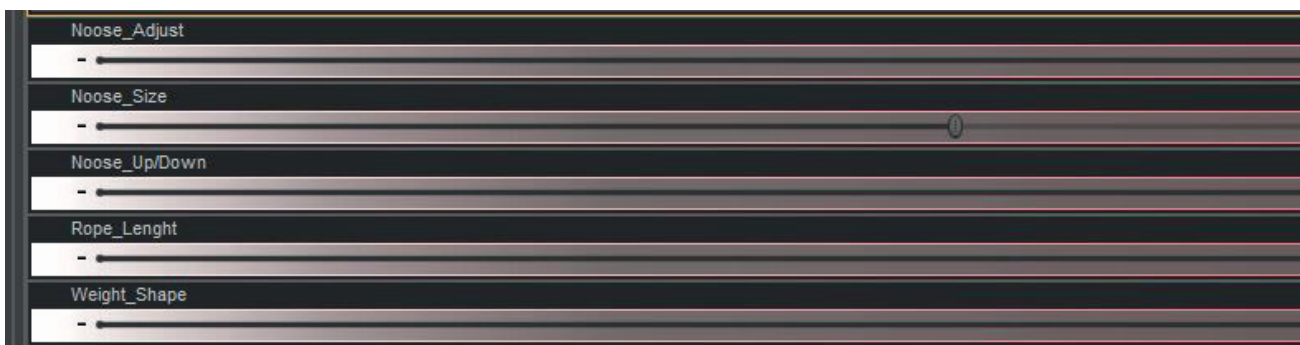
7. Material Customization

- To change the material of the Wooden Horse, navigate to the Materials folder.
- Choose between Material_Default, Material_Wet, or Material_Blood.
- Select the Horse and apply the material by double-clicking the preset.



8. How to Use the Morph Sliders:

The Wooden Horse and Weights includes several morph sliders that allow you to fine-tune the fit on characters with different shapes. This is particularly useful if your character deviates from the standard Genesis 8 or Genesis 9 figure shape.



1. Select the Weight in the Scene Tab.
2. In the Parameters Tab, navigate to the custom morph sliders:
 - **Noose_Adjust:** Adjusts the noose for fine-tuning.
 - **Noose_Size:** Adjusts the size of the noose.
 - **Noose_Up/Down:** Moves the noose sling up or down for variation.
 - **Rope_Lengths:** Adjusts the length of the rope.
 - **Weight_Shape:** Adjusts the shape of the weight.

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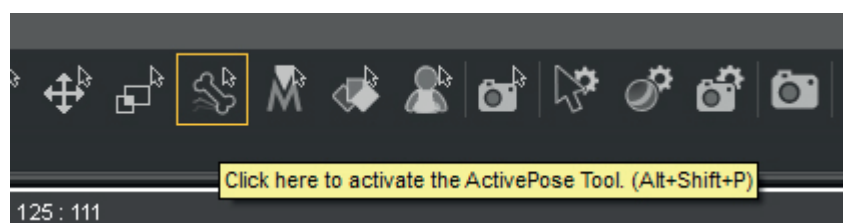
9. Troubleshooting Guide

Problem 1: The Weights Don't Fit Correctly

- Solution: Ensure the correct wearable preset is applied. If needed, manually adjust the position of the weights using the Transform Tools in DAZ Studio.

Problem 2: The Rope Doesn't Move with the Weight

- Solution: Ensure you are selecting the weight in the scene and dragging it with the ActivePose Tool. The rope is rigged to follow the movement.



Problem 3: The Materials Don't Apply

- Solution: Make sure the prop (Wooden Horse) is selected when applying the material presets.

10. FAQ

Q: Can I use the Wooden Horse with other figure generations?

A: The included poses are specifically designed for Genesis 8 and Genesis 9 figures. You can use the prop with other figure generations but may need to manually adjust the poses and positions.

Q: How do I animate the weights?

A: Use the transform sliders in the Parameters Tab of the bones (Rope_01, Rope_02, ...) to animate the movement of the weight and the rope.

