

Bonds Of Love

USER'S GUIDE

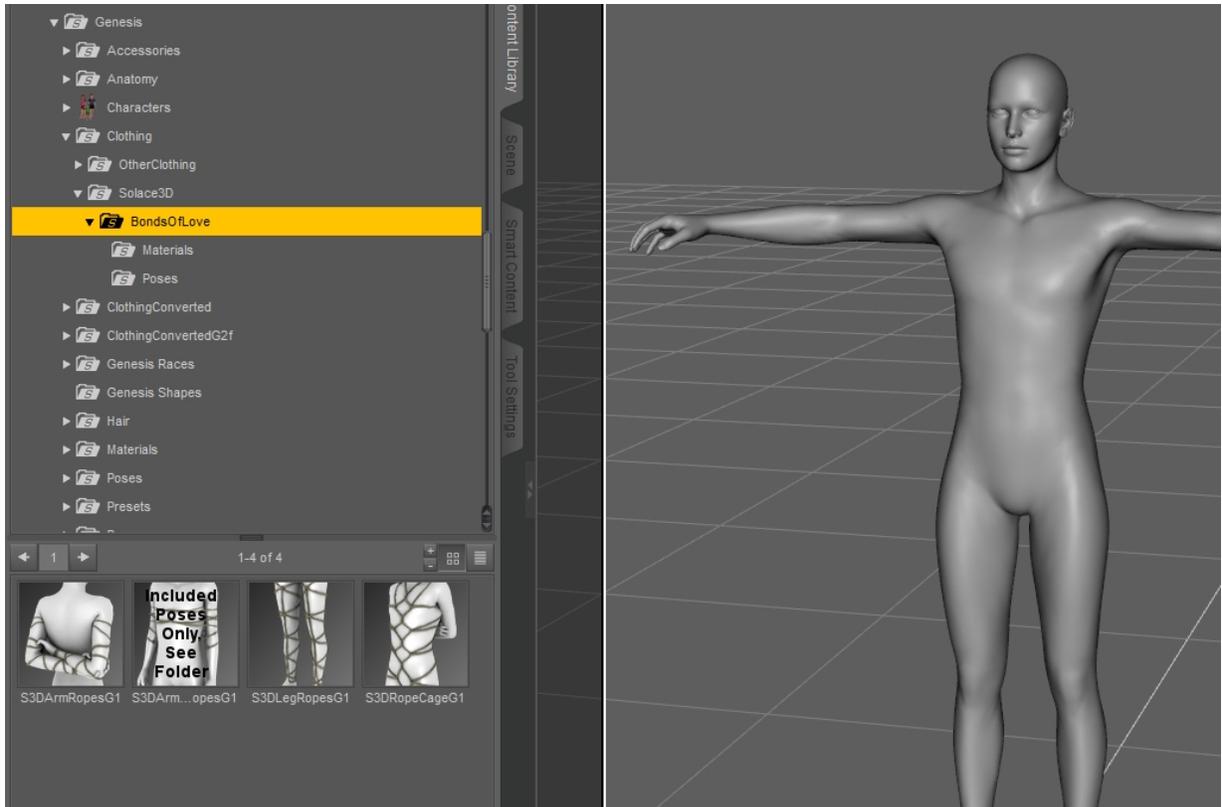
A Solace3D Product

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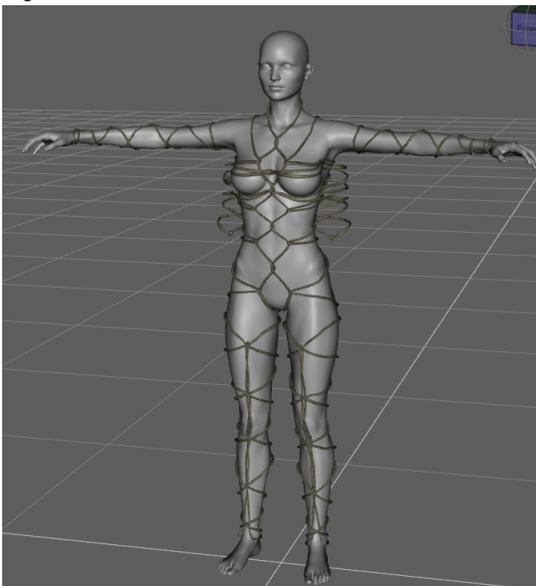
Chapter 1: Loading and Conforming the Product

You can find your new product in People/Genesis/Clothing/Solace3D/BondsOfLove.



To use the product, first load Genesis into your scene and apply a character. Victoria 5 Supermodel is shown below. Load all four pieces and conform them using right-click fit to or the misc—fit to option from the Parameters tab.

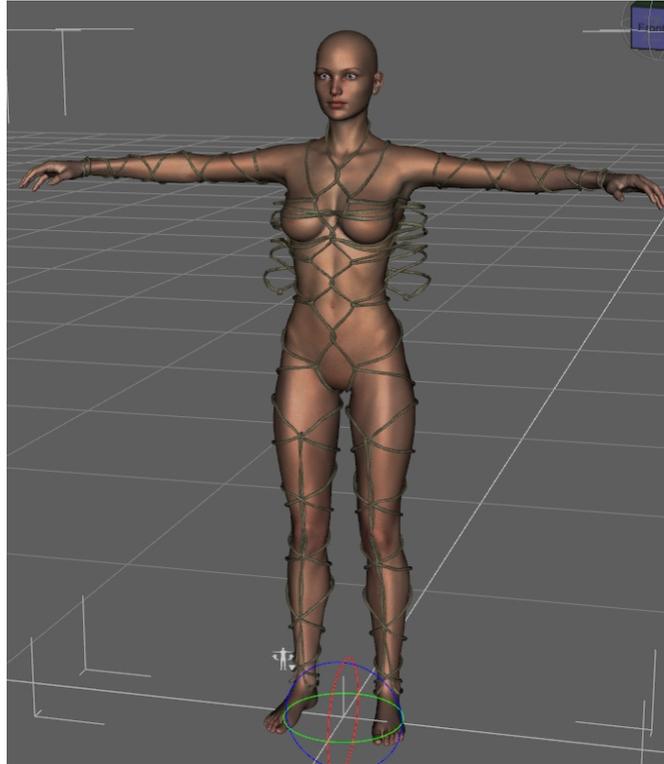
The ArmsDownRopes do not look right yet because we have not yet applied the pose that they require.



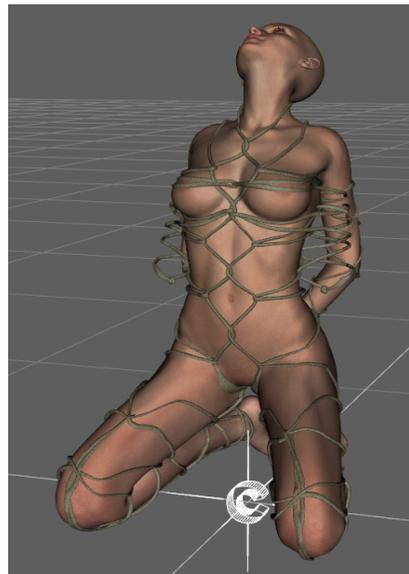
Chapter 2: Using the Arms Down Ropes Piece

The three other pieces in this set work with almost any pose. This one works only with the poses included in the set. Here's how to use it.

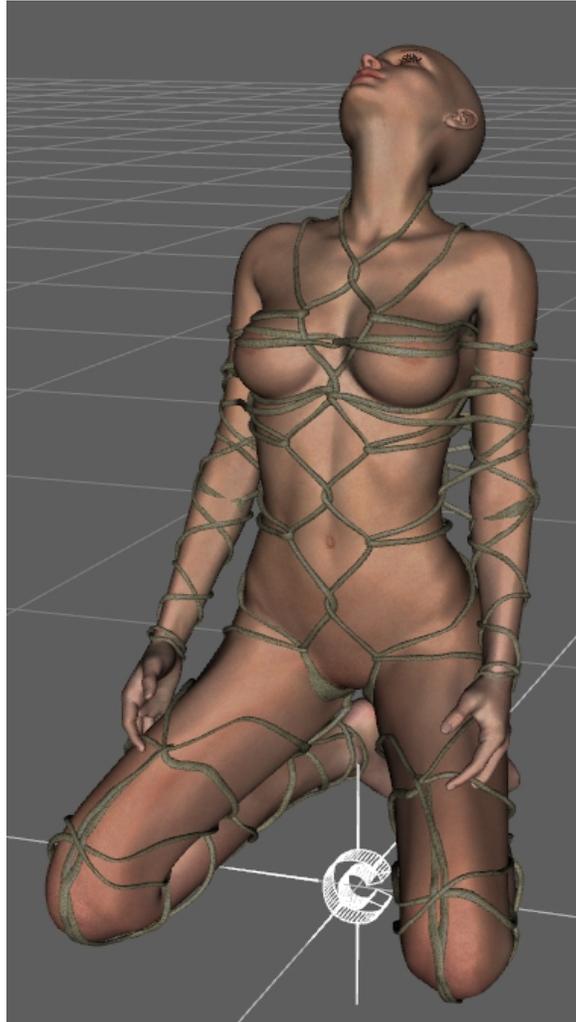
We will start with the loaded character from the previous chapter, a Victoria 5 Supermodel in zero pose. The free Bree texture from Materials/Victoria 5 has been applied as well.



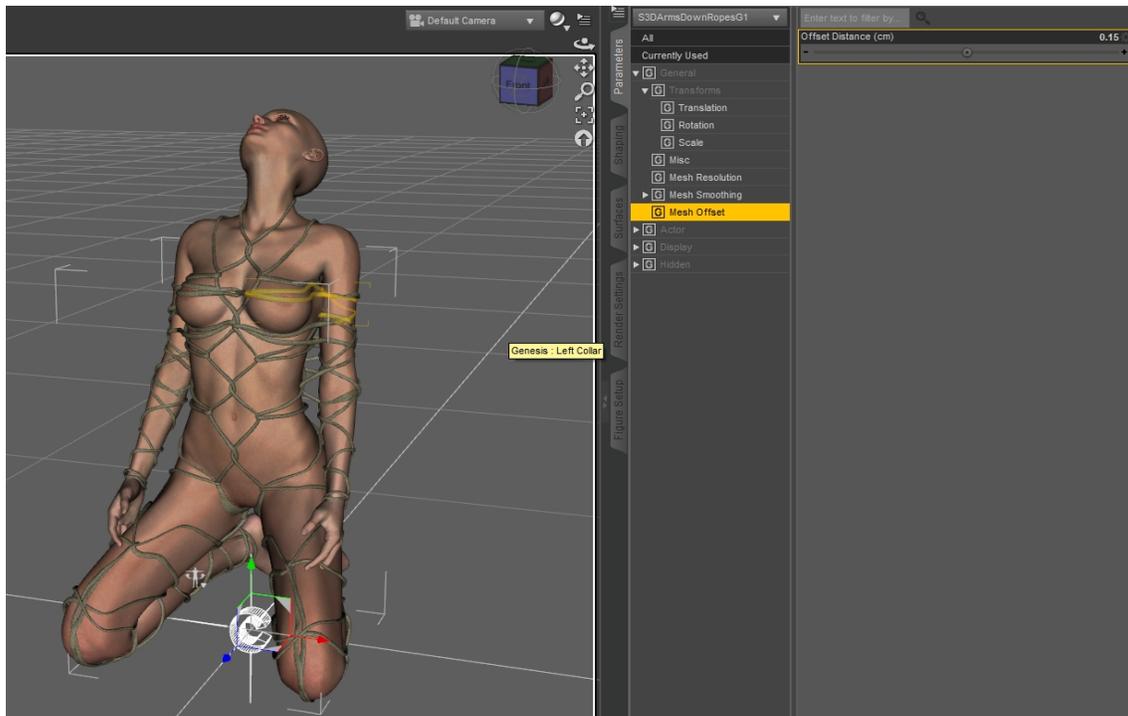
First apply the pose from your library that you would like to use, ignoring the fact that the arms do not look right yet.



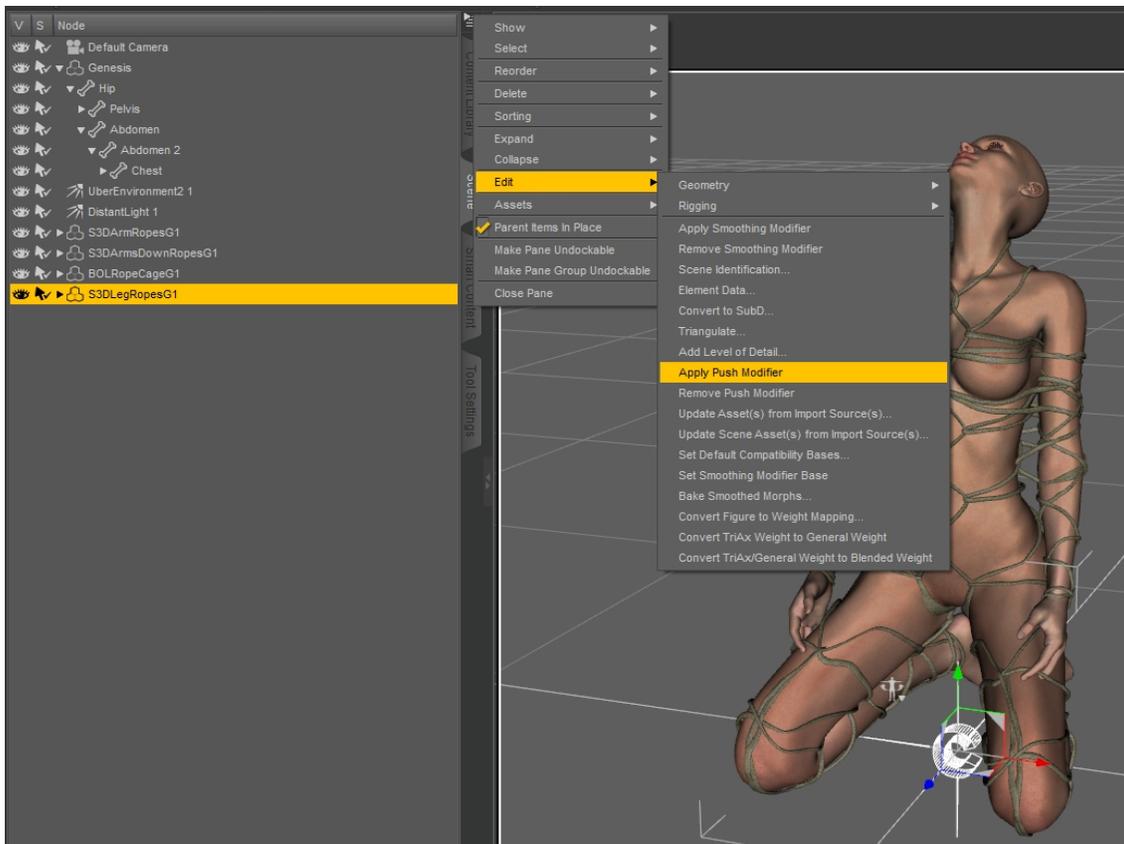
Now go to the Genesis/Clothing/Solace3D/BondsOfLove/Poses folder and apply the !ZeroArms pose. Now you can apply either the ArmsDownAny pose or one of the arm poses included. We will address the ArmsDownAny pose first on our V5 character.



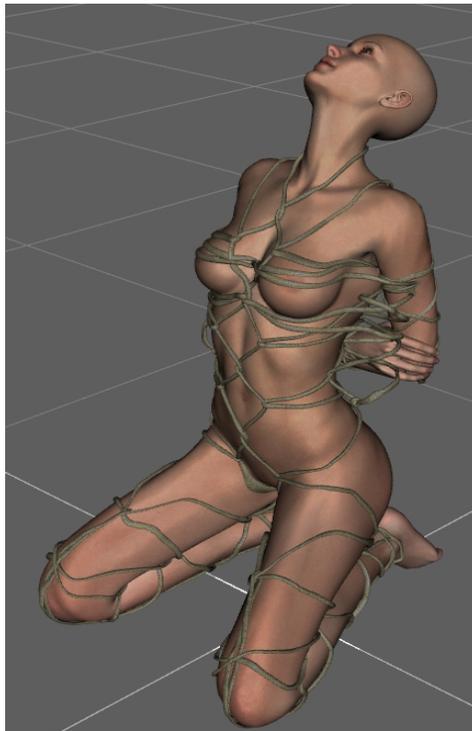
As you can see, there is still a little pokethrough on the arms. You can expect this to happen with most characters because of the differences in their arms. It is easy to fix by adjusting the included Mesh Offset value up to 0.15 or so (next page). The Mesh Offset panel is found in the root node of the Arms Down Ropes piece in the Parameters tab in DAZ Studio.



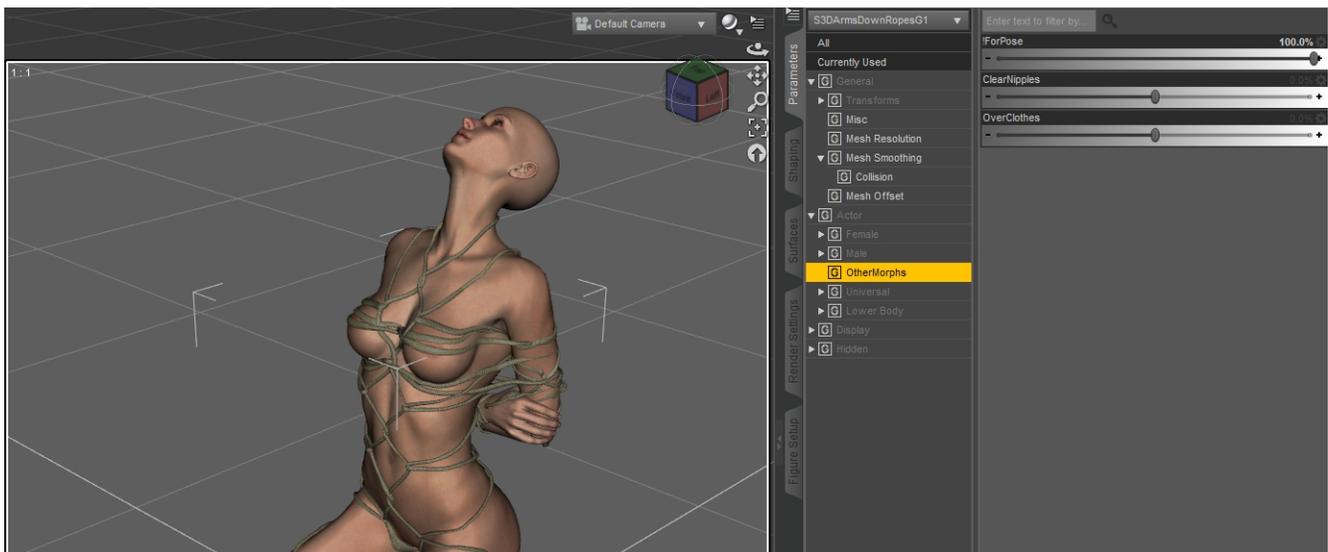
The other pieces in the set should be fine with their included smoothing and collision, but if not, you can add a Push modifier to them from the Scene Tab for even more added improvement of the fit.



There is another pose included with the set that has the arms tucked behind the back. In this case we will apply the included V5 version.



As you can see, at first it doesn't work at all well with the Arms Down Ropes piece. We will fix that with a morph that is included with the Arms Down Ropes. The morph is found in your Parameters tab under Actor/OtherMorphs and is called !ForPose.



Now the ropes slide back to fit with the arms pose. If there is still pokethrough, you can further adjust the Mesh Offset to fix it.

As you can see, in the default pose the Arms Down item covers the character's nipples. Another morph in Actor/OtherMorphs, called Clear Nipples, lets you pull the ropes above or below the nipple area by using positive or negative values (next page).



S3DArmsDownRopesG1

Enter text to filter by...

ForPose 100.0%

ClearNipples -55.4%

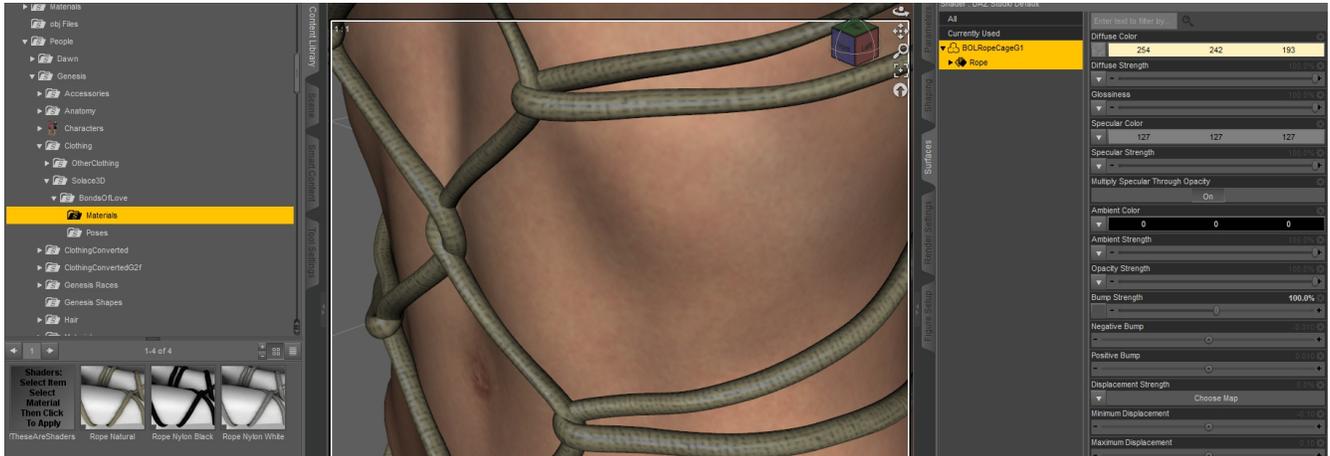
OverClothes 0.0%

Parameters

- All
- Currently Used
- General
- Actor
 - Female
 - Male
 - OtherMorphs**
- Shaping
 - Universal
 - Lower Body
 - Upper Body
- Surfaces
 - Display
 - Hidden
- User Settings

Chapter 3: Applying The Shaders

This product comes with three rope shaders to use in your scenes. They are found in the Clothing/Solace3D/Materials folder.



Because they are seamless shaders, in order to apply one you need to first select the clothing item in the Scene Tab and then select its material in the Surfaces tab. If you don't have a Surfaces tab, you can create one using Window—Panes (Tabs)--Surfaces.

Once you have the material selected, then double-click on an icon from the Materials folder to apply the shader.

And there you have it.

