

## Instructions for Using Breastsim:

1. Load the desired motion clip onto the DAZ Genesis figure in DAZ Studio.
2. If you have used an aniblock animation, be sure to bake it to studio keyframes before exporting.
3. Export the animation as a .bvh file.
4. Close DAZ Studio, and then open the Breastsim application.
5. Click on the "OpenBVH" button to import your .bvh file.
6. If desired, you can change the framerate of your .bvh file using the framerate slider. It is recommended to use 30 FPS, which is common for DAZ animations.
7. To choose the location for saving the final animation, click on "Change output" and select a directory. Then press "Save settings".
8. The 3D interface should now be displayed. You can navigate it using the gizmo in the upper-right corner. Use your right mouse button to orbit and press down your scroll wheel to pan around. You can also zoom in and out with the scroll wheel.
9. Experiment with the simulation settings using the sliders to find the desired look. If you want to preview the clip, press "Play Animation". Note that you must press "Stop Animation" to end the preview, and scene navigation will be disabled during playback, but you can still adjust the sliders.
10. If you want to see the original clip for comparison, uncheck the "Simulate Breasts" box. This will also deactivate the sliders.
11. Once you have found the desired settings, press "Record" to start the simulation and save the animation. You will need to manually end the recording once the animation has finished by pressing "Save". There's also a feature called "Auto Save", so you don't have to stop the recording manually. You can enable/disable it via the "Auto Save BVH" checkbox.
12. The final .bvh animation will be saved in the output folder you specified earlier or in the default location "C:\Users\Public\Documents".
13. To import the .bvh file, you can use the "Unlock Bones" script: just click on the "Hip" bone of the Genesis 8 Female figure, then press the script to unlock all bones. After that, you can go to Files -> Import -> .bvh and import your edited .bvh file.