How to model and set-up dynamic clothing for Poser 14

Poser 14 dynamic clothing has having two kinds of calculations to computing the draping of the clothing.

The first one is the Cloth glue dynamics.

This allows the clothing to “stick” to the underlaying Figure and is more similar to the conforming clothing. It will follow the Figure but it will not naturally fall with gravity or bend with wind force. Useful areas where to use it is where your clothing is always close to the body of the figure. I try to restrict it to the arms, shoulder and to the chest of the Figure most of the time. If I am modelling underwear, they will use the glue part most of the time.

The second one is the real dynamic part.

This part will calculate the deformation of the clothing to collide to the Figure and following the gravity and wind force that can be applied to the clothing. To look natural all the parts of the clothing that is looser fitting should use this one. A Skirt or a loose shirt, baggy trousers… and so one will need to use the dynamic part or it will not look natural.

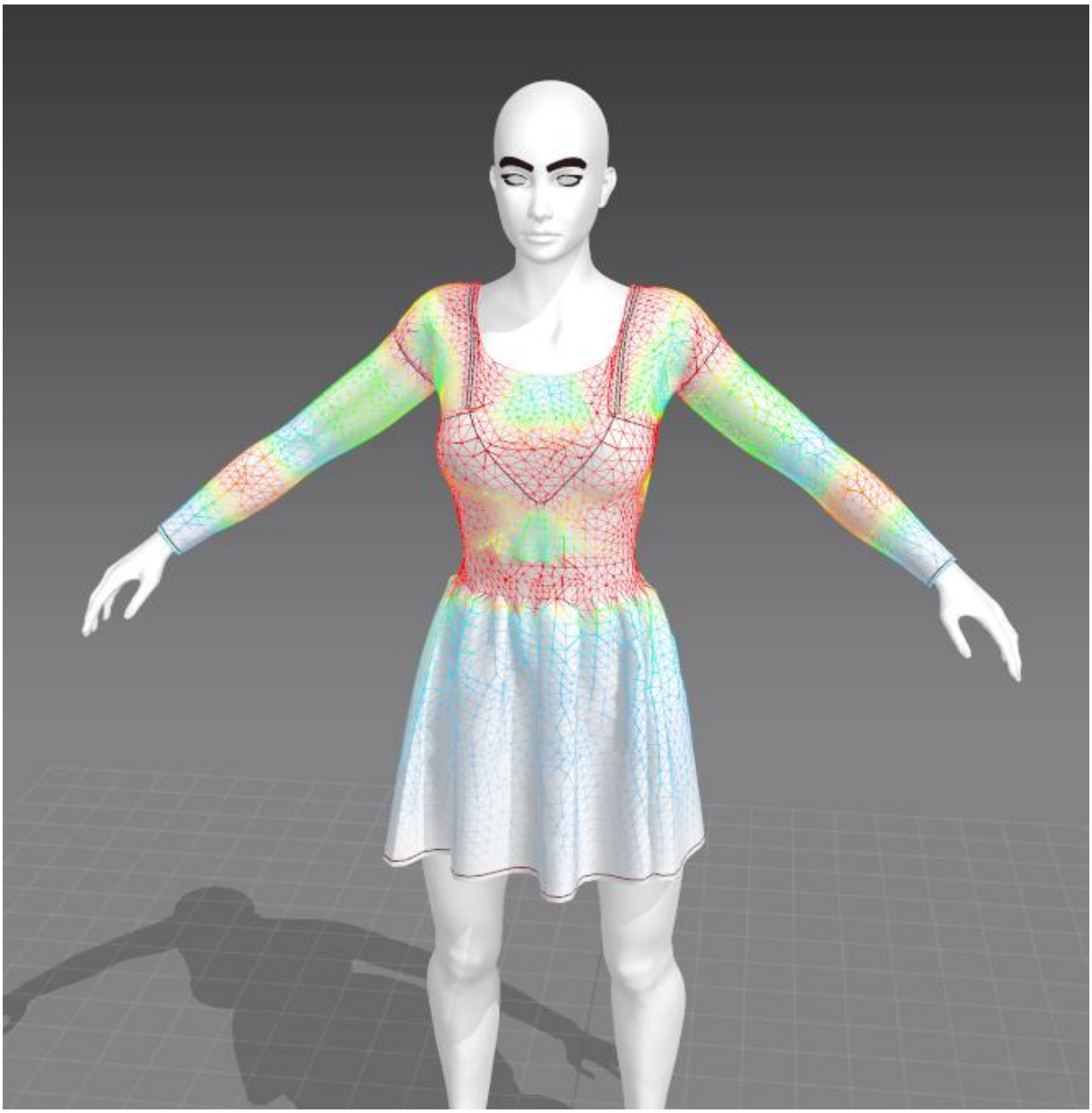
When modelling your clothing it is impotent to keep in mind what of those two ways you will use when your clothing will be computed. All the glue part of the clothing will follow and be stretched/deformed to follow the Figure and having higher polys count at those parts will help to follow the figure. On the other side the dynamic part of the clothing will need less polys count so that this part is flowing correctly. High polys count at those area leads to very heavy fabric with a lot but very small folds See picture below.



Having lower density will make the clothing much more natural.



One of the things to also keep in mind is that your figure will bend in various directions. When modelling your clothing you need to keep this in mind. Like in real life if your fabric is too small you cannot bend or take big steps. The main difference in real life is that you will be forced to stop or you will rip the cloth in Poser, you simply will have pokes. I use Marvelous designer to create my clothing and there is an option to see the stress that is applied to your clothing.



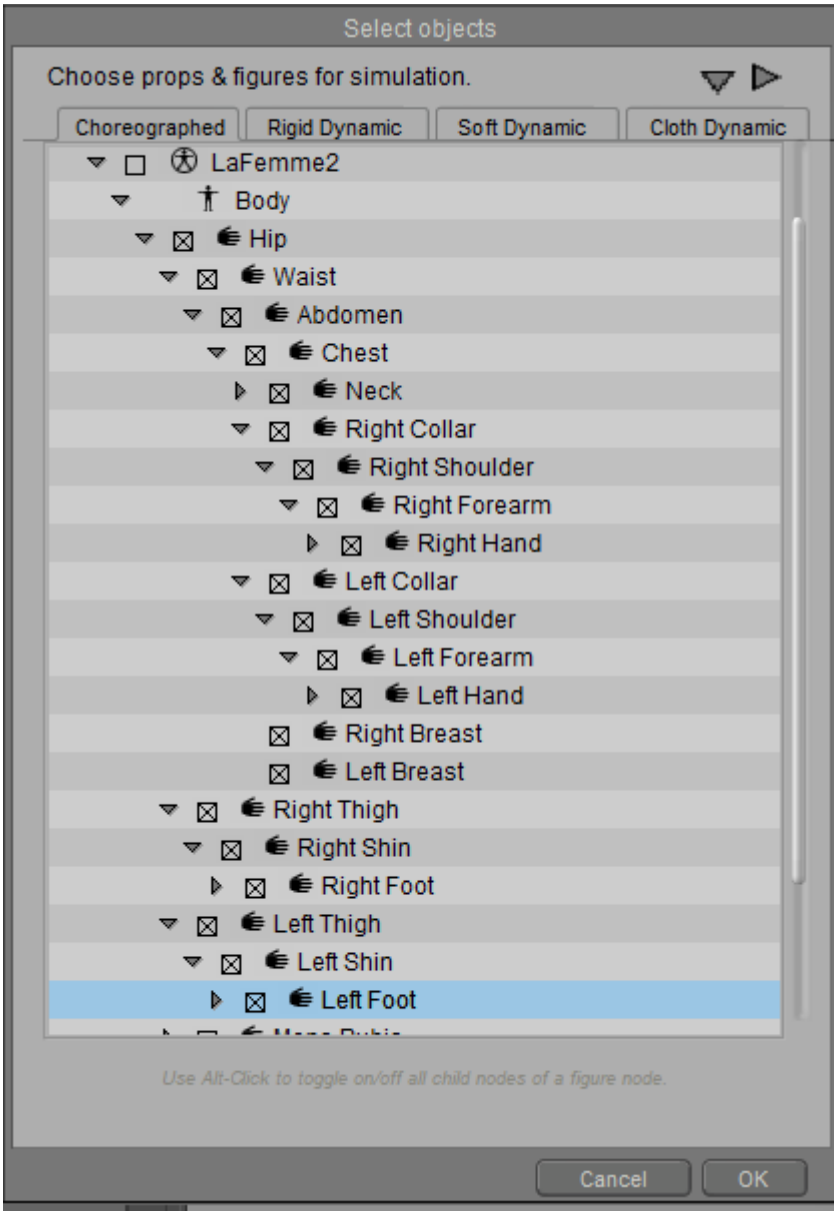
Minimizing this stress to the maximum will greatly help to have no pokes when using them in Poser. Basically, you should not model your cloth too close to the Figure. Keep special attention to the areas where the Figure will bend when you pose your figure. One of the parts that I was having problems was the buttocks and yes in fact if you bend the figure ahead the clothing needs to have more fabric to follow the Figure correctly. I always save the geometry in the correct format for my modeler so if I see some problems later in Poser I can easily add some more polys or increase the geometry size at some areas. When I find my geometry correct, I add all the material zones I want to have for the texturing part. I am doing this at the last as most of the time I need to correct some geometry part and this avoids me to restart the material zones again and again when making an adjustment.

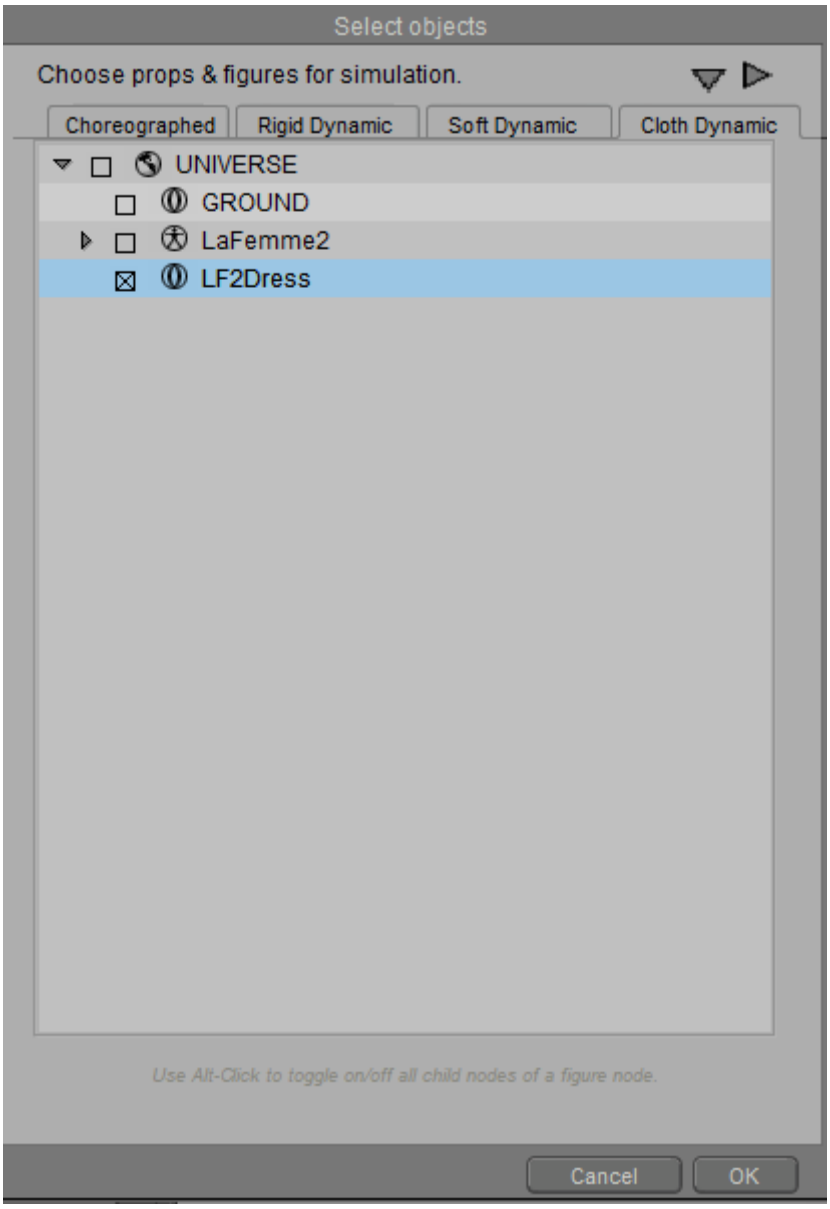
This is it for the modelling part and when I am using those generated geometries in Poser here is my work flow.

1) With LaFemme or your preferred Figure loaded in Poser I import my clothing.

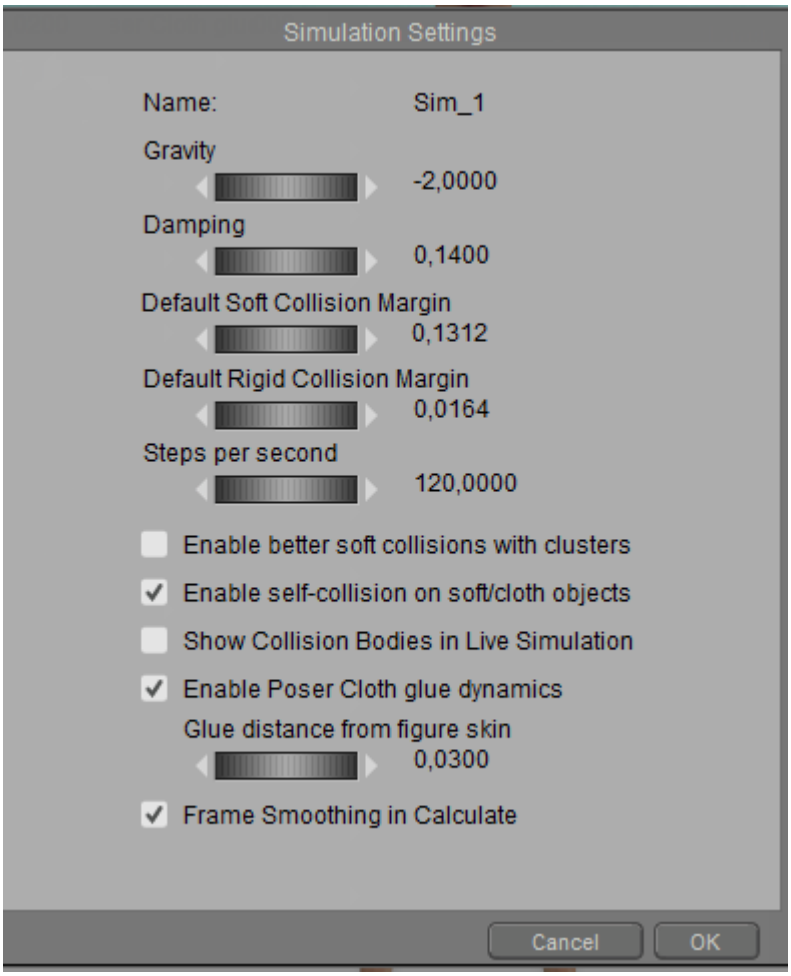
2) In the Physics/Cloth-Creator Mode I am adding a new simulation. When prompted I am changing the name to something that is making sense to me. Moste of the time it is the name of the clothing followed by my Rendo user name so that I will not conflict with someone else's simulation.

3) Clicking on objects will allow me to select all the body parts that should collide to my clothing in the Choreographed tab and my clothing in the Cloth Dynamic tab.



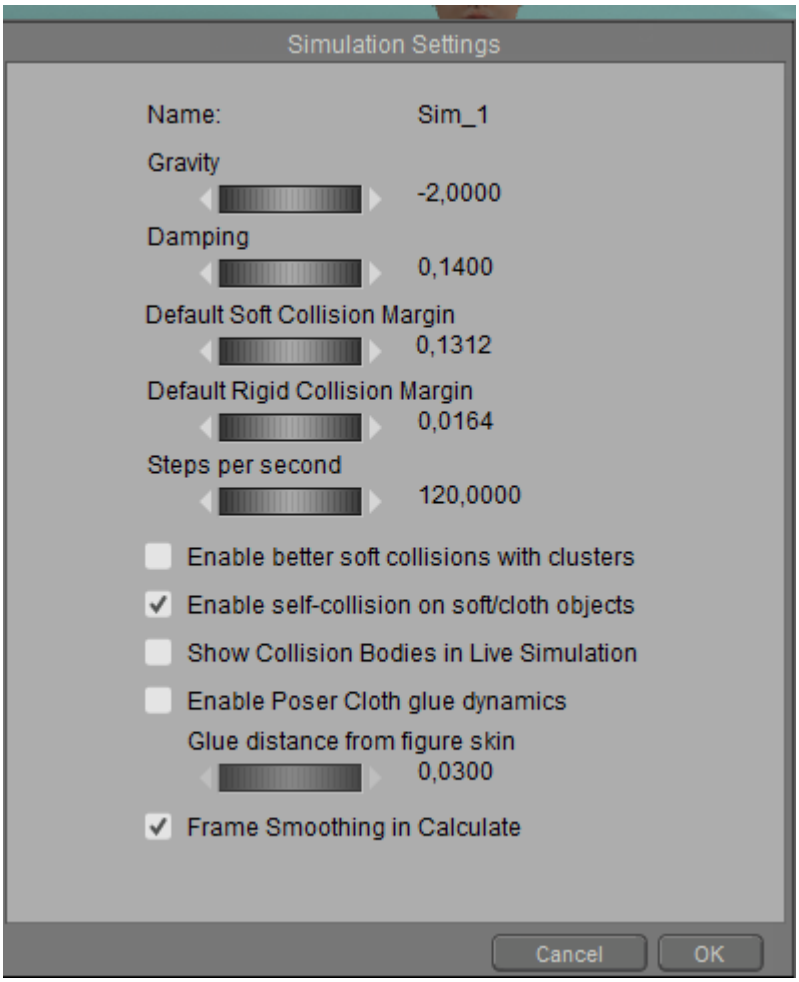


4) In the settings I am reducing the Gravity to -2 and set the glue distance from the figure skin to something like 0.03 most of the time. And I am also using the enable self-collision on soft/cloth object.

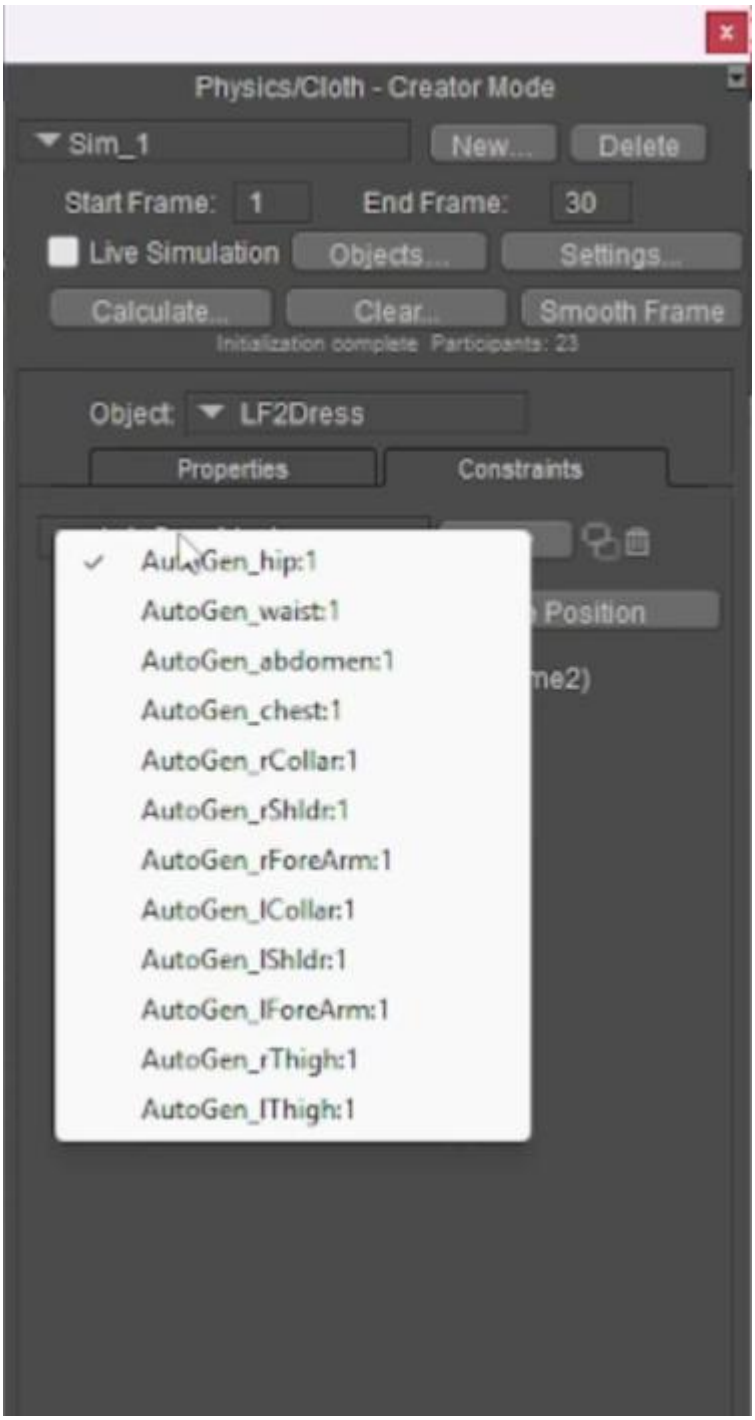


5) Clicking on Calculate and as soon as the simulation starts, I hit cancel. This one is only to make the automatic calculation for the glue taking place.

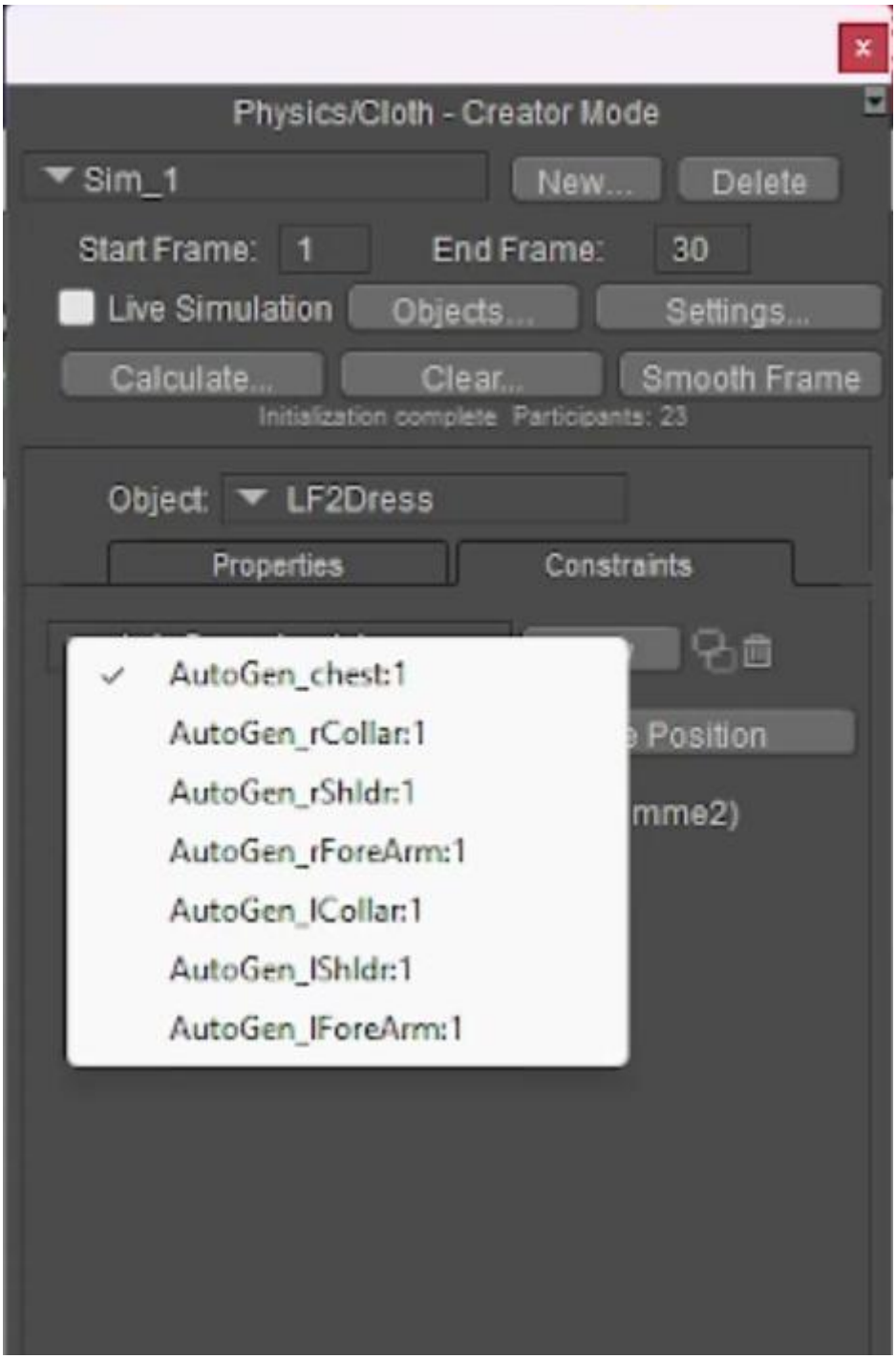
6) Going back to the settings and deselect now the Poser cloth glue dynamics so that it will not recalculate each time I am starting the simulation again.



7) With my clothing selected in the object I am going to the Constrained tab. When using the drop-down menu there I can see the different figure parts where there is glue applied.



Here I am deleting all the parts that needs to be dynamic and keep only the part that I want to be glued to the Figure.



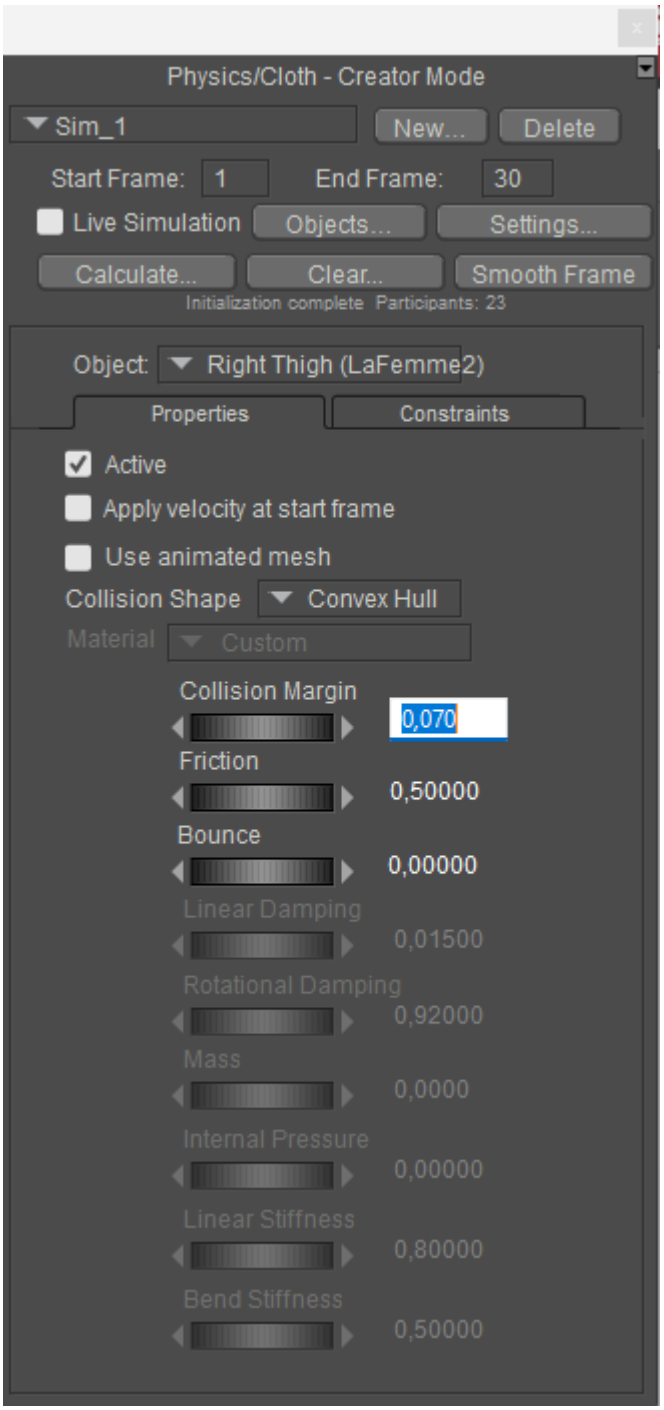
8) Hit calculate again. Now the clothing should normally start to be much more dynamic but maybe with some small pokes. If they would be very big pokes then the cloth geometry is still too small and you need to rework it

9) to adjust the small pokes, I will need now to give more distance to the clothing against the figure to do this I simply click on the poke and it is telling me the part of the figure that needs to have more distance.



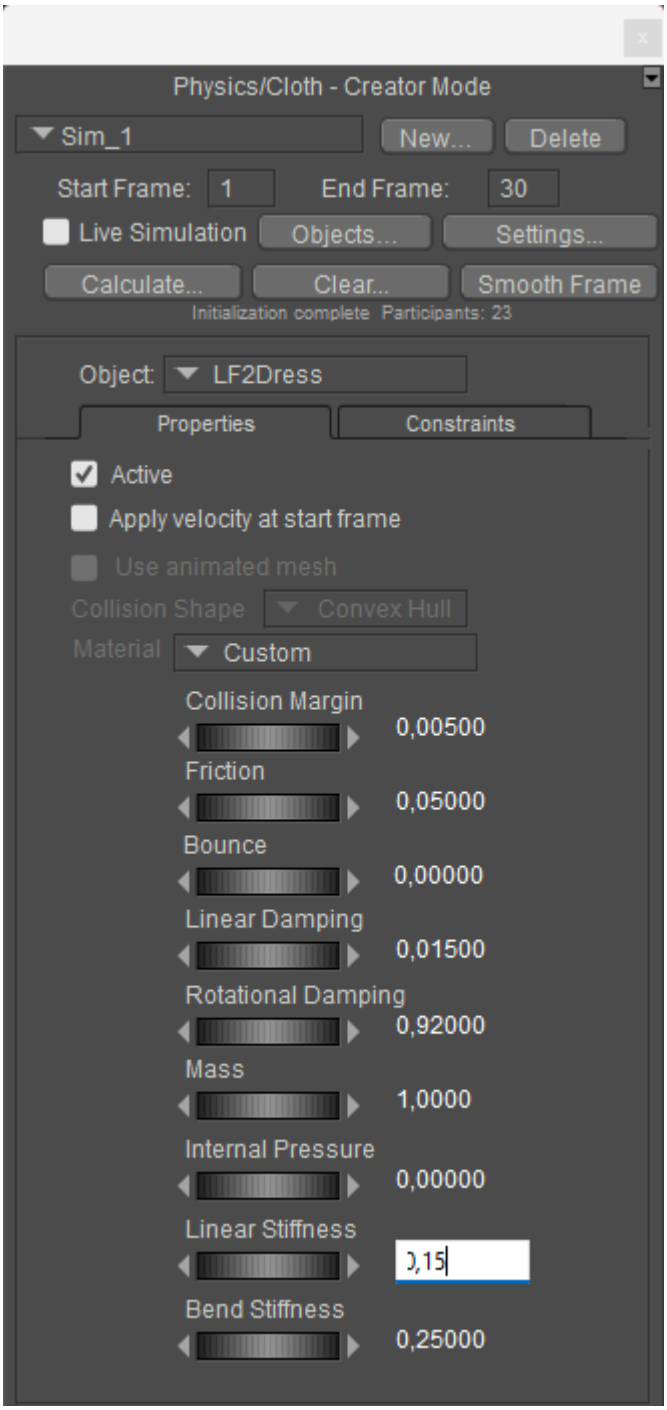
I will then change this distance in the Physic/Cloth window after selecting the same body part (In my example the Right Thigh)

Do not use to high numbers or the clothing will quickly go to fare away. I normally use values between 0.02 to 0,12



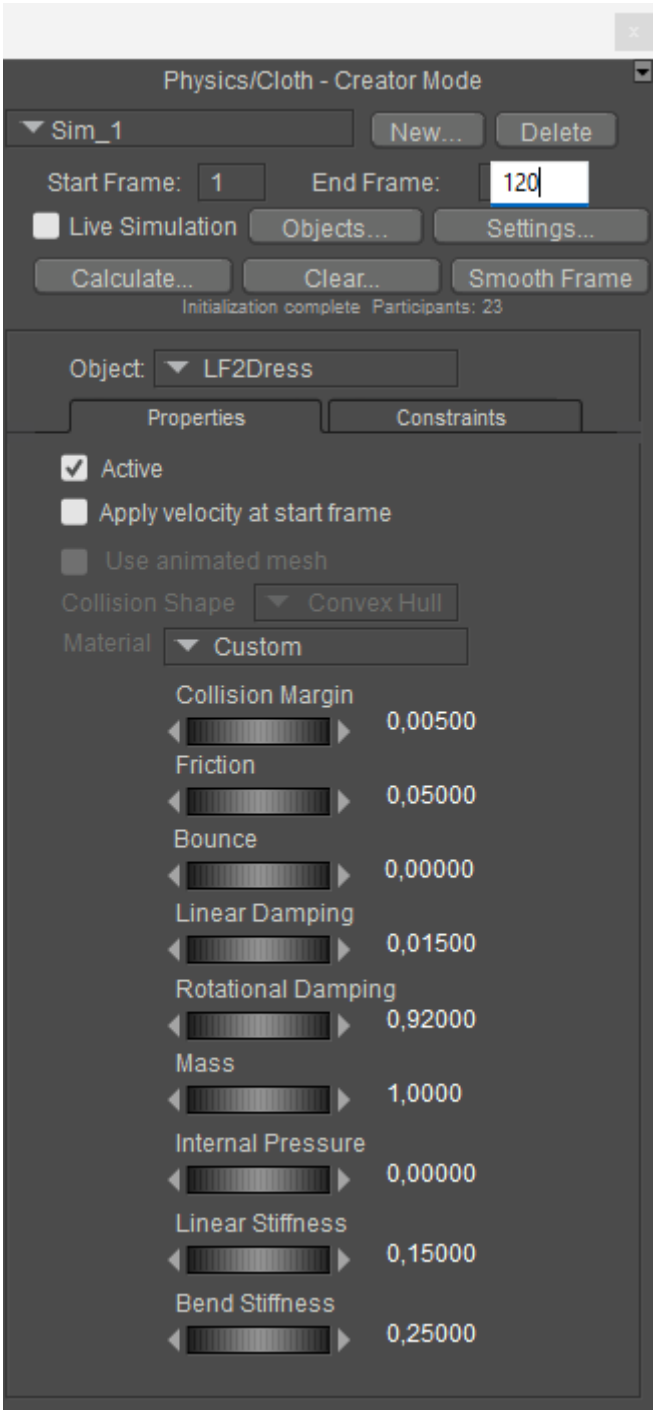
When done hit the calculate button again to see the difference If it is fine go to the next area where you have pokes and start the procedure again till there is no pokes anymore.

Last point if the clothing is looking too stiff or too stretchy you can alter this by selecting the cloth object in the Physic/Cloth window with your clothing selected in the properties you can lower or increase the value of the linear stiffness. Low values will give you more stretch where high values mor stiffness.



If you still have a cloth that is stretching to much at 1 then your geometry is having to many polygons and I would strongly recommend you to decrees this in your modeler.

Finally, I am also testing the clothing with various different poses. To do so I am increasing the total number of frames to 120 and poses my figure at frame 60. I also increase the simulation length in the physic/Cloth window.



Depending on the pose used you maybe will have to increase the collision margin so that there is no pokes. When you are satisfied with the clothing simply save it in your library. This will not only save your cloth prop but also all your settings at the same time.