GOOD SHEPHERD ROBE IN POSER CLOTH ROOM PART 2

Demonstration using Dynamic Robe for M4

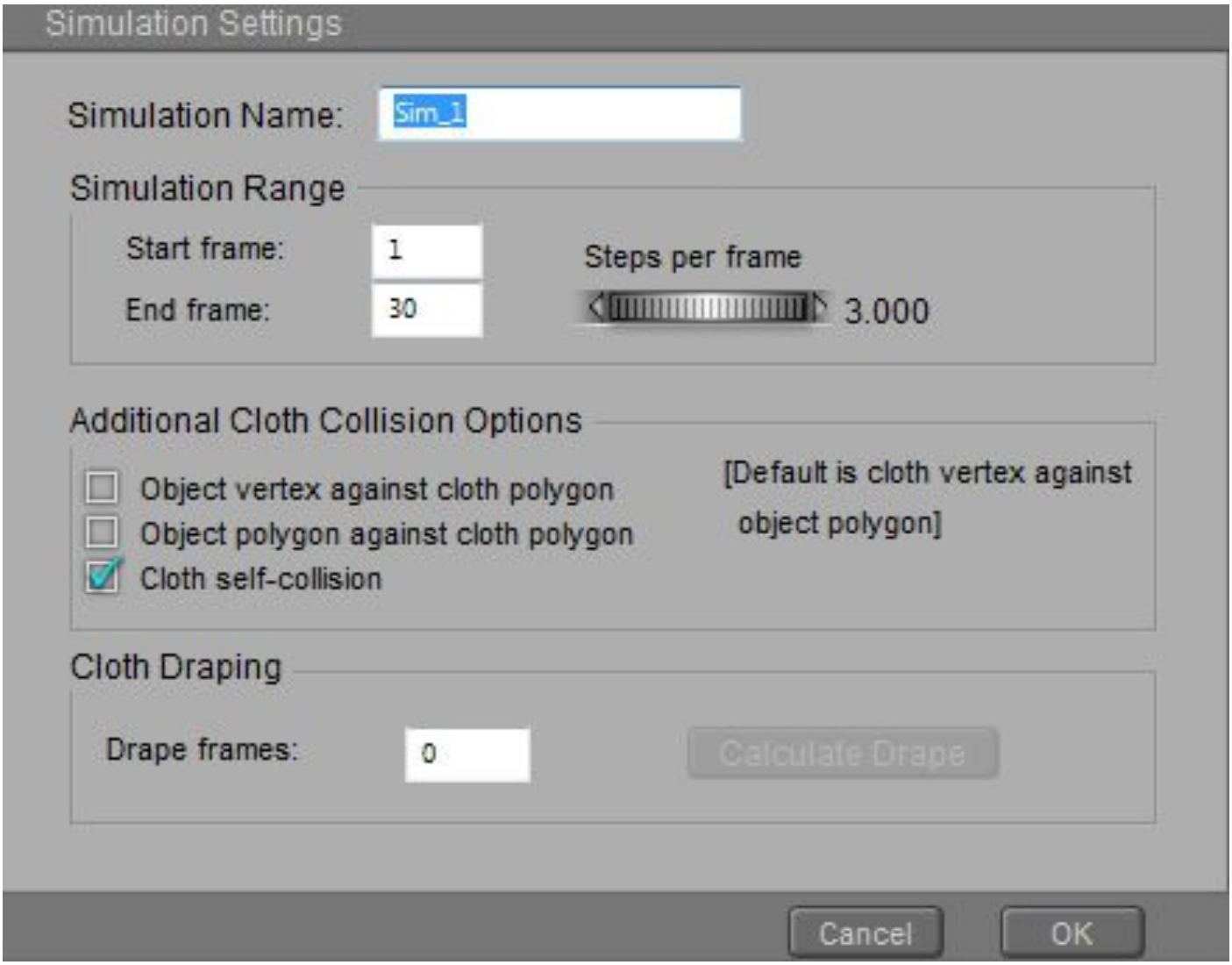
https://www.renderosity.com/mod/freestuff/dynamic-robe-for-m4/62360

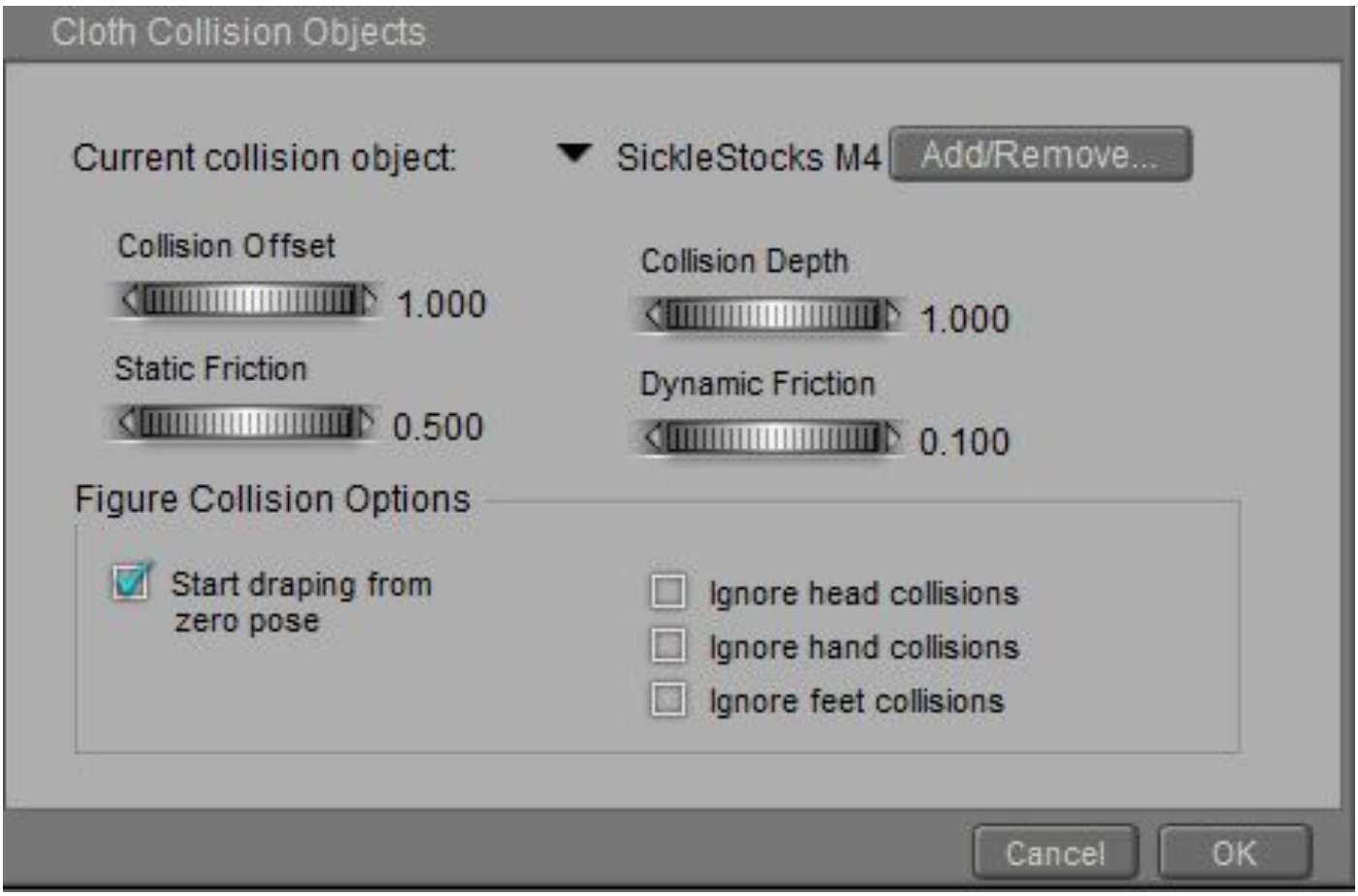
I wanted to add this information to the original Dynamic Robes in the Cloth Room tutorial, and decided it was better to add it as a Part 2 to the original.

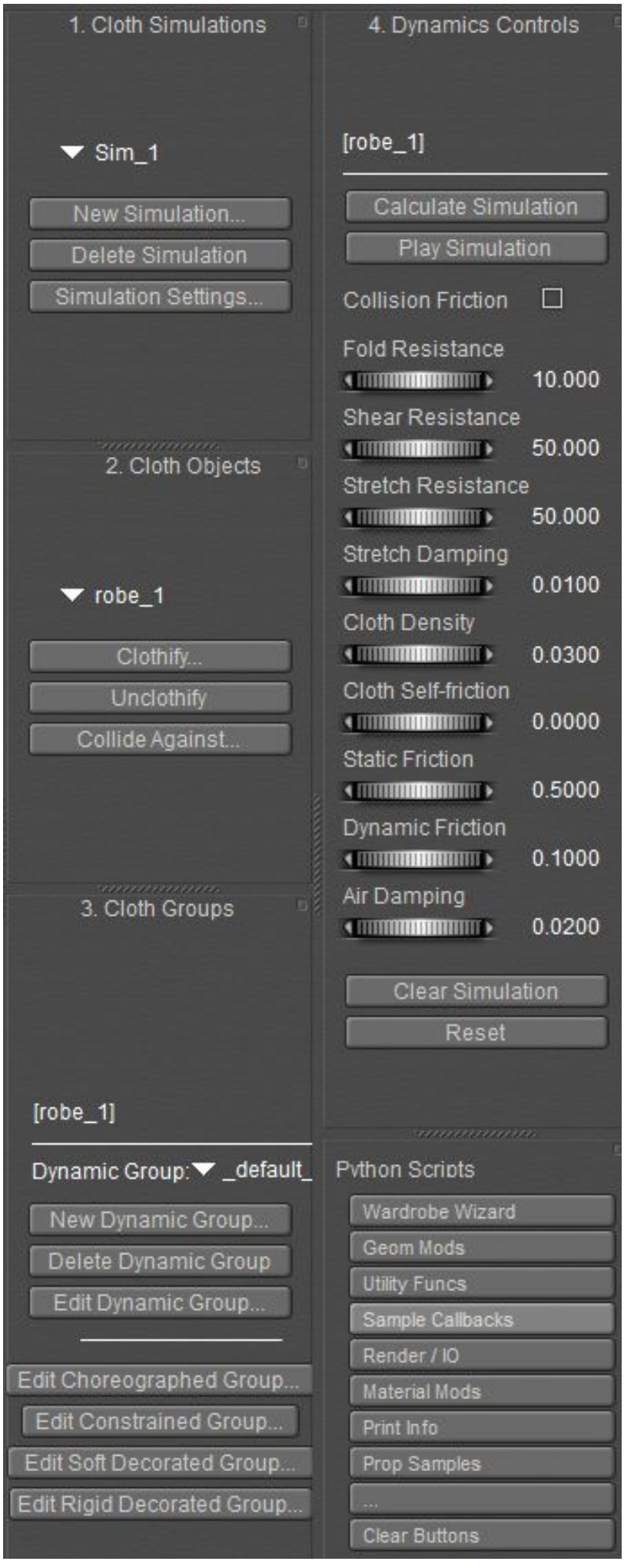
After working with this particular robe quite a bit, I started experimenting with the settings and felt that I was finally getting the results desired on the Good Shepherd project, so below are screen captures of the settings used.

Of note, remember that the robe is a bit long, and tends to get tangled up on the feet or sandals...so treating the cloth as being heavier, with greater fold resistance, overcomes this issue.

~skylab :)




Cloth Collision Objects
Current collision object:
SickleStocks M4
Add/Remove...
Collision Offset
1.000
Collision Depth
1.000
Static Friction
0.500
Dynamic Friction
0.100
Figure Collision Options
Start draping from zero pose
Ignore head collisions
Ignore hand collisions
Ignore feet collisions
Cancel
OK


1. Cloth Simulations
Sim_1
New Simulation...
Delete Simulation
Simulation Settings...
2. Cloth Objects
robe_1
Clothify...
Unclothify
Collide Against...
3. Cloth Groups
[robe_1]
Dynamic Group: _default_
New Dynamic Group...
Delete Dynamic Group
Edit Dynamic Group...
Edit Choreographed Group...
Edit Constrained Group...
Edit Soft Decorated Group...
Edit Rigid Decorated Group...
4. Dynamics Controls
[robe_1]
Calculate Simulation
Play Simulation
Collision Friction
Fold Resistance
10.000
Shear Resistance
50.000
Stretch Resistance
50.000
Stretch Damping
0.0100
Cloth Density
0.0300
Cloth Self-friction
0.0000
Static Friction
0.5000
Dynamic Friction
0.1000
Air Damping
0.0200
Clear Simulation
Reset
Python Scripts
Wardrobe Wizard
Geom Mods
Utility Funcs
Sample Callbacks
Render / IO
Material Mods
Print Info
Prop Samples
...
Clear Buttons