The (Very) Basics Of Creating Dynamic Jewellery For Poser's Cloth Room

This brief guide is mostly screenshots with a few words. It covers my understanding of the process, which may be flawed, and may be missing things. But hey, it works!

1. Make Your Jewellery In Whatever Modeling Application You Use

Most jewellery will require a solid closed mesh (e.g. the yellow chain in the picture), whereas Poser's Cloth Room will only 'clothify' a zero thickness single sided mesh (e.g. the red band in the picture). All you do is create both (the jewellery mesh, and a simple proxy mesh) as part of the same object, and assign them to different material zones.
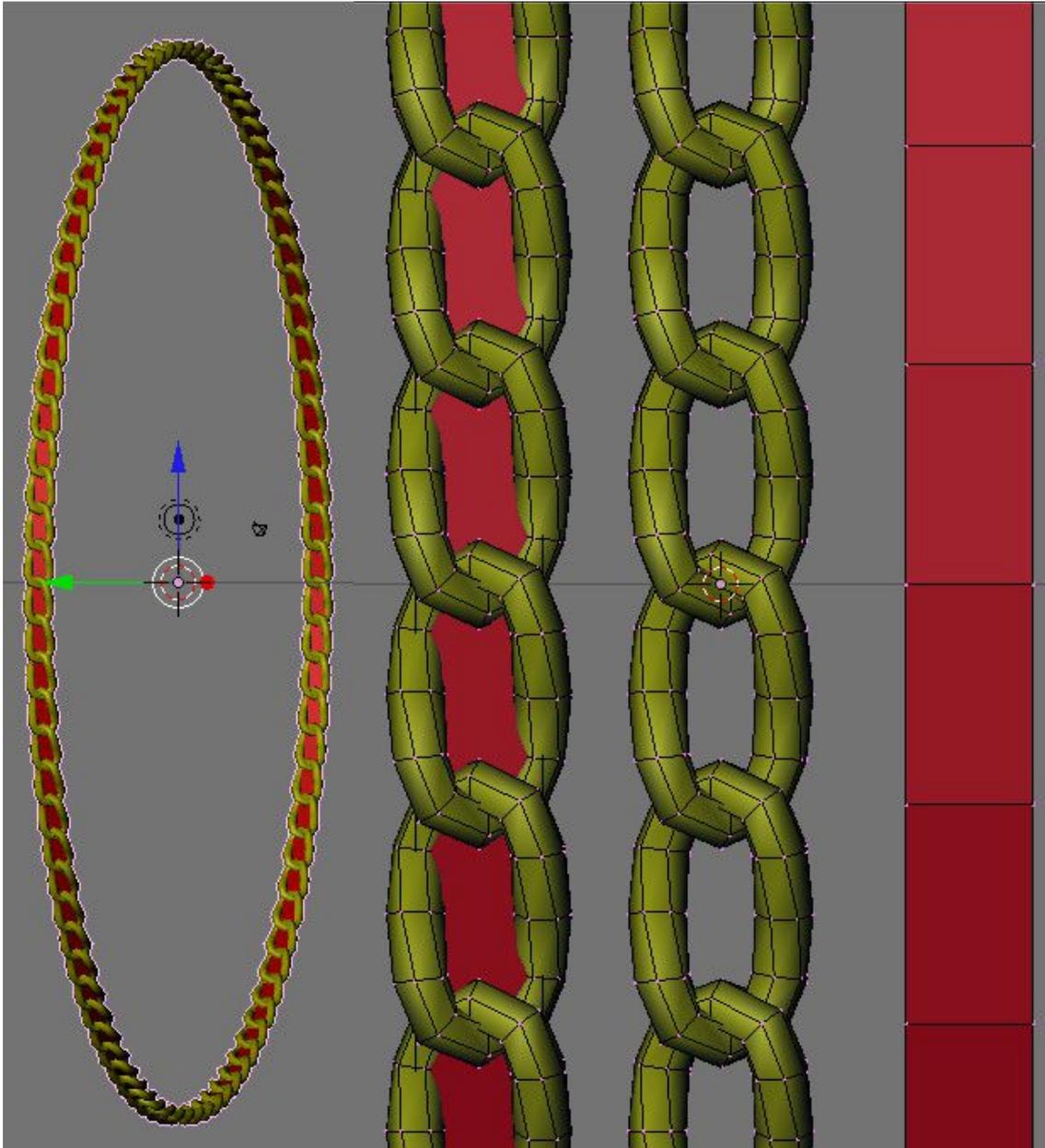
The simple mesh (the red band) is only used for the cloth simulation and can be made invisible after that. (For some types of jewellery part of the jewellery mesh itself may suffice as the simple proxy mesh).

Once done export your jewellery model as a simple OBJ.

2. .Clothify The Jewellery (Via The Simple Proxy Mesh) In Poser

I've used Poser 6 for this example.

2.1 Import your jewellery OBJ file

Import your OBJ into Poser and move/rotate/scale it into position so that when you run the cloth dynamics on the simple proxy mesh it will drop onto and drape around whatever you want it to drop onto and drape around.
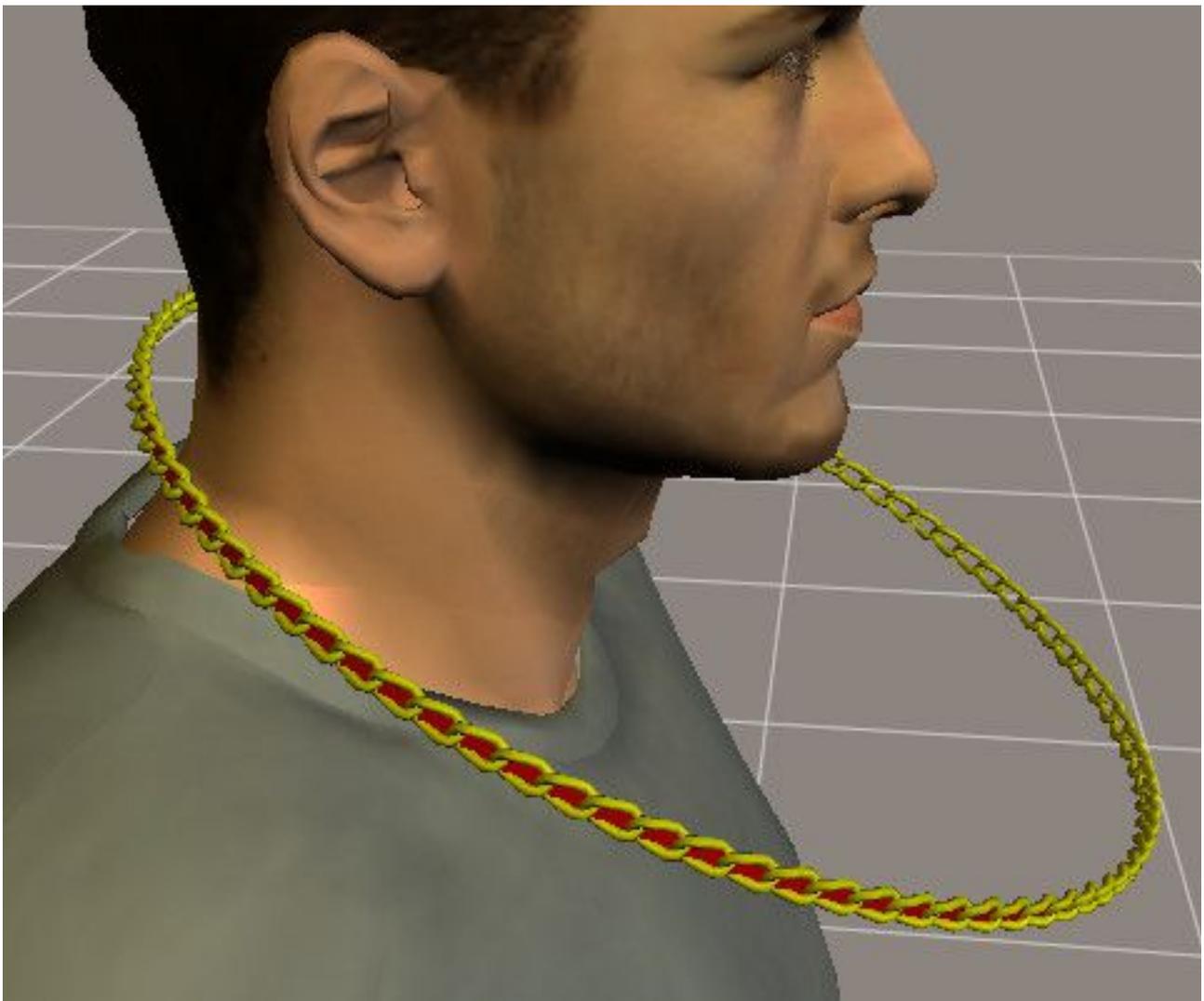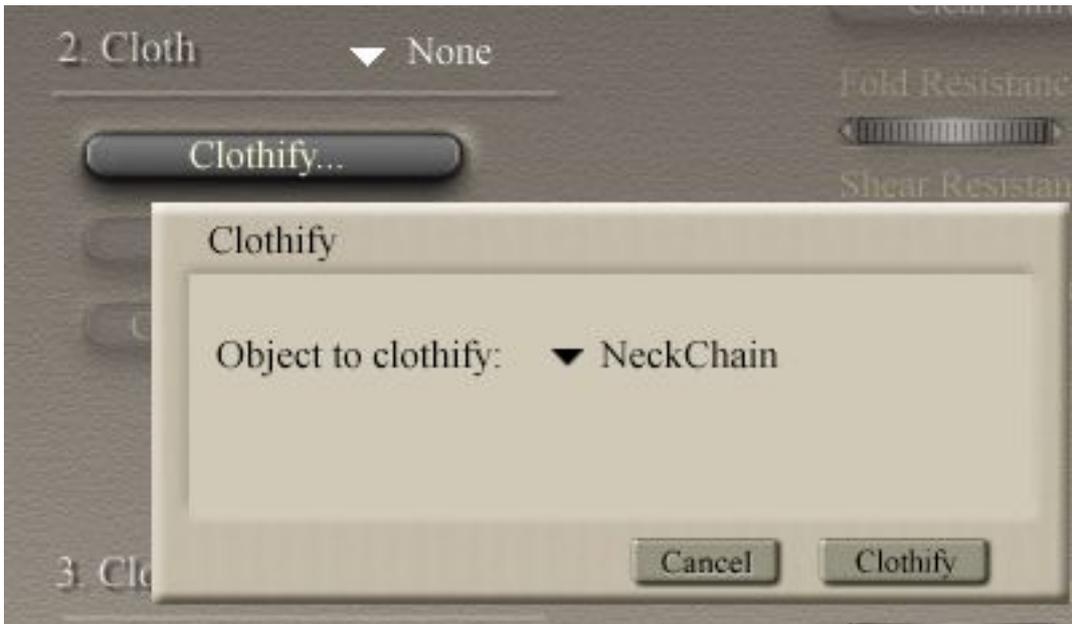
2.2 Enter The Cloth Room And Start A New Simulation

Click the 'New Simulation' button and set things up how you want. Default settings is a good start.
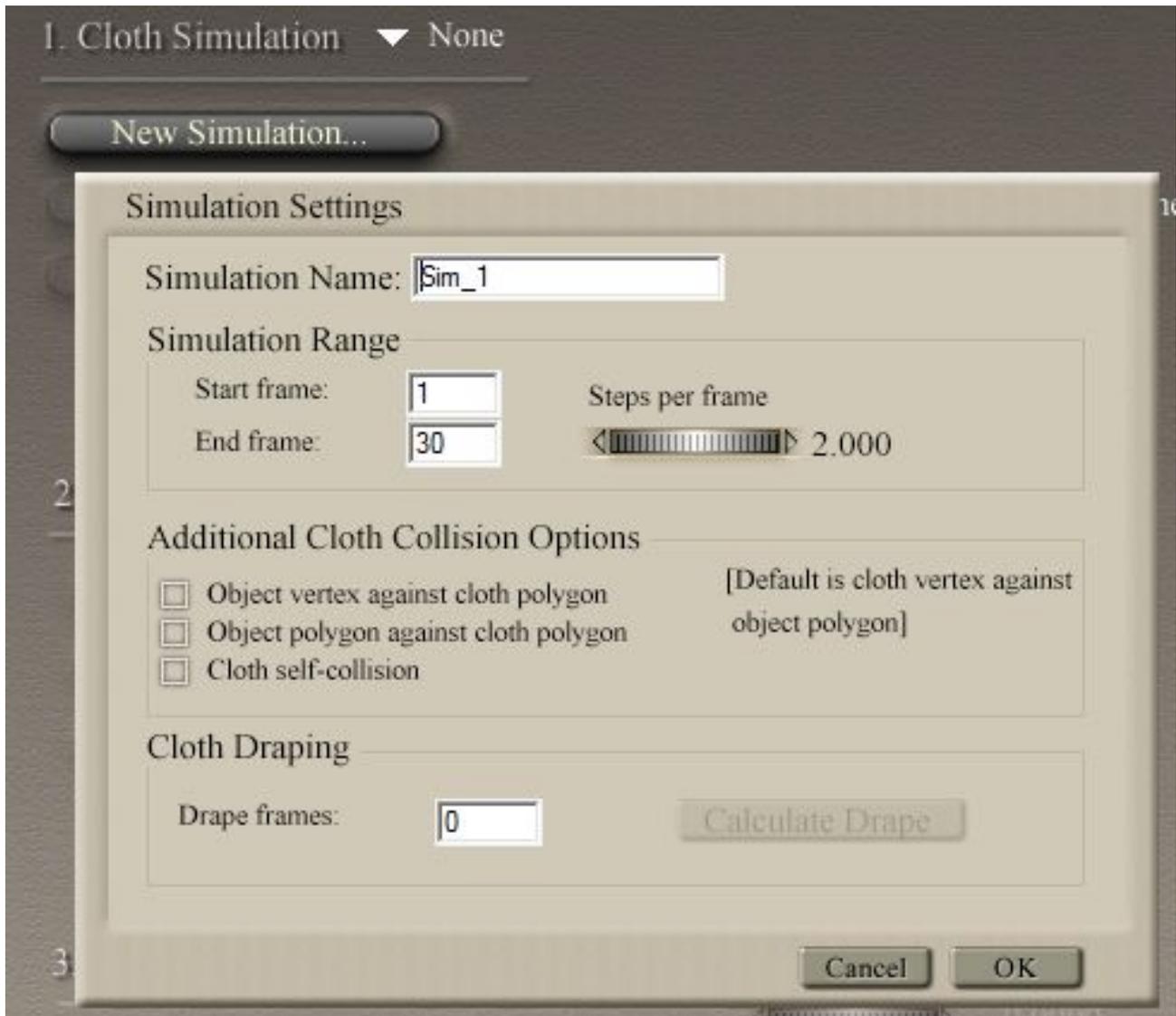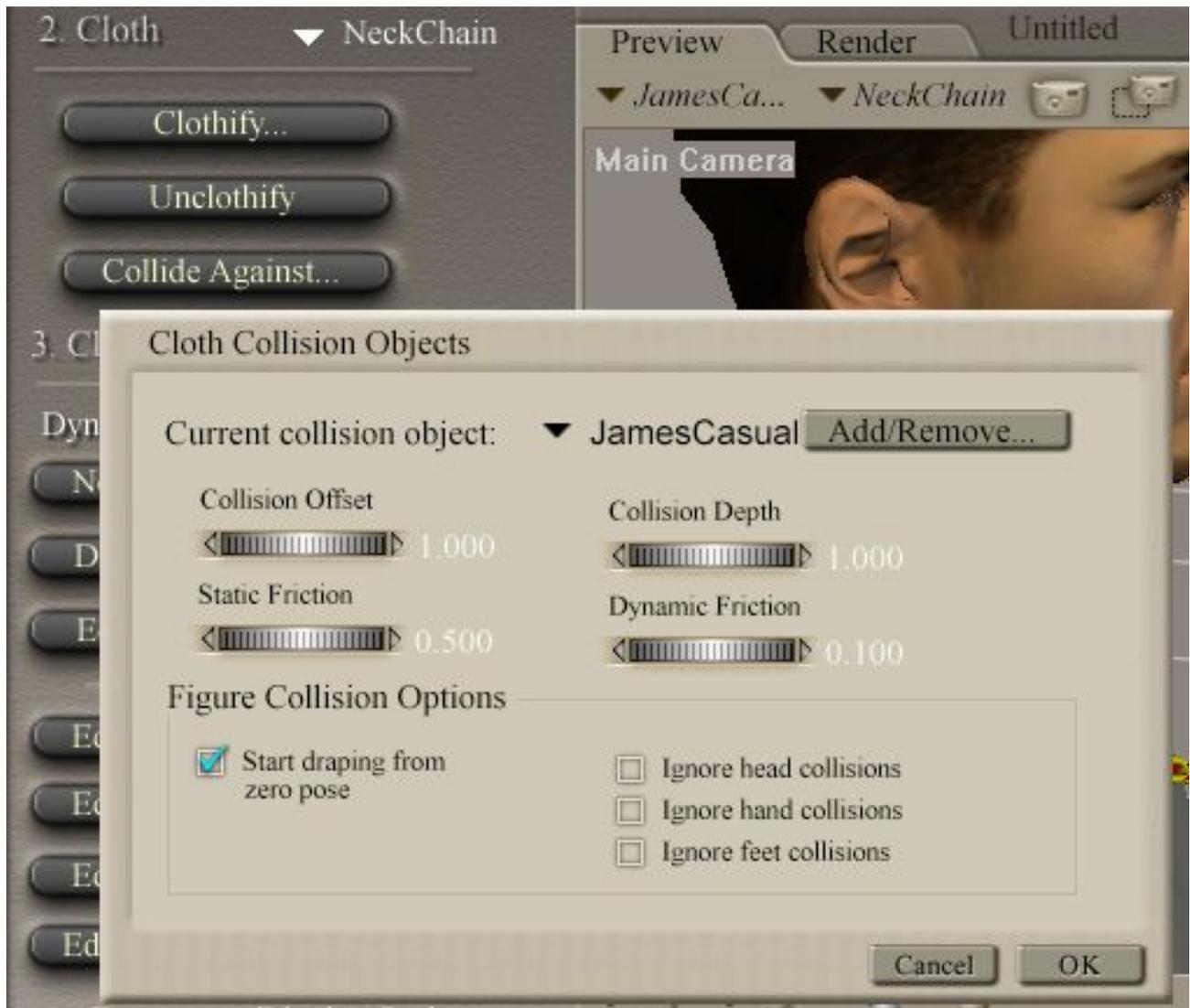
2.3 Select The Jewellery For Clothification

Click the "Clothify" button and select the jewellery that you just imported.

2.4 Decide What It Needs To Collide Against

Click the "Collide Against" button and select whatever bits you want. I just selected the whole of James.

2.5 Set The Collison Parameters

I just used the defaults again. It's a good start when you don'tknow what they do.

2.6 Edit The Soft Decorated Group

This is how you tell the cloth simulation to work with just the simple proxy mesh – you assign everything else to the "Soft Decorated"group.

Make sure that "_softDecorated" is shown in the Group Editor and then click "Add Material". Select the material(s) for the actual jewellery mesh (in my case this was the yellow material, "Chain").

Make sure that only the simple proxy mesh is NOT assigned like this.

2.7 Check That The Vertices Are Correctly Assigned

It never hurts to double check, so just have a quick look to see that the simple proxy mesh is in the "_default_" group, and the jewellery mesh is in the "_softDecorated" group
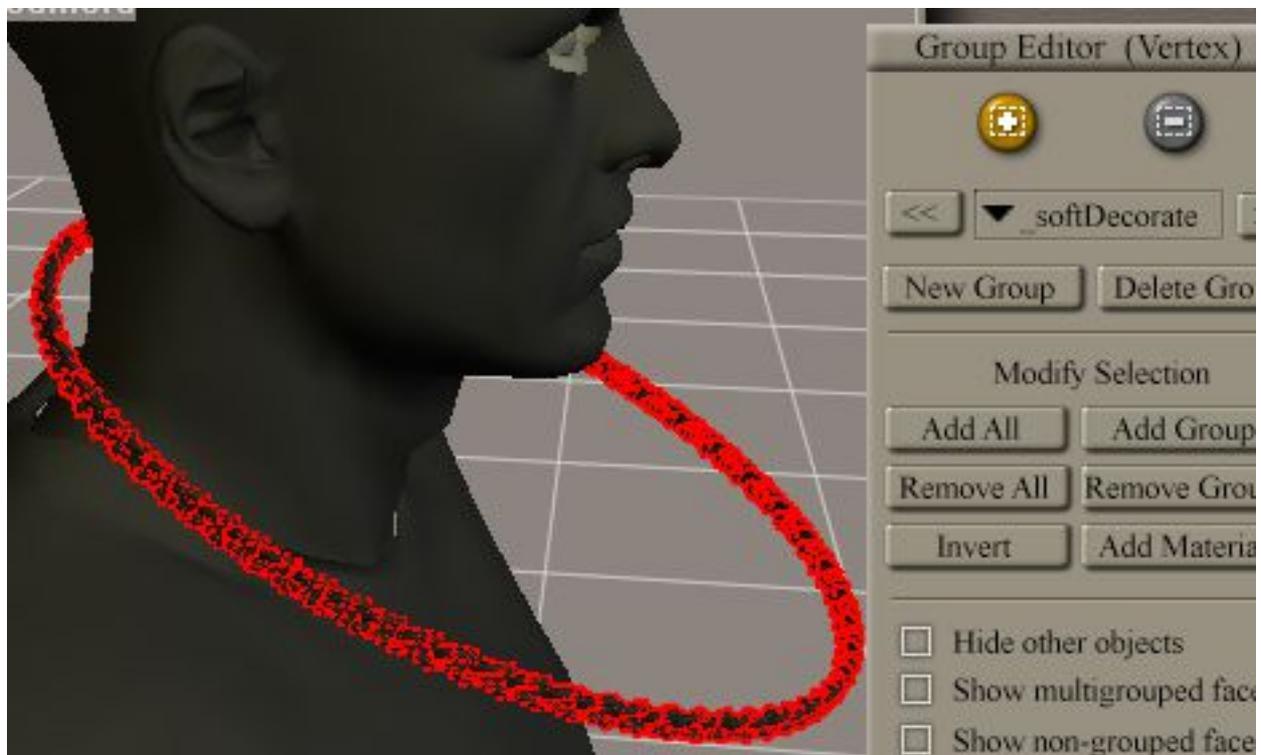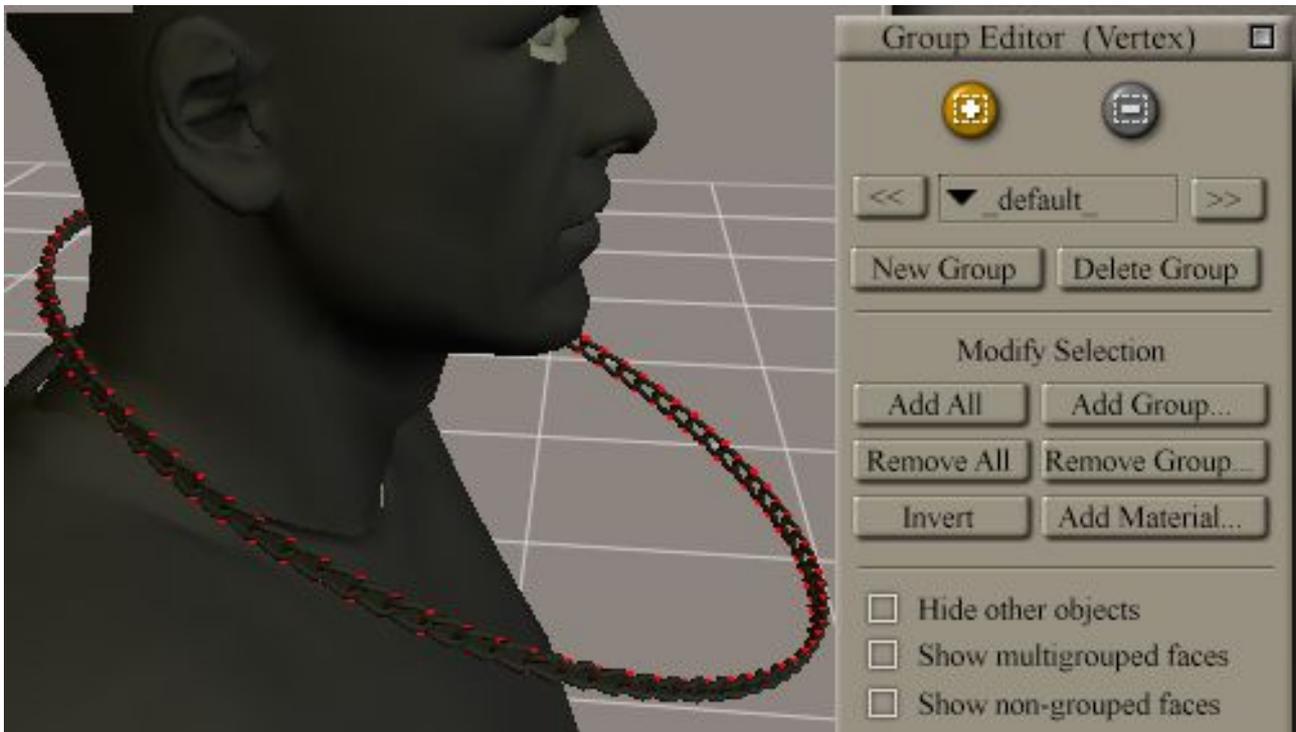
2.8 Run The Dynamic Cloth Simulation

I left all the dynamic controls at default settings. The picture shows the necklace in both its start position and at the end of the simulation.

2.10 Hide The Simple Proxy Mesh For Rendering (Unless It's Part Of The Actual Jewellery)

If you don't want to see the simple proxy mesh when you render just make it invisible. Don't forget to set Specular_Value to zero as well.

2.11 Render

Check to see how it looks.

2.12 Go Back And Do It Again, But Better!

I was really surprised – my first attempt worked really well.

But there's still room for improvement. E.g. the necklace is too big and chunky and too far away from the body. Clearing the simulation, scaling the necklace down by a further 50%, reducing both Collision Offset and Collision Depth to 0.1, and re-running the simulation gave me a much better result.

Hopefully this brief guide has shown you just how ridiculously easy this is! Maybe it's given you a few ideas. I know that I've only just discovered this, so I'm off to play now. This isn't the end – it's just the start...

Have fun!
The 3D Cheapskate
(aka Pete Williams)

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