

Using the MFD  
as a hybrid

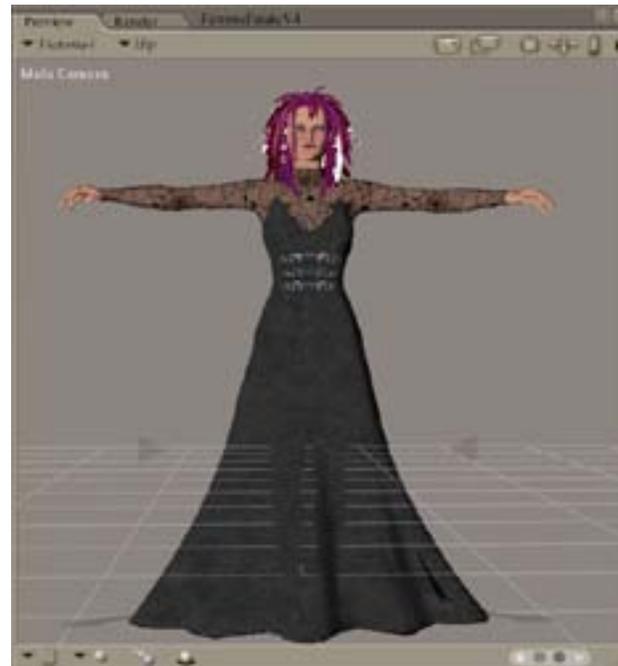


## Using the MFD as a hybrid

Hybrid clothing share the advantages both of dynamic and conforming clothing in Poser, and is specially appropriate for dresses, where the tops work better as conforming, and the skirts are better as dynamic. Almost all MFD versions have a comprehensive set of body handles that can make the posing easier, but sometimes what is needed is the realism that only comes from clothing folding and flowing over a pose that can only be achieved dynamically.

If you are using Poser 6 or above, it is quite possible to use both approaches, by clothifying the skirt once the figure is posed, and allowing Poser's cloth engine to work on just this area of the dress.

### In the Pose Room:

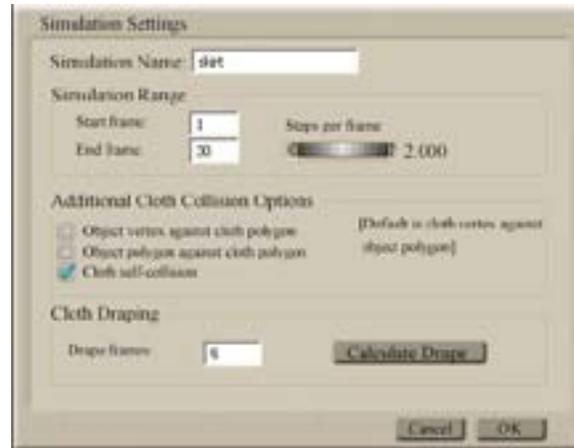


- 1- Load your figure and the MFD in the usual manner, conform, but don't pose yet; morph your character too at this stage if you want.
- 2- Make sure your figure is zeroed and nothing is poking through:
  - 2.1 Select V4, go to "Figure", "Use Inverse Kinematics", and deselect Left and Right Legs
  - 2.2 go to Windows, Joint Editor, and under "Figure", select "zero figure".
- 3- open the animation tab in Poser (at the bottom of the screen), and advance the little arrow to frame 15; alternatively, click on the box that says "1" and type in 15.





Please refer to the screen capture overleaf to find each of the buttons and items explained below

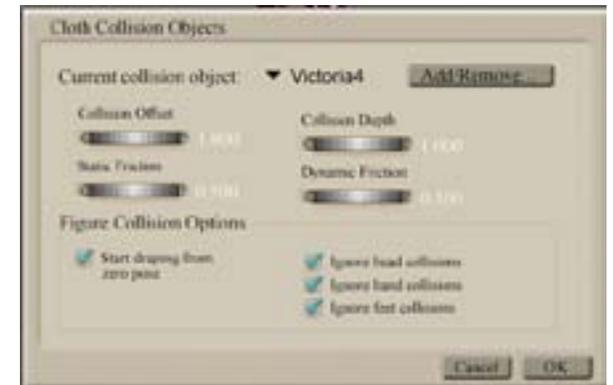


1- Under "1.Cloth Simulation", click on "New Simulation"

1.1 Give your simulation a name; I used "skirt" but you can use whatever you want

1.2 Select Cloth self-collision and add the draping frames; you can add anything here (5-10 should be ok)

1.3 Click OK



2- Select the HIP of the MFD

2.1 Under "2.Cloth", click "Clothify"

2.2 Click "Collide Against...", this will bring up a new window



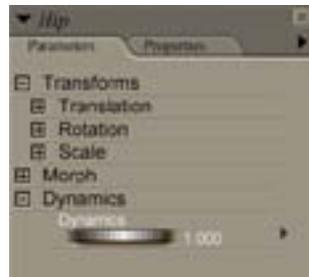
2.3 Click on "Add/Remove...", this will bring up a window to select the objects to collide against. For the MFD, select Victoria4's Hip, Abdomen, Right Thigh, Right Shin, Left Thigh, Left Shin; you may also want to add Right and Left Feet, or if your figure is wearing shoes or boots, add these too. You should also select the ground, or any other object that the skirt comes into contact with; for example, if your character is sitting on a chair, add this. Once you're done selecting everything, click OK

2.4 Select "Start draping from zero pose", "Ignore head collisions", "Ignore hand collisions" (if the hands are not interacting with the skirt) and "ignore feet collisions" if you didn't select the feet or shoes. Click OK

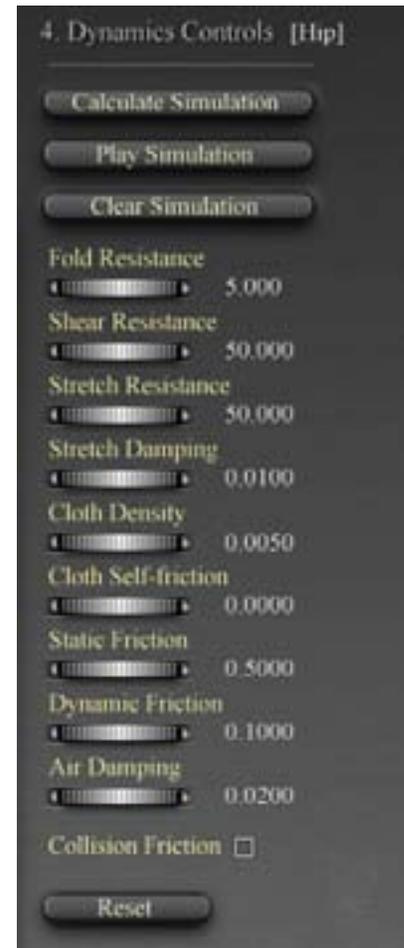


3- Check out the Simulation settings against the values shown; you will want to change them according to the type of fabric that you are simulating, but these values work for The Vamp. Click on “Calculate Simulation” and go make yourself a cup of tea. Poser will start doing the calculations frame by frame.

4- When you come back, advance the little arrow in the animation tab to the thirtieth frame if it isn’t there already. There’s your draped skirt.



5- If you need to change the pose for some reason, it can be done easily. If you are just changing the pose on the arms, or torso, or even change morphs in the upper body, you can do it as usual. If you are changing the pose on the legs, move the animation arrow back to frame 15 and apply your pose there. Move then to the parameters window, right click on the arrow right by the Dynamics parameter, and select “recalculate dynamics”; this will run a calculation using the new pose. You won’t need to enter the cloth room again.



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