
NOTES FOR THE 'INDIAN SCARF'














Thank You

for purchasing the 'Indian Scarf' made by Dobot. As the scarf differs from normal clothing, we give you some hints, how to use it.

You can assign the scarf to any Genesis 3 or 8 figure. Even Genesis 2 figures should work with minor adjustments.

The 'Indian Scarf' product consists of 13 scarf knots. To better distinguish between the knots, we named them according the alphabet. Each knot looks a bit like a letter or number.

Supported Knots

			
9 Knot	A Knot	Both Shoulders	G Knot
			
H Knot	O Knot	Left Shoulder	P Knot
			
R Knot	Right Shoulder	U Knot	V Knot
			
Y Knot			

Assigning Knots

To assign a knot to a Genesis figures follow these steps.

1. In the 'Scene' pane, select a Genesis 3 or Genesis 8 figure.
2. In the 'Smart Content' pane select 'Accessories/Neck' in the 'Product' tab. One of the listed



products is 'Indian Scarf':

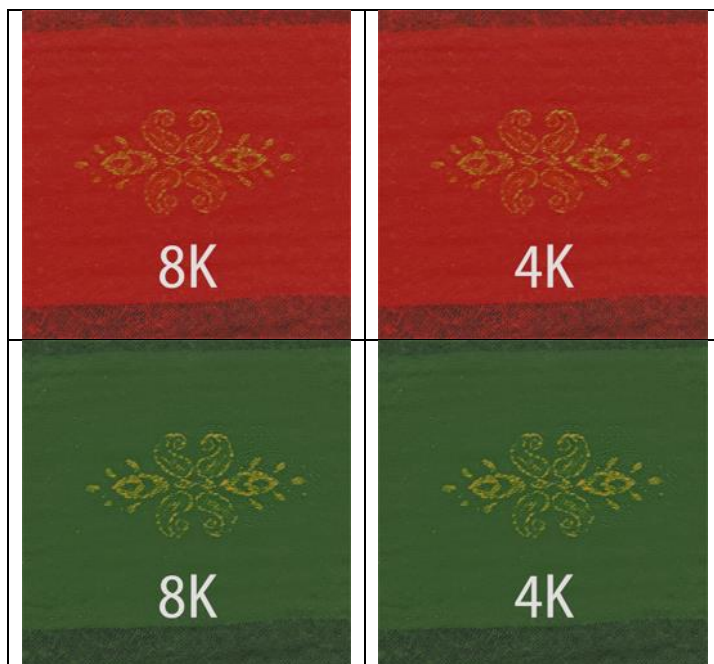
3. Double click the product icon and a list of all knots appears.
4. Select one of the knots and it is assigned to the Genesis figure.

The knot is parented to the 'Upper Neck' of the Genesis figure. In the scene pane you can navigate to the scarf if you select the Genesis figure and follow the hierarchy 'Hip/Abdomen Lower/Chest Lower/Chest Upper/Neck Lower/Neck Upper'.

Assigning Materials

We offer 3Delight and Iray materials. Default material is always Iray. You assign material by selecting the scarf in the scene pane. In the 'Smart Content' pane select the 'Materials' Entry. If you need Iray materials, select the 'Iray' subentry.

The following table shows all available material settings. These settings are available in 3 Delight and Iray.





Standard settings are always 4k maps, as they are sufficient in most use cases.

If you do closeups or plan large renders with high resolution, the 8k variant may be appropriate.

Morphs for Each Scarf

Select the scarf in the scene and you will find the entry 'Morphs' in the 'Parameters' pane. Here you will get adjustments for your scarf. These may be necessary to adjust the scarf for breast sizes or clothes. The following morphs are supported.

'9' Style Knot

- Breast Size
- Clothing Adjustments

- Rotate

'A' Style Knot

- Breast Size
- Clothing Adjustments
- Rotate

'G' Style Knot

- Breast Size
- Clothing Adjustments
- Rotate

'H' Style Knot

- Breast Size
- Clothing Adjustments
- Move Side

'U' Style Knot

- Breast Size
- Clothing Adjustments
- Move Back/Front
- Move Left Side
- Move Right Side

'V' Style Knot

- Breast Size
- Clothing Adjustments
- Move Side
- Move Up/Down
- Rotate

'Y' Style Knot

- Breast Size
- Clothing Adjustments
- Move Side
- Rotate

'O' Style Knot

- Breast Size
- Clothing Adjustments
- Rotate

'P' Style Knot

- Breast Size
- Clothing Adjustments
- Move Side

'R' Style Knot

- Breast Size
- Clothing Adjustments
- Rotate Left
- Rotate Right

Left Shoulder Style

- Breast Size
- Clothing Adjustments
- Fold
- Move Side 01
- Move Side 02
- Move Up/Down 01
- Move Up / Down 02

Right Shoulder Style

- Breast Size
- Clothing Adjustments
- Fold
- Move Back
- Move Front
- Move Side

Both Shoulders Style

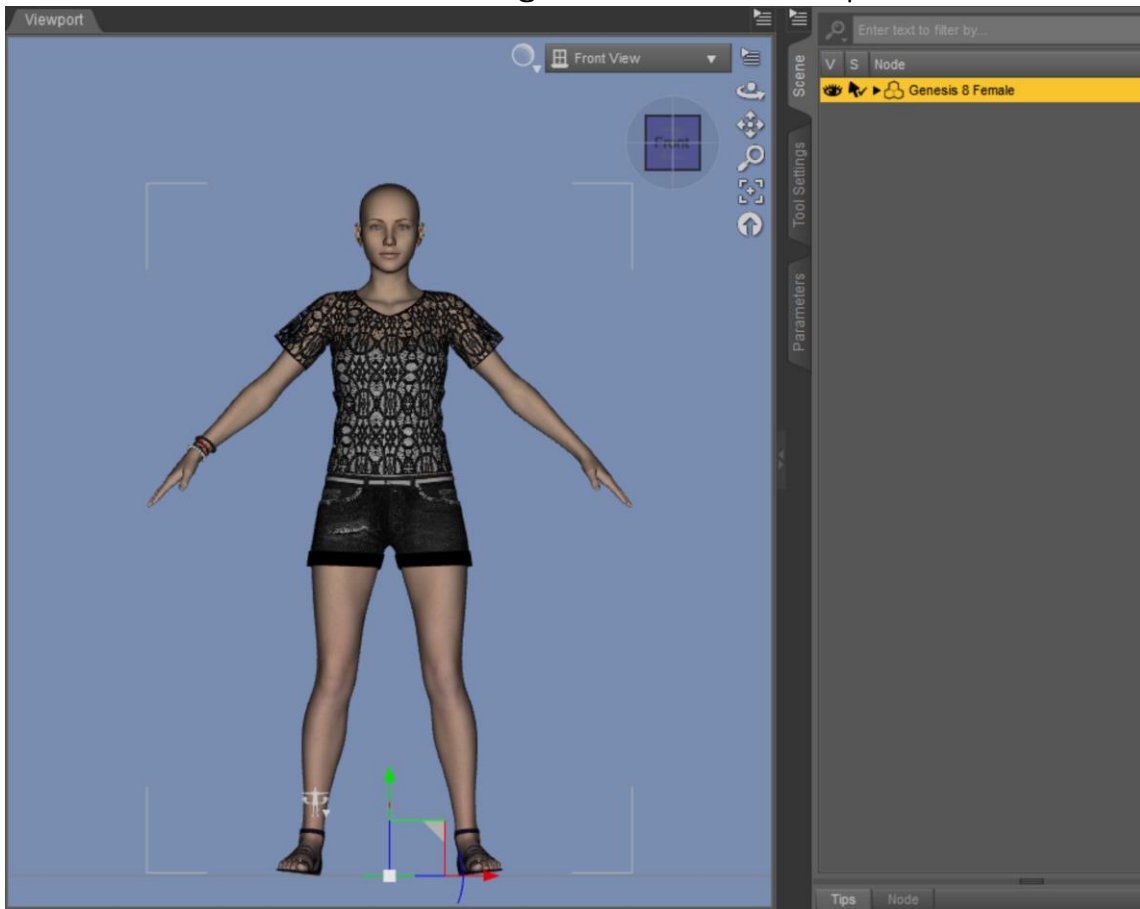
- Breast Size
- Clothing Adjustments
- Fold
- Front/Back

Using dForce

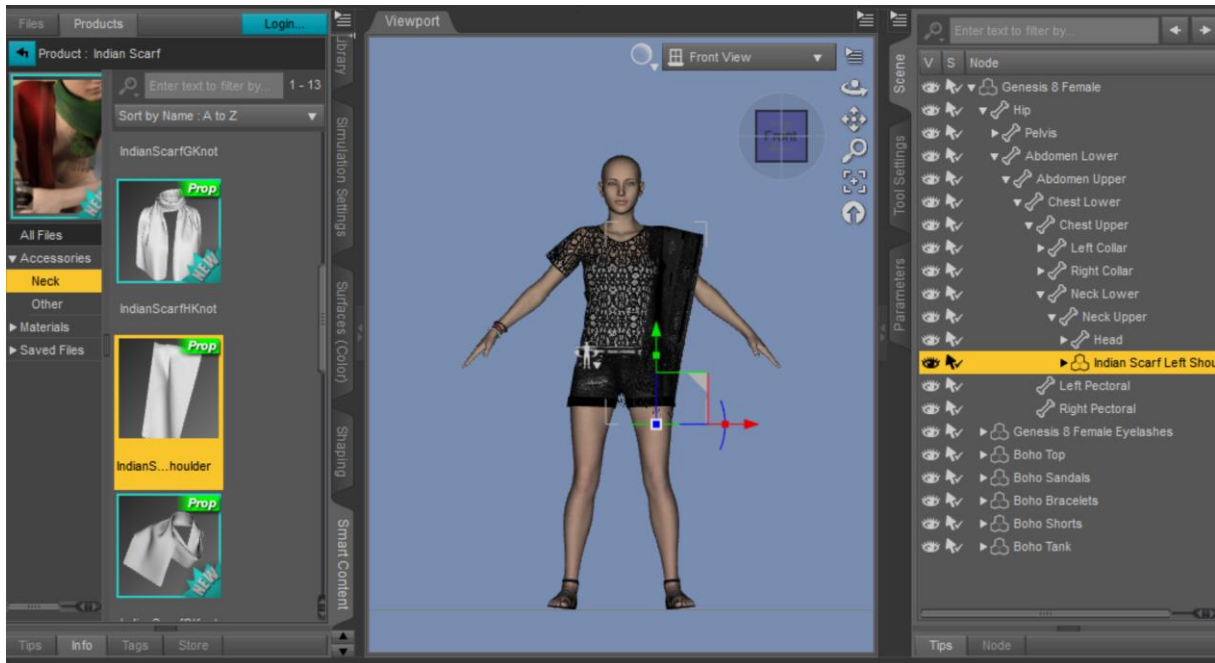
Other than normal clothing, the 'Indian Scarf' does not automatically adjust to body movements. To get a realistic draping, you must use the dForce feature of DAZ Studio. This simulates the behavior of the scarf in the influence of gravity.

These steps will illustrate the workflow:

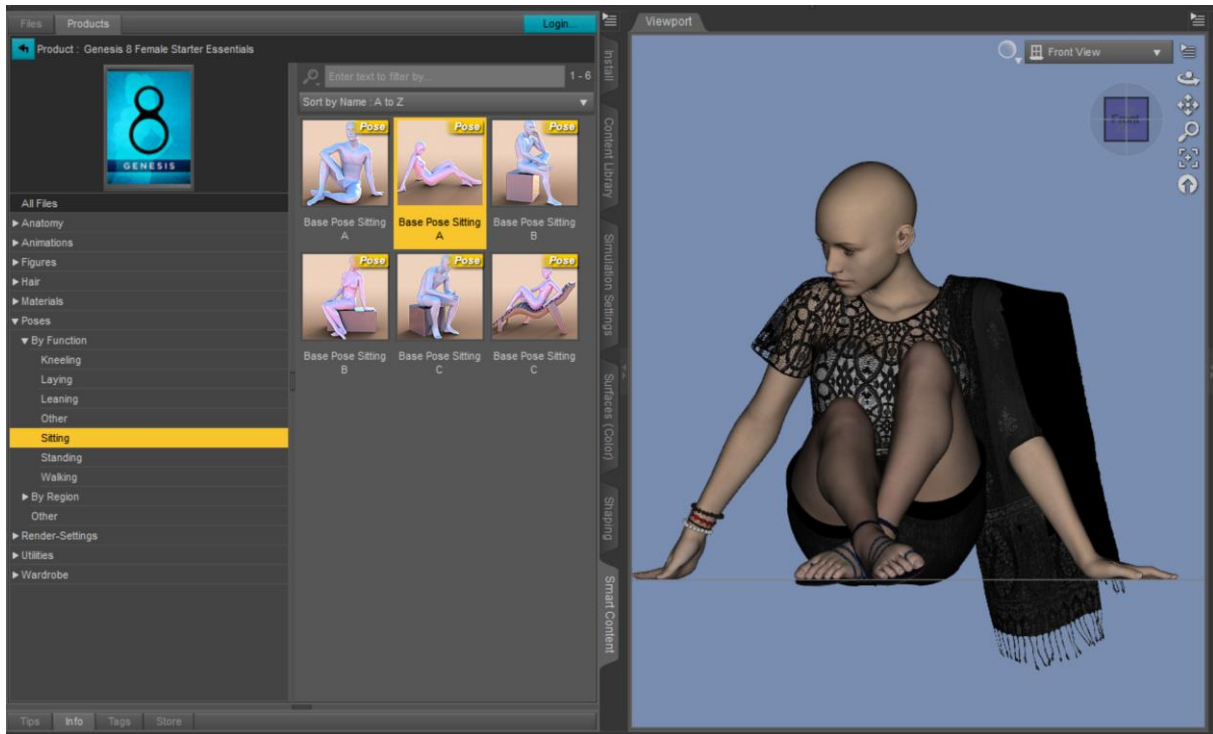
Select a Genesis figure in the 'Scene' pane.



Apply a scarf knot and material as described above

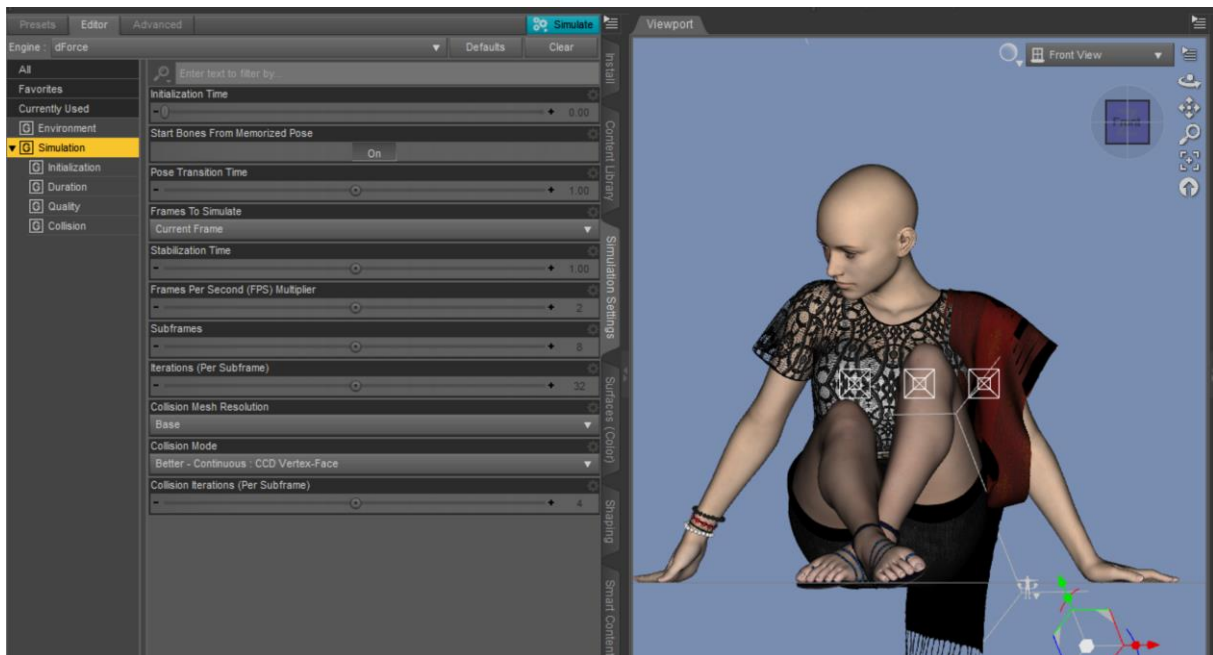


Apply a pose to your figure



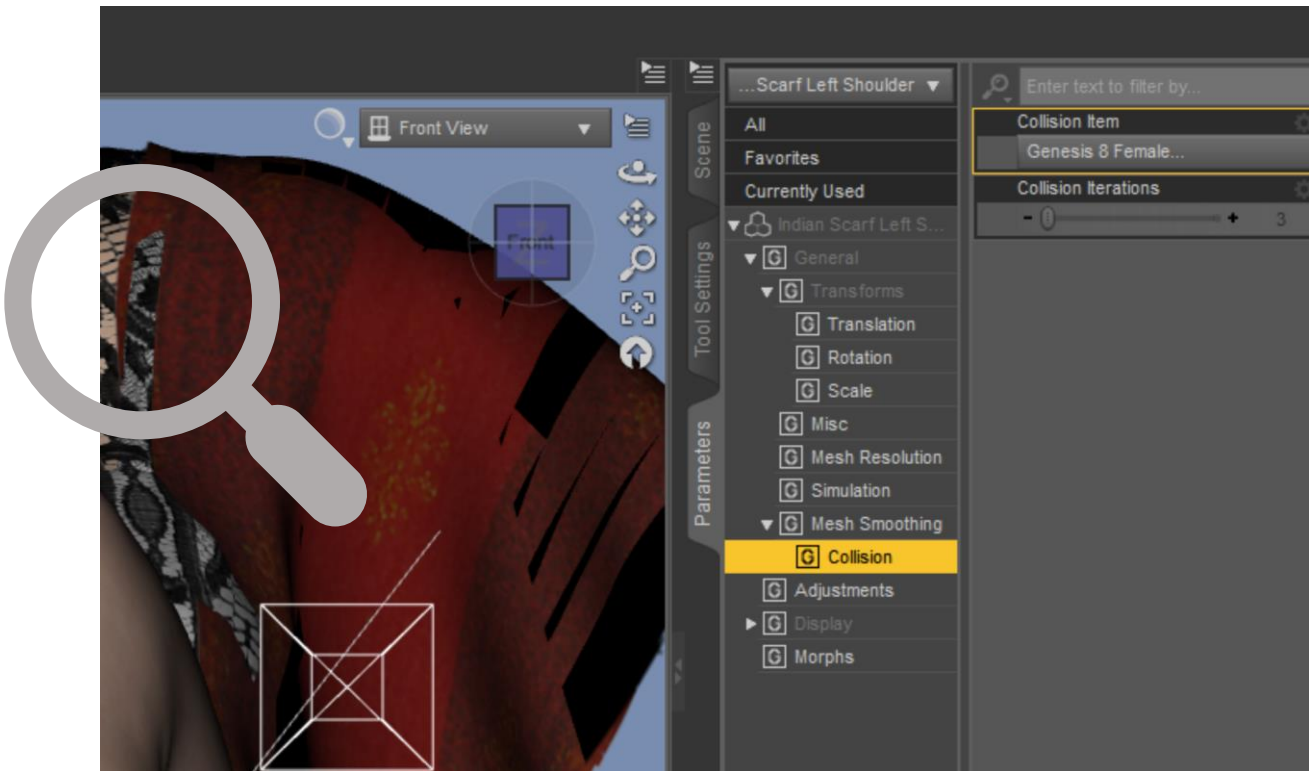
Simulate

Open the pane 'Simulation Settings', make sure that 'Start Bones from Memorized Pose' is set to 'On' and press the 'Simulate' button.



Collision Handling

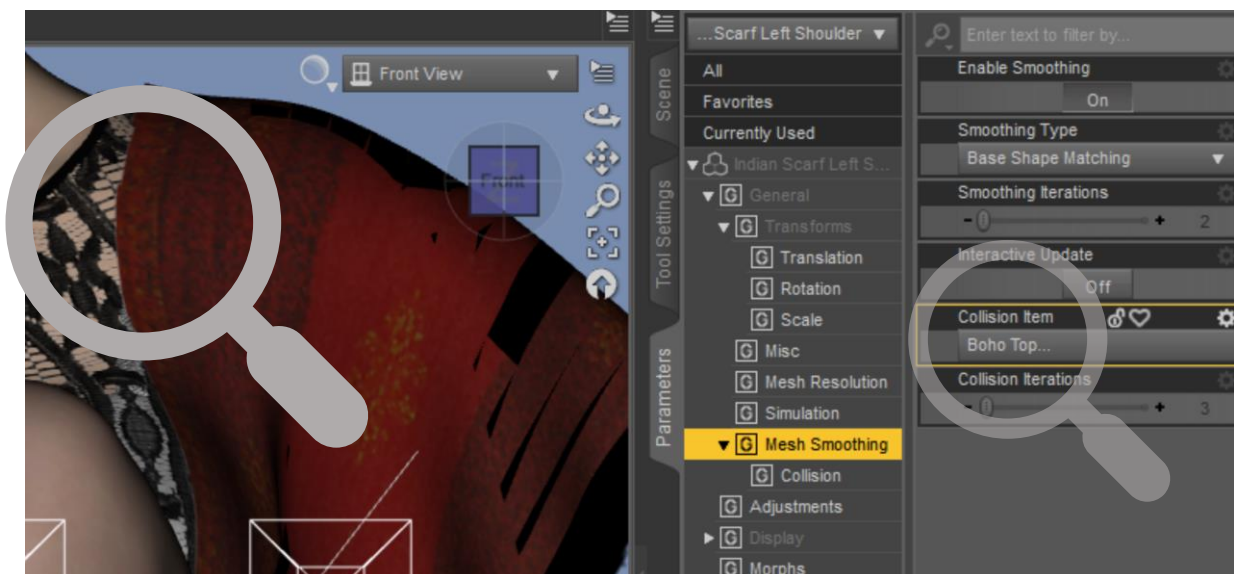
By zooming into the figure, we may encounter collision problems between the scarf and other items.



'Indian Scarf' enables the DAZ collision handling. In the parameters tab select '<Knot>/General/Mesh Smoothing'. Adjust the scarf by changing 'Smoothing Iterations' and 'Collision Iterations'. In our example, we change the collision item to the 'Top' clothing (see image below).

Other strategies for collision handling

- 1) Use the scarf morphs to adjust the scarf. There are some special morphs for clothing adjustments.
- 2) Give the scarf more distance to the clothing, e.g. by translating the 'Y'-axis. The simulation will cause the scarf to fall, until a barrier is detected (body or clothing).



Final Render

That's all. Find a good shooting position for your camera and enjoy the render.



Contact

Feel free to contact Dobit. We appreciate your suggestions.

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