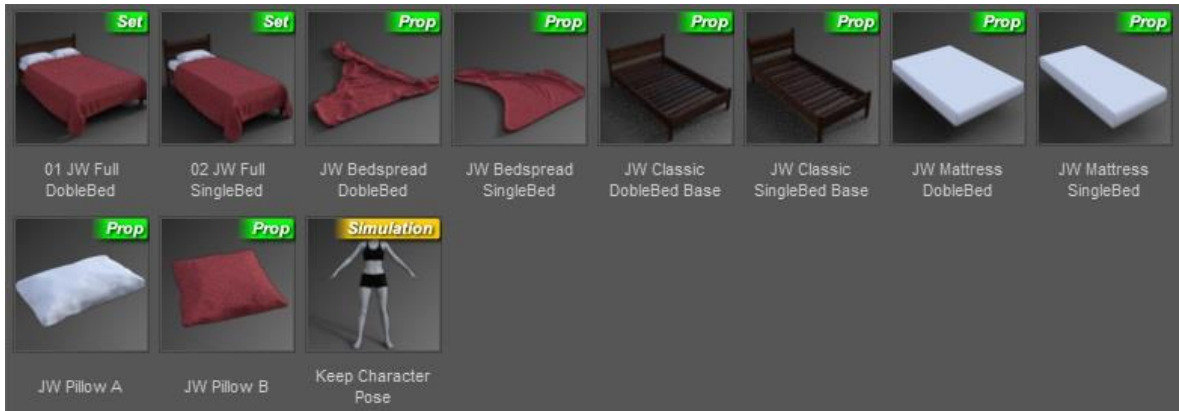


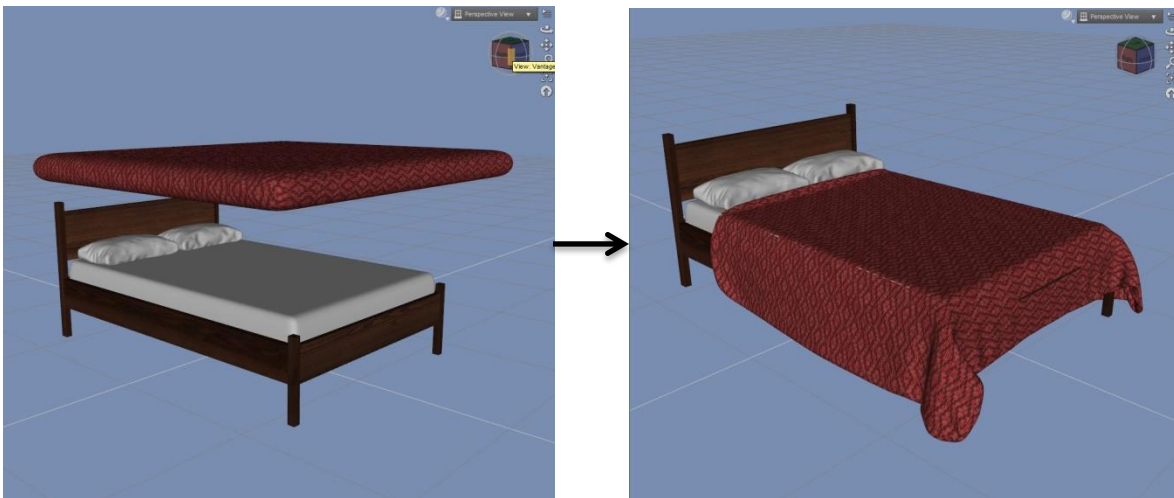
dForce JW Classic Bed

Thanks for buying “dForce JW Classic Bed”, In this PDF you will find some advices to use and modify quickly the props included in this pack, using dForce setting and morphs dials.

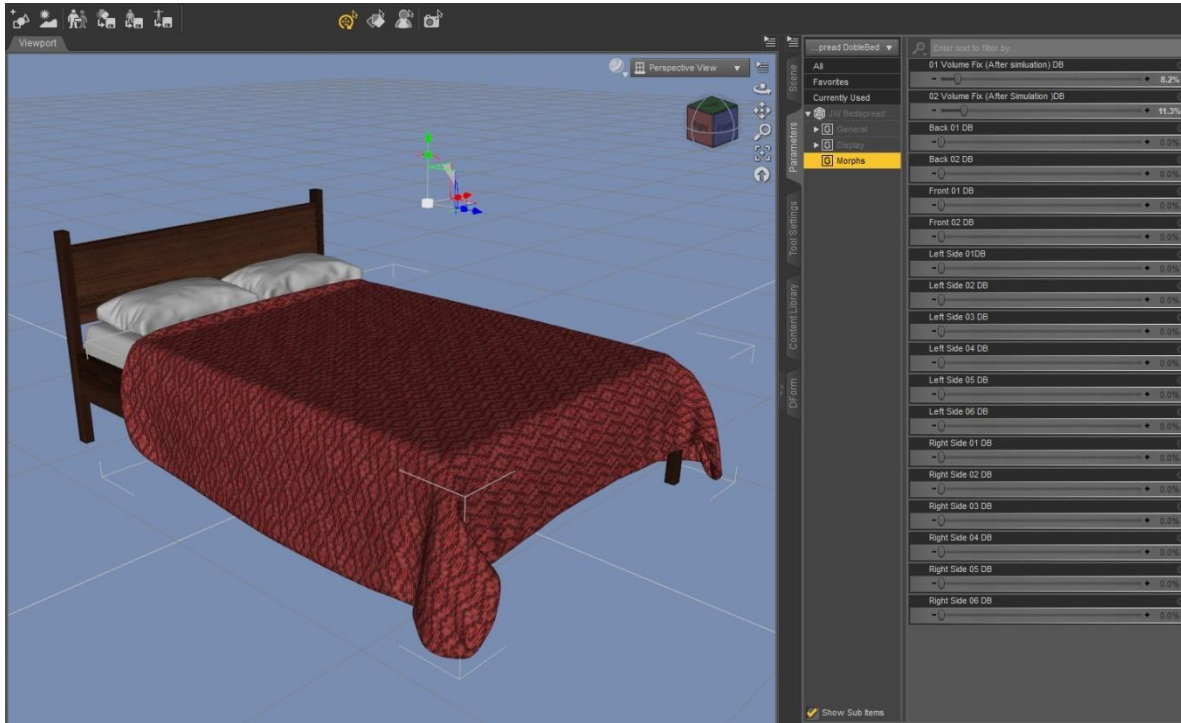
Firstly find the saved props, which are in your Daz folder “Props/JWolf/dForce JW Classic Bed”, you will find separated props and sets:



To show the examples we will use “01 JW Full DobleBed”, load the saved Set and go to “Simulation Settings” Panel, click on “Simulate” to change the shape of the bedspread.



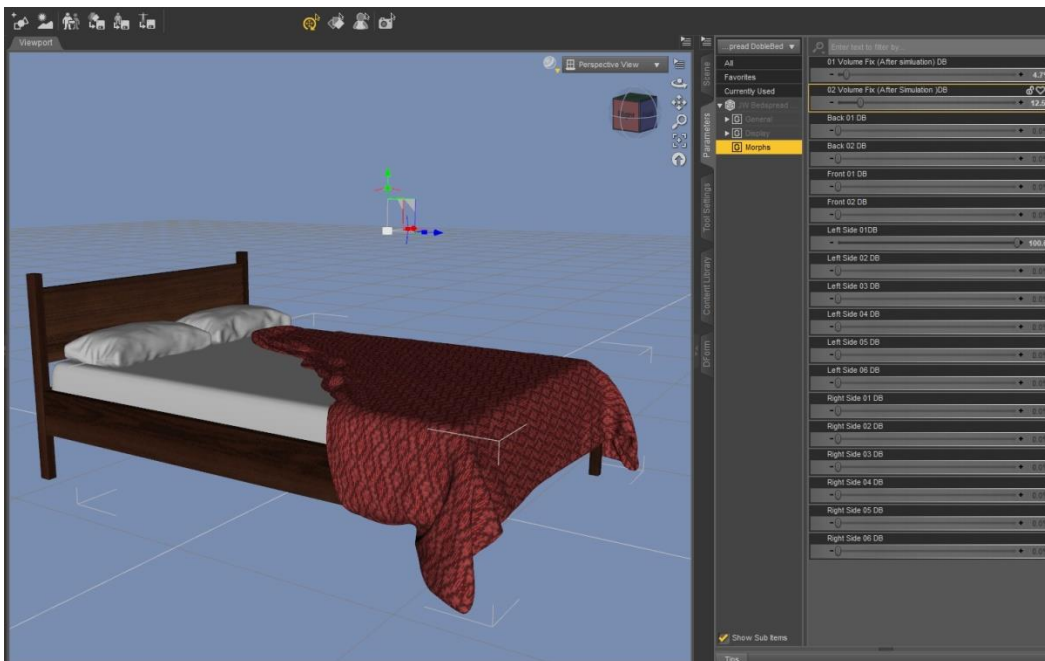
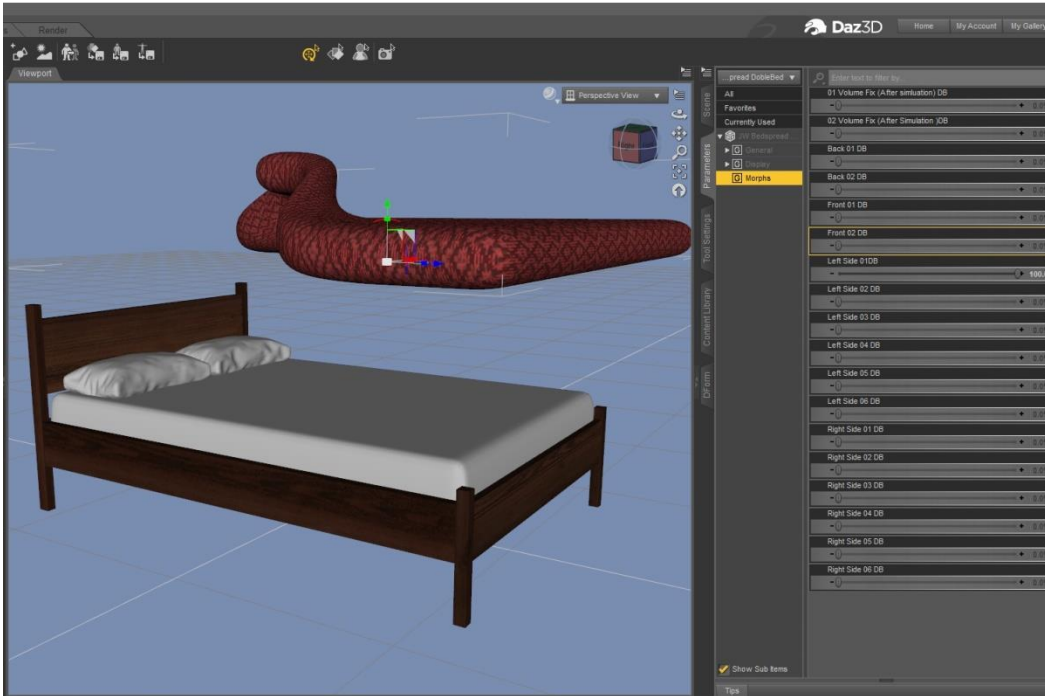
Sometimes you will realize that you can see the Bed Base or the Mattress through the bedspread after the simulation, to fix it select the bedspread and go to “Parameters” panel, you will find the morph dial there, then use Volume Fix 01 or 02, they fix it in a different way, so you can use one of them or both.



To reset a simulation go to “Simulation Settings” Panel and click on “Clear”

Using morphs dials

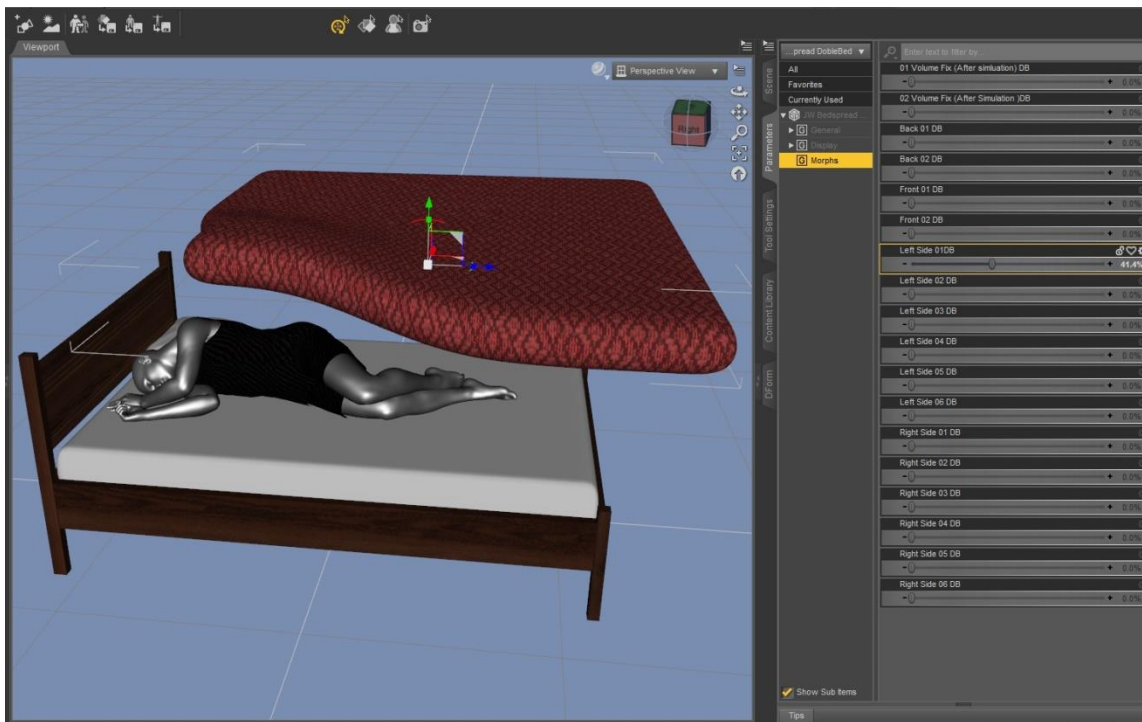
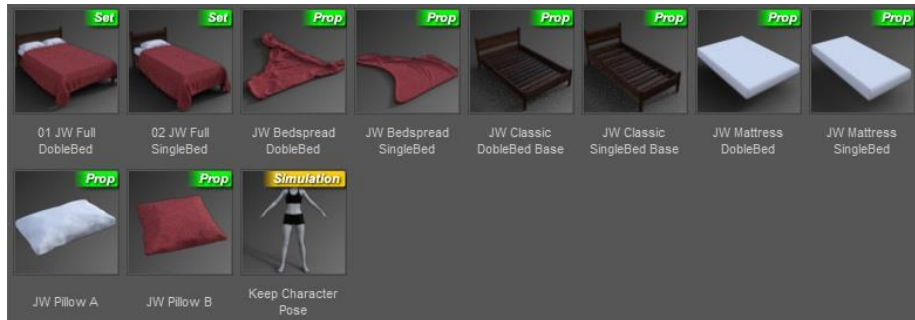
To change the shape of the bedspread you will find 16 morph dials, which can be used separately or together. To use correctly the morphs, reset the simulation of the bedspread if it is active (it is recommended to reset the “Volume fixes” too), when you are ready with the base shape use the morphs dials that you want and simulate again.

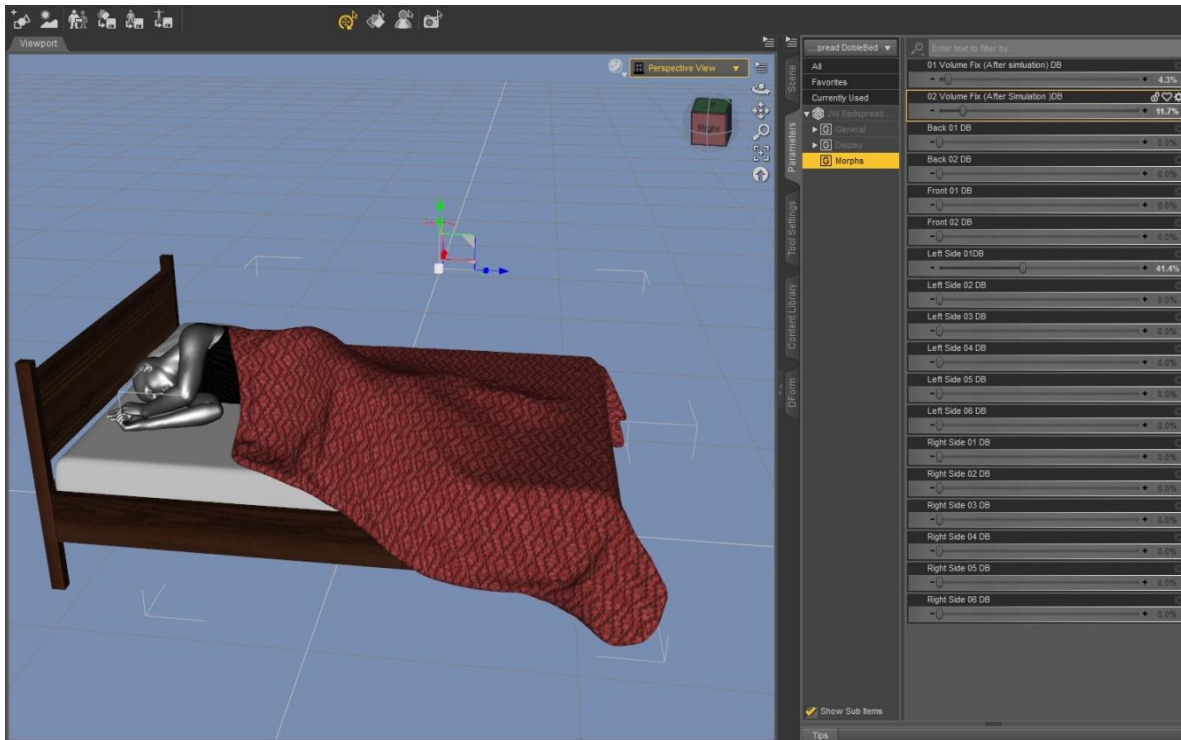


Apply Volume Fix if it is necessary.

Adding a character or an object to the scene

If you want to put a character or an object on the bed, reset the simulation, prepare the position of the character and morph dials of the bedspread (if you want a different shape) then click on the saved Simulation “Keep Character Pose” and simulate.





You can get infinite bedspread effects if you set different percentage or mix the morphs dials.

More bedspread shapes

Before simulating you can prepare the bedspread as you wish, you can get additional effects if you change its scale (x, y or z), position or rotation.

