# US WW2 UNIFORM PARATROOPER EXPANSION USER GUIDE

## PRODUCT DESCRIPTION

WWII Paratrooper is an expansion set for Luthbel's "WWII USA Uniform".

This set includes all the elements needed by the airborne soldiers (15 new elements), as well as high-quality morphs to create the style of a paratrooper uniform.

Thi expansion includes 5 texture set for represent the different units (101st and 82nd).

The parachute is dForce compatible, and the set includes different scenes with 10 starting poses and saved animations to get an "instant get ready" render. It also includes a pose-sequence example.

This guide includes several descriptions, tips and examples to use the clothes and props of your new Paratrooper set.

The parachute is composed by two elements: a conforming bag called "Main Parachute" and a dForce canopy with raisers, suspension lines and pilot, called "Interior parachute".

The Interior parachute asset includes 8 bones: risers, suspension lines (4), canopy and pilot (2). The pilot has a special function: help to control and direct the fall.

## HOW TO START

You can find different scenes available with different starting poses and fall directions.

If you want to use your own poses, there are so many things to know before you start:

- With Genesis 8 Male loaded in the scene tab, load the wearable preset called "dForce clothes". This wearable only contains the clothes, parachute and different support meshes that will help you to control the canopy shape and fall. Then, load the Floor/Plane.

- Configure the timeline (img01): timeline values are important at this point. The time you give the canopy to fall is important to get a nice result.

The recommended initial value is 180 frames. Most poses need all this time to fall but many others, especially those that are close to the ground, may need less time (110-130frames) to get satisfactory results. This values, may change according to your system specs.

The frame per second (FPS) recommended value is 90. It configures the velocity of your simulation.

Applying other values present issues in most poses.

- Check the simulation settings tab to be sure that "Start bones from memorized pose" is off. In "Frames to simulate" option, choose: "Animated (Use Timeline Range)" (img01).
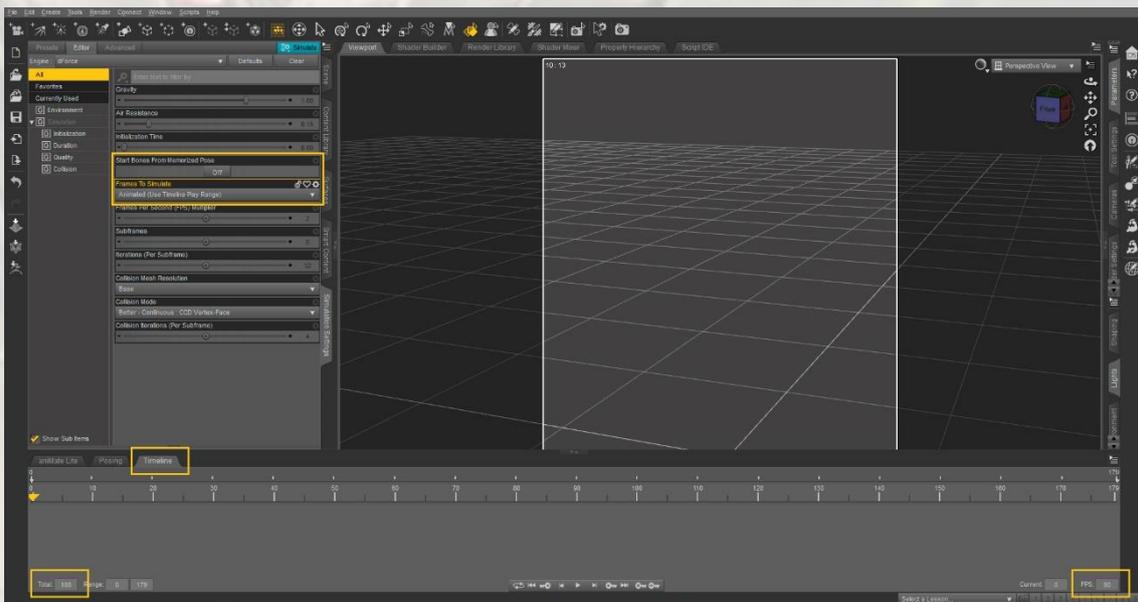


*(img01) Screenshot from Timeline and Simulation settings values and configuration.*

- Configure your Genesis 8 pose: before you start posing the Genesis figure, it's important to know that the parachute and the floor poses affect the final simulation. So, when you'll get your final pose it's important to save the parachute pose and the plane floor pose. You can also load a new plane, big enough for cover all parachute fall directions possible. It isn't necessary to save a plane floor pose in this example.

Risers hands contact is allowed on frontal risers. If your pose grabs some risers, you'll get better simulation results, because it prevents risers from crossing.

To avoid possible issues, try to get your final pose using the smaller number of "Actor/ Adjustments" morphs possible. Hierarchically speaking, the parachute is child of Genesis chest so, if you need a Parachute bend, start bending Genesis body and the Parachute Risers Bone, then do so with other bones, using the "Actor/ Adjustments" morphs in the last place.

- Load wearable props.

## COMMON ISSUES

- "Error during simulation" alert: when this message appears, you must close your Daz Studio scene without save it and open it again.

Many times, it appears when there're too much content loaded in the scene. So, be sure that in your scene are loaded Genesis 8 male and the elements included in "dForce clothes" wereable and that the meshes resolution is set on "Base".

Restarting the program will solve this issue.

- Mesh "exploding": sometimes, this issue will appear while you´re working on your pose. How to fix it:
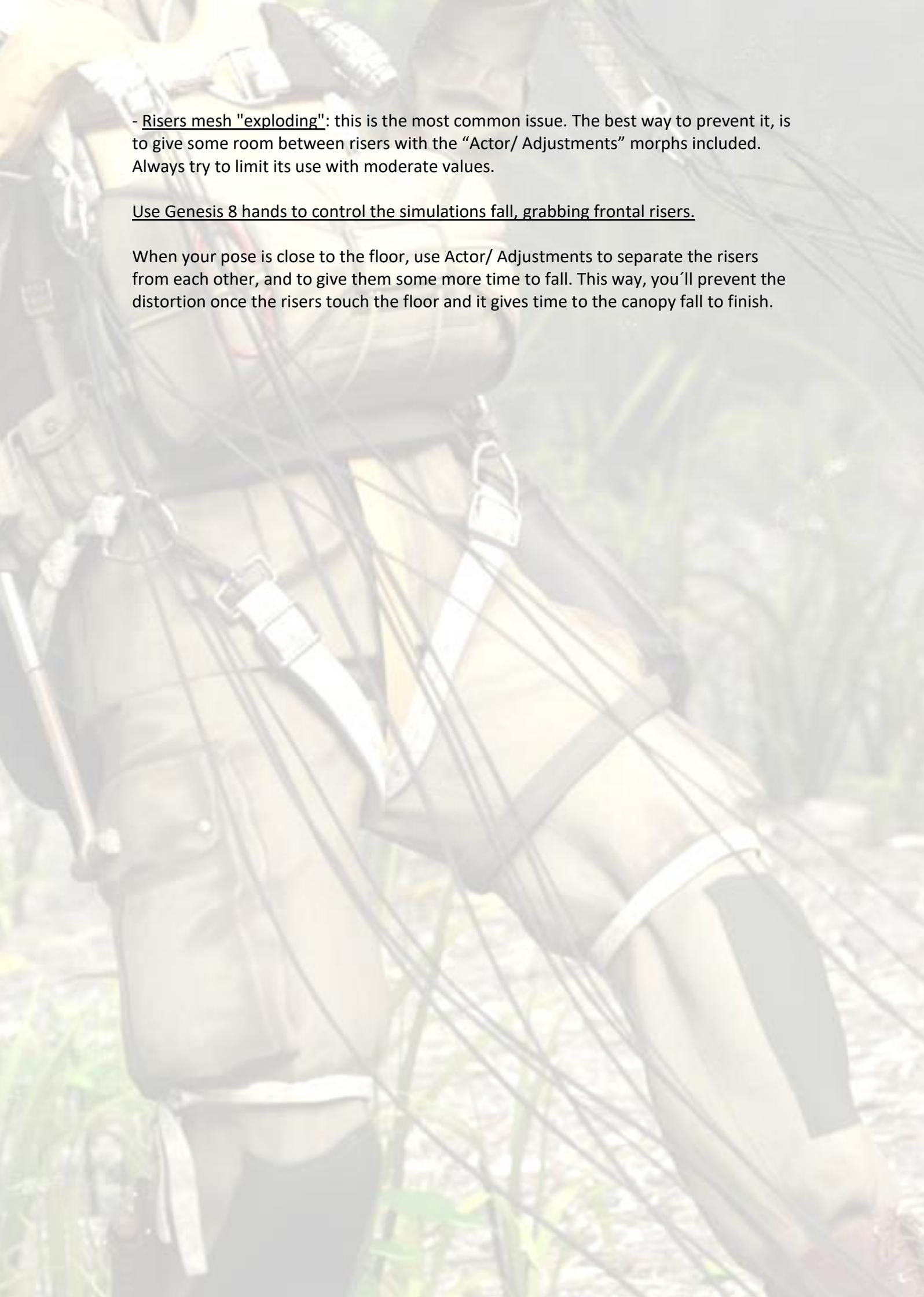
Identify the zone that is exploding. There are two zones especially fragile: the pilot and the riser's arrangement.

- Pilot mesh "exploding": if you are using the Pilot morphs, set them at zero value and just rotate the bone in the chosen direction. If the problem persists, keep transform values between -30 and 30.

If this doesn't solve the problem, hide the pilot in Geometry Editor Tool (img02).
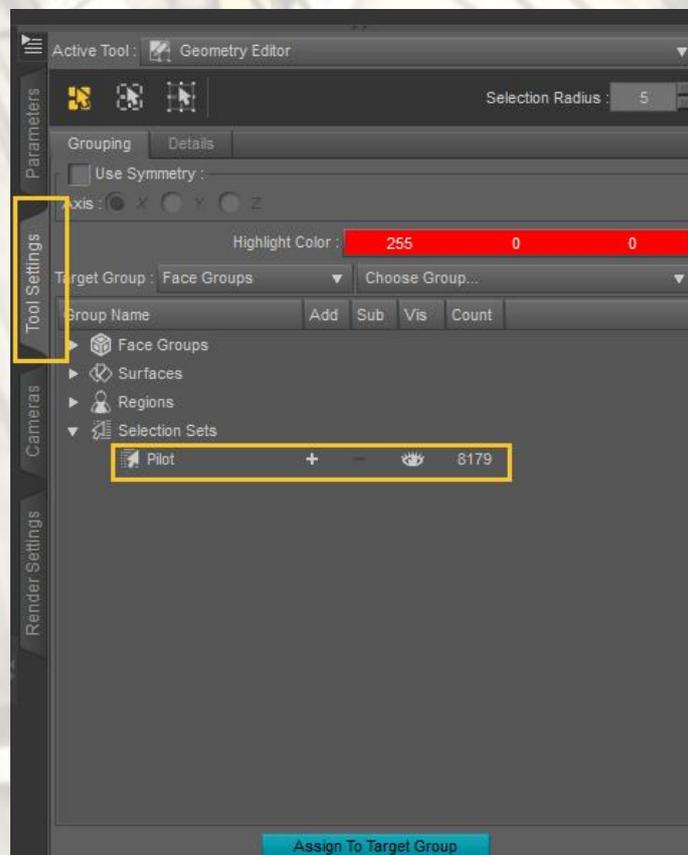


(*img02*) *Screenshot from Tool settings tab/ Geometry Editor. Pilot Selection Set.*

- Risers mesh "exploding": this is the most common issue. The best way to prevent it, is to give some room between risers with the "Actor/ Adjustments" morphs included. Always try to limit its use with moderate values.

Use Genesis 8 hands to control the simulations fall, grabbing frontal risers.

When your pose is close to the floor, use Actor/ Adjustments to separate the risers from each other, and to give them some more time to fall. This way, you´ll prevent the distortion once the risers touch the floor and it gives time to the canopy fall to finish.