

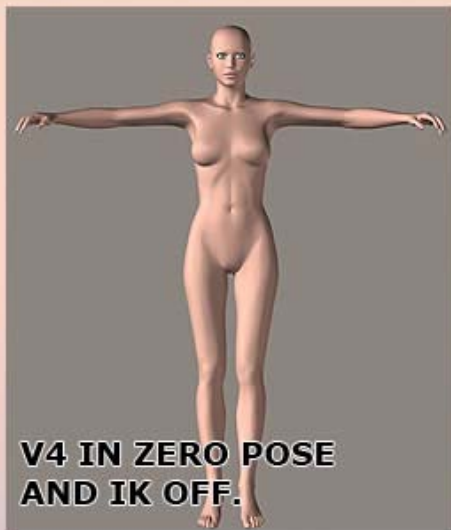
YANELIS 3D 2007

# HOW TO CREATE CONFORMING CLOTHING TUTORIAL

**Knowledge Requierements:**  
**Modeling Clothing, Basics of Grouping the cloth.**

**Welcome to the create conforming clothing tutorial by Yanelis Barros. Here you will learn how to create your own conforming clothing after you model it in your preffered 3d modeling program.**

**In this tutorial will be using Victoria 4. The advantage with V4 is that they have a developement kit that contains the perfect .cr2 file to create conforming clothing.**

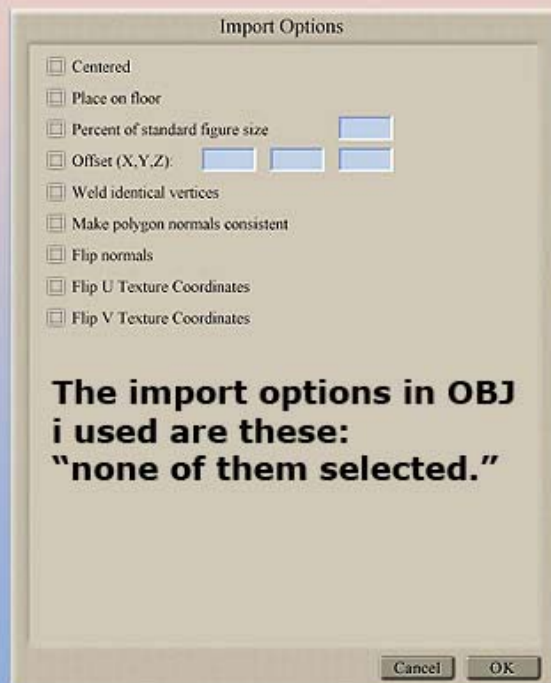
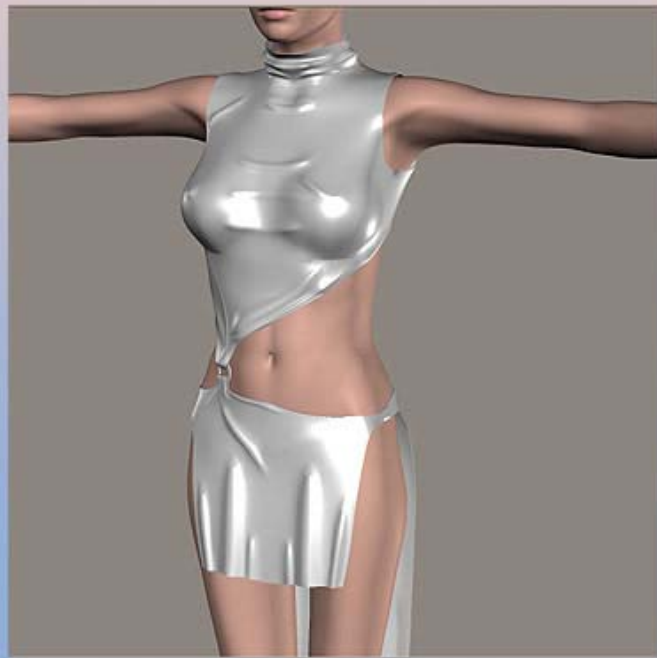


**V4 IN ZERO POSE  
AND IK OFF.**

**It is preffered to start by turning Victoria 4's Inverse Kinematics off by going to the horizontal top menu in Figure/Inverse Kinematics/Left Leg and Right Leg. Then V4 must be in Zero Pose by going to Window/Joint Editor and hit Zero Pose.**

**Now, we are ready to import your clothing. It is preffered to export your already grouped your clothing in your modeling program or in Poser (Not recommended).**

**It is preffered to import your clothing to Poser in OBJ format.**



**Here is the clothing imported in OBJ we are going to conform in this tutorial. The clothing should appear fitting exactly to V4 in Zero pose. If the clothing is out of place, or bad translated or not in the same size, something is wrong with your importing or/and exporting configuration in your modeling program.**



**The group name must have the same internal name as the Figure has. They must be named exactly the same and the names are CASE SENSITIVE. This means that if the Left Collar internal name is lCollar the group name must be lCollar. If you name it LCOLLAR, lcollar lcollar, etc, the clothing in that body part will not conform.**

**neck  
chest  
abdomen  
hip**

**This is an example on how I grouped this clohing.**

**Example**

**When you are grouping your clothing you should take refference on how the Figure is grouped. That does not mean that you will group the area exactly as the figures. For Example, you can see the whole area "hip" group takes in the clothing.**

## SETUP ROOM:

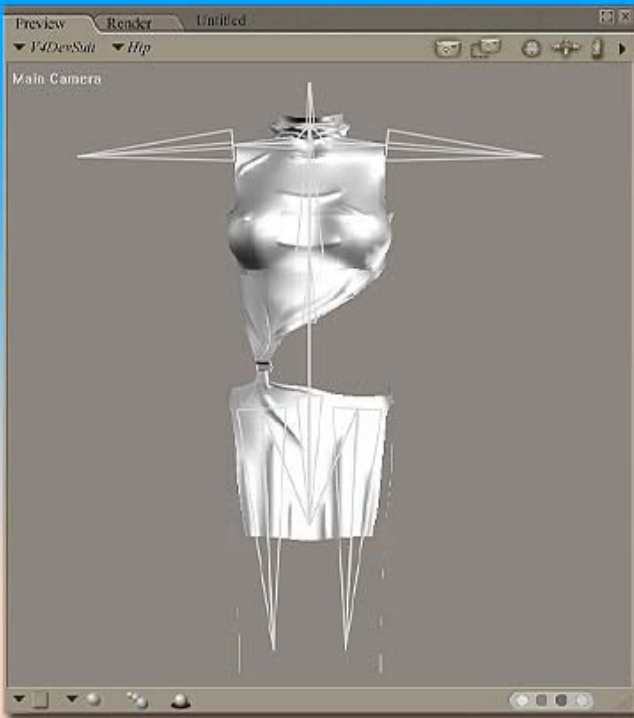
Now that the clothing model is imported and everything is ok, is time to go to the Setup Room where you will add the bones to the clothing.

Your currently selected prop will be turned into a figure once inside of the Setup Room. This action is not undoable. Do you want to continue?

**Cancel** **OK**

**V4 Dev Foundation**

**Double click to add the bones to the clothing model. You will see V4's bones appear.**



**Now, I deleted almost all the bones, only left the nesenary ones. You may notice that the clothing does not have a group name rCollar or lCollar and you may be wondering why the Left Collar, Right Collar, Left and Right Shoulder Bones are left. This is because they will be acting as ghost bones.**

**Example: If I delete the Right and left collars from this clothing. When I conform this clothing to V4 and pose her with collars up, the clothing won't pose the collars along with the body. If I don't delete them, the clothing will pose along with all the body of V4.**

**Now I am ready to go to the Pose Room again to conform the clothing to V4 and start using it.**



**Now I conform the clothing in V4 and I am ready to go and start posing and Mats :).**



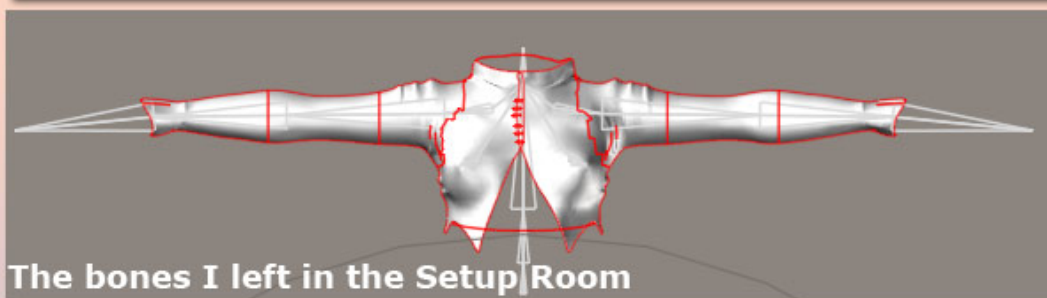
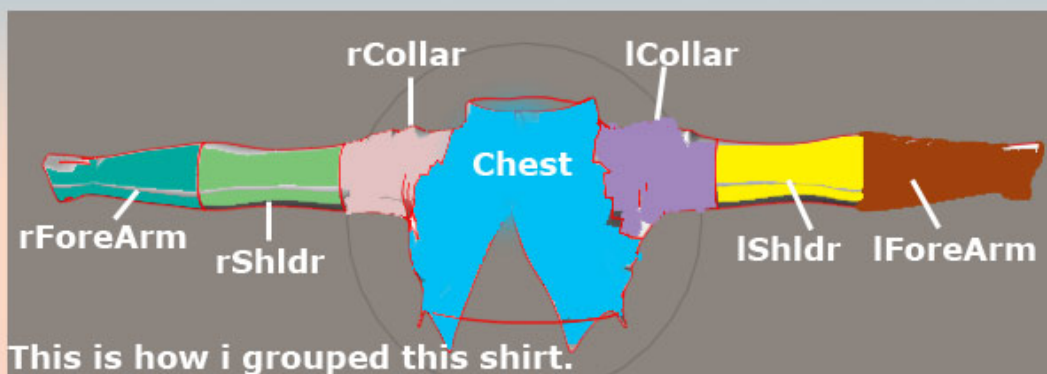


## TUTORIAL: CREATING CONFORMING CLOTHING PART 2

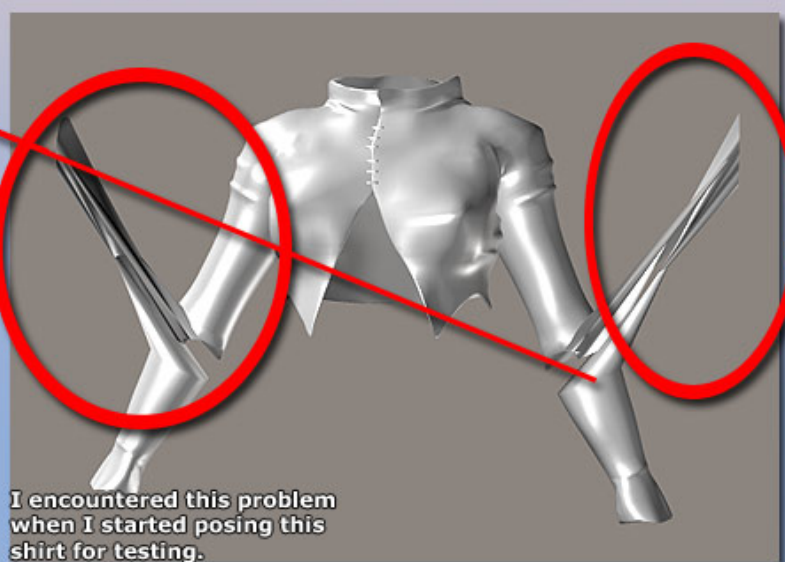
In this second part of "Conforming Clothing Tutorial" you will learn how to adjust joints and some issues you encounter after you conform your clothing.

I will start with this shirt I Just Conformed. This is the "Judgement M2" shirt.

A Little re-view



After I conform this clothing to Miki 2, what you always do is Test the clothing alone with bending, twisting, side side, etc.



It is time to open the Joint Editor to fix these issues.

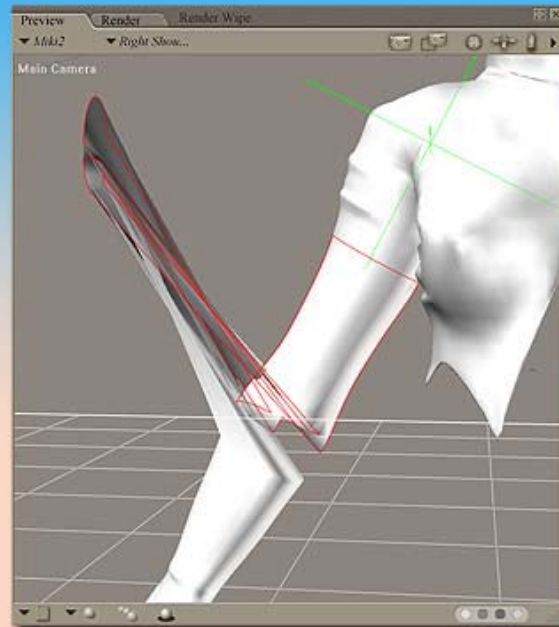
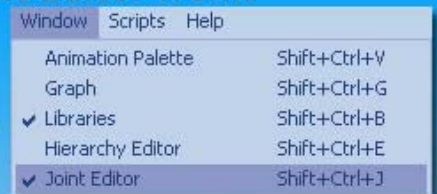
The Joint Editor is a configuration panel very rich in options.

There is where you configure all the bones in a figure.

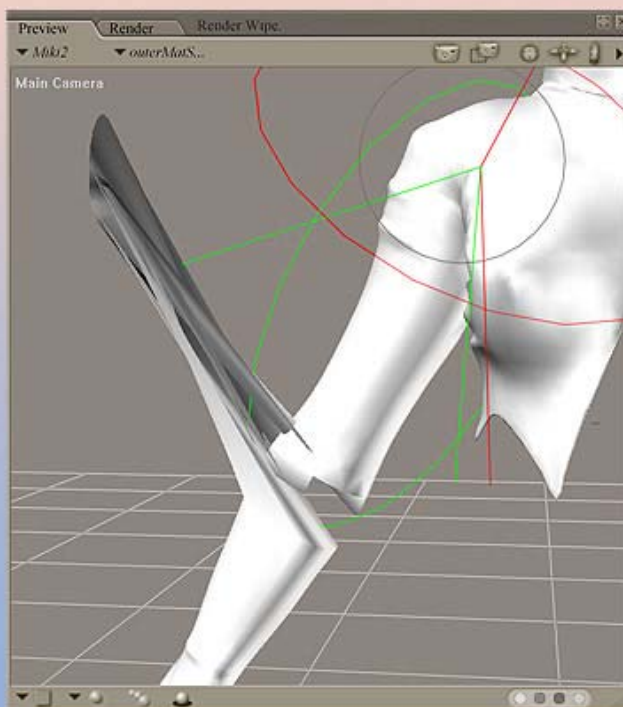
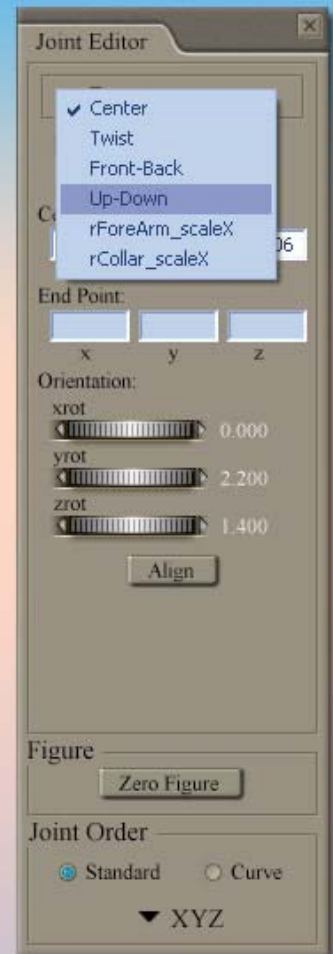
This time we will be working with the Inner and Outer Sphere Zones of the bones.

**To start adjusting these problems. We open the Joint Editor from:**

**This window will appear.  
To start adjusting first select  
the body part we wish to adjust.**



**In the Joint Editor you select  
Up-Down because that is the  
movement option we are using  
that causes this issue.**

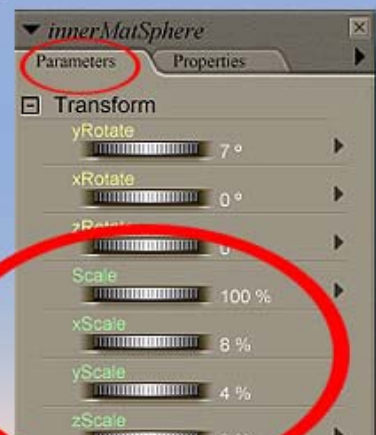


**Now, you notice  
that two spheres  
lines appeared:  
One Green and  
One Red.**

**Green one is the  
Inner MatSphere  
Red one is the Outer MatSphere.  
When you practice rigging, you will  
get the hang of it on how these little  
magic bubbles work ;).**

**Now I start by selecting the Green  
Mat sphere so I can see if this one  
is responsible of this issue.**

**I start by scaling to see if this fix this  
issue.**

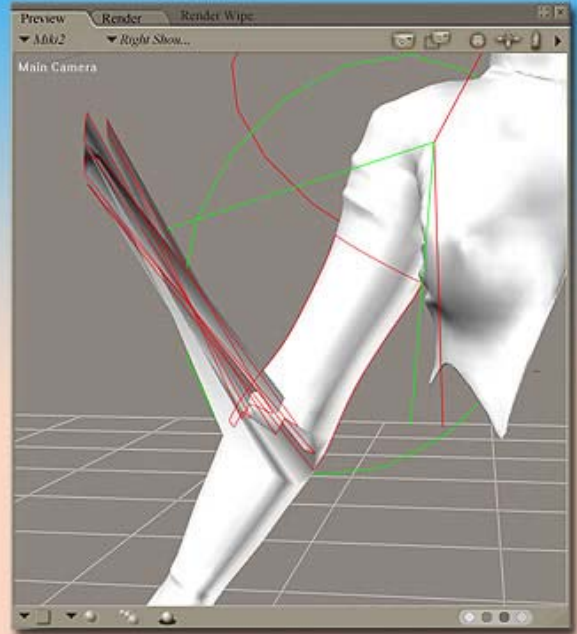
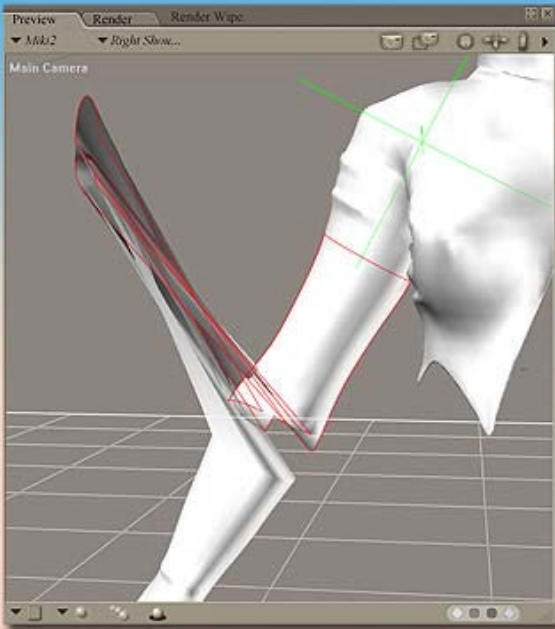




yScale

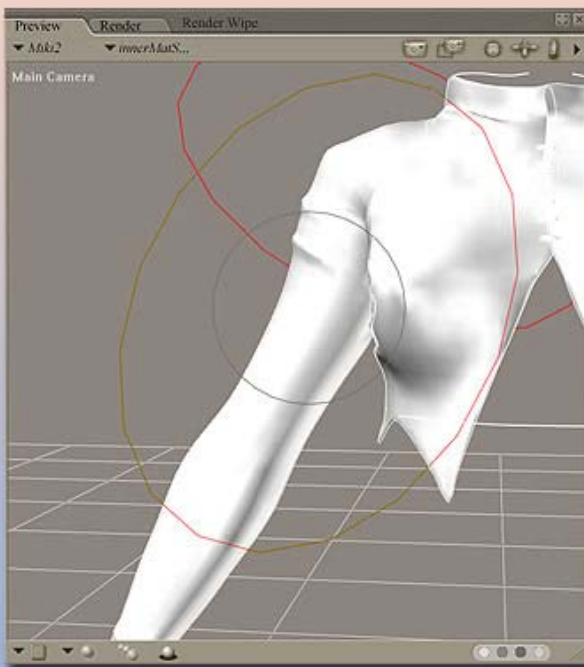
6 %

**I manipulated the inner matsphere Y Scale from 4% to 6% and we are already seeing some improvement, but that does not fix the problem.**



xScale

9 %

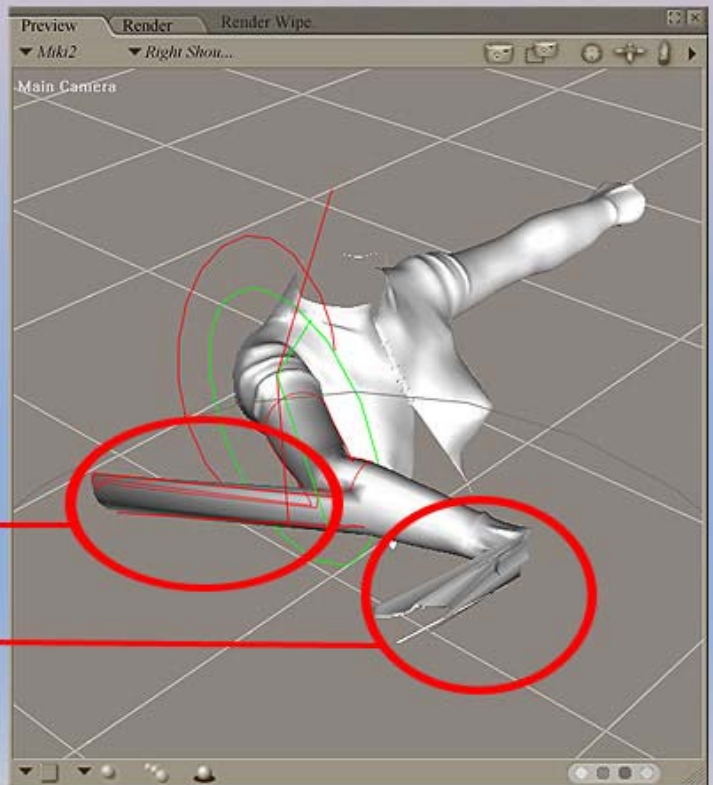


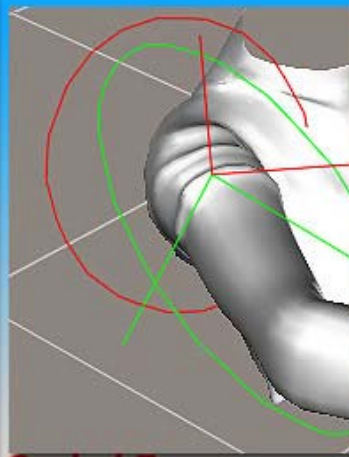
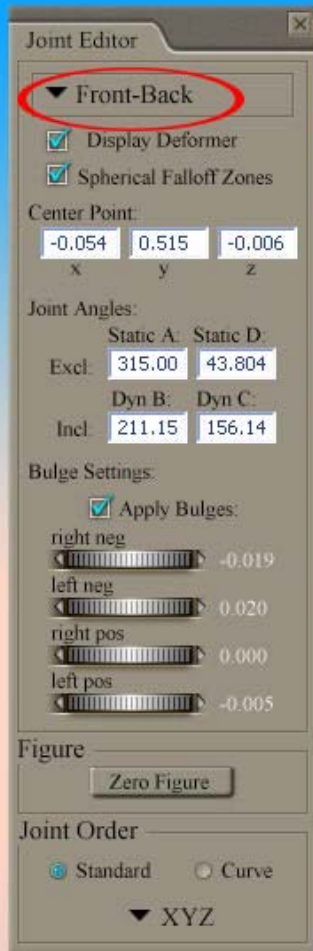
**Now, I manipulated X Scale from 8% to 9% and that fixed the problem. I believe you are now getting the idea of how the MatSpheres work. Now I am going to keep posing the shirt to keep encountering some joint problems.**

**We Still have some joint problems. We fix them the same way.**

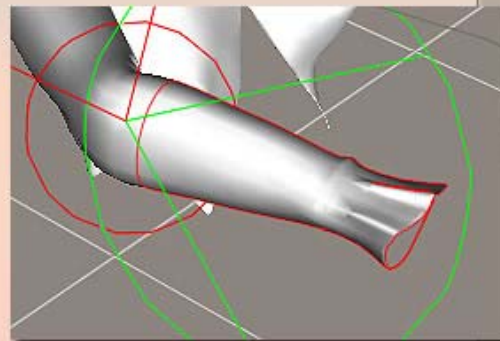
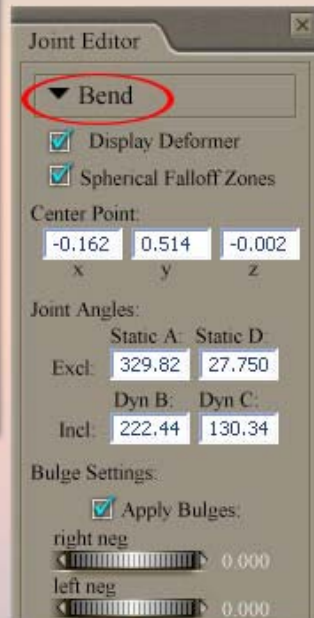
**Front-Back dial**

**Bend Dial**



**Scaled Z**

These kind of issues can happen anytime. It doesn't happen always. That would depend also how wide the clothing is, etc.

**Scaled Z, X and Y.**

Most of the times these issues are fixed with the inner matspheres. But if you continue to try try fix and it isn't working, try with the outer mat sphere.

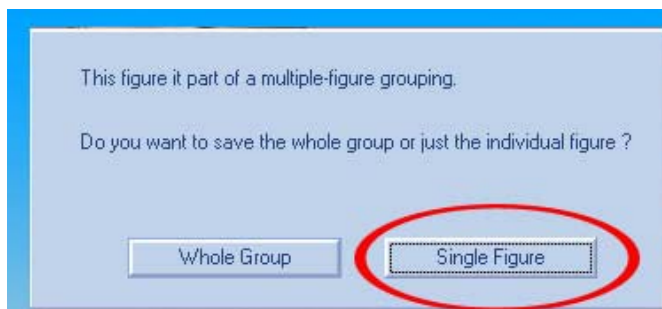


After we pose this shirt with Miki and we can see that everything is working fine, we can add this to the Figure Library.

To add this to the library you first select any part of the clothing and then hit the add button.







**You will hit single figure to add only the clothing figure. If you hit whole group option, you will add Miki and the shirt to the library in the same cr2.**

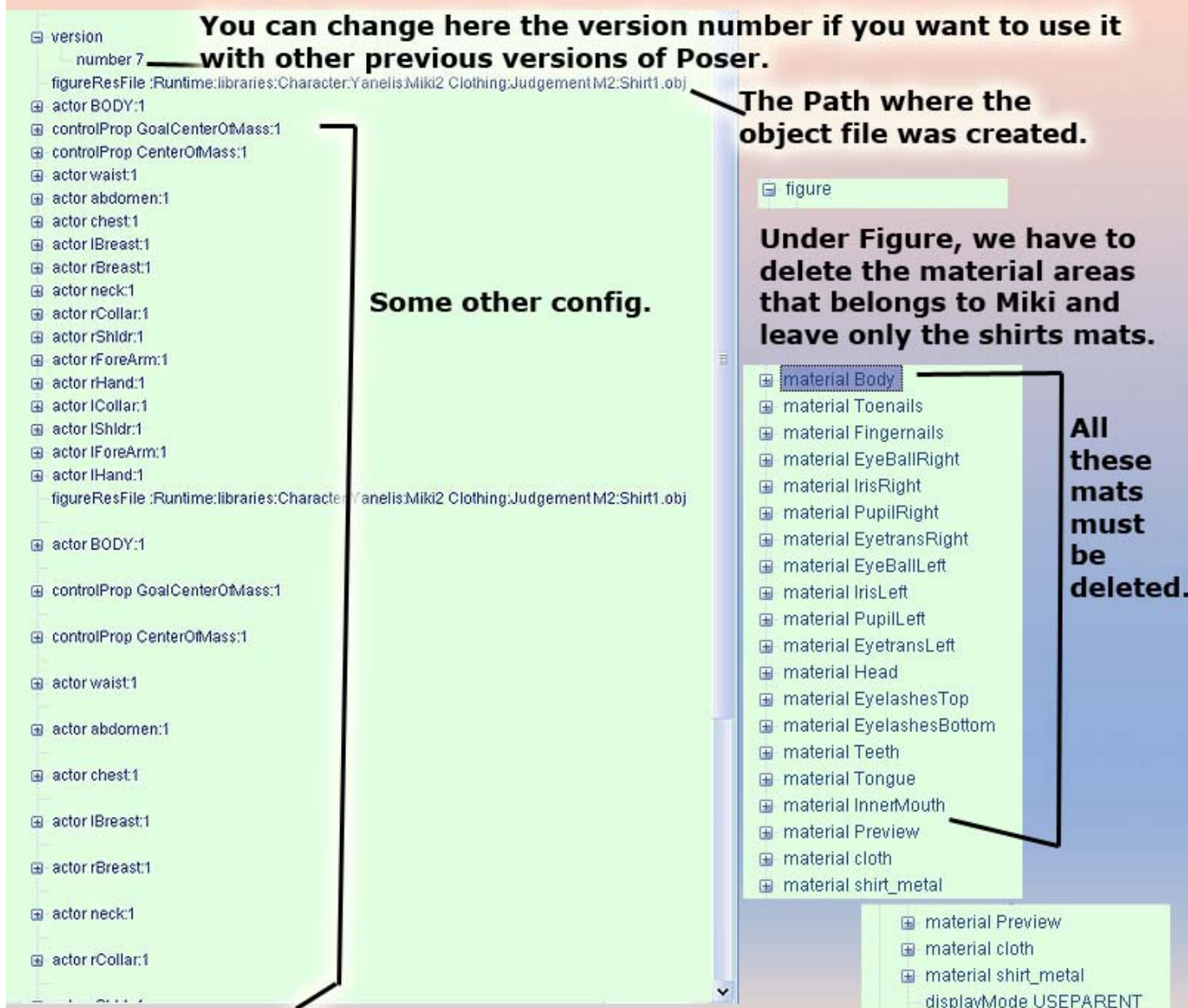
**After you add the cr2 to the figure library, Poser automatically creates the clothing obj in the same folder where you added the cr2. It is preferred to stay with the OBJ file Poser created to avoid future problems.**

**Some people prefer to have this OBJ file in the runtime/geometries folder. But Poser doesn't give any problem if the OBJ stays in the folder where you added the clothing cr2. So, basically this is your choice.**

**Before we kind of "finish" (because the work with conforming clothes never ends) we have to fix some other things in the cr2 programming.**

**The best software so far to edit cr2 or any poser file is this one:**

**"Cr2 builder" You can find this program in Renderosity Free Stuff. Search the free stuff area under the topic : Poser file editor.**





**Now you save your work, and you are ready to go to start adding mats, do some morphs targets and some more adjustments that you will find in your journey of being a clothing creator.**

**You can view the Creating Morphs target on clothing tutorial called "Created breast morph on clothing" in**

**[www.yanelis3d.com/forum](http://www.yanelis3d.com/forum)**