

Windforce in Poser

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Tools Needed

* **Poser 5 or 6**

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Introduction

This tutorial intends to show you how to [apply](#) windforce to dynamic [hair](#) and dynamic [clothes](#) by using the "Wind Force" object in [poser](#). You should be familiar with poser and its hair- and cloth- room.



Step 1 - Setting up the scene



Open poser and load your desired figure and the dynamic cloth. For this tutorial I am using DAZ's "Victoria 3" and the "Vicky 3 Dyn Gown" by Karanta. Important: Wind Force can only be applied to dynamic hair and cloth!

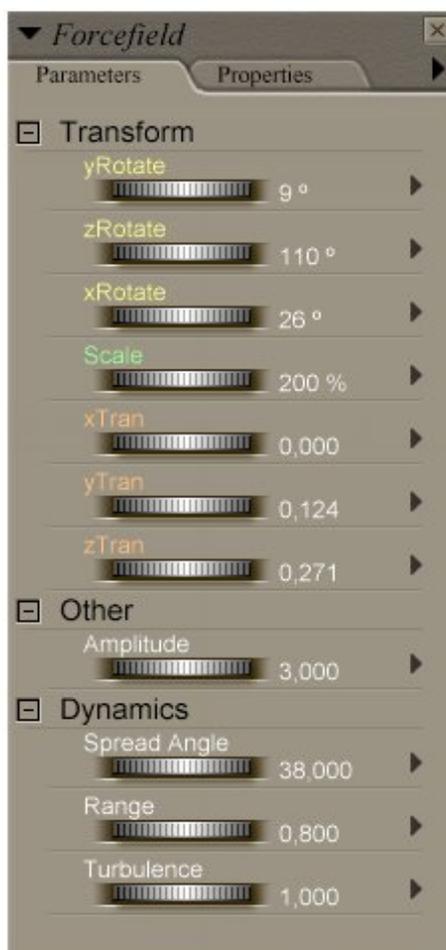
Step 2 - Add and position the Force Field



With the cloth selected go to "Object > Create WindForce". Position it by using the parameters palette in front of (or behind, or beside) the dress - just like you would like it to be affected. You can also scale and rotate it.

The properties of the Force Field are set with these dials: Amplitude, Spread Angle, Range and Turbulence.

My settings are these:



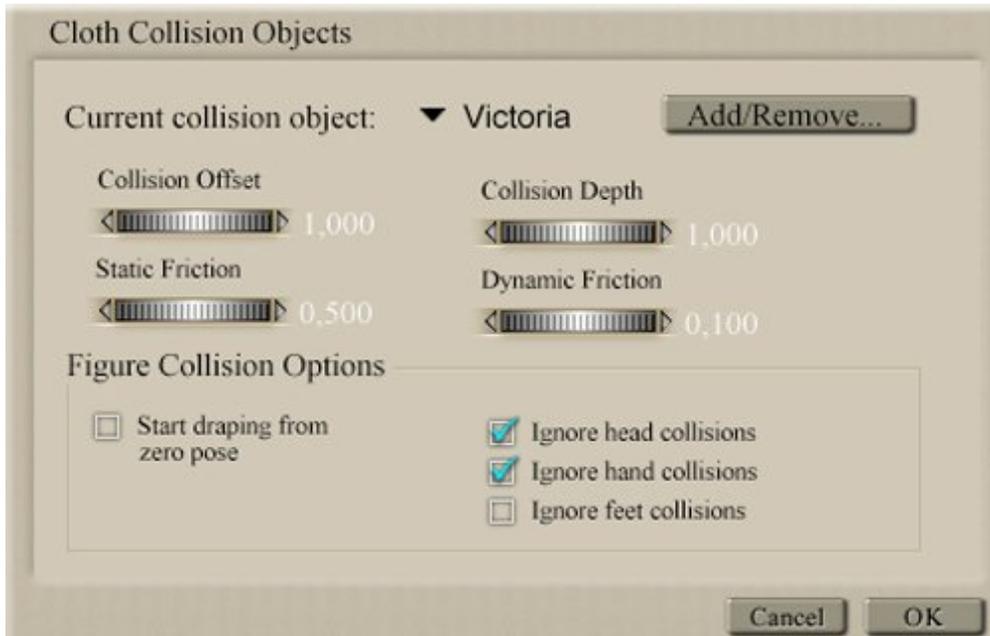
Step 3 - Calculation in the cloth room

In the animation control window select frame 15 and pose your figure. Now go to the cloth room and create a cloth simulation as usual:

"New Simulation" - button: create the new simulation by clicking this button.

"Clothify" - button: choose the dynamic clothing prop, click OK.

"Collide Against" - button: choose Victoria by clicking on the "Add/Remove..." button, OK.

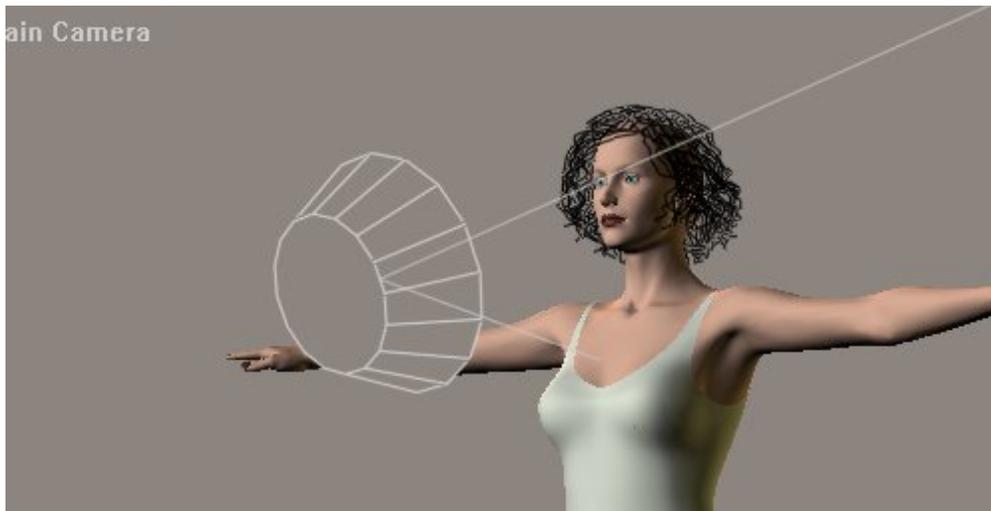


"Calculate Simulaton"-Button: starthe the calculation by clicking this button.



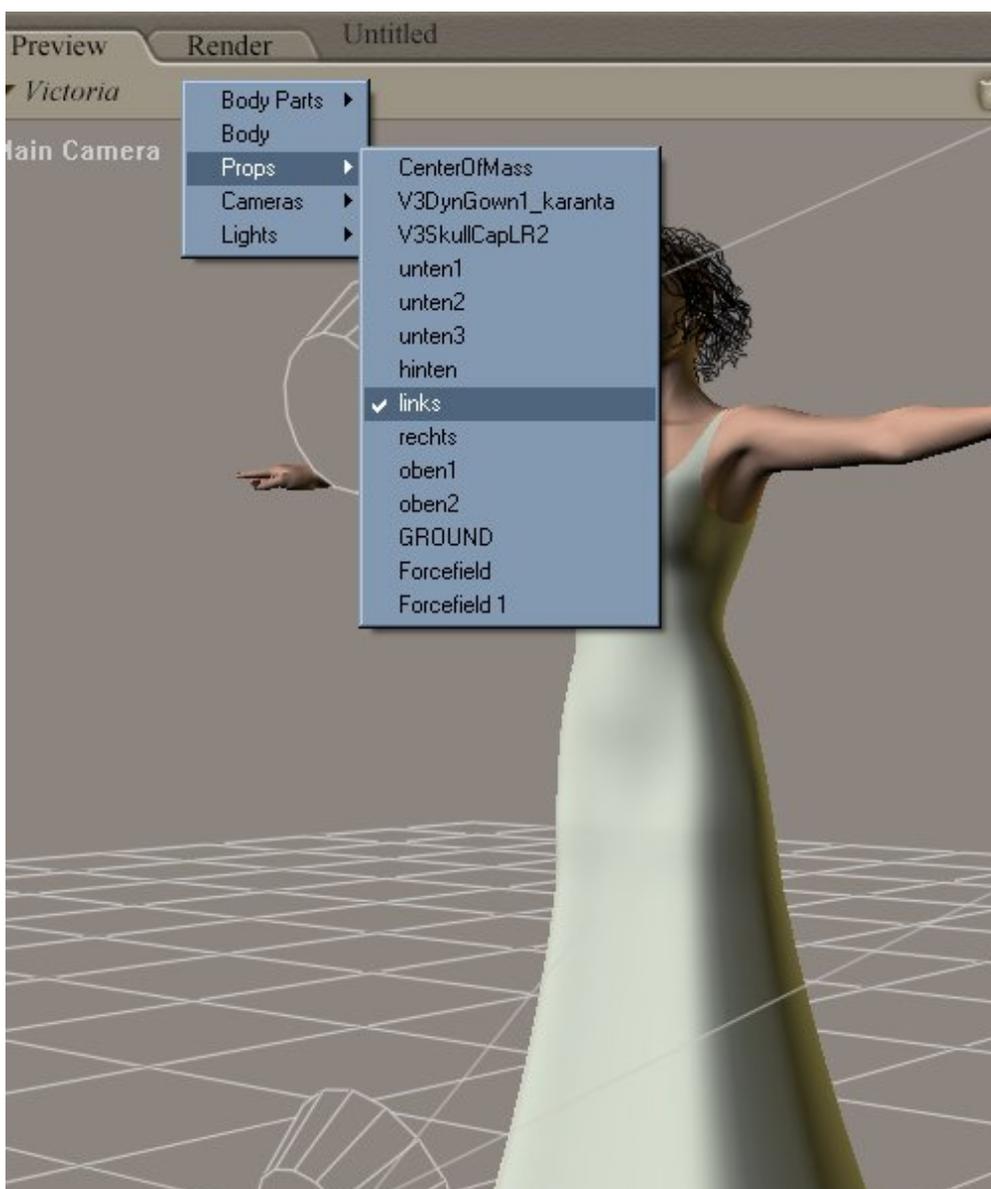
Step 4 - Adding dynamic hair and another Force Field

Back in frame one load the dynamic hair and create an additional Force Field as described above. Position it in front of (or behind, or beside, ...)the figures head with the hair. For this Force Field I use the same settings as for the first one.



Step 5 - Calculation in the hair room

Go to the hair room and select one of the hair groups:



Now look at the "4. Dynamics control" part of the window and click : calculate dynamics:



You can do this now with each of the hair groups.

Step 6 - Some Notes concerning the hair calculation

1. For better results you may change the windforce properties for each hair group or create a separate force field for each hair group.
2. In the "4. Dynamics control" part check the box named "do collisions" and (!) also check the box named "collision detection" in the properties palette of the figures body parts (neck, collar etc.) that might collide with the hair. You should do that in order to avoid the penetration of these body parts by the hair!
3. For rendering and easier work you will have to set the Force Fields invisible (properties, uncheck the boxes).

Step 7 - Final Image without and with wind force.

Image without Wind Force:



And with wind force:



I hope this tutorial was helpful for you like so many other tutorials have been helpful for me. Last but not least : have fun !