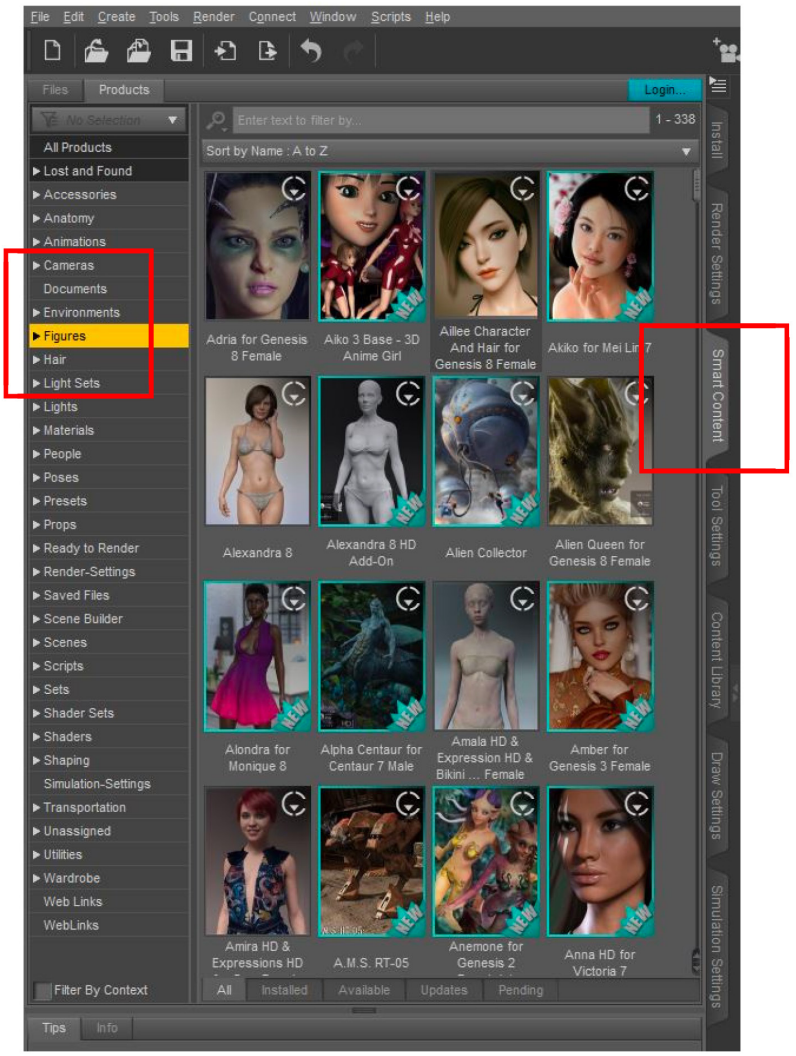
BROWZWEAR + THE DIGITALS

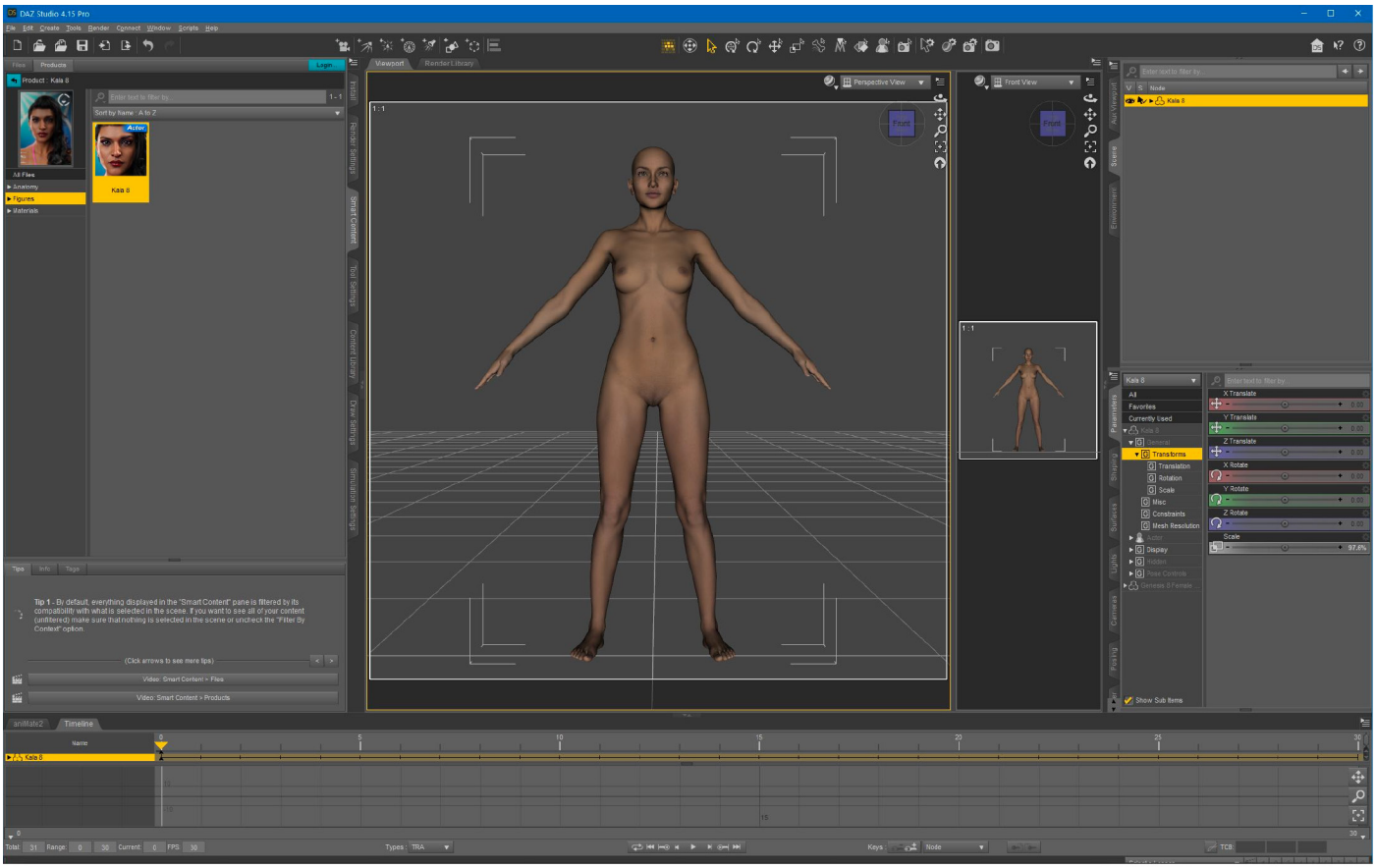
VStitcher & Daz3D
Animation Workflow Webinar

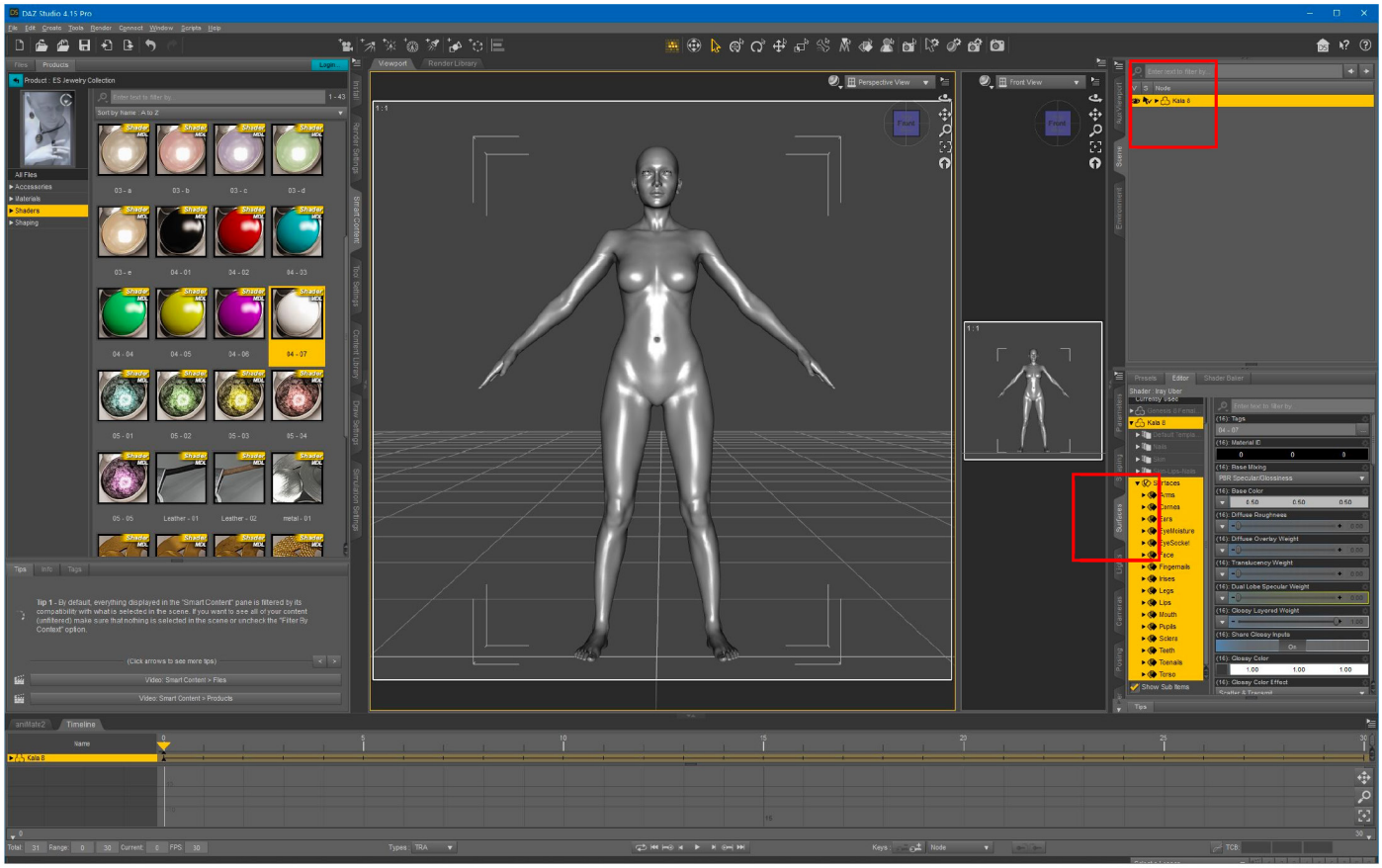
Step by Step Guide

- Open DAZ 3D studio
- Load avatar from DAZ Store (Kala8 for this tutorial). You may want to use a different base character, or one you have customized yourself
- Use the Smart Content tab and look in Figures in the drop down menu to browse

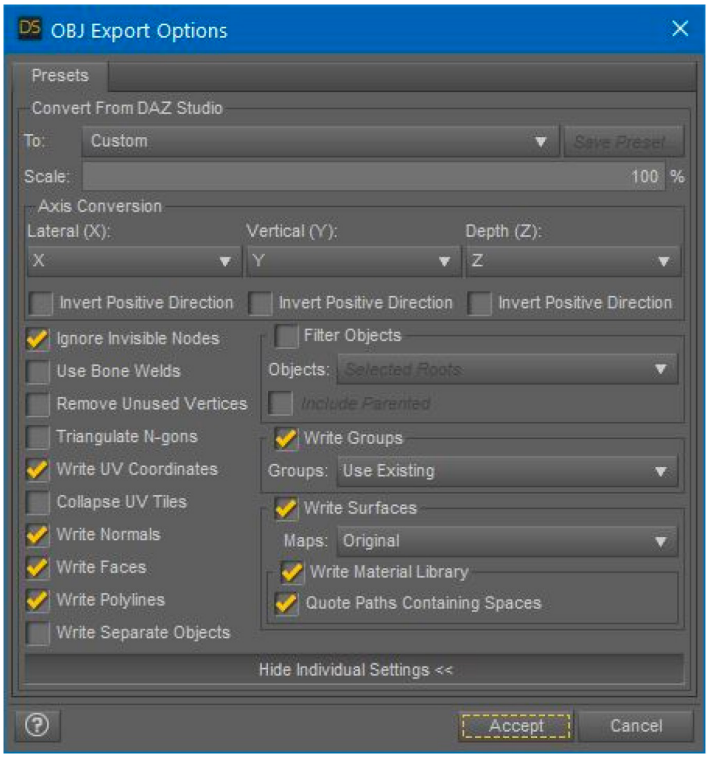


- Kala 8 loaded in

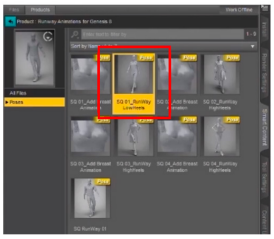


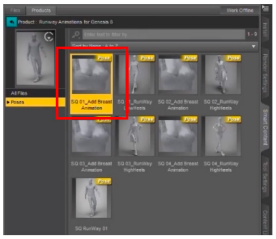


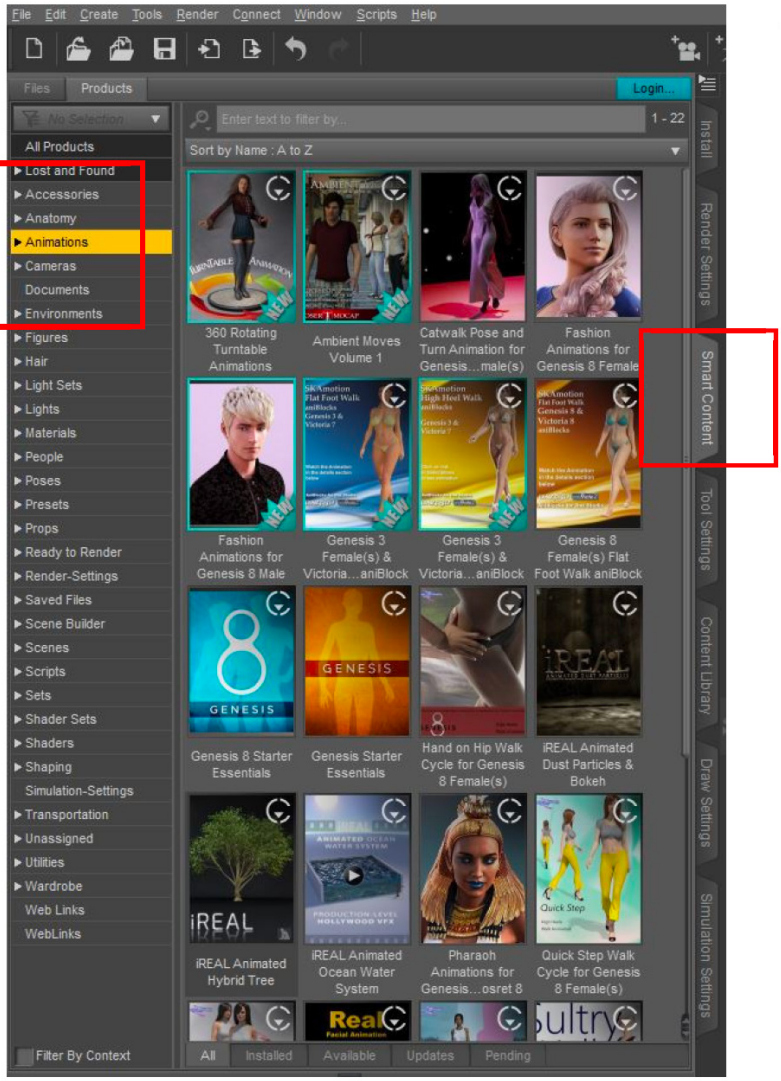
- Select all of her surfaces and turn them into a single base texture, this way she's a mannequin rather than a photorealistic figure. In the bottom right menu, ensure you have the figure selected and open the Surfaces tab, select all the surfaces and change them into a single base texture
- Delete everything but the figure (eyelashes, hair, etc.) to get the simplest mannequin as possible
- Export her as an OBJ and save her for later

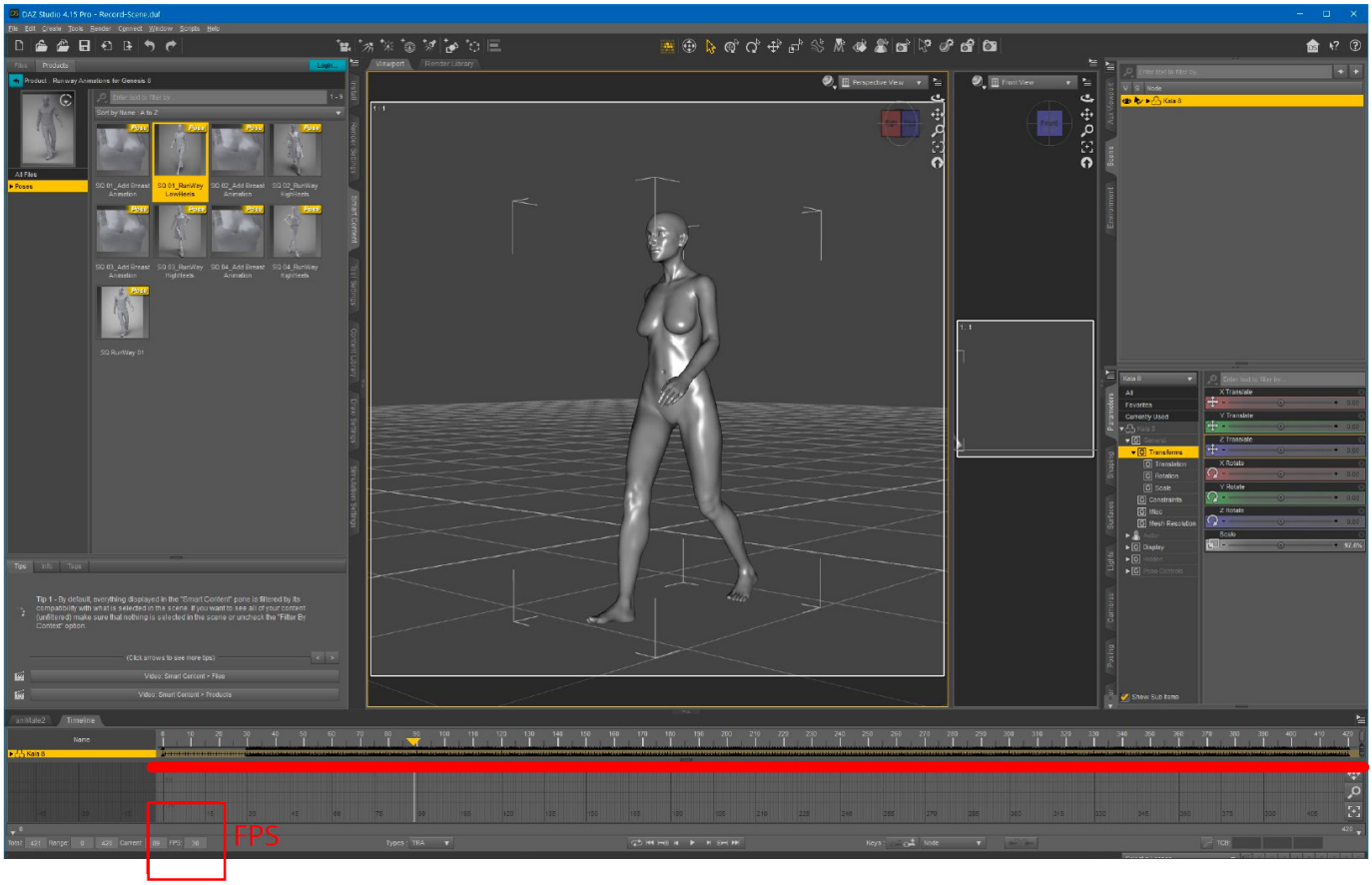


- Under the Smart Content menu click Animations, select the figure, make sure she's highlighted in the scene tab and by double-clicking apply your selected animation on the timeline. You can set the FPS of your timeline at the bottom right of the window. I set this to 60FPS for this tutorial
- Add additional body animation if available to get an extra realism

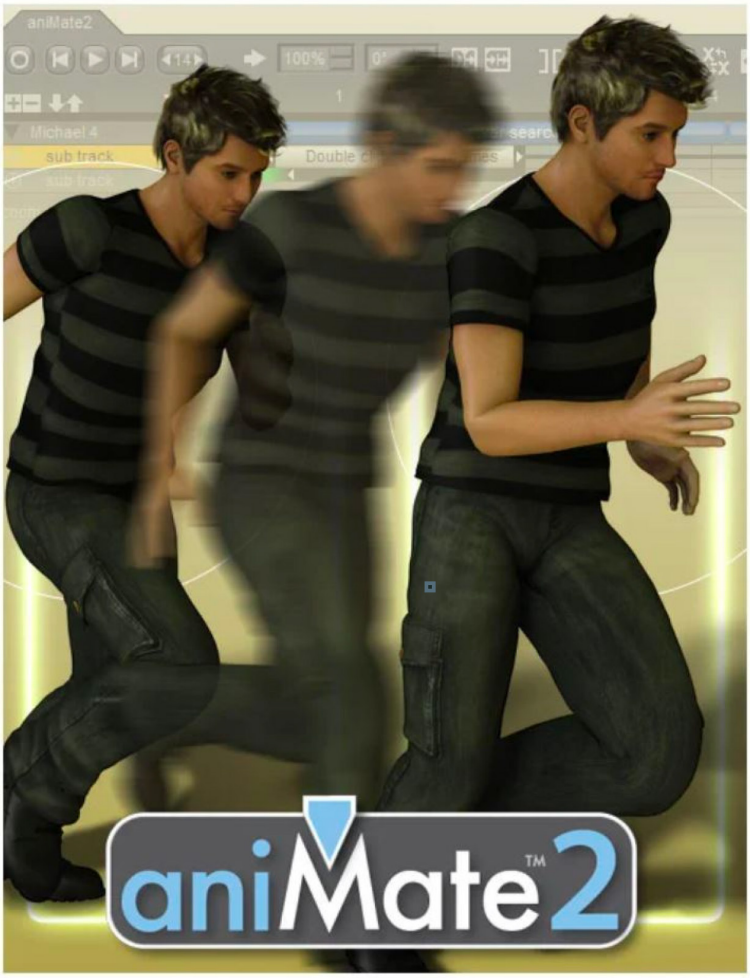




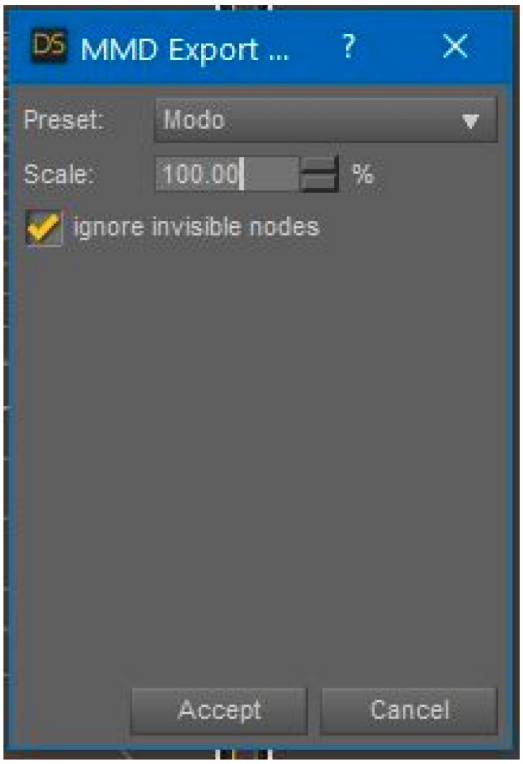


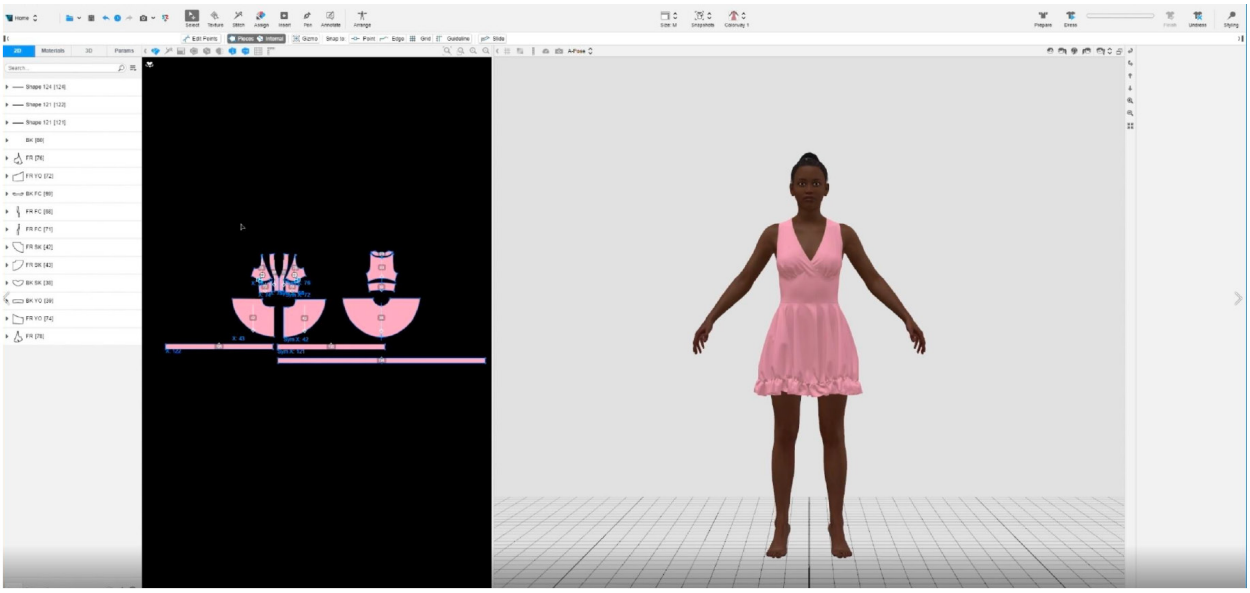


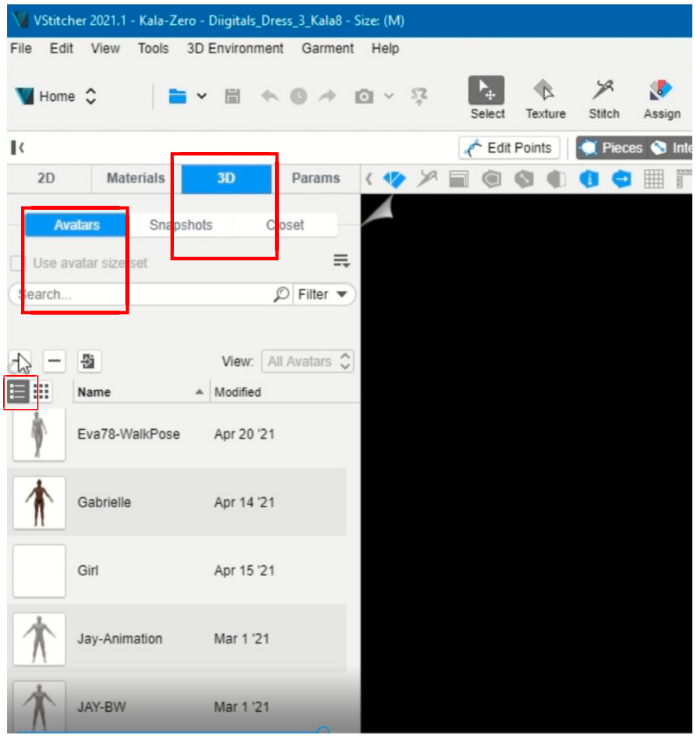
aniMate2



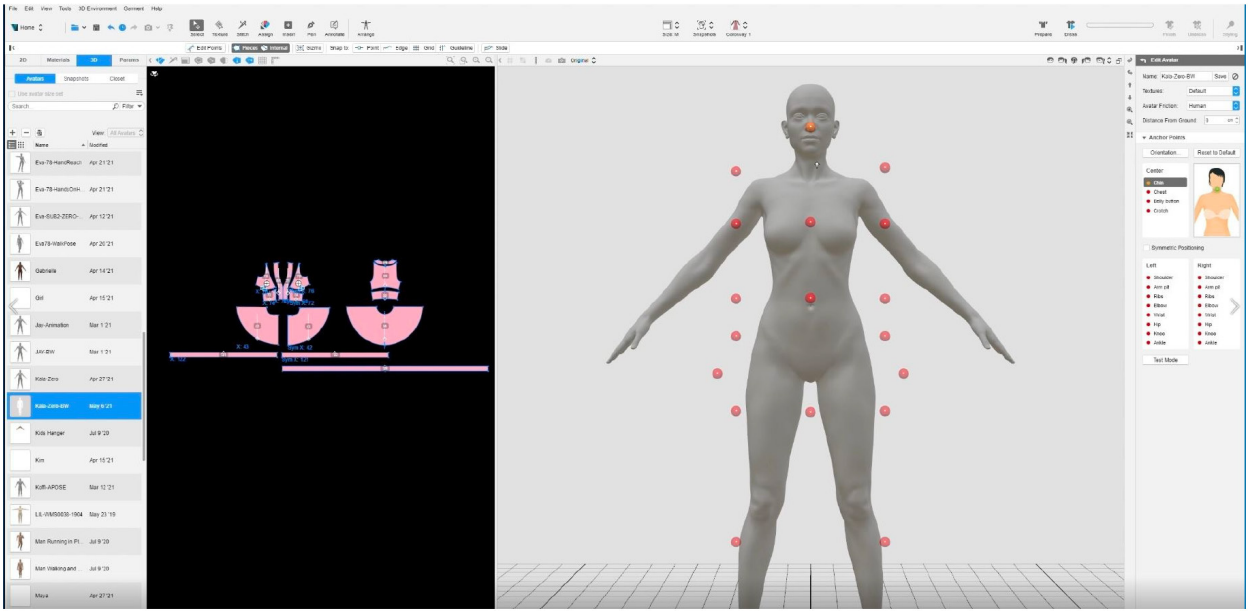
- Export animation as a MDD cache file, for this step you need an AniMate2 plugin
- Go to File > Export > select MDD format > Export as Modo and type in 100%
- Now we have exported these elements, make sure your scene is saved ready for us to get back to

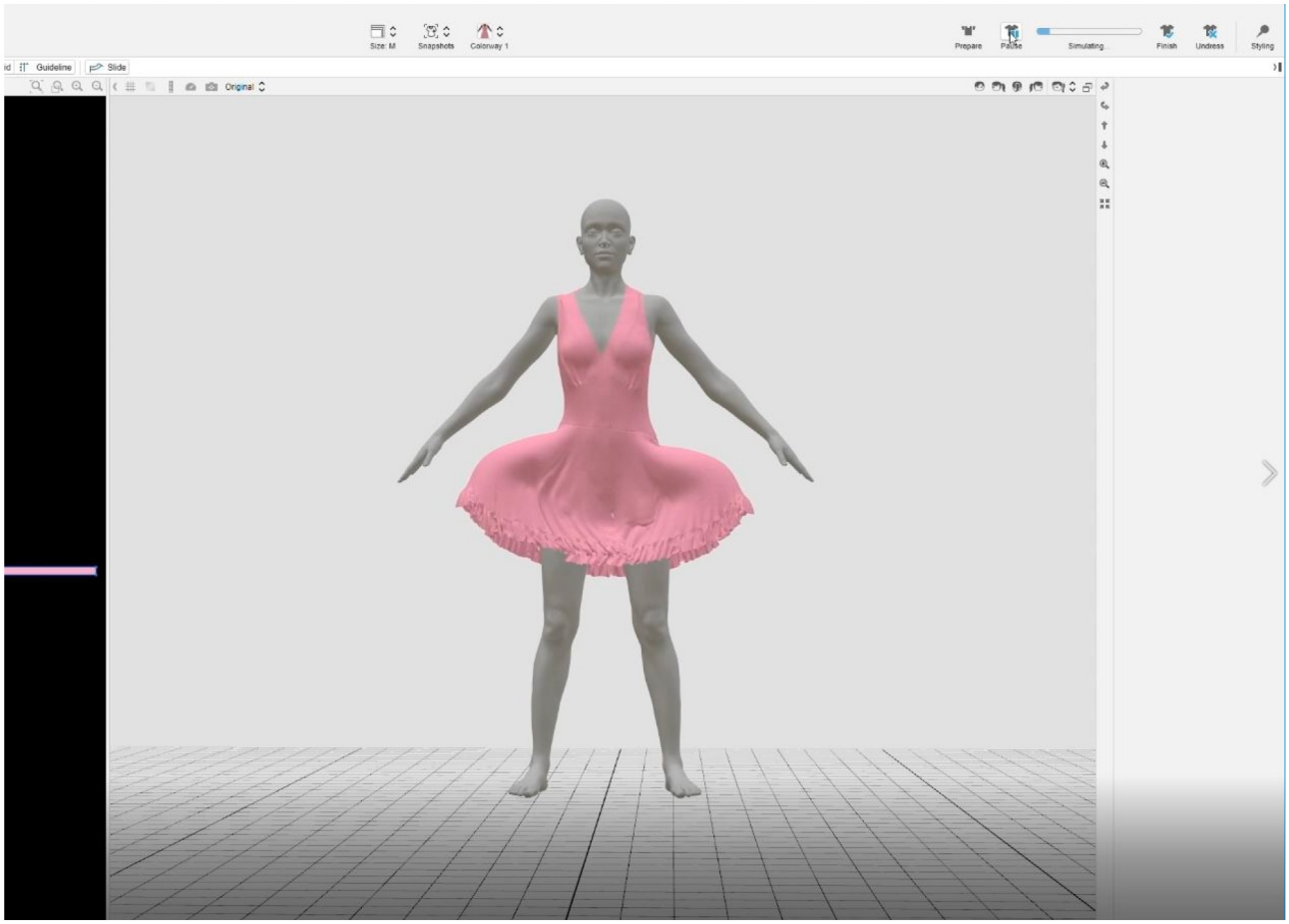




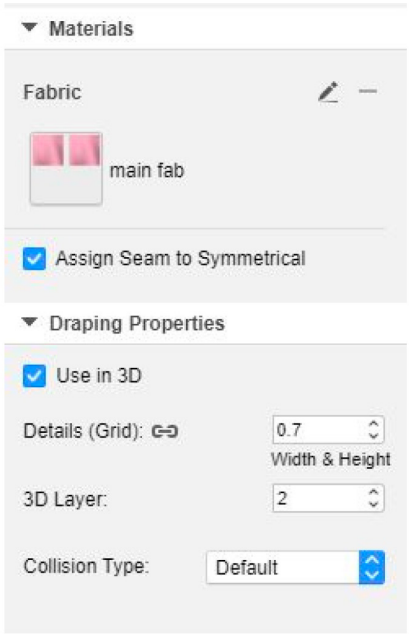


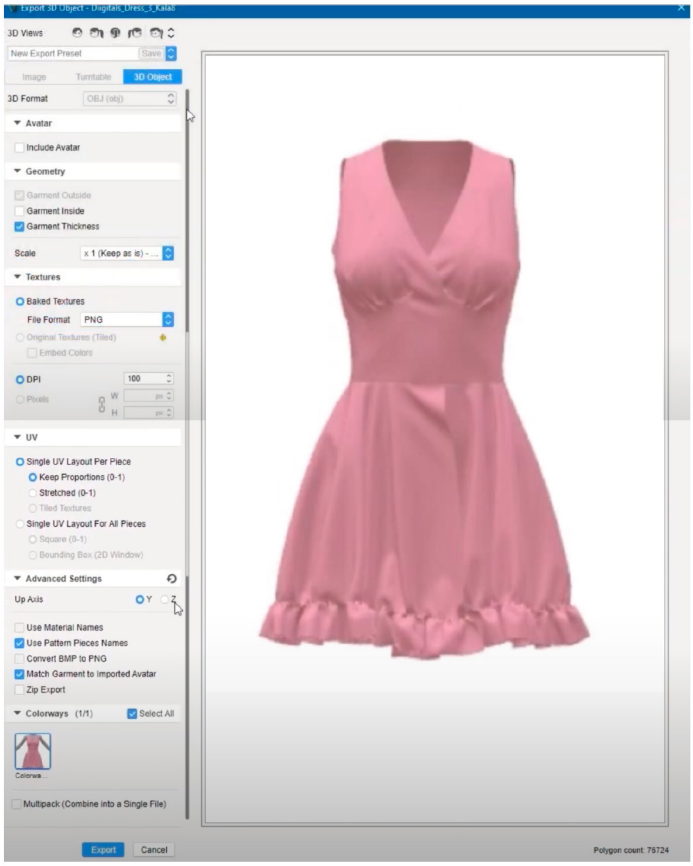
- Open VStitcher and load the .bw file with the pink dress
- Under 3D tab go to Avatars, press plus icon and import our OBJ from earlier, set the anchor points

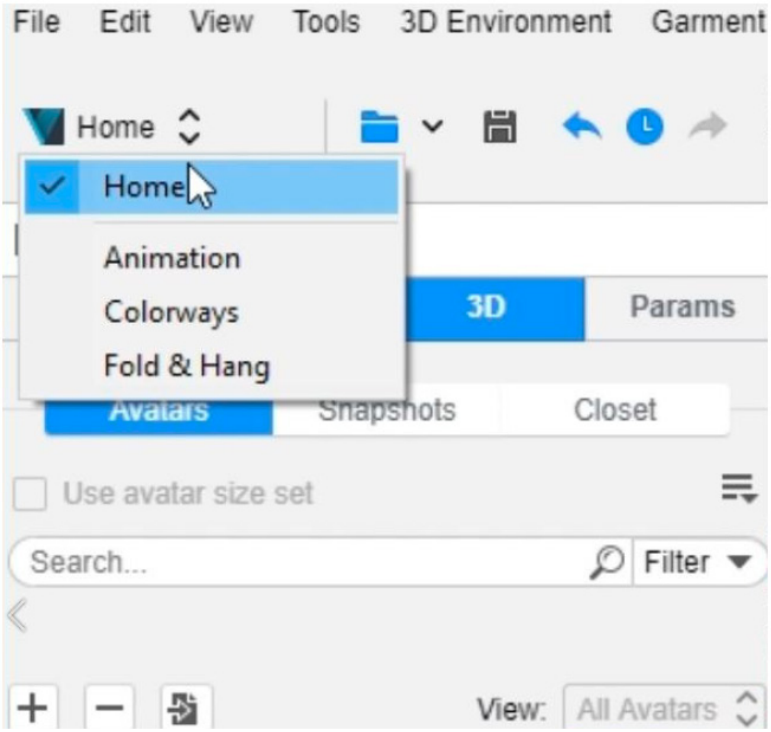




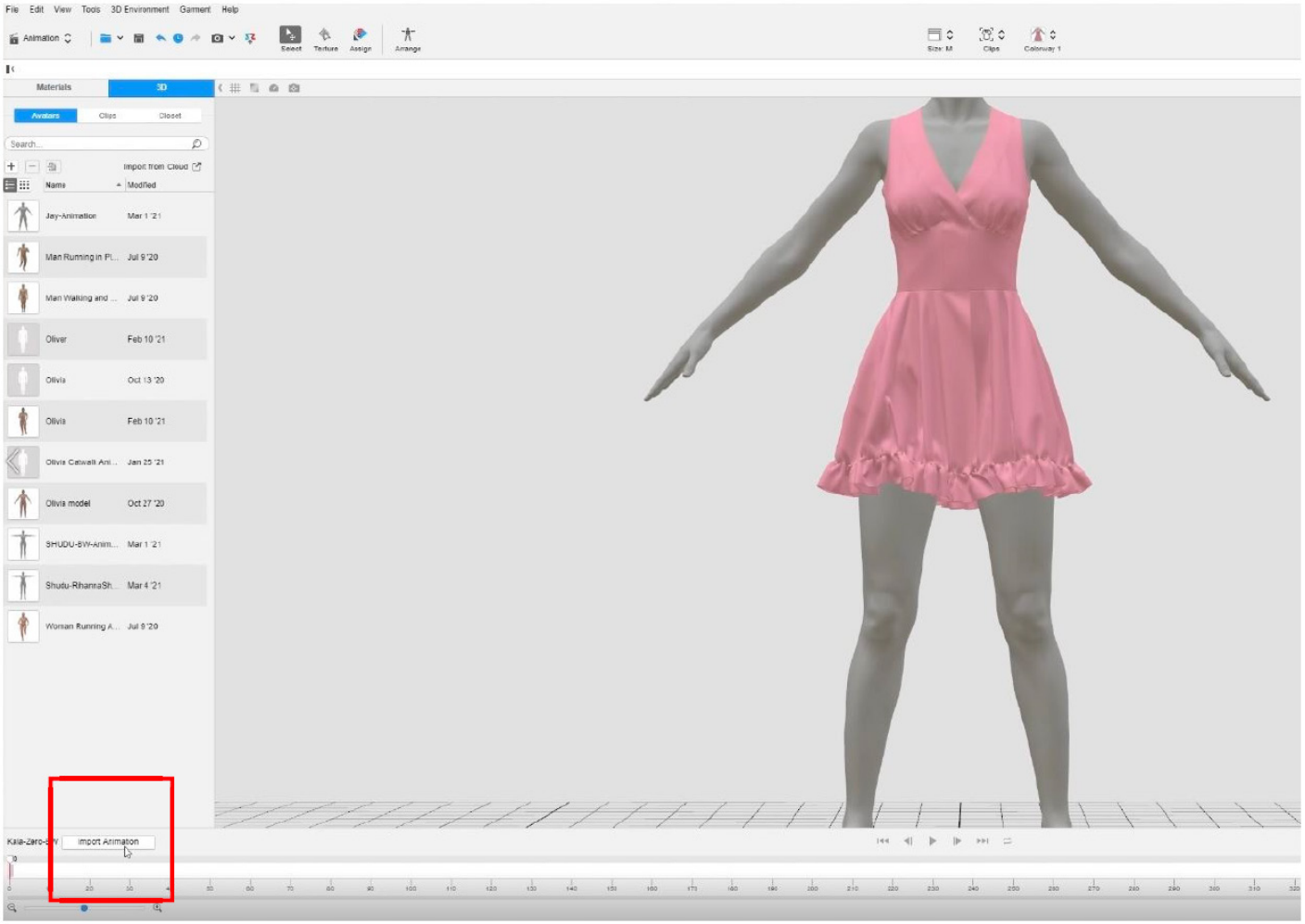
- Go to Prepare mode and Dress the garment
- Export the outfit as an OBJ in an A-pose and save for later (settings)
- Garment's grid is set to 0.7
- Collision type Default

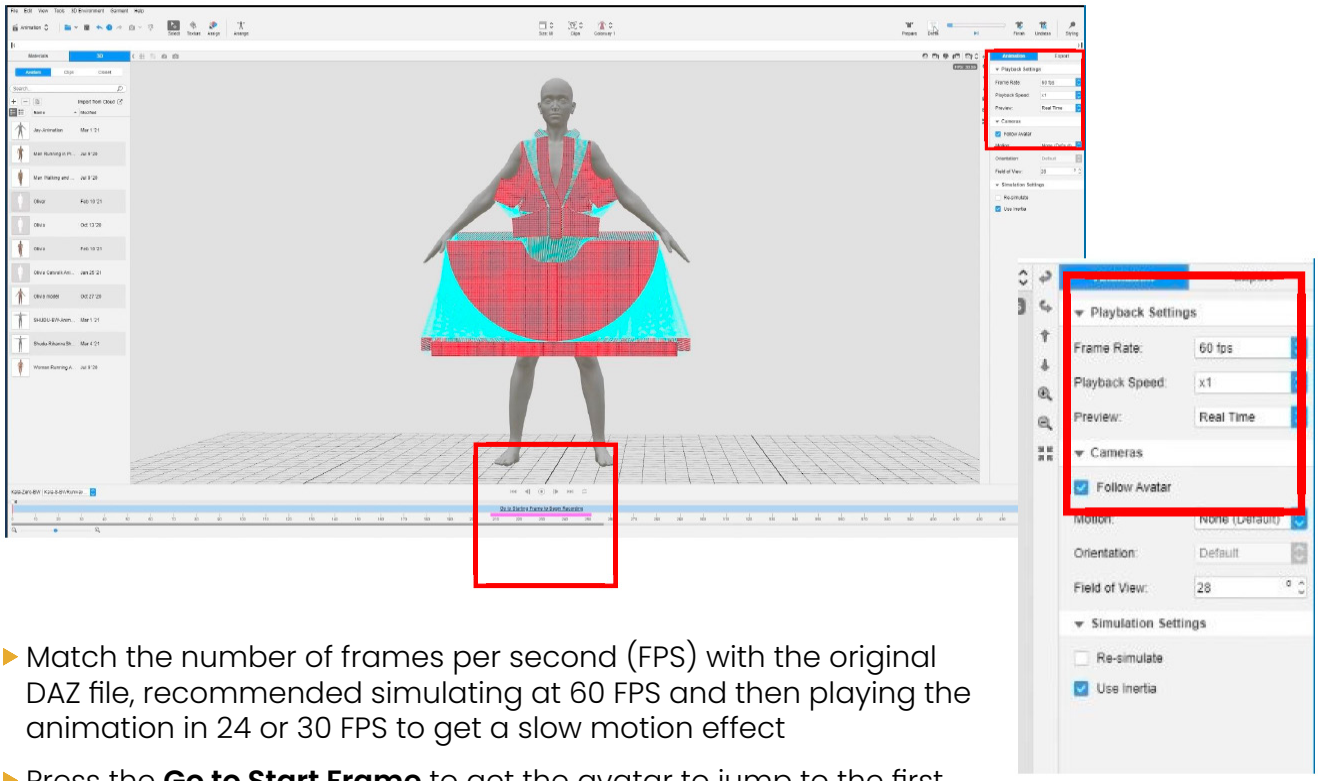




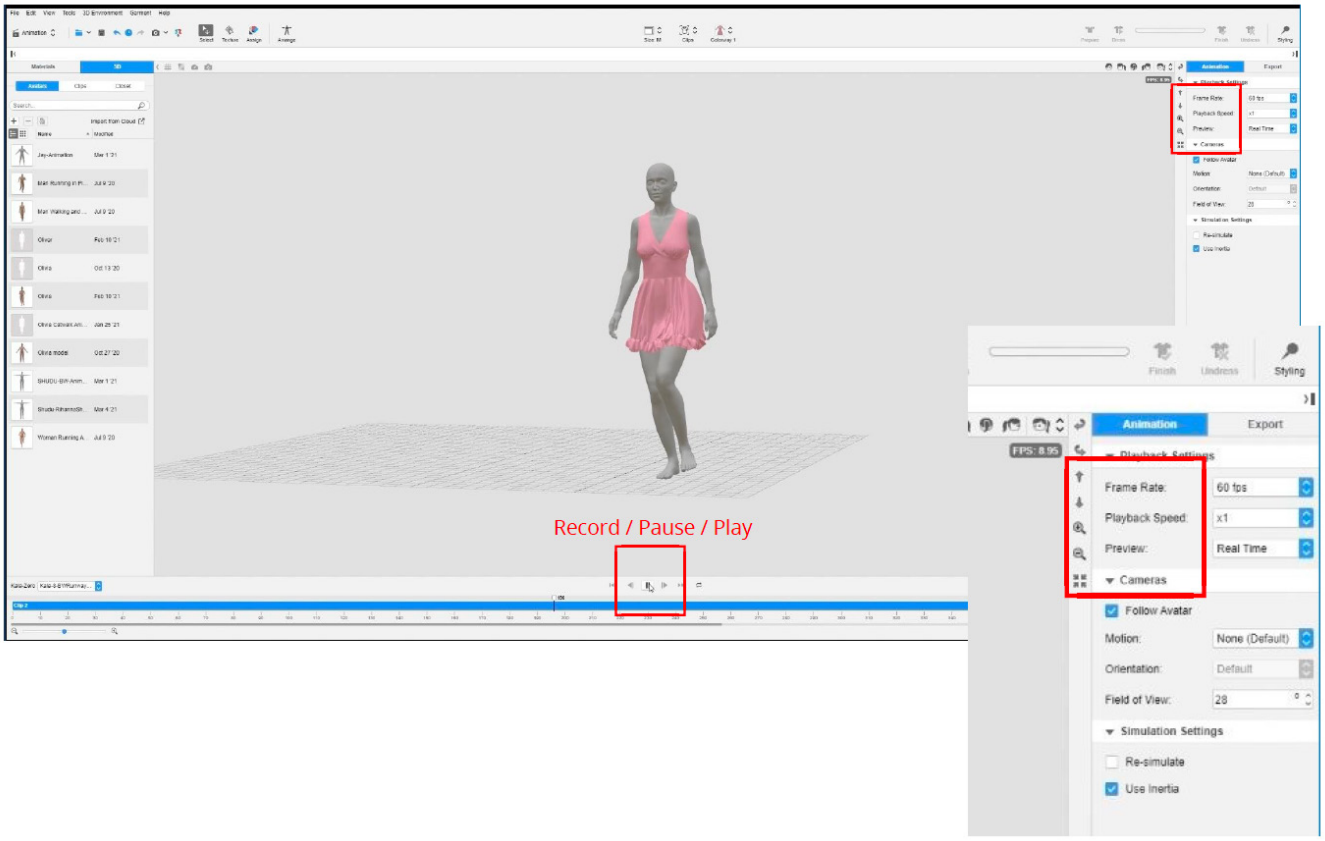


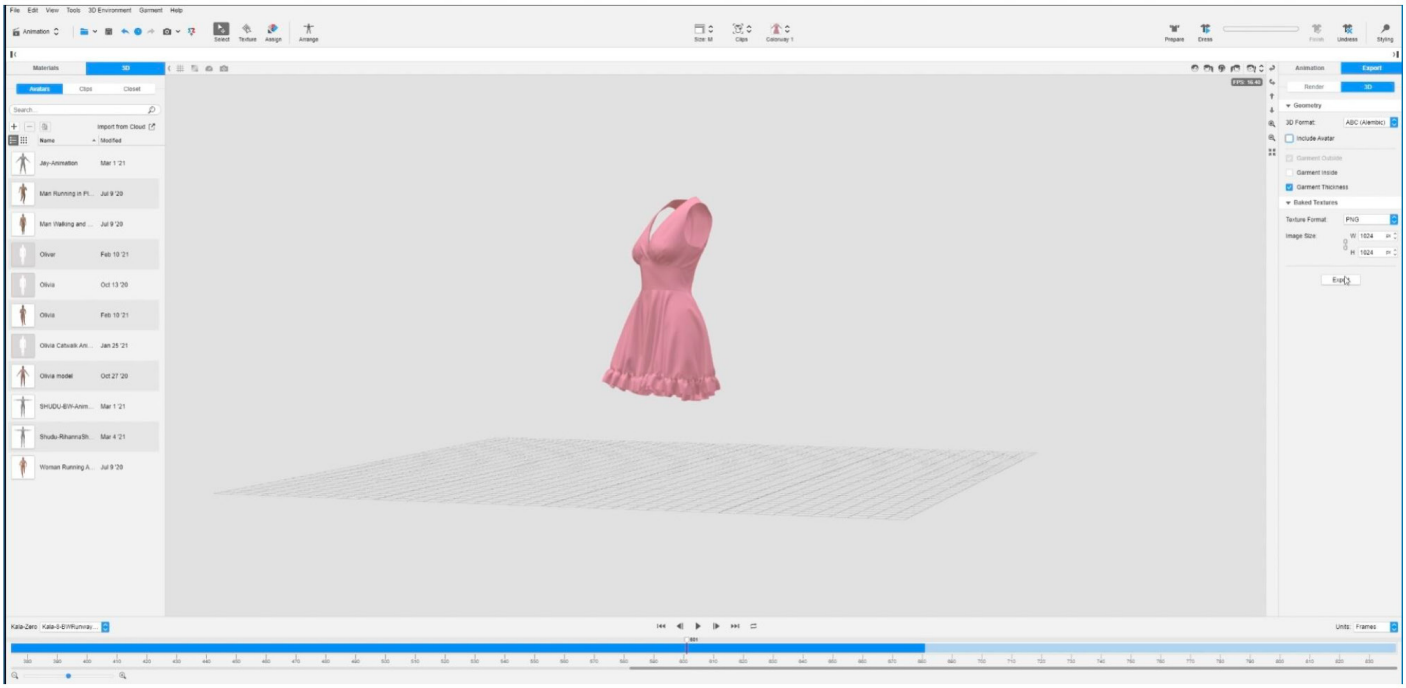
- Go to the Animation workspace
- To import animation, click the Import Animation button above the timeline, locate the MDD file and load it to VS

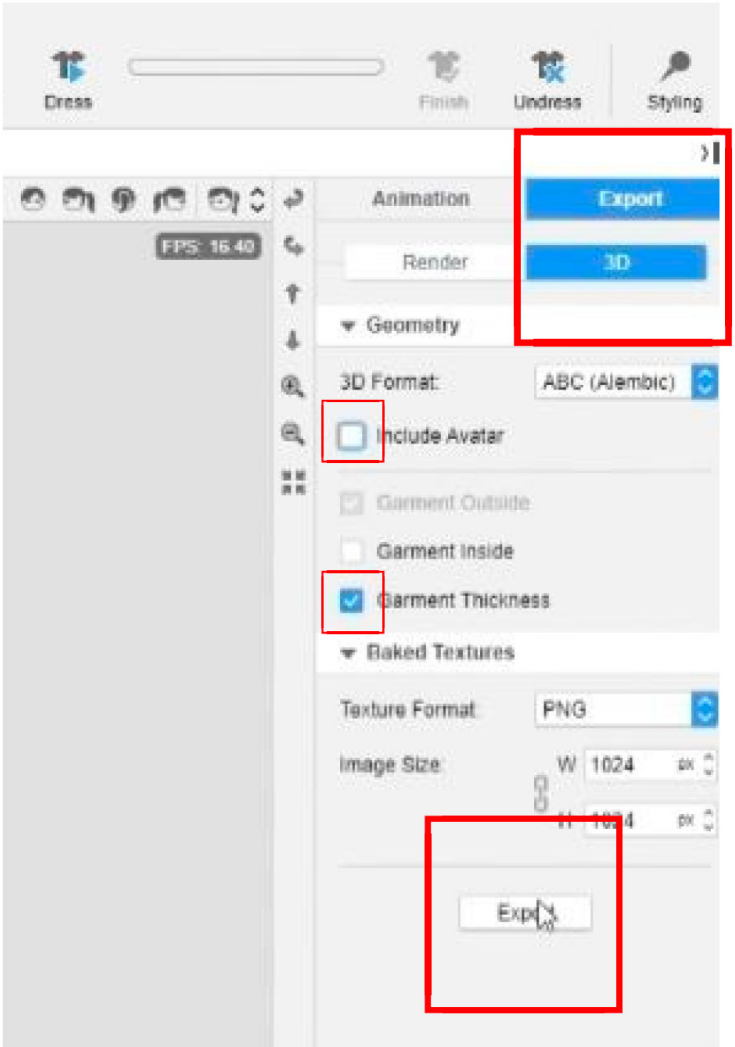




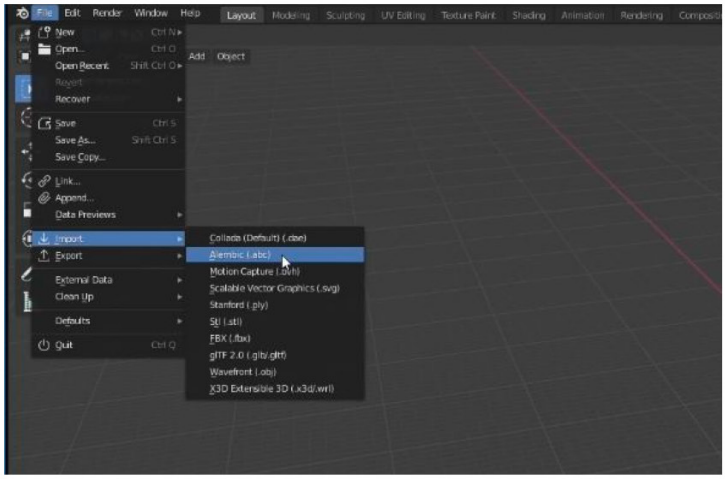
- Match the number of frames per second (FPS) with the original DAZ file, recommended simulating at 60 FPS and then playing the animation in 24 or 30 FPS to get a slow motion effect
- Press the **Go to Start Frame** to get the avatar to jump to the first frame of the animation, then use Prepare and Dress and let the garment simulate onto the avatar, use the styling tools as desired to make the garment lay nicely. Press Finish
- I set the playback to follow the avatar so we can view her as she simulates. Press the record button
- You can change the playback speed to view in slow-motion and ensure the simulation was a success



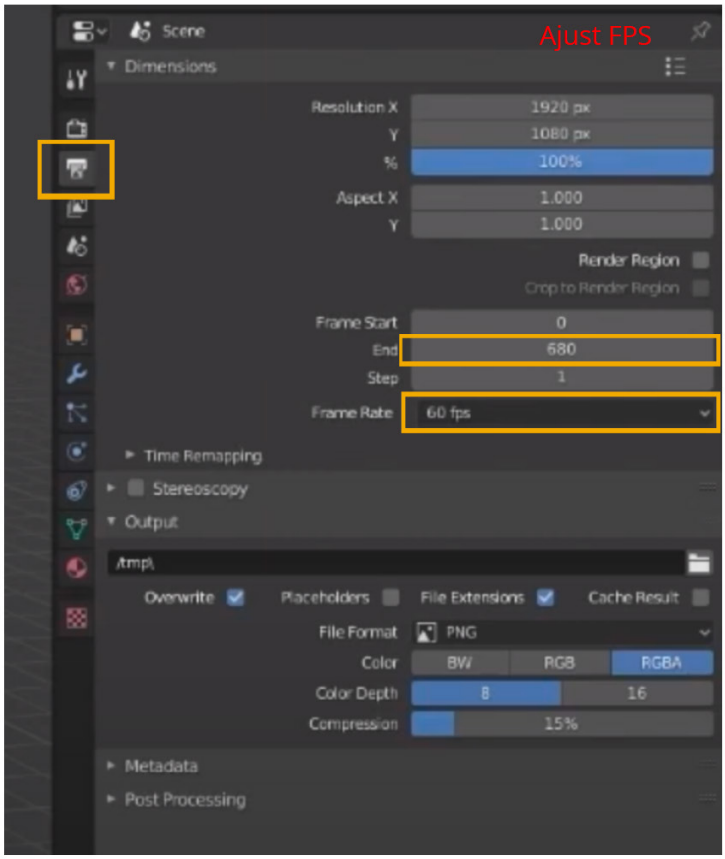


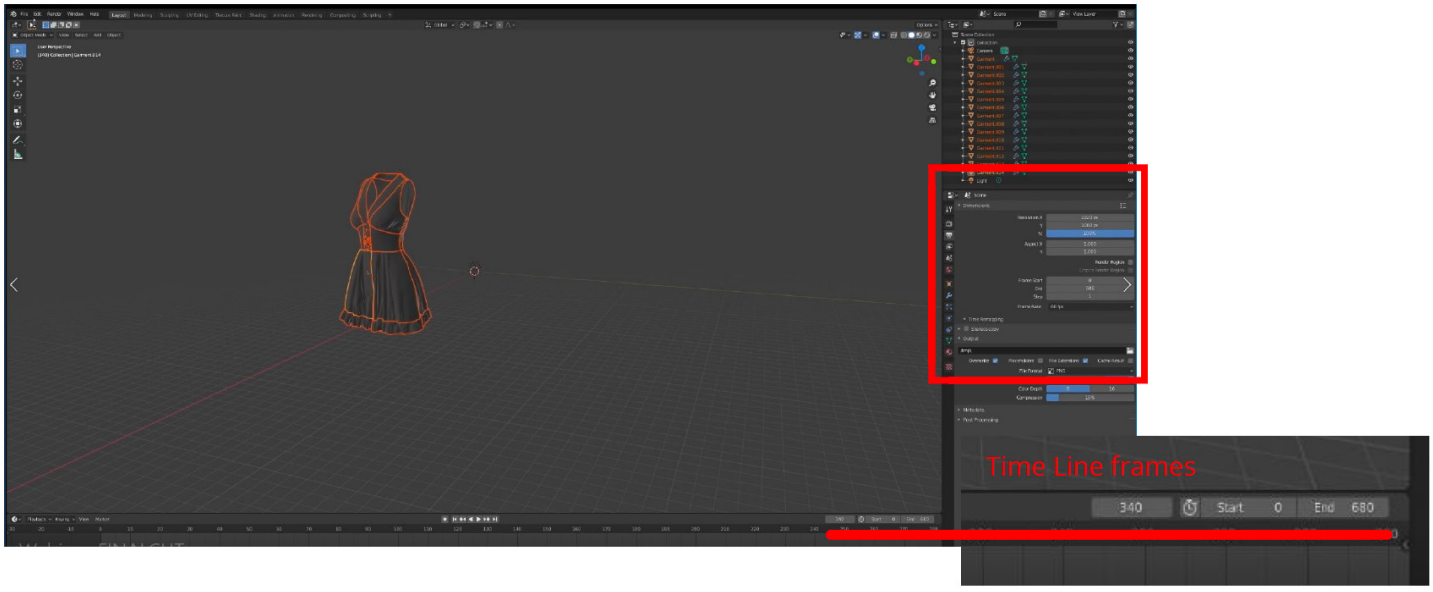


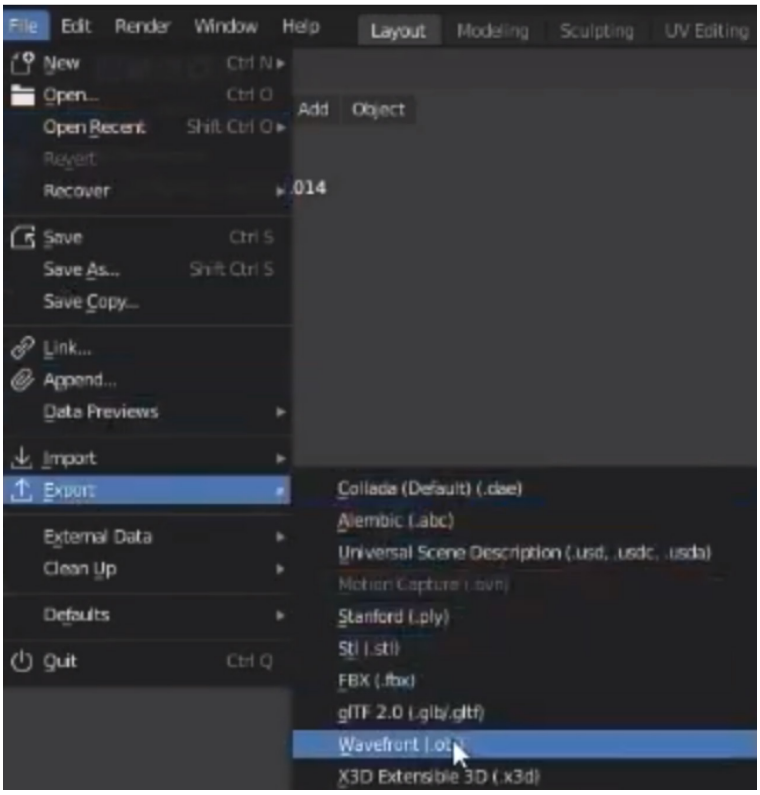
- To export the animation sequence of the simulated dress go to Export > 3D > export as ABC (lighter file without textures) without Avatar, thickness checked, export



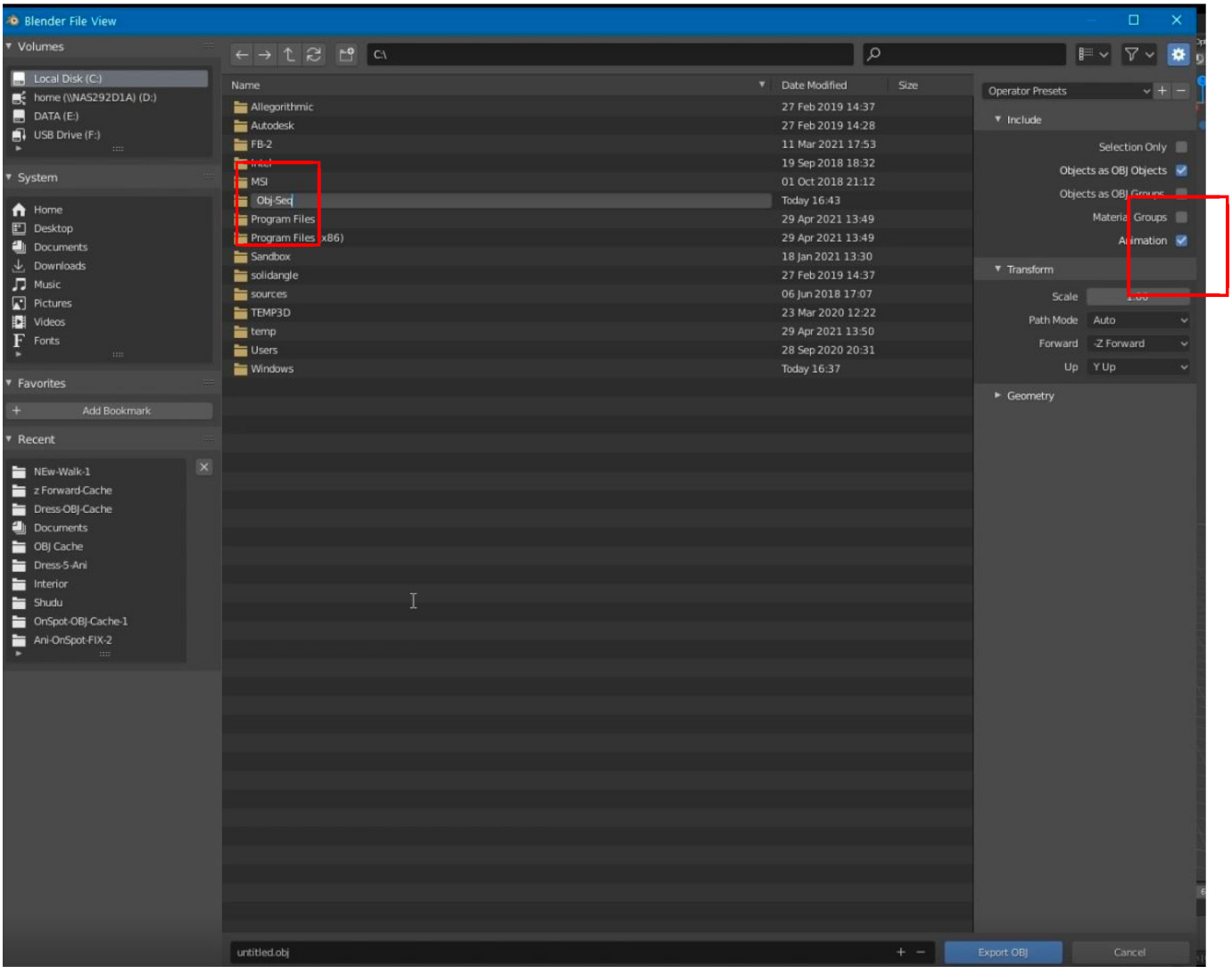
- Open Blender and clear the scene
- Go toFile > Import > Alembic ABC, locate the file and open it
- Adjust timeline's length to use all your desired frames
- Press record button
- Change frame rate to 60 (match original DAZ scene FPS)

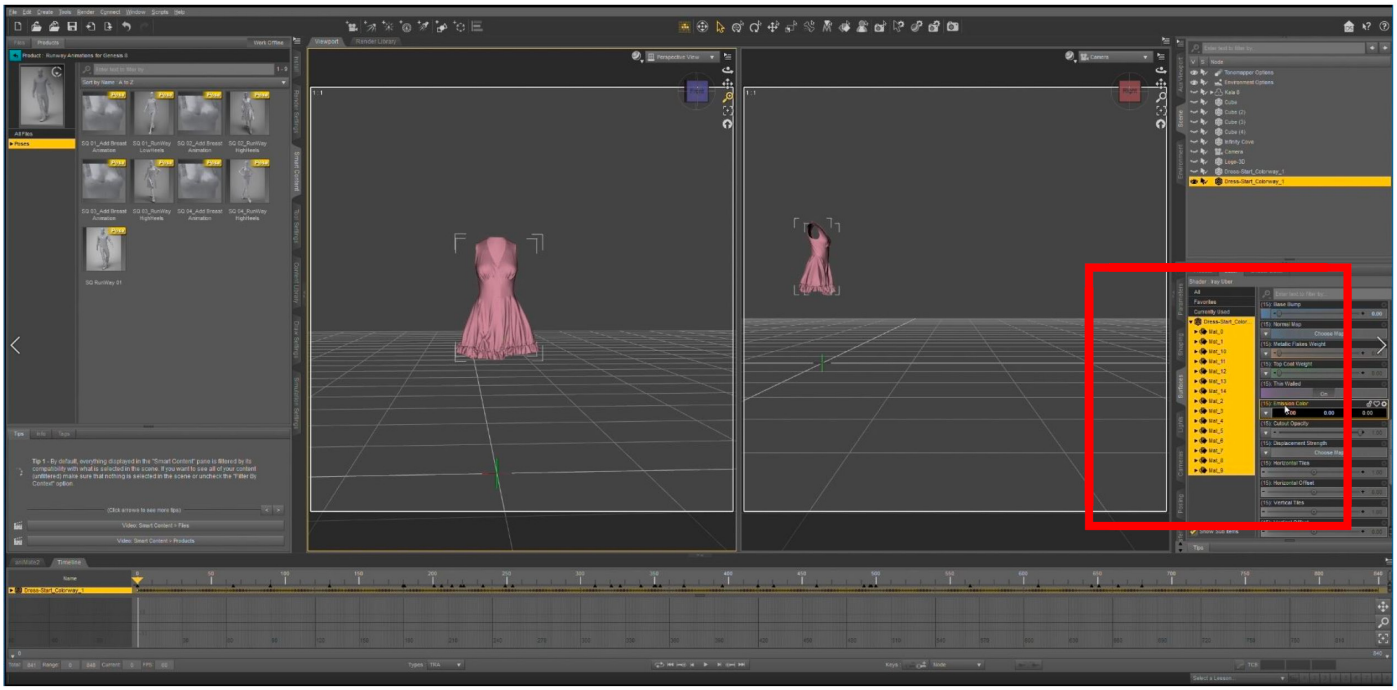


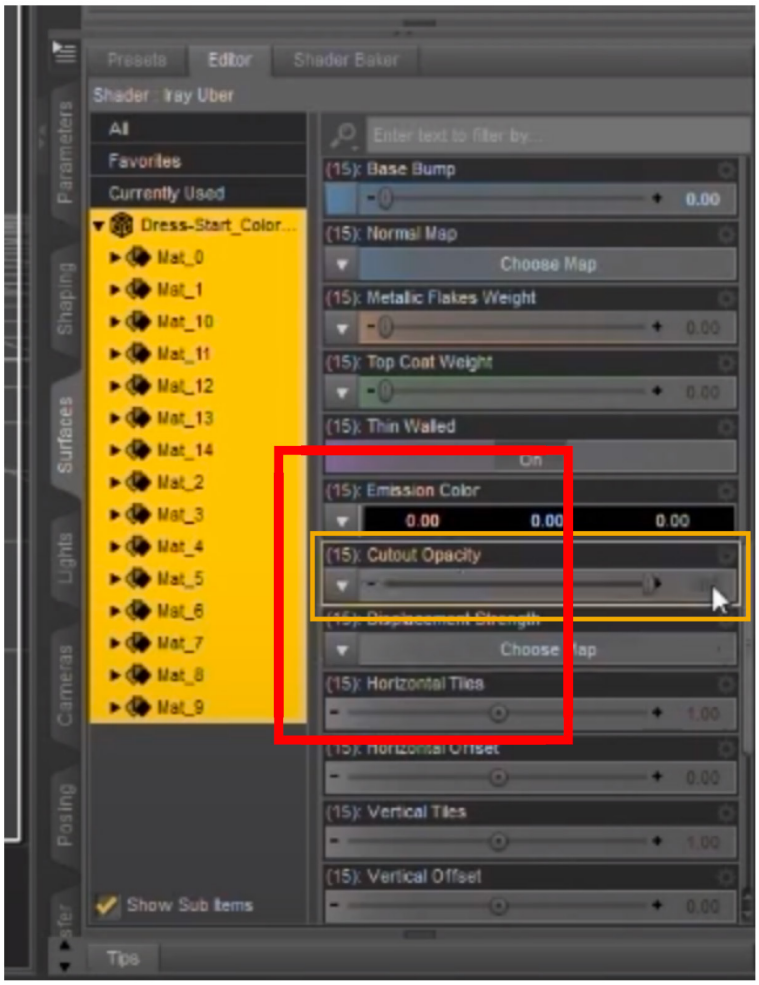




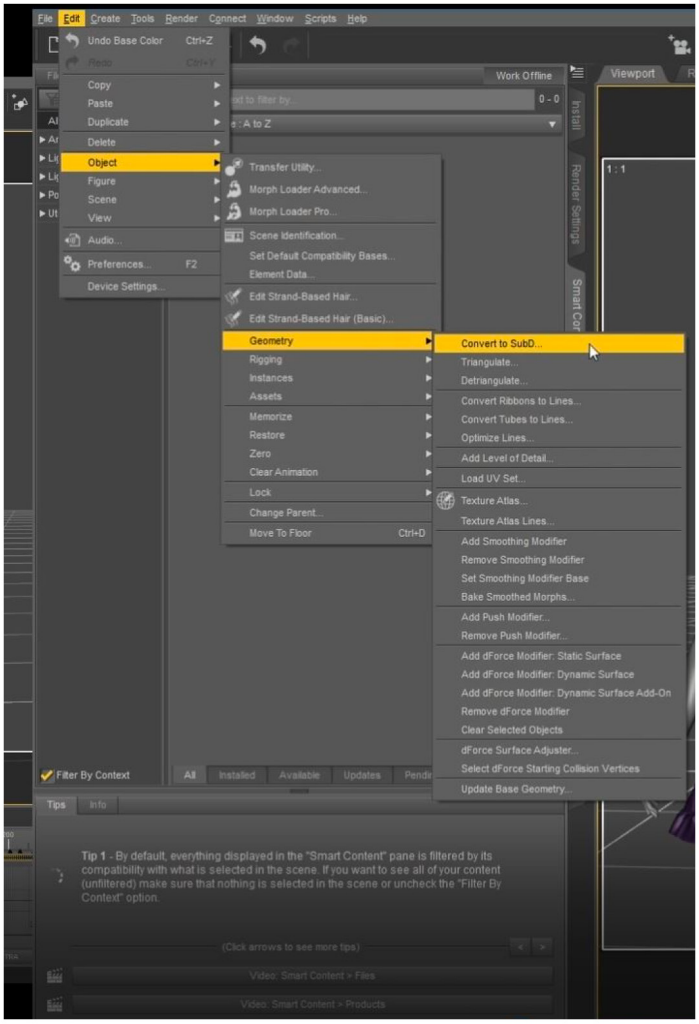
- Now export the animation as an OBJ sequence. Go to File > Export > Wavefront OBJ, **animation box checked** and choose file location



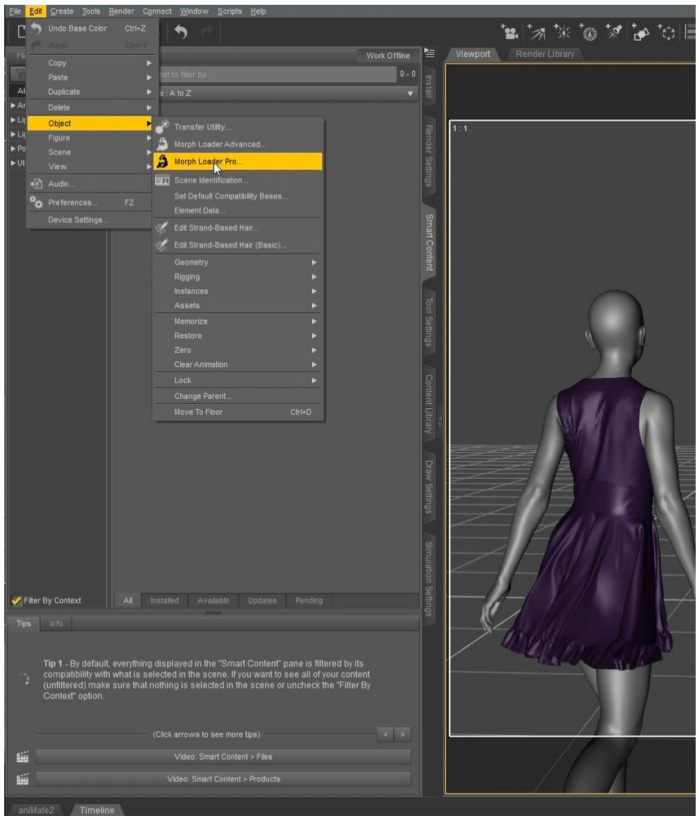




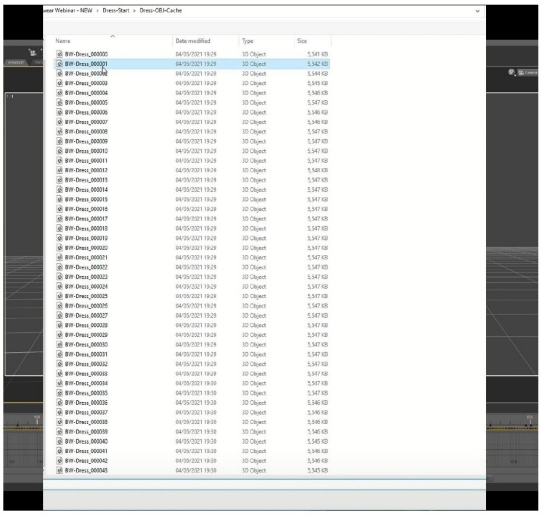
- Open DAZ again and load the original file with the avatar and all its properties
- Locate the original OBJ of the garment we exported from VS first, load it by simply dragging into your scene window from your save folder
- If there are pieces of the garment missing go into Surfaces, select all the surfaces and ensure the Cut-out opacity is set to 1

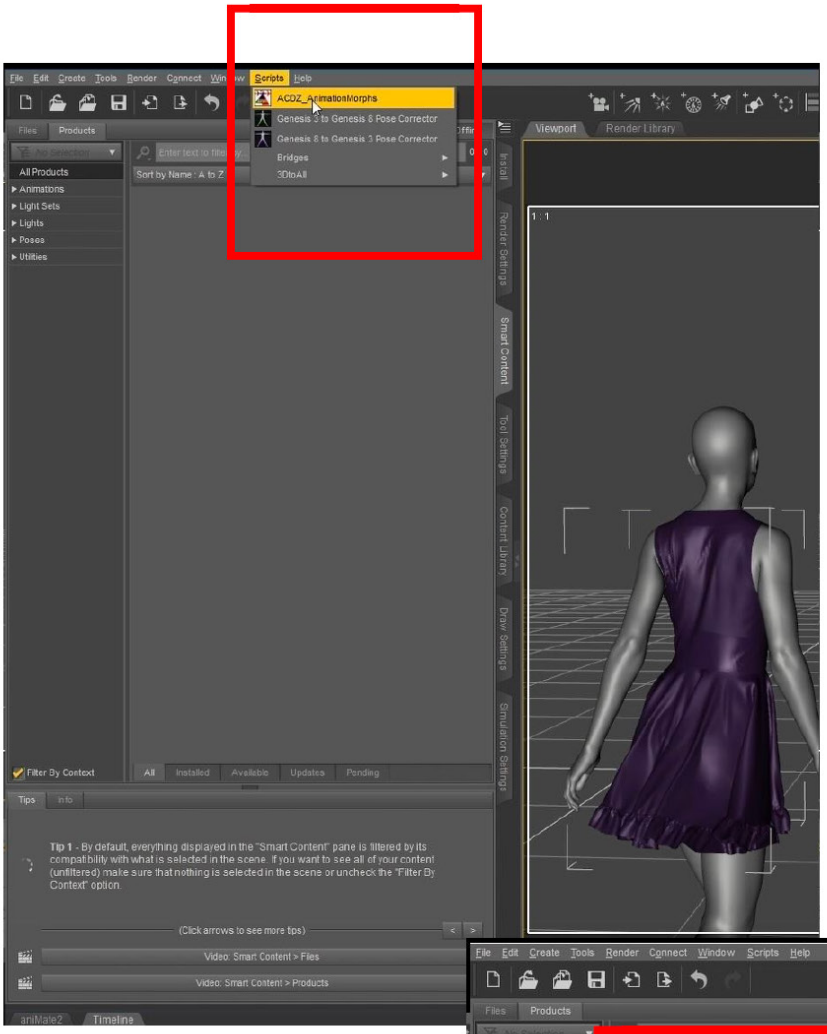


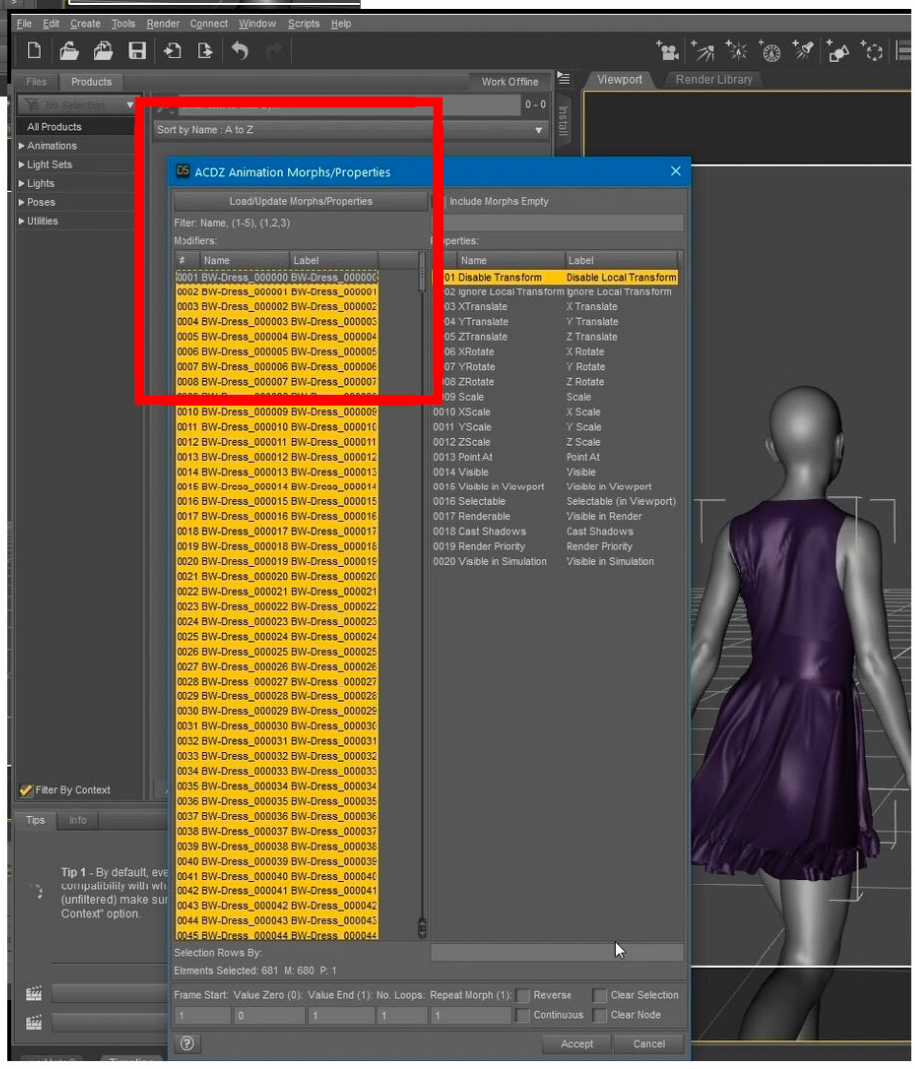
- To smoothen the garment we'll go to Edit > Object > Geometry > Convert to SubD s
- In the parameters presets you can see it was subdivided once, you can subdivide it multiple times



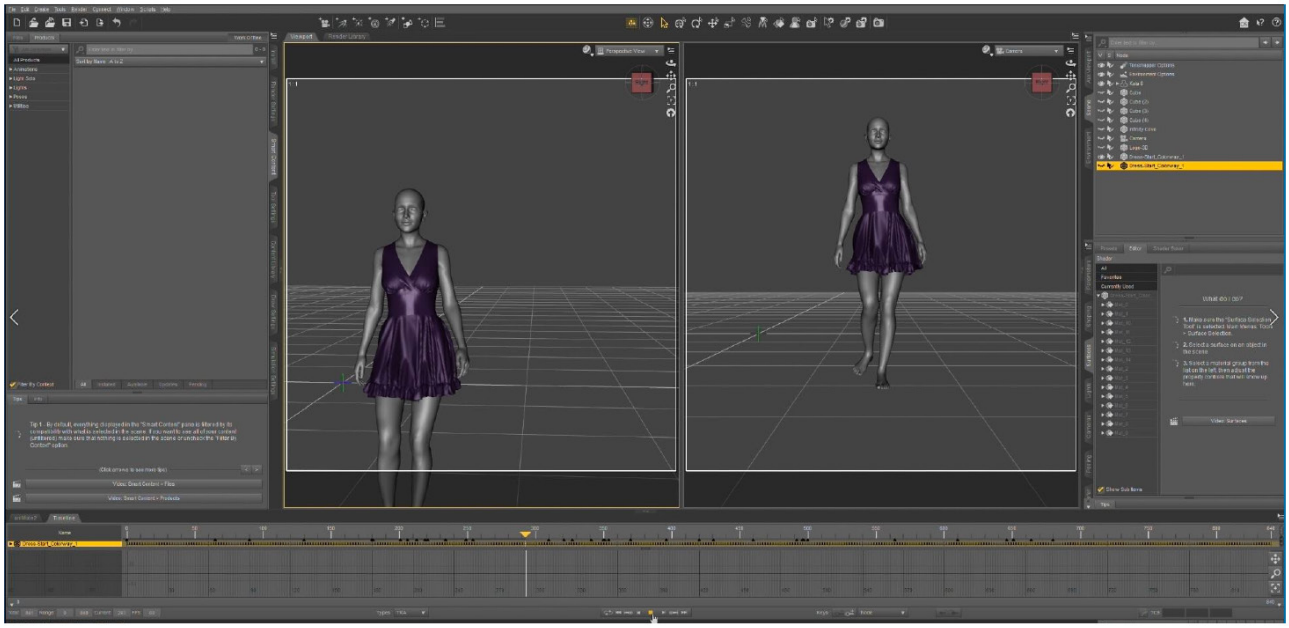
- Now we'll import the garment animation OBJ Sequence as a series of morphs
- Go to Edit > Object > Morph Loader Pro > Browse the file location of your Blender OBJ export, select files you want to add and press Accept, this may take some time to load



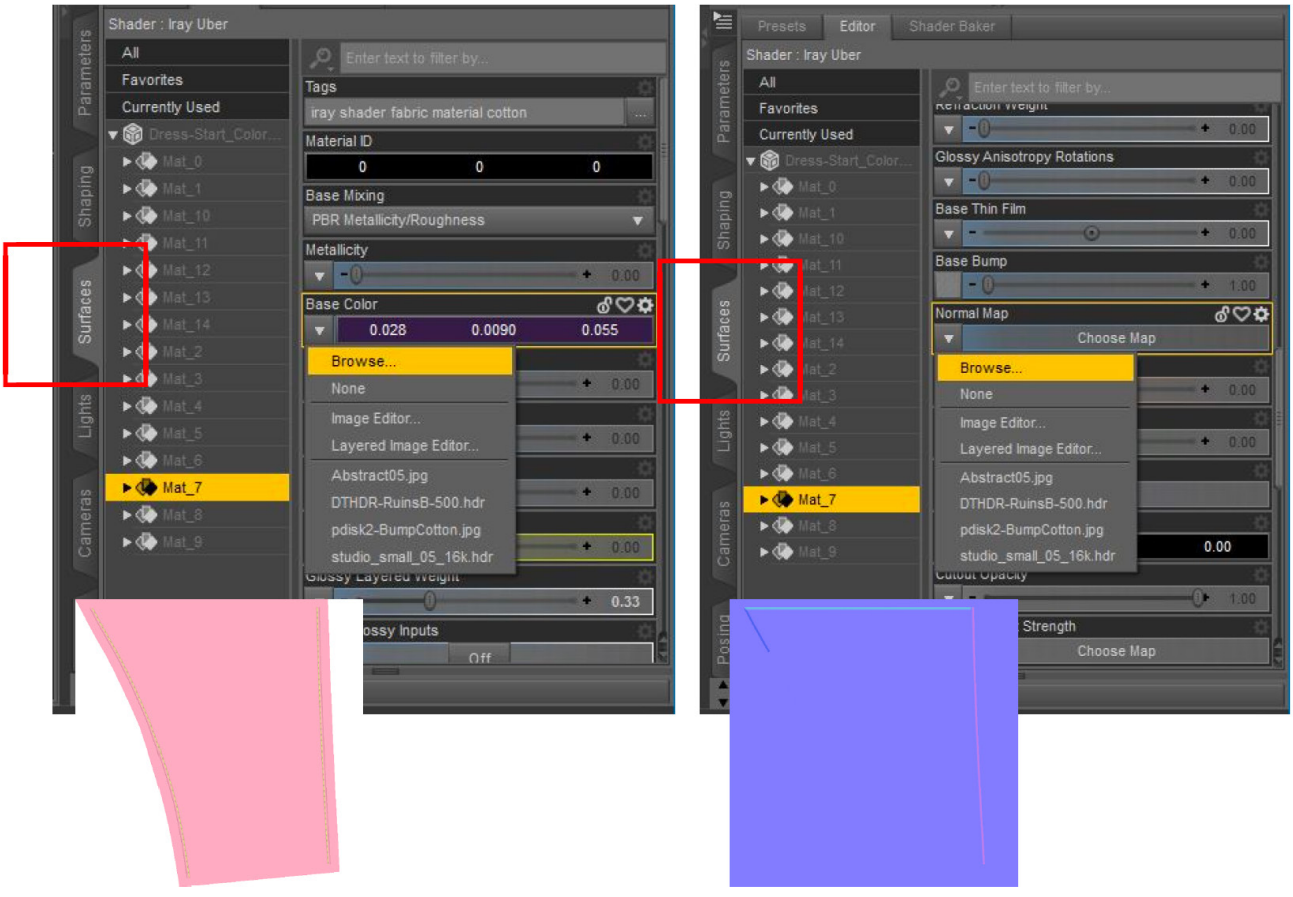




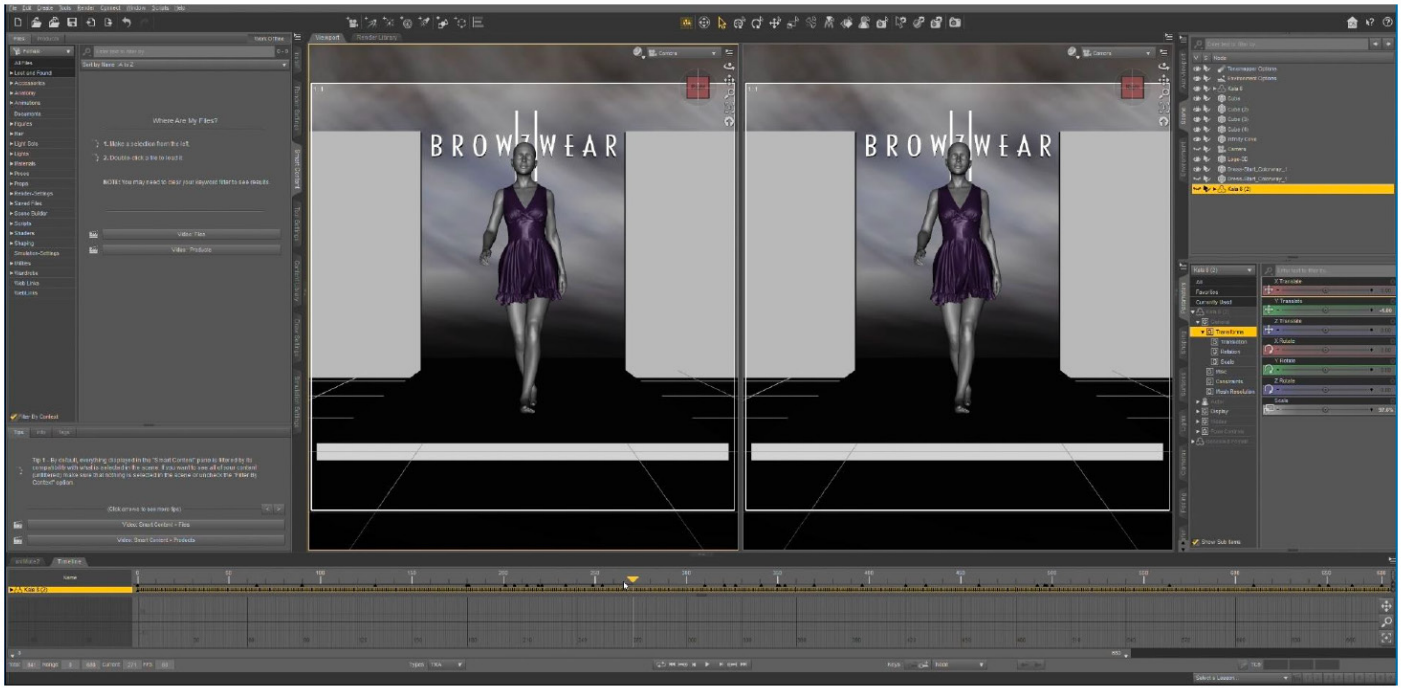
- Now we will apply the morphs we loaded
- Script > ACDZ Animation Morphs script > run the script with the dress selected and apply your desired morphs. We don't apply the very first morph 0000 as the OBJ we imported as the base garment will be that morph as a placeholder (because in this frame the avatar/ dress are in an A-pose. This A-pose is there only to have the garment simulated correctly in the beginning of the animation but it doesn't have to be part of the final sequence)
- https:/wwwsharecgcom/v/83867 vi ew/21/DAZ-Studio/Script-For Animate-Morphs



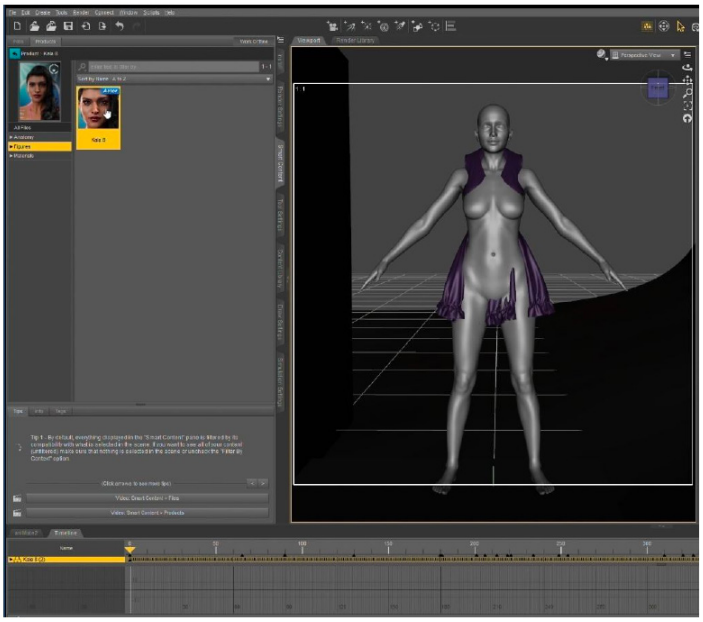
- Unhide our mannequin avatar, and the dress will now move with her animation, check that the animation is correct (note: if using a photoreal avatar in preview mode it can glitch a bit so it's better to check with the mannequin initially)

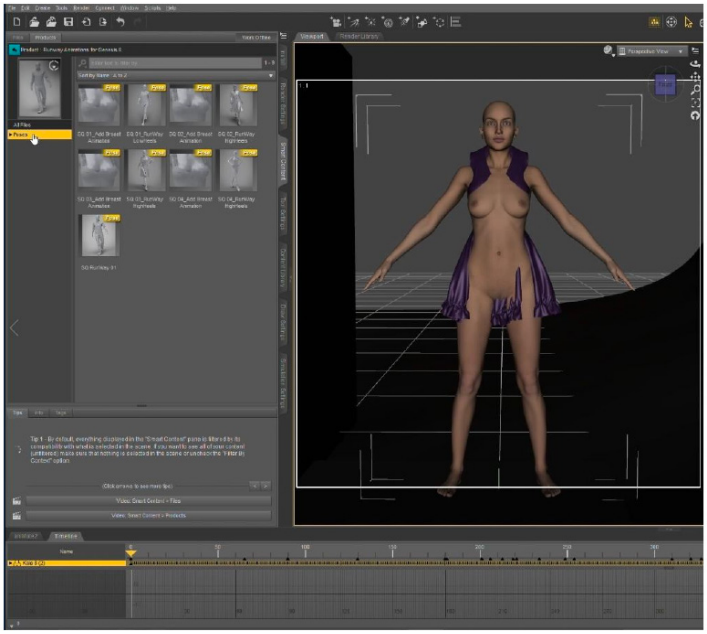


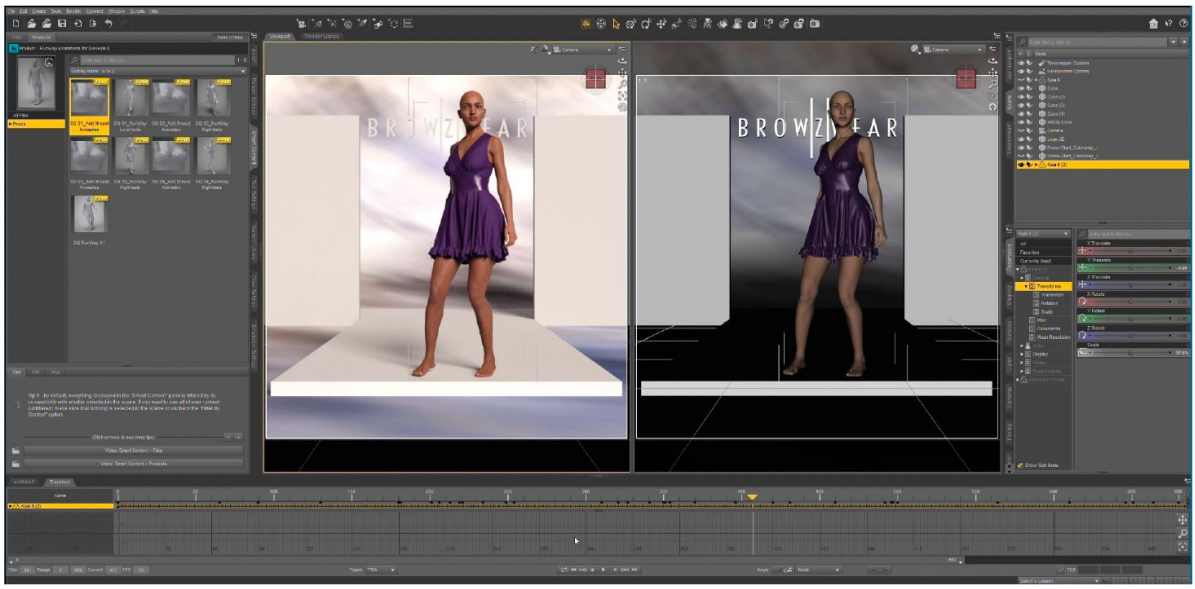
- If you want to use the fabric you created in VS you can plug in your own base (diffuse), normal and bump maps generated from your export. The surface settings will need to be adjusted to work in the Iray render engine. There are a large number of products that can do this for you. I suggest PD Iray shader kit 2. https://www.daz3d.com/pd-iray-shader-kit-2. Alternatively you can use DAZ products to texture your entire dress and play around with the settings and get creative!



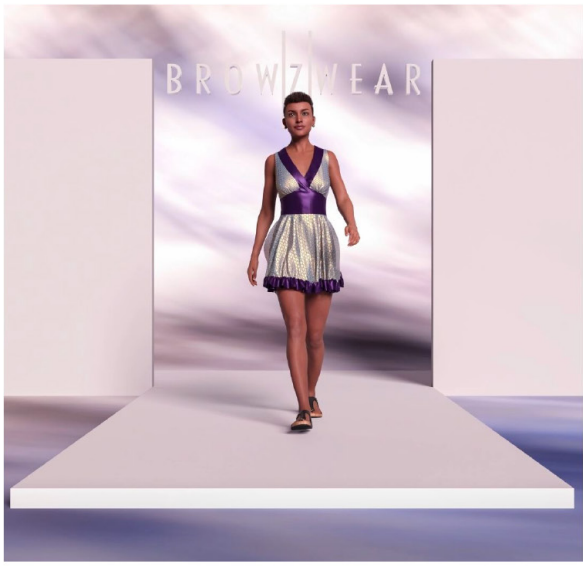
- Create a runway scene (Tips can be found here - https://www.youtube.com/wa tch?v=ww4i88EjQ-0&t=5s&ab_ channel=Daz3D
- Bring back the photoreal avatar
- Go to Smart Content, Figures and load the avatar (Kala8) back into the scene as another figure, apply the exact same animation as the mannequin has, repeating the workflow from the start







- Select hair and some jewellery to finish her off
- Set the camera, lighting, etc.
- And it's done, just hit play and we have our VStitcher garment on the DAZ avatar



We can't wait to see your garments in motion,

so don't forget to tag
@browzwear and **@tom3d.gram**

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