Windy Wizard Robe for M4

INSTRUCTION MANUAL FOR

M4 Windy Wizard Robe

This outfit was modeled around and optimized for DAZ's Michael 4 figure and it's body morphs.

This is a complex item with a lot of abilities, but due to all the options, there are a lot of ways to push it beyond the limits of what Poser or DAZ Studio rigging and morphing is capable of. The best approach is to start off gently, and take some time to learn how all the morphs and functions work. It may be somewhat overwhelming to a new user at first. Give yourself time and patience.

As with any BadKittehCo Product, the creators and often beta testers are available at product support forums to answer your questions and offer pointers. We strongly encourage making use of the support forums. This will help you get most out of the outfit.

This instruction manual will take you through steps, tips and tricks to get most out of the outfit!

Bad Kitteh Co.

Quick Start Instructions:

1. Insert M4 into your scene, zero the figure, apply desired textures and inject desired morphs (Such as M4 Base, M4++, Hiro etc.).

2. Select your M4 figure. Insert the Robe into your scene, apply textures via MAT poses (or Poser's material room collection files.) For Poser users, it is crucial that M4 is selected when inserting each clothing piece, so the Joint Control Morphs (JCMs) are correctly activated. In DAZ Studio, JCMs are always active

3. Conform the bodysuit to M4. For remaining figures, like booties, hat and belt repeat steps 2 and 3.

4. Pose as desired. Please see notes on posing limitations of baggy garments. They don't function or pose quite the same way as skin tight items.

5. Should you encounter any minor poke through during posing, it is recommended to turn off underlying body parts poking through the clothing. Also, this product includes a sizeable number of loosen/tighten morphs to help you with pokethrough in most common problem areas.

Windy Wizard Robe Notes:

As mentioned in the introduction, this robe is a very complex piece. There are many possibilities, but there are also many ways to go wrong. We chose not to limit where you can go wrong, because it can also limit the possibilities. You will not be able to make quick scenes with this outfit. If you're up for experimenting, you will be able to get many interesting looks out of the Robe.

General Posing Tips:

There are a couple things that the end user needs to be aware of, even though this is a Magical Wizardly Robe, we are still confined to working within what is possible with Poser Rigging, and an outfit with a skirt and such long sleeves.

We suggest that the end user thinks in terms of a 'Real Life' long heavy flowing garment of this nature, your movement will more limited than normal. Same will be encountered with this outfit. It is meant to function in poses that are most likely when a real person is wearing this kind of a garment.

While the additional Robe movements are rigged with additional bones, such as is common with "Body Handle" rigging, after some consideration we opted to place all of the posing tools in the form of Dials, and the BODY level of the figure.

Skirt Posing

- Robe skirt will not pose automatically with legs, it has to be posed manually.

- Skirt has seven bones resulting in 15 dials that one can use to pose the skirt. These are positioned at the middle and lower end of the skirt, and will in most cases work well with the belt on. *See Posing Tools illustration for their location and function.*

- Skirt also has 24 morphs accommodating most common leg movements, such as swing back, forward and sideways, and knee bends. Many of these morphs affect the robe above the belt, and are best used without the belt. M4's legs will have to be posed manually, independently of the skirt.

- When posing the skirt, make the character legs fit inside what the skirt is capable of, rather then trying to force the skirt beyond it's capabilities. Again, keep in mind that when wearing this kind of a garment, motion will be restricted.

Sleeve Posing

- Robe Sleeves are rigged with additional bones to provide posing and movement, and also have a number of morphs to fine tune the posing, or use without posing all together. *See Posing Tools illustration for their location and function.*

- Sleeves also have a special ForeArm Twist/Rotation dials to bring the sleeve back to a desired position (Usually down) when M4's forearm twist places the sleeves is odd position.

- Due to the loose and long draping sleeves, they will not perform well when M4 ForeArms are posed with significant ForeArm rotation/Twisting. It has a tendency to over-stretch the elbow area of the sleeves and cause unsightly deformations or pokethroughs. The only remedy we found is to not have the long draping sleeves.

Vestment/Tie Posing:

- Robe Vestment/Ties are also rigged with additional bones for independent posing. Some morphs will require manual posing of the vestment, others have vestment movement included as a part of the morph. Use of posing dials to fine tune vestment position is always encouraged. *See Posing Tools illustration for their location and function.*

Superconforming:

This robe is a super conformer.

This means that as you dial various body dials in the base figure (M4) the robe morphs will automatically activate and dial themselves to appropriate values to fit the underlying character.

In order to make sure super conforming is activated in Poser, please be sure that M4 is selected when inserting the robe into the scene. If you wish super conforming inactive, make sure that an object other then your M4 is selected in your Poser scene. Don't select another figure (Like V4, or non wizard M4), or the robe will morph with that figure, even if it's not conformed to it. This is specific to Poser, and true with all super conforming figures.

In DAZ Studio, no special action is required, the robe will always super conform to the figure it's fitted to.

Belt, hat and slippers do not super conform. Deformations for the Boot and Hat area are negligible. Belt can be made to fit a number of different body types with only a few morphs.

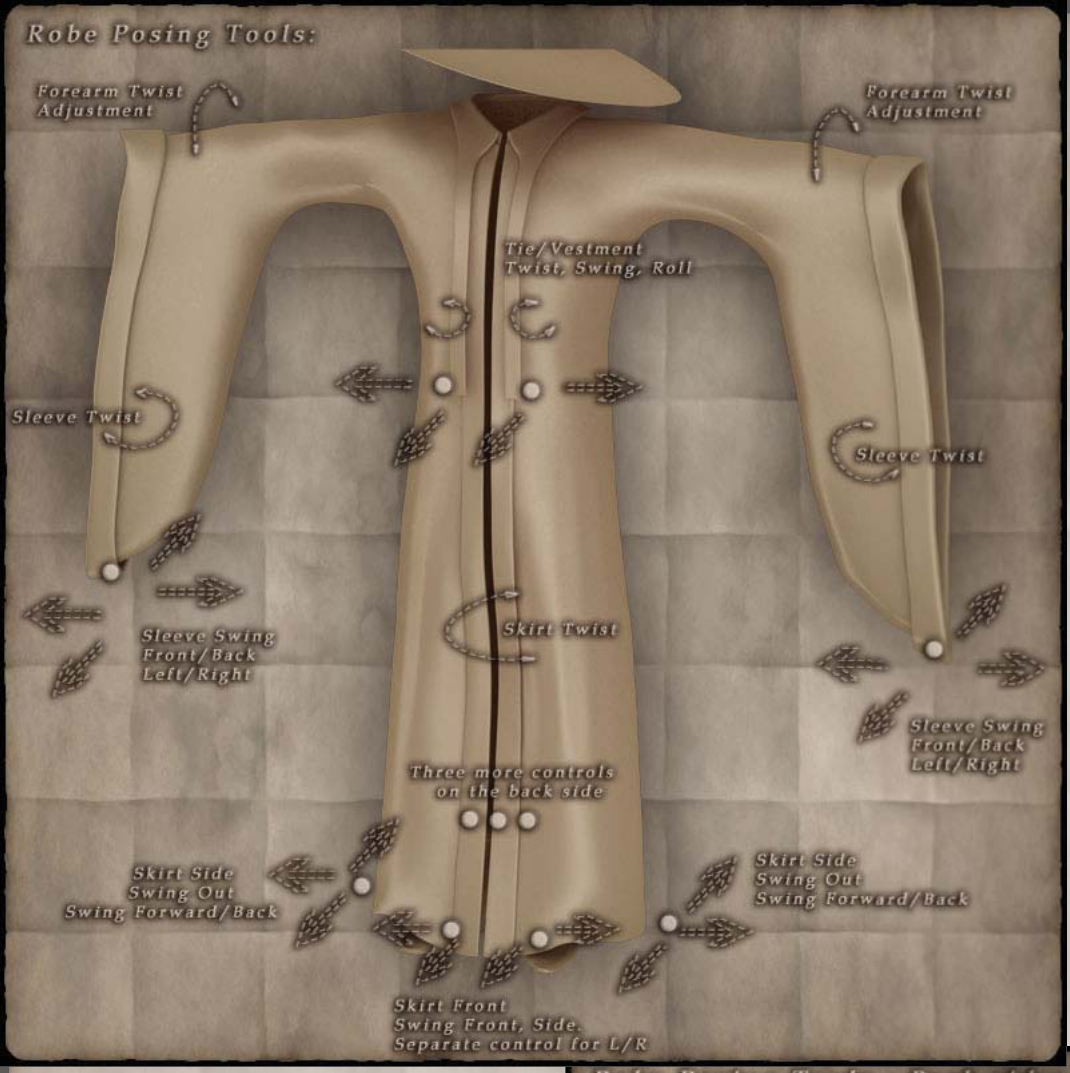
JCM - Joint Control Morphs

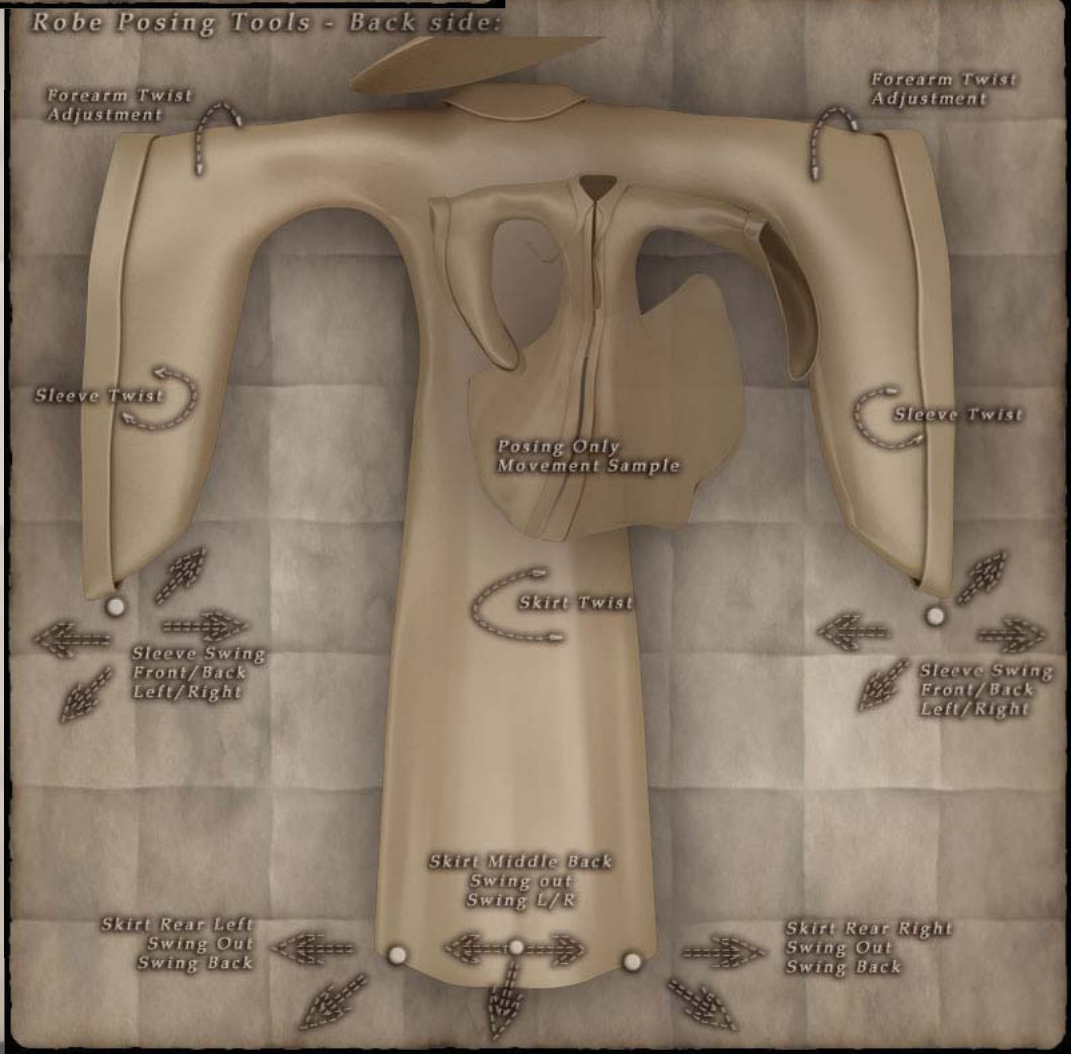
People also tend to call them "Joint Correction Morphs".

This robe has a set of around 20 morphs that aid in realistic bending of the robe and adding fine cloth wrinkles where needed as the robe is posed. JCMs also create somewhat of a texture distortion correction in the areas of joint bends. These morphs require no additional action by the end user.

Much like super conforming, in Poser, if the main M4 figure is not selected when the Robe is inserted JCMs will not activate. DAZ Studio does not have this requirement, JCMs will be active at all times. While Body level JCM dials are hidden, they can still be accessed and fine tuned by selecting of individual body parts. This should not be necessary in most scenes, but is available for those discerning users.

Please see: "JCM's and why do I care?" Illustration for additional information and pictorial samples of JCM function.


Robe Posing Tools:
Forearm Twist Adjustment
Forearm Twist Adjustment
Tie/Vestment Twist, Swing, Roll
Sleeve Twist
Sleeve Twist
Sleeve Swing Front/Back Left/Right
Skirt Twist
Sleeve Swing Front/Back Left/Right
Three more controls on the back side
Skirt Side Swing Out Swing Forward/Back
Skirt Side Swing Out Swing Forward/Back
Skirt Front Swing Front, Side. Separate control for L/R


Robe Posing Tools - Back side:
Forearm Twist Adjustment
Forearm Twist Adjustment
Sleeve Twist
Sleeve Twist
Posing Only Movement Sample
Skirt Twist
Sleeve Swing Front/Back Left/Right
Sleeve Swing Front/Back Left/Right
Skirt Middle Back Swing out Swing L/R
Skirt Rear Left Swing Out Swing Back
Skirt Rear Right Swing Out Swing Back

JCMs:

Q: Joint Correction/Control Morphs??? Why do I care? What's different?

A: Here are couple of examples of what over 20 JCM's in this outfit do:

Same outfit with and Without JCMs

NO JCM | JCM

Plain Bend

Unrealistic

Bend Wrinkles without separate dialing

More Realistic Bends

Beta Tester Quote:

"Please tell the end user they practically don't have to do a darn thing to make this feature work. It all happens automatically behind the scenes!"

-Poser Users do need to read the instructions!

-DS Users don't have to do anything special!

Same outfit with and Without JCMs

See the wrinkles!

No wrinkles.

NO JCM | JCM

Yucky Texture Stretch!

LOT Less Texture Stretch

Almost every major body part bend in this piece has one or more carefully hand-sculpted JCM to add realisam to the joint bends, and minimize texture stretching.
Elbows, UpperArm, Shoulders, Chest, Abdomen and several special areas.

More than 170 Morphs:

Winds
Wrinkles
Swings
Twists
Drops and
Droops

Seveal Voluptious M4 body fits

End user should take time to get familiar with what each morph does. Lot of morphs can be mixed together, but to a degree. Typically more drastic morphs don't always mix as well with other drastic morphs. Severe poketh-rough or distor-tions may occur with too many morphs mixed together. This is normal.

Drop to Floor

Mina morphs for a female version

Inner robe shown here availabe from OKC Randy, here at Renderosity.

Morphs:

Wrinkle and styling morphs are numerous. Some will mix well together, with others, the robe can get over-morphed and look mangled. End user is encouraged to experiment with morphs and learn what each morph does, then use as needed to achieve desired look.

We have not gone through all possible combinations of morphs, with over 170 morphs mixing with each other, the possible number of combinations is 170 to the poser of 170 or something like that. This is a lot higher then even the US national debt. What we're trying to say, it is impossible to go through all of the combinations and make sure they work with each other.

General rule of thumb with mixing morphs is: The more drastic the Morph, the less likely it is that it will mix well with another drastic morph. By drastic morph, we mean a morph that produces sizeable deformations (such as windy and wild morphs)

End user should take time, and is encouraged to take time to get to know each morphs and it's look, before diving into using the product. This is to minimize pushing the product beyond it's limits and getting frustrated.

There are no 'red lights' or warnings to tell you that you're pushing the robe beyond it's ability. The telltale sign is, it's getting mangled beyond recognition.

Wild, Windy and Oddity morphs are there for your exploration. Some remind us of a vampire silhouette, others of levitation spells, some of undressing or a vanishing act, others of billowing amid a whooshing swirls of magic.

They don't have a predetermined purpose, other then to give you a tool to explore your imagination. Most of these morphs are rather drastic, and not likely to mix well with other drastic morphs. Robe can still be posed when these morphs are used, but due to their uniqueness, posing will be even more limited. For example, "Drop on the floor" morphs happened by accident, but when I saw it reminded me of the Obi-Wan Disappearing scene in Star Wars. I think there's a scene where wizard disappears and the robe falls on the ground in the Lord of The Rings as well - so we decided to leave the morph in there. If you can find other uses for it, I'd love to see them.

Hat Notes:

Hat has a number of wrinkly and windy morphs, however, they will not perform well if too many are mixed together. Most hat morphs are pretty drastic, and created to function mostly standalone. There are several fine tuning morphs too, like brim bends and top posing.

OMG, Head pokes through at value 0.67!!!

Many of these morphs also may not work well with incremental values (other then 0 and 1). This is normal for more complex morphs fitting round objects. It's because each vertex can only move in a straight line. Certain morphs are possible only of the vertex passes through the underlying object to get to it's final position. It can't go around it. Higher end applications use cascading or incremental morphs to resolve this. Poser and DAZ Studio do not have this ability. Same applies to any morph in any clothing piece, vertices can't go around curves.

Belt Notes:

Belt is not meant to work with all morphs, especially styling windy and leg movement morphs. Main concept of this robe is to be a flowing billowy outer garment, which doesn't get tied up at the belt very often. The 'Real' wizard belt can be found in OKC Randy's Inner Robe expansion pack.

Belt has a series of bones, which are posed using the Twist, Swing and Roll dials found at the Body level of the belt. Belt posing can also be fine tuned as needed by selecting and manually posing each bone segment.

We didn't make the belt into a super conformer. Main reason for this is because many of the body shapes can be accommodated by a single morph in the belt. End user will have to experiment a little bit to achieve the desired fit.

Slipper/Bootie Notes:

Each slipper/bootie is a separate Object and needs to be conformed independently. They shouldn't require turning off of feet and toes, however, if you encounter any poke-through, feel free to turn off these body parts on your M4 figure.

Materials for left and right slipper are identical, therefore only one MAT pose is provided. Apply it twice, once to the left slipper, once to the right slipper.

Textures:

We included the following:
-Poser MAT Collections
-Poser MAT Poses
-DAZ Studio MAT poses

Poser materials are optimized for P6 and newer. They may work in P5, but you may not get most out of them.

DS materials are optimized for DS 2.3.3 and up, and use DS's basic shader. No additional plug-ins required.

DS users do not need to install special files. DS materials are included in the Poser MAT pose section. When a MAT pose is selected and applied, DS Studio automatically selects a .ds material collection instead of a .pz2 Poser file of the same name.

Texture settings were made under medium intensity white light. Consider your texture settings as a starting point. It's a normal process of refining one's 3D scene to make adjustments to texture settings to work with your current lighting. Also, depending on whether you are rendering a close-up, mid range or a crowd scene, bump height, displacement and other features may need to be tweaked or turned off.

The origins of this outfit are from the Apollo Maximus Windy Wizard Robe original mesh. The UV mapping on this mesh is identical to the 'Apollo Robe'. This means that any textures made for the Apollo Robe, whether purchased Add-on packs or freebies will also work on the M4 version of the robe.

If you purchased this product packaged as "Upgrade from Apollo Maximus Robe" you will have gotten a product without texture maps. You MUST install your Apollo Maximus version in the same runtime as this robe, to have working textures and a full product.

If you purchased the texture add-on pack for Apollo Robe, it will work on this piece without any special action or install needed. For example, if you have separate runtime for Apollo, you do not have to install add-on textures into your M4 runtime. You can use Mat collections from the Apollo Runtime.