

Polar Bear dForce Pillow



Product Name:	Polar Bear dForce Pillow
Product ID:	57477
Published Artist(s):	Cris Palomino
Created By:	N/A
Release Date:	2018-12-22

Product Information

- Required Products: *None*

Get your characters comfy with this dForce Polar Bear pillow.

A Scene Subset is provided to load the bear pillow with four geoshells which build up the fuzziness. Two dForce presets for soft and softer plus a second soft variation with a slightly higher Contraction/Expansion setting.

Material settings for Iray textures for the base bear pillow and each of the geoshells.

Tips:

Turn off "Start Bones from Memorized Pose" to avoid starting from the Figure's default pose (T or A pose). You will likely want to set "Frames to Simulate" set to "Animated (Use Timeline Play Range)". Lift the bear pillow slightly off the surface upon which you want it to land to simulate. You can add a plane or use an environment set's floor or other primitive.

If you experience any problems rendering and suspect it is the number of GeoShells, you can control their visibility in the Scene tab.

Keep figure's body from starting the simulation with any part inside the pillow. You want the figure to push down or into the pillow as it simulates. Watch Mada's informative video for more info.

This, and other posts, in this Daz Forums thread can provide information and experimentation that you may find helpful.

https://www.daz3d.com/forums/discussion/comment/4086371/#Comment_4086371 Happy holidays.

Product Notes

Installation Packages

Below is a list of the installation package types provided by this product. The name of each package contains a [Package Qualifier \(WIP\)](#), which is used as a key to indicate something about the contents of that package.

- 1 Core ¹⁾

Not all installation packages provide files that are displayed to the user within the interface of an application. The packages listed below, do. The application(s), and the location(s) within each application, are shown below.

Polar Bear dForce Pillow (Core)

- You can find new icons for loading this product in the following DAZ Studio Folders:
 - "Props:Cris Palomino:Polar Bear DForce Pillow"
 - "Props:Cris Palomino:Polar Bear DForce Pillow:DForce Settings"
 - "Props:Cris Palomino:Polar Bear DForce Pillow:Materials"
- You can find new icons for this product in the following DAZ Studio Categories:
 - "Materials:Iray:Props"
 - "Props:Furnishings:Decor"

Additional Details

- Tips:

- Turn off “Start Bones from Memorized Pose” to avoid starting from the Figure's default pose (T or A pose).
- You will likely want to set “Frames to Simulate” set to “Animated (Use Timeline Play Range)”.
- Lift the bear pillow slightly off the surface upon which you want it to land to simulate. You can add a plane or use an environment set's floor or other primitive.
- If you experience any problems rendering and suspect it is the number of GeoShells, you can control their visibility in the Scene tab.
- Keep figure's body from starting the simulation with any part inside the pillow. You want the figure to push down or into the pillow as it simulates. Watch Mada's informative video for more info.
- <https://www.youtube.com/watch?v=BwF42w1P8UI&t=2s>
- This, and other posts, in this Daz Forums thread can provide information and experimentation that you may find helpful.
https://www.daz3d.com/forums/discussion/comment/4086371/#Comment_4086371

Below is a list of files provided by the [Polar Bear dForce Pillow](#) product.

Core

Polar Bear dForce Pillow

- **Content :**

- /data/Cris Palomino/Polar Bear DForce Pillow/Polar Bear DForce Pillow Base/polarbear2.dsf
- /data/Cris Palomino/Polar Bear DForce Pillow/Polar Bear DForce Pillow Base/UV Sets/Cris Palomino/Base/default.dsf
- /Props/Cris Palomino/Polar Bear DForce Pillow/DForce Settings/Polar Bear dForce Pillow Soft Variation 2.duf
- /Props/Cris Palomino/Polar Bear DForce Pillow/DForce Settings/Polar Bear dForce Pillow Soft Variation 2.png
- /Props/Cris Palomino/Polar Bear DForce Pillow/DForce Settings/Polar Bear dForce Pillow Soft Variation 2.tip.png
- /Props/Cris Palomino/Polar Bear DForce Pillow/DForce Settings/Polar Bear dForce Pillow Soft.duf
- /Props/Cris Palomino/Polar Bear DForce Pillow/DForce Settings/Polar Bear dForce Pillow Soft.png
- /Props/Cris Palomino/Polar Bear DForce Pillow/DForce Settings/Polar Bear dForce Pillow Soft.tip.png
- /Props/Cris Palomino/Polar Bear DForce Pillow/DForce Settings/Polar Bear dForce Pillow Softer.duf
- /Props/Cris Palomino/Polar Bear DForce Pillow/DForce Settings/Polar Bear dForce Pillow Softer.png
- /Props/Cris Palomino/Polar Bear DForce Pillow/DForce Settings/Polar Bear dForce Pillow Softer.tip.png
- /Props/Cris Palomino/Polar Bear DForce Pillow/Materials/Polar Bear dForce Pillow Base.duf
- /Props/Cris Palomino/Polar Bear DForce Pillow/Materials/Polar Bear dForce Pillow Base.png

- /Props/Cris Palomino/Polar Bear DForce Pillow/Materials/Polar Bear dForce Pillow Base.tip.png
- /Props/Cris Palomino/Polar Bear DForce Pillow/Materials/Polar Bear dForce Pillow Shell1.duf
- /Props/Cris Palomino/Polar Bear DForce Pillow/Materials/Polar Bear dForce Pillow Shell1.png
- /Props/Cris Palomino/Polar Bear DForce Pillow/Materials/Polar Bear dForce Pillow Shell1.tip.png
- /Props/Cris Palomino/Polar Bear DForce Pillow/Materials/Polar Bear dForce Pillow Shell2.duf
- /Props/Cris Palomino/Polar Bear DForce Pillow/Materials/Polar Bear dForce Pillow Shell2.png
- /Props/Cris Palomino/Polar Bear DForce Pillow/Materials/Polar Bear dForce Pillow Shell2.tip.png
- /Props/Cris Palomino/Polar Bear DForce Pillow/Materials/Polar Bear dForce Pillow Shell3.duf
- /Props/Cris Palomino/Polar Bear DForce Pillow/Materials/Polar Bear dForce Pillow Shell3.png
- /Props/Cris Palomino/Polar Bear DForce Pillow/Materials/Polar Bear dForce Pillow Shell3.tip.png
- /Props/Cris Palomino/Polar Bear DForce Pillow/Materials/Polar Bear dForce Pillow Shell4.duf
- /Props/Cris Palomino/Polar Bear DForce Pillow/Materials/Polar Bear dForce Pillow Shell4.png
- /Props/Cris Palomino/Polar Bear DForce Pillow/Materials/Polar Bear dForce Pillow Shell4.tip.png
- /Props/Cris Palomino/Polar Bear DForce Pillow/Polar Bear dForce Pillow.duf
- /Props/Cris Palomino/Polar Bear DForce Pillow/Polar Bear dForce Pillow.png
- /Props/Cris Palomino/Polar Bear DForce Pillow/Polar Bear dForce Pillow.tip.png
- /Runtime/Support/DAZ_3D_57477_Polar_Bear_dForce_Pillow.dsa
- /Runtime/Support/DAZ_3D_57477_Polar_Bear_dForce_Pillow.dsx
- /Runtime/Support/DAZ_3D_57477_Polar_Bear_dForce_Pillow.jpg
- /Runtime/Textures/Cris Palomino/Polar Bear DForce Pillow/PolarBear-16-Diffuse.jpg
- /Runtime/Textures/Cris Palomino/Polar Bear DForce Pillow/PolarBear-16-FuzzA.jpg
- /Runtime/Textures/Cris Palomino/Polar Bear DForce Pillow/PolarBear-16-FuzzB.jpg
- /Runtime/Textures/Cris Palomino/Polar Bear DForce Pillow/PolarBear-16-FuzzC.jpg
- /Runtime/Textures/Cris Palomino/Polar Bear DForce Pillow/PolarBear-16-FuzzD.jpg
- /Runtime/Textures/Cris Palomino/Polar Bear DForce Pillow/PolarBear-16-Normal.jpg

Resolved Issues

- *None*

Known Issues

- *None*

Support

Visit our site for [technical support](#) questions or concerns.

The contents of this package are in DAZ Studio Native formats

From:

<http://docs.daz3d.com/> - **Documentation Center**

Permanent link:

http://docs.daz3d.com/doku.php/public/read_me/index/57477/start

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