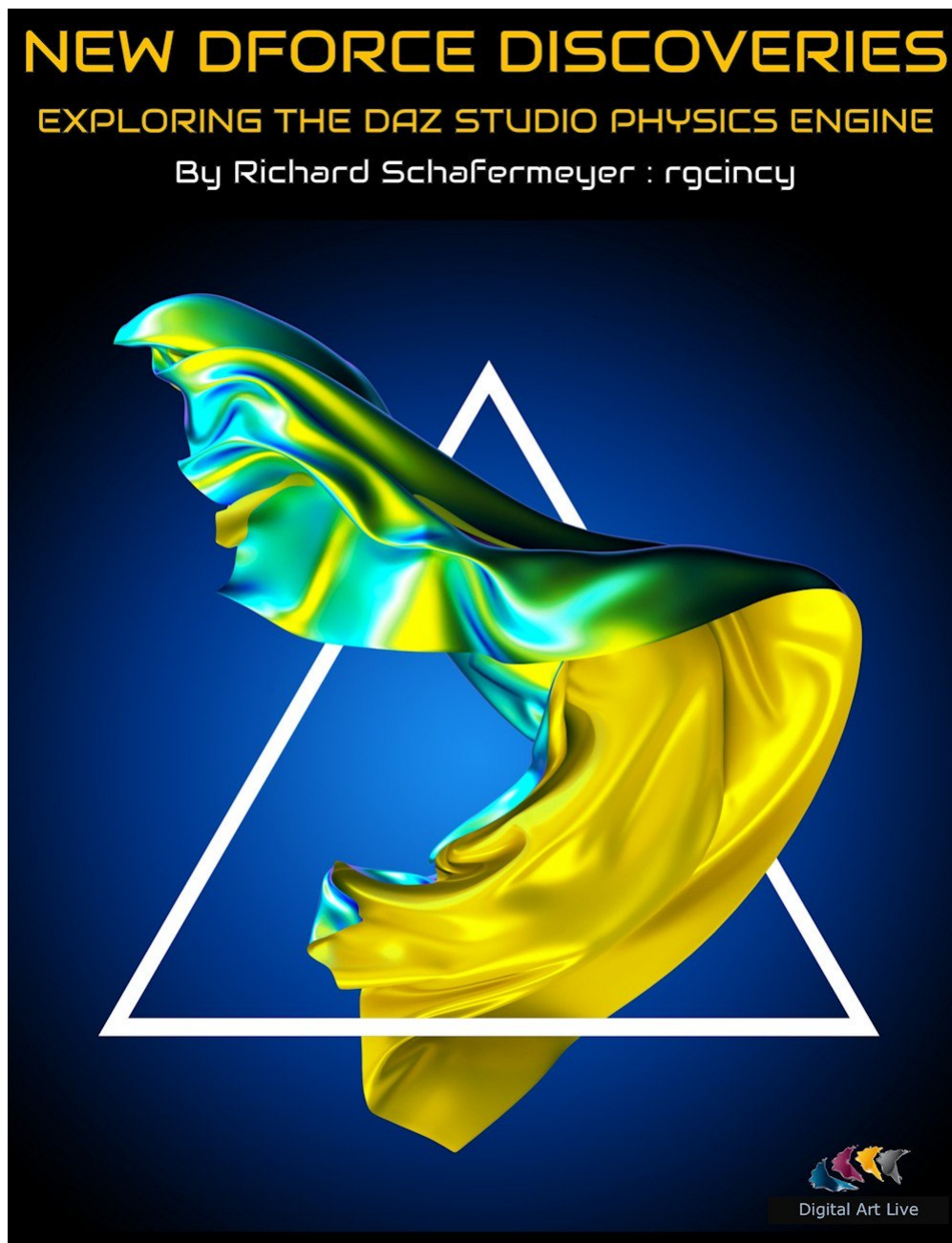


# New dForce Discoveries



<b>Product Name:</b>	<a href="#">New dForce Discoveries</a>
<b>Product ID:</b>	59169
<b>Published Artist(s):</b>	<a href="#">Digital Art Live</a>
<b>Created By:</b>	N/A
<b>Release Date:</b>	2019-03-06

## Product Information

- Required Products: *None*

These dForce tutorials explore new discoveries made by Richard Schafermeyer (rgcincy) since his previous guide Powerful dForce Discoveries and Solutions.

We look at Simulating Momentum, using the Add-On dForce Modifier, Helper Objects, dForce Magnets, tips for using Pre-dForce Clothing, Over-Sized, Loose Fitting and "Stacked" Clothing.

In particular we show you how to deal with clothing not designed for dForce plus we teach "clothing in action" - how to show a character putting on clothing, or to have clothing out of place; in other words - messy real-world looking clothing!

Alongside the videos we have included PDF Document of Step-By-Step Instructions and a dForce Basics to get you started if you are beginning with dForce.

Tutorial Session 1 : Physics, modifiers, helpers and magnets:

- 1. Brief Review of dForce Fundamentals
- 2. Momentum
- 3. Momentum transfer (thanks to Praxis)
- 4. Add-Ons - dForce modifier
- 5. Demonstration of dForce helper objects compared with dForce Magnets product by Esha/Riversoft

Tutorial Session 2 : Pre-dForce clothing and making realistic or messy clothing:

- Part two of the seminar covers specific examples using dForce. These are drawn from the newer examples contained in Richard's ongoing Daz Forum thread.
- Most clothing for Daz is designed to fit as it is normally worn, so we'll show examples where clothing is "out of place".
- Our live action, interactive webinar will make it easier to appreciate these more complex examples.
- More case studies with dForce : using physics to provide realism<
- 6. Tips for Using Pre-dForce Clothing
- 7. Over-Sized Clothing
- 8. Loose fit Clothing
- 9. Stacked Clothing

About the presenter : Richard Schafermeyer (rgcincy):

- Rich Schafermeyer is a long-time 3D Artist and Programmer. He got his start with the original Poser and Bryce 3D. In 2001, he wrote his first 3D Modeler that evolved into the still available Shape Magic. He began to use Daz Studio in 2012. With a Research and Engineering Background, the physics of dForce grabbed his attention! He decided it would be helpful to others if he shared his learnings and has frequently done so in the Daz Forums.

## 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 <sup>1)</sup>

[ ] = *Optional, depending on target application(s)*

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.

## New dForce Discoveries (Core)

- You can find new icons for loading this product in the following DAZ Studio Folders:
  - "General:Digital Art Live:New dForce Discoveries"
- You can find new icons for this product in the following DAZ Studio Categories:
  - "Documents"

## Additional Details

Below is a list of files provided by the [New dForce Discoveries](#) product.

## Core

## New dForce Discoveries

- **Content :**
  - /General/Digital Art Live/New dForce Discoveries/New dForce Discoveries Outline.dsa
  - /General/Digital Art Live/New dForce Discoveries/New dForce Discoveries Outline.pdf
  - /General/Digital Art Live/New dForce Discoveries/New dForce Discoveries Outline.png
  - /General/Digital Art Live/New dForce Discoveries/New dForce Discoveries RGcincy dForce Basics Quick List.dsa
  - /General/Digital Art Live/New dForce Discoveries/New dForce Discoveries RGcincy dForce Basics Quick List.pdf
  - /General/Digital Art Live/New dForce Discoveries/New dForce Discoveries RGcincy dForce Basics Quick List.png
  - /General/Digital Art Live/New dForce Discoveries/New dForce Discoveries Session 1.dsa
  - /General/Digital Art Live/New dForce Discoveries/New dForce Discoveries Session 1.mp4
  - /General/Digital Art Live/New dForce Discoveries/New dForce Discoveries Session 1.png
  - /General/Digital Art Live/New dForce Discoveries/New dForce Discoveries Session 2.dsa
  - /General/Digital Art Live/New dForce Discoveries/New dForce Discoveries Session 2.mp4
  - /General/Digital Art Live/New dForce Discoveries/New dForce Discoveries Session 2.png
  - /Runtime/Support/DAZ\_3D\_59169\_New\_dForce\_Discoveries.dsa
  - /Runtime/Support/DAZ\_3D\_59169\_New\_dForce\_Discoveries.dsx
  - /Runtime/Support/DAZ\_3D\_59169\_New\_dForce\_Discoveries.jpg

## Resolved Issues

- *None*

## Known Issues

- *None*

## Support

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

<sup>1)</sup>

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/59169/start](http://docs.daz3d.com/doku.php/public/read_me/index/59169/start)

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