

FIVE13

POPOUT CAKE PROPS AND POSES WITH DFORCE ROSE PETALS



Installation and User Guide

Document Version: 1.0

INTRODUCTION

Congratulations on your purchase of Popout Cake Props and Poses! five13.studio hopes you enjoy your new product.

INSTALLATION INSTRUCTIONS

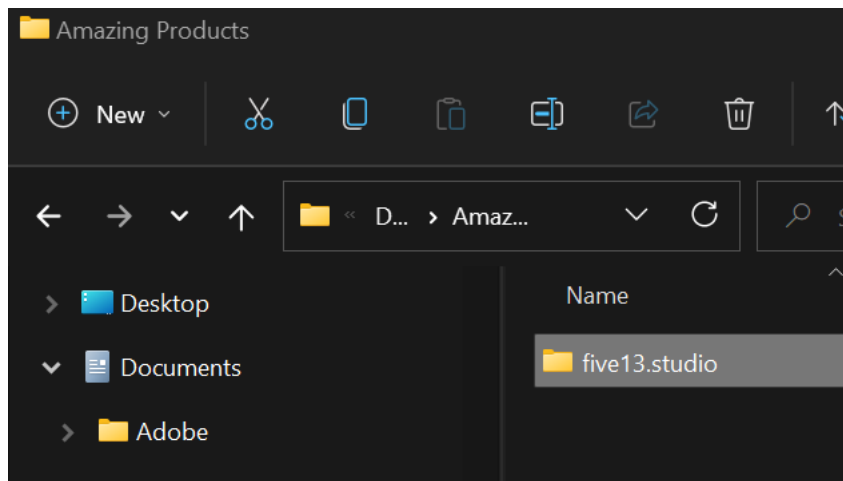
The product can be installed in three easy steps:

1. Create a folder to hold **five13.studio** content (if you don't have one already)
2. Unzip the product zip file into your **five13.studio** folder
3. Add the **five13.studio** folder as a **Base Directory** in Daz Studio
4. Install the metadata for smart content (this step is optional)

Let's walk you through the steps one by one:

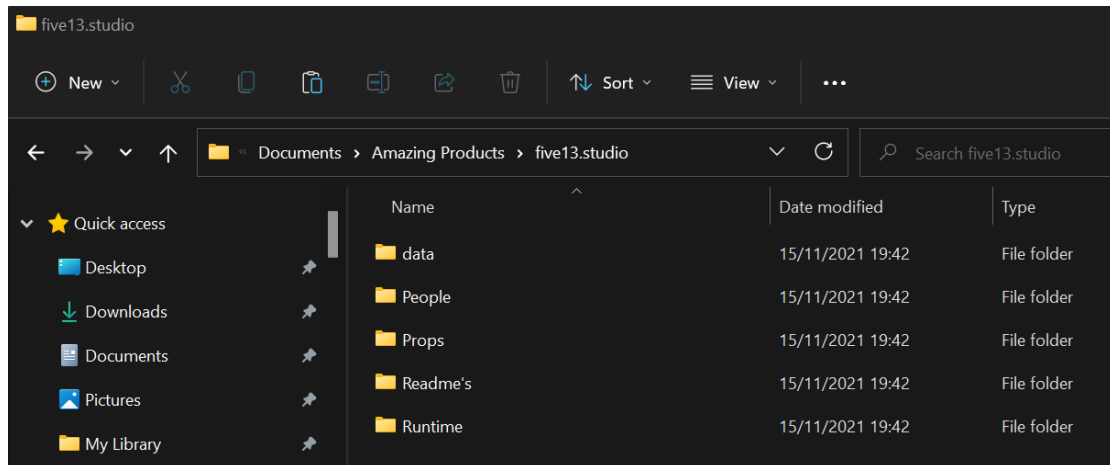
Step 1 - Create a folder to hold five13.studio content

Using Windows explorer (or the Finder on a Mac) create a folder called *five13.studio*. The folder location isn't important, just put it wherever you want to store your content:



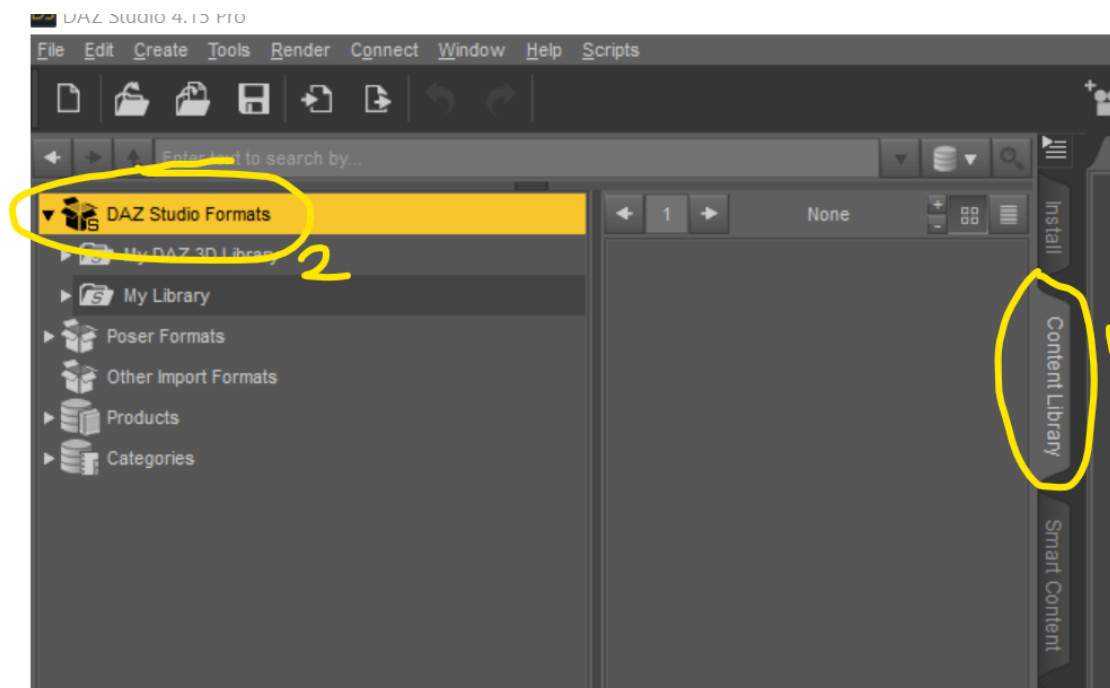
Step 2 - Unzip the product zip file into your five13.studio folder

Unzip the zip file you downloaded from the Gumroad link and copy the contents into your five13.studio folder. The various sub folders (i.e. data, Runtime, etc.) need to be directly under the five13.studio folder as shown in the screenshot below.

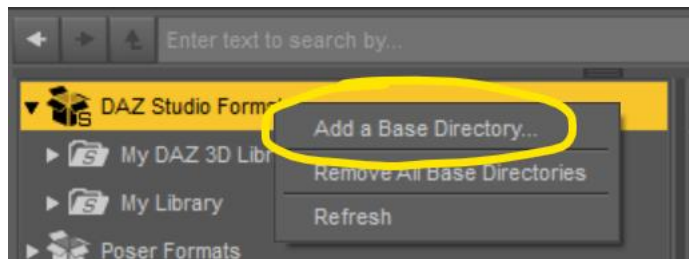


Step 3 - Add the five13.studio folder as a Base Directory in Daz Studio

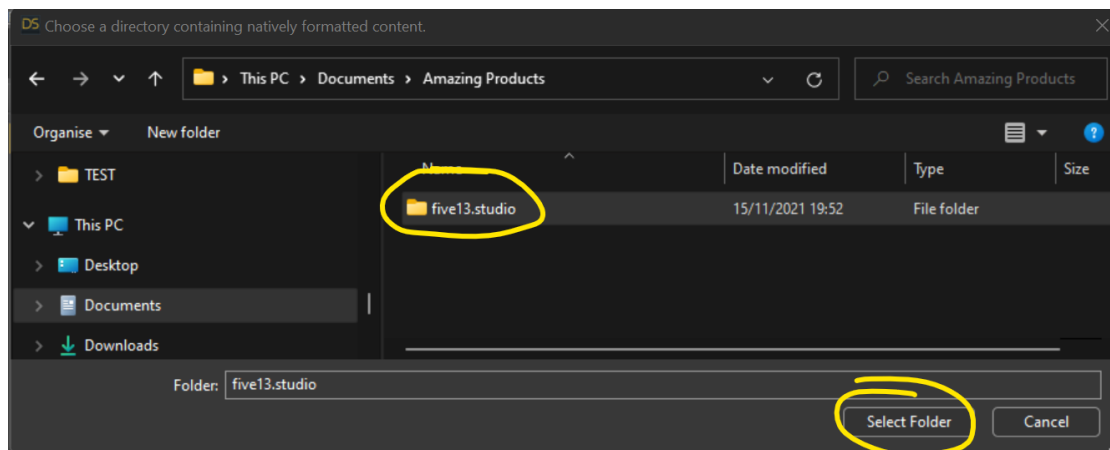
Open Daz Studio and Click on the Content Library tab and then Right Click on "DAZ Studio Formats"



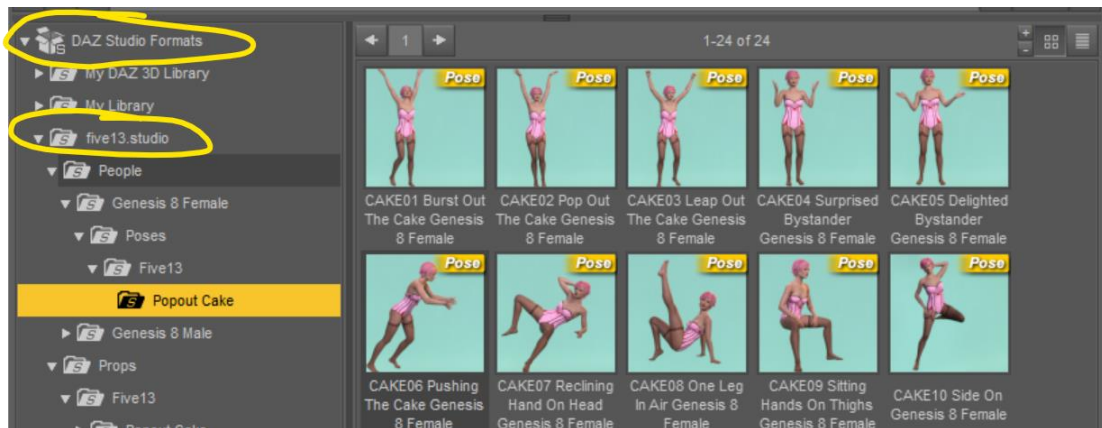
Click on Add a Base Directory



Find your five13.studio folder, click on it and click Select Folder



Expand out the folder structure under DAZ Studio Formats and you will find your amazing new content within the five13.studio section

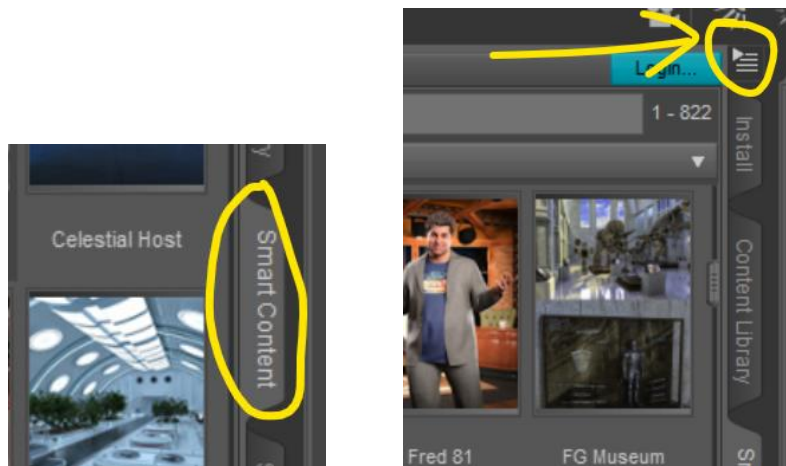


Troubleshooting: If your content has not appeared check that you followed Step 2 correctly and that directly under the five13.studio folder you can see the subfolders shown on the screenshot on the previous page.

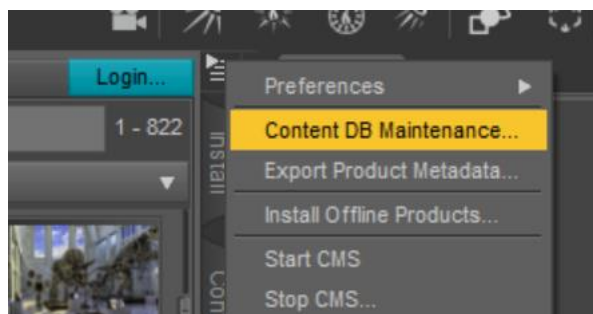
Step 4 – Load the Smart Content Metadata

The installation of smart content is optional.

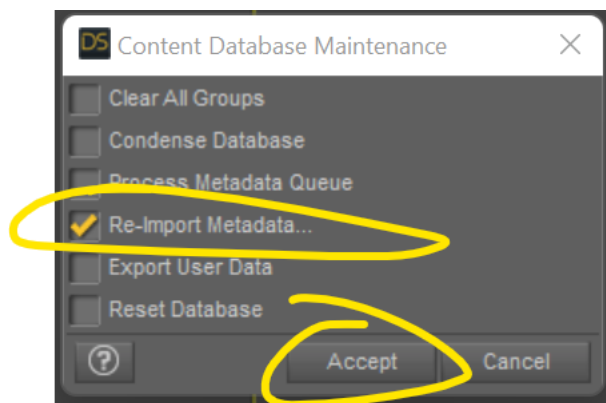
Click on your Smart Content tab to ensure it is selected, and then click on the Hamburger menu at the top of the page



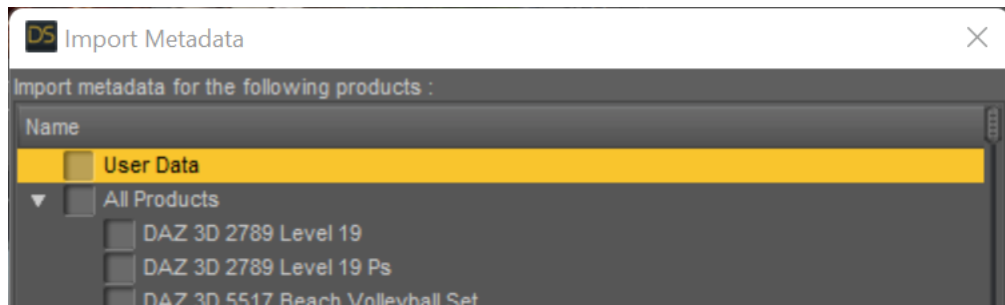
Choose "Content CB Maintenance" (if it doesn't appear as an option have you selected Smart Content before clicking the hamburger?)



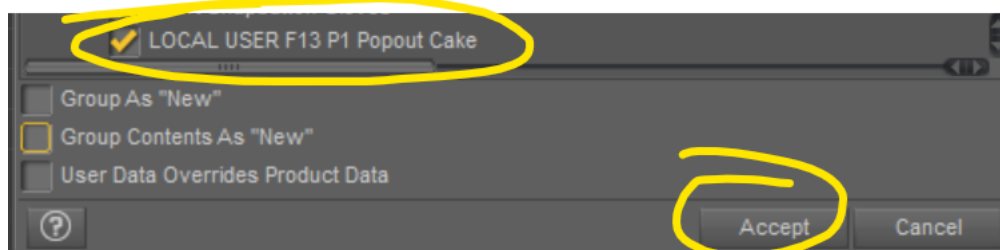
Tick on Re-Import Metadata and then click Accept



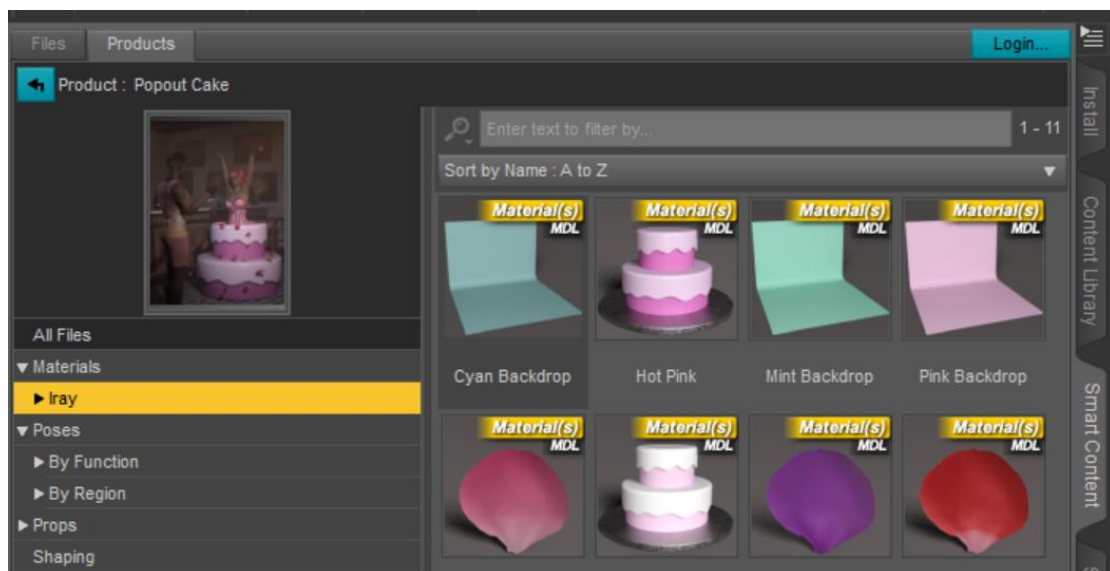
Untick "User Data" and "All Products" so nothing is selected in the list as you don't want to re-import everything.



Scroll down to probably the very bottom of the list, and you will find the entry for your new five13.studio product labeled "LOCAL USER F13 P1 Popout Cake". Tick it and it alone and press Accept



Daz Studio will do its thing and your product will appear in Smart Content.



Congratulations! That's the install over and done with.

POSES

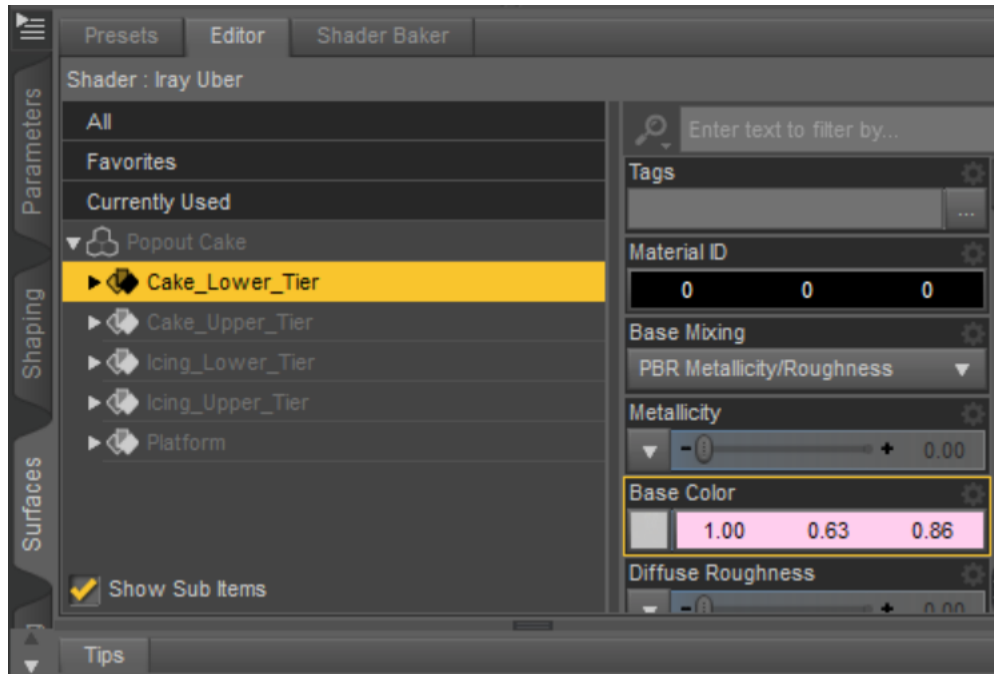
Use of the poses should be self-explanatory. If you don't use Smart Content, you will find them under the People folder. As with all Daz poses they will need minor adjustments depending on how different your figure is from the base male and female.

To use the couples, pose, start with your couple occupying the same space. The couples pose has variations for same and different sex couples, these are labeled MF for Male/Female, MM for Male/Males etc. There are two sets of poses for Male/Female couples, one with the Female in the lower position, and one in the upper.

All the poses are "Anywhere" poses so after applying the pose position your figure where you like on the cake.

PROPS

The Popout Cake and Popout Cake backdrop props are configured so you can change the color by adjusting the base color.



The Popout cake is rigged so you can make height adjustments, sometimes it is easier to change the height of a section of the cake rather than adjust the pose of your character.

Experiment with changing the scale of the cake to suit your purposes. There is a preset to change it's scale to 70% which is about right for someone jumping out of it.

You can also parent your figure to the platform, the upper tier or lower tier or top of the cake. Since the cake is rigged you can spin each part independently.

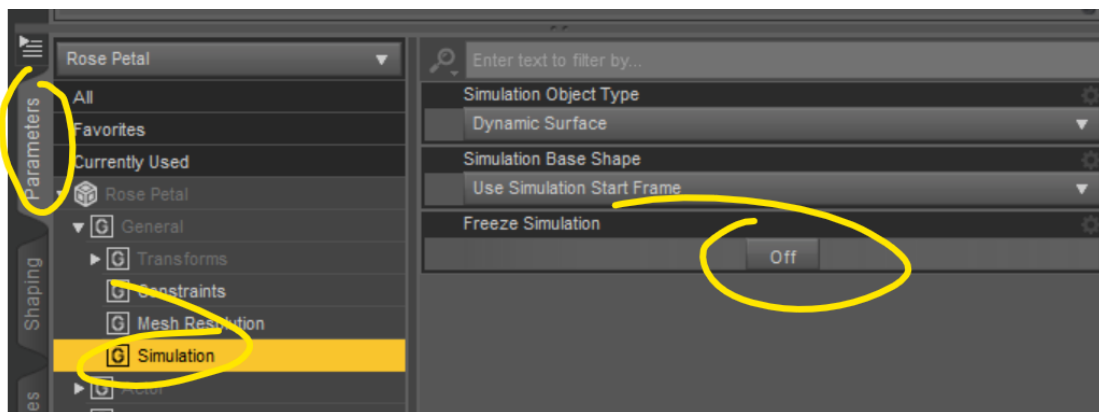
DFORCE ROSE PETALS

The dForce Rose Petals can be loaded in batches of 50. They load at a height above the cake. You may want to load more than one batch of 50. Five13 found around 200 petals looked good, but your taste may differ.

When loading in more than one batch, you need to move each group out of the way of the other, so the petals don't touch. Overlapping petals may lead to dForce explosions. You may find rotating them on the X and Z axis may help them fall in a more pleasing way.

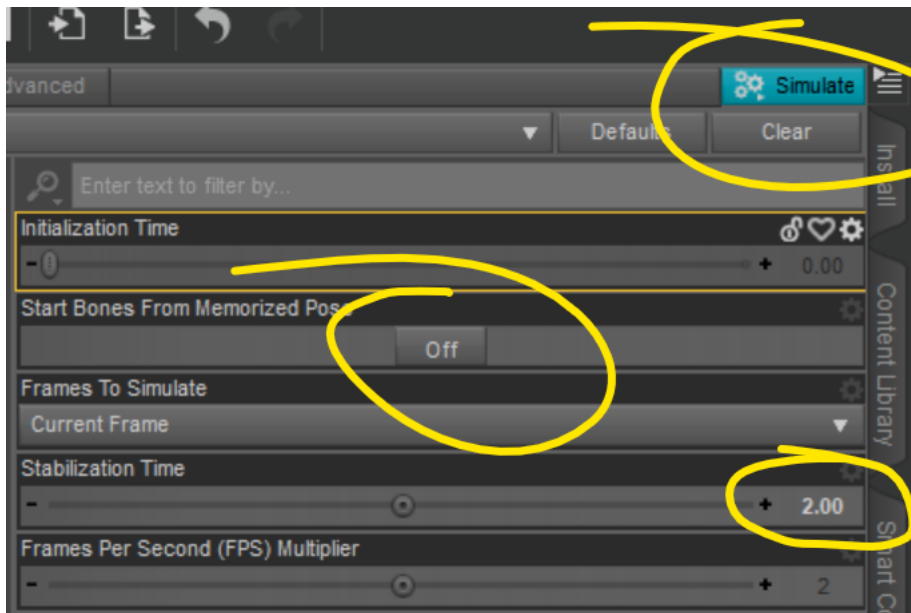
Before using the petals it is best to have already simulated clothing or hair in your scene and frozen it so it won't simulate again.

To Freeze the simulation on an item in your scene click on Parameters, Simulation under General and set the button to On



In terms of running the simulation Five13 can offer a few tips, but for full instructions on how to use dForce please refer to Daz Studio documentation.

We suggest the settings in the screenshot below. Increasing the stabilization time gives better results.



After the simulation has run, you may find petals have landed in places where they are visually not pleasing. Just click on any petal you don't like and hide or delete it.

You can multi-select the petals in your scene to change the materials all at once. If you want to select your own color of petal, load in the "White Rose Petal" material and then adjust the base color.

The petals have been designed and tested for use with the props in the product, and genesis 8 and 8.1 males and females. You can, of course, use them in other contexts, however for dForce to calculate accurate collisions, the objects the petals are colliding with must contain sufficient geometry. That is part of how dForce works.

For example if you try dropping them on a table, and the surface of the table was modelled with only one face, then the petals may 'poke through' the surface.

In these cases you try to:

- *Adjust the petals after simulation so they don't poke through*
- *For flat surfaces load in the Popout Cake Backdrop, raise it to the height of your object and then hide it afterwards.*

THE END

Please have fun with your five13.studio product.

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FIVE13

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