

Import Poser Dynamic Cloth into DAZ Studio

Author: [ChipChop](#)

Tools Needed

- Poser 5
- Or Poser 6
- DAZ Studio

Support Files

- [DAZ_Dynamic_sm.zip](#)
- [Dyn_to_Morphs.zip](#)

Introduction

DAZ Studio can quickly render images using the OpenGL render engine. This is ideal for creating quick animations, but DAZ Studio currently lacks a cloth simulation.

With the help of a little python script included with this tutorial, I will show you how you can use Poser 5 or 6 to calculate your cloth dynamics, and import that into DAZ Studio for a fast render of your dynamic cloth.

(You could also import these files into other applications that support Poser file imports, but not Poser Cloth Simulations.)



Step 1 - Create your Poser Scene with a Cloth Simulation



First, create your scene in Poser. I've created a simple scene with a high-res square, a cube, a cone, and a ball.



Go into the cloth room and setup your simulation. In this simulation, I'm going to clothify the square, and drop it on top of the other objects in the room.

Calculate your simulation, preview it, and make any changes. Once you are satisfied with the simulation, you're ready to continue.

Step 2 - Convert your simulation to Morphs



Go to the frame that you want to convert. Select the prop that has the simulation applied to it. Make sure that the Dynamics parameter for the prop is set to 1 (This will automatically be set when you calculate the simulation).

Select Objects- > Spawn Morph Target from the menu. This will create a morph target on the object that will look like the current simulation.



Name your morph something meaningful - in this case, I'm calling this morph Dyn_Frame_15 for Dynamic Frame 15. I know that the morph came from my dynamic simulation, and was on frame 15.



Set your Dynamics parameter to 0.0, and your new morph to 1.0. The prop should be back in the same shape as in the cloth simulation.

Step 3 - Automate the task



Now that works great if you only care about one frame. To convert ALL of the frames of your current poser scene, you can use the python script included in the zip file.



First, select your prop that has the cloth simulation attached. Select File- > Run Python Script... from the menu. Find where you have placed the Dyn_to_Morphs.py script, and click on it.



The script will now take and step your prop through every frame of your current scene, and will create a target morph for each frame. It will then set the Dynamics parameter to 0.0 for each frame, and set the appropriate newly created morph to 1.0 for the correct frame. Check your new Morph-ified cloth simulation, and save the file!

Step 4 - Import into DAZ Studio



Now open up DAZ Studio. Click on File- > Import in the menu.



Select the poser file you just created with the morphs for each frame.



Your poser scene is now inside DAZ Studio, where you can preview the animation. Feel free to tweak the camera and materials to your liking.

Step 5 - Render your movie



Select Render- > Render Settings from the menu.

Set your render size.

Select Make Movie.

Select Movie File, and select the target location by clicking on the "..." button.

Click on Render.



DAZ Studio will now start rendering. You can see the progress by watching the status bar in the lower left hand corner, and by following the frame indicator.



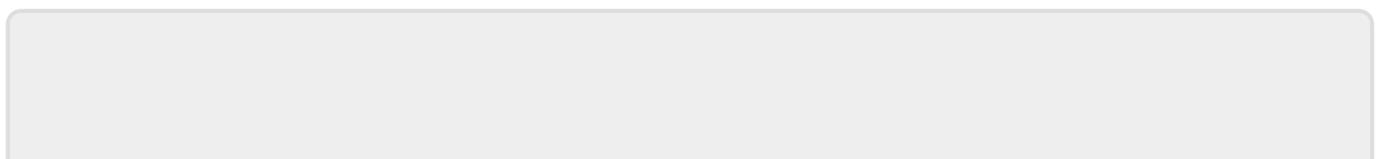
When the rendering is complete, DAZ Studio will prompt you to choose a compression codec for your movie file. You can also choose uncompressed. DAZ Studio may not be able to use all of the codecs you have installed, so if one doesn't work, try another.

Step 6 - Play back your movie!



Now play back your movie in your preferred player!

Using DAZ Studio's OpenGL rendering will greatly speed up your animation creation, and now you can use Poser's Dynamic cloth inside DAZ Studio!



From:

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

Permanent link:

<http://docs.daz3d.com/doku.php/artzone/pub/tutorials/dazstudio/studio-export02>

Last update: **2011/11/01 17:42**

