

1. Load figure from library.



2. Load ChinaShoes(for your figure) from library, and conform to figure.



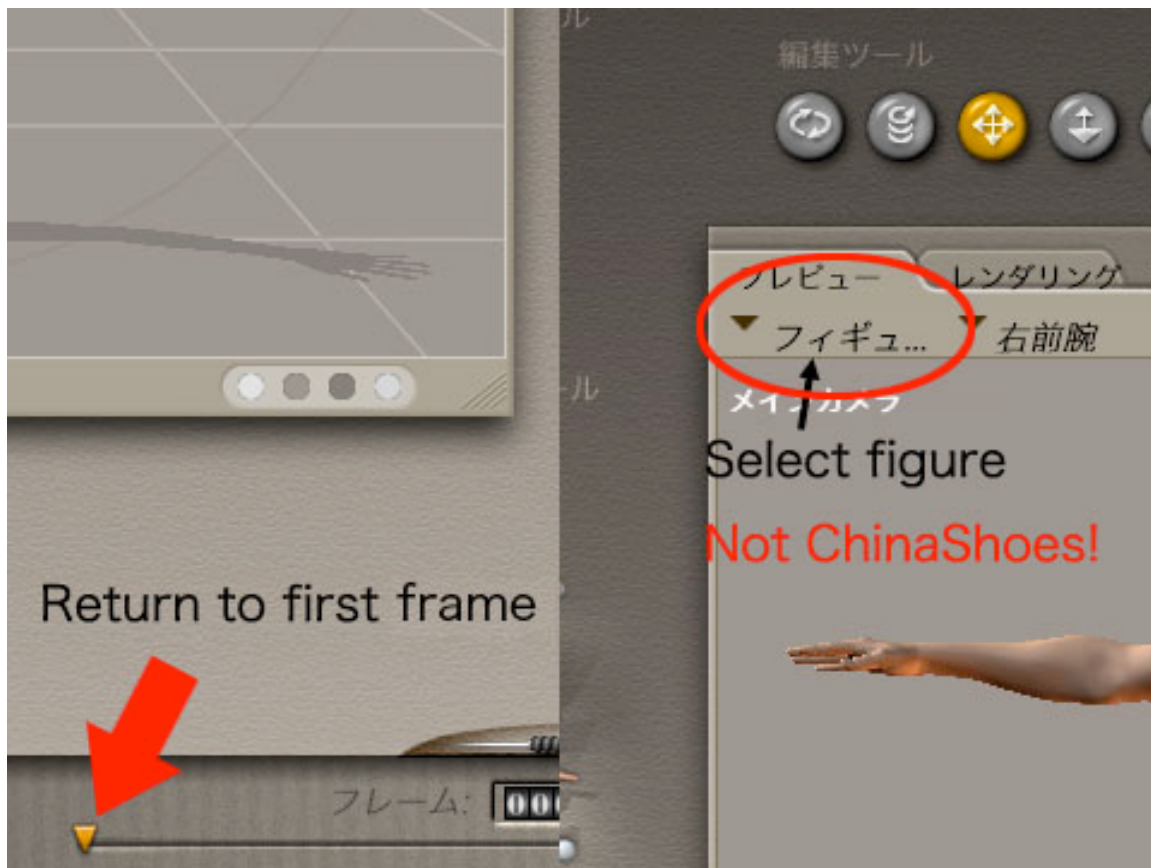
3. Move to last frame.



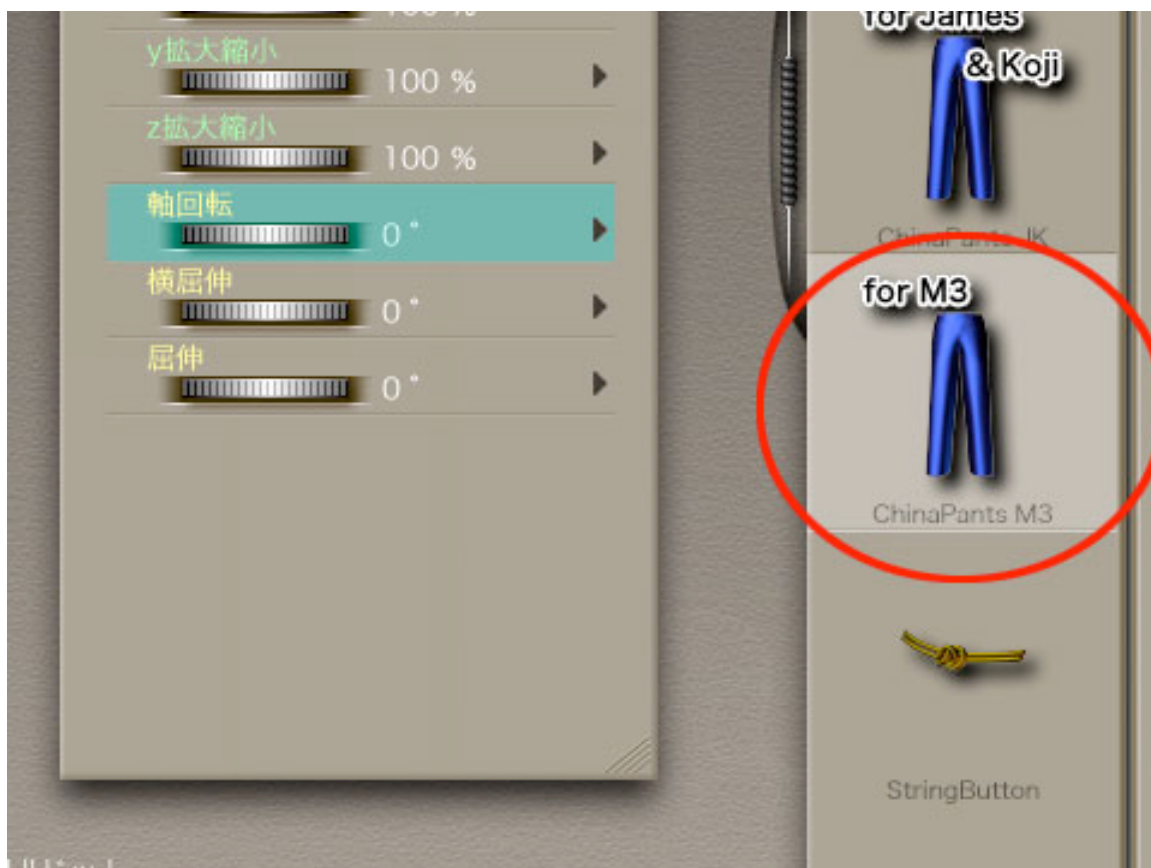
4. Make your figure posing you like.



5. Return to first frame and select your figure.



6. Load ChinaPants(for your figure) from library.



7. And load ChangPao from library.



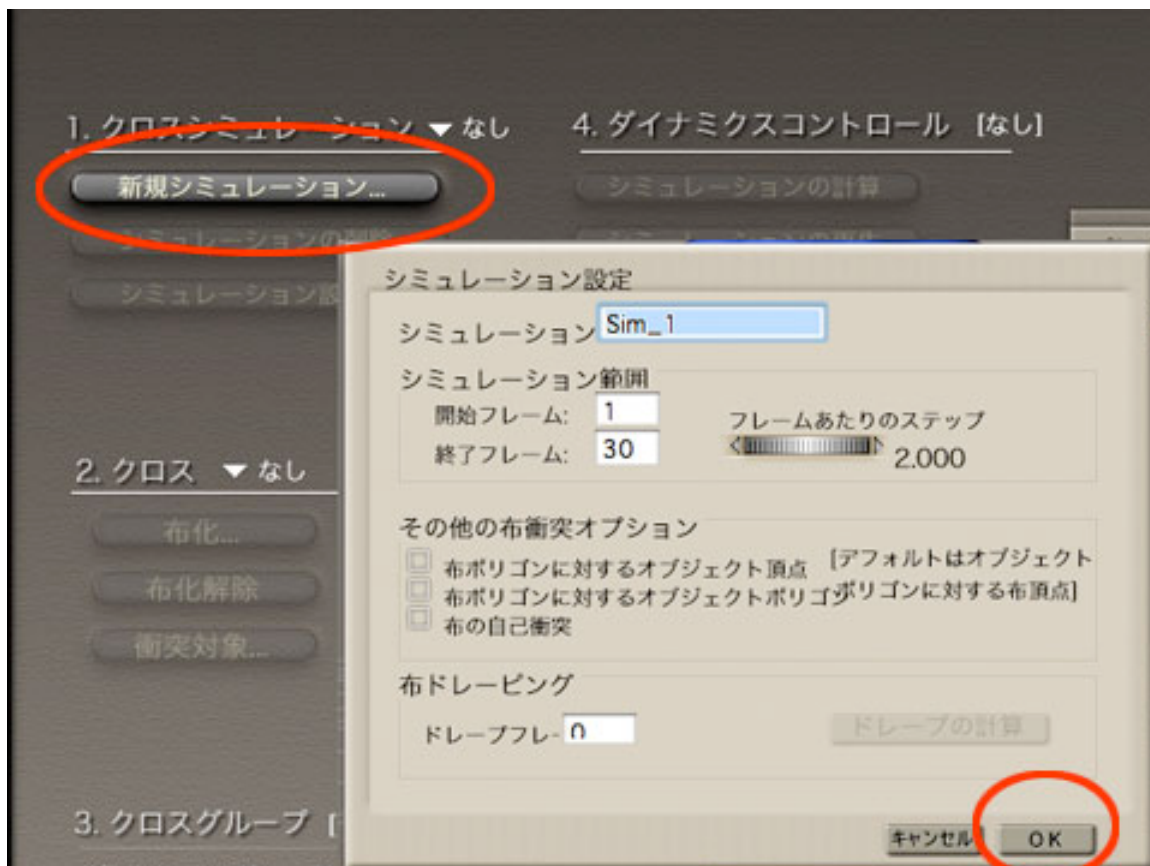
8. Two dynamic clothing has been loaded.



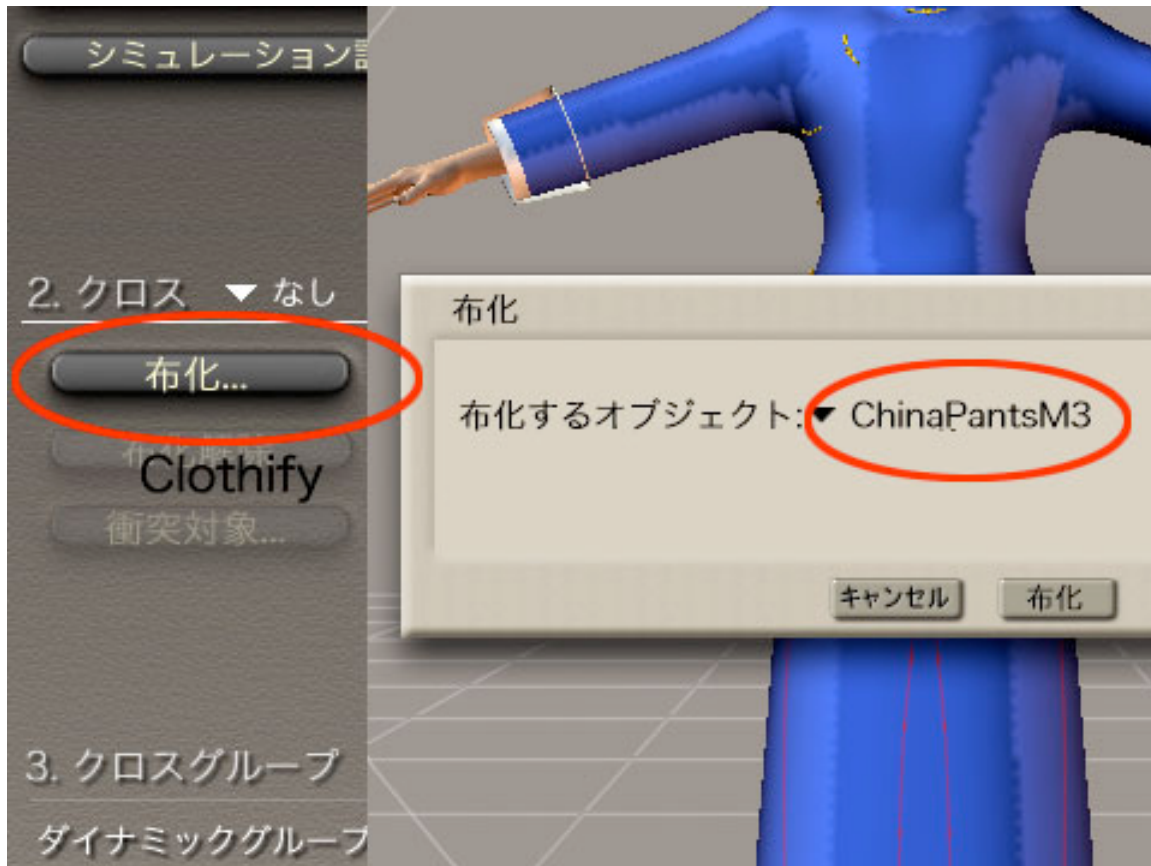
9. Apply pose file (for your figure) from library.



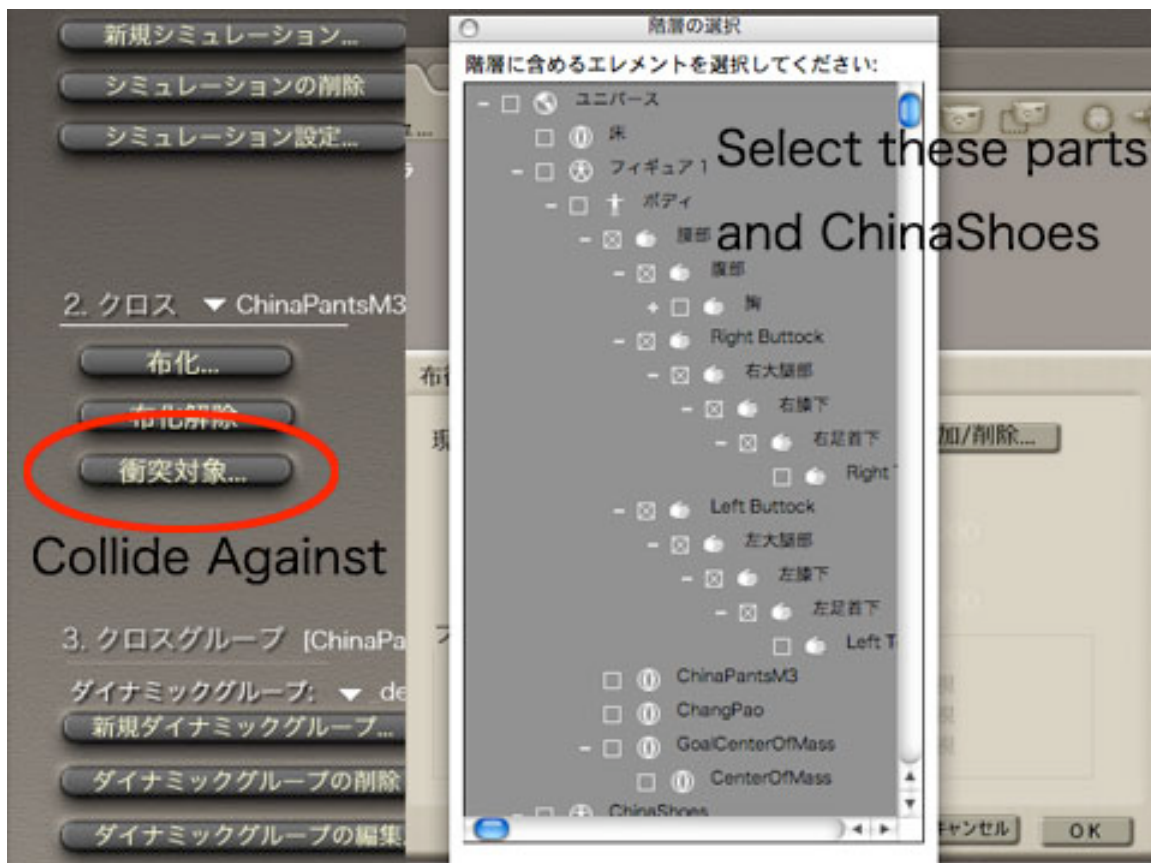
10. Create New Simulation in Cloth room. There is not necessary to edit setting.



11. Click "Clothify" button, and select ChinaPants from list at clothfy dialog.



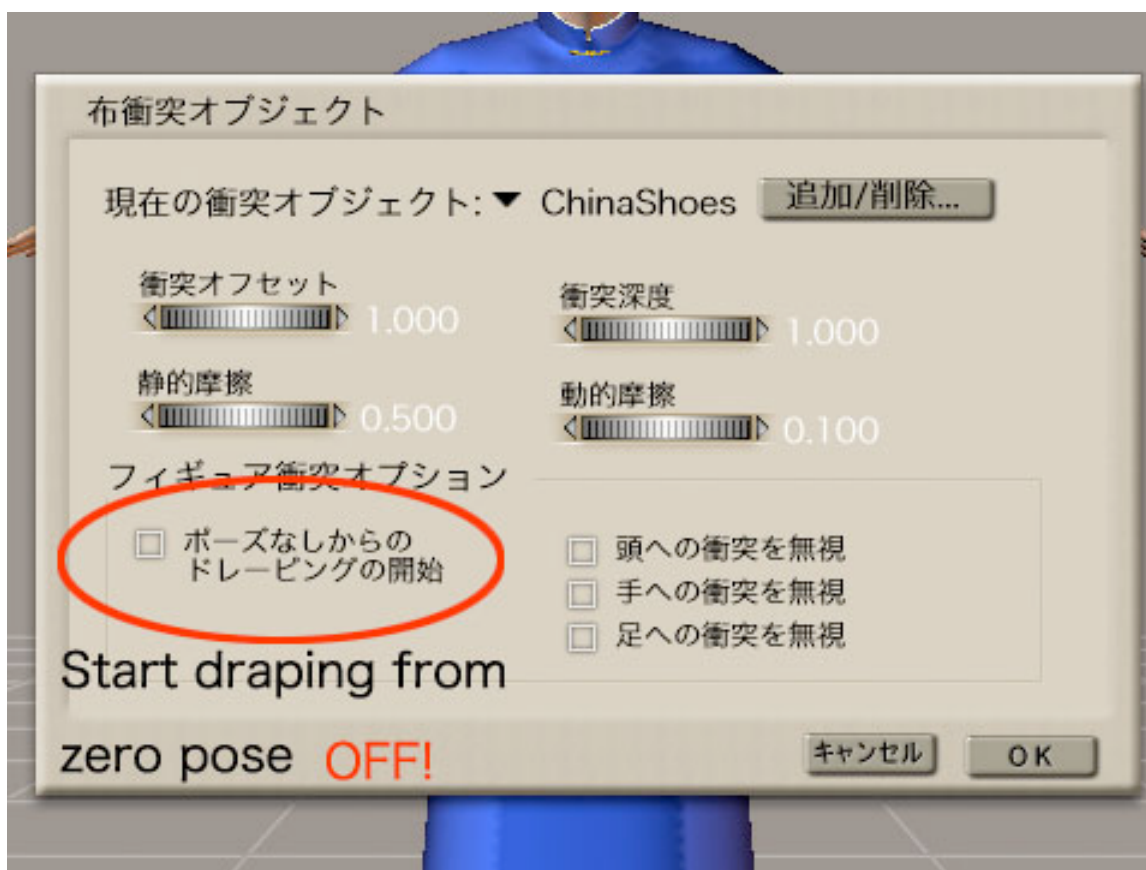
12. Click "Collide Against" button, and click "Add/Delete" button to select follow parts in "Hierarchy Selection".



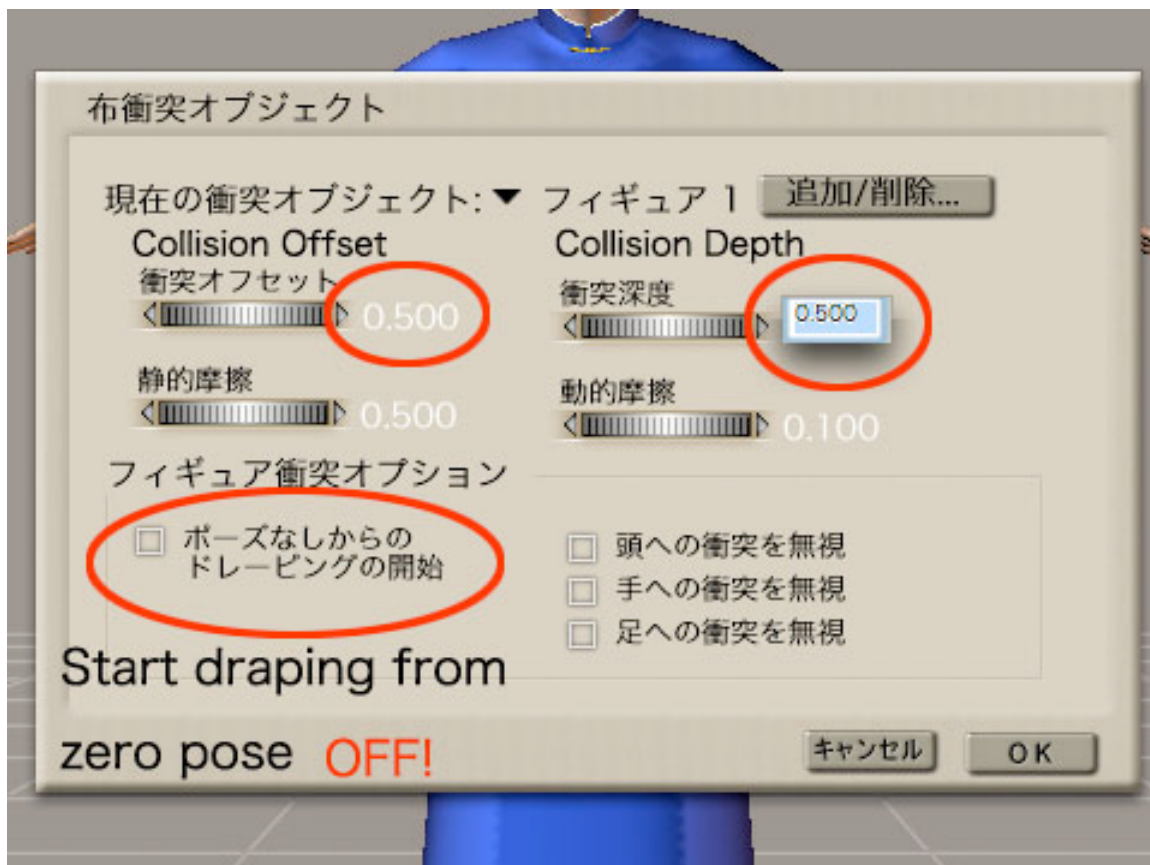
Select Part

M3	James/Koji	G2
-hip	-hip	-hip
-abdomen	-abdomen	-waist
-Buttock (both)	-Thigh (both)	-abdomen
-Thigh (both)	-Shin (both)	-Buttock (both)
-Shin (both)	-Foot (both)	-Thigh (both)
-Foot (both)	-all part of ChinaShoes	-Shin (both)
-all part of ChinaShoes		-Foot (both)
		-all part of ChinaShoes

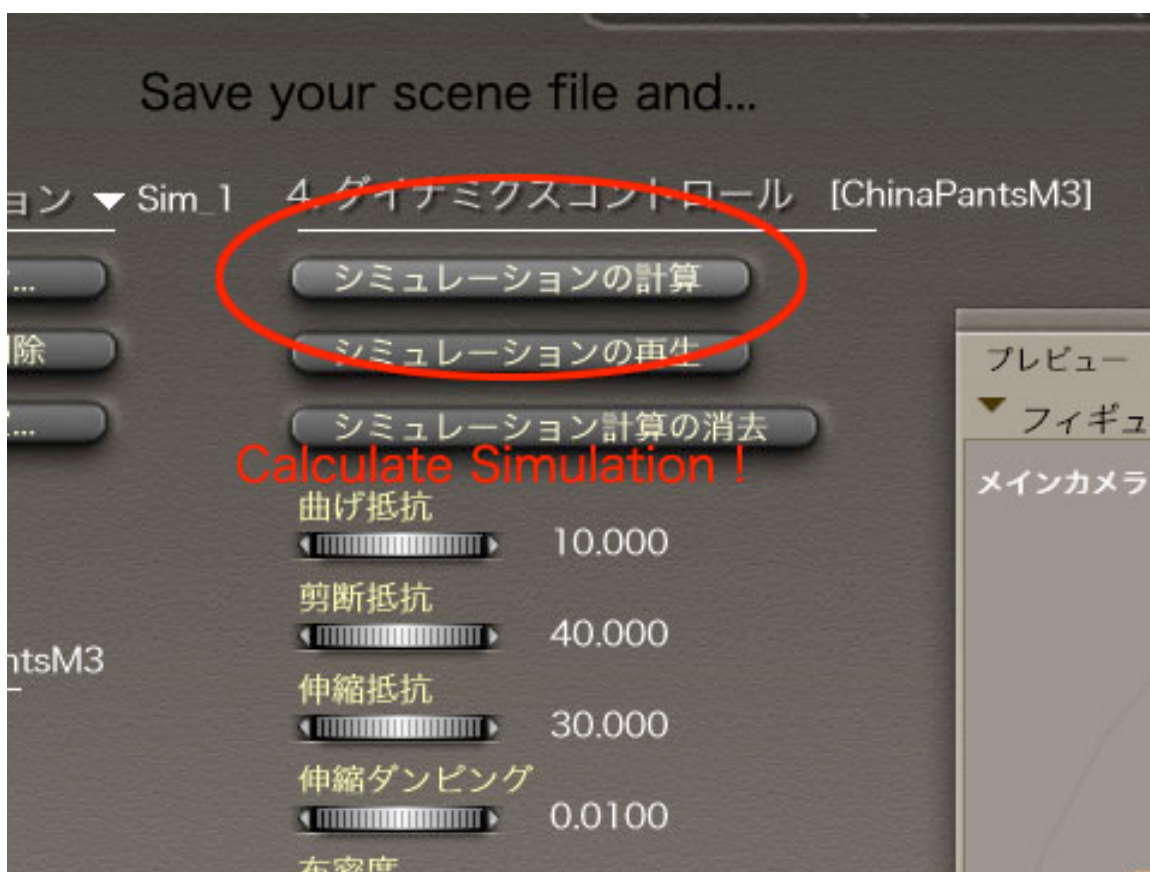
13. Turn off "Start draping from zero pose" check box on Cloth Collision Objects dialog.



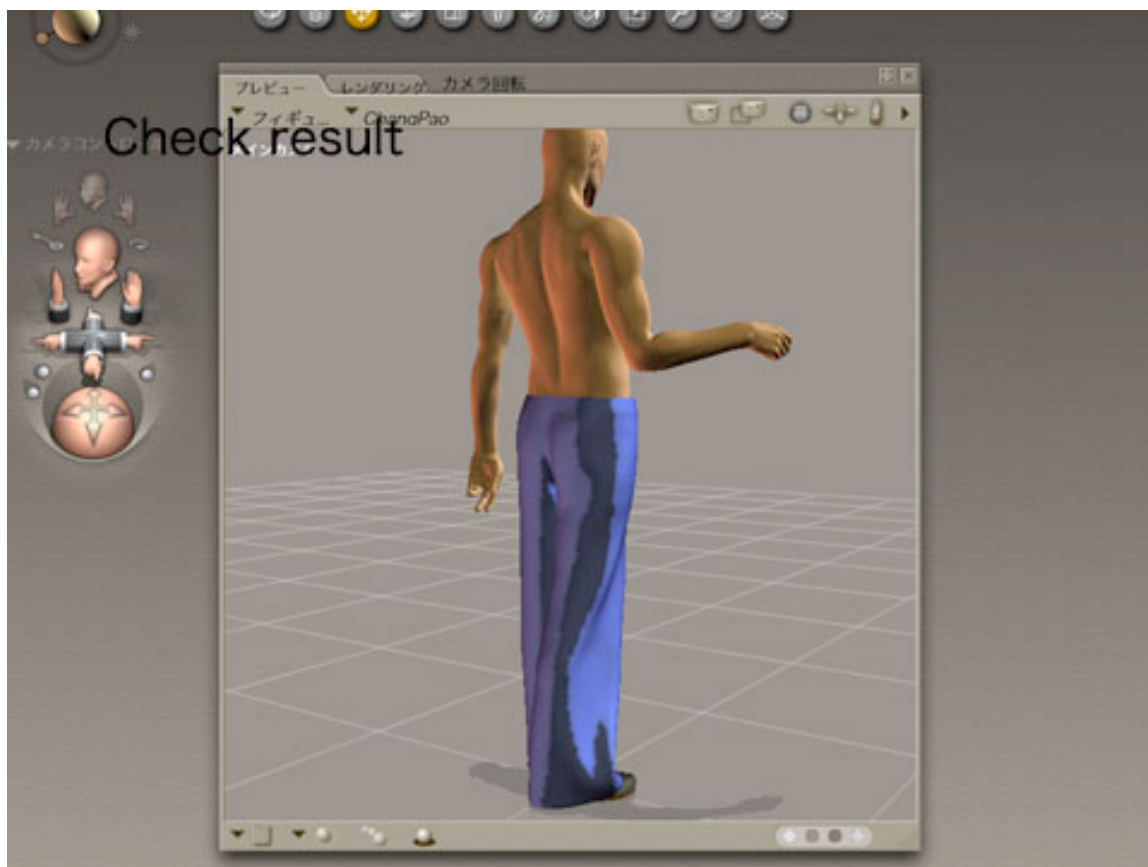
14. Select your figure, and edit "Collision Offset" and "Collision Depth" to 0.5. And turn off "Start draping from zero pose" check box.



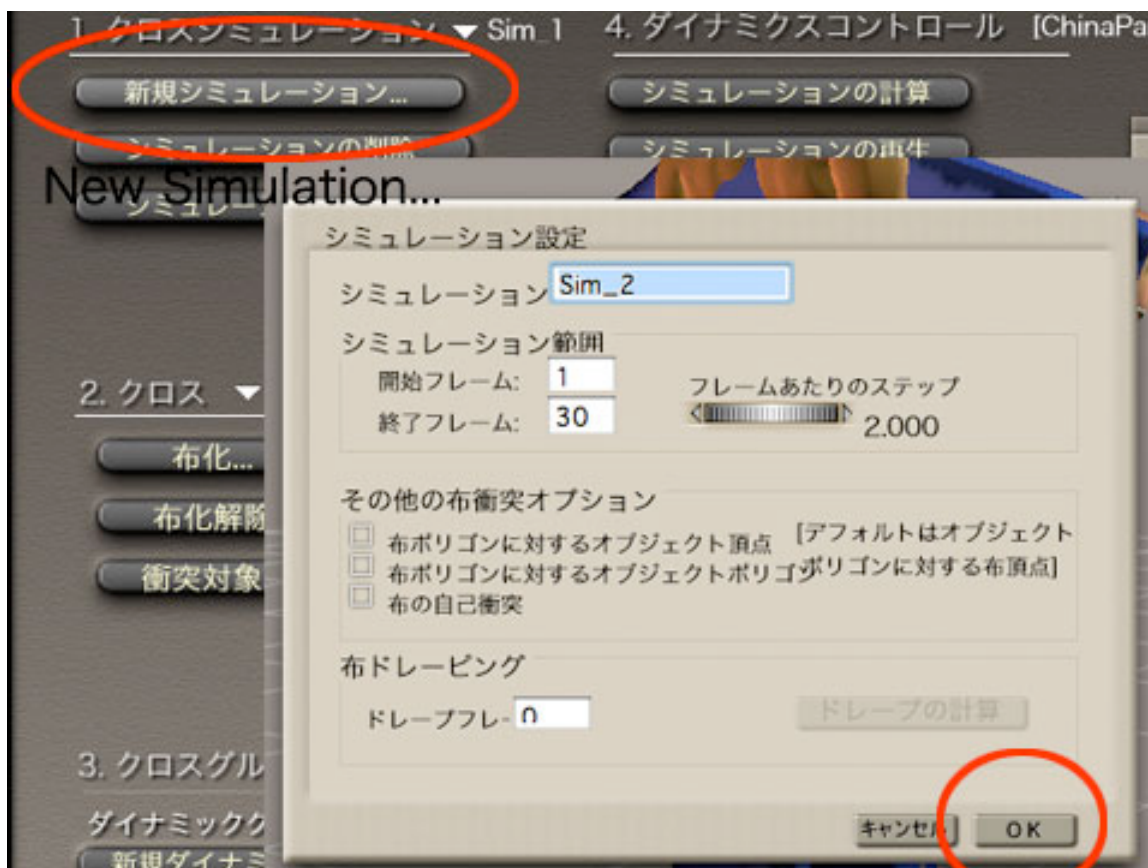
15. Save your scene file and start simulation by click "Calculate Simulation" button.



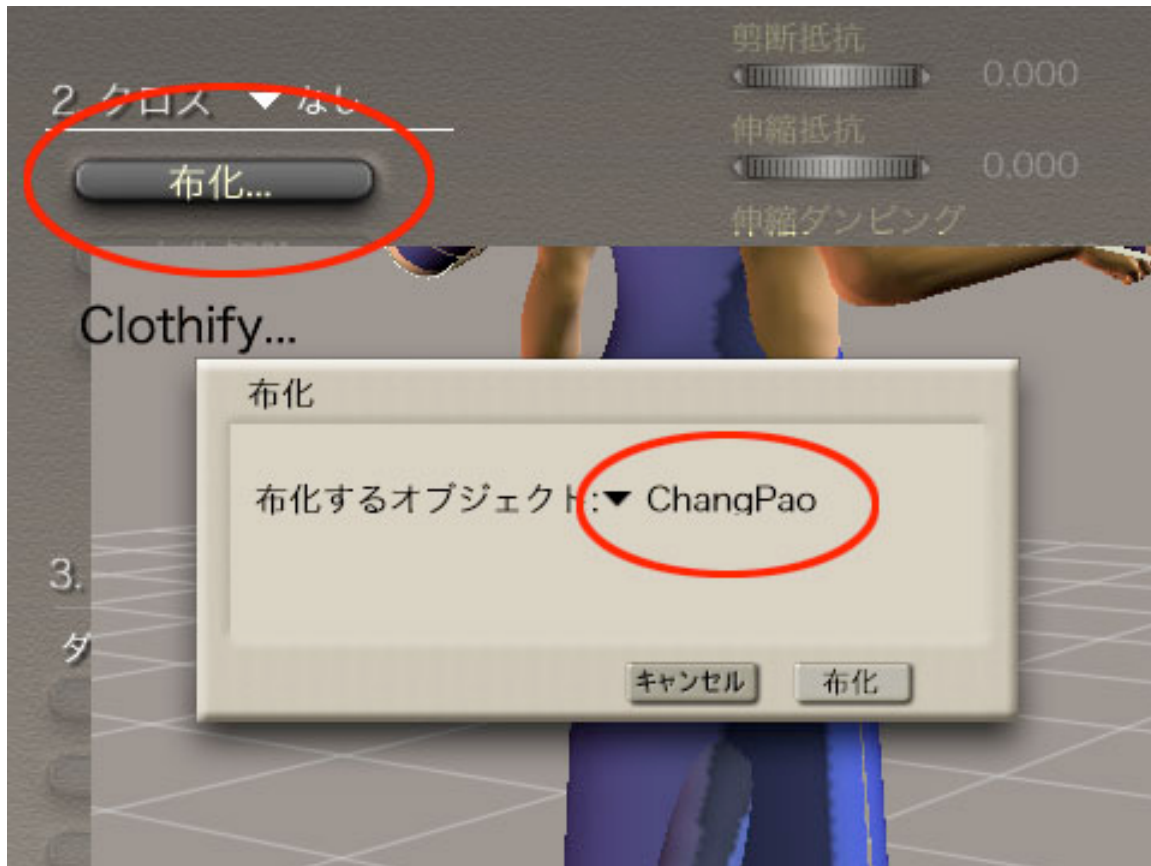
16. When the simulation end, Check result in Pose room.



17. Move to Cloth room again, Create New Simulation.



18. Click "Clothify..." button, and select ChangPao form list on Clothify dialog.



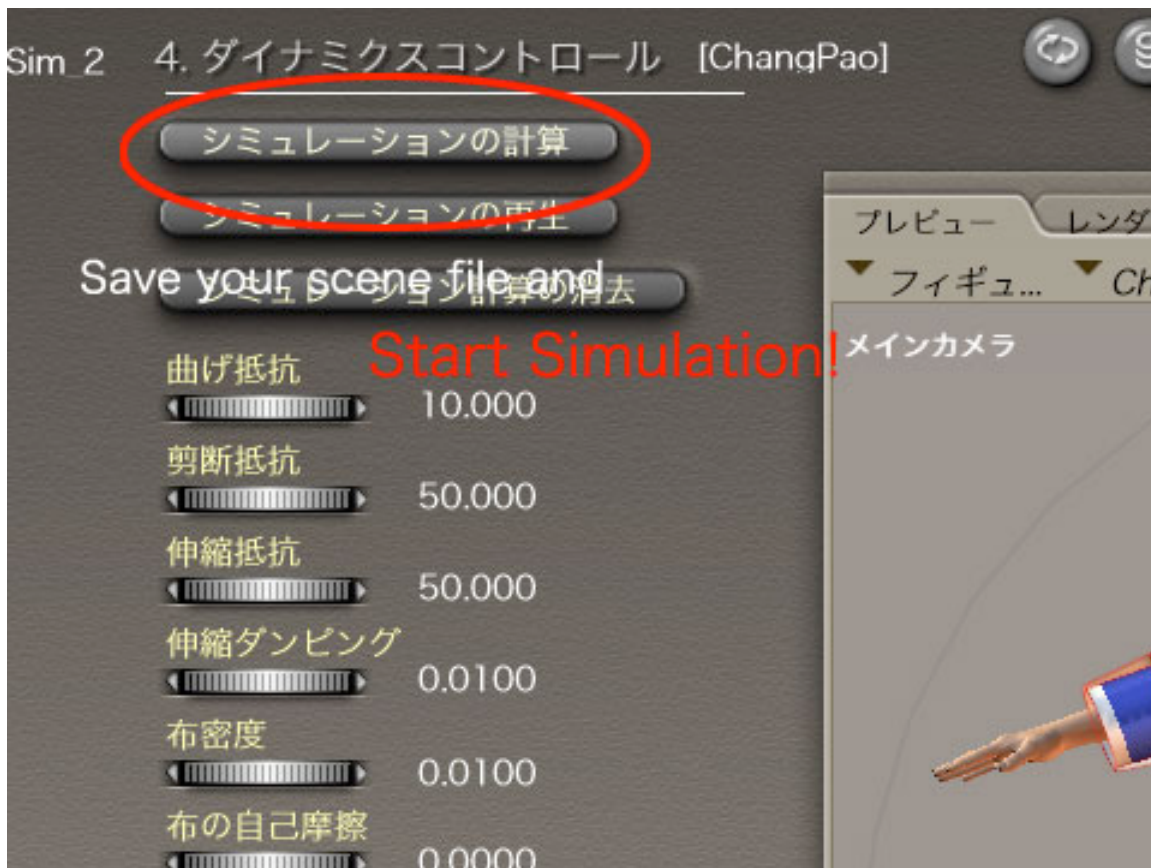
19. Click "Collide Against" button, and click "Add/Delete" button to select follow parts in "Hierarchy Selection".



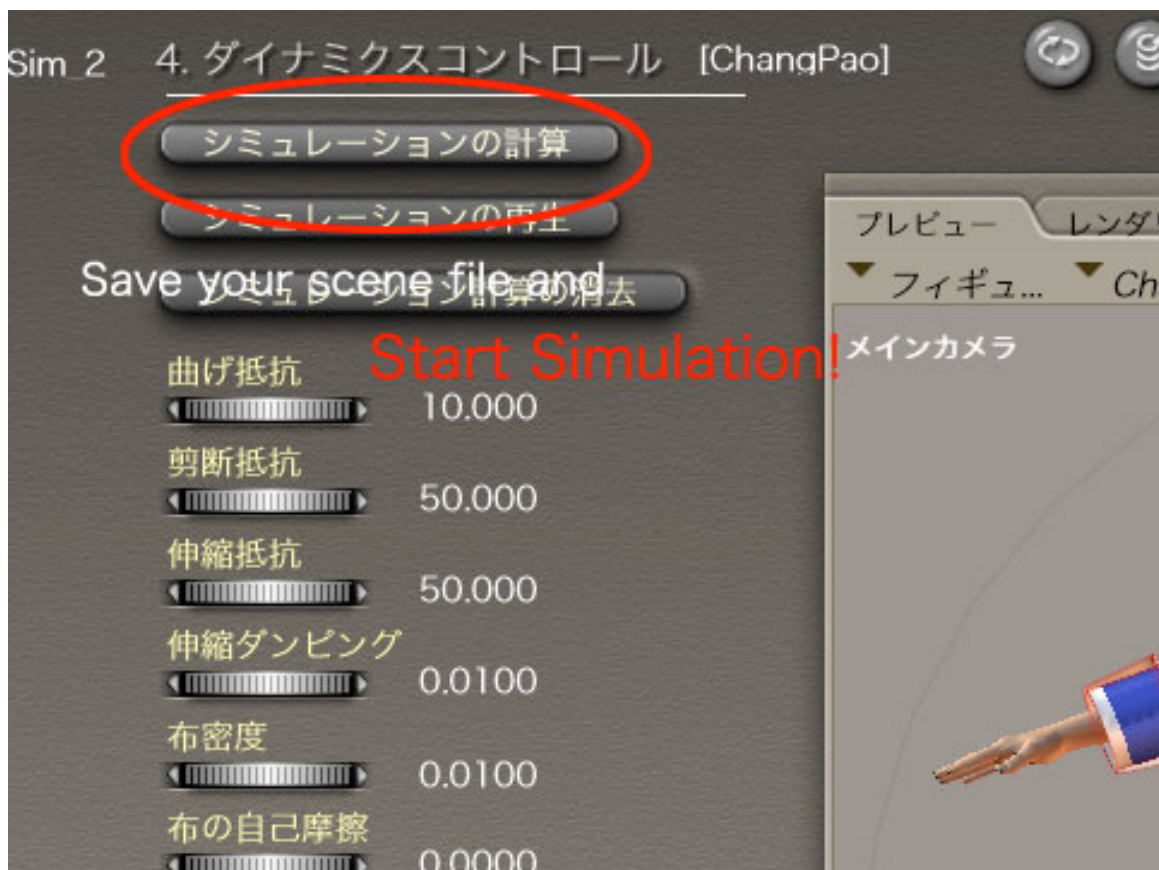
Select Part

M3	James/Koji	G2
-hip	-hip	-hip
-abdomen	-abdomen	-waist
-chest	-chest	-abdomen
-neck	-neck	-chest
-Collar (both)	-Head	-neck
-Shoulder (both)	-Collar (both)	-Collar (both)
-Fore Arm (both)	-Shoulder (both)	-Shoulder (both)
-Hand (both)	-Fore Arm (both)	-Fore Arm (both)
-ChinaPants	-Hand (both)	-Hand (both)
	-ChinaPants	-ChinaPants

20. Select your figure and turn off "Start draping from zero pose" check box.



21. Save your scene file and start simulation as click "Calculate Simulation" button.



22. Enjoy your render!



Tips

In the simulation result, when the stand collar is transformed wrong, please fix the value of rotation of the neck and head part to 0. Please rotate the neck and head part after the simulation ends.

