Simple Cloth Draping Tutorial for Poser

Cloth plane in Poser, draped over the posed figure.

In order to complete the tutorial, you'll need to know how to change the view and navigate around your workspace, how to create and resize objects and move them around, how to assign a material and how to render. If you don't know how to do this already, see the guides in the Tutorials section of my website for how to do these things in Poser.

The **Cloth room** in Poser has some really powerful tools, which seem to be often overlooked. They have the ability to make objects behave like cloth, and allow users to create dynamic effects for clothes and other cloth-like materials in a scene.

This tutorial covers simple cloth draping over objects. This tutorial does **not** deal with dynamic clothes – only with draping squares of fabric over objects (e.g. tablecloths, blankets etc.)

1. Create a new scene in Poser

2. If your animation timeline is visible, change the value in the second box to 1, leaving you with a 1-frame animation.

3. Add an object to your scene. I have chosen a table, so you can see how you might create a simple tablecloth.
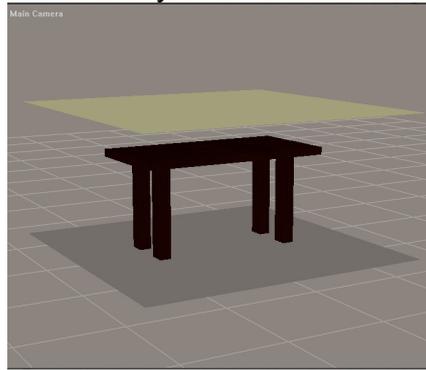

4. Add a cloth plane to your scene. You can find this in Props > Primitives > Square (or Square hi-res).

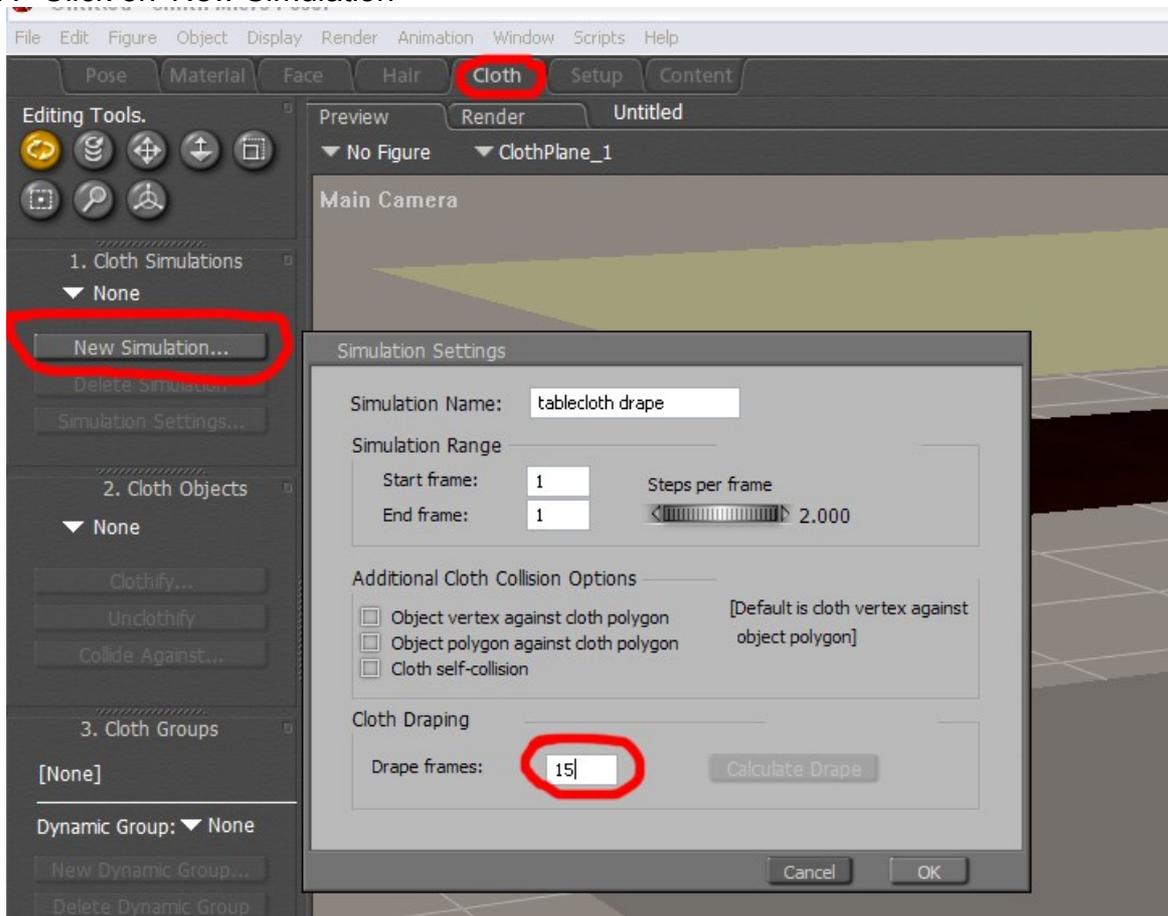   I am using the hi-res cloth plane for this one, as it gives smoother results.
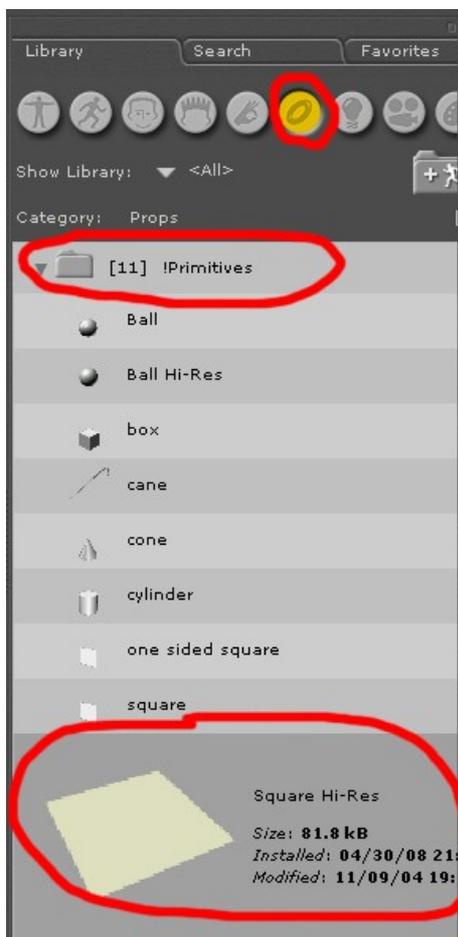
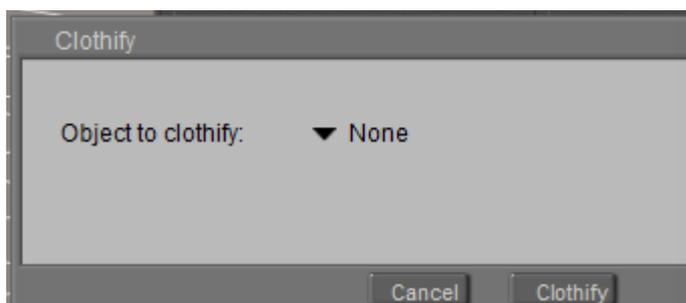5. Move the square upwards so that you can see it above your object.

6. Click on the Cloth tab at the top of the interface
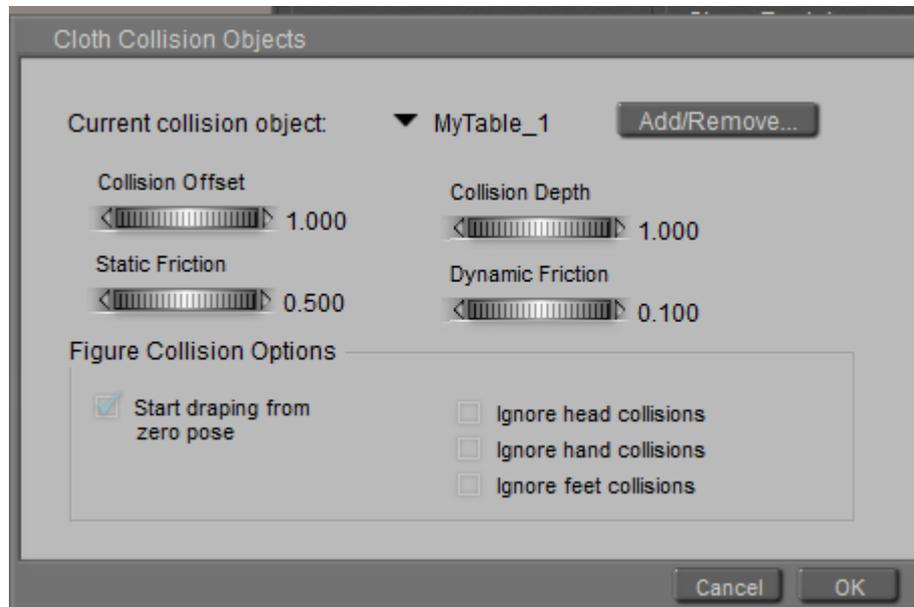
7. Click on 'New Simulation'

8. Set your start and end frames to '1', and set the Drape Frames to 15 for now.

9. Click 'Clothify'

10. Click the dropdown next to 'none' and select the cloth plane.

11. Next click on the 'Collide against' option

12. Select your object (in this case the table) that you want your cloth to collide against


13. Leave the other settings as they are at the moment. These dials allow you to specify how you want the cloth to interact with the table.

14. The figure collision options are specific to figures(!). I won't cover them in this tutorial, but they should for the most part be self-explanatory.

15. Click OK

16. You can now play with the simulation settings for the material. For this one, I've just left it on the default settings, but the parameter dials listed below allow you to specify how the material bends and folds, how stiff it is, how it acts when it collides with itself etc.

17. Click 'calculate simulation'. Depending on how advanced your computer's processor is, you may want to go and make a cup of tea.
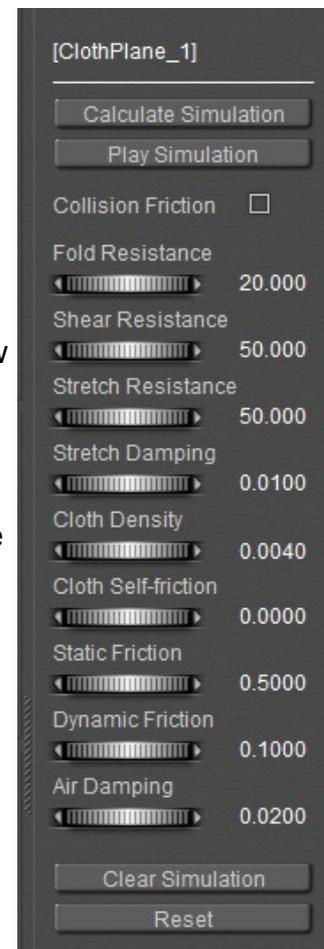
18. When the cloth has finished draping, you should end up with something like this.
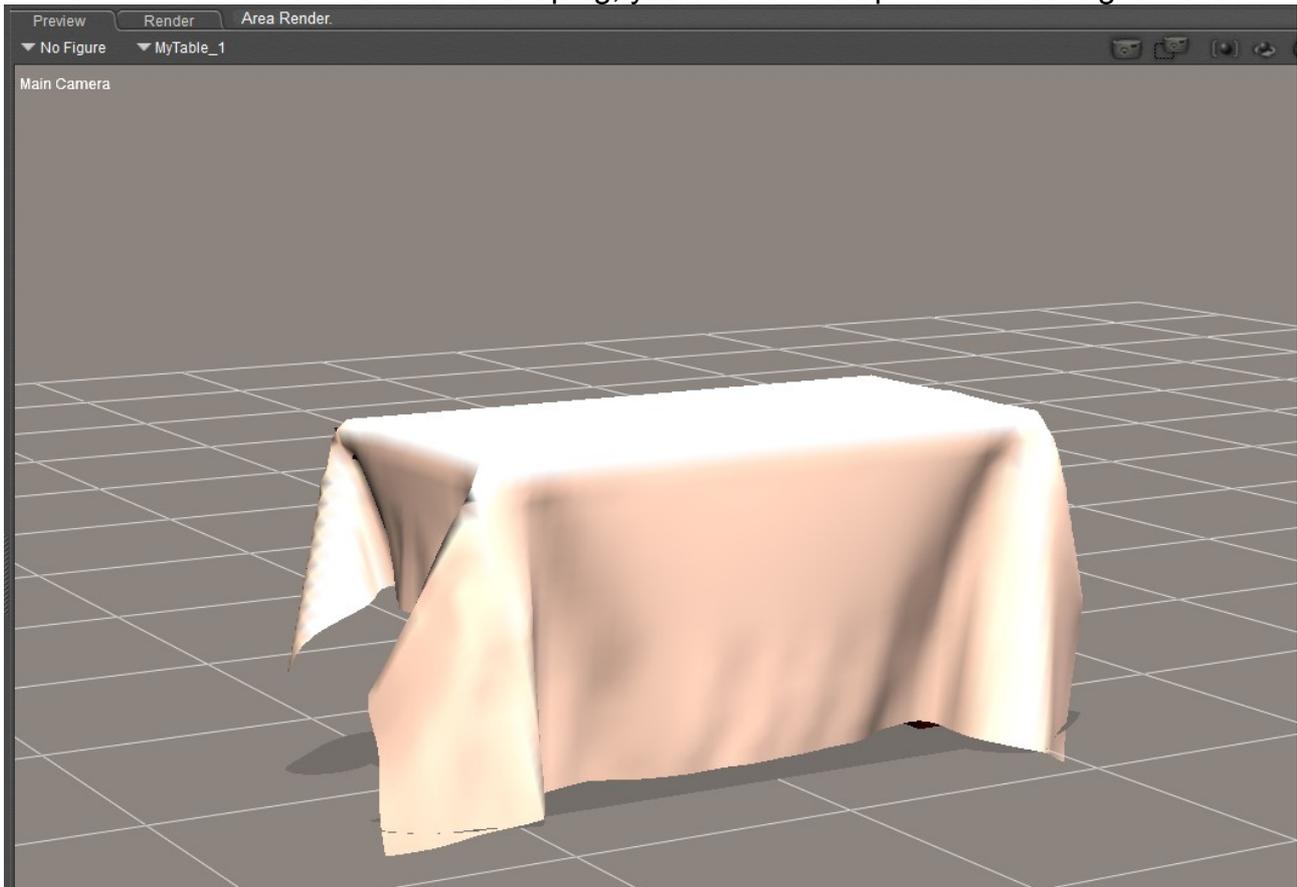
19. You can now tweak the settings, adding more drape frames if necessary, or changing the simulation settings.

20. You can also now add texture to your draped object, and render as required.

- Below are a couple of examples of where I've used a cloth plane to simulate draped materials in images.

- The girl's skirt is just a square plane laid over the figure.

- And here again, the guy's 'modesty prop' is also a draped square plane.

Deedee
October 2012