HOW TO GUIDE
Piece Resolution, Refine and Simplify Cloth and Smoothing
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**Piece Resolution**
Each cloth piece in the 3D window is made of a triangular mesh. The smaller the triangles are the more easily the cloth can fold and wrinkle.

The size of the resolution is referring to the size of the triangles. For more complex garments with details like gathers or pleats the resolution should be lowered.

Note: Lower resolution numbers (smaller triangles) will slow down the simulation. Consider working with larger triangles initially then lower it when the garment is near completion.
Layering

When working with something like pockets you will want to avoid collision. There are 2 factors to this: setting the correct layers and staggering the resolution. The layer closest to the body should be layer 1 each layer on top will be a higher layer. If the resolution is all the same on all the pieces the triangles of mesh will all be the same. It is more likely that the mesh will be the same and will nestle in/stitch together.

There are 2 types of mesh, Regular Tessellation and Irregular Tessellation. The type of mesh being used can be changed in the Simulation Properties.

Regular Tessellation has a triangle pattern that is predictable. Irregular Tessellation is not predictable and is more organic.

Irregular Tessellation gives a more natural simulation of cloth. Regular Tessellation works well on styles with pleats where the mesh triangles can follow the fold of the pleats.
Refine Cloth and Simplify Cloth

Use the Refine Cloth option to divide the resolution in half post simulation. Use the Simplify Cloth option to double the resolution. For example, if the resolution is set to .4 inches after refining one time it will be .2 inches, after simplifying one time it will be .8 inches.

Refine Cloth is most commonly used to simulate a style more quickly by setting the size of triangles higher then refining the cloth to add in more detail.

Smooth Cloth

Use Smooth Cloth to smooth out the cloth post simulation. Smoothing will remove small areas of the cloth that are caused by the simulation and not by the fabric parameters. This will smooth out both cloth pieces and stitches and pipes.

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