

Glue

Objective

Glue 3D Trims to the Garment and Simulate them together. (ver. MD6.5)


Location

- Main Menu Import OBJ

Operation

Attach Trims with Glue

1. Click on the menu listed in **Location**.
The Open File window will appear.
2. Locate the desired OBJ file, then click Open to import it.
3. In the pop-up menu that appears, select Load as Trim for the Object Type, then click OK.
4. Next to the OBJ Gizmo, click on the Glue icon that appears, then mouse over to the desired location.
5. Click to place the OBJ.
6. The OBJ has been glued and is automatically selected.
7. If needed, use the Gizmo to adjust the position or angle.
8. Activate Simulation.
As the OBJ Trim is glued, it will Simulate along with the 3D Garment.

 To cancel placement of the OBJ Trim, press Esc on the keyboard.

Unglue

1. Right-click on the OBJ Trim.
The OBJ will be selected and the Trim pop-up menu will appear.
2. Select Unglue
If the OBJ Trim does not have Glue applied, Unglue will not appear in the pop-up menu.