INSTRUCTIONS

1. Load the tape prop you'd like to use. There are 4 types to choose from:

2. Position the prop close to the figure but make sure that it is NOT touching the figure in any part.
To get the best results make sure to position the tape near the figure, try to position the tape in a way
that all parts of the tape are as equally near the figure as possible, the parts of the tape positioned further,
will contract more before they reach the figure and therefore appear more narrow in the end.
If some part of the figure is in your way
of positioning the tape near some other part
of the figure, you can always switch off
the visibility of that part until the simulation is over.

If you need a larger diameter of the tape,
use the Scale X and Scale Z sliders,
you can also use the Scale Y slider to get a
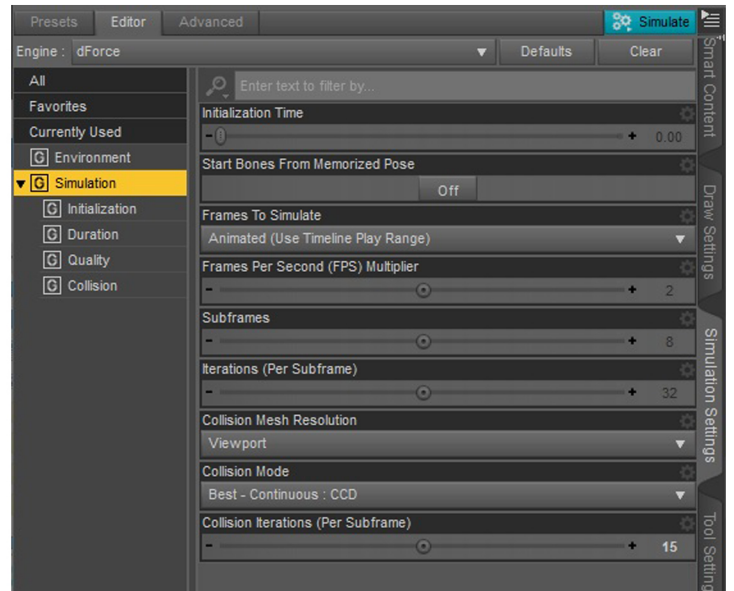wider tape if you need it (Parameters/General).

3. Simulation Settings:
Double-click on the "All Tapes Simulation Preset" icon
to automatically adjust the simulation settings
that will suit the tape props best.

The suitable settings are listed on the righ
(you can also adjust the settings manually).

4. When the settings are as suggested just hit the
   "Simulate" button.

Allow it to simulate for a few frames (10 frames are enough, even 5 can probably give you a good result,
you can change the number of frames if you need to and you can choose which frame suits your needs best).
If you need to return the tape to the default state, select the tape, and go to the main menu
Edit/Object/Geometry/Clear Selected Objects.

NOTE: If you are using the tape on sharp objects (with very small polygons) and you get pokes through,
go to the Simulation Settings pane/Collision and up the number of Collision Iterations (Per Subframe) and
then repeat the simulation. A greater number of the collision iterations will improve the collision but it will also
slow down the simulation so don't put a larger number than you actually need.

— If you encounter any issues feel free to write to lightblue3design@gmail.com —

How to position the tapes correctly:

Position the tape close to the figure without it touching the figure.
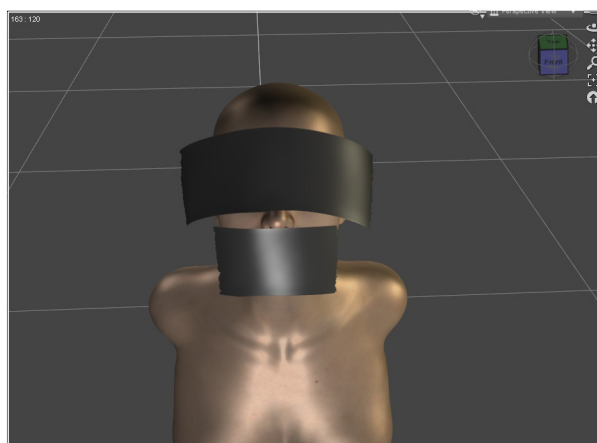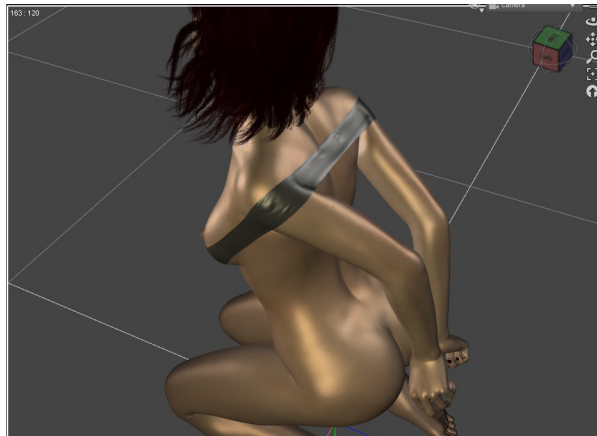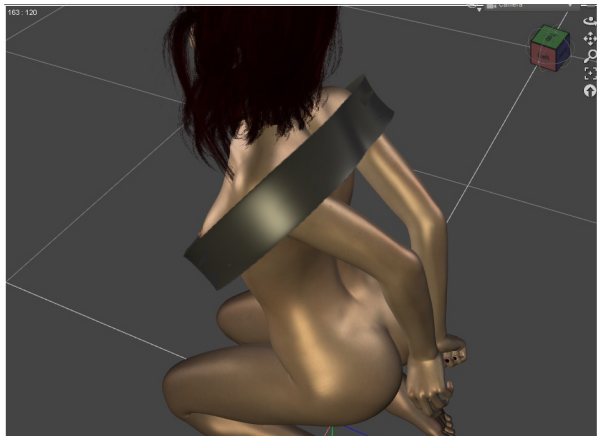
NOTE: It is better to switch OFF visibility of the hair before you simulate the cut tapes on the face, turn the visibility back ON when the simulation is over.

Any part of the body or anything else that might be in the way of the tape when it contracts around the desired object should be switched off during the simulation (click the small eye icon in the scene pane on the left side of a node).

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