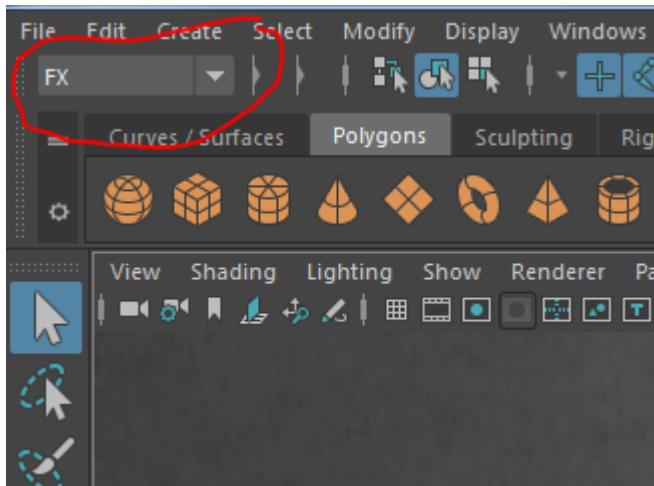


nCloth

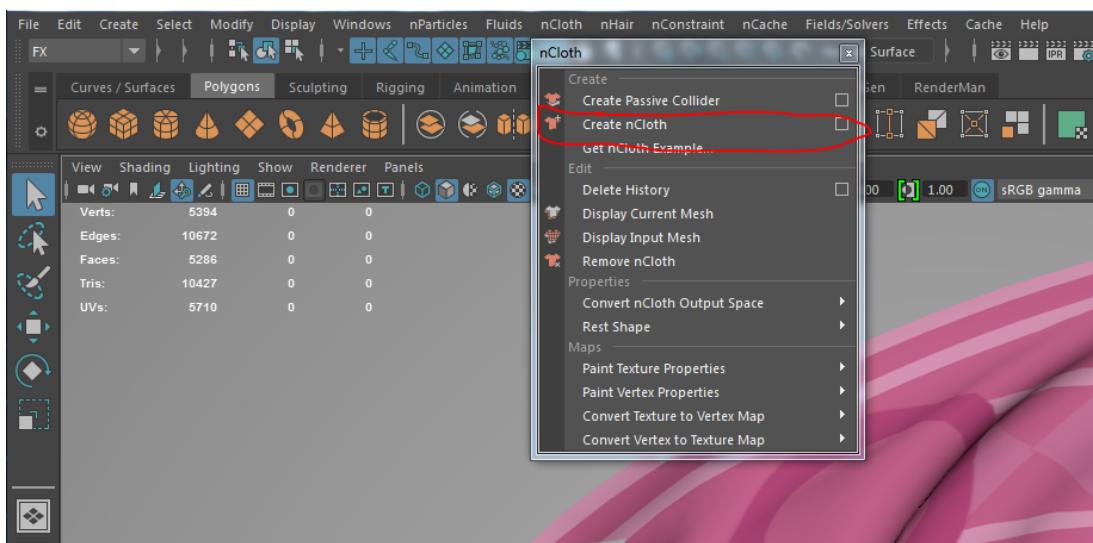
With Maya nCloth, you can create dynamic cloth effects in Maya. It works by using a system of linked particles to simulate a wide variety of dynamic polygon surfaces. This is most useful for simulating fabric clothing, inflating balloons, shattering surfaces, and deformable objects.

In this tutorial I will be going over the basis of nCloth, and how it can be used to make a simple flag on a pole.

To start off by making a plane for the flag and add divisions to it so that the mesh can deform when the nCloth is added to the mesh. To add an nCloth select the mesh go to FX tab in the tool bar and select that.

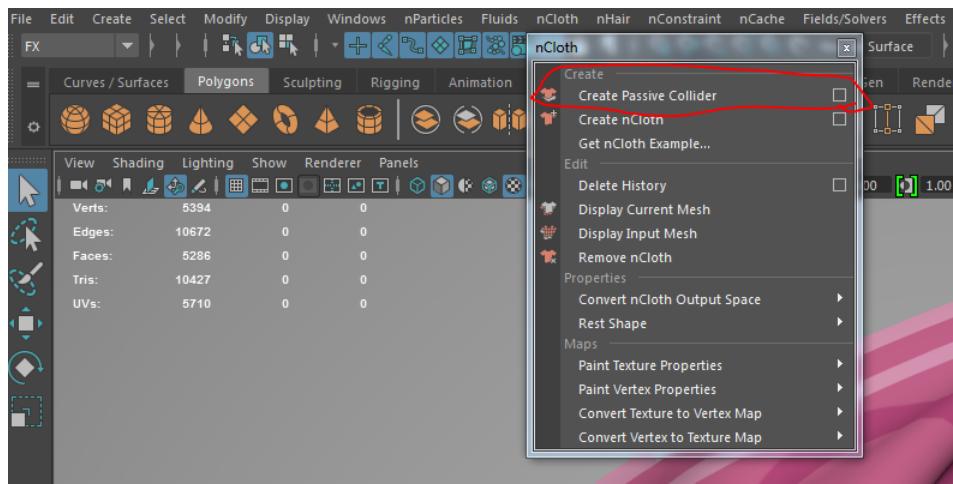


Then in the toolbar under nCloth select create nCloth.

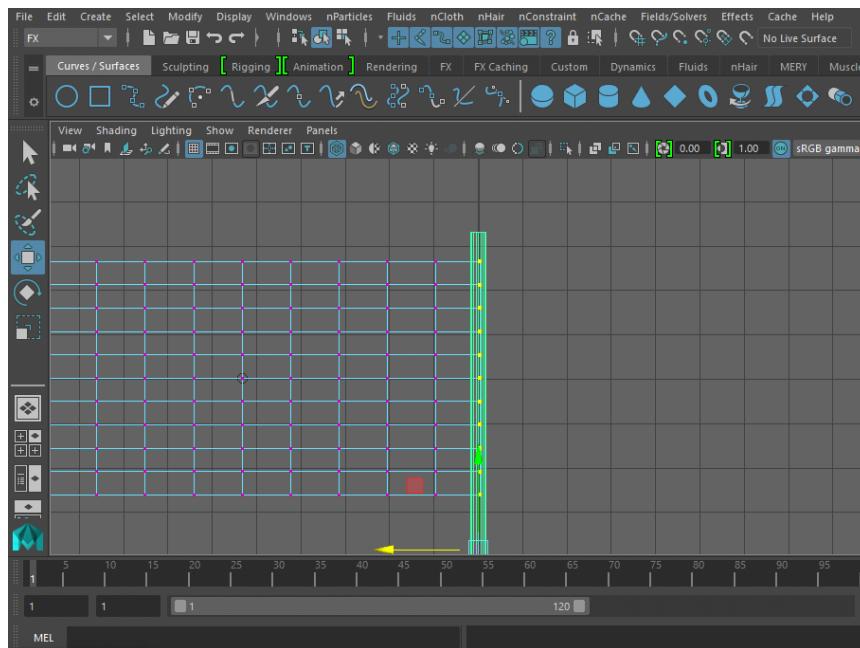


For the flag's

pole turn that into a Passive collider.

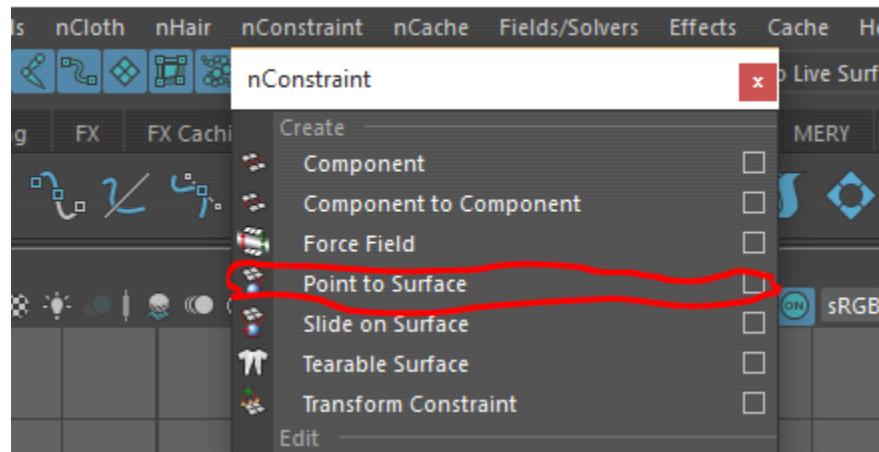


At this point you'll need to connect the flag to the pole. To do this you select the vertexes you want and then the pole itself.



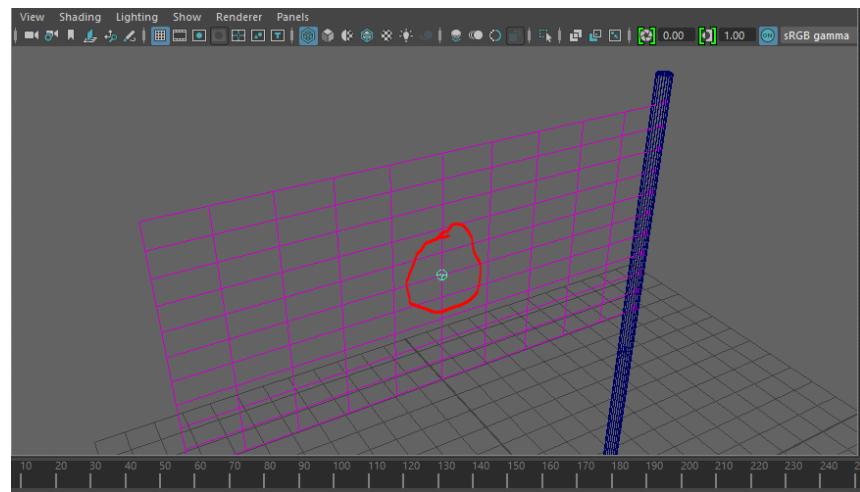
Now that they are both selected go to nConstraint and select Point to Surface the will constrain the flag to the pole.

1...



Now that the flag is constrained to the pole, we need it to flow in the wind.

Select the nucleus of the flag.



In the nucleus tab go to Gravity and wind. Increase the Wind speed to 20-30, this will allow the flag to flow in the wind. Air Density is how intense the wind is Blowing. You can change the Direction of the wind in the Wind Directions options. Red is the X axis, Blue is Y axis, and Black is the Z axis. Air Density

