

Twig and Berries

TaB!

more wang for
your bang! 😊



TaB User's Manual

Hello, my name is
Lucinda, and welcome to
Erogenetics & Co.



Firstly, thank you very much for purchasing TaB



Your money will go directly into the development of...





... eh...

ORIGIN
SOLID

RESCUE STATION

STOP

FACILITY INFORMATION
USE BIO-SCAN
BEFORE ENTERING
SECURITY AREA



... well, me of course!

ORIGINAL SOLID

STOP

FACILITY INFORMATION
USE BIO-SCAN
BEFORE ENTERING
SECURITY AREA

Handwritten notes on a clipboard, including a list of names and dates.



Yeah, cheers
guys!

ORIGIN
SOLID

STOP

FACILITY INFORMATION
USE BIO-SCAN
BEFORE ENTERING
SECURITY AREA



Now, if you please
follow me, I will
introduce you to
TaB

SecuriTech 900
MANUFACTURED AT UTOPIA SOL MAR
UNIT ID CODE ST5C
MODEL NO XL
STACK LOAD 789

ORIGINAL
SOLID



This way...

WARNING: This server rack contains sensitive information. All access is restricted to authorized personnel only. Any unauthorized access or tampering with the hardware or software is strictly prohibited. If you are not an authorized user, you must report this incident to the system administrator immediately. Failure to do so may result in disciplinary action. Thank you for your cooperation.

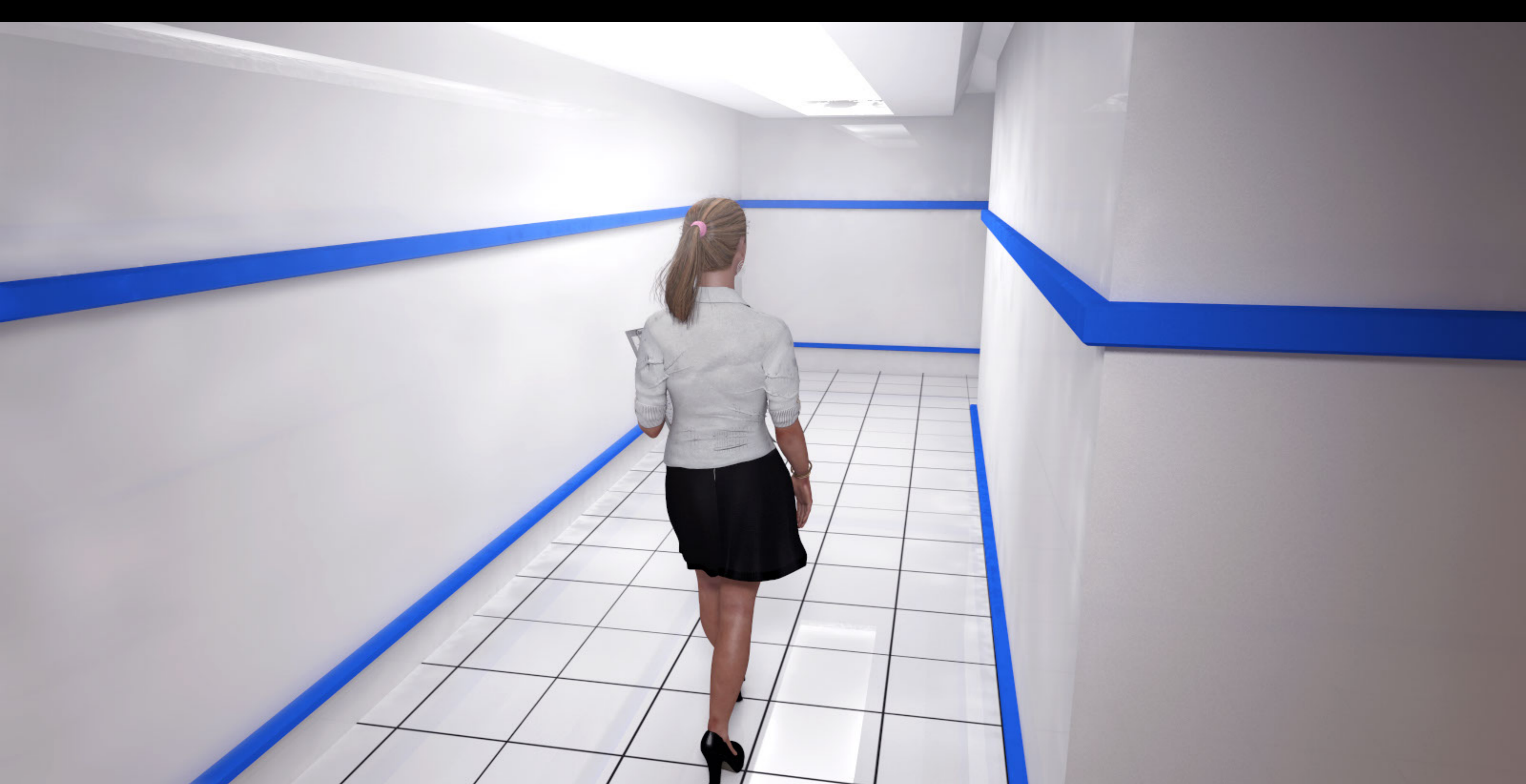
STOP

FACILITY INFORMATION
USE BIO-SCAN
BEFORE ENTERING
SECURITY AREA









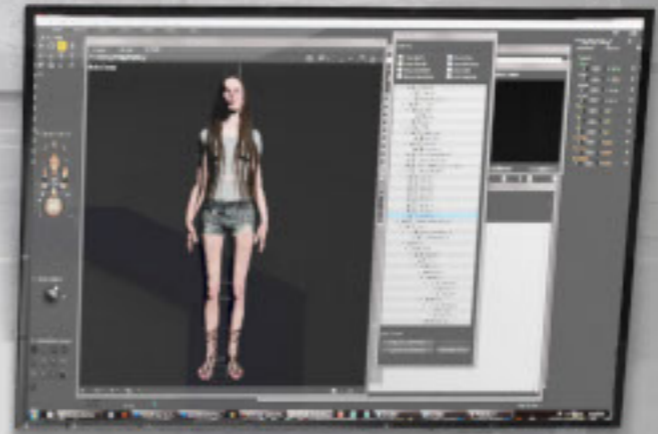
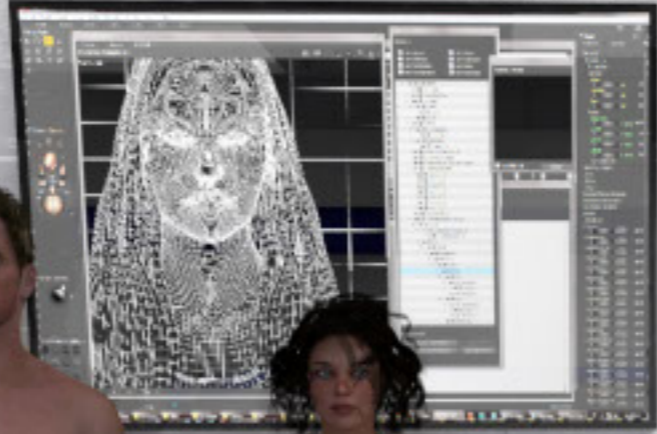









Please come inside.

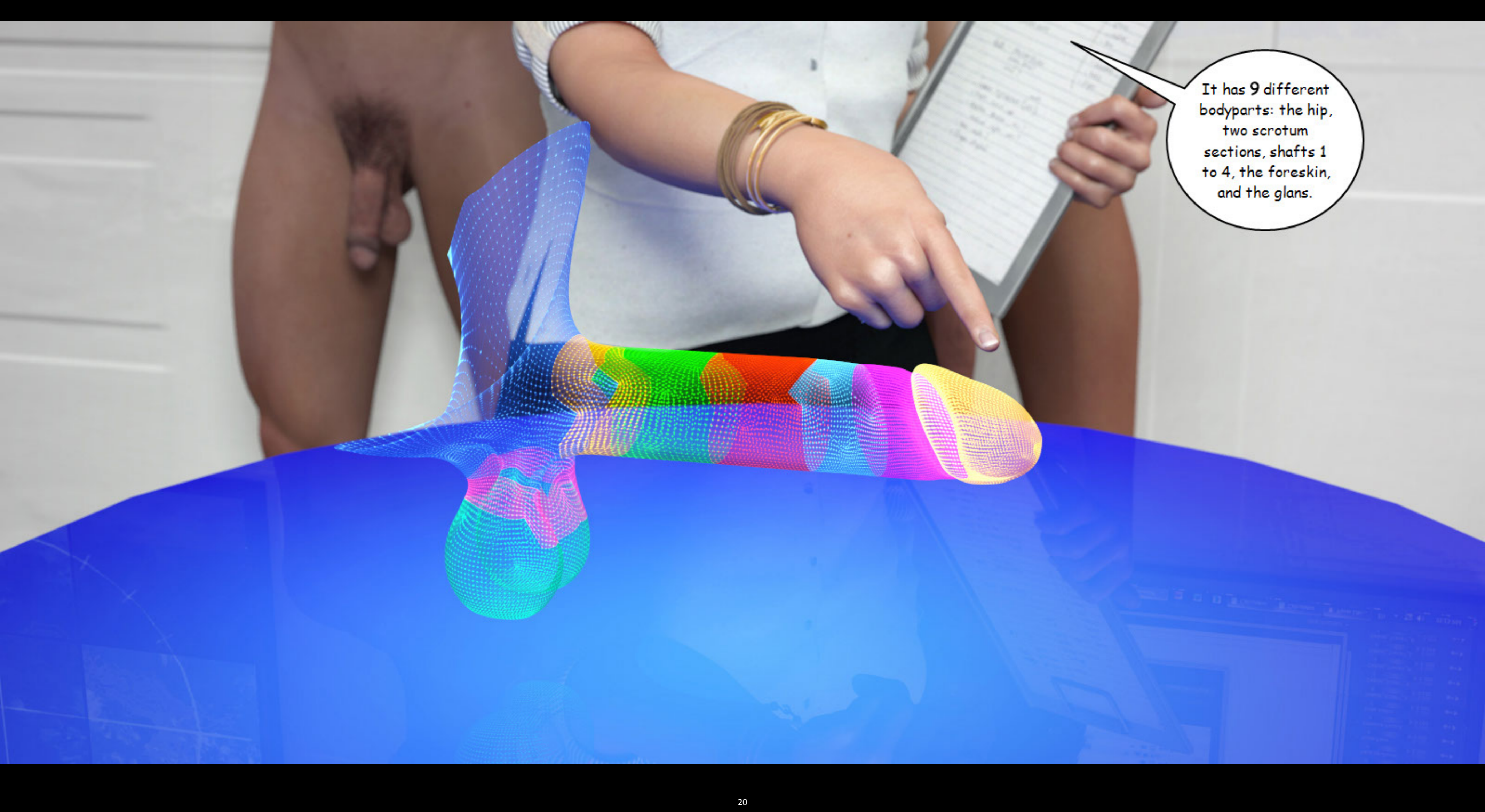


This is Tab. Let me tell you about some of the basics.

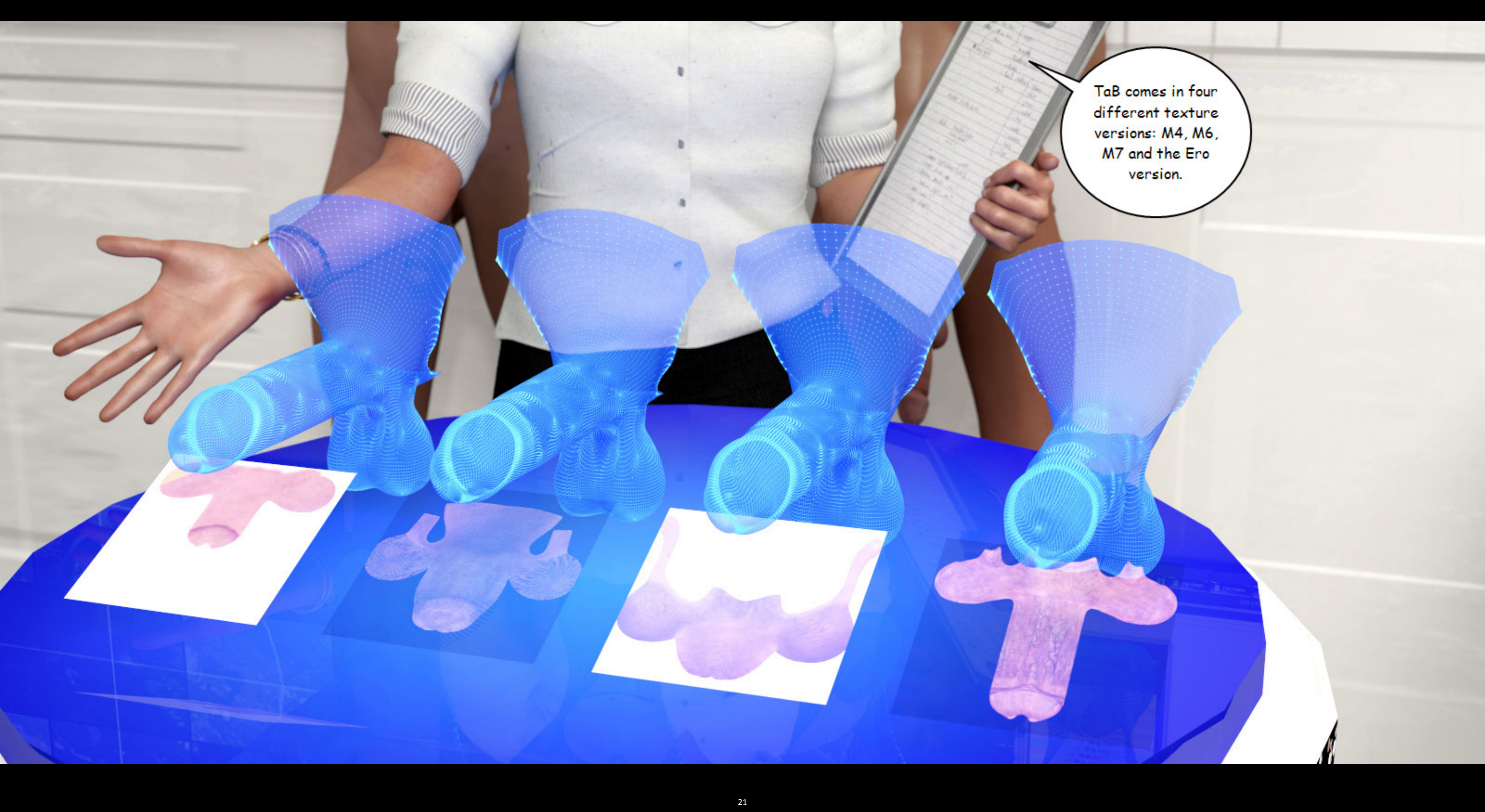


A woman in a white shirt and black skirt is holding a tablet. In the foreground, a blue mesh garment is displayed on a mannequin. The mesh is a vibrant blue color and has a complex, criss-crossing pattern. The background is a plain white wall.

TaB is a 27,000K
male gens figure
with a special mesh
design to allow for
criss-crossing
veins.



It has 9 different bodyparts: the hip, two scrotum sections, shafts 1 to 4, the foreskin, and the glans.



TaB comes in four different texture versions: M4, M6, M7 and the Ero version.

So you can use M4 textures on the M4 one, and Ero textures on the Ero one, for example.



All these also come in a separate set that can be used on Genesis 2 within poser, also with the four texture versions. They have to be separate since they have a pelvis instead of a hip.




As you know TaB comes in two packages in the store: the Core pack and the Expansion Pack.





The Core Pack has everything you need if you wish to use your M4, M6 or M7 textures, or maybe even make your own Ero textures. It comes with lots of poses for TaB and M4, and even a cock ring prop.



The Expansion pack contains well over 200 materials of the Ero texture set, as well as a few helpful materials to get you going with matching the right texture to your figure.



There are also some example Materials that use M4's Elite textures, so you will require them first.

Uncle Ero is not allowed to distribute those.



Allow me to demonstrate
how to use TaB

Load up your figure, and then just drag TaB onto your figure. If it is an M4, then it will fit immediately.





If it is a different figure, like Victoria 4 here, then you will need to either apply the pose...

Library Search Favorites

All

- Erogenesis 2013 [3]
- Erogenesis 2014 [12]
- Renderotica 2013 [5]
- Erogenesis_Products [3]
- IElite [2]
- Fan stuff [1]
- INJ [19]
- TAB [2]
- Poses Figures [1]
- M4 [29]
- Poses Tabl [10]
- 1 - Fls [4]
- Genesis in Poser (OSONE) [3]
- Poser figures [6]
 - 2 - Presets [19]
 - 3 - Shaft Morphs [21]
 - 4 - Clans Morphs [26]
 - 5 - Scrotum Morphs [21]
 - 6 - Detail Morphs [10]
 - 7 - Foreskin Morphs [2]
 - 8 - Specific Poses [12]
 - 9 - Additional Presets [4]
- ZBlendMorphs [3]
- 3D FREEBIES [31]
- OS Content [14]
- Sixus Runtime [4]
- Useful Stuff Runtime [5]
- Downloads [25]
- Downloaded Shit 2016 [16]
- Project Evolution [3]
- Erogenesis 2016 [10]
- Animals [0]
- Comic Specific [1]
- Couples [1]
- Dudes [1]
- Evolution [7]
- Animations [1]
- morphs [11]

zero
Zero Fingr dials

james
FR Poser James

paul
FR Poser Paul

pauline
FR Poser Pauline

rex
FR Poser Rex

v4
FR Victoria 4 (V4)

... or dial in the fitting dial for that figure.

This also includes the Genesis versions since TaB was modeled around M4.

TAB eroUV 1

Parameters Properties

Transform

Fitting

XYZ

Adjust Contact Shield

Adjust Perineum

Loins

Figure Fits

Fit Rex	0.000	↔
Pauline	0.000	↔
Fit Paul	0.000	↔
Fit James	0.000	↔
Fit M4 Flush	0.000	↔
Fit Victoria 4	1.000	↔
Fit Genesis 2F	0.000	↔
Fit Genesis 2M	0.000	↔
Fit Genesis 3F	0.000	↔
Fit Genesis 3M	0.000	↔

And that's not all! After the release, you can expect an update with poses for other figures, monster morphs and textures, and of course the DAZ Studio version!

poke

TAB eroUV 1

Parameters Properties

Transform

Fitting

XYZ

Adjust Contact Shield

Adjust Perineum

Loins

Figure Fits

Fit Rex	0.000	↔
Pauline	0.000	↔
Fit Paul	0.000	↔
Fit James	0.000	↔
Fit M4 Flush	0.000	↔
Fit Victoria 4	1.000	↔
Fit Genesis 2F	0.000	↔
Fit Genesis 2M	0.000	↔
Fit Genesis 3F	0.000	↔
Fit Genesis 3M	0.000	↔

huh?

TAB eroUV 1

Parameters Properties

Transform

Fitting

XYZ

Adjust Contact Shield

Adjust Perineum

Loins

Figure Fits

Fit Rex

Pauline

Fit Paul

Fit James

Fit M4 Flush

Fit Victoria 4

Fit Genesis 2F

Fit Genesis 2M

Fit Genesis 3F

Fit Genesis 3M

Parameter	Value	Control
Fit Rex	0.000	Slider
Pauline	0.000	Slider
Fit Paul	0.000	Slider
Fit James	0.000	Slider
Fit M4 Flush	0.000	Slider
Fit Victoria 4	1.000	Slider
Fit Genesis 2F	0.000	Slider
Fit Genesis 2M	0.000	Slider
Fit Genesis 3F	0.000	Slider
Fit Genesis 3M	0.000	Slider



hahaha omg!

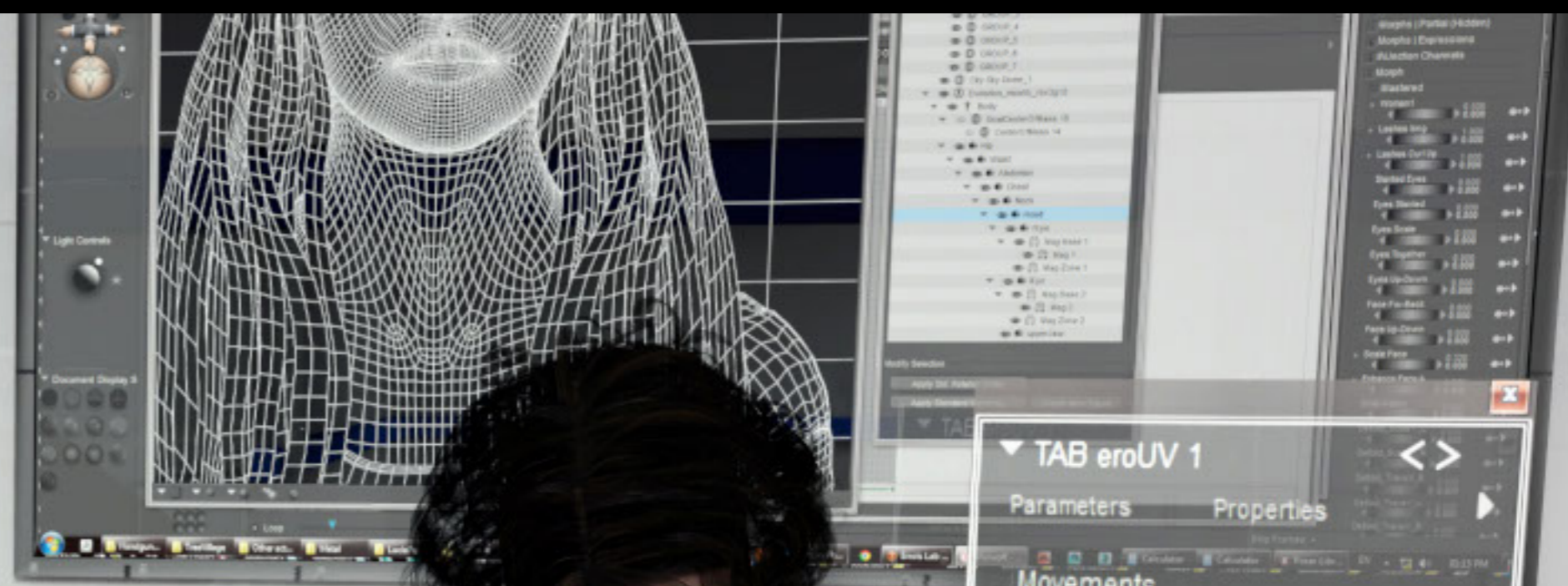
TAB eroUV 1

Parameters Properties

Movements

- Base Up-Down 0.000 0.000
- Base Side-Side 0.000
- Flaccid - Erect 0.000
- Bend Up-Down -0.000 0.000
- Bend Side-Side 0.000 0.000
- sBend Shaft 0.000
- Twist Shaft 0.000 0.000
- Scrotum Fw-Back 0.000
- Scrotum Twist 0.000
- Scrotum Side-Side 0.000
- Foreskin Magnet 0.000
- Foreskin Morphed 0.000 0.000
- Pull Rear Skin back 0.000
- Sizes 0.000

Ok guys, I have to go now. Things are getting dangerous here...



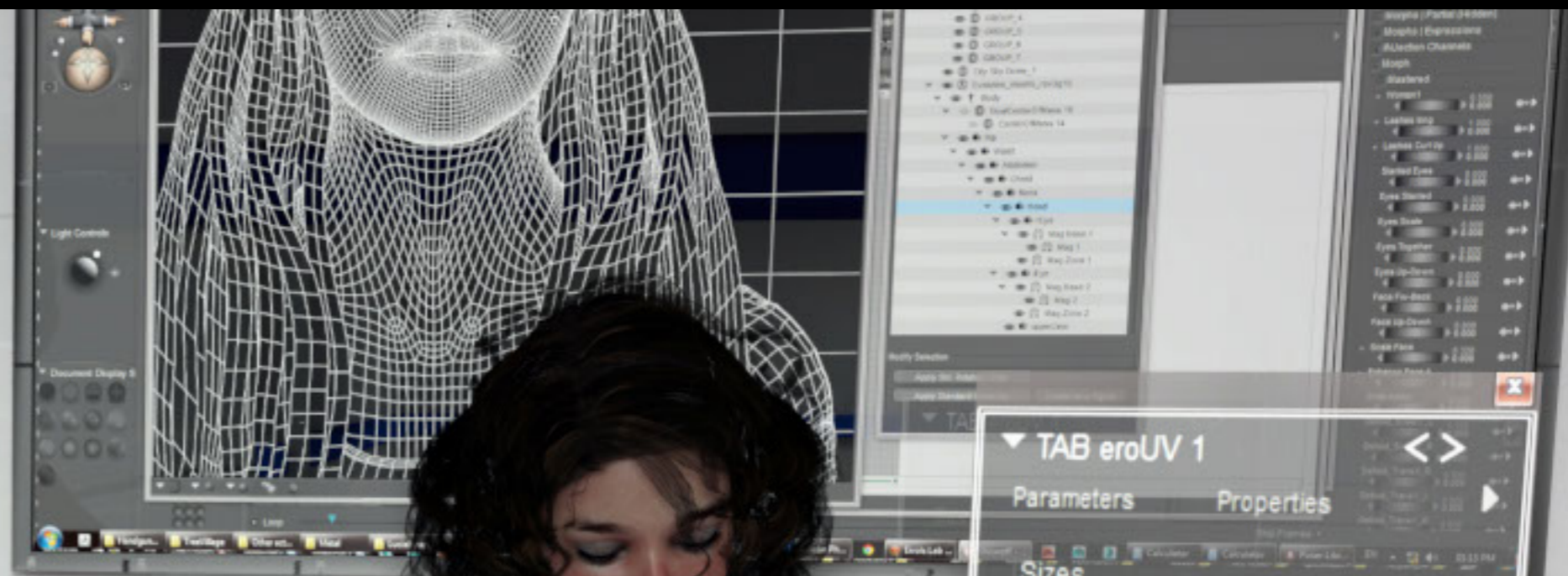
TAB eroUV 1

Parameters Properties

Movements

Base Up-Down	0.150	← →
Base Side-Side	0.000	← →
Flaccid - Erect	-1.000	← →
Up-Down	0.550	← →
Bend Side-Side	0.000	← →
sBend Shaft	0.000	← →
Twist Shaft	0.000	← →
Scrotum Fw-Back	0.000	← →
Scrotum Twist	0.000	← →
Scrotum Side-Side	0.000	← →
Foreskin Magnet	0.000	← →
Foreskin Morphed	0.000	← →
Pul Rear Skin back	0.000	← →
Sizes	0.000	← →

Eh, I'm not ready for that yet...



TAB eroUV 1

Parameters	Properties
Genital Size	1.000
Shaft Length	1.000
Ver	0.500
Ver	0.500
Shaft Girth	0.000
Shaft Size	0.000
Shaft Width	1.000
Shaft Width	0.000
Shaft Tapered	0.000
Shaft Tapered Alt	0.000
Tip Length	0.000
Glans Push	0.000
Thick Base	0.000
Thick Middle A	0.000
Thick Middle B	0.000
Tip Thin	0.000



Ero! Halp!

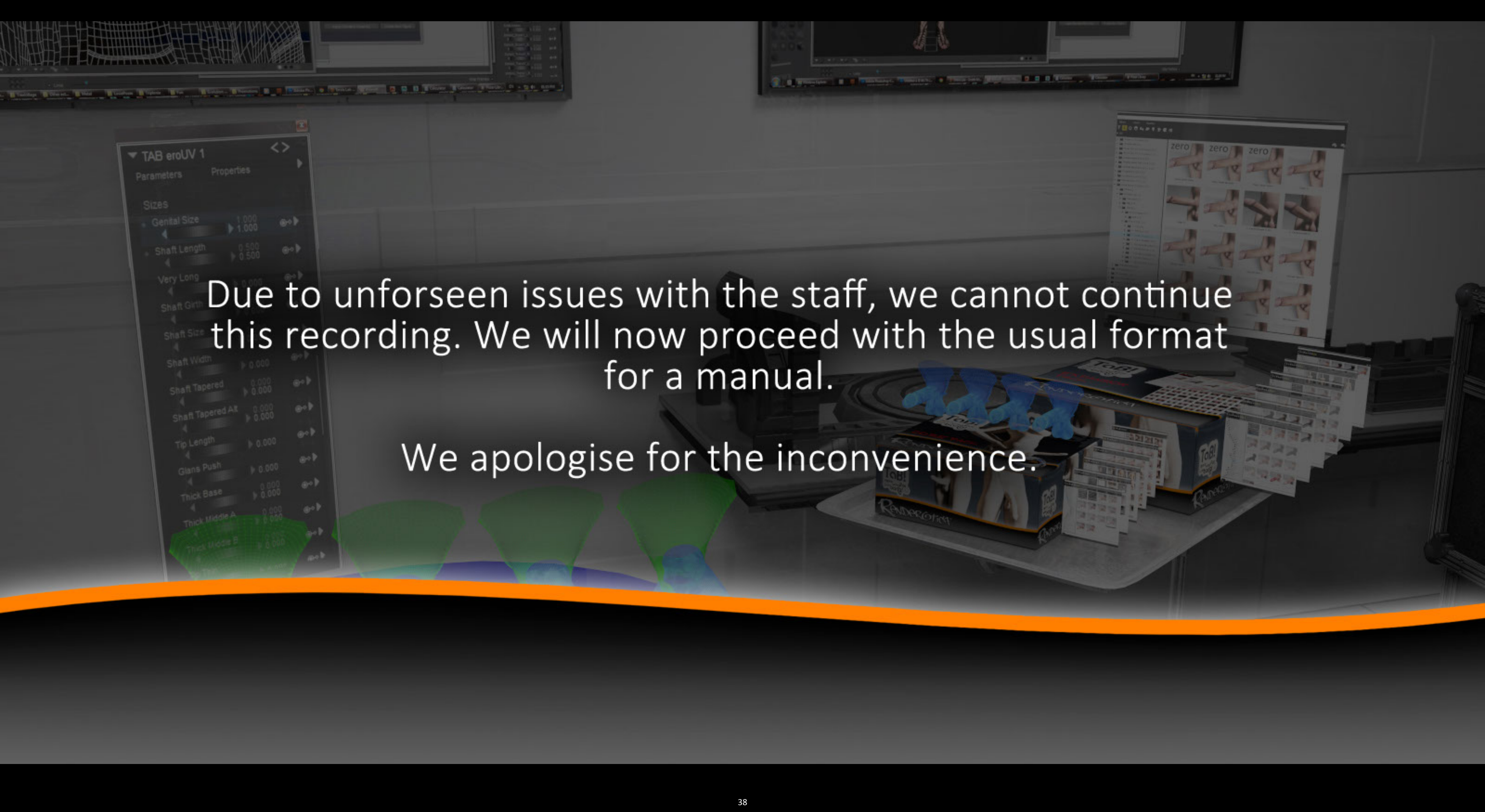
lollop
lollop

TAB eroUV 1

Parameters Properties

Sizes

- Genital Size 1.000
- Shaft Length 0.500
- Very Long 0.000
- Shaft Girth 0.000
- Shaft Size 1.000
- Shaft Width 0.000
- Shaft Tapered 0.000
- Shaft Tapered Alt 0.000
- Tip Length 0.000
- Glans Push 0.000
- Thick Base 0.000
- Thick Middle A 0.000
- Thick Middle B 0.000
- Tip Thin 0.000



Due to unforeseen issues with the staff, we cannot continue this recording. We will now proceed with the usual format for a manual.

We apologise for the inconvenience.

Basic Information

TaB (Twig and Berries) was originally designed for M4, but can work for several other figures that work in Poser (V4, G2M&F dson, G3 ported, Paul, Pauline, James and Rex). There is a DS version in the making too.

Purpose of TaB

The idea is that you can use TaB with any figure you wanna conform it to, with any texture set you already have of the big DAZ figures, or with the new ones I've provided. TaB comes shipped with some inbuilt fitting dials, but if you're proficient with Poser and zBrush, you can also fit it to anything else.

Technical Information

Like Lucinda told you, TaB is a 27,000 poly male gens figure with an experimental mesh design to accomodate for non-linear morphs. The mesh is split up into 9 bodyparts including five segments that bend the shaft. The TaB version that fits on Genesis 2 has a 'pelvis' instead of a hip. TaB comes in four different texture versions: M4 gens, M6 (G2) gens, M7 (G3) gens, and my own textures.

Packages

TaB comes in a Core Pack. The Core Pack is for people that are satisfied with their M4, M6, M7 materials, or can do their own materials. The Expansion Pack provides more options should you need them. The Expansion pack will include +200 ero texture materials of different shades and matches to existing M4 material packs available.

Both sell at Renderotica.

Core Pack

- Four UV versions of Genesis-friendly TaBs
- Four UV versions of Poser-friendly TaBs

Poses:

- 29 applicable poses for M4
- Fit poses for each supported figure
- 16 preset poses (including zero poses)
- 21 Shaft poses (including zero poses)
- 26 glans poses (including zero poses)
- 21 scrotum poses (including zero poses)
- 10 detail poses (including zero poses)
- 17 more misscalaneous poses (including zero poses)

Props:

- 5 versions of a Cockring prop for M4, V4, G2M and F and a general poser version

Materials:

- 12 core materials for the Ero version for show, and as a basis for tinkerers to make their own sets.

Textures:

- The basic versions of 4 types of Ero textures.
- Several masks that can be used for all four UV sets.
- Helpful info jpegs.
- Several transparencies per UV version

Scenes:

- 1 Start-up scene with lights and render setting as I like them

Expansion Pack

- +140 shades with pubes versions
- materials for M4 Elite figures using original textures (M4 Elite required)
- materials for M4 Elite gens using original textures (M4 Elite required)
- matching materials for M4 Elite gens
- matching materials for Tyrese and Uncle Albert
- materials for M6 Darius, Michael 6 and M6 Phillip gens using original textures (original textures required)

Installation of TaB

TaB installs like any other Poser content you have ever installed. Should you be new to the procedure, read on:

1. Unzip both [TaB_Poser_v1.01 Core Pack](#) and [TaB_Poser_v1.01 Expansion Pack](#) to the directory (or folder) that contains your Runtime folder.
2. If you have purchased Lali's Bits before, it might ask you to overwrite or merge some folders. You can safely accept that.
3. Mac users, as you probably know, beware that overwriting folders in Mac is not the same as on Windows. Overwriting apparently deletes the old folder and does not merge them! So be careful!

Directions

All the goodies can be found here:

Geometries: ... \Runtime\Geometries\erogenesis\TAB *(stay out!)*

Textures: ... \Runtime\Textures\!erogenesis\TAB

Normal TaB versions: ... \Runtime\Libraries\character\!Erogenesis\TAB\Poser Native

Genesis 2 TaB versions: ... \Runtime\Libraries\character\!Erogenesis\TAB\DSO Genesis 2

Materials: ... \Runtime\Libraries\Materials\!Erogenesis\TAB

Poses for TaB & M4: ... \Runtime\Libraries\Pose\!Erogenesis\TAB

Cock Ring: ... \Runtime\Libraries\Props\!Erogenesis\TaB

Start scene: ... \Runtime\Libraries\scene\!erogenesis

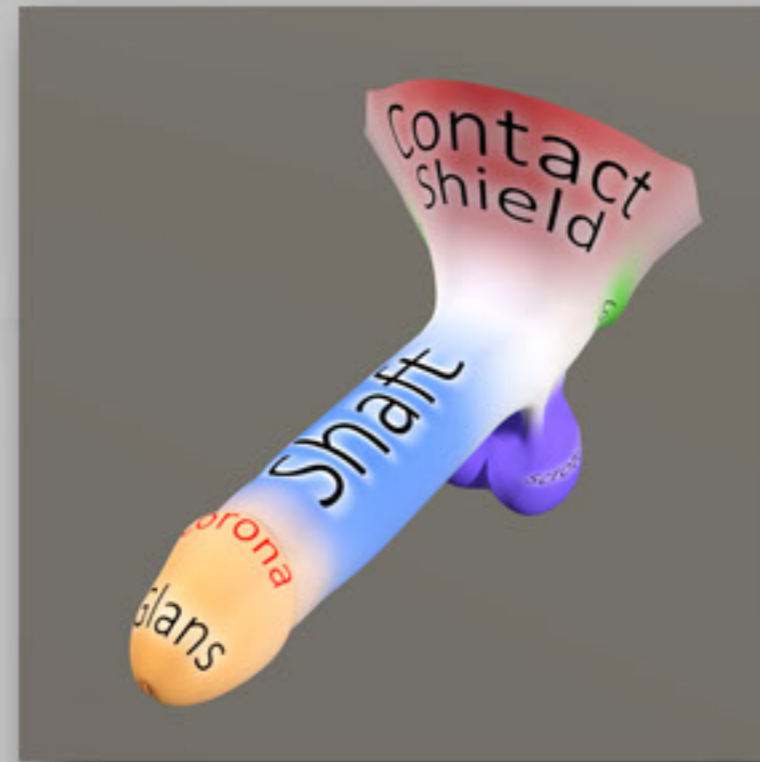
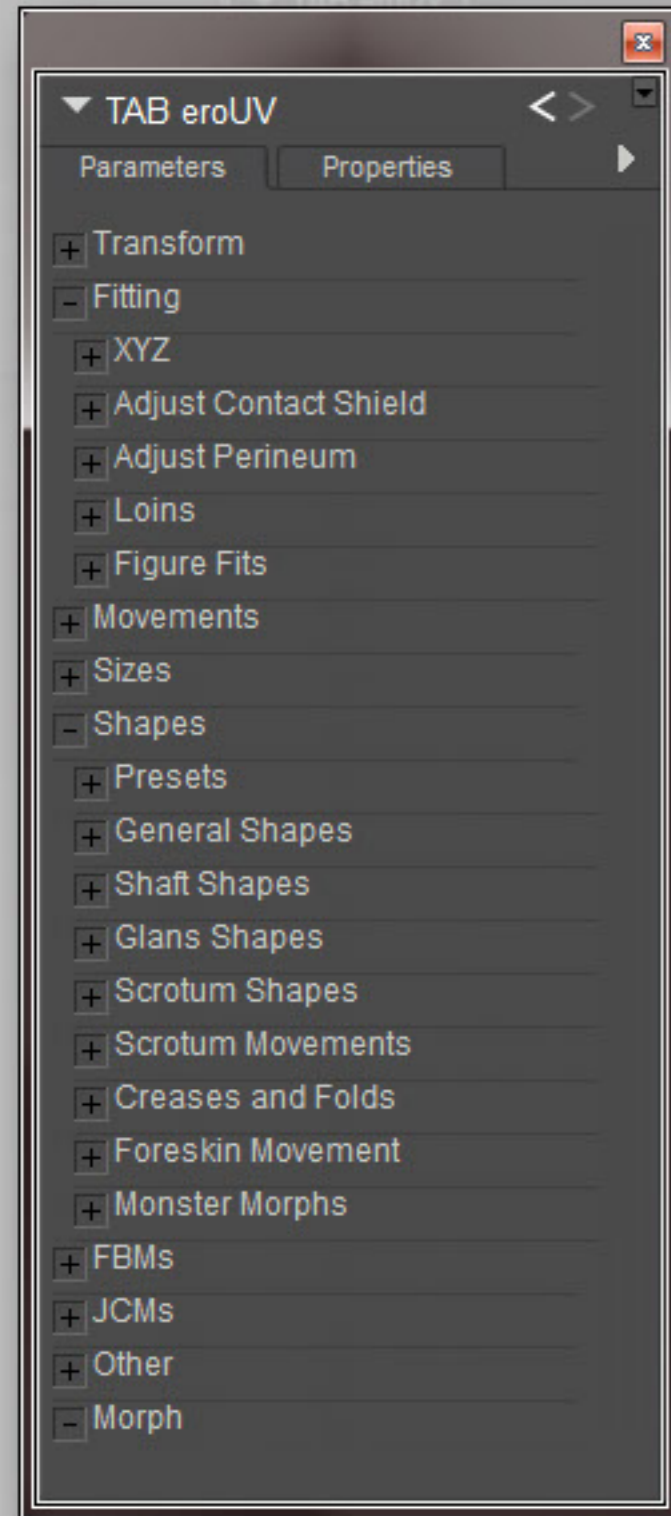
Expansion Materials: ... \Runtime\Libraries\Materials\!Erogenesis\TAB\Expansion 1

Updates!!!

Because the sky is the limit when it comes to options for TaB, I couldn't all do them in the initial release, so you can expect at least one or maybe two big updates either in the form of actual free updates or paid addons. The content of these updates mainly depends on your response / wishes but what I already have in mind is the following:

- *special conforming pubes addon*
- *Monster Cock morphs & textures*
- *Additional shades & texture matches*
- *cumshot props*

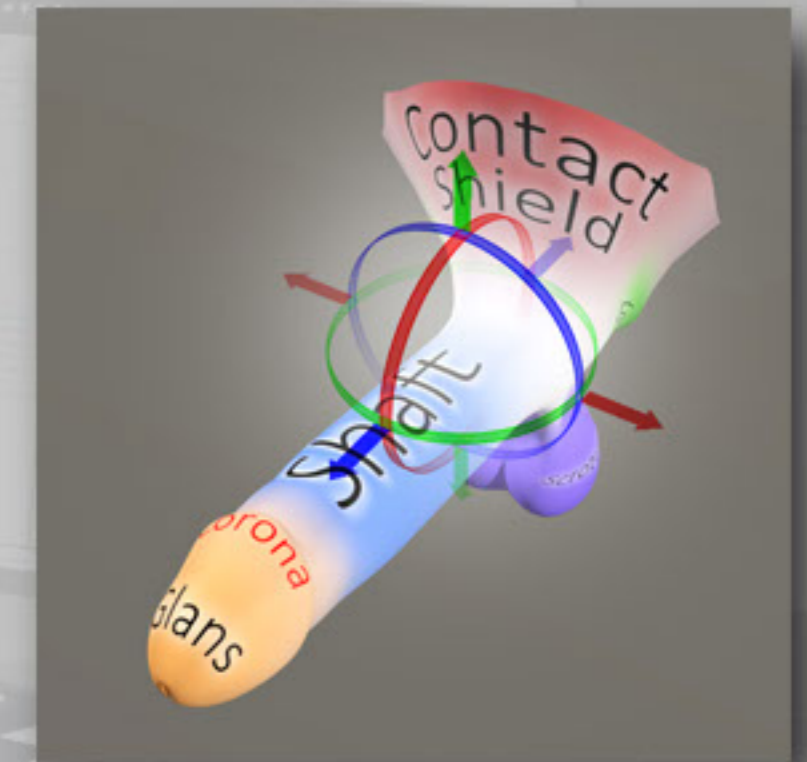
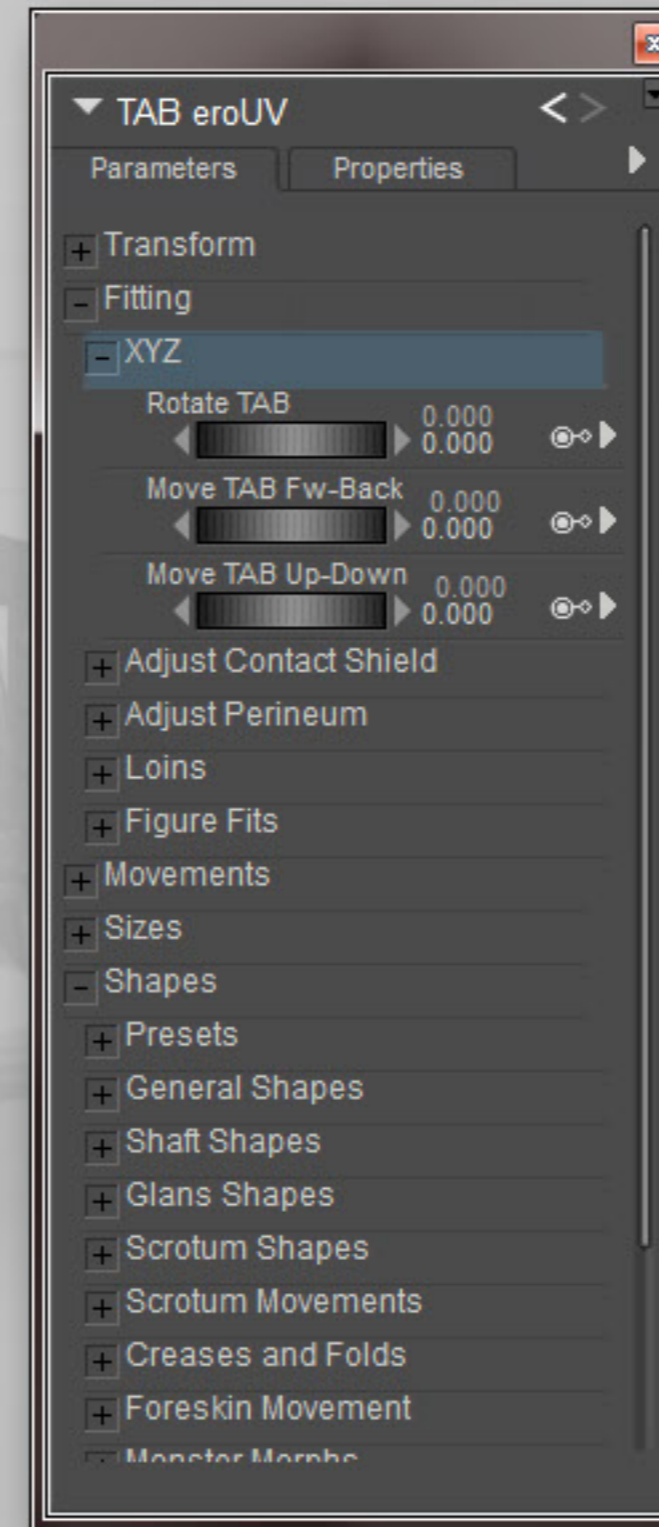
TaB's Parameters



Because TaB has so many options, it might be useful if I briefly touch upon the various sets of dials available.

The picture above is a material that will also be available to you if you wish to know what is where.

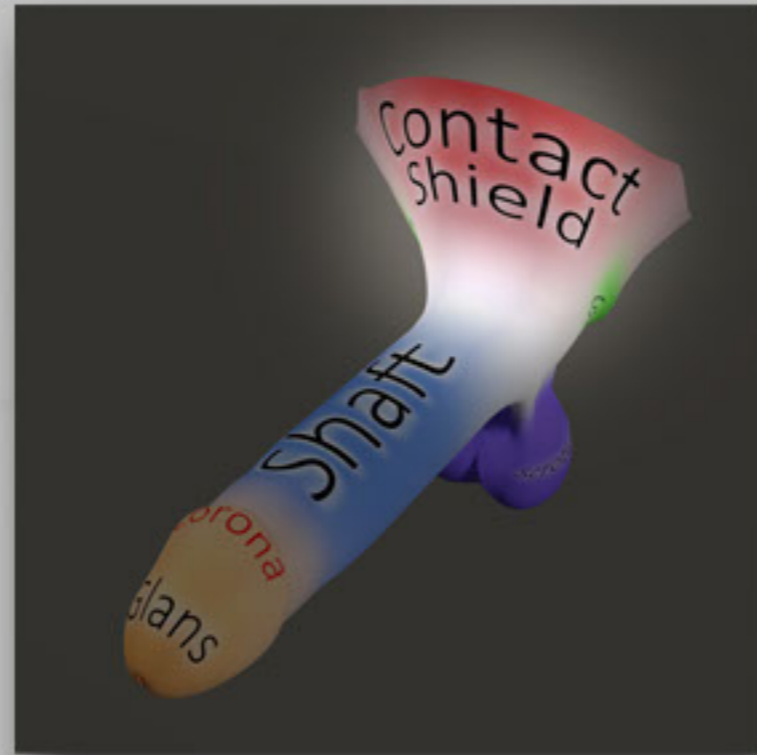
Fitting Dials - XYZ



We begin with the fitting dials, which will be very important if you wish to conform TaB to a completely new figure, or if TaB needs adjusting.

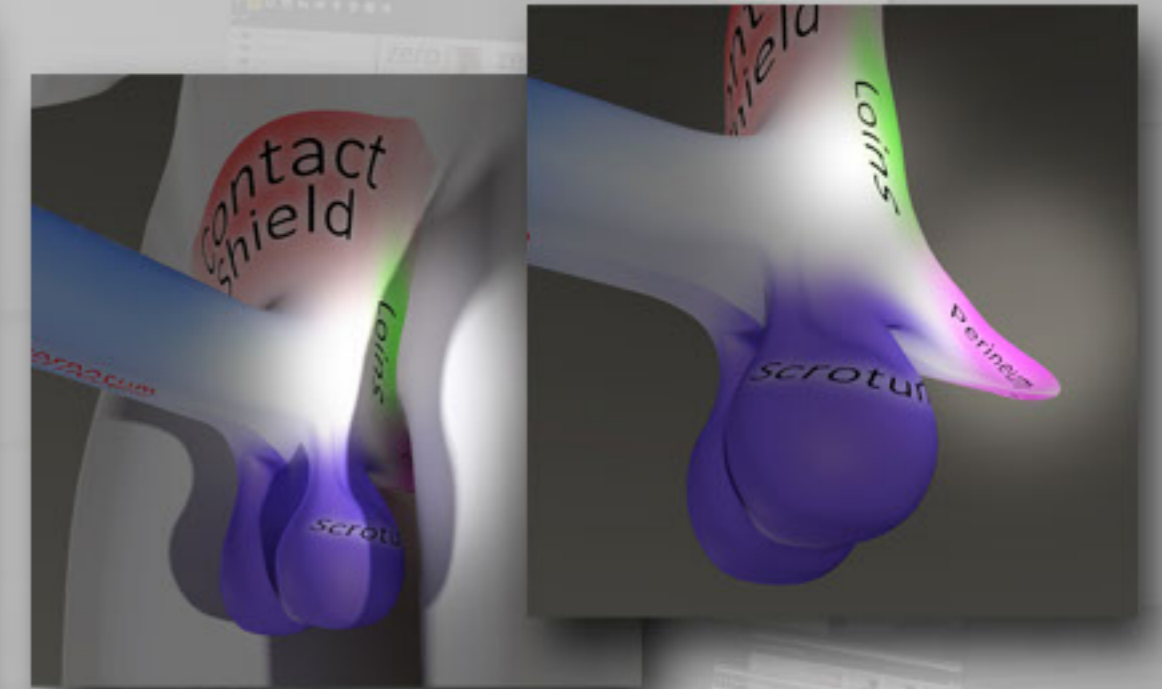
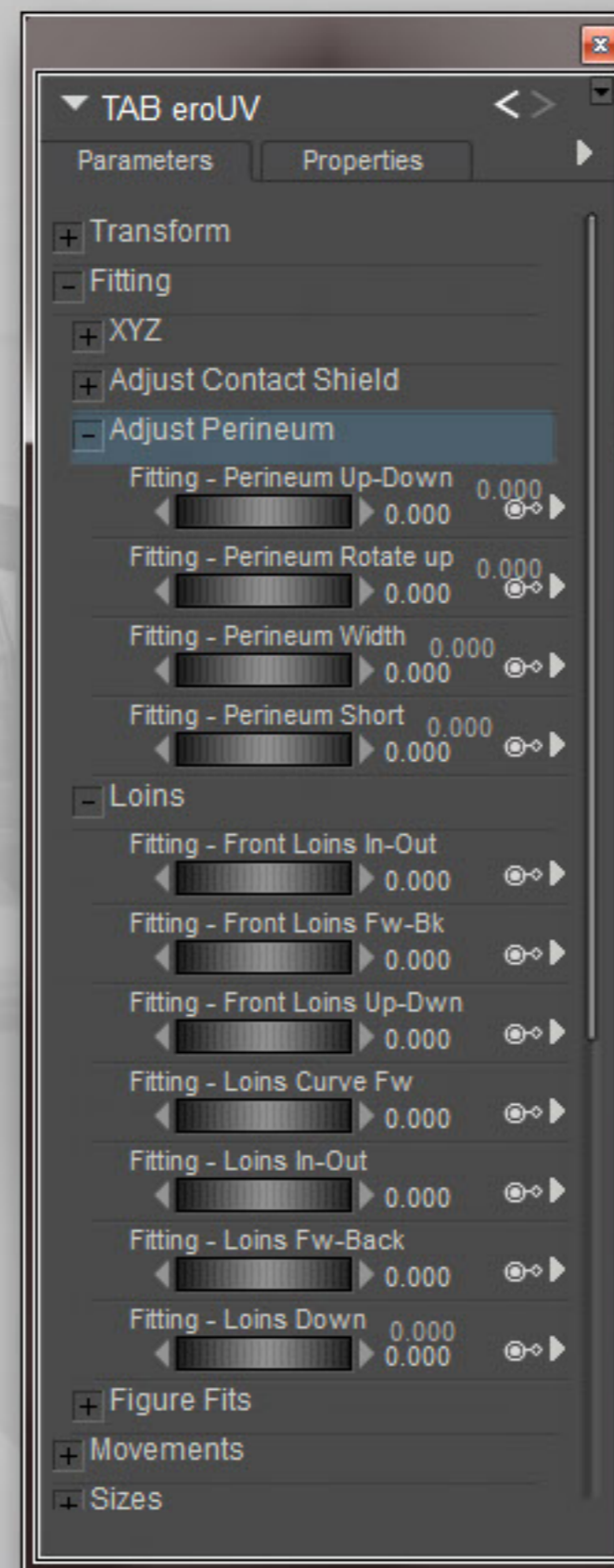
The XYZ dials represent overall position of TaB on your figure.

Fitting Dials - Contact Shield



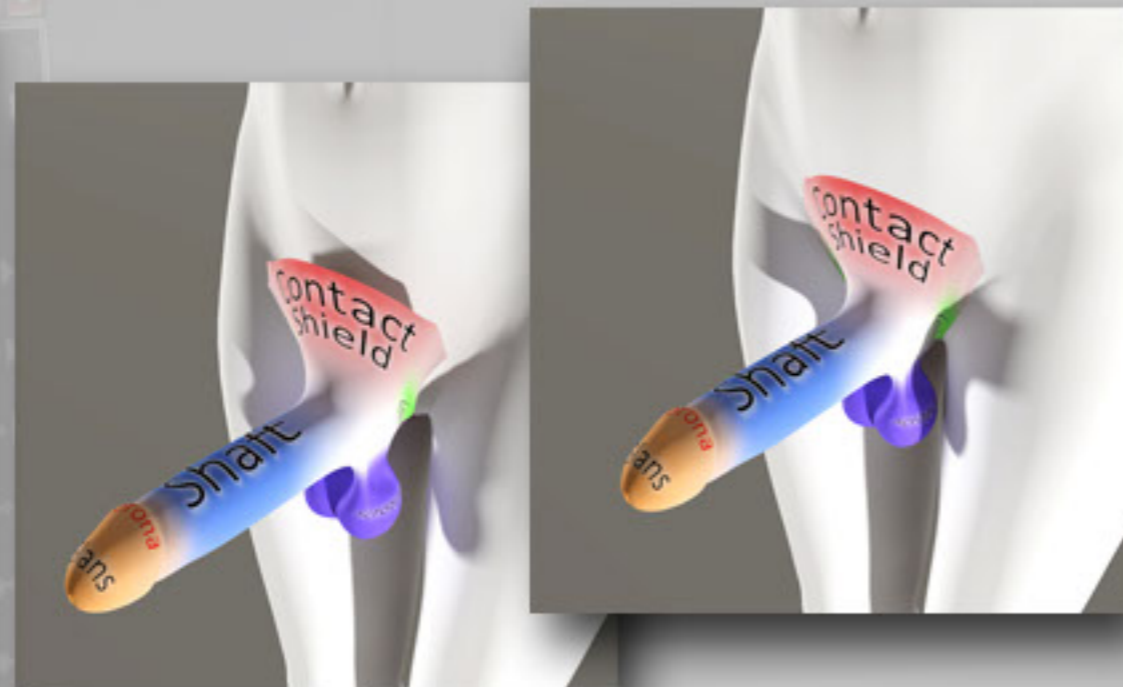
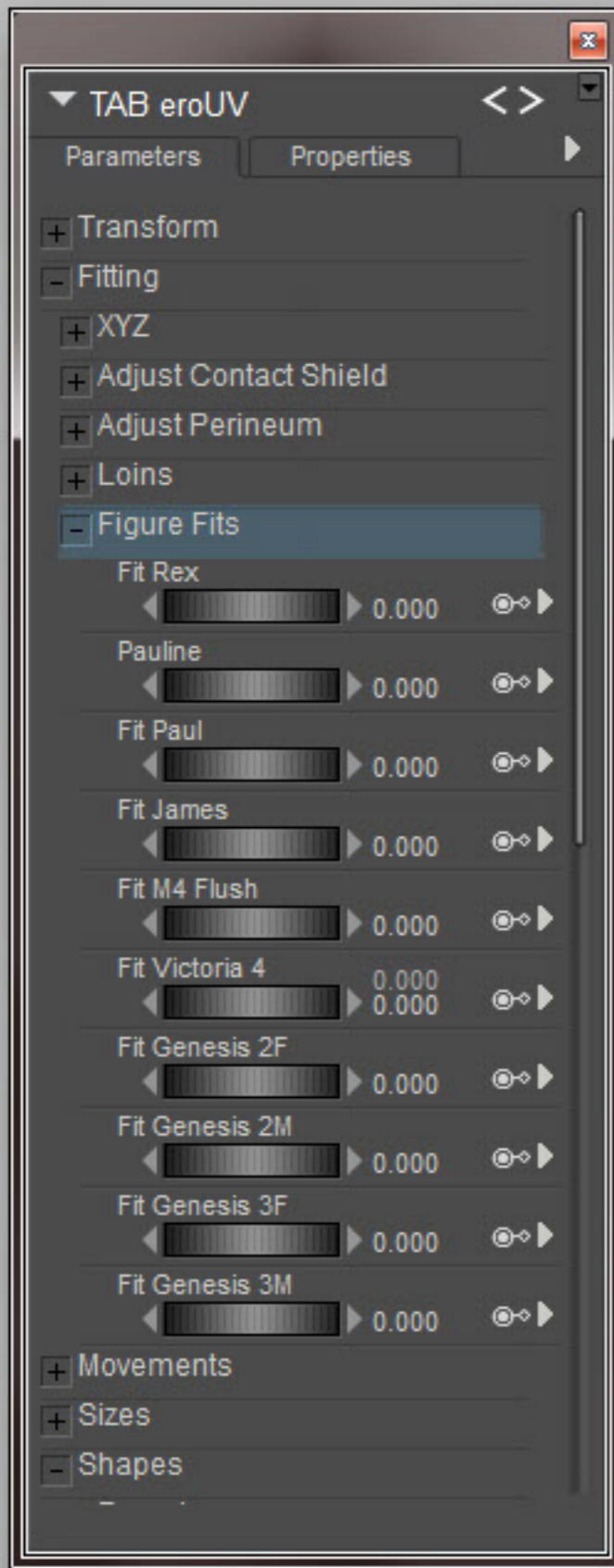
The 'Contact Shield' is the flat mesh at the base of TaB that overlaps the host figure. Contact shield dials will allow you to change the shape, position and size of this part of TaB.

Fitting Dials - Loins & Perineum



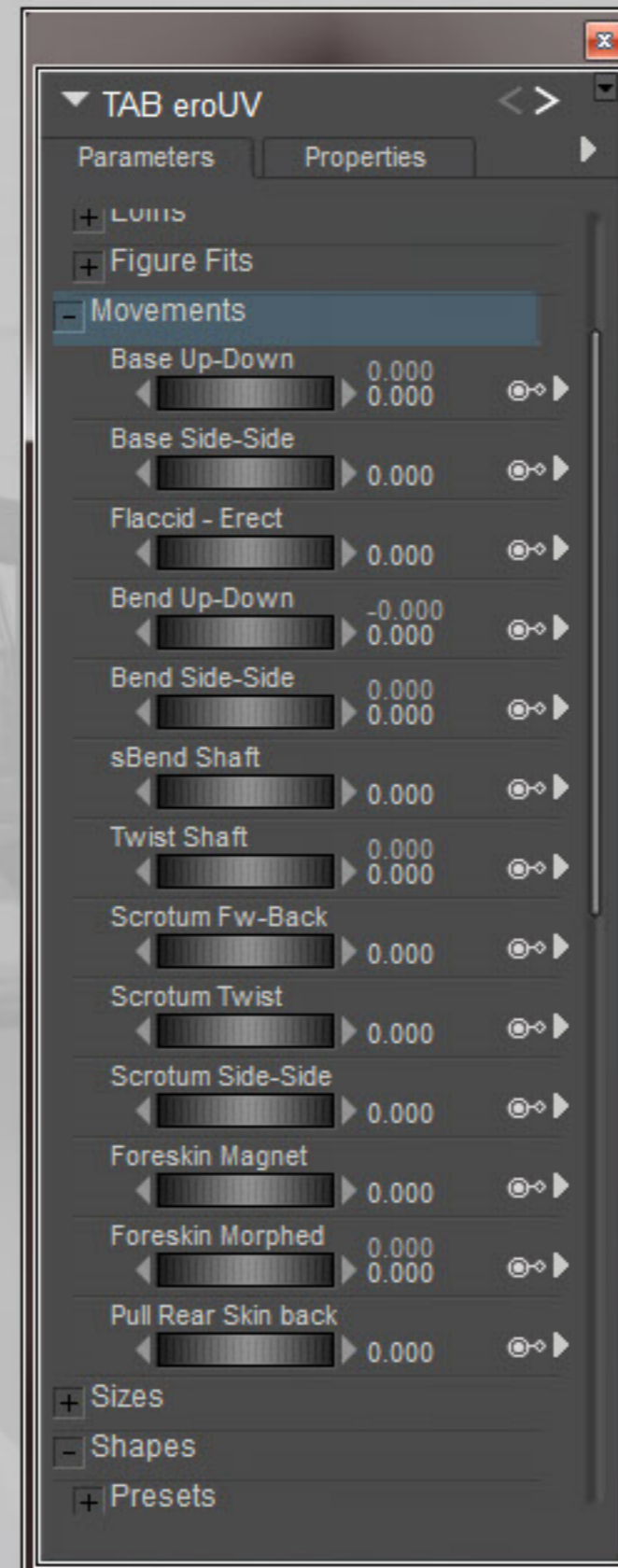
Probably the most important fitting dials of TaB are the Loins and Perineum dials, which allow you to adjust the contact between TaB and the host figure in the most intimate areas,

Fitting Dials - Figure Fits



Although TaB is not bound to only these figures, the Figure Fit Dials provide support for several popular figures on the market today (including some of their FBMs).

Movement Dials



The movement dials give you some basic control over the key bodyparts of TaB from the Body actor along with all the other dials. You can also do these thing per body part if you wish, but these are sometimes handy for quick and typical movement and poses of a human penis.



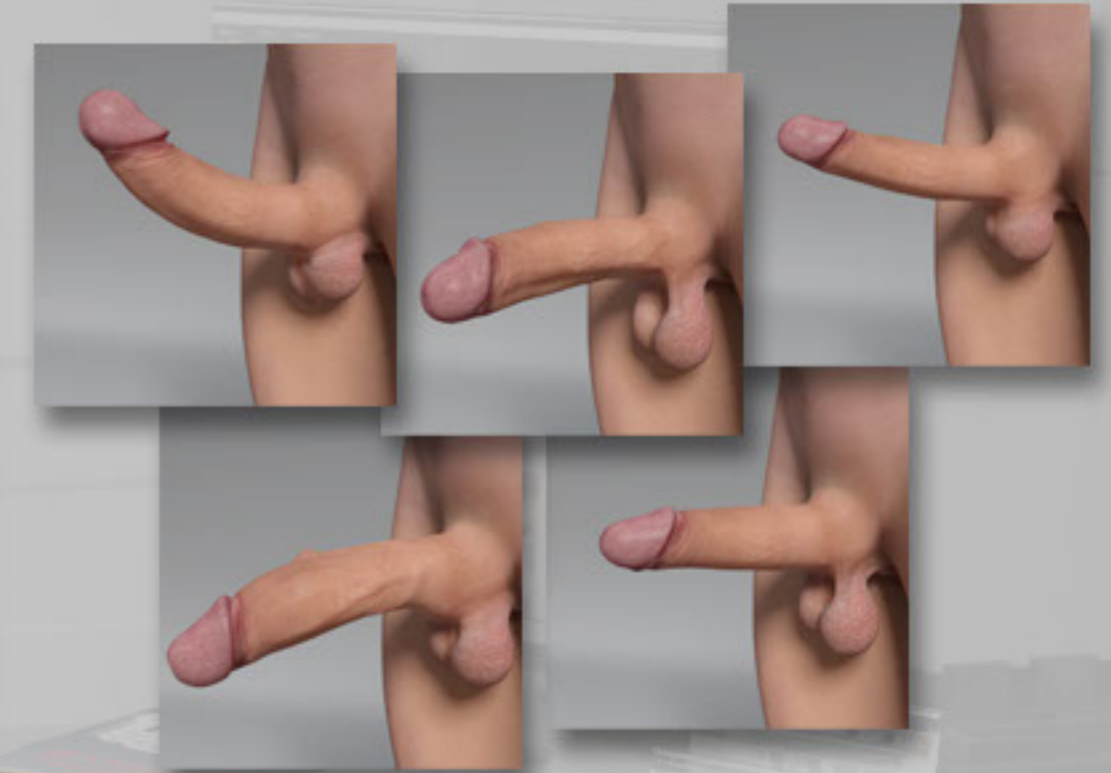
Size Dials



These dials give you direct control over the general size of TaB, as well as more localized sizes of specific regions of TaB.

A warning about "Very Long". This utilizes Poser's animated origins tech and the bending gets a bit clunky when its made extremely long. I might try to improve this in the update.

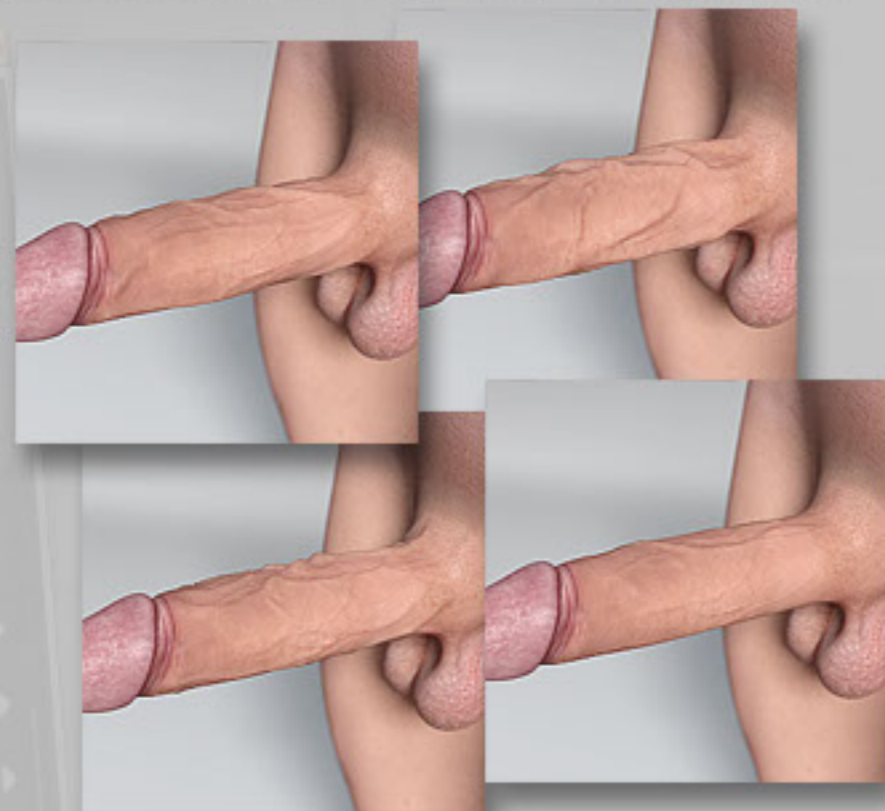
Shapes - Presets



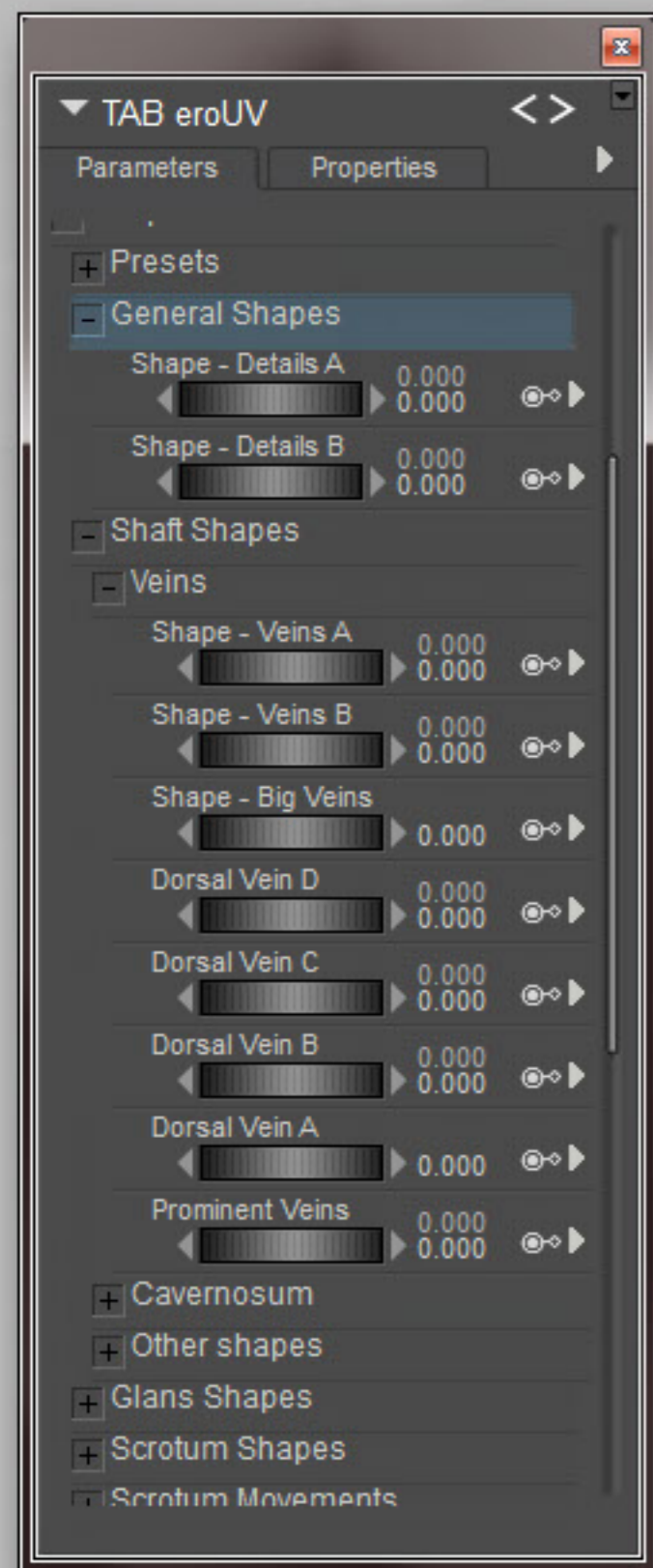
TaB comes with 13 presets you can play with, but they are more to give you an indication of what you can put together for yourselves. If you have Lali's Bits, there are some instructions in the manual how to make your own presets.

I will try to update the manual with newer instructions if the demand is there.

Shaft Shapes - Details and Veins



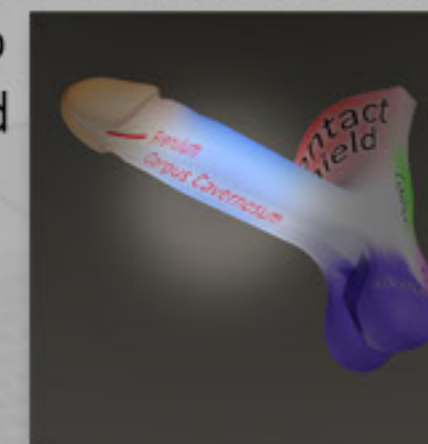
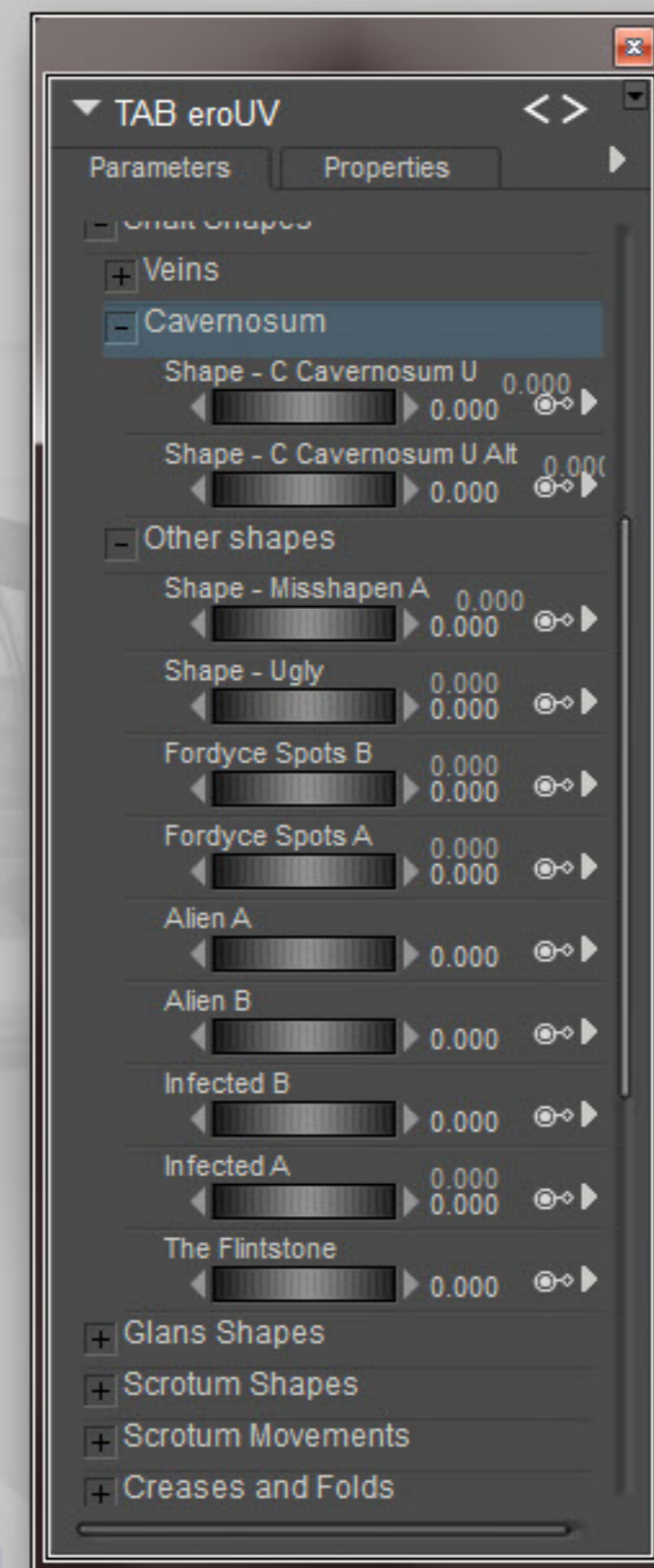
Beyond the presets the real fun starts, with detailed morphs of veins in all sorts and styles.



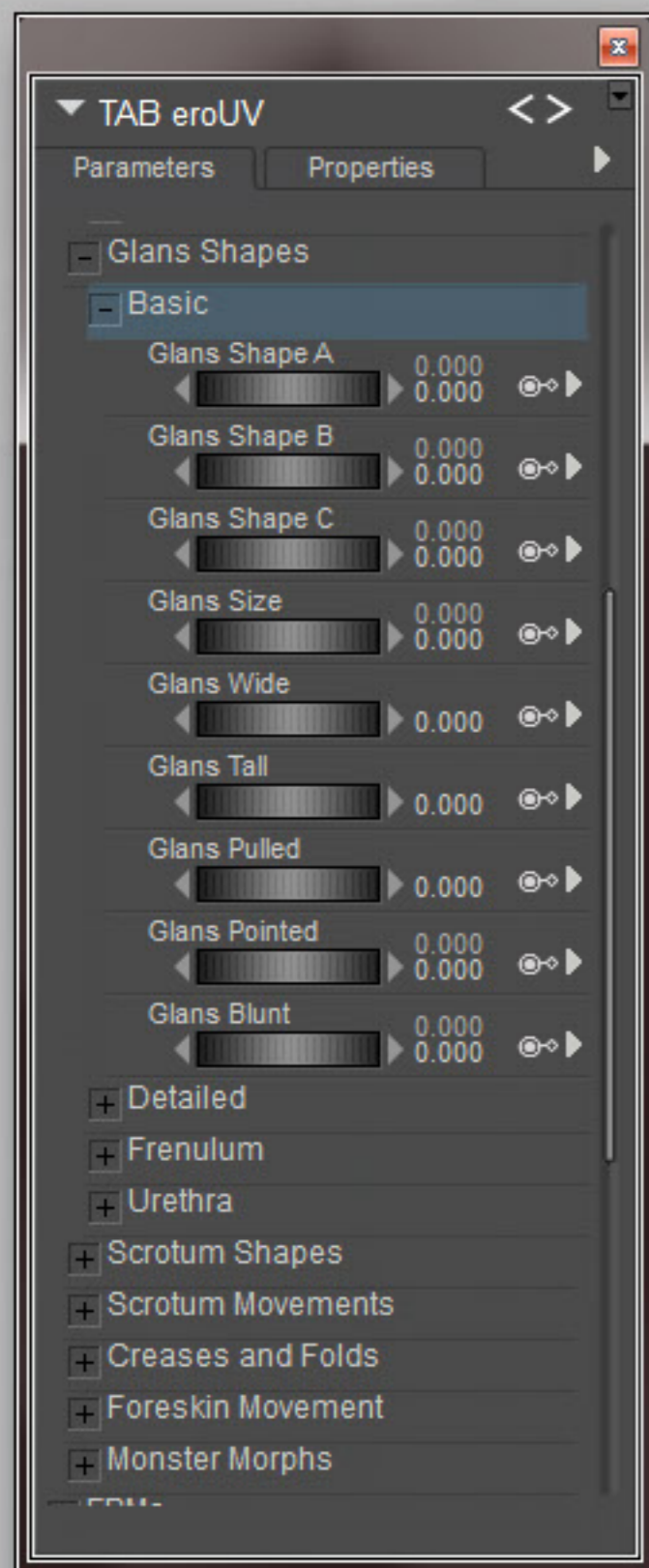
Shaft Shapes - Cavernosum & Other



Further down you have more shaft morphs like spots and alien shapes. There's also two options for the corpus cavernosum, the spongy tussie that protects the urethra tube on the underside of the penis. The 'Alt' option is there to allow you to maintain a circular shape of the shaft for when TaB might need to be inserted into a round hole... could happen, right?



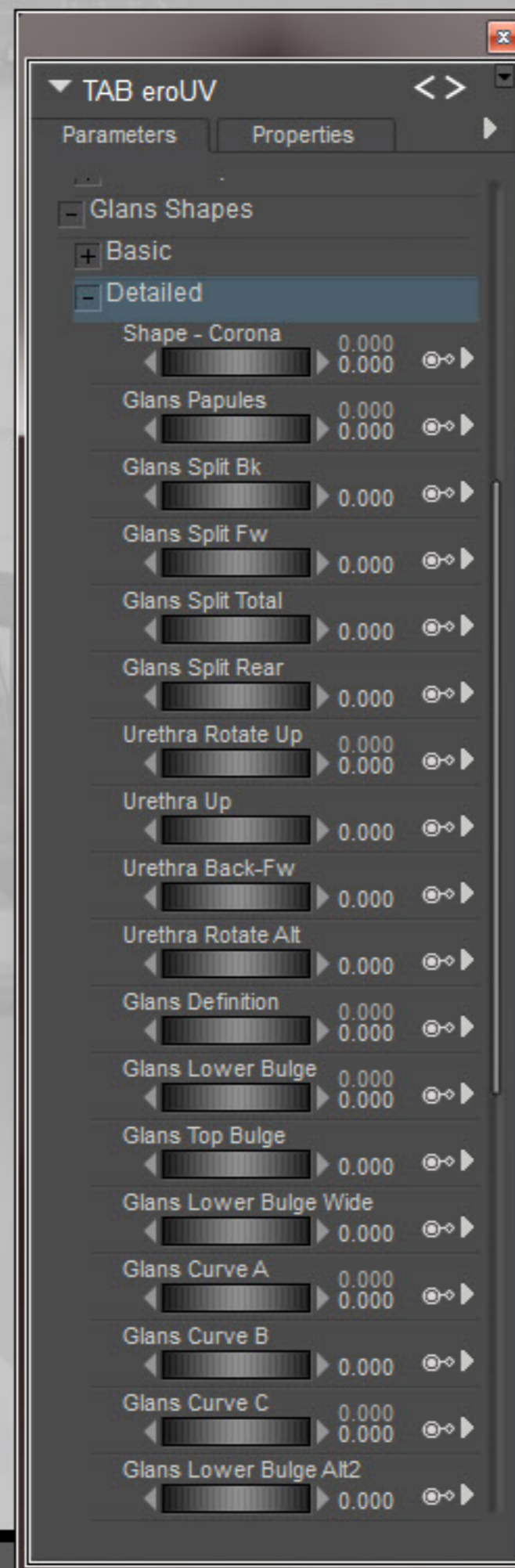
Glans Shapes - Basic



The glans of a penis is probably the most versatile part of the human penis, with its many possible shapes, sizes and details.

The basic shapes start off with sizes and some of the most common glans shapes I came across (on the internet... ;))

Glans Shapes - Detailed

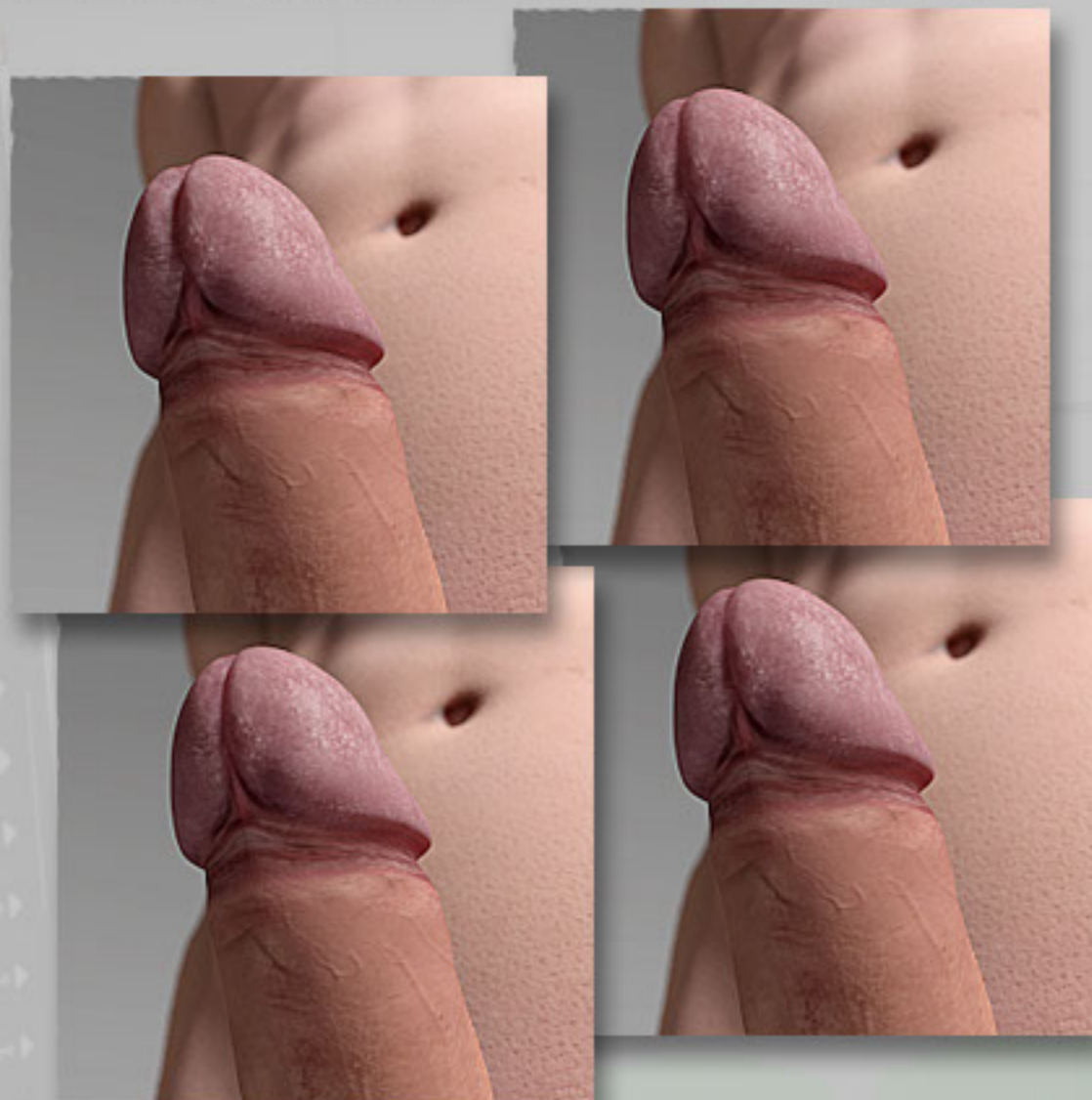


Then if you really want to get crazy, you can go to the detailed morphs and really adjust the glans to your liking.

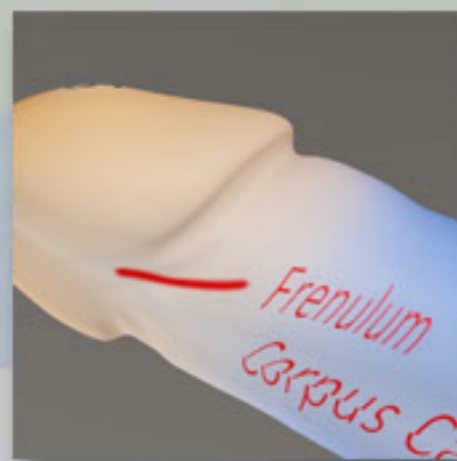
Glans Shapes - Frenulum & Urethra

TAB eroUV
Parameters Properties

- Glans Shapes
 - + Basic
 - + Detailed
 - Frenulum
 - Frenulum Basic 0.000
 - Frenulum Detailed 0.000 / 0.000
 - Frenulum Forward 0.000
 - Frenulum Back 0.000
 - Urethra
 - Urethra Detail Open 0.000 / 0.000
 - Urethra Detail Closed 0.000
 - Urethra Open 0.000
 - Urethra Gape 0.000
 - Urethra Pucker 0.000
 - + Scrotum Shapes
 - + Scrotum Movements
 - + Creases and Folds
 - + Foreskin Movement
 - + Monster Morphs



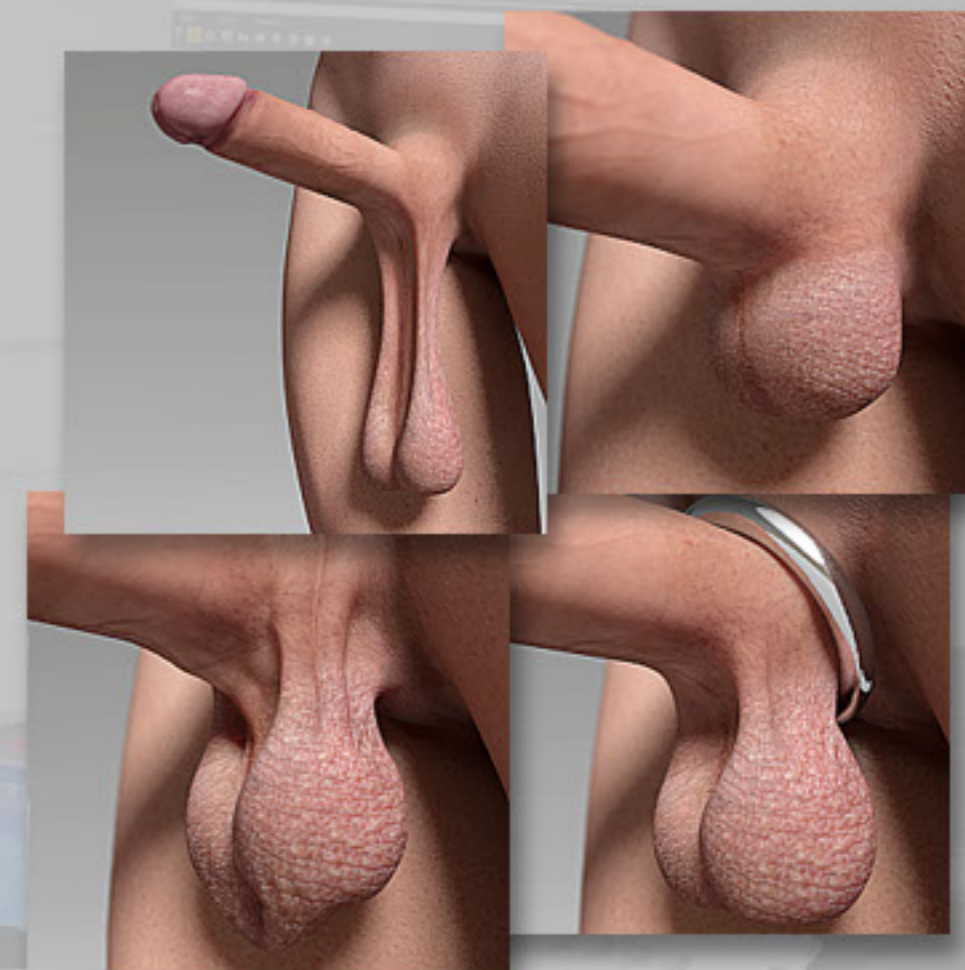
Besides the urethra at the tip of the glans, there is also the frenulum underneath it. I've provided some options to define this part.



TAB eroUV
Parameters Properties

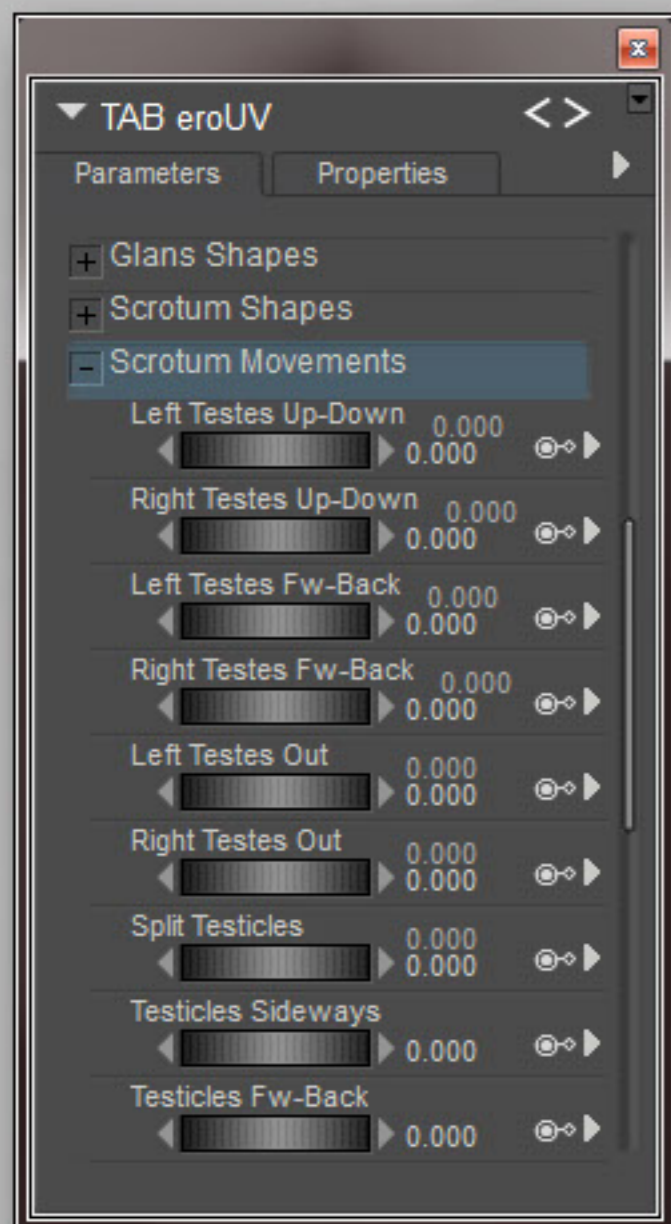
- Scrotum Shapes
 - Round Testicle Correction 0.000
 - No Testicles 0.000 / 0.000
 - Balloon Balls 0.000
 - Testicle Definition 0.000 / 0.000
 - Shape - Bundled Scrotum 0.000 / 0.000
 - Shape - Right Testicle Up-Down 0.000 / 0.000
 - Shape - Left Testicle Up-Down 0.000 / 0.000
 - Raphe 0.000
 - Bag of Worms Asym 0.000 / 0.000
 - Bag of Worms Sym 0.000 / 0.000
 - Scrotum Bundle A 0.000 / 0.000
 - Scrotum Bundle A_Rinkled 0.000 / 0.000
 - Scrotum Bundle B 0.000 / 0.000
 - Cock Ring A 0.000 / 0.000
 - Cock Ring Tight 0.000
 - Scrotum Bundle CockRing 0.000 / 0.000
 - Scrotum Bundle CockRing Loose 0.000 / 0.000
 - Scrotum Hang Extreme 0.000 / 0.000
 - Scrotum Wrinkles 0.000 / 0.000
 - Shape - Wrinkles A 0.000 / 0.000

Scrotum Shapes



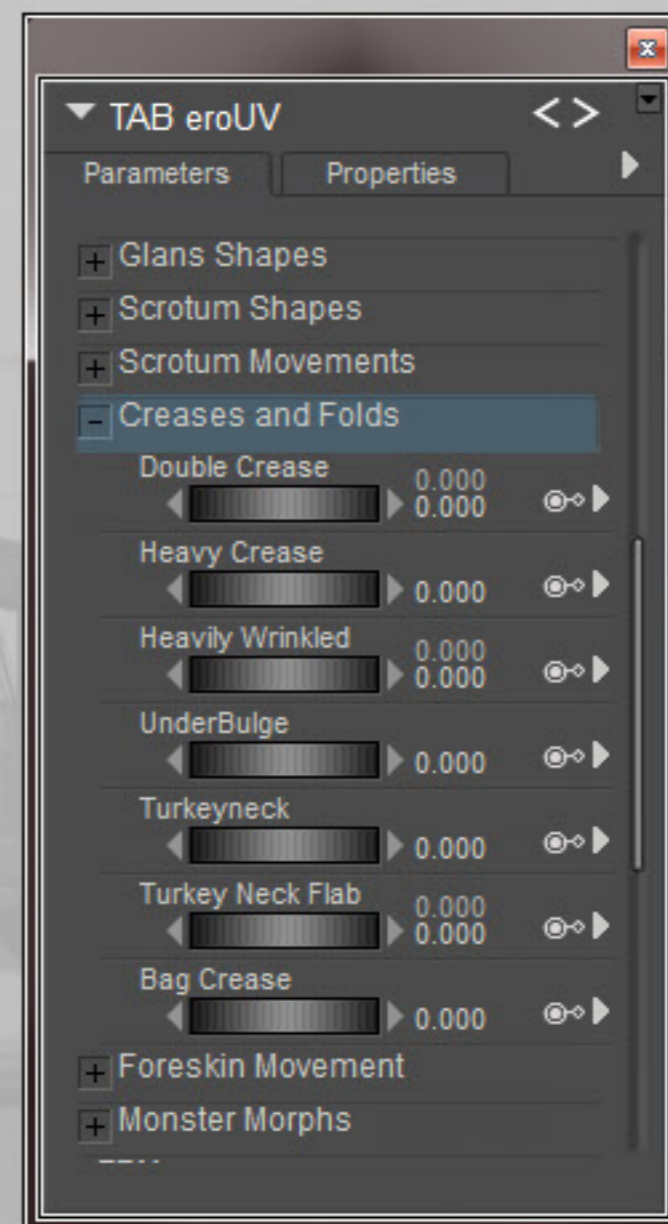
Besides the glans, the scrotum is also a very versatile part of the male genital, even if its only about two balls. The morphs I've provided should get you a long way to achieve the shape you desire. There's also a few options for adding a cock ring (provided as a prop in the Core pack).

Scrotum Movements



Since testicles are very mobile I've provided a bunch of movement morphs so that you can place them anywhere you need for them to be.

Creases and Folds



You can also find some morphs to add some skin creases, folds and other more specific details. Beware with the tuckey neck morph that the bending might look a bit odd.

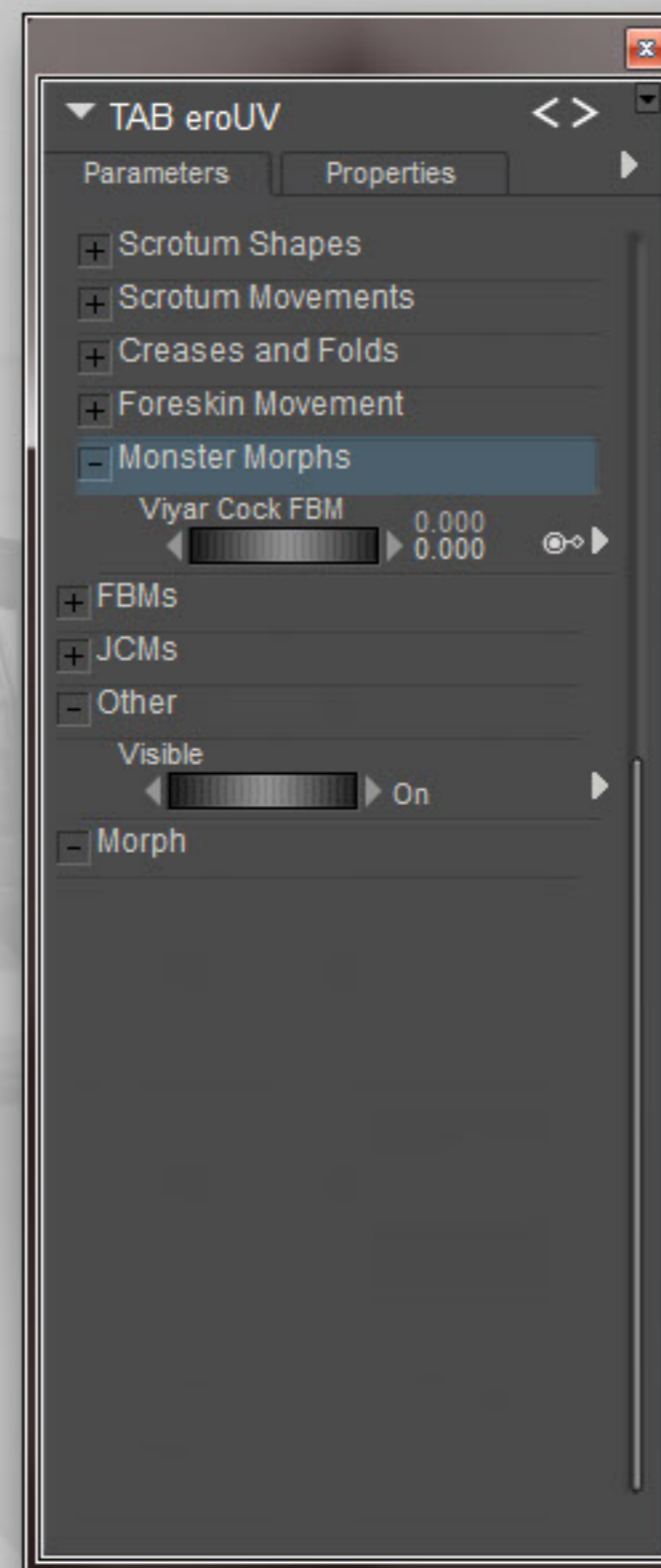
Foreskin Movement



I have provided a lot of options for controlling the position of the foreskin for if you want it to roll over a unique shaped glans. The foreskin was designed to roll over just the default shape and because the glans can take on any shape, it was impossible for me to accommodate for all of these options.

Take note that the foreskin can be controlled by a magnet to give the appearance of the corona moving under the skin. The magnet can be adjusted too with these dials.

Monster Morphs - Future Addons!!

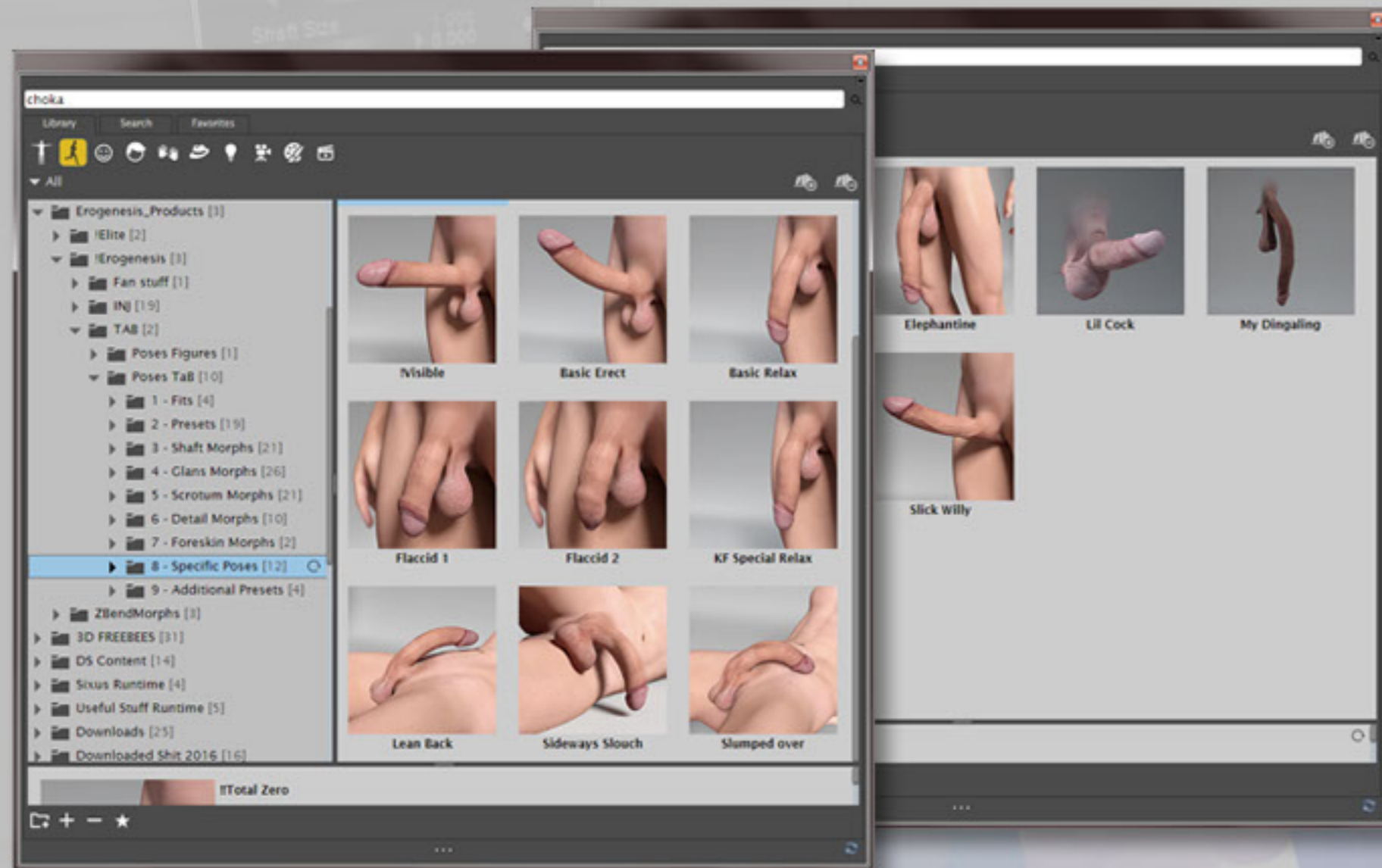


The last morph group is one that I will fill up in future. My monster cocks pack will also contain some textures to go along with the morphs. For now I've provided one example: "the viyar cock" which will be featured in Sen's first comic. Texture not yet included.

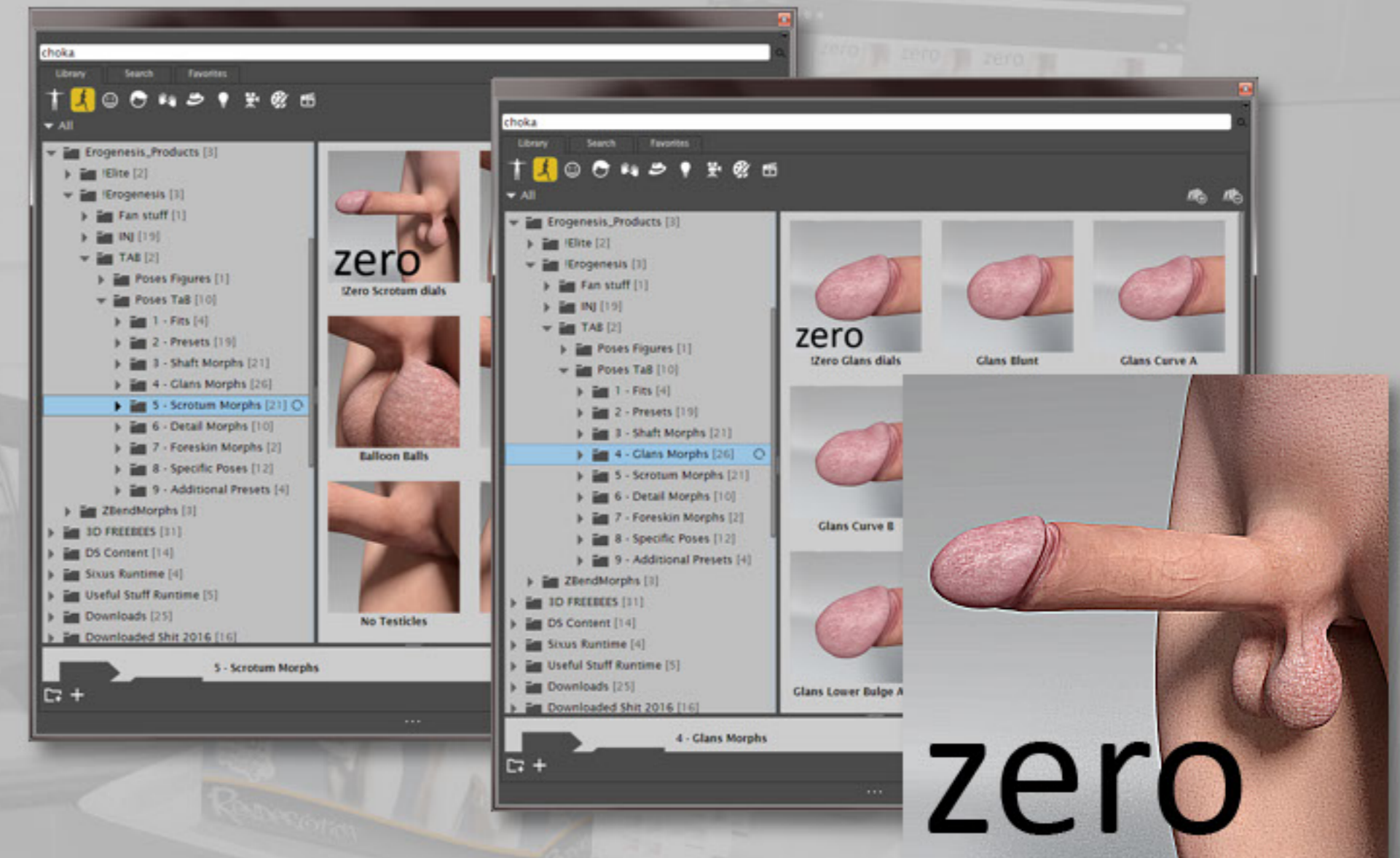
TaB Poses

I won't spend too long on this since most of the poses involve all of the morphs I just introduced. There are some specific poses to help you deal with a few complex positions.

There are also some extra presets to choose from. I can expand on this in an update if desired.



Zero!



Throughout the pose folders you'll always find some way to return TaB to zero, either entirely, or only involving specific morphs!

TaB Textures & Materials

In order to give you a fairly wide array of options with skin colors and appearances, TaB comes with four base textures that you can choose from. Of these four textures, many variations and shades have been provided. The four textures are as follows:

Type 0: clean



Type 1: normal



Type 2: gnarly

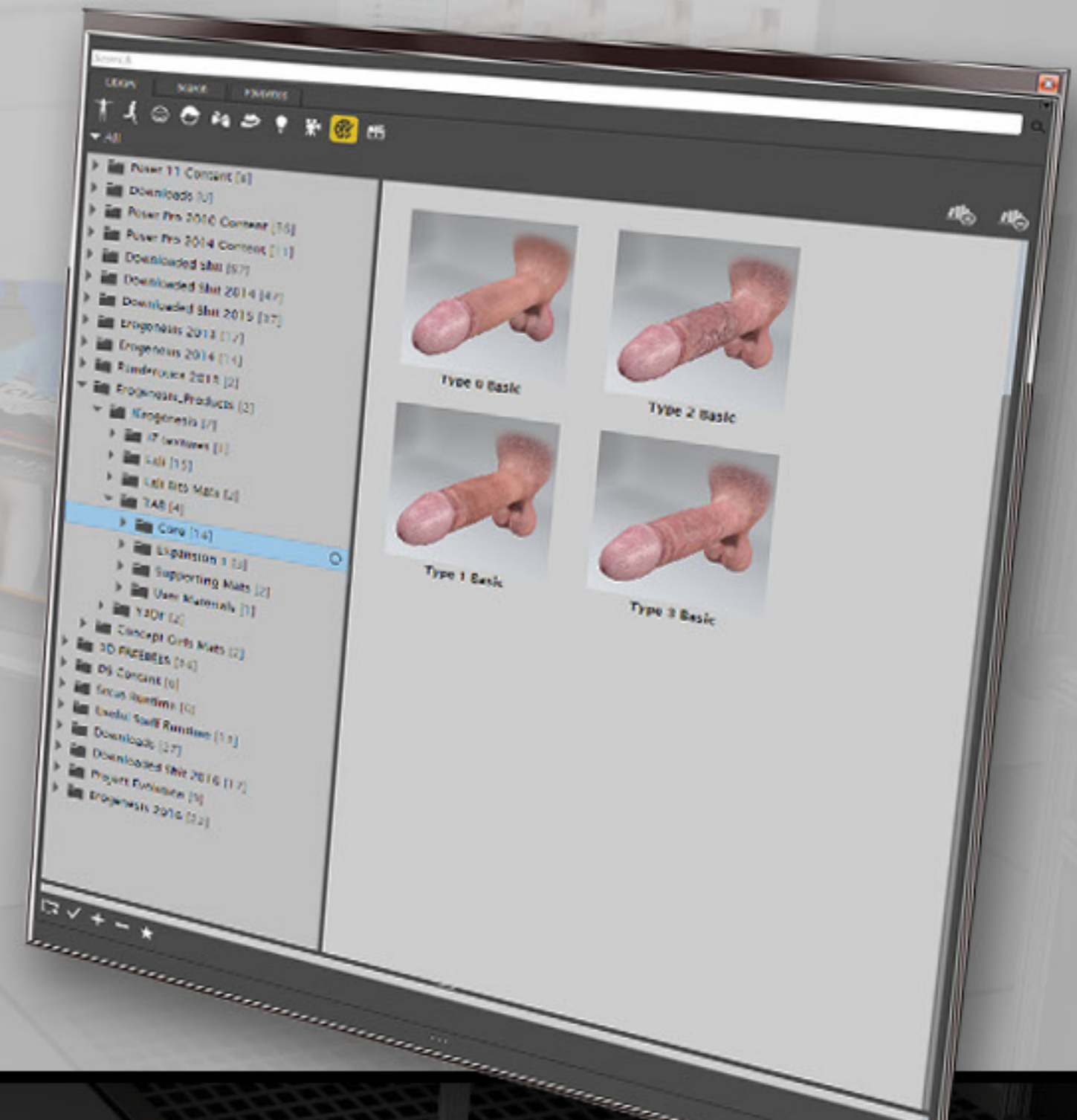


Type 3: Wrinkly



Core pack - DIY

In the **Core Pack**, these four texture types are available as basic materials for folks to tinker with themselves in Poser or Photoshop. The Core Pack is definitely meant for folks that like doing their materials themselves. If you don't wish to do so, then its highly recommended to get the Expansion Pack.



Expansion Textures & Materials

The Expansion Pack adds a lot of extra options and variations to the four Ero Texture Types, including Advanced Materials to the core selection. The first options you'll come across are textures that were built to match some popular M4 texture sets, like the four M4 Elite sets (Jeremy, Lee, Rob & Sol), Uncle Albert and Tyrese. All four of the Ero Texture Types are represented with each set. In future I might be able to add more options in an update or addon.



Skin Shade Variations

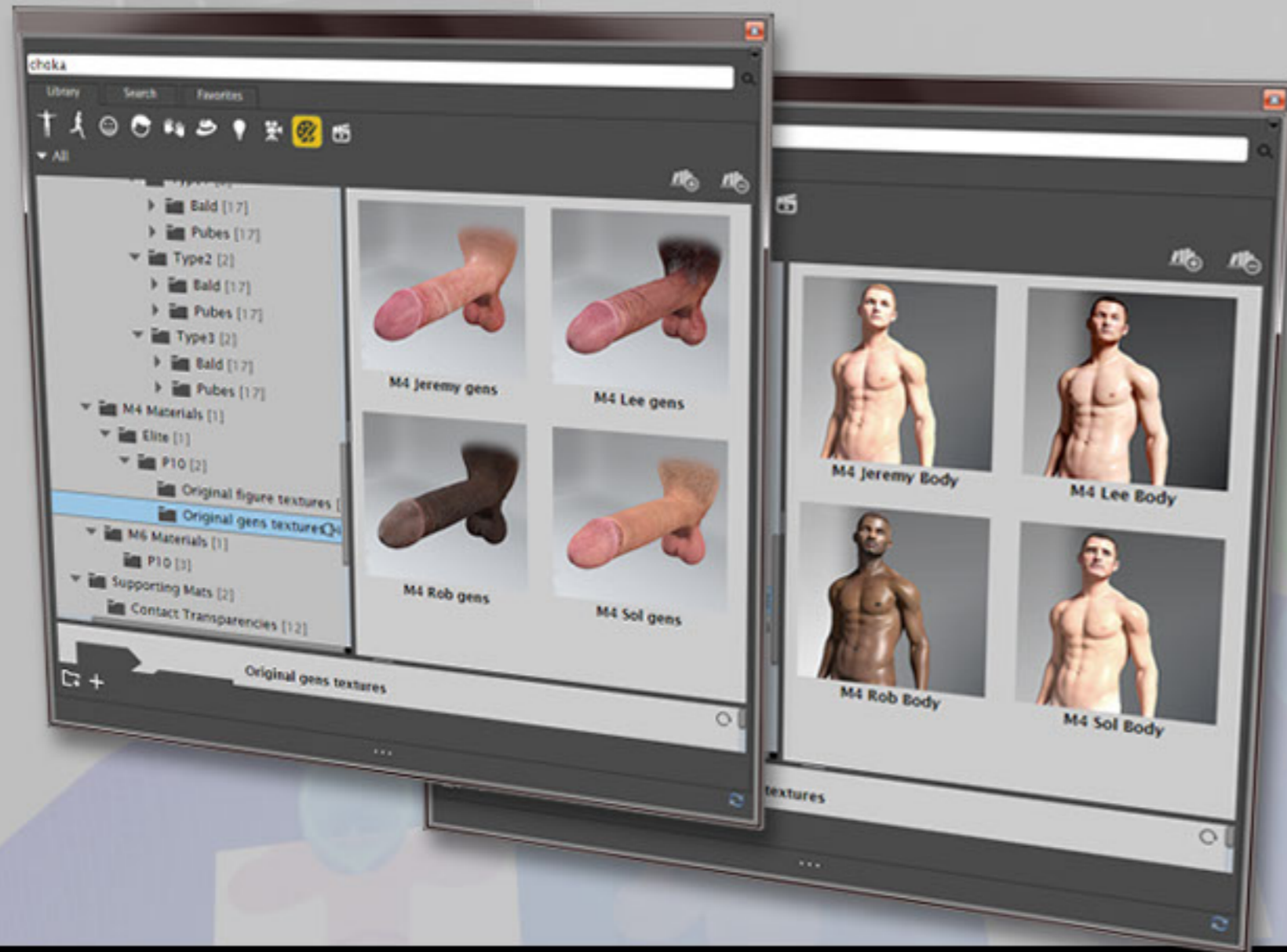
To get you started off, if you don't have photoshop or time to fidget with the color to match the host figure, I've tried to provide you with as many color options as I could think of, including some effects. There's a very real possibility that I might have missed some shade, so I'm open to try provide this in the update. All types are represented here, incl pubes.



M4 Materials

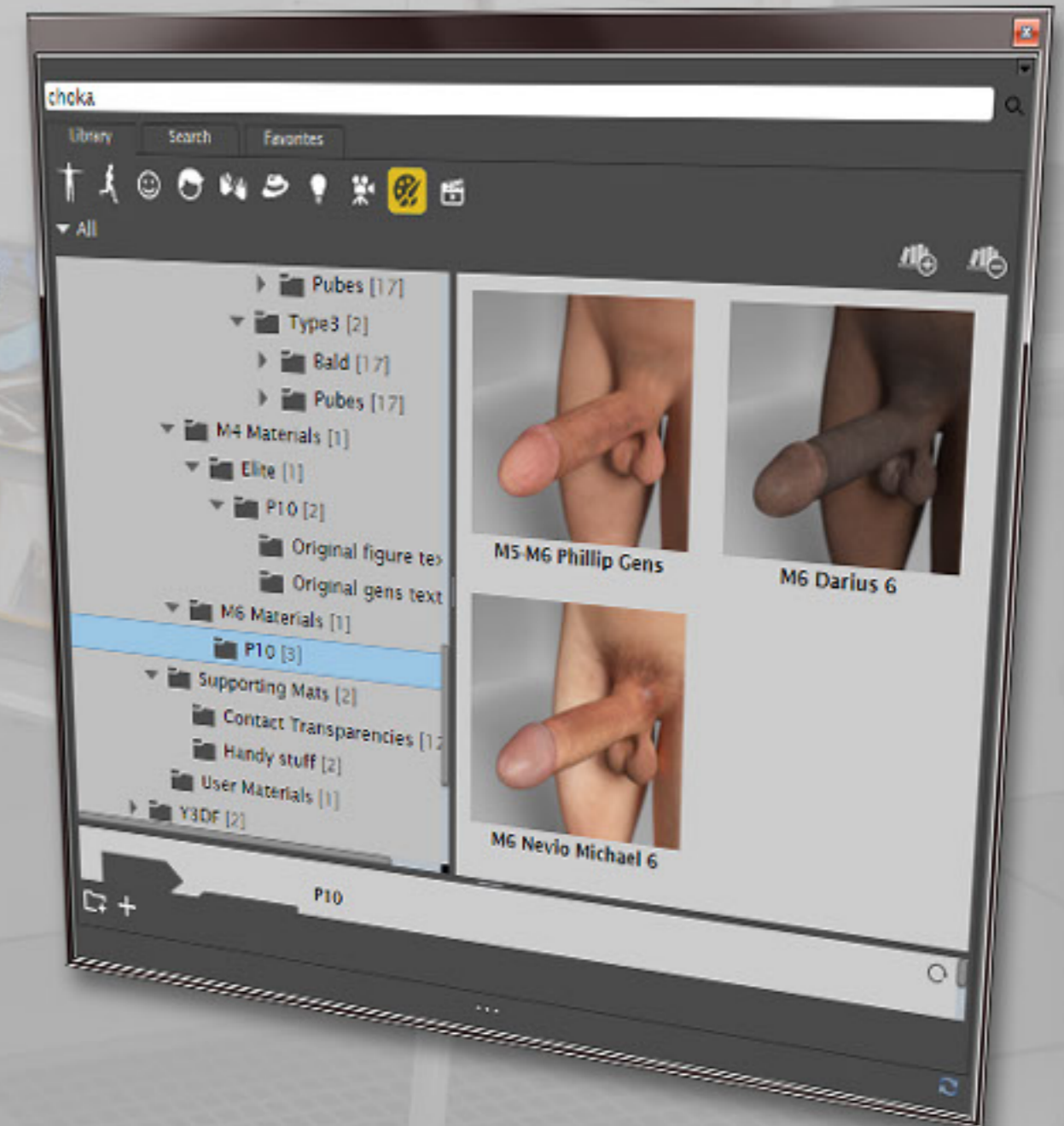
Beyond the Ero textures you also have the option to use your old M4 textures with new materials designed by me (those that I use in my comics). If you have M4's Elite textures (incl gens) then these materials will be fun to play with.

You can also use these materials to swap out the textures with another set you might have.



M6 (G2) Materials

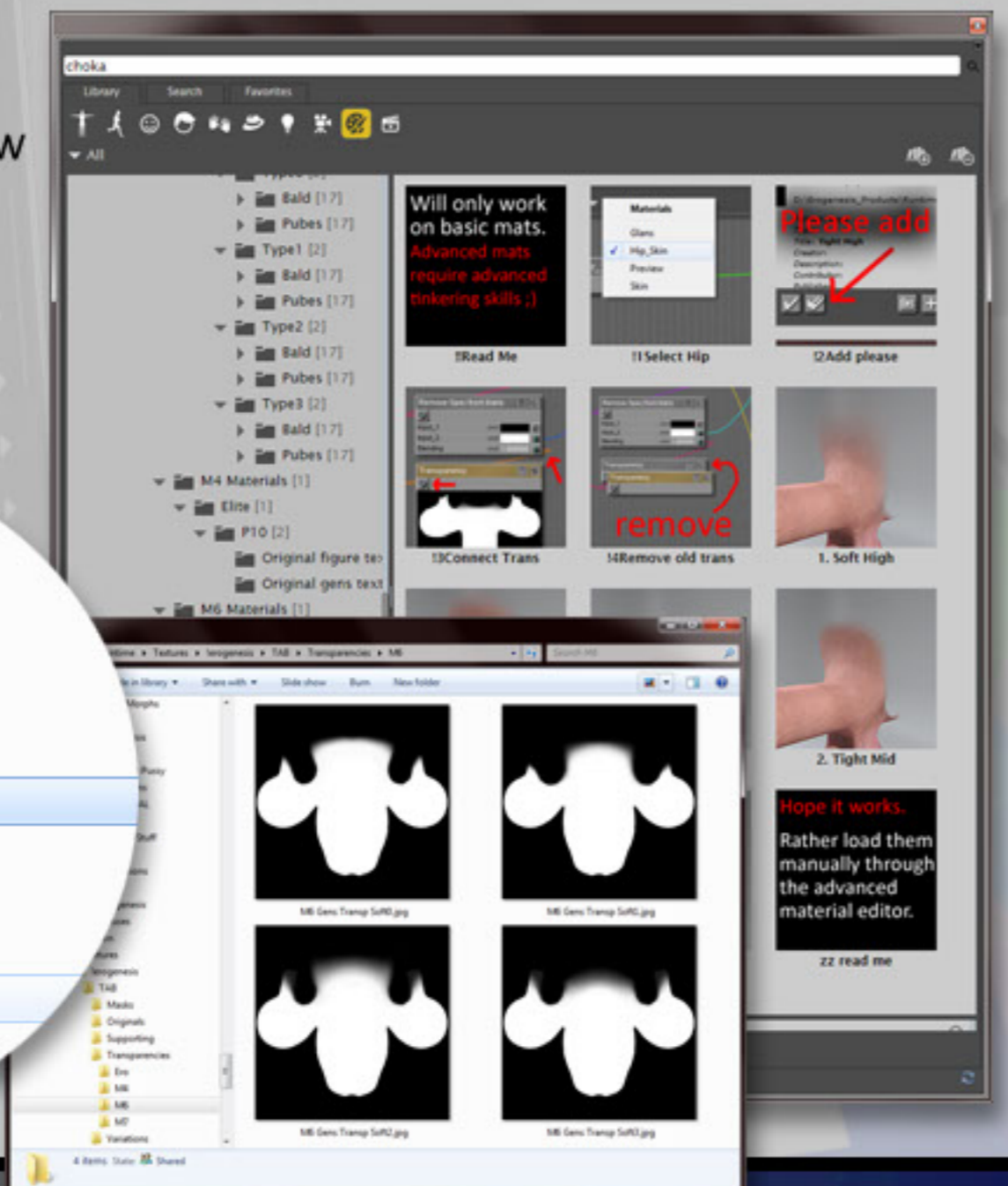
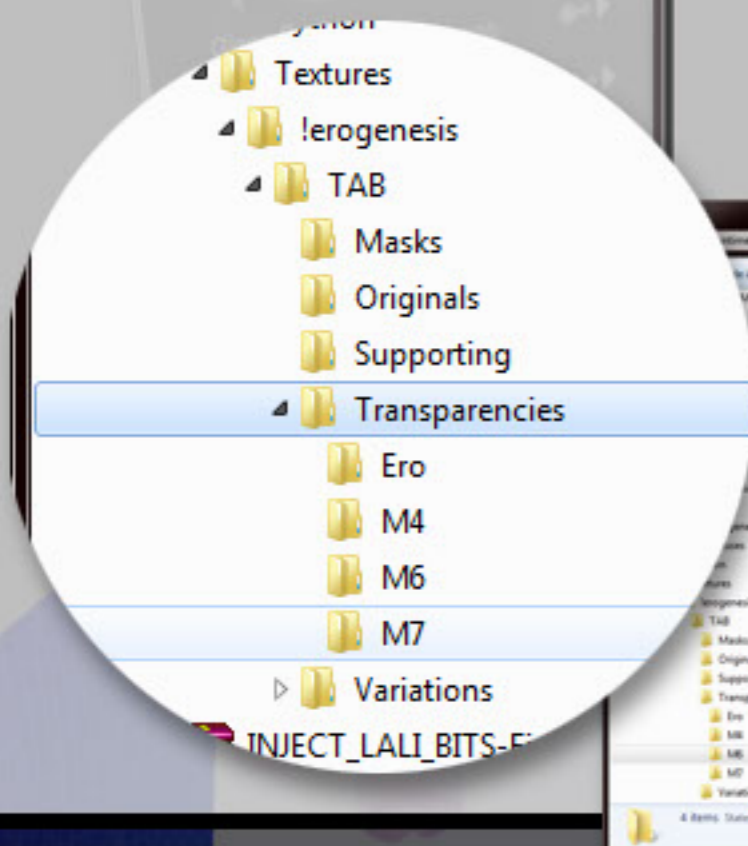
I've also provided materials that use some G2M gens textures you might have, like Michael 6, Darius and Phillip. **Please note that these are merely to show you that M6 textures work on TaB.** The Materials can differ per user. The materials that came along with the original version of the M6 package you have should work on TaB too. You can also copy the material off TaB, paste it onto your G2 host figure, and replace the gens textures with the G2M body textures. This way you can match the materials more easily.



Contact Transparencies

If you're not content with the transparency mask I've added to my base materials, I have provided a bunch of materials that will replace the transparency mask on your TaB to help determine how the base blends with your host figure. Please note that if you're not versed with the Advanced Materials Room of Poser, this can get a little exciting for you. Not to fear, I have explained two methods for you on the next page that should help you to deal with this yourself.

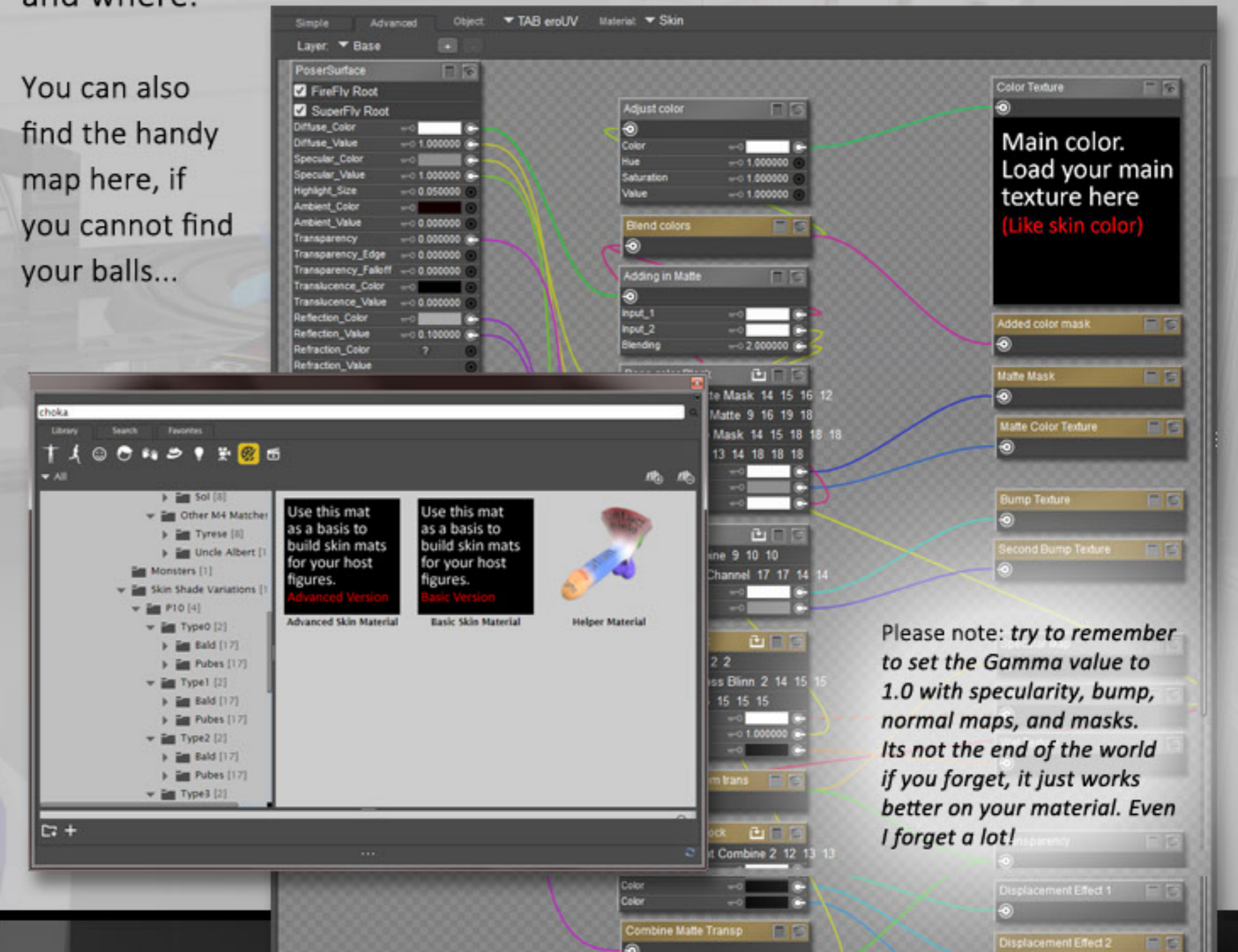
What might also be fun to know is that I have added a lot of transparency options for the other three texture versions, like M4, M6 and M7.



Handy Stuff!

For the material room nuts out there, I've provided two template materials based on the ones I use in my comics. Mind you I sometimes make use of compound nodes which can get a little funky in Poser 10. In any case, the materials come with clear instructions as to what to load up and where.

You can also find the handy map here, if you cannot find your balls...



Switching Transparency maps .1

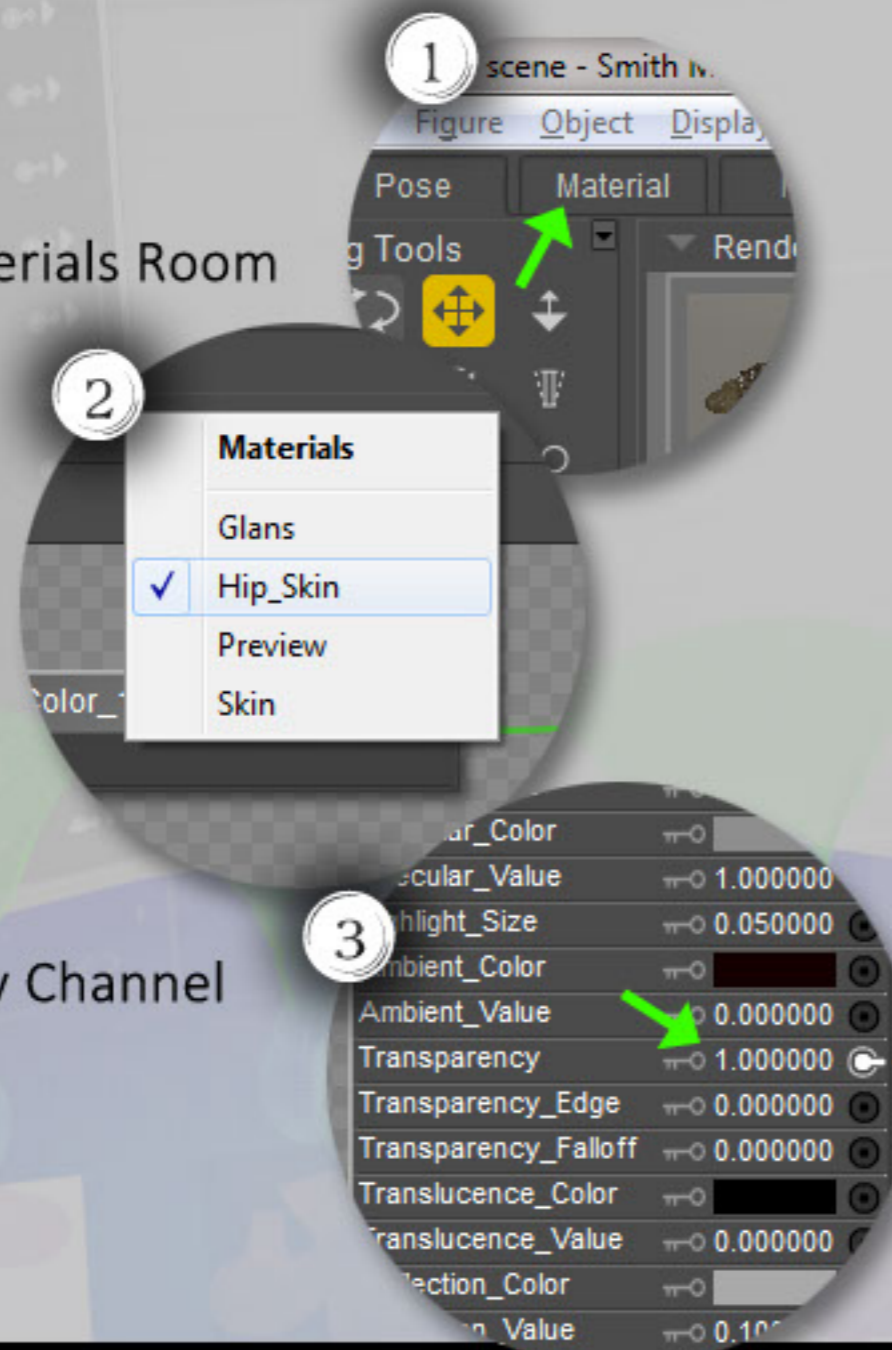
Should you not be satisfied with the transmap loaded up with some material, then you can change it for a softer one, a tighter one, or anything that you find suitable. There are two ways to do this: manually in the material room, or through loading a material... but I'll be honest and say that the manual way is probably easier! None-the-less I will cover both:

Manual way:

1. Go to the Advanced Materials Room

2. Select Hip_Skin

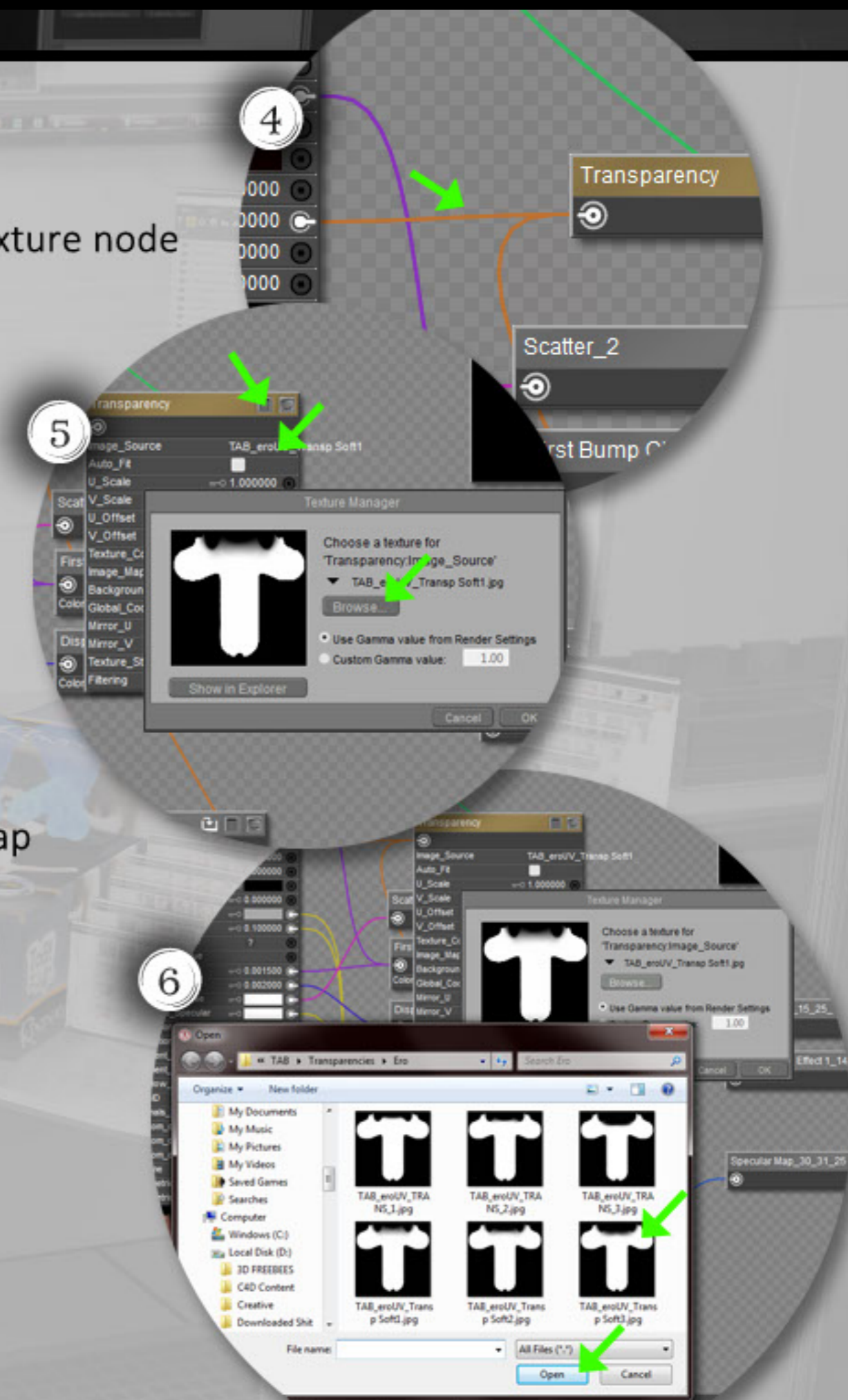
3. look up the Transparency Channel



4. follow the lead to the texture node

5. open the texture dialog

6. select your new trans map



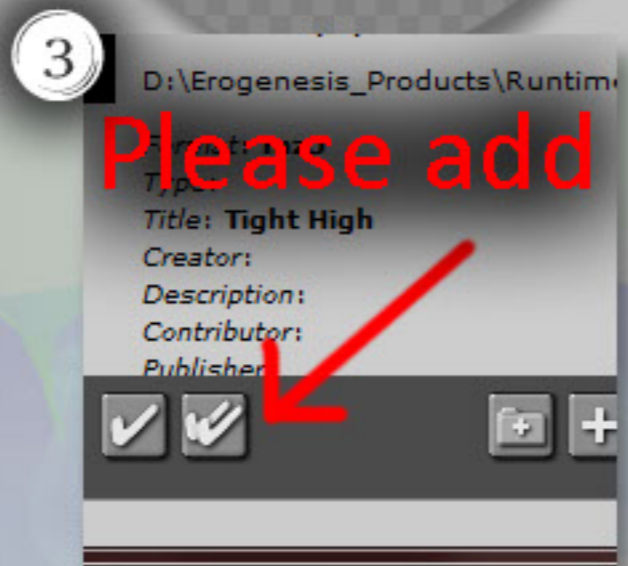
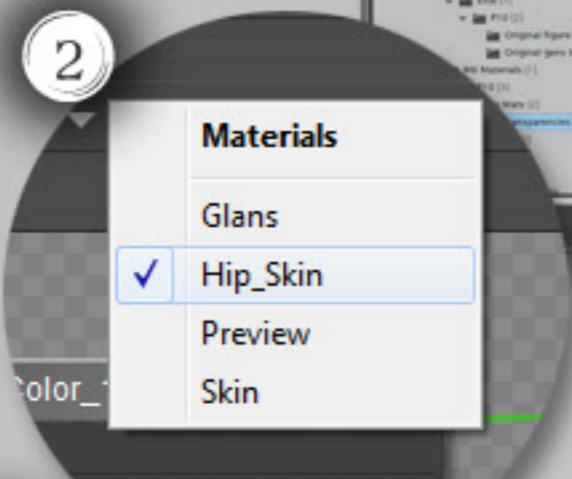
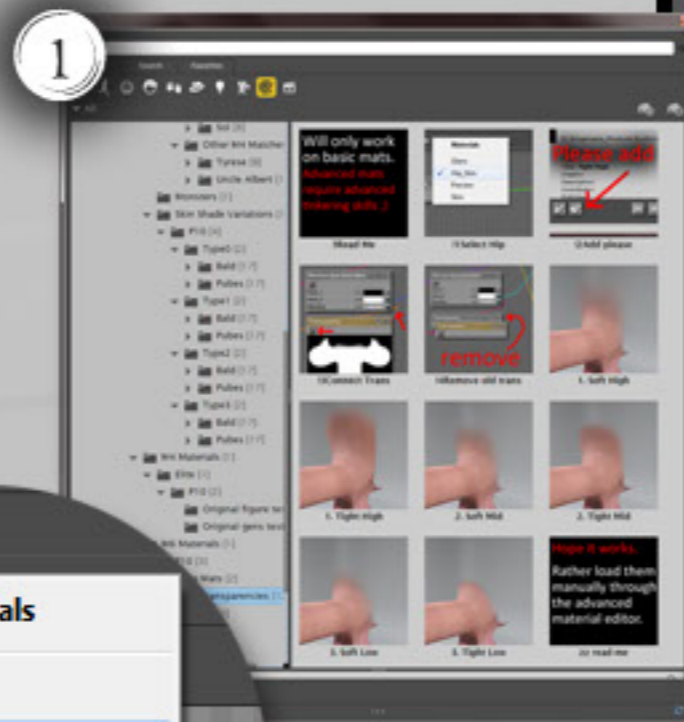
Switching Transparency maps .2

Load Material way:

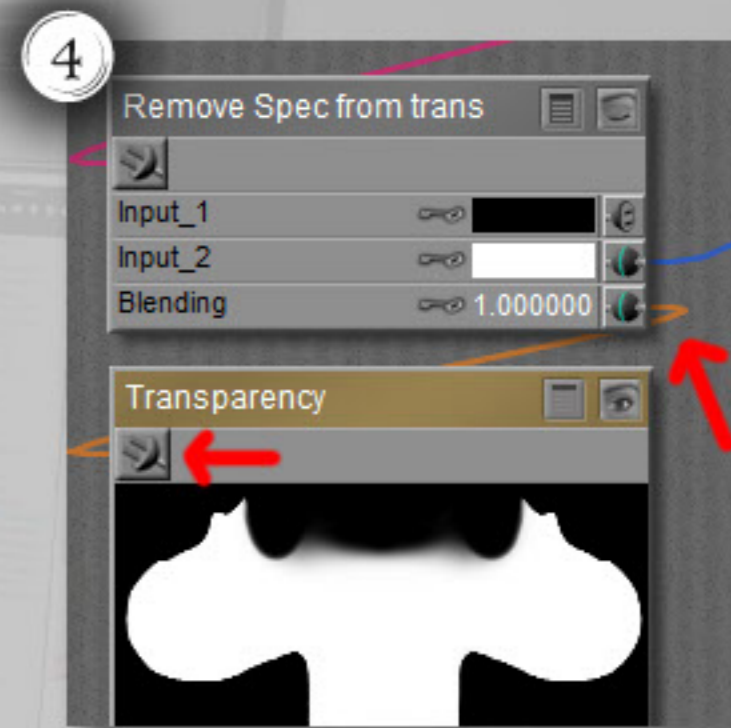
1. Go to Materials >
!Erogenesis\TAB\Supporting Mats>Contact Transparencies

2. Select Hip_Skin

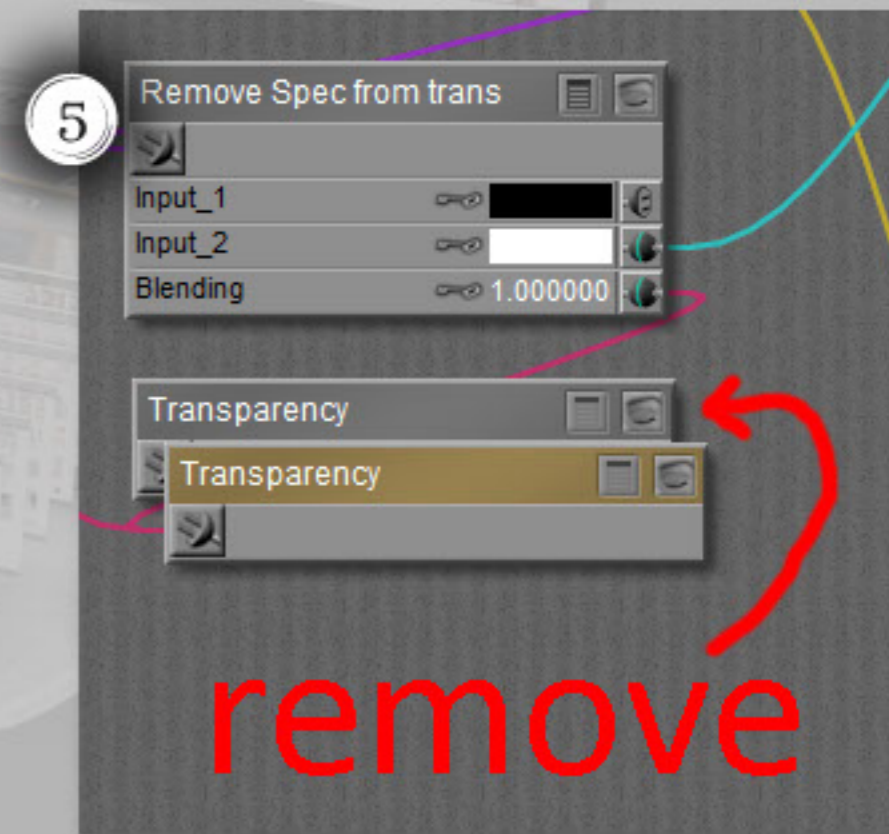
3. **Add** the transparency material
of your choice



4. connect the blending value of the
spec filter blender to the transparency
node.



5. remove the old transparency node
(hidden behind the new one)

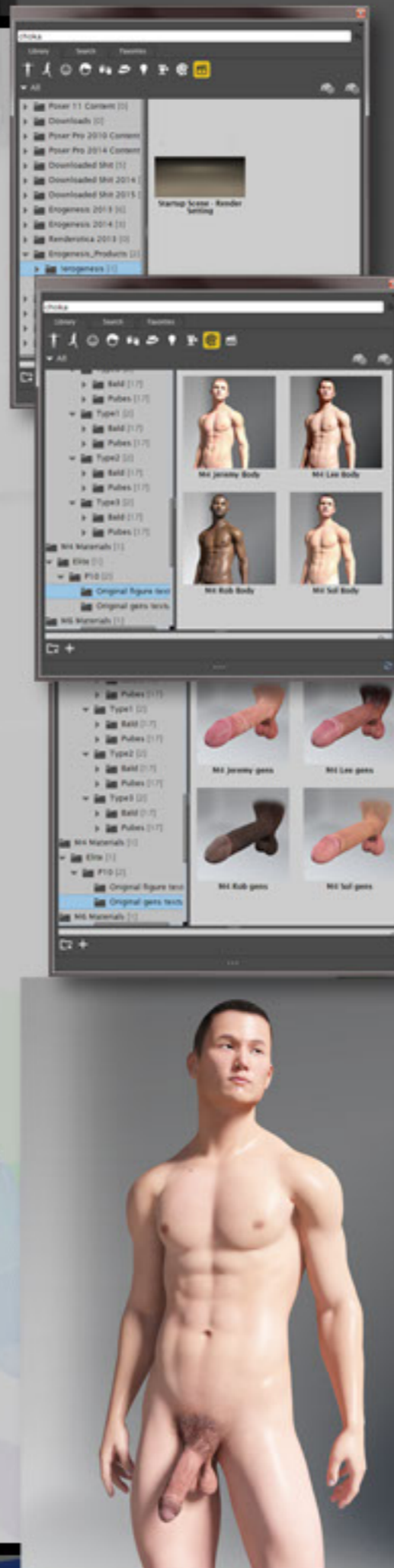


Tip #1 to get started:

Because TaB has so many crazy options, I thought it might be good to break you in with some suggestions:

If you have M4 Elite (**expansion required**):

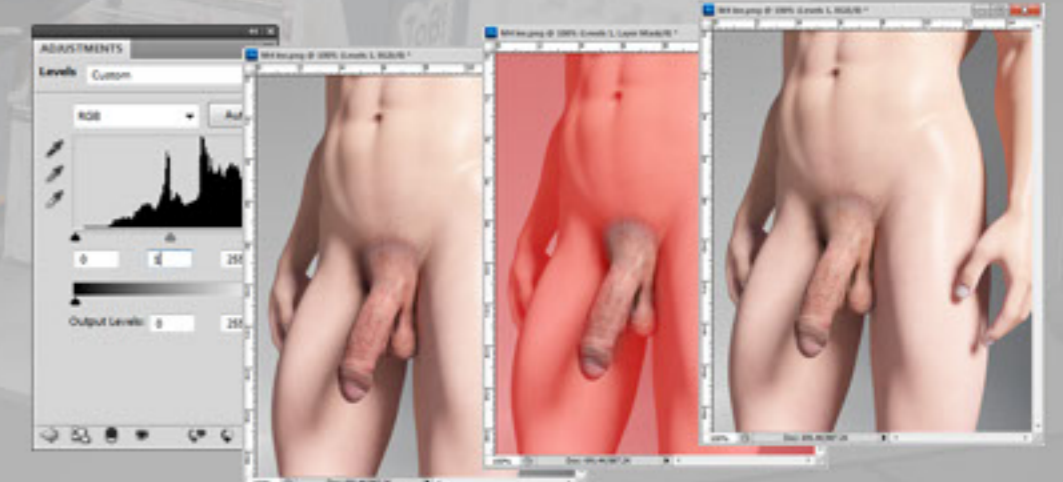
1. scoot over to the Scenes category and open the "Start Up Scene"
(...Runtime\Libraries\scene\Erogenesis)
2. load M4
3. drag **Tab m4UV** onto M4
4. load one of the M4 poses provided to M4
(...Runtime\Libraries\Pose\Erogenesis\TAB\Poses Figures\M4)
5. load one of the TaB poses provided to TaB
(...Runtime\Libraries\Pose\Erogenesis\TAB\Poses TaB)
6. load one of the M4 elite matches provided
(...Runtime\Libraries\Materials\Erogenesis\TAB\Expansion 1\Ero Materials\Skin Shade Variations\P10\...)
7. load the matching M4 Elite Ero materials provided to TaB
(...Runtime\Libraries\Materials\Erogenesis\TAB\Expansion 1\Ero Materials\Character Specific\P10\M4 Elite Matches)
8. position the camera (Set *fStop* to 11)
9. focus it on TaB (dial *focus_Distance* on used camera)
10. render!



Tip #2 matching textures:

Requires Photoshop (or Gimp) and some imagination:

1. load up your character with the material/textures you want a match for
2. drag **TAB** onto that figure (whether its the Genesis version or the Poser Native version)
3. find a relatively decent match:
(...Runtime\Libraries\Materials\Erogenesis\TAB\Expansion 1\Ero Materials\Skin Shade Variations\P10\...)
4. render the scene in your preferred render settings and save the result
(Runtime\Libraries\Materials\Erogenesis\TAB\Expansion 1\M6 Materials\P10)
5. load the result into photoshop
6. create a levels layer and isolate TaB with a mask*
7. fiddle with the levels until a match is found**
8. drag that levels layer onto the same texture used for TaB in the render
9. Save that as a new image, and therefore load it into your material



**learn about photoshop masks! Bloody useful!*

*** levels tricks: check next page*

Matching textures with PS levels

Levels allows you to adjust the computer's RGB levels for a certain image. RGB stands for Red, Green and Blue. These colors have opposites:

Red - Cyan (light blue)

Green - Magenta (purple)

Blue - Yellow

In the levels window you can select which color range to play with. *The middle slider is usually good enough for me.*

My general rule is very very simple:

Too Red? Make less red.

Too Green? Make less green.

Too Blue? Make less blue.

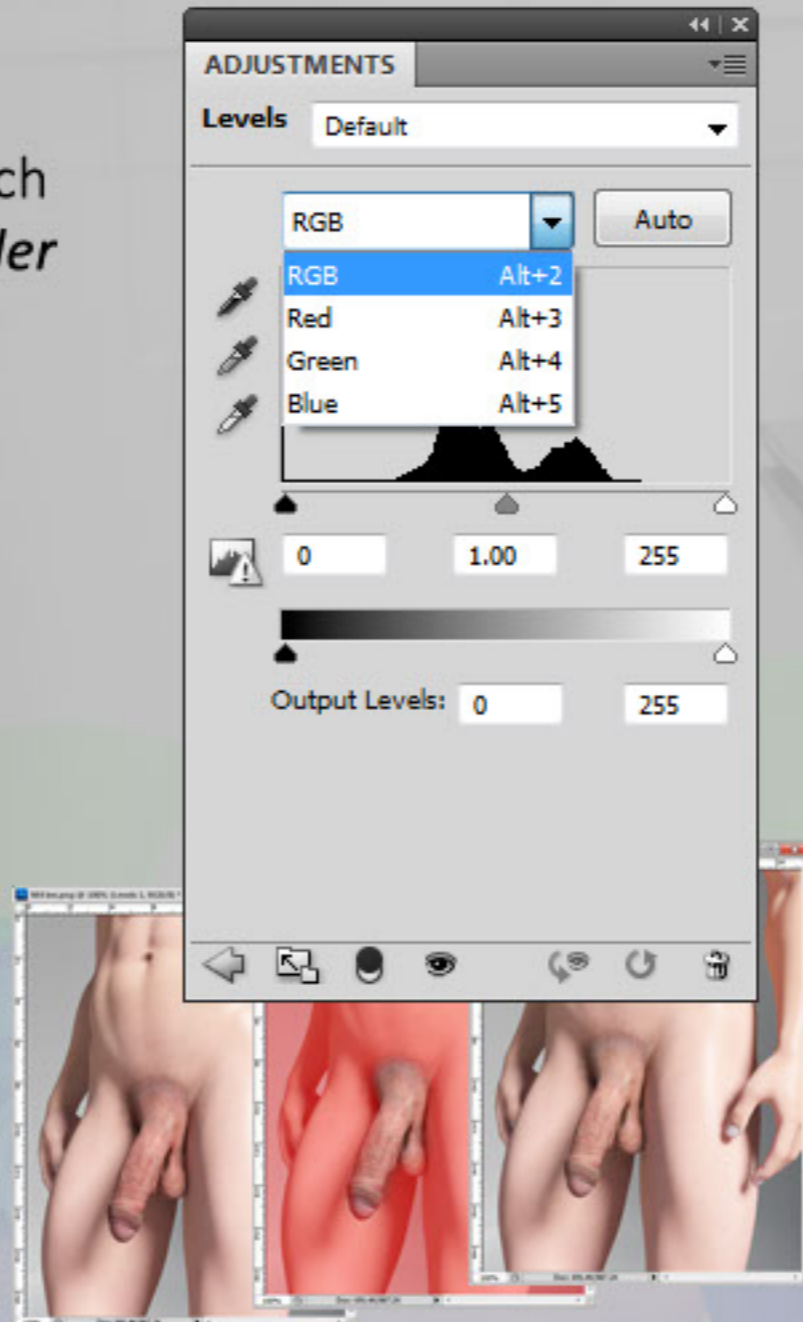
Too light/dark: use RGB channel

But also:

Too yellow: make more blue.

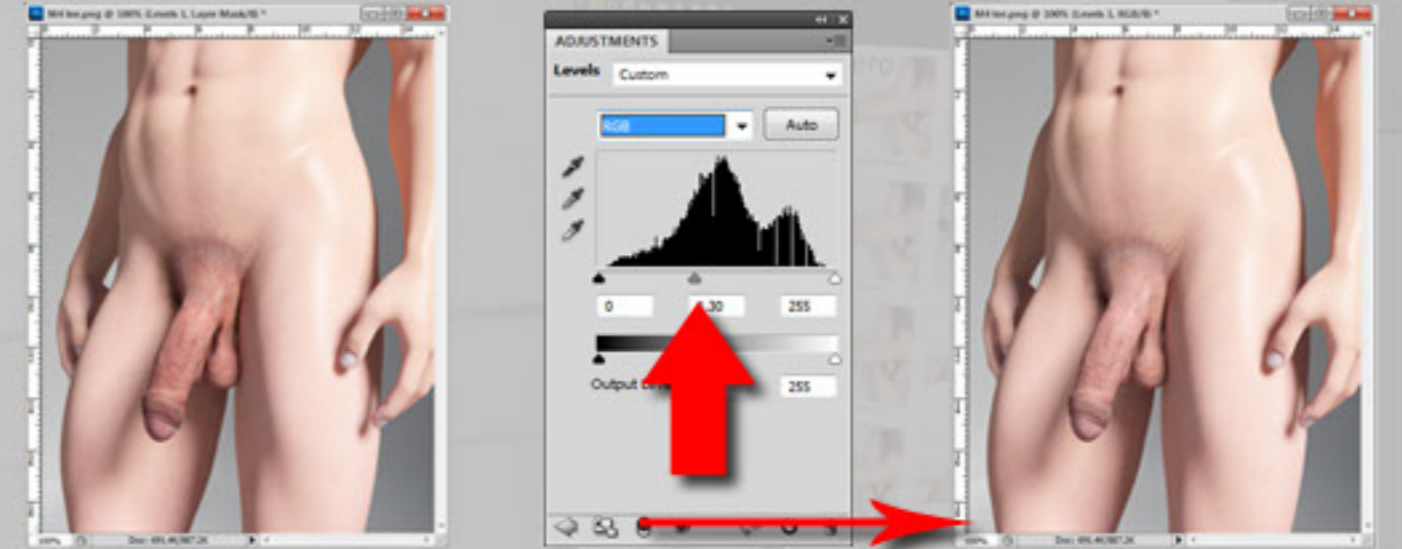
Too purple/pink: make more green

Too green/bluish: make more red

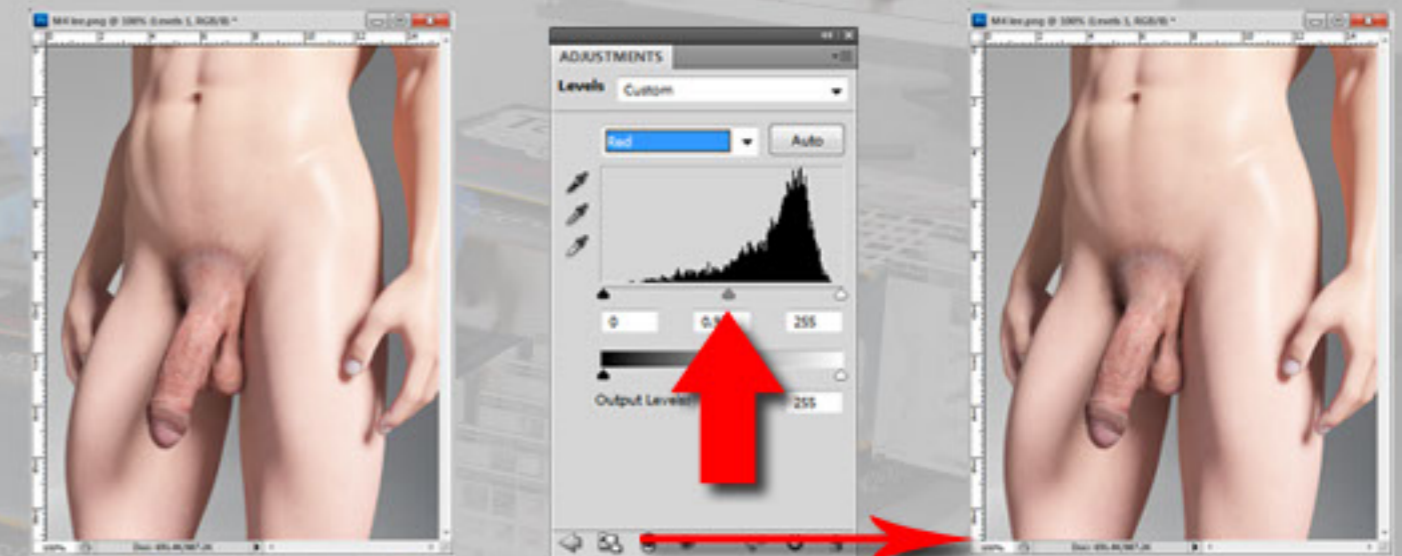


Matching textures examples

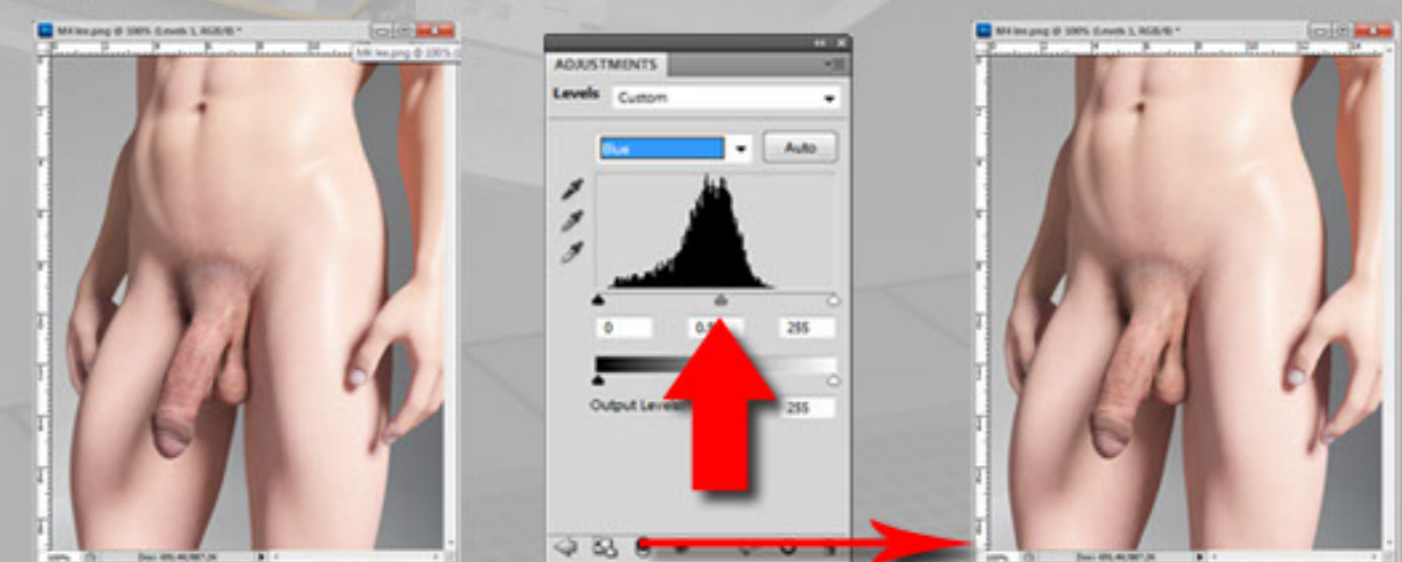
Too dark
high contrast



Too red



Not yellow
enough



The future of TaB & Project 'E'

TaB was developed to replace M4's gens much like Lali's Bits were designed to improve V4's sexy bits and bends. But there are limits to such attachments as you might well know. TaB's future will involve at least one or two big updates, and also one or two addons like the monster cock morphs and pubes addon mentioned earlier. But TaB's ultimate future lies with Project E.

Outside of genitals, there are also many other anatomical and physiological that we sometimes desire from our CG figures that are not entirely represented in current available figures, even if it's only a realistic face. There are some figures out there that are improving very nicely but are limited to certain prudish ideals and also restricted to software not entirely of our liking.

I hope that next year, after having released Project E, I can start making a dick girl figure based on PE and TaB, and then also a male version. Then messing around with transparencies will be a thing of the past. I intend to make sure that TaB's textures now will also work on those future figures, as well as any addon developed for TaB.

By purchasing TaB, you will directly be supporting Project E's development.



projecte
W.I.P
.mesh5

Thank you once again for purchasing TaB
I hope you will have a fun time using it!

Be sure to provide feedback for the
update in the forums at Renderotica!

cheers
ero

