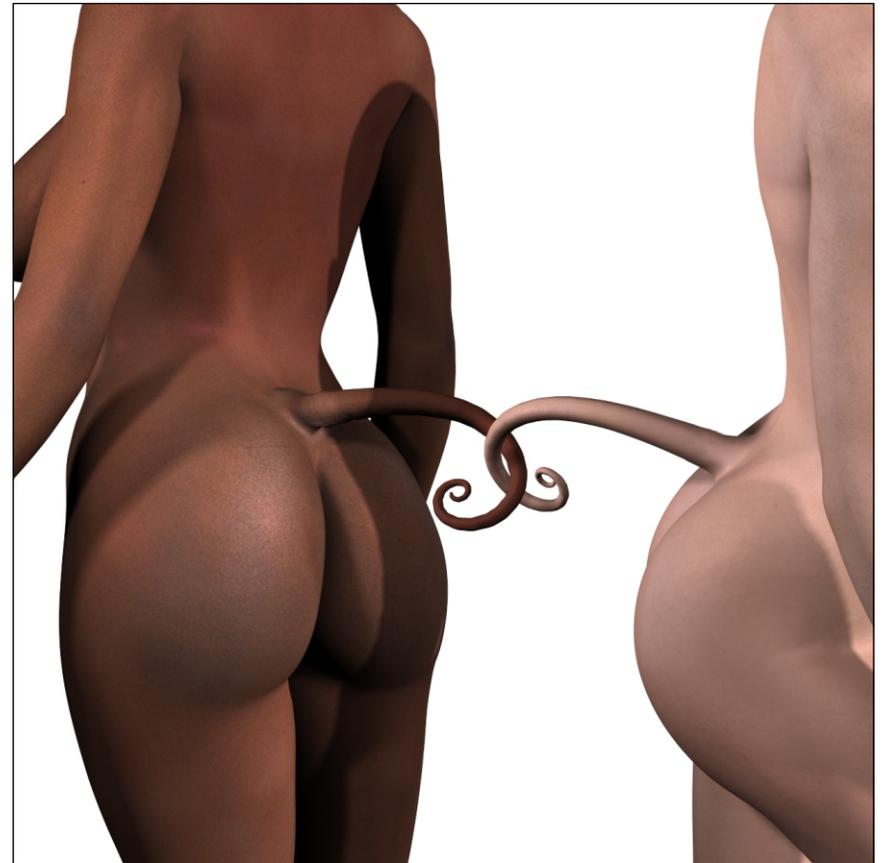


The Tail for DAZ™ V4.x



Material Usage Tutorial

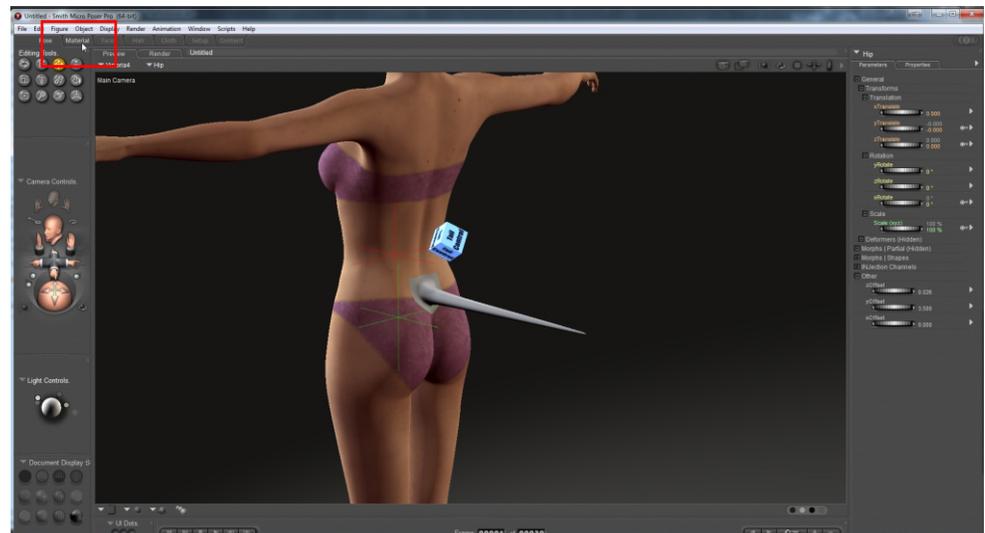
Thanks a lot for your interest in skin2pix products at Renderotica.

This is a product for SmithMicro's® Poser™6 and above, not for any other application. In our production pipeline, though, we use Cinema4D™ together with Poser, and that works, too.

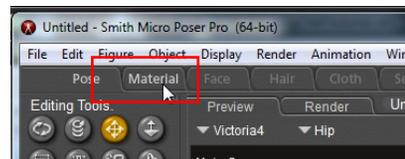


To work with The Tail, please first simply load the V4 character and apply the material you want to work with.

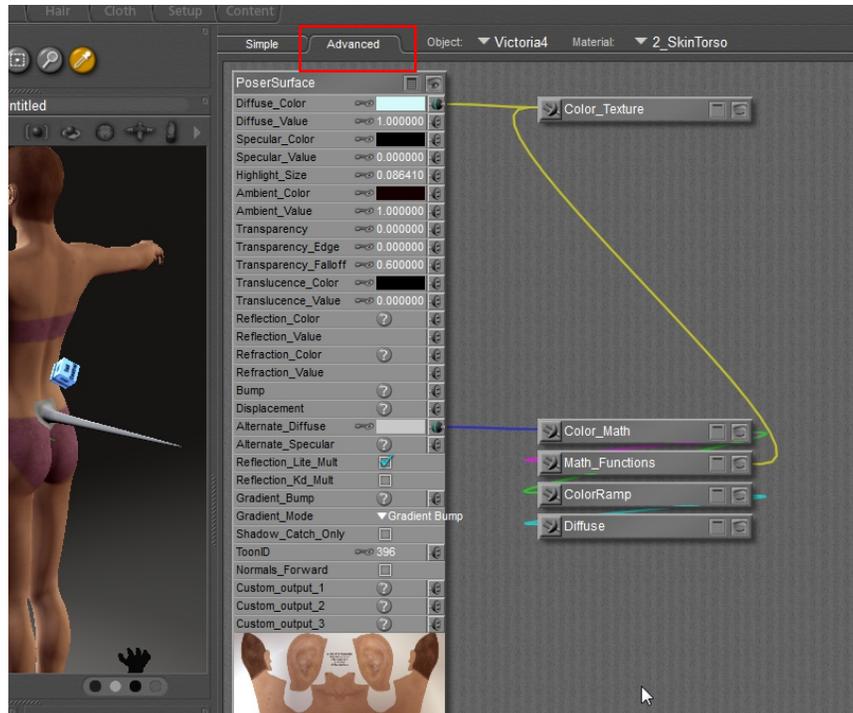
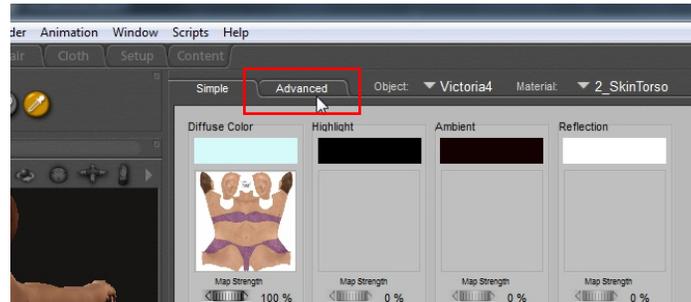
For this tutorial we just left the base material which loads with V4. Now load The Tail
(Figures - Skin2Pix - TheTail)



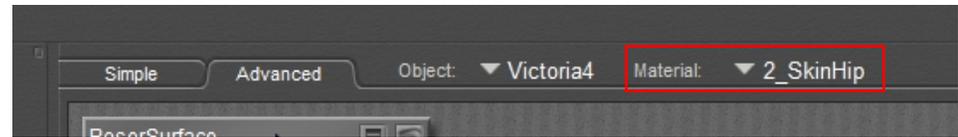
Next, please navigate to the Material room



If you landed inside the “simple” view, please switch to “advanced”.

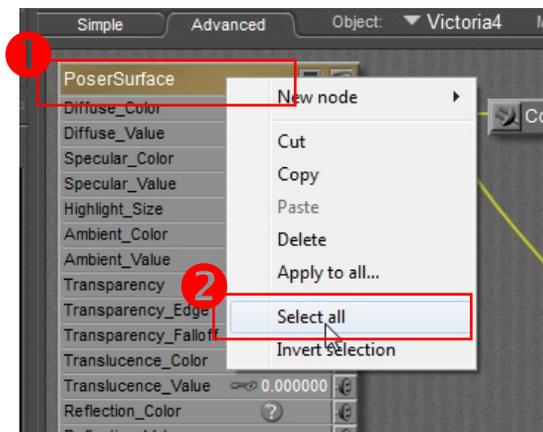


That's a lot better.

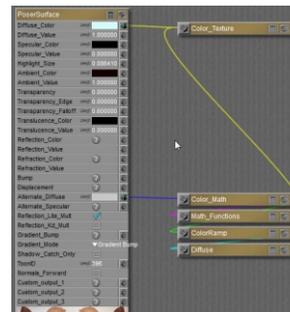


Select any one of the “Group2” Materials for V4 - (that would be 2_SkinHead, 2_SkinNeck, 2_SkinTorso, 2_Nipple or 2_SkinHip). You'll get a list of all available materials by clicking on the ▼ next to **Material**:

Now RIGHT-click on the word “PoserSurface”. This will open a Pull-Down-Menu. Inside this, LEFT-click “Select all”.

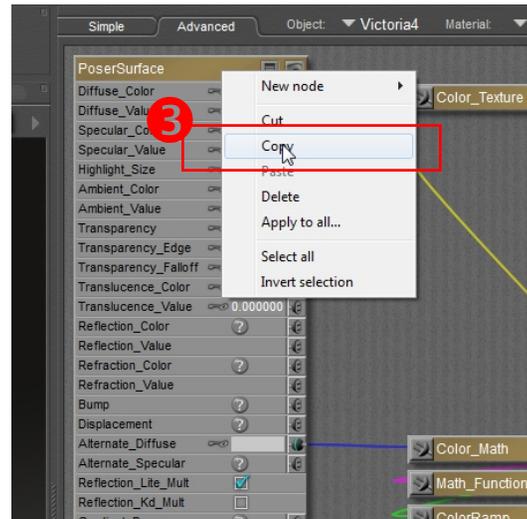


All the headers colours should turn into some kind of dirty orange now.

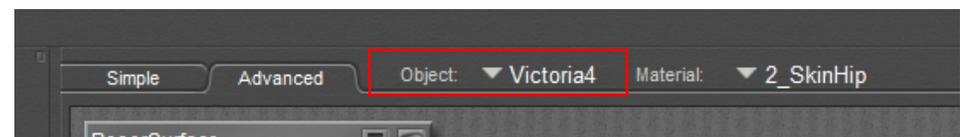


This colour, by the way, is the only reason why I prefer Single Malt Highland whisky to orange juice. Really.

With everything active now (that's what the orange means), again RIGHT-click "PoserSurface".

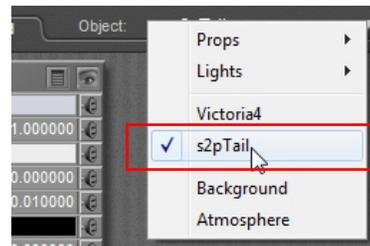


In the Pull-Down, this time LEFT-click "Copy". This writes the entire set-up into your computers clipboard - and it may look differently if you are using an Apple computer.

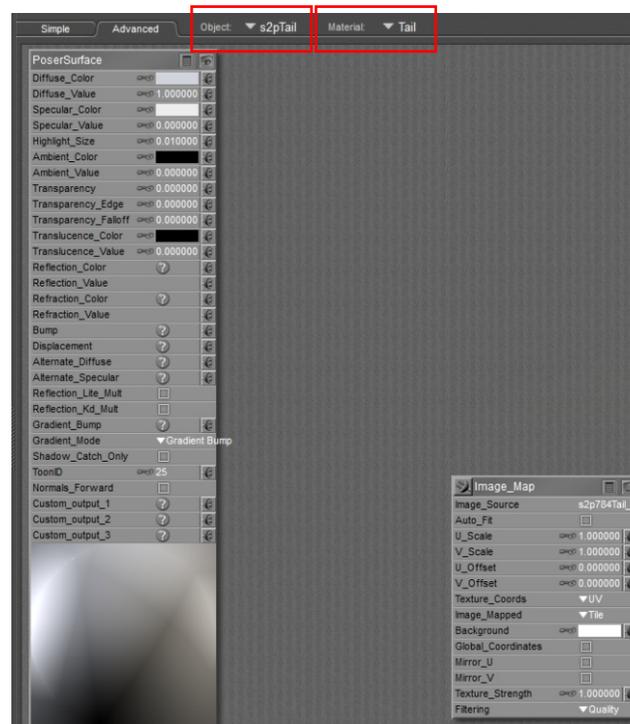


Now select The Tail. Again, there's a small ▾, this time next to the word **Object**: and it opens a Pull-Down, again.

From the list, choose **s2pTail**

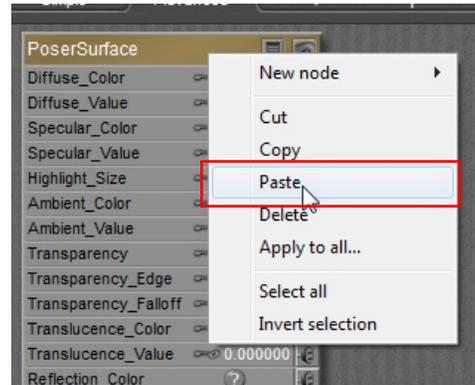


This opens the default Material Settings for The Tail, and the active Material should be "**Tail**" - so it should look like this:

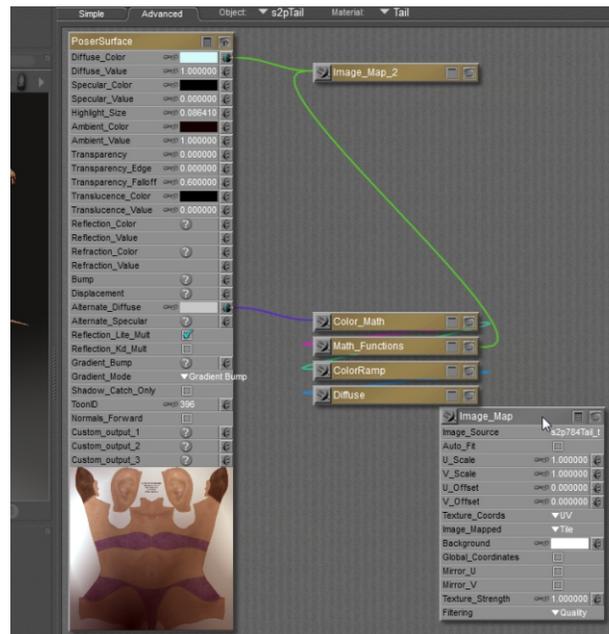


Notice that there's an unconnected "**ImageMap**" in the lower right - we will need this in a second.

Again, RIGHT-click the “PoserSurface” and this time, LEFT-click “Paste”

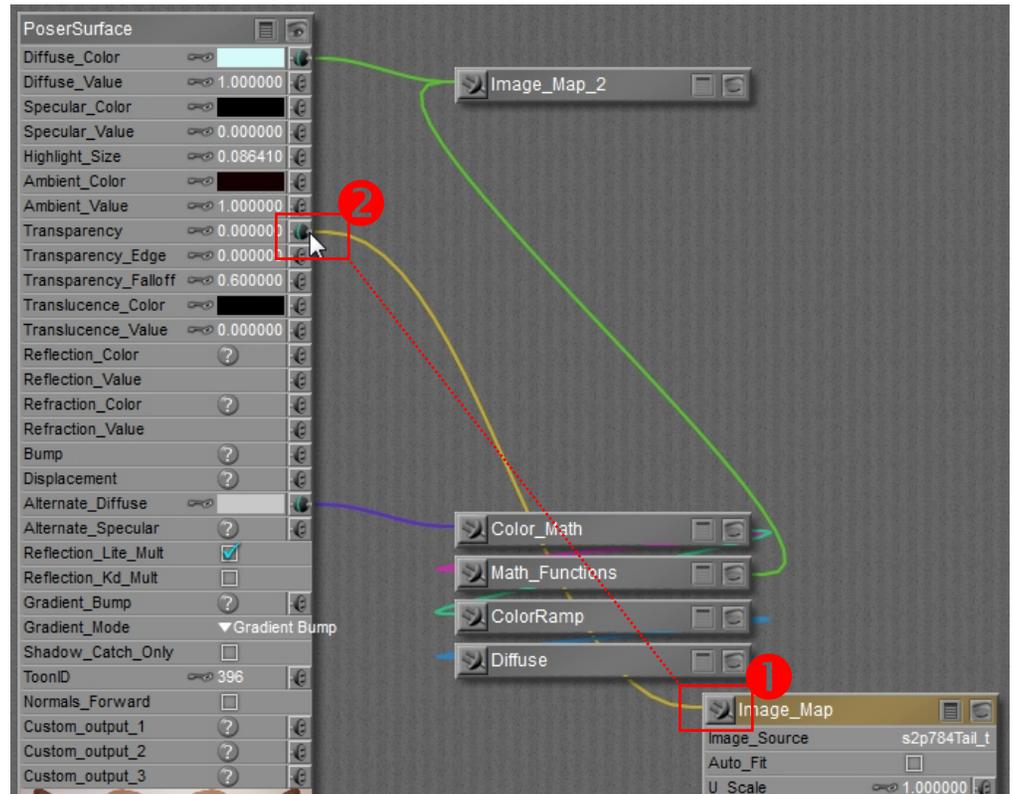


Everything you wrote to the clipboard before, is attached.



Now we will take care of the Image map mentioned before (which is the transparency information that blends the first part of The Tail to V4's hip).

LEFT-click and HOLD! the **PushPin-Button** in the Transparency Maps Tab. Drag the line which appears over to the Plug symbol behind “Transparency”

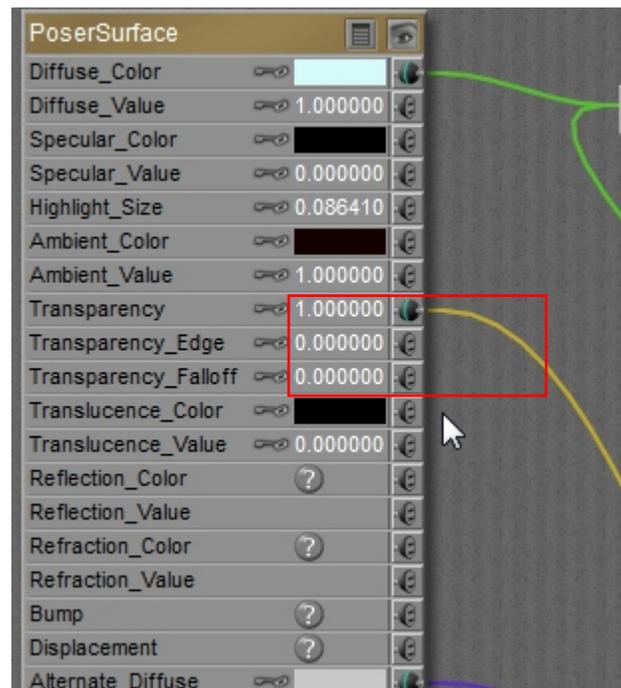


This creates the connection we need - the lines colour may differ, never mind.

At last, inside the **Poser Surface** tab we need to adjust three key value settings. You can do this by LEFT-clicking the number fields.

The values to adjust are

Transparency to: 1
and
Transparency_Edge
Transparency_Falloff both to: 0



If you want to re-use this very material at a later time, you should save the material with a descriptive name to your Material library.

Important:

The Tail works following the good old **MIMO** principle - mess in, mess out. If the image maps of V4 have mistakes or irregularities, they will show on The Tails surface as well.

A good base texture and correct lighting will provide you with results which will need no or very little post-work.

Some texture creators find it funny (by what reason ever) to actually paint shadows onto skins. If you are using a texture that has dark spots between the glutes, they will show up on The Tail. The same is true, of course, for tattoos and whatever else is displayed on the skin.

The image below shows the distribution of the UVMMap for The Tail. The original UVMMap can be found at

[Runtime:Textures:S2P:784:s2p784TailUVM.png](#)

