

### **The Tail** for DAZ<sup>™</sup> V4.x



# **Material Usage Tutorial**





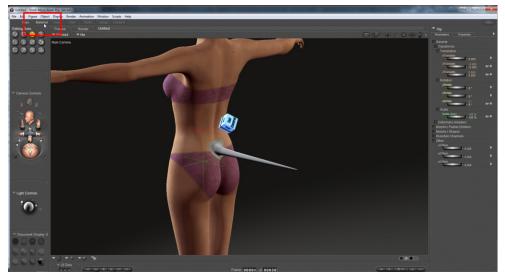
Thanks a lot for your interest in skin2pix products at Renderotica.

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

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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)

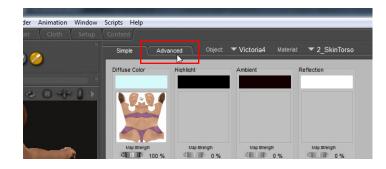


Next, please navigate to the Material room

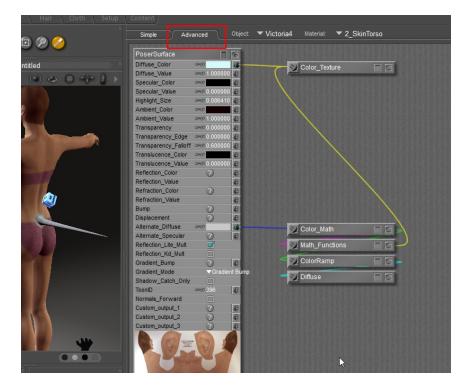


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If you landed inside the "simple" view, please switch to "advanced".



That's a lot better.

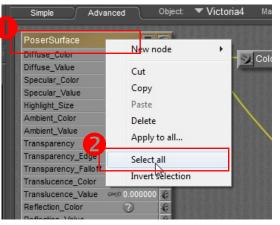


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Select any one of the "Group2" Materials for V4 - (that would be 2\_SkinHead, 2\_SkinNeck, 2\_SkinTorso, 2\_Nipple or 2\_SkinHip). You'll get a list of all available materials by clicking on the vertex next to Material:

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



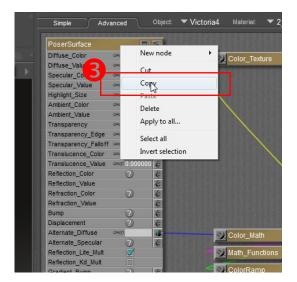
All the headers colours should turn into some kind of dirty orange now.



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.

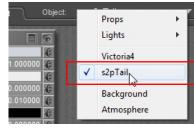
Simple	Advanced	Object:	▼ Victoria4	Material:	▼ 2_SkinHip	
BocorSurface					<b>BERGER</b>	

Now select The Tail. Again, there's a small  $\bigtriangledown$ , this time next to the word 0bject: and it opens a Pull-Down, again.

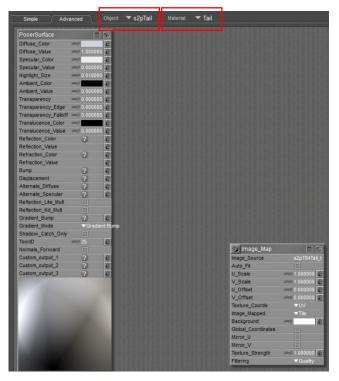


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#### From the list, choose s2pTail



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



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

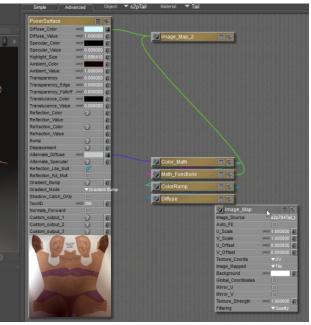




PoserSurface		
Diffuse_Color	-	New node
Diffuse_Value	-	<u>.</u> .
Specular_Color	-	Cut
Specular_Value	-	Сору
Highlight_Size	-	Paste
Ambient_Color	-	Delete
Ambient_Value	-	
Transparency	-	Apply to all
Transparency_Edge	-	Select all
Transparency_Falloff	-	Select all
Translucence_Color	-	Invert selection
Translucence Value	-0.0	00000 1.0

#### 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.





PoserSurface Diffuse\_Color . -Mage\_Map\_2 Diffuse\_Value Specular\_Color 000 E Specular\_Value Highlight\_Size - 0.086410 Ambient\_Color e Ambient\_Value 0000 -0 1.00 Transparency Link Transparency\_Edge Transparency\_Falloff 👓 0.600000 Translucence Color 🖂 e Translucence\_Value 👓 0.000000 😢 Reflection\_Color 2 Reflection\_Value Refraction\_Color 2 Refraction\_Value 2 Bump Displacement 2 Alternate\_Diffuse -? 2 Color\_Math e Alternate\_Specular Reflection\_Lite\_Mult Math\_Functions Reflection\_Kd\_Mult 2 ent Bump Gradient\_Bump ColorRamp Gradient\_Mode Shadow\_Catch\_Only Diffuse C ToonID c=c∂ 396 Normals\_Forward Minage\_Map 0 2 Custom\_output\_1 Image\_Source Custom\_output\_2 ? Auto\_Fit Custom\_output\_3 2 U Scale -@ 1.000000

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

			_
PoserSurface		1	
Diffuse_Color	-		
Diffuse_Value	🛹 1.000000	6	
Specular_Color		G	
Specular_Value	- 0.000000	C	
Highlight_Size	🗝 0.086410	G	
Ambient_Color		G	
Ambient_Value	🛹 1.000000	G	
Transparency	🗝 <u>1.000000</u>		
Transparency_Edge	🗝 0.000000	G	
Transparency_Falloff	🗝 0.000000	C	
Translucence_Color	-	0	
Translucence_Value	🗝 0.000000	6 3	
Reflection_Color	2	e	$\backslash$
Reflection_Value		C	
Refraction_Color	2	e	
Refraction_Value		G	
Bump	?	e	
Displacement	?	C	
Alternate_Diffuse	-		1

If you want to re-use this very material at a later time, you should save the material with a descriptive name to you 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 I true, of curse, for tattoos and whatever else is displayed on the skin.

The image below shows the distribution of the UVMap for The Tail. The original UVMap can be found at Runtime:Textures:S2P:784:s2p784TailUVM.png

