

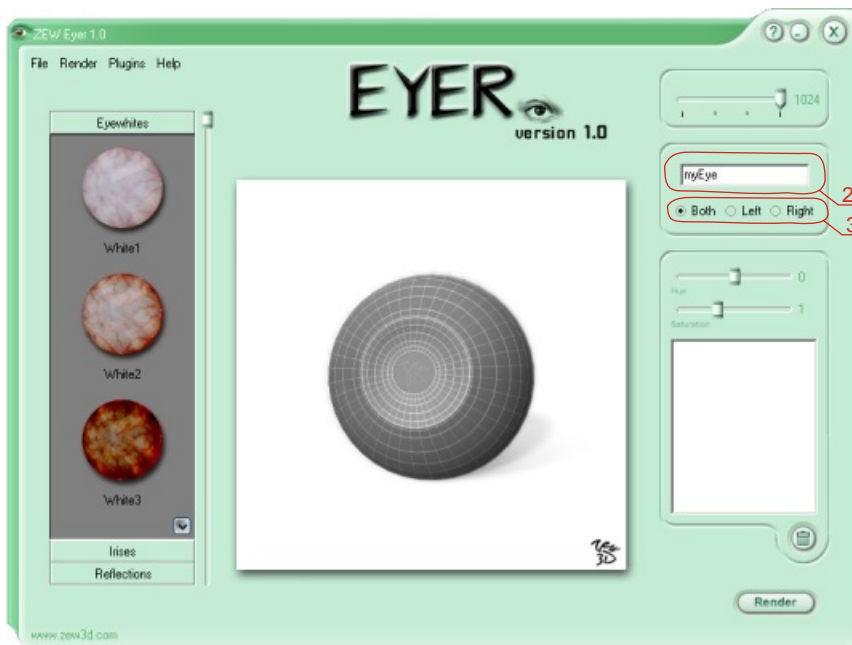


Bump for EYER Tutorial

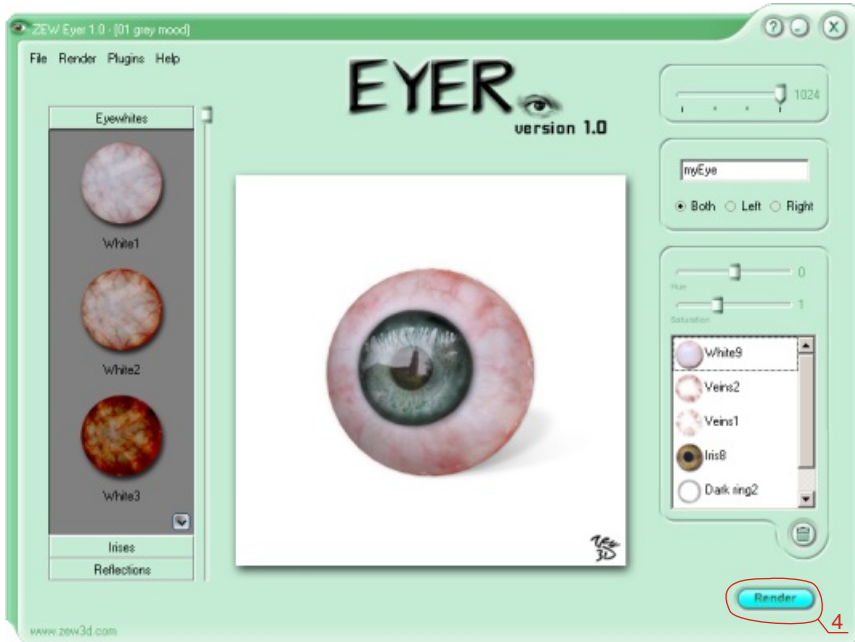
Bump for EYER Tutorial

1. Step by step tutorial

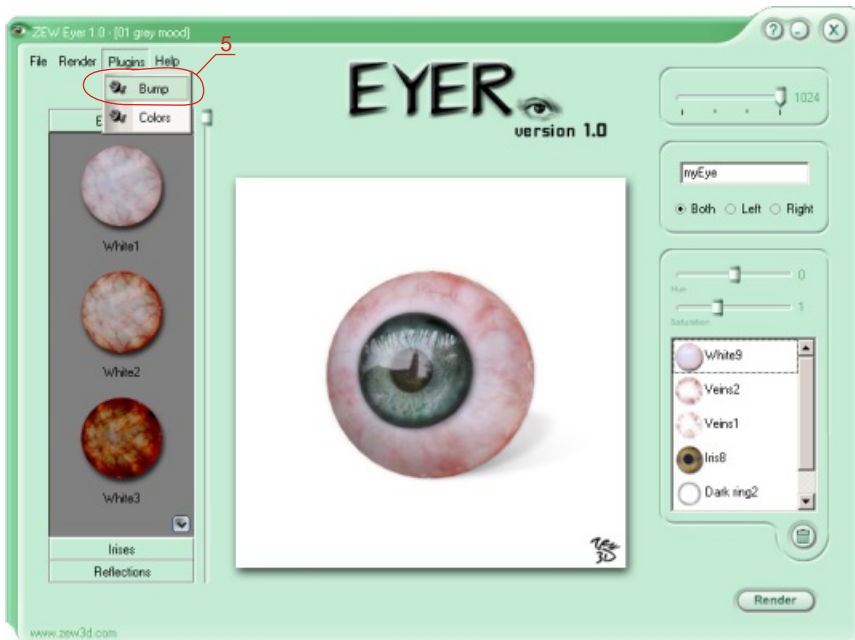
1. Open EYER, load eye-parts from Eyes Library.
2. Set **Render Name**.
3. Choose which eye do you wish to create **Left**, **Right** or **Both**.



4. Select **RENDER** button. Now software creates MAT file.

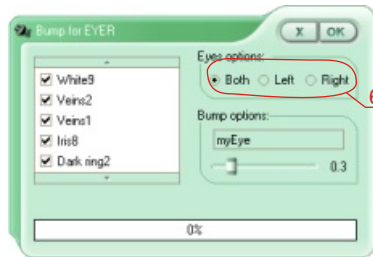


5. Select **Plugins** -> **Bump** from main menu.

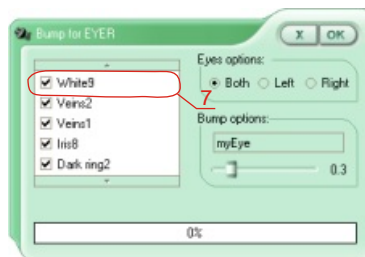


Bump for EYER Tutorial

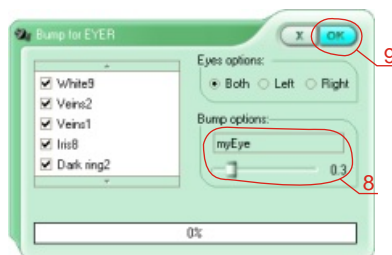
6. Set **Eye Option** to render bump for left eye, right eye or both eyes.



7. Uncheck this eye-parts which shouldn't have its own bump (e.g. dark ring).

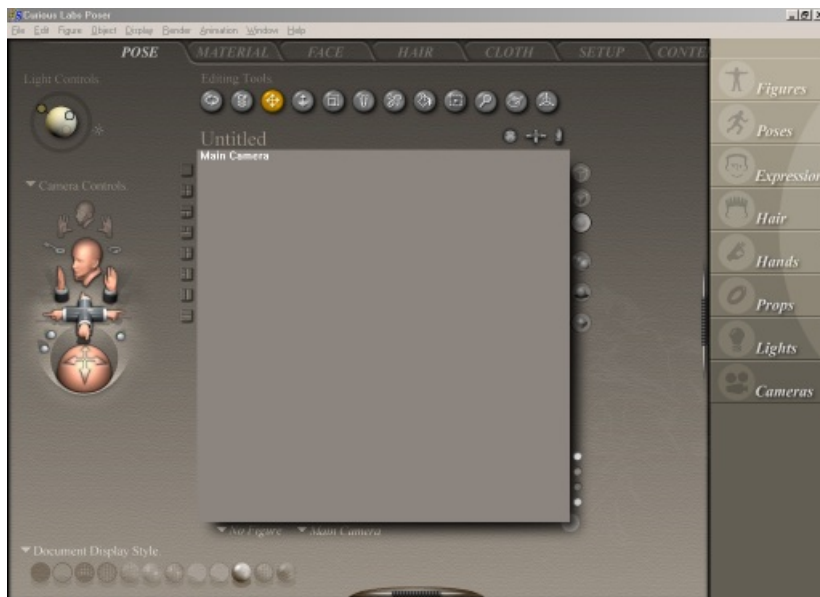


8. Set **Render Name** and **Bump Strength**.

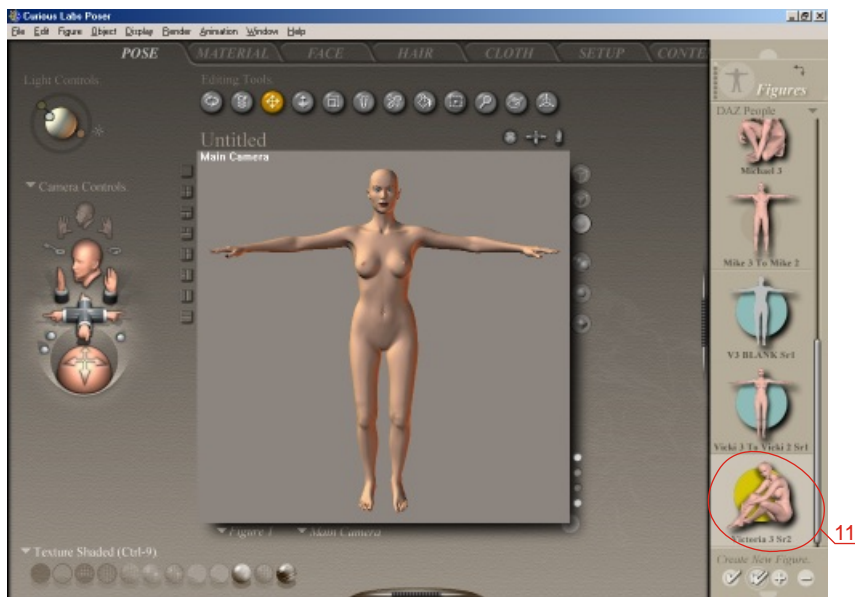


9. Select **OK** button.

10. Open Poser with installed DAZ Victoria3.

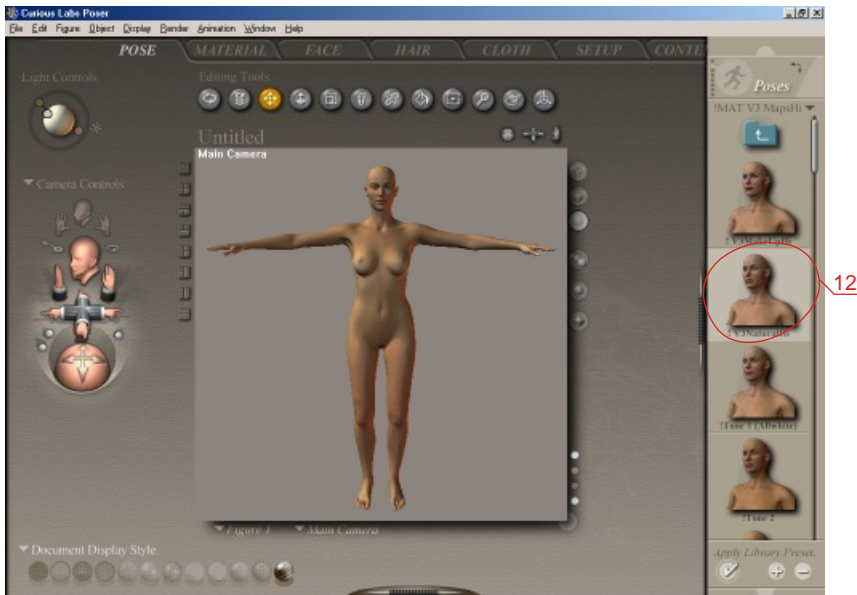


11. Load **Victoria3** from Poser Figures library.

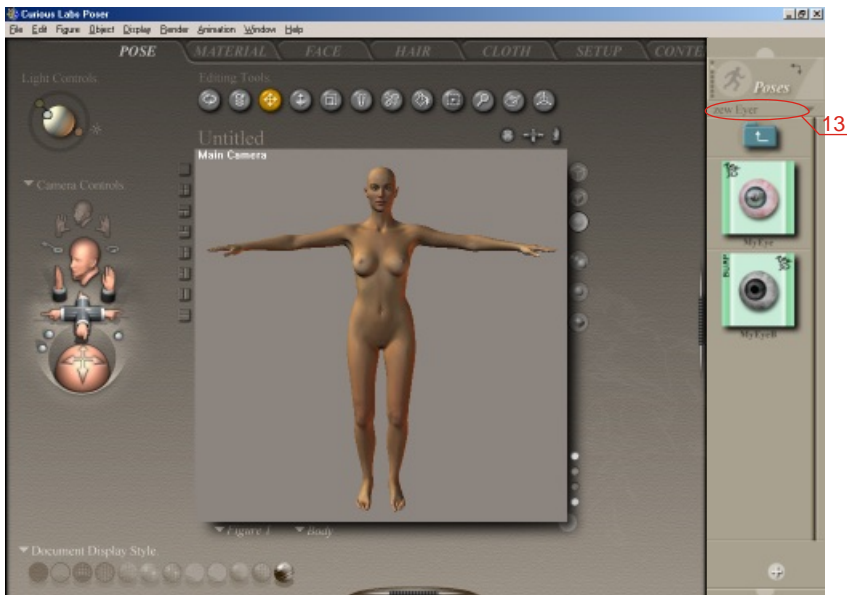


Bump for EYER Tutorial

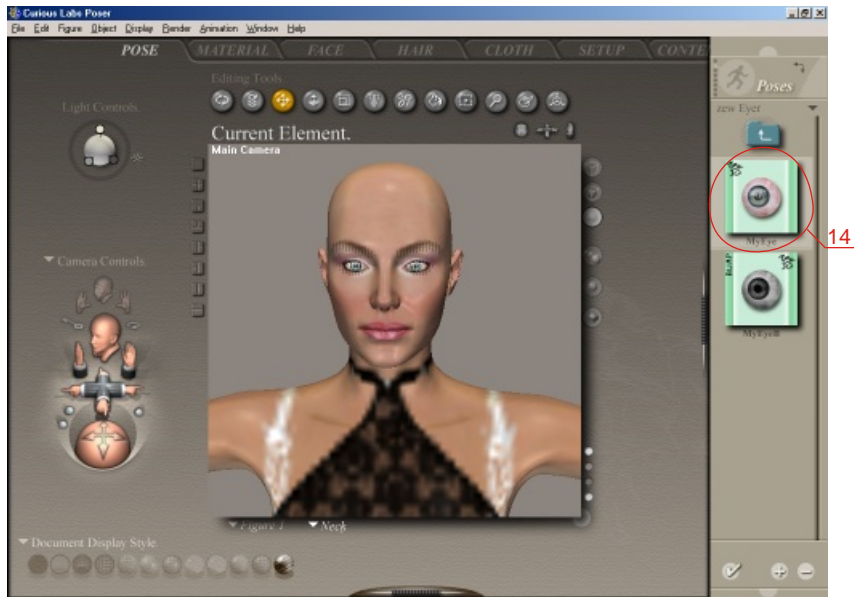
12. This model is loaded without skin texture, so first you need to add skin texture to Victoria3 figure.



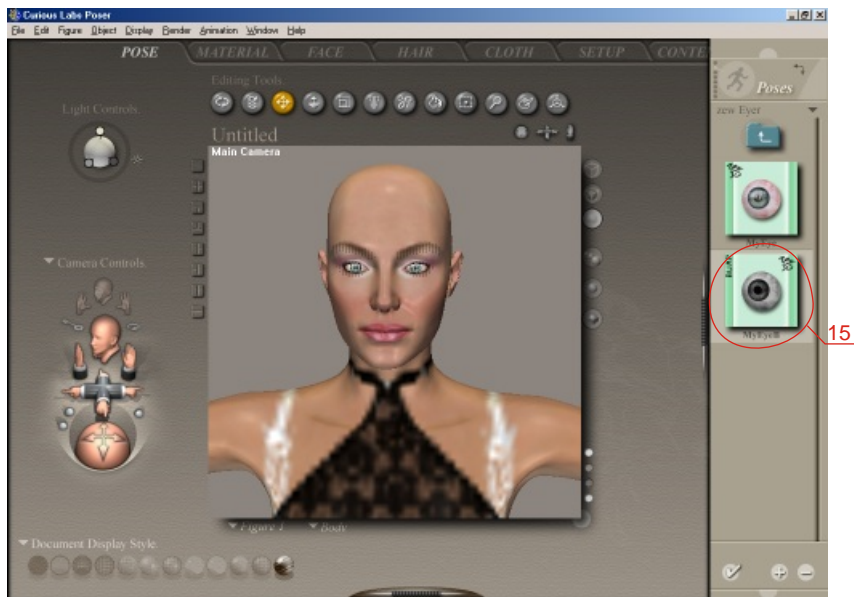
13. Open Poses library **Zew Eyer**.



14. Load MAT file generated by EYER, usually named **myEye** (V3 figure must be selected).



15. Load MAT file generated by BUMP Plug-In, usually named **myEyeB** (V3 figure must be selected).



16. Now Victoria is ready for posing and render.

