



# Bump for MASKER Tutorial

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## 1. Step by step tutorial

1. Open MASKER, load masks from Masks Library and select **Auto Search** button, from skin preview window, to find Unimesh head skin texture for background.



2. Select Unimesh head skin texture from the list.



3. Select **OK** button.

4. Select **RENDER** button. Now will be created MAT file.

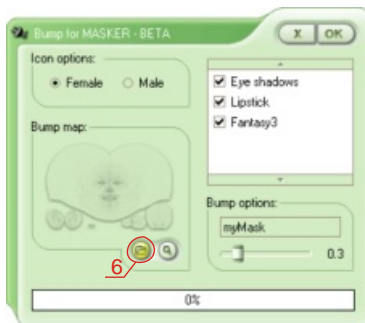


5. Select **Plugins** -> **Bump** from main menu.

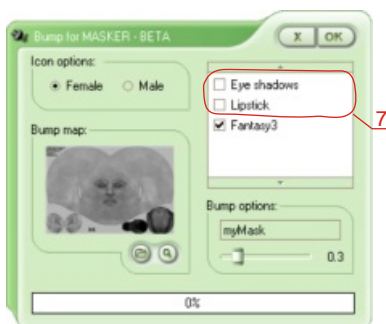


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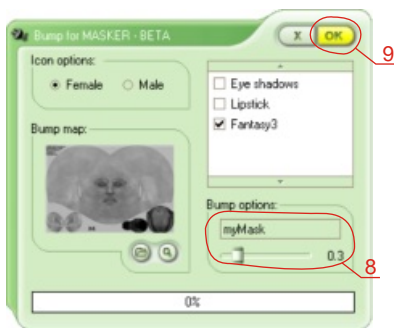
6. Select **Manual Search** button, from bump map preview window, to find V3 bump texture for background.



7. Uncheck this masks which shouldn't have its own bump (e.g. tattoos).

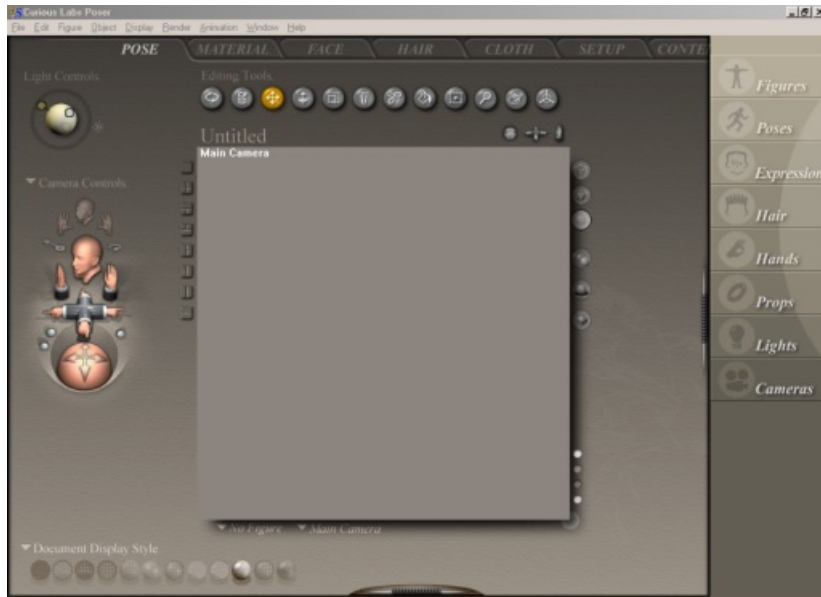


8. Set **Render Name** and **Bump Strength**.

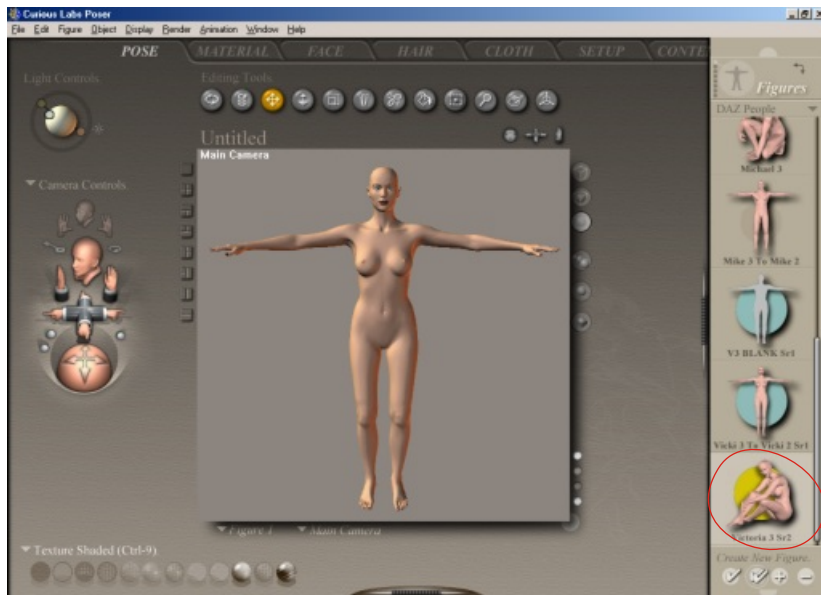


9. Select **OK** button.

10. Open Poser with installed DAZ Victoria3.

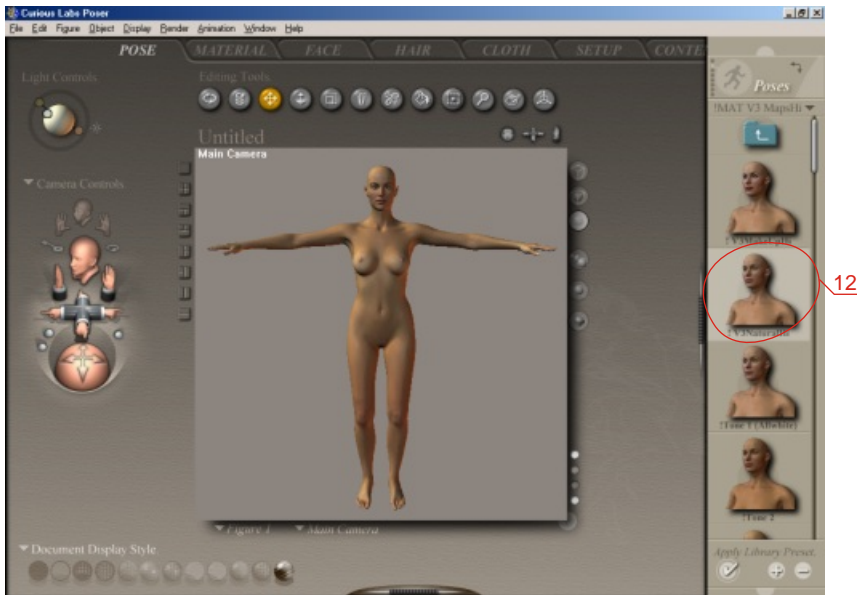


11. Load **Victoria3** from Poser Figures library.

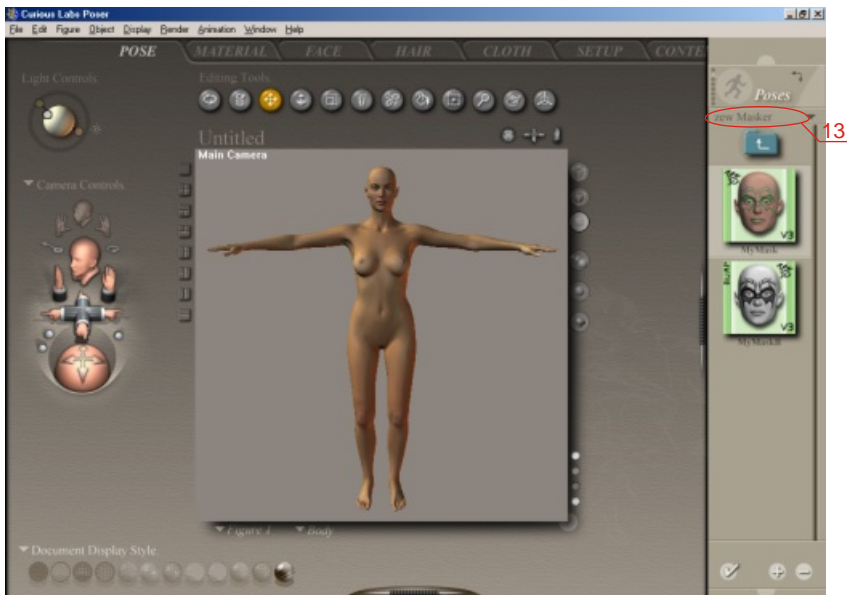


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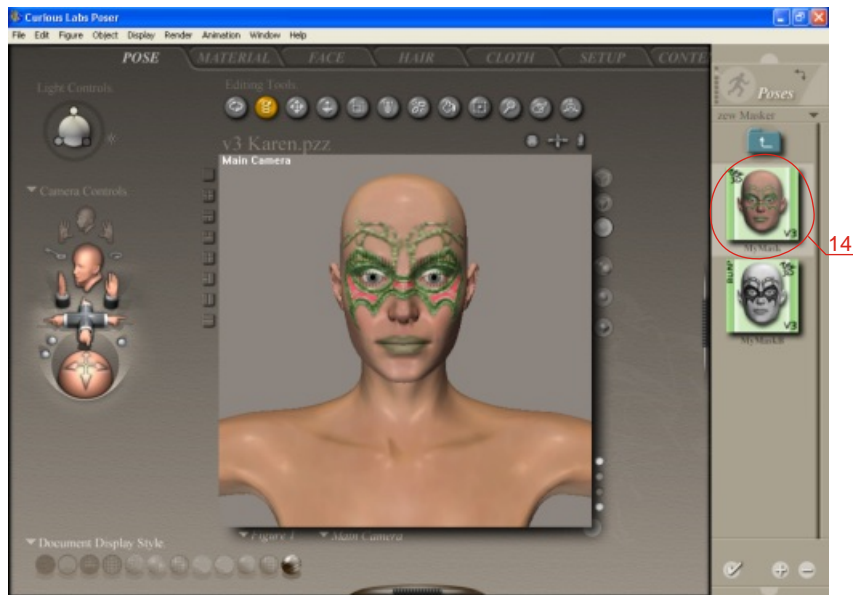
12. This model is loaded without skin texture, so you need to first add skin texture to Victoria3 figure.



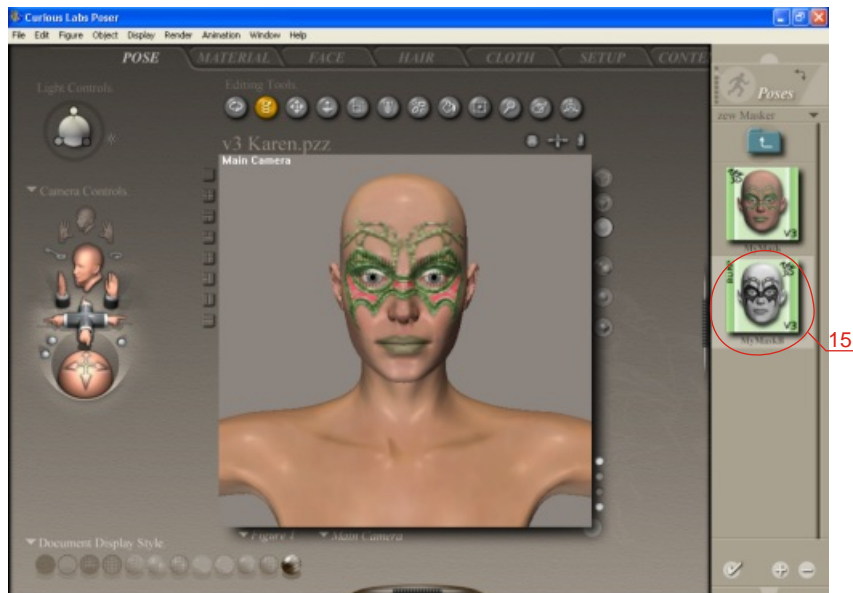
13. Open Poses library **Zew Masker**.



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



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



16. Now Victoria is ready for posing and render.







# Tips for Bump

## Tips for Bump

### Tip 1

If you want to add strong bump for masks set bump strength on 2 and select skin texture instead of bump texture for background (you will receive delicate bump on skin and strong on masks).

### Tip 2

If your favourite skin texture does not have bump texture, you can choose skin texture as a background.

### Tip 3

If you don't want skin bump, but you want bump on masks, prepare black texture 4000x2720 and choose it as a background.