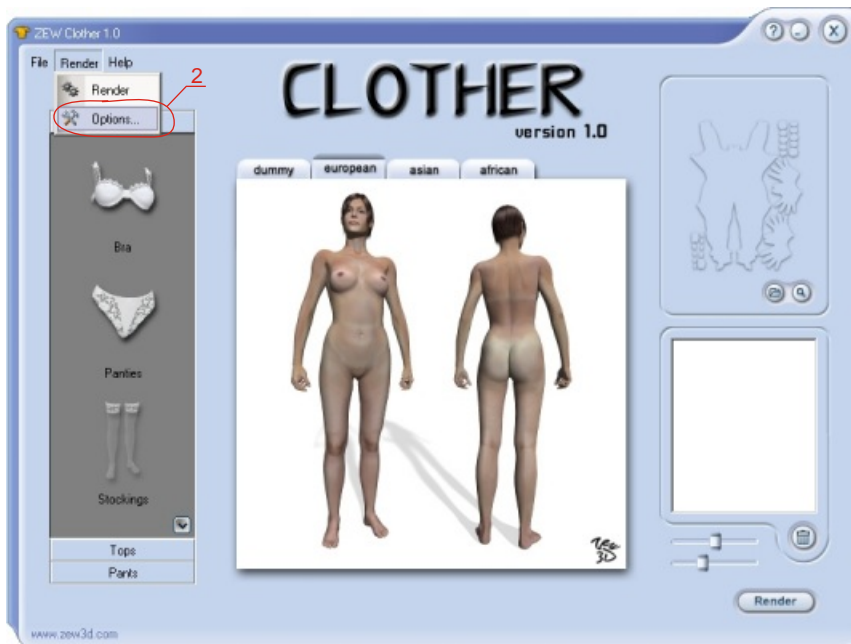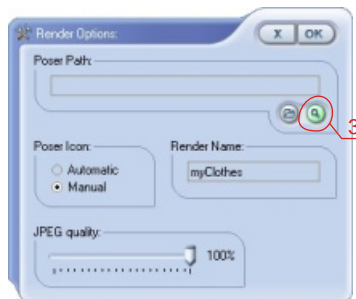# CLOTHER with Poser5 Tutorial

1. Step by step tutorial

1. Double click on Clother 1.0 icon on your Desktop or select "Start/Programs/ZEW Programs/ZEW Clother 1.0/Clother 1.0" from your Start menu.
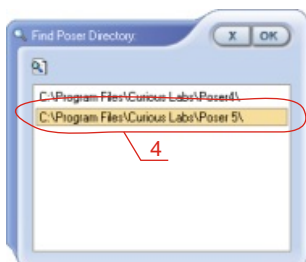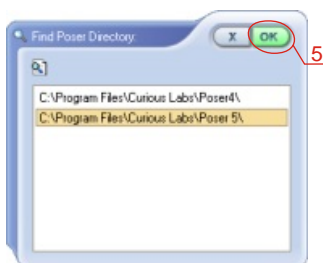

2. Select **Render -> Options** from main menu.

3. Select **Auto Search** button to specify Poser5 path location automaticly.
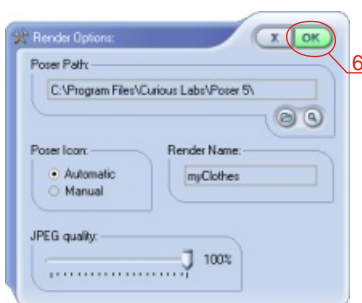
4. Select path to Poser5 from the list.

5. Select **OK** button.
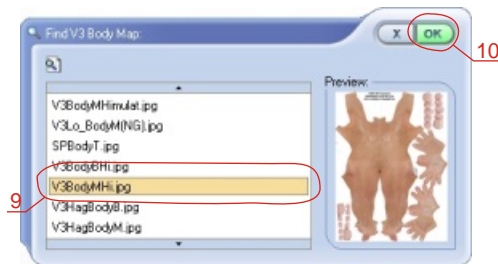

6. If you see below seting select **OK** button.

7. Now you may add clothes to your project. You may mix all clothes from CLOTHER Library.

8. Select **Auto Search** button, from skin preview window, to find V3 skin texture for background.
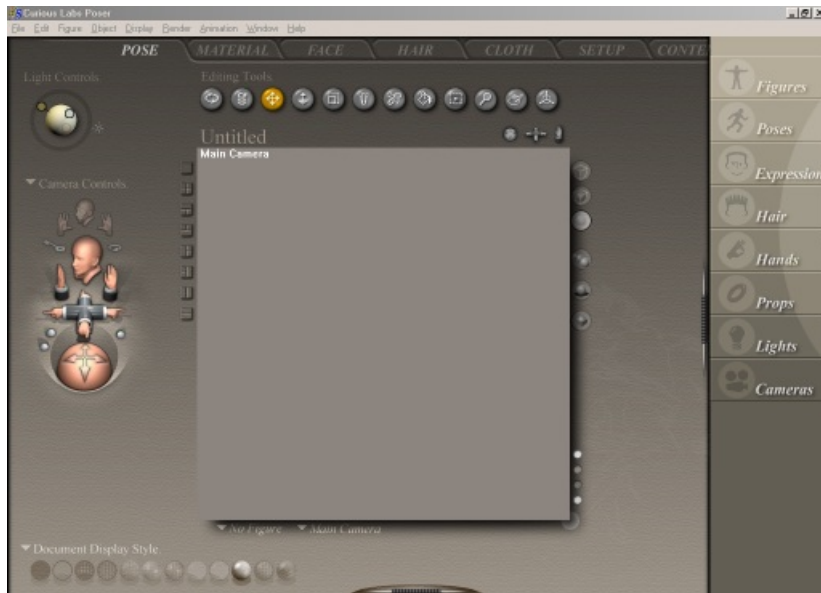

9. Select V3 skin texture from the list.

10. Select **OK** button.

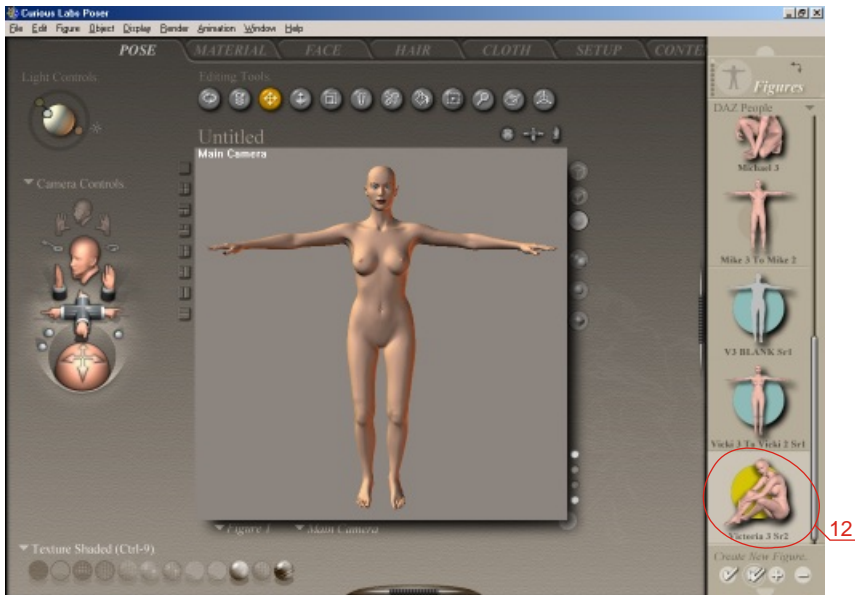11. Select **RENDER** button. Now will be created MAT file in Poser5.
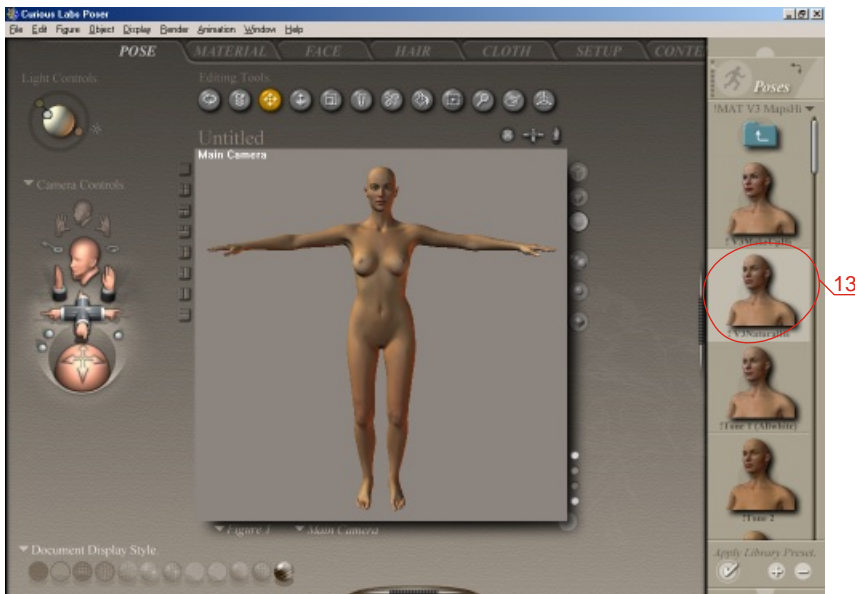

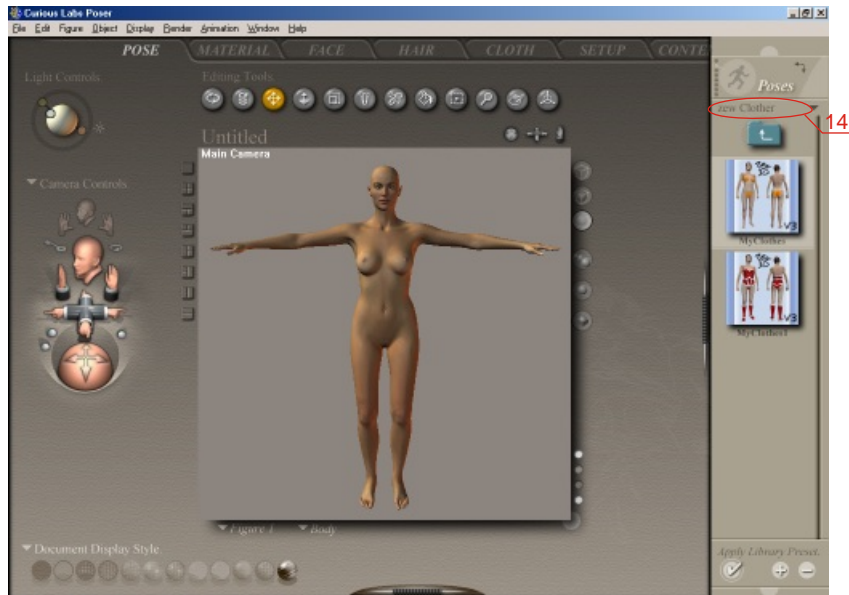11. Open Poser5 with installed DAZ Victoria3.

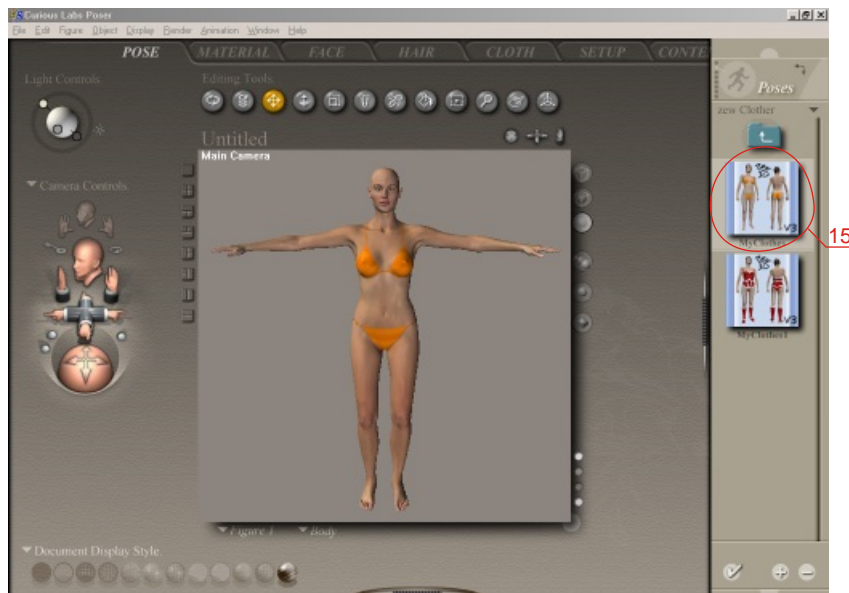
5

12. Load **Victoria3** from Poser5 Figures library.

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

14. Open Poses library **Zew Clother**.

15. Load MAT file generated by CLOTHER, usualy named **myClothes** (V3 figure must be selected).

16. Now Victoria is ready for posing and render.