CLOTHIM hybrid
User Guide

zew
3D

Index

Section: TIPS & ADVICES

INTRODUCTION

INTRODUCTION

1. Welcome

Hi. Thank you for purchasing CLOTHIM Hybrid.
We hope it will bring You a lot of fun.
CLOTHIM has been created to help you find always fitting clothes for Your digital man.
Clothes, masks & make-ups from CLOTHIM fit for all skin textures, poses and morphs.

What is CLOTHIM and what does it make

CLOTHIM is a combination of layering and color changing software with high quality second skin textures. CLOTHIM use specially designed second skins, mix and match its, customize its, combine its with chosen skin texture and create mat file ready to use in Poser or DAZ|Studio.

CLOTHIM lets you customize color and opacity of all available items and combine its with your favorite skin textures without necessity to use or have advanced graphical programs and without losing plenty of Your precious time.

Inside CLOTHIM you can easy mix, match and customize all available items, move all parts up and down without any problems and save projects for future use.

Only few mouse clicks divides you from having ready to use texture combining Your skin texture with beautiful items from CLOTHIM.

What is new in CLOTHIM Hybrid

- CLOTHIM, MASKER and Colors Plug-Ins have been combined in one intuitive, friendly, hybrid GUI.
- Preview window allows you to switch between head and full body preview.
- Both full body and head preview have 4x zoom option for better view.
- New, advanced color changing functions (RGB, Brightness, Contrast and Opacity) have been added in addition to already existing Hue and Saturation.
- Skin textures projects can be saved for future use.
- Color mat, changing skin color, is available and can be saved inside skin projects.
- New groups inside Clothes Library (Skin Effects, Hair|Makeups, Masks| Addons) have been added.
- Reset button for colors settings has been added.

2. About ZEW

We are trying to create products for both advanced artists and beginners, with friendly, intuitive GUI and useful functions. We still improve our products and we are always happy to know your opinion.
Your satisfaction is our priority, so if you have any question, problem or suggestion feel free to contact us.

INTRODUCTION

3. System requirements

- Windows 98, ME, 2000, XP
- 350 MHz Pentium class or compatible
- 64 MB system RAM (if running Windows 98 or ME)
- 128 MB system RAM (if running Windows 2000 or XP)
- 32 bit color display (True Color)
- 100 MB free hard drive space (for installation only). Content requires additional space.
- An Internet connection is required to download free content from www.zew3d.com
- Poser 4 or higher or DAZ|Studio
- DAZ Michael 4
- Acrobat Reader (for USER GUIDE)

4. Installation

Run Setup file and follow the instructions.
It is important to:

1. Select relevant installation language if installer asks you about it.

2. Read carefully and accept or not License Agreement.

Caution: If you do not accept License Agreement, installer won't install the software.

3. Installer lets you specify place of the installation, however it is recommended to left default path for the software.

INTRODUCTION

5. EULA

ZEW 3D SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: The terms and conditions that follow set forth a legal agreement ("Agreement") between you and ZEW 3D. You should carefully read these terms and conditions BEFORE installing and operating the Software. Installing and operating the Software will signify your agreement to be bound by these terms and conditions. If you do not agree to these terms and conditions, do not operate the Software.

1. GRANT OF LICENSE.

ZEW 3D grants to you a nonexclusive, nontransferable license to use the Software and the printed and/or electronic user documentation accompanying the Software in accordance with this Agreement. You may use the Software on a single computer and you may make one (1) archival copy of the machine-readable portion of the Software for backup purposes only in support of your use of the Software on a single computer, provided that you reproduce on the copy all copyright and other proprietary rights notices included on the originals of the Software.

2. LIMITATION OF LIABILITY

In no event shall ZEW 3D be liable for any damages whatsoever (including, without limitation, incidental, direct, indirect, special or consequential damages, damages for loss of business profits, business interruption, loss of business information, or other pecuniary loss) arising out of the use or inability to use this Software, even if ZEW 3D have been advised of the possibility of such damages.

3. OWNERSHIP OF THE SOFTWARE/RESTRICTIONS ON COPYING.

ZEW 3D own and will retain all copyright, and other proprietary rights in and to the Software and the Documentation. THE SOFTWARE AND THE DOCUMENTATION ARE PROTECTED BY COPYRIGHT LAWS AND OTHER INTELLECTUAL PROPERTY LAWS.
Unauthorized duplication of the Software constitutes copyright infringement.
ZEW 3D retains all copyrights to the enclosed materials. You are not

purchasing the contents, only the right to use the contents.

You may not remove from the Software or Documentation or enclosed materials (bitmaps, transparency maps and others) any copyright or other proprietary rights notice or any disclaimer.

4. OTHER RESTRICTIONS ON USE.

This Agreement is your proof of license to exercise the rights granted herein and must be retained by you.

LIMITATIONS.

You may not:

- permit other individuals to use the Software except under the terms listed above;
- modify or create derivative works based on the Software or any parts of Software;
- make any form of distribution to the public of the Software, in whole or in part, or of copies thereof;
- copy the Software other than as specified below;
- rent, lease, grant a security interest in, or otherwise transfer rights to the Software;
- you may not use any portion of the Software separately from or independently of the Software.
- you may not provide access to or use of the Software to any third party; consequently you may not sell, license, sublicense, assign, transfer, lease or rent the Software or the license granted by this Agreement.
- you may not analyse for purposes competitive to ZEW 3D, reverse engineer, decompile, disassemble or otherwise attempt to discover the source code of the Software.
- you may not redistribute archive and content files, in whole or in part. You may not store them any place on a network or on the Internet where it may be referenced by a third party.
- you cannot make an image of a texture map mapped to a flat plane, such that the original texture map can be cut & pasted from the image.
- you cannot sell or redistribute clothes bitmaps provided with Software.

You may:

- you may use, the files generated by the Software for commercial or private renders. You acquire the copyright to any derivative works created using this bitmaps, provided none of the original materials can be extracted

from the derivative work by any means. If ZEW 3D can show that any of the original material can be extracted from Your derivative works, ZEW 3D can demand both the original and derivative work, and all copies thereof be deleted.

- you may use the clothes bitmaps provided with Software for any personal 3d renders or commercial 3d renders, as long as the ZEW 3D work is protected from extraction and none of the items above have been violated.
- you may make a single backup copy of this archive file, for personal archival purposes only.
- you retains this license, even if the ZEW 3D stops selling this Software/work at a later date, or decides to charge a different price.

5. TERMINATION.

This License will terminate automatically if you fail to comply with the limitations described above. On termination, you must destroy all copies of the software.

6. Copyright

ZEW Clothim Hybrid Copyright © 2004-2009 ZEW 3D - All Rights Reserved.
All other trademarks or registered trademarks are the property of their respective owners.

INTERFACE

INTERFACE

1. Main menu

On the top of the application window you can find menu bar with most useful functions.

FILE

New

Selecting File -> New opens new empty project without any clothes. It's is important to save existing project before creating new.

Open

Selecting File -> Open opens a standard Open dialog box, allowing you open previously saved clothes projects.

Save

Selecting File -> Save saves your current project using previously specified file name and location. If you haven't previously saved your project, save opens a standard Save dialog box, allowing you specify project name and location.

Save as

Selecting File -> Save as opens a standard Save dialog box, allowing you specify project name and location for saving project.

Exit

Selecting File -> Exit closes the application.

RENDER

Render

Selecting Render -> Render renders chosen items on the skin texture you previously specified and saves mat file and textures ready to use in Poser. If you haven't previously specified skin texture and Poser path, opens dialog boxes, allowing you specify its. If you haven't previously specified your render file name(Render->Options), application uses "My Clothes" file name.

Options

   Selecting Render -> Options opens Options dialog box, allowing you specify poser path (manually - standard dialog box or automatically - program will find all poser.exe files on your hard drives) , jpg quality, rendered file name and type of the icon visible in Poser or DAZ|Studio.

HELP

Clothim Help

   Selecting Help -> Clothim Help opens the User Guide in Adobe Acrobat format.

ZEW Home Page

   Selecting Help -> ZEW Home Page opens www.zew3d.com in your default web browser.

About Clothim

   Selecting Help -> About Clothim opens an info window.

INTERFACE

2. Clothes library

   Contains miniatures of all available items.
Miniatures has been segregated in few different categories:
- Underwear (this category contains briefs, thongs, boxers, undershirts etc.)
- Tops (this category contains tops, sweaters, t-shirts, shirts, cardigans etc.)
- Pants (this category contains pants, jeans, shorts, bodysuits, costumes etc.)
- Skin Effects (this category contains tattoos, skin marks, skin defects etc.)
- Hair|Makeups (this category contains hair, beards, make-ups etc.)
- Masks | Addons (this category contains masks, belts, gloves, boots, bracelets etc.)
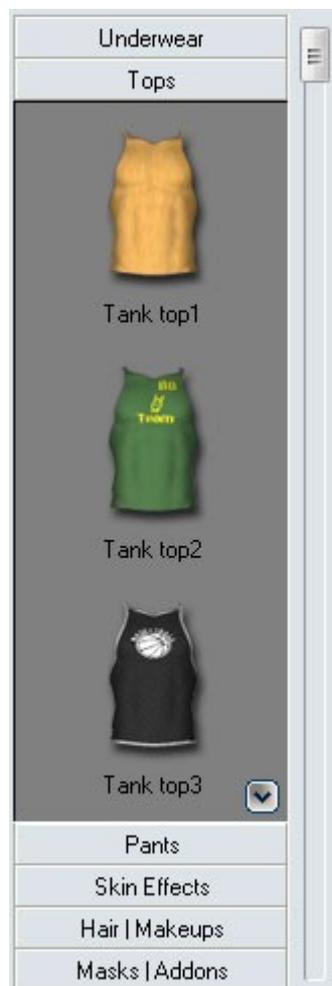
3. Clothes list

It is a list of all loaded items. Each item is placed on a separate layer. Inside the clothes list you can easy move layers up & down in the hierarchy, the result is automatically visible on the model in the preview window.

Selecting delete button deletes selected layer from the clothes list and from a model at the preview window. Delete button, removes clothes layers only from a project, not from the clothes library.

INTERFACE

4. Colors section

      This section contains advanced colors changing functions. The values of these functions are changed separately for each item from the Clothes list .To change the value of a function for a chosen item you need to select it inside the Clothes list.

- Red - change the amount of the Red color for a selected item
- Green - change the amount of the Green color for a selected item
- Blue - change the amount of the Blue color for a selected item
- Contrast - change the contrast for a selected item
- Brightness - change the amount of lightness for a selected item
- Opacity - change the transparency of a selected item
- Hue - change the color spectrum of a selected item
- Saturation - change the amount of all colors for a selected item

Values of these functions are stored inside the project file. You can save project with different colors settings for each item.
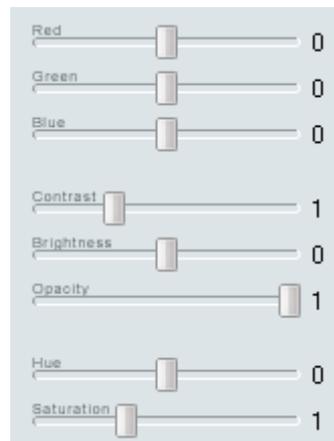
5. Preview window

At this window you can see clothes and other items from your project on selected model. You can choose from few preview models:
- dummy
- european
- asian
- african
and from two preview types:
- body preview
- head preview
Each kind of preview have zoom option.
Chosen body preview model is used to create icon for Poser mat file.

Caution: CLOTHIM application does not contains skin textures shown at a preview models.

6. Skin button

Selecting Skin button opens a M4 Texture Maps Window with previews and options for the skin texture.

7. Render button

Selecting Render button renders chosen items on the skin texture you previously specified and saves a mat file and a texture ready to use in Poser. If you haven't previously specified the skin texture or the Poser path, opens dialog boxes, allowing you specify its. If you haven't previously specified the render file name (Render->Options), application uses "My Clothes" file name.

8. M4 Texture Maps Window

Selecting Skin button opens the M4 Texture Maps Window. This Window contains open, save and clear buttons for skin projects, special skin tone palette and face, torso and limbs preview sections with automatic and manual search buttons for its. Specified face, torso and limbs textures will be used as a background for CLOTHIM clothes:

- Open

Opens standard dialog box to choose previously saved skin project.

- Save

Opens standard dialog box to save previously specified texture maps as a skin project.

- Clear

Clears previously specified texture maps. Clear button clears all previously specified texture maps (face, torso and limbs) from preview sections and sets skin tone as a default.

- Skin tone

Lets you choose skin tone for texture maps. Default skin ton is set to natural (white) and it does not change skin color. Skin tone is set for face, torso and limbs at the same time. If you choose skin tone and then save the skin project, the skin ton will be saved inside the project file.

- Face section

Contains preview box and two buttons for automatic and manual search. Preview box is empty and contains only face outline until you choose any face map.
Automatic and manual search buttons placed under the face map preview box let you find and choose a desired face texture, which is used as a background for CLOTHIM clothes, masks and make-ups.
Automatic search opens "search window" with all jpg files containing "face" in a file name, and having proportions 1/1, placed on your local hard drives.
Manual search opens standard dialog box, allowing you specify a location and a file name of the face texture.

Caution: It is important to start choosing textures from a face map. If the face map is already specified CLOTHIM remember the face map location and use this directory as a default location for torso and limbs textures search.

- Torso section

Contains preview box and two buttons for automatic and manual search. Preview box is empty and contains only torso outline until you choose any torso map.

Automatic and manual search buttons placed under the torso preview box let you find and choose a desired torso texture, which is used as a background for CLOTHIM clothes, masks and make-ups.

If the the face map has not been specified yet automatic search opens "search window" with all jpg files containing "torso" in the file name, and having proportions 1/1 placed on your local hard drives.

If the face map has been already specified automatic search area is limited to the face map directory.

Manual search opens standard dialog box, allowing you specify location and the file name of a torso texture.

If the face map has not been specified yet manual search starts in default directory but if the face map has been already specified manual search starts in the face map directory.

- Limbs section

Contains preview box and two buttons for automatic and manual search. Preview box is empty and contains only limbs outline until you choose any torso map.

Automatic and manual search buttons placed under the limbs preview box let you find and choose a desired limbs texture, which is used as a background for CLOTHIM clothes, masks and make-ups.

If the face map has not been specified yet automatic search opens "search window" with all jpg files containing "limbs" in the file name, and having proportions 1/1 placed on your local hard drives.

If the face map has been already specified automatic search area is limited to the face map directory.

Manual search opens a standard dialog box, allowing you specify the location and the file name of a limbs texture.

If the face map has not been specified yet manual search starts in default directory but if the face map has been already specified manual search starts in the face map directory.

Caution: Texture maps are not specified as long as you don't see its in preview boxes. All textures need to be specified before CLOTHIM will save proper MAT file, so if you select Render button CLOTHIM will ask you to specify missing background textures.

9. Window control buttons

Selecting Close button closes CLOTHIM application.
Selecting Minimize button hides CLOTHIM application.
Selecting Help button opens User Guide in Adobe Acrobat format.

TUTORIAL

TUTORIAL

1. Tutorial

1. Double click on the Clothim Hybrid icon on your Desktop or select „Start/Programs/ZEW Programs/ZEW Clothim Hybrid/Clothim Hybrid" from your Start menu.

2. Select a preview model type from the Preview window.

3. Select the Skin button to open M4 Texture Maps Window and to specify a background skin texture.

4. Select the manual search button or the auto search button placed under the face preview box, to choose a face texture which will be used as a background for clothes, masks and make-ups.

5. Select the manual search button or the auto search button placed under the torso preview box, to choose a torso texture which will be used as a background for clothes, masks and make-ups.

6. Select the manual search button or the auto search button placed under the limbs preview box, to choose a limbs texture which will be used as a background for clothes, masks and make-ups.

7. Select a desired Skin tone from the skin tone palette.

8. Select the Save button to save a skin project for future use.

9. Select OK to come back to main the CLOTHIM window.

10. Select an items category from the Clothes library and add clothes to your project. Repeat this until you add all items you want to use.

11. Select an item layer from Clothes list and arrange it by dragging it up or down on the Clothes list.

Remember: The lowest layer is on the top of your model. You can see it in the Preview window.

12. Select an item layer from the clothes list and set desired values for color functions.

13. Select **File -> Save as** from the main menu to save the project.

14. Select **Render -> Options** from the main menu.

15. Select the manual search or the automatic search to specify Poser Path location.

16. Choose the type of the Poser icon (manual or automatic).

Caution: If you can't see the Automatic icon in Poser (it is transparent), you need to select the Manual Poser Icon in Render Options.

17. Set an appropriate Render name.

18. Set an appropriate quality for the jpg file.

19. Select OK.

20. Select the Render button or select **Render -> Render** from the main menu.

21. Open Poser.

22. Load Michael4 model from the Figure library.

23. From the Poses library load any skin texture for him.

24. Open the Poses library Zew Clothim hybrid.

25. Load an appropriate mat file.

Caution: If the mat file icon is transparent, you need to go back to CLOTHIM and change Render Options: from the Automatic to the Manual Poser icon then render project again.
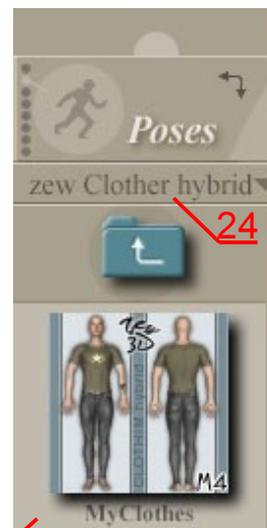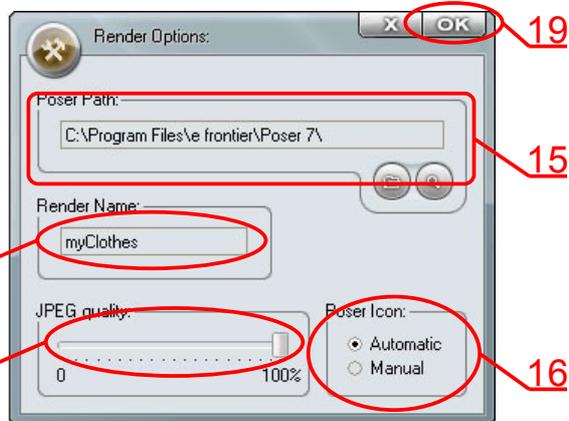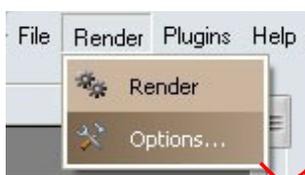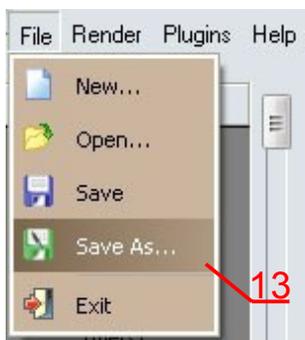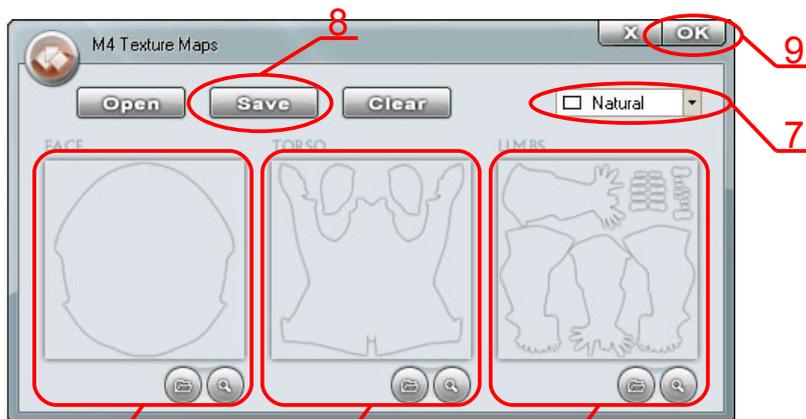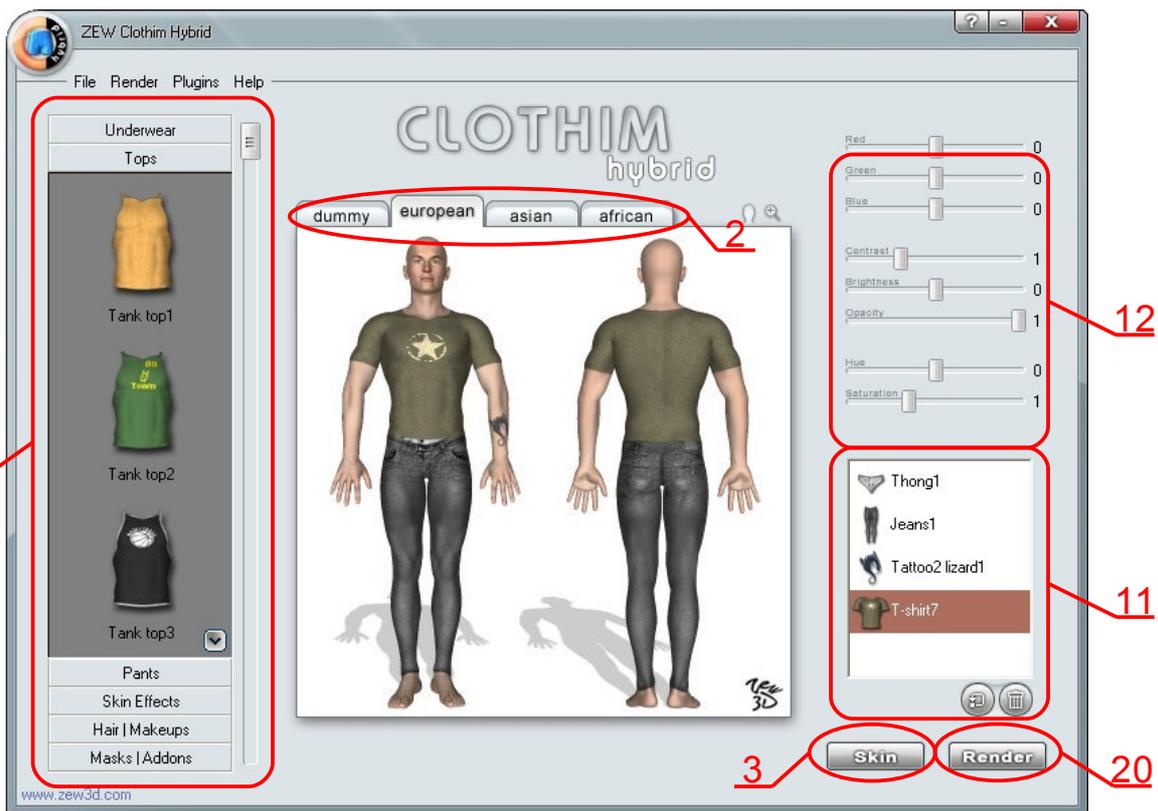
BASIC FUNCTIONS

BASIC FUNCTIONS

1. Open project

Selecting **File -> Open** opens the standard Open dialog box, allowing you open previously saved clothes projects.

2. Save project

Selecting **File -> Save** saves your current project using the previously specified file name and location. If you haven't previously saved your scene, save opens a standard Save dialog box, allowing you specify the project name and location.

3. Load skin

- automatic function

Selecting the auto search button opens "search window" with all jpg files containing "body" in the file name, and having proportions 1/1.

- manual function

Selecting the manual search button opens the standard dialog box, allowing you specify the location and the file name of a skin texture.

- open project

Selecting the **Open button** opens the standard Open dialog box, allowing you open previously saved skin projects.

- save project

Selecting the **Save button** opens the standard Save dialog box, allowing you save currently specified skin textures and the skin tone as a skin project ready to use in future and lets you specify the project name and location.

- clear project

Selecting the **Clear button** clears previously specified texture maps and sets the skin tone as a default.

- skin tone

Selecting the Skin tone palette lets you choose a skin tone for the skin texture. Default skin ton is natural and it does not change a skin color.

4. Render function

Selecting **Render -> Render** or the Render button combines all items with the skin texture that you previously specified and saves the mat file and the texture ready to use in Poser. If you haven't previously specified skin textures for Face, Torso and Limbs or if you haven't specified a Poser path, the Render button opens dialog boxes, allowing you specify its. If you haven't previously specified the render file name (**Render->Options**), application uses "My Clothes" file name.

TIPS & ADVICES

TIPS & ADVICES

1. Items duplication

It is strongly recommended to check on the Clothes list, before Render, if the same items are duplicated. If its are, its may look strange and unnatural on your renders.

2. What is on the top

The lowest layer on the Clothes list is on the top of the model. If you have a pants lower in the hierarchy then a underwear, the pants will cover the underwear on your renders.
If you don't want to have a T-shirt on the top of a blouse you should remember to check if the T-shirt is higher then the blouse on the Clothes list :)

3. What's match & what's not

Each person has its own taste so the only limitation is the imagination of the creator :)

4. Problem with icon in Poser

If you have a problem with seeing the Automatic icon in Poser, please use the Manual icon or change existing Automatic icon using any software that change png file format into rsr.

5. Problem with path to Poser

If you can't find mat files inside Poser Poses library it is probably because you incorrect located the Poser Path in CLOTHIM Render Options.