



# CLOTHIM

## User Guide



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# Introduction

## 1. Welcome

Hi. Thank you for purchasing Clothim 1.0.

We hope it will bring You a lot of fun.

CLOTHIM was created for one reason: to help you find always fitting clothes for Your digital man.

Clothes from CLOTHIM will fit for all skin textures, poses and morphs You have.

If You are asking Your self now: What is the difference between CLOTHIM and simple second skin textures - the answer is:

CLOTHIM gives You a possibility to use CLOTHIM's textures on Your favourite skin textures without necessity to use or have advanced graphical programs and without losing plenty of Your precious time.

Now only few cliks divides You from having ready to use texture combining Your skin texture with beautiful clothes from CLOTHIM.

What's even more important thanks to CLOTHIM You can easy mix and match all available clothes textures or move clothes parts up and down without any problems.

## 2. About ZEW

We are a small group of informatics with similar hobby. We have met on University (where we were studying) and since that moment we work together.

Since the moment we found Michael 3, we start looking for clothes for him. Problems with morphing, posing and combining clothes together push us in to direction of second skin technic, but we didn't want to resign from all beautiful skin textures we have, so we started create CLOTHIM.

## 3. System requirements

- Windows 98, ME, 2000 or 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)
- 25 MB free hard drive space (for installation only).  
Content requires additional space.
- An Internet connection is required to downloading free content from [www.zew3d.com](http://www.zew3d.com)
- Poser 4 or better
- DAZ Michael 3 (or other Unimesh Figure)
- Acrobat Reader (for USER GUIDE)

## 4. Installation

Run Setup file and follow the instructions.

It is important to:

1. Select relevant installation language.
2. Read carefully and accept or not Licence Agreement.

## 5. EULA

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- 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.

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# Interface

## 1. Main menu

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

### FILE



#### New

Selecting File -> New opens new empty project without any clothes. It's 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 scene, 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 clothing textures on skin texture you previously specified and saves mat file and texture 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 (manualy - standard dialog box or automatically - program will find all poser.exe files on your hard drives) , jpg quality, rendered file name and Poser's mat icon type.

## HELP

### **Clothim Help**

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

### **About Clothim**

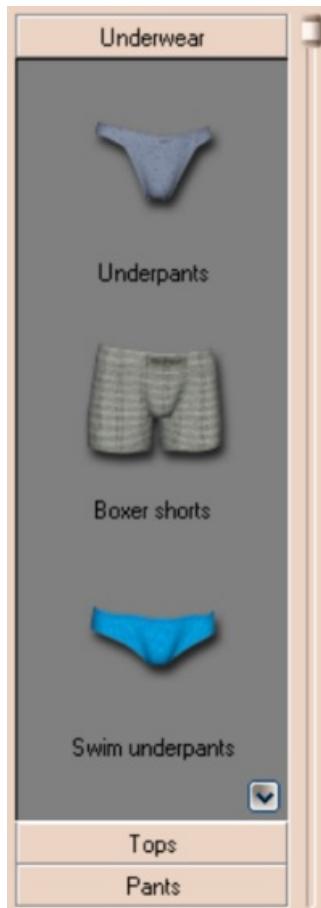
Selecting Help -> About opens info window.

## 2. Clothes library

Contains miniatures of all available clothes textures.

Miniatures are segregated in few different categories:

- Underwear (this category contains underpants, undershirt, socks, boxer shorts etc.)
- Tops (this category contains tops, sweaters, t-shirts, shirts, cardigans etc.)
- Pants (this category contains pants, jeans, shorts etc.)



### 3. Clothes list

It is a list containing clothes textures layers. Inside clothes list you can easy move layers up & down in the hierarchy, the result should be automatically visible on model in the preview window.



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

## 4. Hue & Saturation

Hue & Saturation sliders - let you change hue & saturation values for clothes textures.

Upper slider change hue.

Lower slider change saturation.

Its give you hundred of thousand possibilities.

Every clothes layer have it own hue & saturation setting that may be change independently.

Those values are stored inside the project file. So you can save project with some hue & saturation values for each clothes layer.



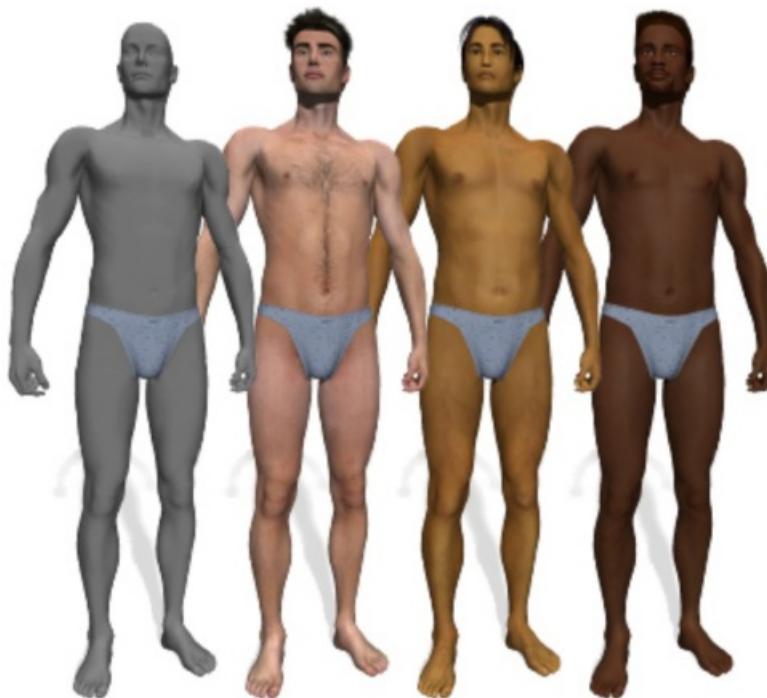
## 5. Preview window

In this window you can see clothes from your project on selected model. You can choose from few preview models:

- dummy
- european
- asian
- african

The preview model you chose is using to create icon to Poser mat file.

Caution: CLOTHIM application does not contains skin textures shown in preview window.



## 6. Skin preview

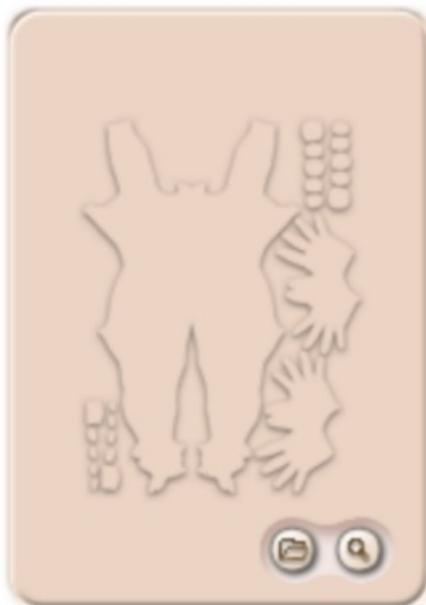
This window contains preview of skin texture, which you chose as a background for CLOTHIM's clothes.

To load or change skin texture you must select one of two available buttons.

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

Selecting auto search button opens "search window" with all jpg files containing "body" in file name, and having proportions 3/4.

Your computer may need few minutes to find all suitable texture on hard drives so be patient.



## 7. Render button

Selecting Render button renders clothing textures on skin texture you previously specified and saves mat file and texture ready to use in Poser. If you haven't previously specified skin texture or 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.



## 8. 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

## 1. Tutorial

1. Double click on Clothim 1.0 icon on your Desktop or select “Start/Programs/ZEW Programs/ZEW Clothim 1.0/Clothim 1.0” from your Start menu.
2. Select preview model type from Preview window.
3. Select manual search icon or automat search icon, from skin preview window, to find background skin texture.
4. Select clothes category from Clothes library and add clothes to your project. Repeat this until you add all clothes you want.
5. Select clothes' layer from Clothes list and arrange it by dragging it up or down on Clothes list.

Remember : the lowest Clothes list's layer is on the top on your model. You can see it in Preview window.

6. Select clothes layer from clothes list and set hue & saturation values for it.
7. Select **File** -> **Save as** from main menu to save project.
8. Select **Render** -> **Options** from main menu.
9. Select manual search or automatic search to specify Poser Path location.

10. Set Automatic or Manual Poser icon.

Caution: if you can't see Automatic icon in Poser (it is transparent), you must select Manual Poser Icon in Render Options or use P3dO Explorer from [www.senosoftware.com](http://www.senosoftware.com) to change Automatic icon.

11. Set appropriate Render name.

12. Set appropriate quality for your jpg file.

13. Select OK.

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

15. Open Poser.

16. Load Michael 3 model from Figure library.

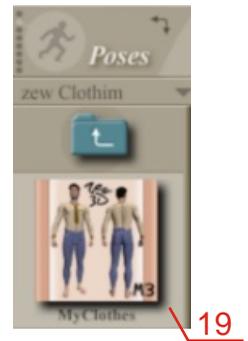
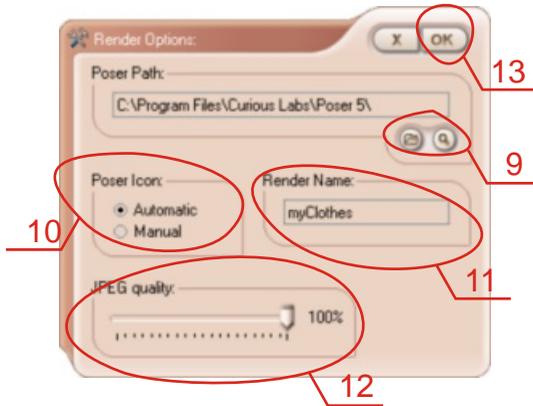
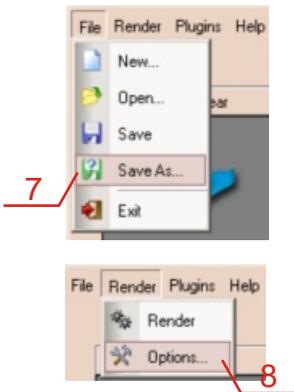
17. Load on him skin texture ,the same that you use as background skin texture in CLOTHIM, from Poses library.

18. Open Poses library Zew Clothim.

19. Load appropriate mat file.

Caution: if your icon is transparent, you must go back to CLOTHIM and change Render Options: from Automatic to Manual Poser icon then render project again.

# Tutorial





# Basic Functions

### 1. Open project

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

### 2. Save project

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

### 3. Load skin

#### - automatic function

Selecting auto search button opens "search window" with all jpg files containing "body" in file name, and having proportions 3/4.

#### - manual function

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

### 4. Render function

Selecting **Render -> Render** or Render button renders clothing textures on skin texture you previously specified and saves mat file and texture 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.



# Tips & Advices

### 1. Clothing's duplication

It is strongly recommended to check in Clothes list, before Render, if you don't have duplicated the same clothes. If you have, better delete its, in other way its may look bad on your renders.

## 2. What is on the top

The lowest layer in Cloth list is on the top of the model. It's mean that if you have pants lower in the hierarchy then underpants, the pants will cover the underpants on your renders.

So if you don't want have undershirt on the top of sweater you should remember to check if the undershirt is higher then sweater in Cloth list. You should see it in Preview window.

### 3. What's match & what's not

It is of course depend on you how you will wear your Michael, but if you are not sure what she should wear to look good we have some advices for you:

1. As my grandma said " Sunday shouldn't be longer then Saturday". That's mean your under clothes shouldn't stick out. For example if you have sticking out panties under your jeans, or blouse longer than sweater.

Of course that doesn't mean that is always true. That is only a clue.

2. Now few words about colours.

- It is always good idea put together black and white with others colours.

- green with red or pink sometimes don't look good. The same red with pink.

- aqua with red doesn't seems to be a good idea.

But remember that most clothes from CLOTHIM are casual so its all look good together.

## 4. Problem with icon in Poser

Sometimes if you use Automatic icon you won't see it in Poser. In that case you should use Manual icon or change existing Automatic icon in P3dO Explorer from [www.senosoft.com](http://www.senosoft.com)

### 5. Problem with path to Poser

If you can't find mat files in Poser's Poses library it is probably because you incorrect locate Poser Path in CLOTHIM's Render Options. Check it one more time.

## 6. Hue & Saturation

Hue & Saturation sliders are small so you can have some problems when you want set precise value.

When it happened , don't worry. Set the nearest value you can and then click on the ruler. Every single click on the right side of the slider-thumb will increase value and every click on the left side of the slider-thumb will decrease value.

If you want check what value have your parameters, click on the thumb and hold down the left mouse button, you will see the parameter value on the left side of the slider.

If you want have nice looking natural clothes be careful & try to not set saturation values on the highest & lowest level.

On the highest level some clothes may look like glowing.

On the lowest level all clothes may look gray & colourless.

Hue & saturation won't change those clothes which are completely black or white.

At first we was not sure if we add this functions. It is advanced change & need care & attention when you use it.

We add this function as a bonus. You will find many more such function in Clother Pro - when it will be ready.

So please use it carefully and with touch because in other way cloth textures may look strange & unnatural.

Remember that preview was rendered with some skin texture, lights & shadows so clothes textures colours won't look exactly the same with other skin texture, lights & shadows settings.

However the preview colours will be similar to those on your render.

Don't worry hue & saturation functions won't change based clothes textures from clothes library.