



# Colors for CLOTHES Tutorial

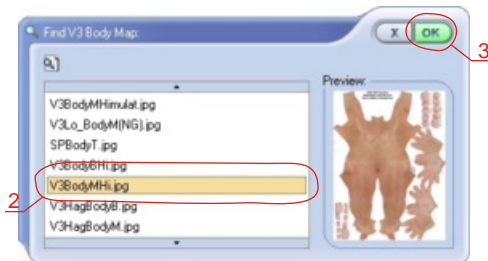
# Colors for CLOTHER Tutorial

## 1. Step by step tutorial

1. Open CLOTHER, load clothes from Clothes Library and select **Auto Search** button, from skin preview window, to find V3 skin texture for background.



2. Select V3 skin texture from the list.



3. Select **OK** button.

4. Select **Plugins** -> **Colors** from main menu.



5. Select the clothes which color and opacity you want to change.



# Colors for CLOTHER Tutorial

6. Adjust values of colors and opacity functions.



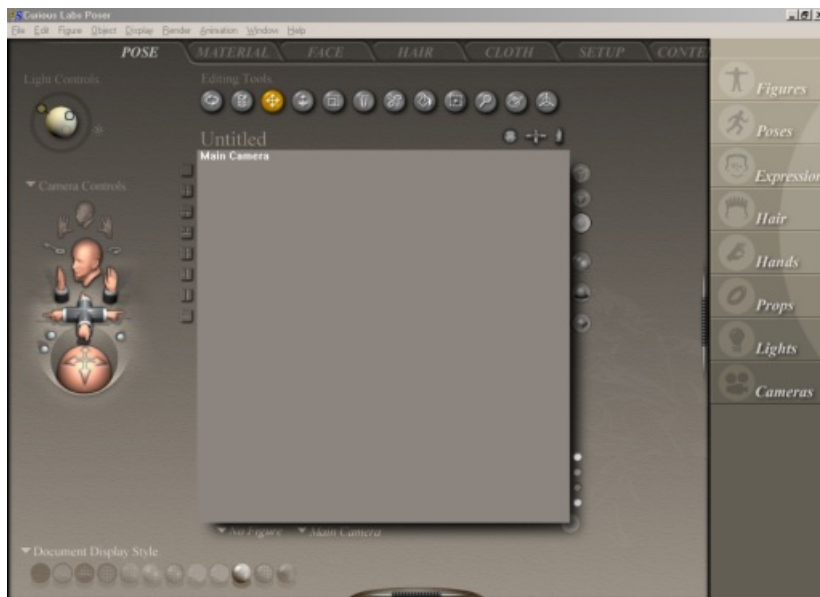
7. To restore standard parameters select **Reset** button.

8. Set **Render Name**.

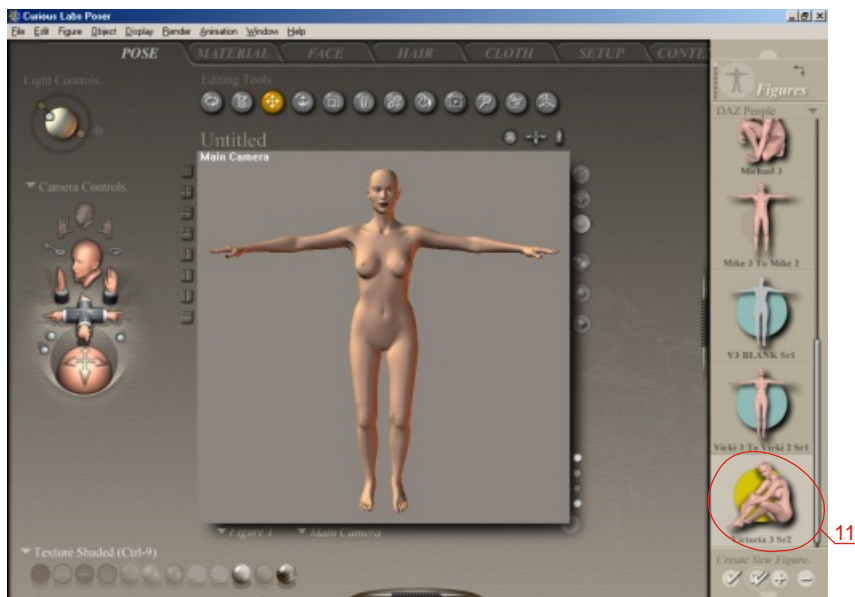


9. Select **OK** button.

10. Open Poser with installed DAZ Victoria3.

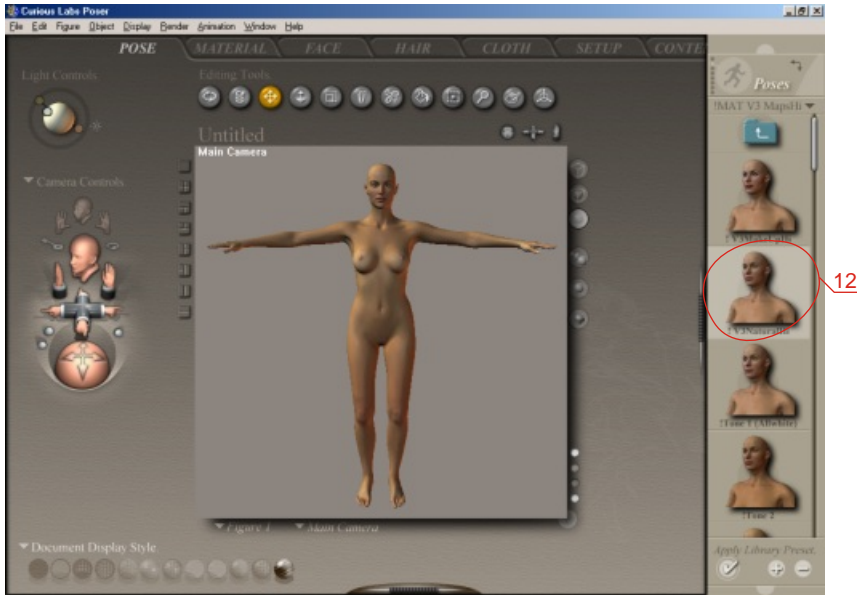


11. Load **Victoria3** from Poser Figures library.

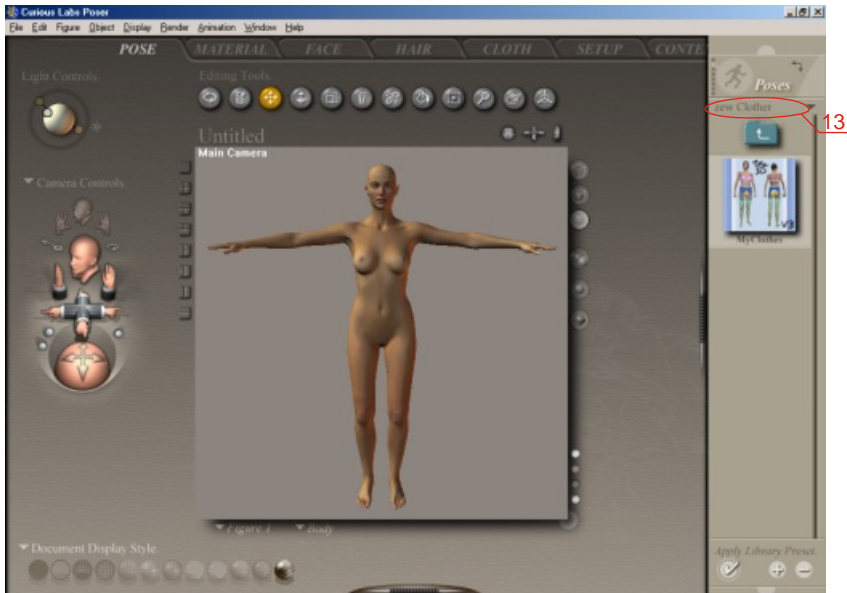


# Colors for CLOTHER Tutorial

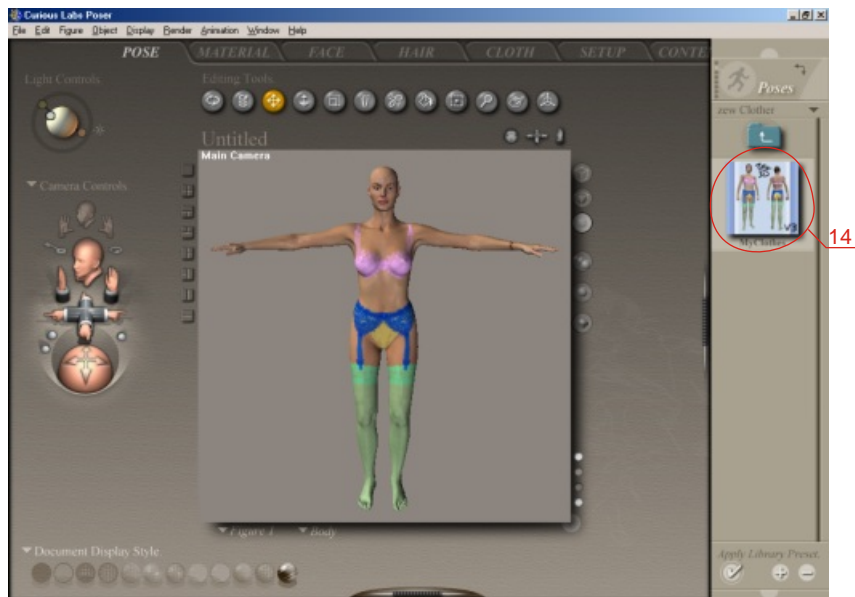
12. This model is loaded without skin texture, so you need to first add skin texture to Victoria3 figure.



13. Open Poses library **Zew Cloth**.



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



15. Now Victoria is ready for posing and render.







# Tips for Colors

## Tips for Colors

Caution: the Preview is available for facilitation purposes and may insignificantly differ from the rendered texture map, especially when texture is semi-transparent and functions' parameters are set on extremes.

### Tip 1

If you want to change colours of laces and meshes from black to white and vice versa, remember that half-transparent textures are the hardest to show in preview and that additional to do this change you will need to set functions to extremes so the preview can be a bit different from rendering result. For better result set Contrast to minimum and then set Brightness to appropriate value (to minimum if you change from white to black, and to maximum if you change from black to white).

### Tip 2

To change colours of black and white clothes you will need Brightness and RGB functions.

Remember that increasing RGB can cost you the change of shadow colour. Decreasing values of RGB do not change shadows.

To change the colour of the white clothes decrease value of some of RGB functions and after that set appropriate for you brightness.

There are two ways to change the colour of the black clothes. First: increase Brightness and after that decrease values of some of RGB functions. Second: increase values of some of RGB functions. In second case you need to be careful because this method can change the colour of shadows.

### Tip 3

To copying of functions' values between clothes select the clothes from which you want to copy. Right click on it and select Copy then select the clothes to which you want to past right click on it and select past.