

EYER G2

User Guide



Index

Section: INTRODUCTION

1. Welcome.....	4
What is EYER and what does it make.....	4
What is new in EYER G2.....	4
2. About ZEW.....	5
3. System requirements.....	6
4. Installation.....	7
5. EULA.....	8
6. Copyright.....	11

Section: INTERFACE

1. Main menu.....	14
2. Eyes library.....	16
3. Items list.....	17
4. Colors section.....	18
5. Preview window.....	19
6. Render button.....	20
7. Window control buttons.....	21

Section: TUTORIAL

1. Tutorial.....	24
------------------	----

Section: BASIC FUNCTIONS

1. Open project.....	28
2. Save project.....	28
3. Render function.....	28

Section: TIPS & ADVICES

1. Items duplication.....	30
2. What is on the top.....	30
3. What's match & what's not.....	30
4. Problem with icon in Poser.....	30
5. Problem with path to Poser.....	30



INTRODUCTION

rev
3D

INTRODUCTION

1. Welcome

Hi. Thank you for purchasing EYER G2.
We hope it will bring You a lot of fun.
EYER has been created to help you find always fitting eyes for Your digital charecters.
Eyewhites, irises & effects from EYER fit for all kind of images and characters.

What is EYER and what does it make

EYER is a combination of layering and color changing software with high quality eyes textures. EYER use specially designed eye parts, mix and match its, customize its, combine its together and create mat file ready to use in Poser or DAZ|Studio.

EYER lets you customize color and opacity of all available items without necessity to use or have advanced graphical programs and without losing plenty of Your precious time.

Inside EYER 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 beautiful eyes from EYER.

What is new in EYER G2

- EYER and Colors Plug-Ins have been combined in one intuitive, friendly, hybrid GUI.
- Preview window allows you to switch between left and right eye preview.
- Both left and right eye 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.
- New groups inside Eyes Library (Effects, 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
- G2 Figure
- 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

INTRODUCTION

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 items 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.

ZEW Eyer G2 © 2004-2011 ZEW 3D - All Rights Reserved

6. Copyright

ZEW Eyer G2 Copyright © 2004-2011 ZEW 3D - All Rights Reserved.
All other trademarks or registered trademarks are the property of their
respective owners.



INTERFACE

rev
3D

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 items. 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 eyes 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 and saves mat file and textures ready to use in Poser. If you haven't previously specified Poser path, opens dialog boxes, allowing you specify it. If you haven't previously specified your render file name(Render->Options), application uses "My Eyes" 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



Eyer Help

Selecting Help -> Eyer 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 Eyer

Selecting Help -> About Eyer opens an info window.

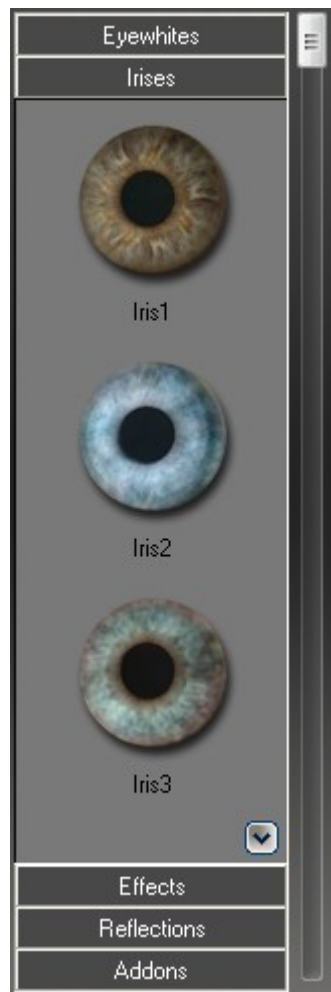
INTERFACE

2. Eyes library

Contains miniatures of all available items.

Miniatures has been segregated in few different categories:

- Eyewhites (this category contains eyewhites etc.)
- Irises (this category contains irises etc.)
- Effects (this category contains effects etc.)
- Reflections (this category contains eye reflections etc.)
- Addons (this category contains addons etc.)



3. Items list

It is a list of all loaded items. Each item is placed on a separate layer. Inside the items list you can easily 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 items list and from a model at the preview window. Delete button, removes items layers only from a project, not from the eyes 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 Items list .To change the value of a function for a chosen item you need to select it inside the Items 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 items from your project on eye model. You can choose from two preview types:

- left eye preview
- right eye preview

Each kind of preview have zoom option.

Chosen right eye preview model is used to create icon for Poser mat file.



INTERFACE

6. Render button

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



7. Window control buttons

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





TUTORIAL

rev
3D

TUTORIAL

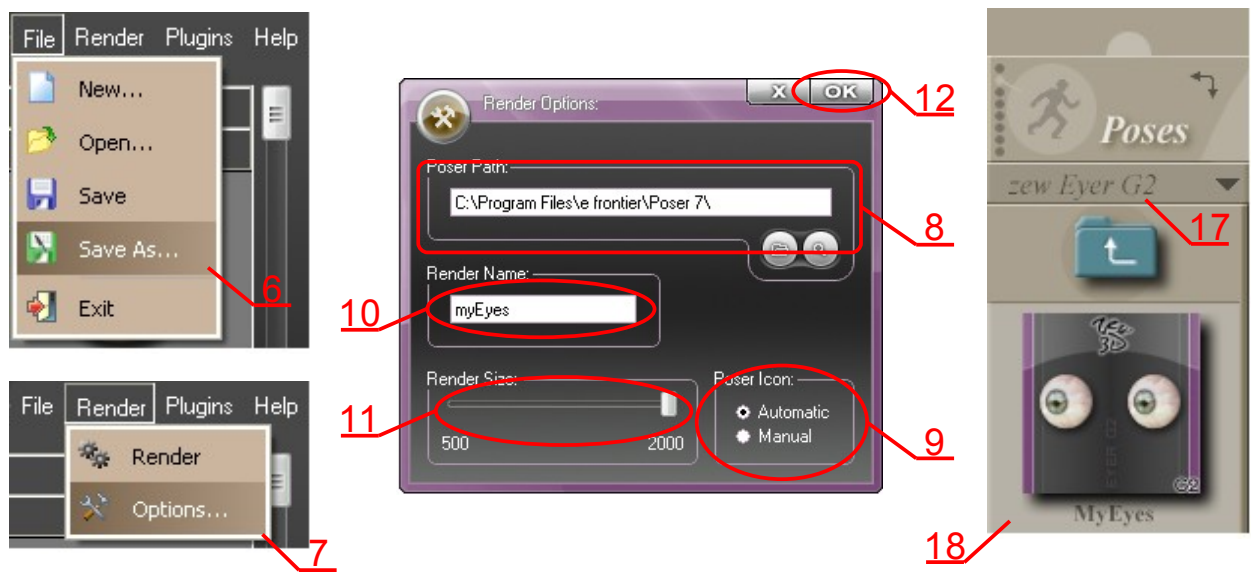
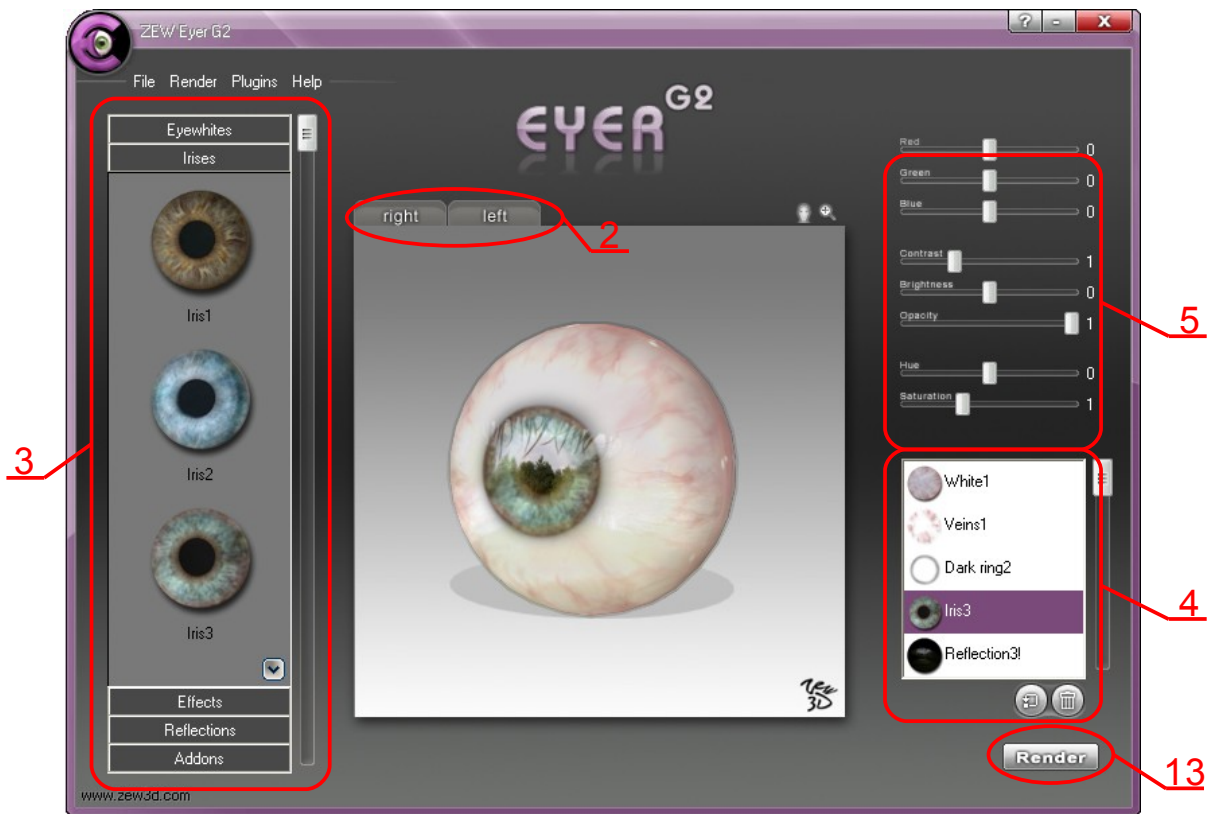
1. Tutorial

1. Double click on the Eyer G2 icon on your Desktop or select „Start/Programs/ZEW Programs/ZEW Eyer G2/Eyer G2” from your Start menu.
 2. Select a preview model type from the Preview window.
 3. Select an items category from the Eyes library and add items to your project. Repeat this until you add all items you want to use.
 4. Select an item layer from Items list and arrange it by dragging it up or down on the Items list.
 5. Select an item layer from the items list and set desired values for color functions.
 6. Select **File** -> **Save as** from the main menu to save the project.
 7. Select **Render** -> **Options** from the main menu.
 8. Select the manual search or the automatic search to specify Poser Path location.
 9. 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.
10. Set an appropriate Render name.
 11. Set an appropriate size for file.
 12. Select OK.
 13. Select the Render button or select **Render** -> **Render** from the main menu.
 14. Open Poser.
 15. Load G2 model from the Figure library.

16. From the Poses library load any skin texture for it.
17. Open the Poses library Zew Eyer G2.
18. Load an appropriate mat file.

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

TUTORIAL





BASIC FUNCTIONS

rev
3D

BASIC FUNCTIONS

1. Open project

Selecting **File -> Open** opens the standard Open dialog box, allowing you open previously saved eyes 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. Render function

Selecting **Render -> Render** or the Render button combines all items that you previously specified and saves the mat file and the texture ready to use in Poser. If you haven't previously specified a Poser path, the Render button opens dialog boxes, allowing you specify it. If you haven't previously specified the render file name (**Render->Options**), application uses "My Eyes" file name.



TIPS & ADVICES

*rev
3D*

TIPS & ADVICES

1. Items duplication

It is strongly recommended to check on the Items 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

On the item lists, the lower layer is on the top of the model. If you have two eyewhites, one lower in the item list hierarchy then the other, the lower eyewhite will cover the higher on your renders.

Eye has physical structure that do not allow to put add-ons and unusual irises under natural irises. All add-ons, reflections and unusual irises (that are use as a contact lens) are visible on the cornea, so its are always on the top of the model.

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 EYER Render Options.