

# EYER hybrid User Guide



# Index

## Section: INTRODUCTION

1. Welcome.....	4
What is EYER and what does it make.....	4
What is new in EYER Hybrid.....	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
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## 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

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# INTRODUCTION

## 1. Welcome

Hi. Thank you for purchasing EYER Hybrid.  
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 Hybrid**

- 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](http://www.zew3d.com)
- Poser 4 or higher or DAZ|Studio
- DAZ Victoria 4 or 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

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- 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:

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## INTRODUCTION

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# INTERFACE

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# 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](http://www.zew3d.com) in your default web browser.



### About Eyer

Selecting Help -> About Eyer opens an info window.

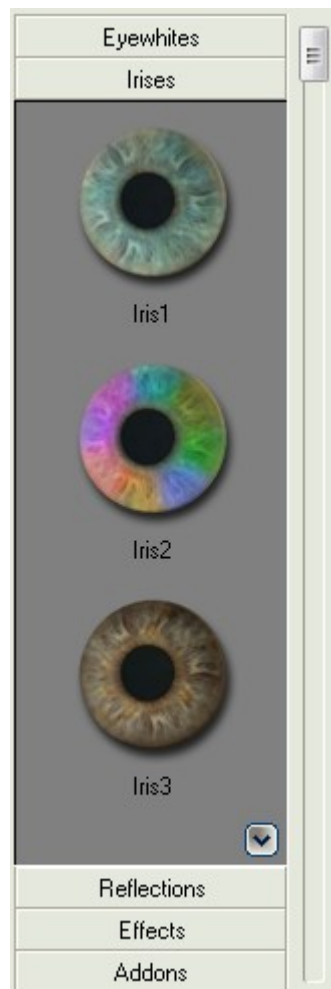
# INTERFACE

## 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.)
- Reflections (this category contains eye reflections etc.)
- Effects (this category contains effects 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.



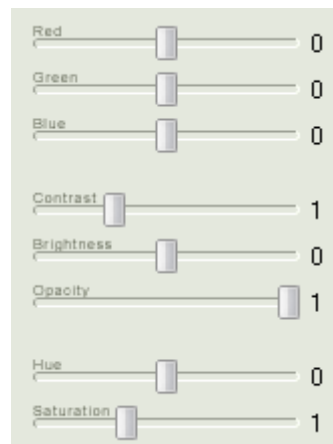
# INTERFACE

## 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.



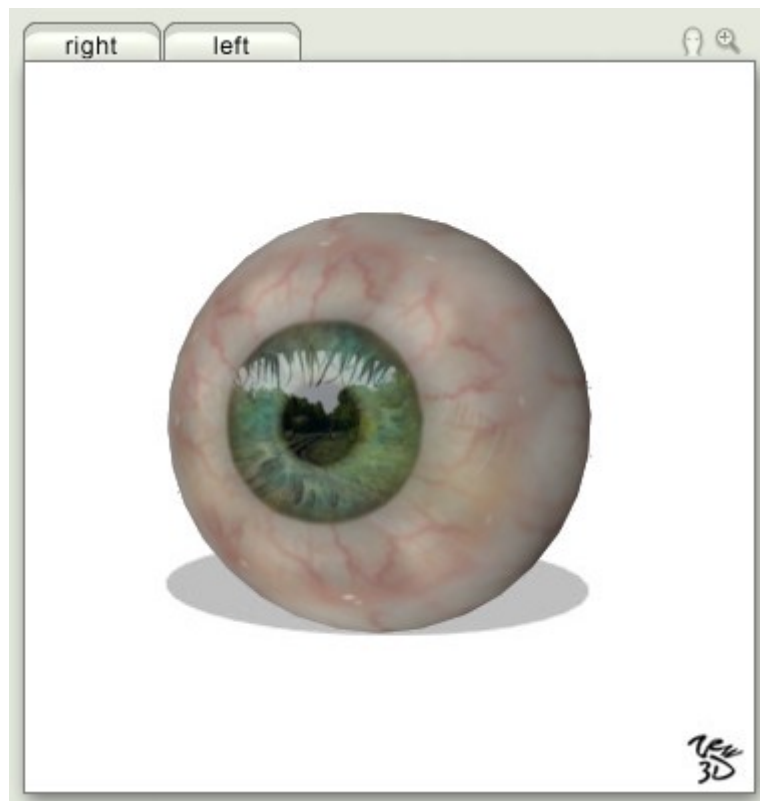
## 5. Preview window

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

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# TUTORIAL

## 1. Tutorial

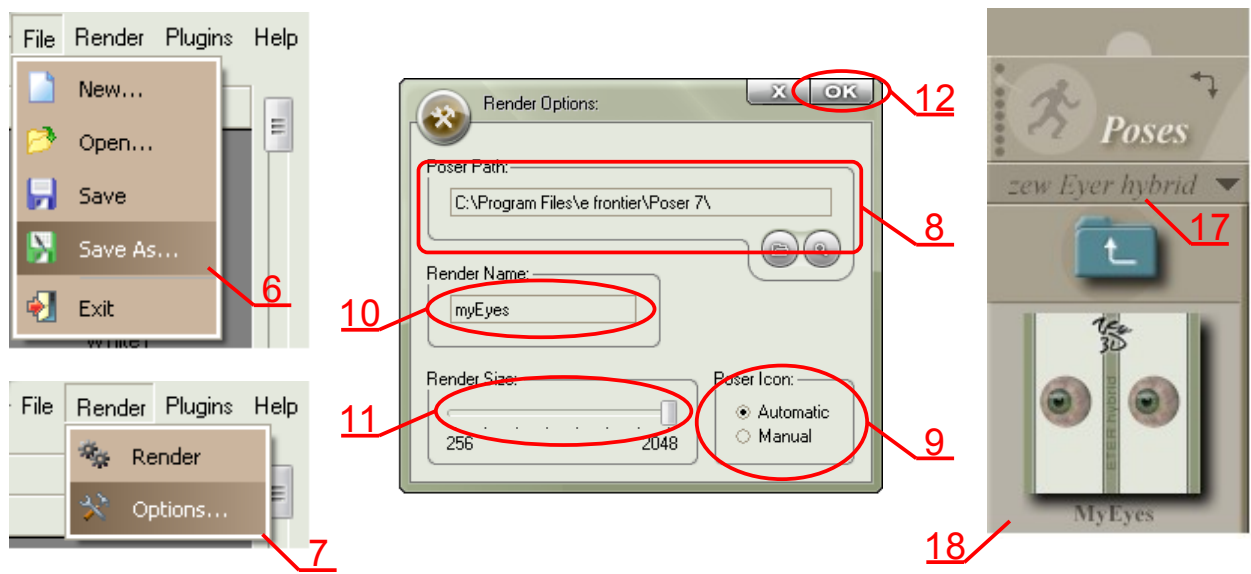
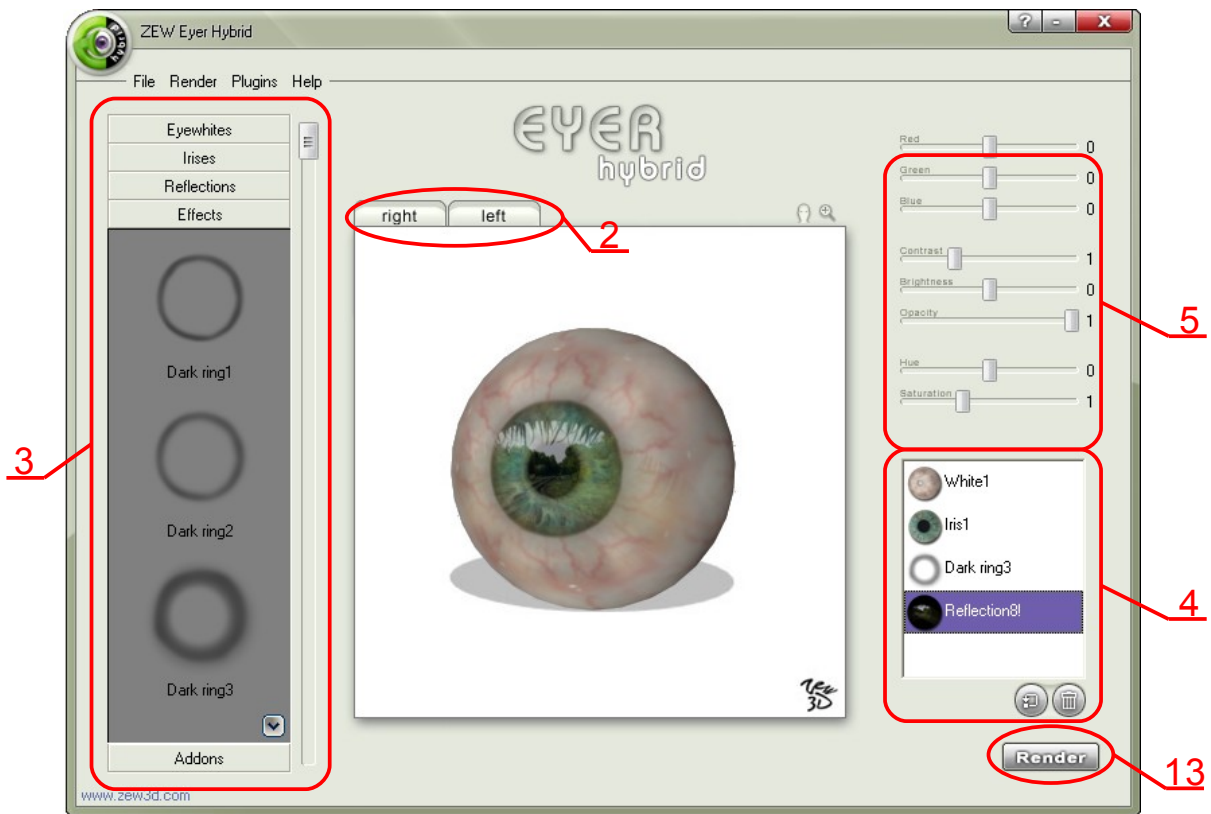
1. Double click on the Eyer Hybrid icon on your Desktop or select „Start/Programs/ZEW Programs/ZEW Eyer Hybrid/Eyer Hybrid” from your Start menu.
  2. Select a preview model type from the Preview window.
  3. Select an items category from the Eyes library and add items to your project. Repeat this until 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 Victoria4 or Michael4 model from the Figure library.



16. From the Poses library load any skin texture for him.
17. Open the Poses library Zew Eyer hybrid.
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

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# 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

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## 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.