

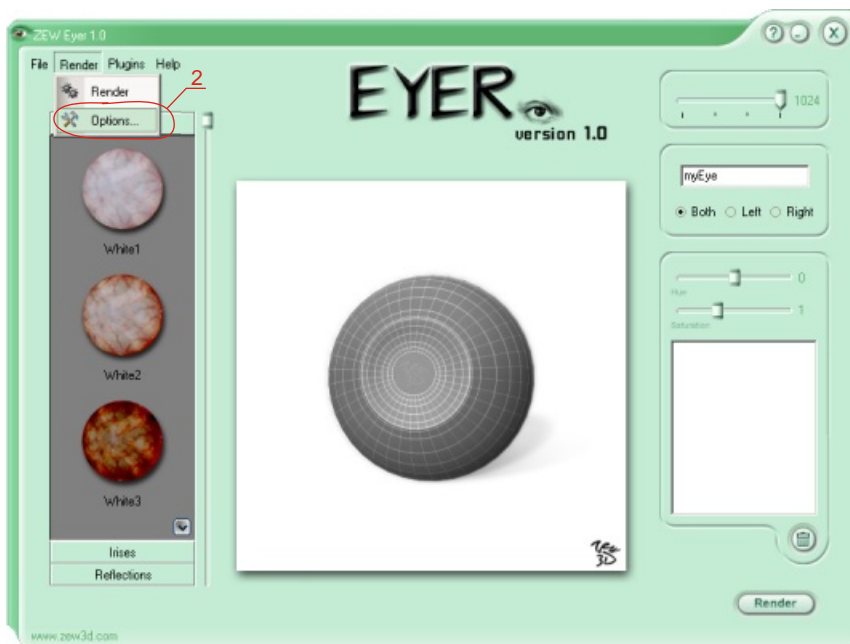


EYER with Poser5 Tutorial

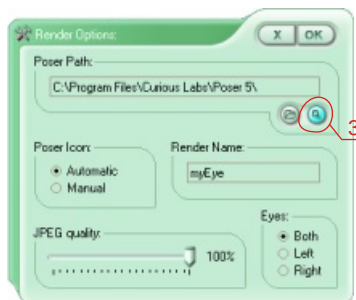
EYER with Poser5 Tutorial

1. Step by step tutorial

1. Double click on Eyer 1.0 icon on your Desktop or select "Start/Programs/ZEW Programs/ZEW Eyer 1.0/Eyer 1.0" from your Start menu.

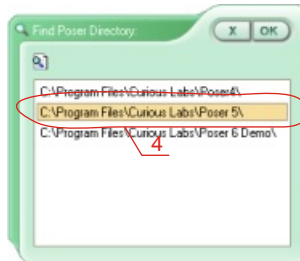


2. Select **Render** -> **Options** from main menu.

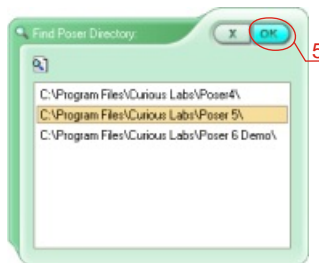


3. Select **Auto Search** button to specify Poser5 path location automatically.

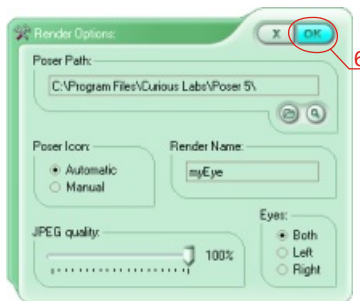
4. Select path to Poser5 from the list.



5. Select **OK** button.

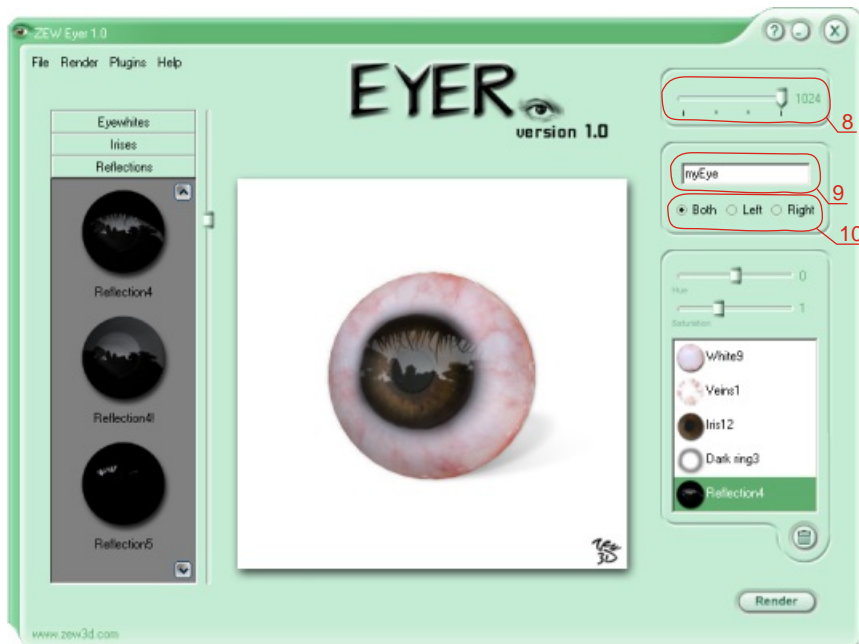


6. If you see below seting select **OK** button.

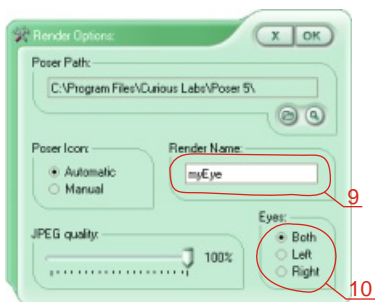


7. Now you may add items to your project. You may mix all eye-parts from EYER Library.

8. Resolution slider lets you choose appropriate resolution for your Mat file.



9. Selecting the Render Name box lets you change Mat file name.

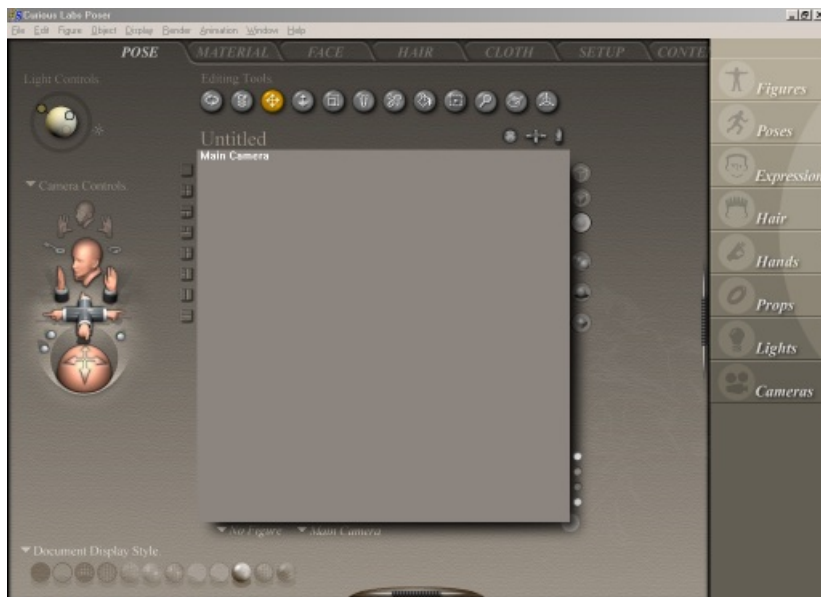


10. Both, Left and Right check buttons let you determine Mat file for which eye will be created.

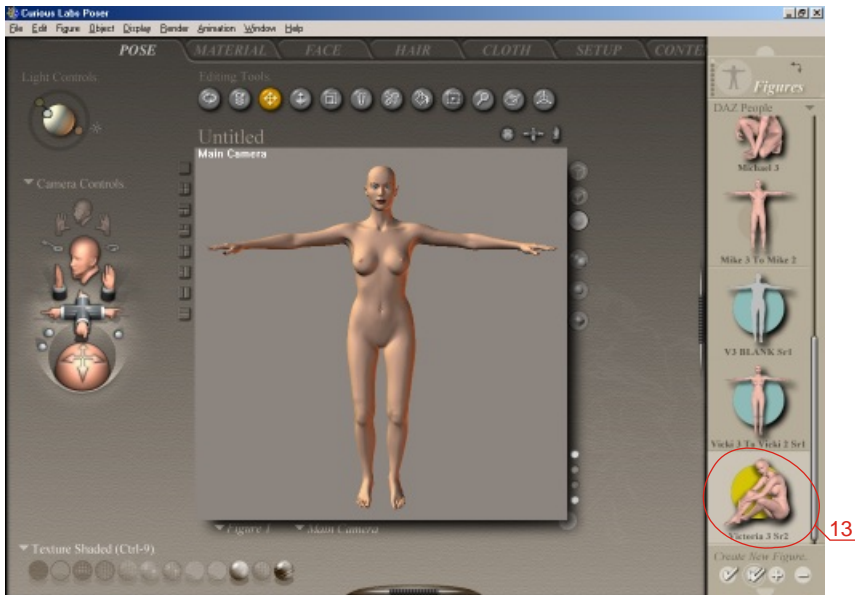
11. Select **RENDER** button. Now **EYER** will create MAT file for Poser5.



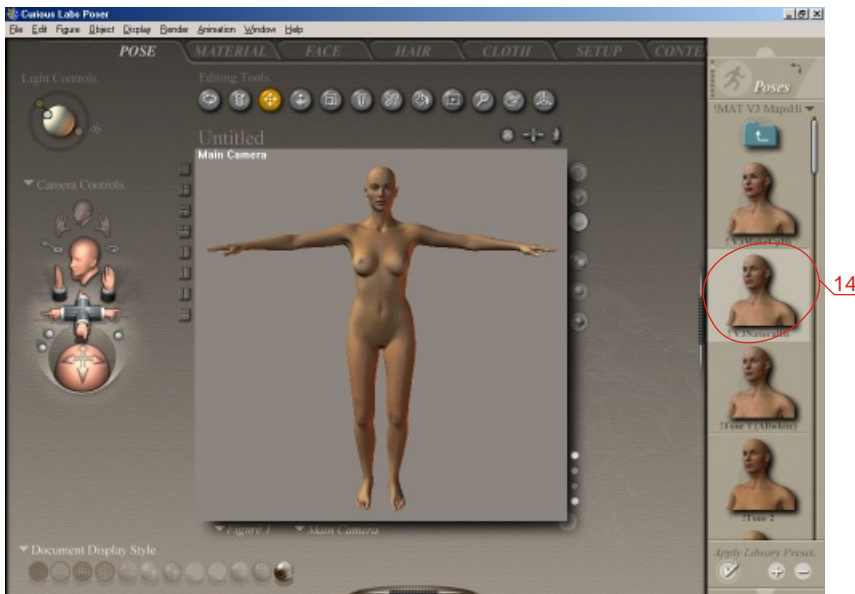
12. Open Poser5 with installed DAZ Victoria3.



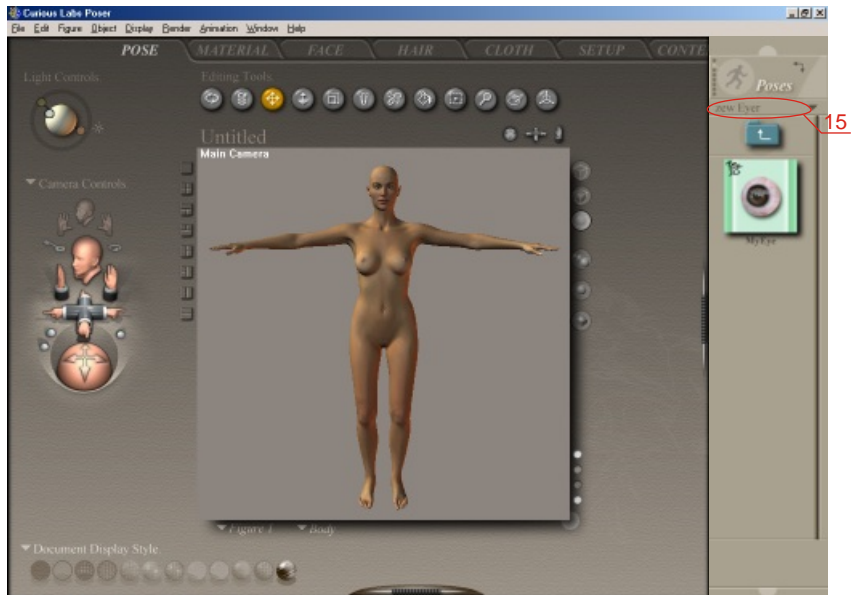
13. Load **Victoria3** from Poser5 Figures library.



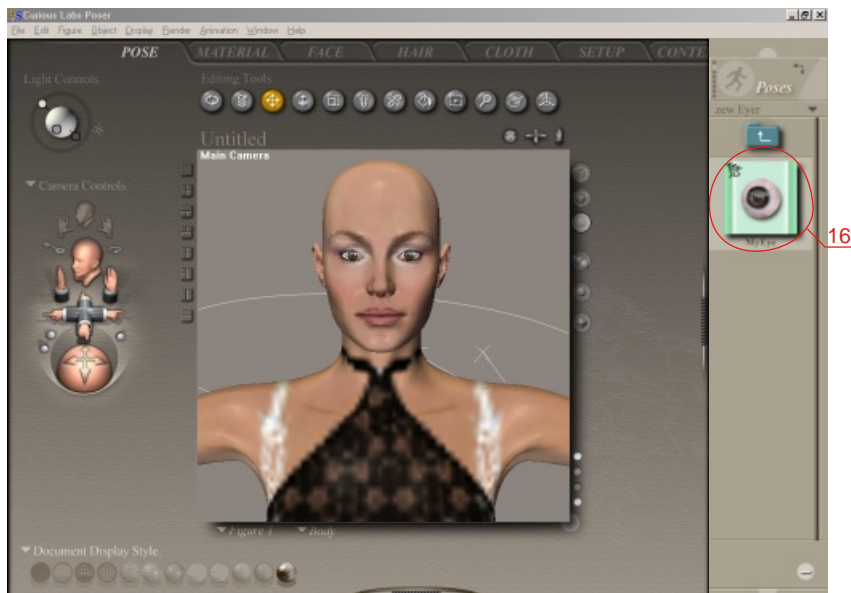
14. This model is loaded without skin texture, so you need to first add skin texture to Victoria3 figure.



15. Open Poses library **Zew Eyer**.



16. Load MAT file generated by EYER, usually named **myEye** (V3 figure must be selected).



17. Now Victoria is ready for posing and render.

