



MASKER

User Guide



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Introduction

1. Welcome

Hi. Thank you for purchasing Masker 1.0.

We hope it will bring You a lot of fun.

MASKER was created for one reason: to help you find always fitting masks for Your digital character.

Masks from MASKER fit for all skin textures, poses and morphs You have.

If You are asking Your self now: What is the difference between MASKER and simple second skin textures - the answer is: MASKER gives You a possibility to use MASKER'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 a ready to use texture combining Your skin texture with beautiful masks from MASKER.

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



2. About ZEW

We are informatics - programmers and computer graphics.
If you have any problem or question feel free to contact us.
We created CLOTHER and CLOTHIM. Now we present you
MASKER.

We love this job and we are already working on few new
projects, so this is not the end.

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
- Poser 4 or better
- DAZ Victoria 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 the 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 masks bitmaps provided with Software.

You may:

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Interface

1. Main menu

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

FILE



New

Selecting File -> New opens a new empty project without any masks. It's important to save the existing project before creating new.



Open

Selecting File -> Open opens a standard Open dialog box, allowing you open previously saved masks 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 masks on the skin texture you previously specified and saves the mat file and texture ready to use in Poser. If you haven't previously specified a 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 Masks" 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

Masker Help

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

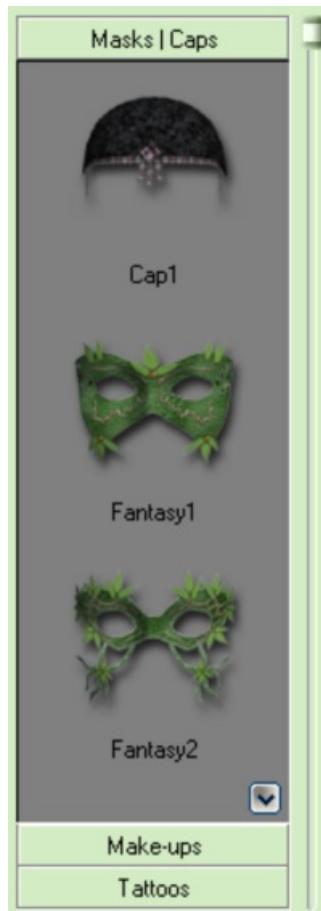
About Masker

Selecting Help -> About opens info window.

2. Masks library

Contains miniatures of all available masks. Miniatures are segregated in few different categories:

- Masks | Caps (this category contains masks, caps etc.)
- Make-ups (this category contains make-ups etc.)
- Tattoos (this category contains tattoos etc.)



3. Masks list

This list contains masks' layers. Inside the masks list you can easily move layers up & down in the hierarchy, the result is automatically visible on the model in the preview window.



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

4. Hue & Saturation

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

Upper slider change hue.

Lower slider change saturation.

Its give you hundred of thousand possibilities.

Every masks layer has it own hue & saturation settings which may be change independently.

These values are stored inside the project file. So you can save a project with different hue & saturation values for each masks layer.



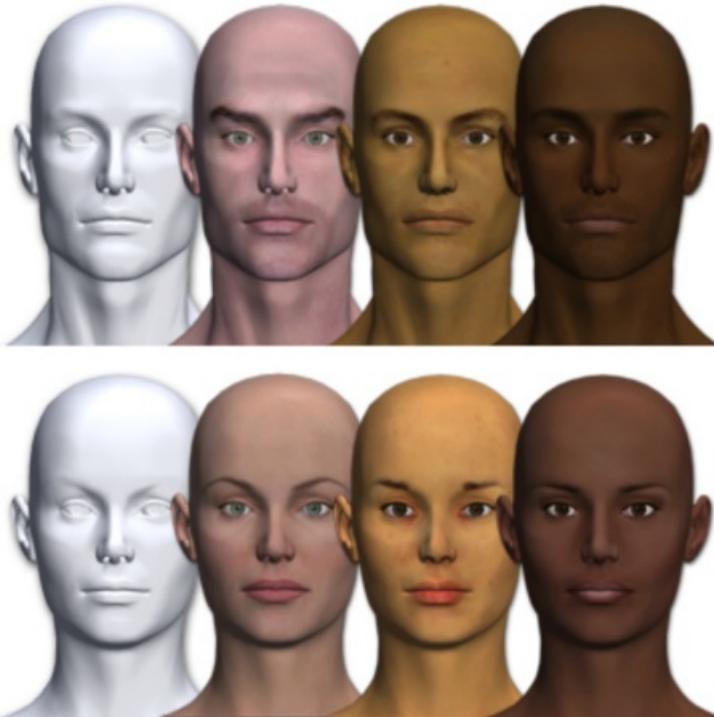
5. Preview window

In this window you can see masks 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: MASKER application does not contains skin textures shown in preview window.



6. Skin preview

This window contains the preview of the skin texture, which you chose as a background for MASKER's masks.

To load or change a skin texture you need to select one of two available buttons.

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

Selecting the auto search button opens the "search window" with all jpg files containing "head" in file name, and having proportions 400/272. Your computer may need few minutes to find all suitable textures on hard drives so please be patient.



7. Render button

Selecting the Render button renders masks on the skin texture you previously specified and saves the mat file and the texture ready to use in Poser. If you haven't previously specified the 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 Masks" file name.



8. Window control buttons

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





Tutorial

1. Tutorial

1. Double click on the Masker 1.0 icon on your Desktop or select “Start/Programs/ZEW Programs/ZEW Masker 1.0/Masker 1.0” from your Start menu.

2. Select a preview model type from the Preview window.

3. Select the manual search or the automat search, from skin preview window, to find background skin texture.

4. Select the masks category from the Masks library and add masks to project. Repeat this until you add all masks you want.

5. Select a mask’s layer from the Masks list and arrange it by dragging it up or down on the Masks list.

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

6. Select a masks layer from the Masks list and set hue & saturation values for it.

7. Select **File** -> **Save as** from the main menu to save a project.

8. Select **Render** -> **Options** from the main menu.

9. Select the manual search or the automatic search to specify Poser Path location.

10. Set Automatic or Manual Poser icon.

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 or use P3dO Explorer from www.senosoft.com to change the Automatic icon.

11. Set an appropriate Render name.

12. Set an appropriate quality for your jpg file.

13. Select OK.

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

15. Open Poser.

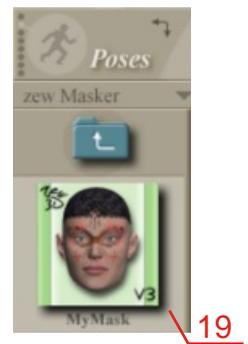
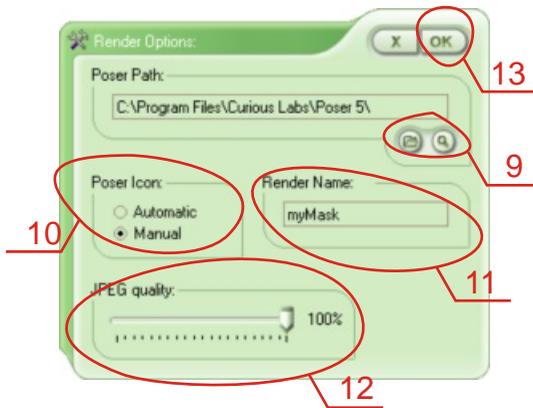
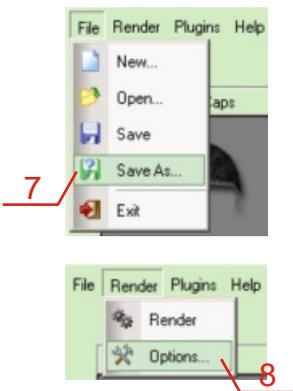
16. Load an Unimesh Figure model from the Figure library.

17. Load a skin texture ,the same that you use as the background skin texture in MASKER, from Poses library.

18. Open Poses library Zew Masker.

19. Load an appropriate mat file.

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





Basic Functions

1. Open project

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

2. Save project

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

3. Load skin

- automatic function

Selecting the auto search button opens the "search window" with all jpg files containing "head" in the file name, and having proportions 400/272.

- manual function

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

4. Render function

Selecting **Render -> Render** or the Render button renders masks on the skin texture you previously specified and saves the mat file and the texture ready to use in Poser. If you haven't previously specified the skin texture and Poser path, opens dialog boxes, allowing you specify its. If you haven't previously specified your render file name (**Render->Options**), the application uses "My Masks" file name.



Tips & Advices

1. Masks duplication

It is strongly recommended to check in the Masks list, before Render, to be sure if you don't have duplicated the same masks.

2. What is on the top

The lowest layer in the Masks list is on the top of the model. It's mean that if you have a mask lower in the hierarchy then a make up, the mask will cover the make up on your renders.

3. What's match & what's not

In this case no rules exist.

All masks, tattoos and make-ups from MASKER look good together so it is 100% dependant on you how you will match its. Use your imaginary and have fun.

4. Problem with icons inside Poser

Sometimes if you use the Automatic icon you won't see it in Poser. In that case you should use the Manual icon or change the existing Automatic icon in P3dO Explorer from www.sensoft.com

5. Problem with Poser path

If you can't find mat files in Poser's Poses library it is probably because you incorrect located the Poser Path in MASKER's Render Options. Please check it one more time.

6. Hue & Saturation

Hue & Saturation sliders are small so you can have a problem when you want to 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 to 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 to have nice looking natural masks be careful & try to not set saturation values on the highest & the lowest level.

On the highest level some masks may look like glowing.

On the lowest level all masks will look gray & colourless.

Hue & saturation won't change these masks which are completely black or white. You need to use the Colors Plug-In for MASKER to change colours of completely black or whitemasks.

Please remember that the preview was rendered with some skin texture, lights & shadows settings.

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

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