



MASKER with DAZ Studio Tutorial

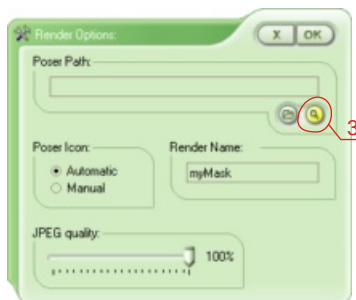
MASKER with DAZ Studio Tutorial

1. Step by step tutorial

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

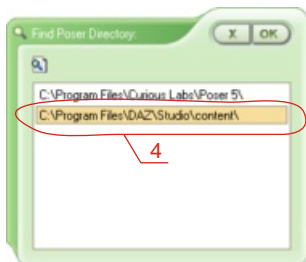


2. Select **Render** -> **Options** from main menu.

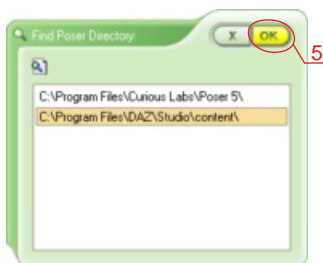


3. Select **Auto Search** button to specify DAZ Studio path location automatically.

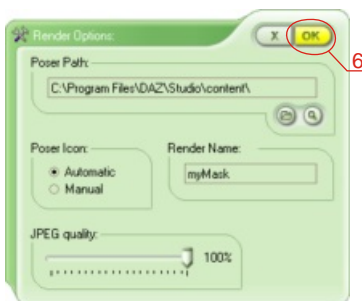
4. Select path to DAZ Studio content from the list.



5. Select **OK** button.



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



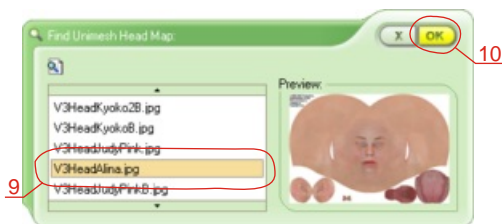
7. Now you may add clothes to your project. You may mix all masks from MASKER Library.

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8. Select **Auto Search** button, from skin preview window, to find Unimesh head skin texture for background.



9. Select Unimesh head skin texture from the list.

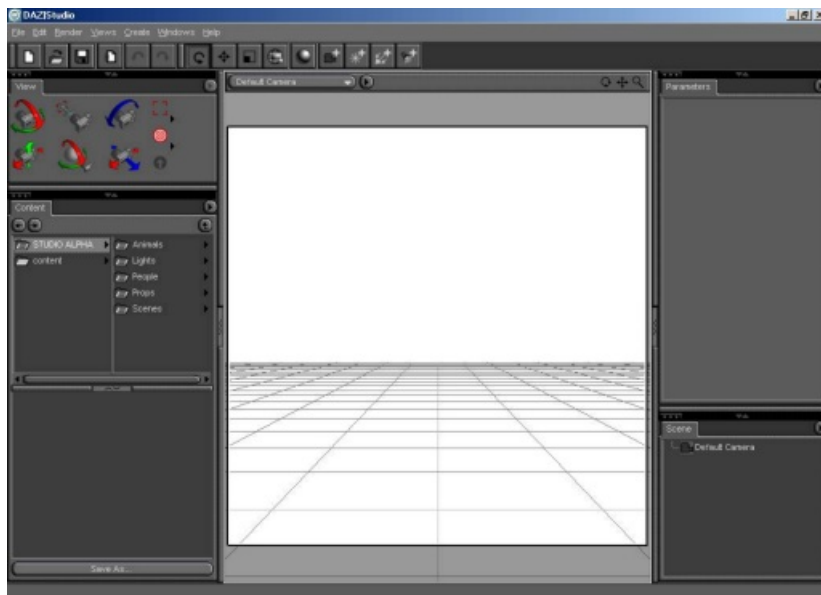


10. Select **OK** button.

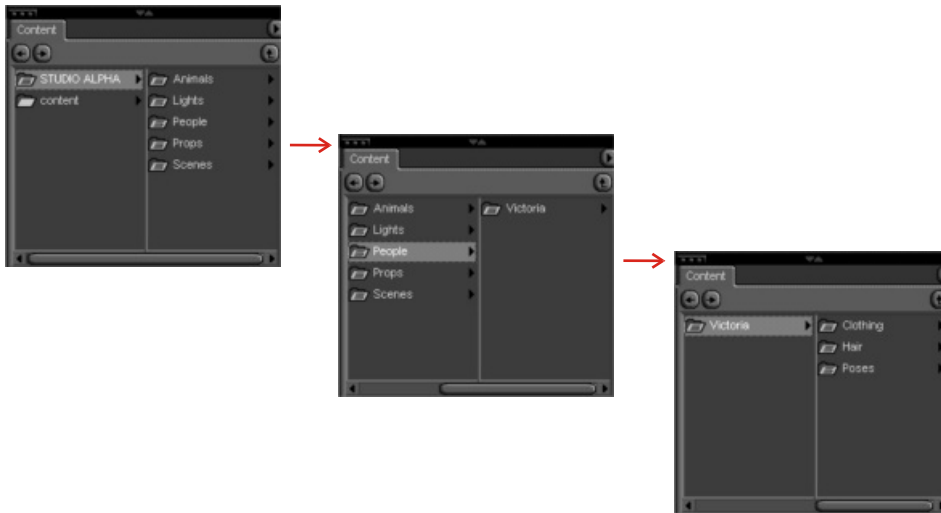
11. Select **RENDER** button. Now will be created MAT file in DAZ Studio content.



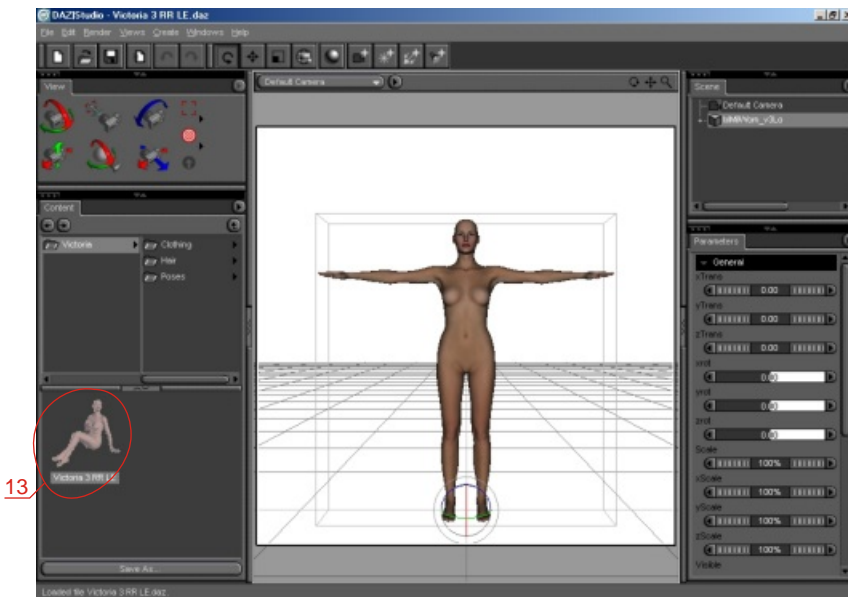
11. Open DAZ Studio with installed content.



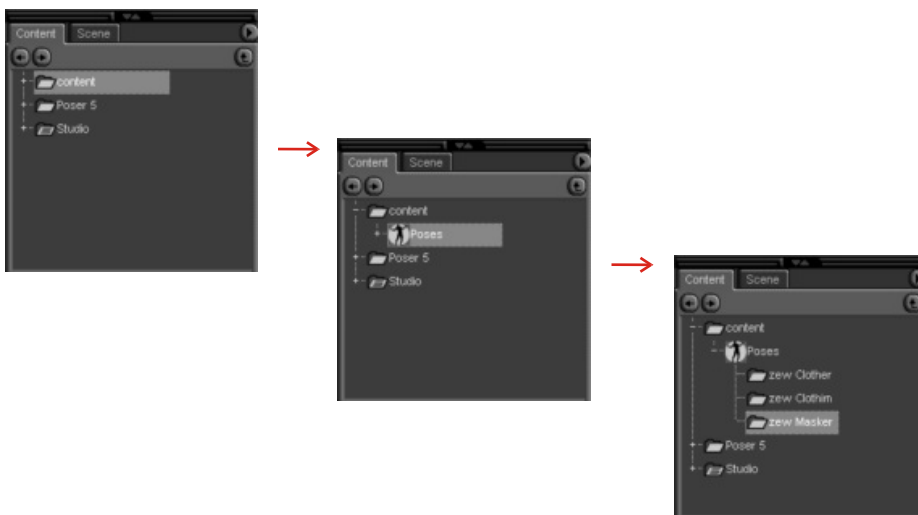
12. Load **Victoria3 RR LE** from Studio Alpha content library.



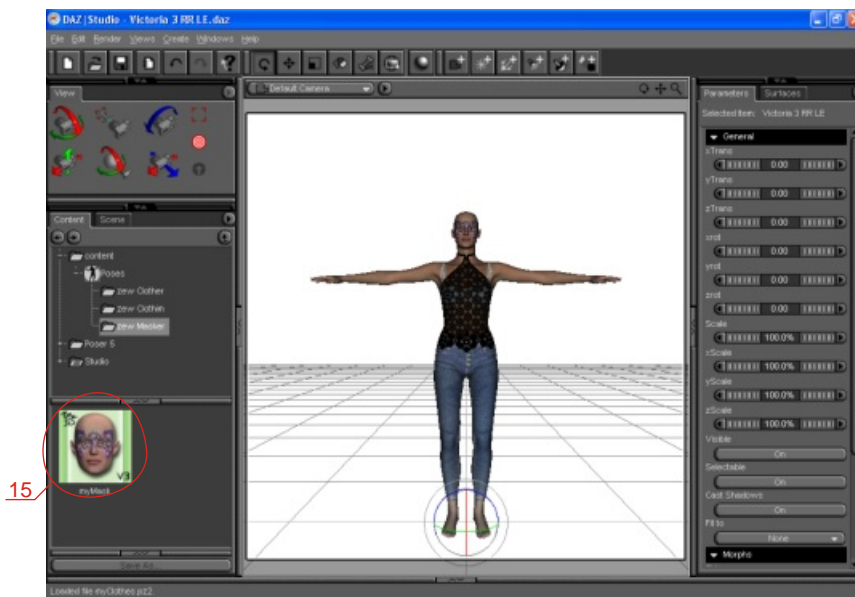
13. This model is loaded with skin texture. If use else model first add skin texture to Victoria3 figure.



14. Open Poses library **Zew Masker**.



15. Load MAT file generated by MASKER, usually named **myMasks** (V3 figure must be selected).



16. Now Victoria is ready for posing and render.

