Seapearls User Manual

A character package for Poser 4, ProPack and Poser 5 by Azri and Myee

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Introduction

This PDF manual will introduce the neccesary features for the usage of this package, as well as some problems and their solutions to you.

We will discuss some features of Poser 5 in this manual, for they are essential for some of the functions of the *Seapearl*-Package; namely the use of shaders.
There will be some solutions to troubleshooting as crosstalk as well. The *Seapearls* consist of two elements, the **Victoria 3** figure of DAZ3D and the **Conforming/ Morphing Mertail** of DAZ3D.
Arranging them in one scene might cause some odd effects, especially when injecting morphs.
So, allow us to take your hand and guide you through a little tutorial – and right into the enchanted underwater world of Llearval and Ywarline...

Jetting started...

First, you'll need Victoria 3 and the **Comforming/Morphing Mertail**. We will start with **Vicky**, and go on from there step by step. This has some reason, because some morphs will only inject correctly if the mertail isn't present in the scene. We will add it later.

First, load **Vicky 3** into an empty scene. She does not have to have any morphs injected right now, but chose the **Sr 1** from your Menu, and *not* the blank version.
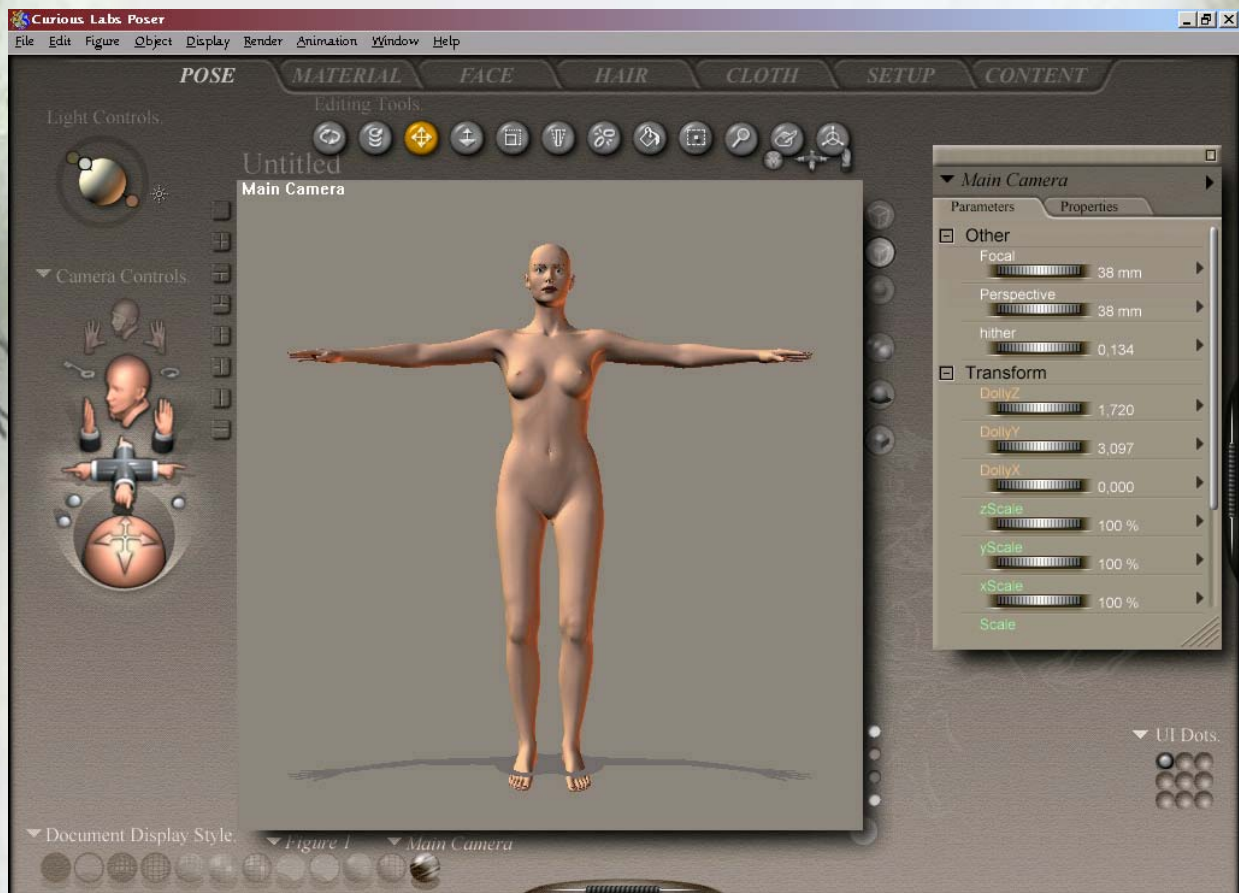
Loading Victoria 3 into your scene

There we go. Now, we're ready for some add-ons like morph-injection.
Among your Poses-Folders, chose the *!!MAT-MOR Seapearl* subfolder.

Now let's shape our figure into something more male. To do this, chose the *!!MAT-MOR Seapearl* folder; there you will find the morph injection pose for Llearval (*!!!INJ Llearval*). We chose him to demonstrate the package, but this choice is completely arbitrary and no expression of patriarchic principles ;-)
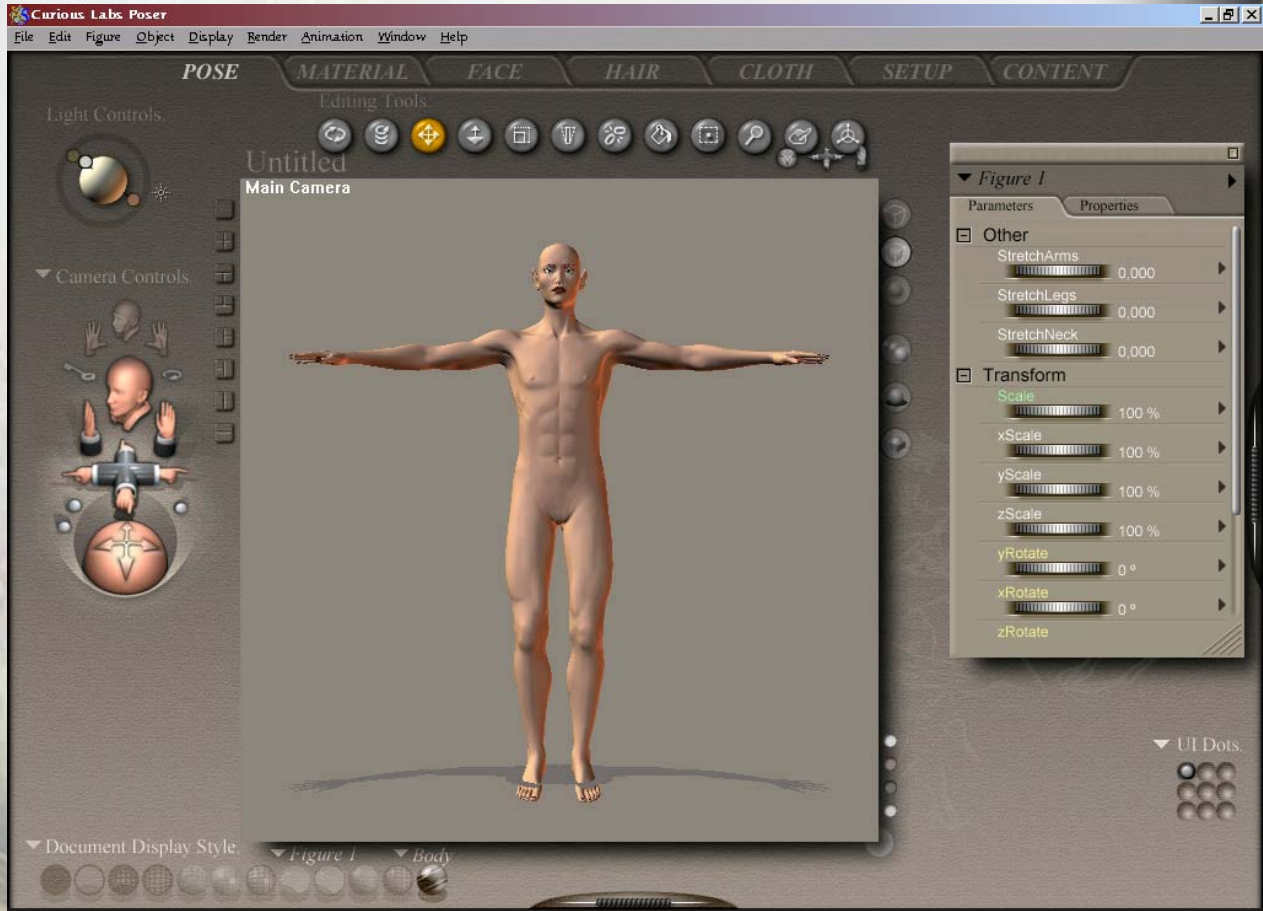
Injecting the morph poses for Llearval.

So, after the poses are injected, our **Vicky 3** looks a bit more male, doesn't she?
The next thing we should do is give him some colour.
Chose the *!!MAT-MOR Seapearl* folder or the *!!MAT Seapearl (P5)* folder, depending on the version of Poser you are running. Poser 4 will not be able to read some of the settings of the Poser 5-MATs and therefore will simply ignore them while loading.
In this example we chose the Poser 5-MATs.

*Loading a MAT Pose for Llearval.*

Next it'll get something fishy ;-)

We will apply the **Mertail** to Llearval and make it conform.

First, load the **Mertail**. You will find it among your figure files under *V3 Morphing Clothes*. Load it an conform it to the present figure. Then we will make it fit snugly to Llearval. To do this, select *figure 1* (left column below the document window) and *Body* (right column). Press Ctrl + C or chose from the options list of Poser (top menu bar) *Edit -> Copy*.

Then select the **Mertail** by jumping to **V3 Mertail** in the left column below the document window. Keep *Body* checked in the right column an press Ctrl + V or *Edit -> Paste* in the top menu bar.

Now the **Mertail** will fit to the male figure and it will look like this:
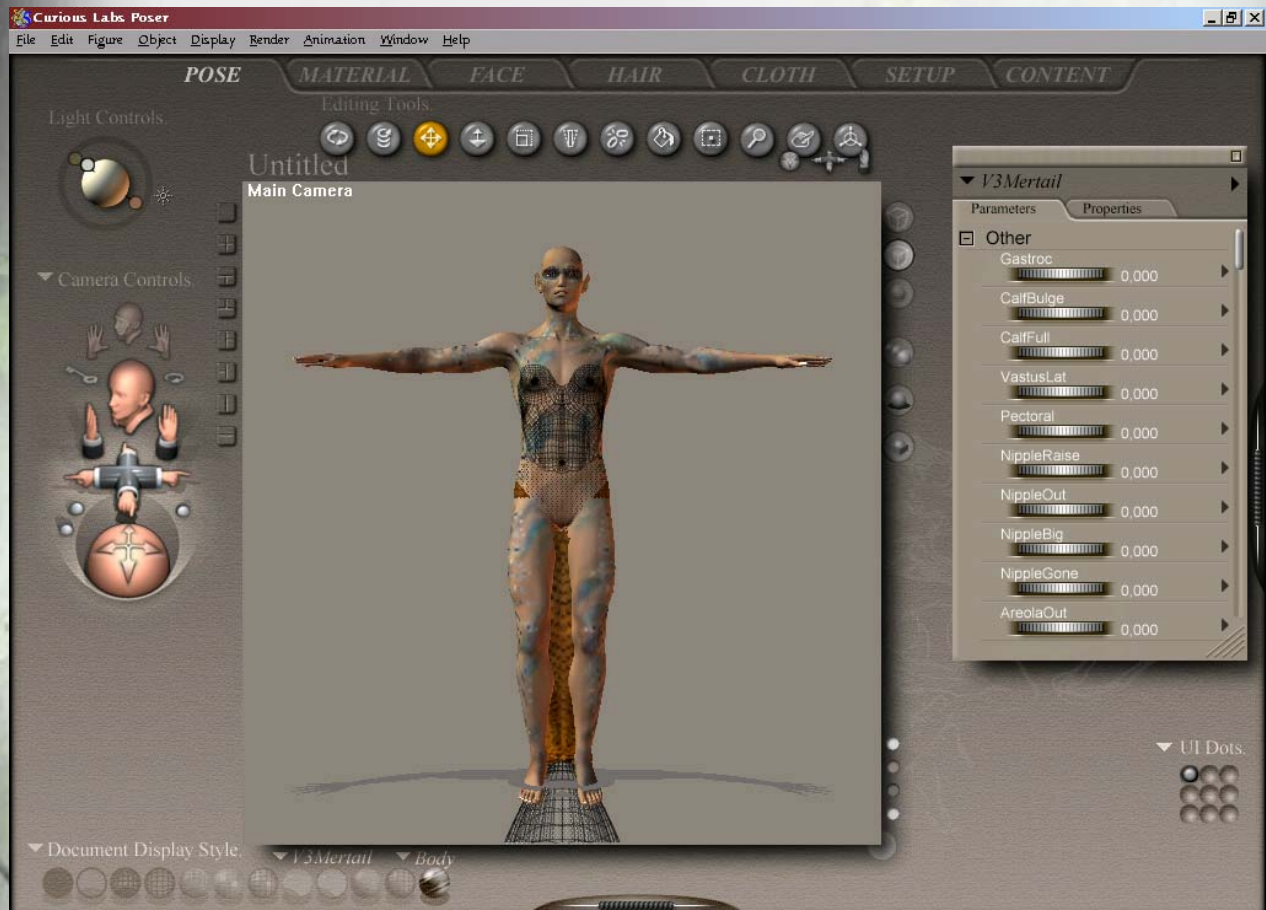
Fitting the Mertail to Llearval.

But still, we've got some legs to mess with his looks.

But don't worry, we'll get rid of them in the next step ;-)

We'll make use of the *hierarchy editor* to accomplish this. You'll find this tool in the top menu bar under the options *Window*. The fourth option from the top is what we need. Now you'll get a menu for the **Vicky 3** figure with all her limbs and parts. Simply uncheck the leg and feet parts as shown below on the next page.
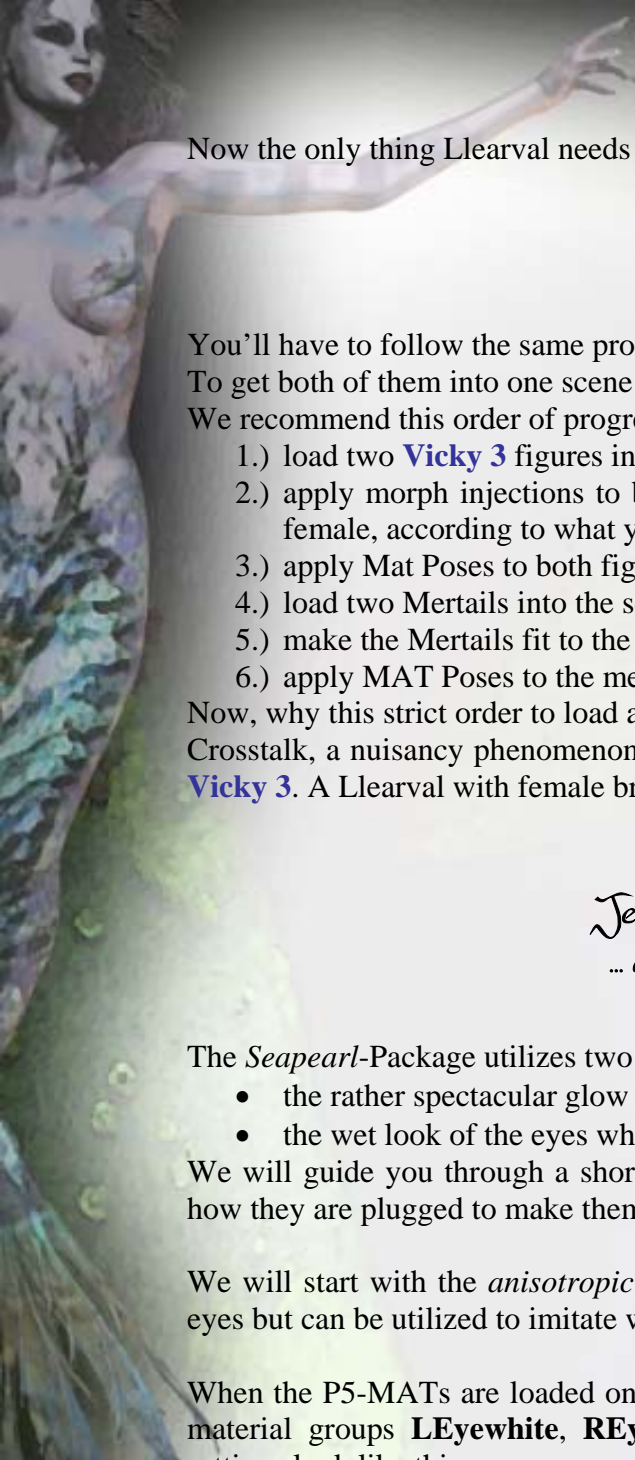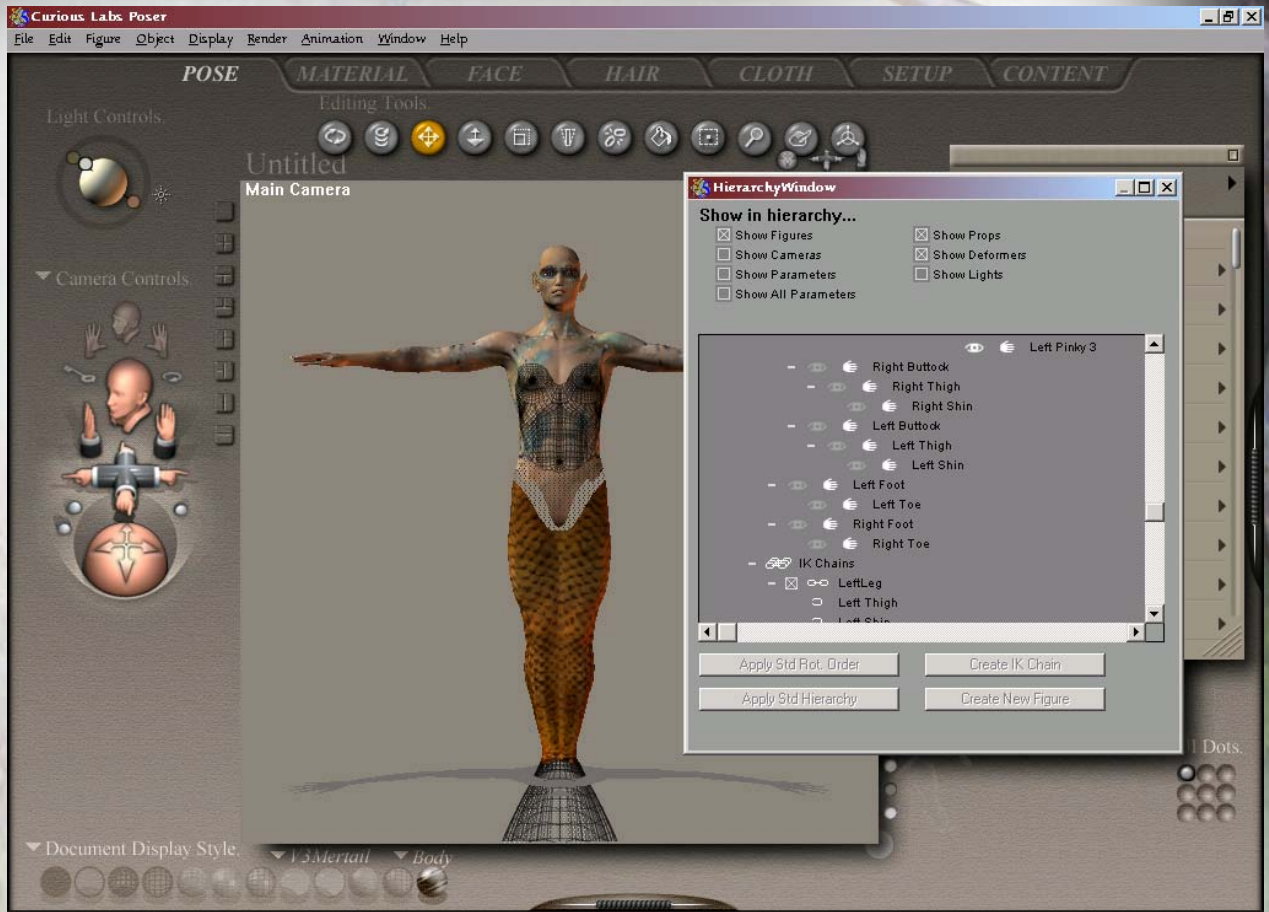
Making legs and feet invisible.

Now, we're nearly done. Everything that remains now is to apply a corresponding MAT-Pose for the Mertail. To do so, chose one of the colour schemes among *!!MAT Seapearl (P5)* or *!!MAT-MOR Seapearl*.

For this demonstration, we chose a P5 MAT.
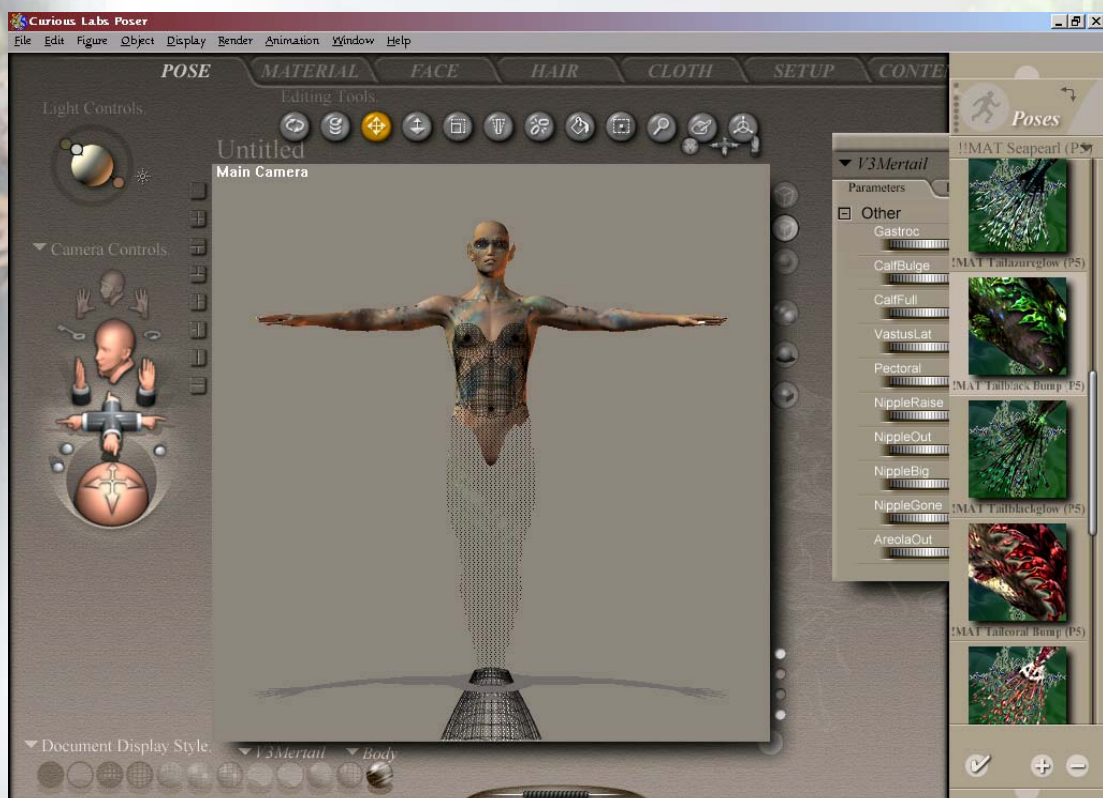
Applying a MAT Pose to the Mertail.

Now the only thing Llearval needs is a nice pose and perhaps some hair. You're ready to go!

Two figures in one scene?

You'll have to follow the same procedure to outfit Ywarline, his female counterpart.
To get both of them into one scene is a bit more tricky.
We recommend this order of progress:
1.) load two **Vicky 3** figures into your scene,
2.) apply morph injections to both of the, either male/ female or two male/ male or female/ female, according to what you want,
3.) apply Mat Poses to both figures,
4.) load two Mertails into the scene and conform them to the figures,
5.) make the Mertails fit to the bodyshapes as described in the little tutorial above,
6.) apply MAT Poses to the mertails.
Now, why this strict order to load and inject the figures?
Crosstalk, a nuisancy phenomenon, can otherwise cause morph injection to load incompletely in **Vicky 3**. A Llearval with female breasts does look ridiculous ;-)

## Getting plugged an unplugged or …
… about the use of P5-shaders

The *Seapearl*-Package utilizes two shaders which are the source of two effects:
- the rather spectacular glow effect on the *Seapearls'* skin and mertails
- the wet look of the eyes when loading the P5-MATs for the seapearls-bodies.

We will guide you through a short introduction to these node settings. How they look like, and how they are plugged to make them work.

We will start with the *anisotropic shader*, the one that is responsible for the wet look of of the eyes but can be utilized to imitate wet effects on lips i.e. as well.

When the P5-MATs are loaded onto the figure, they all have *anisotropic shaders* plugged to the material groups **LEyewhite**, **REyewhite**, **LCornea** and **Rcornea**. In the material room, the settings look like this:
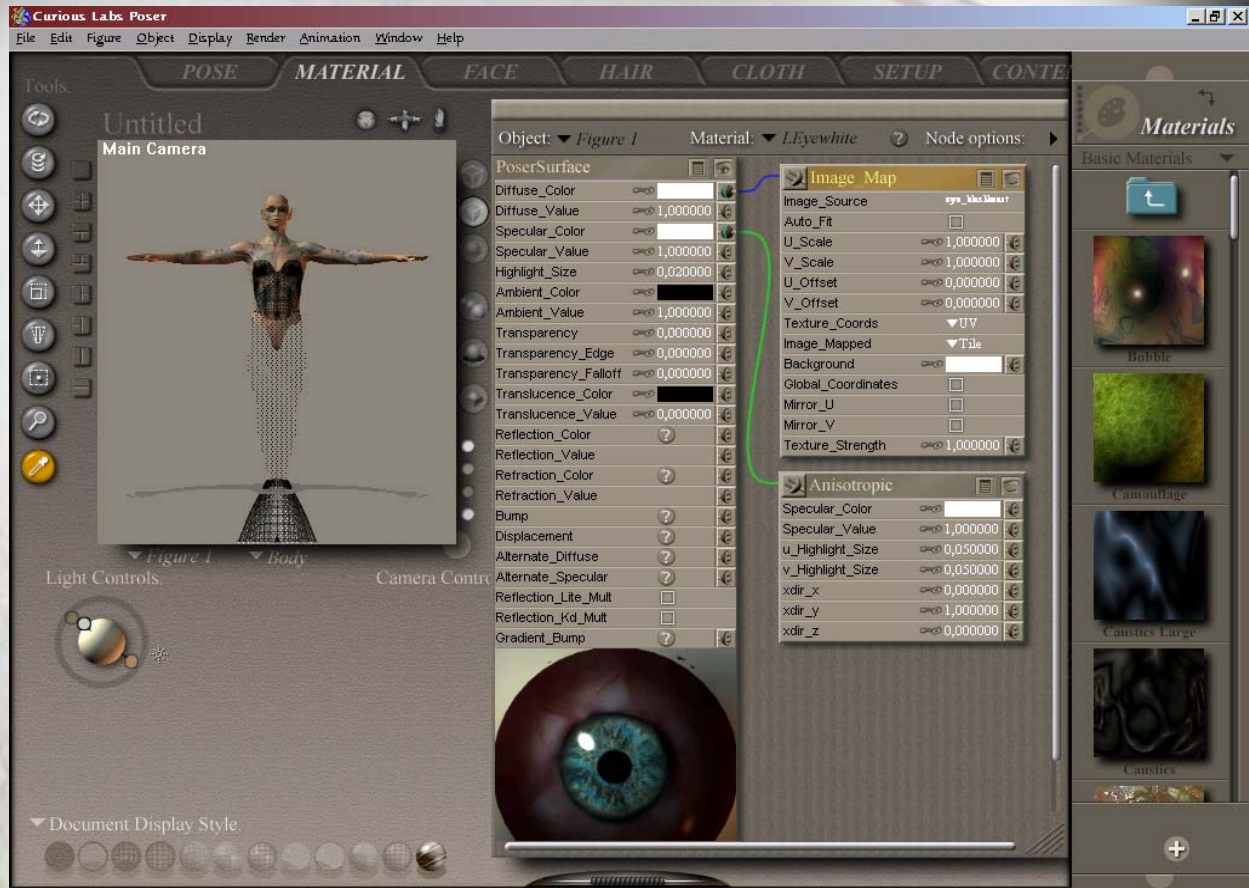
The anisotropic settings in the material room of P5

To plug in an *anisotropic shadernode* like this you have to create a new one at the plugin of the *Specular_Color*. From there chose from the appearing menus *New node -> Lighting -> Specular -> Anisotropic*. There you go.
Try it for yourself on other body parts and experiment with it ;-)

But back to the P5-MATs.
You'll have to fix an issue by yourself when you chose to load another eye texture from the provided MATs in *!!MAT-MOR Seapearl*. They were designed for Poser 4 and ProPack, so the MATs don't contain information on shaders nodes.
So, the one thing that happens when you change eye textures is that the *anisotropic shader* becomes unplugged. And that is literary.
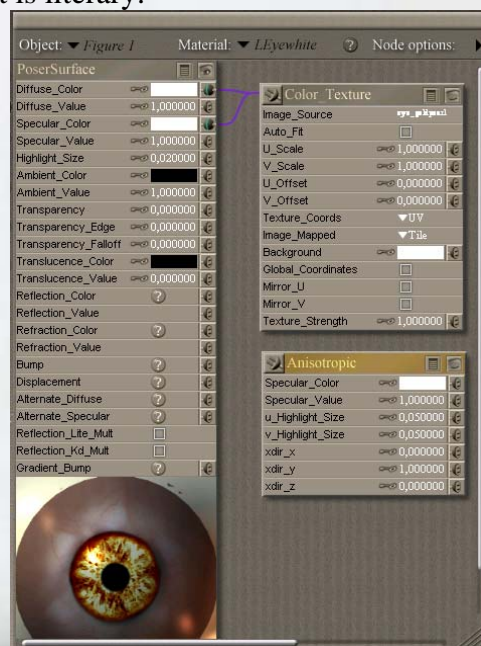
*Eyetexture without anisotropic shader.*

You see, the shaderbox is still there, but it became disconnected when the new MAT for the eyes was loaded. So, if you want back your wet eyes look, you simply have to replug the box with the *Specular_Color* output.
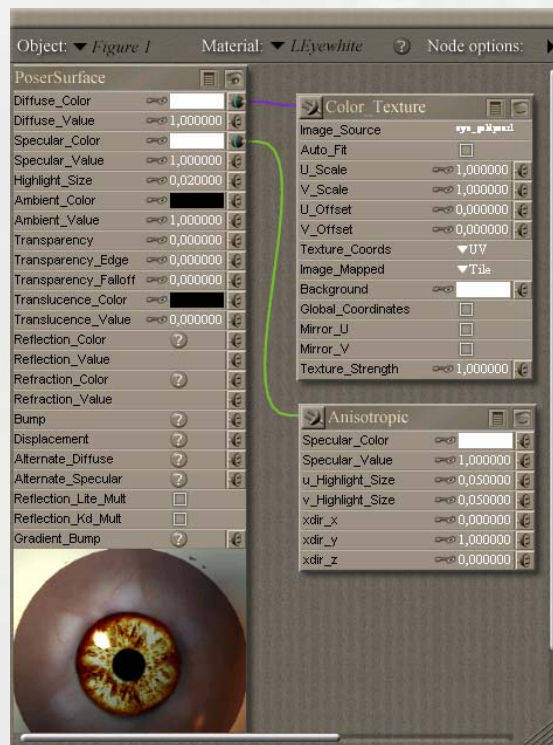
Replugging the shaderbox.

So, there's everything where we need it. You only have to replug the material **LEyewhite** and **REyewhite**. The cornea groups are unchanged.

Now, that wasn't that hard, wasn't it? So, let's go on to the next one... the *ambience nodes*.
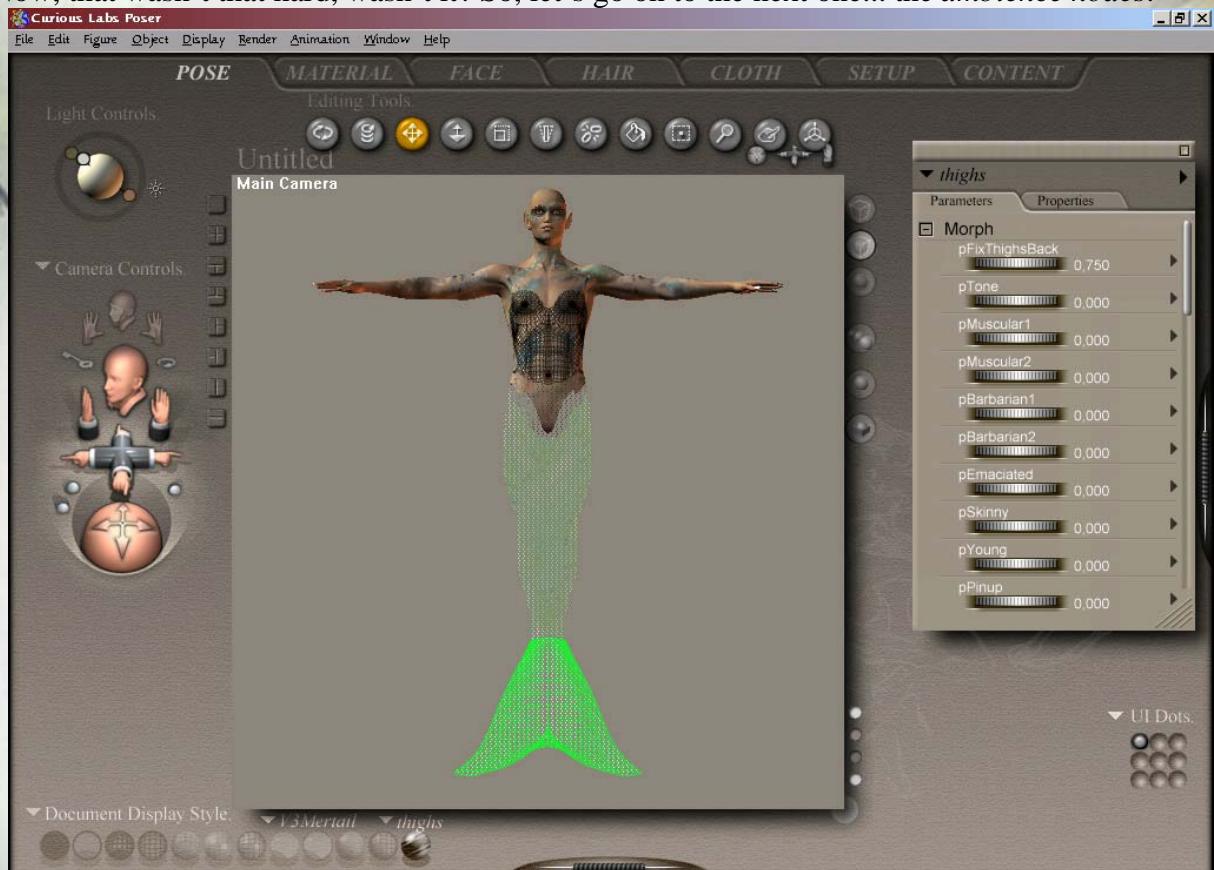
Ambience on the Mertail.

This shader provides the glow effect on body map and on the mertail map. Some parts of the *Seapearls'* bodymap do not need the effect because the have no glowing areas assigned to them. For this reason the gloweffect as seen in the preview is not seen on all material groups of the body. The nipples, lips and scalp are not highlighted in green.

*Ambience effect in the preview.*

So, our green glowing man will not stay the same when rendered.

Due to a second map plugged in to the *Ambience_Color* (responsible for the actual glow colour) and *Ambience_Value* (which has to be set to 1 for the full glow effect) we define which area will glow and which will not.

As in a bumpmaps or transmaps the lighter parts assign the positive effect and the dark parts are responsible for the effect not showing up. The lighter the part of the map, the stronger the effect.
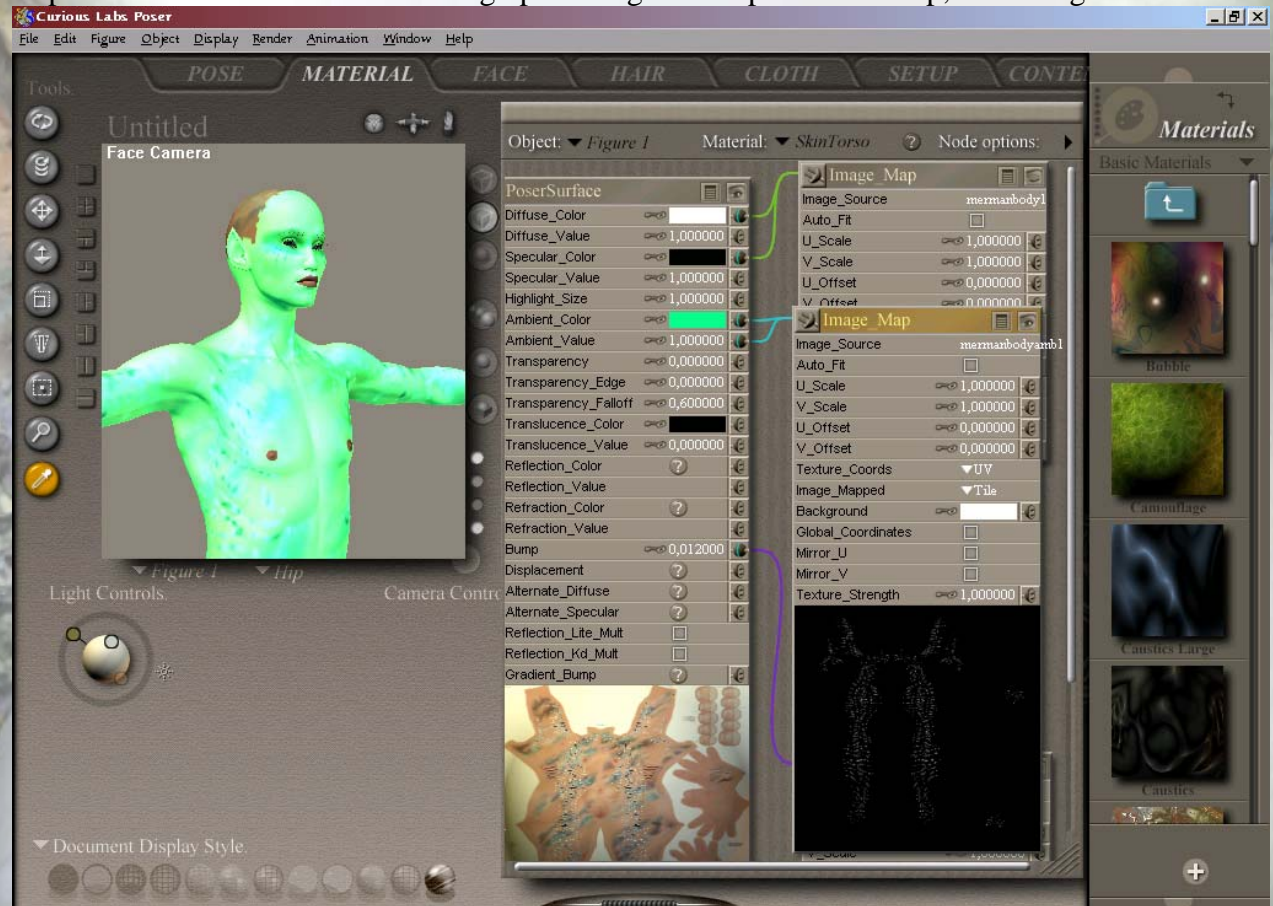
The black and white map defines the glowing parts of Llearval's skin.

After the rendering you will see the markings on Llearval's or Ywarline's skin or the mertails glow. The patterns were inspired by certain deep sea fish.
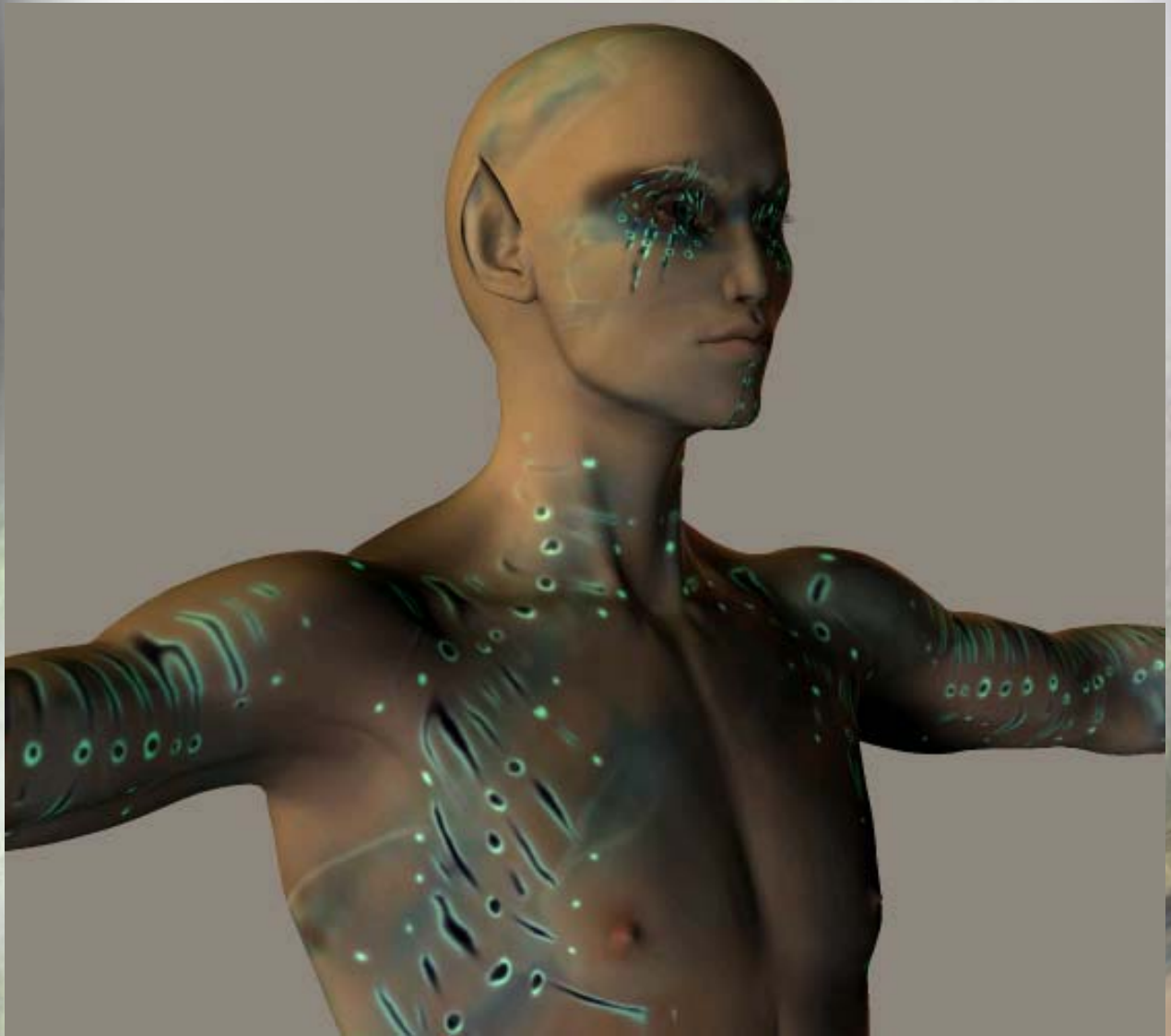
The glow effect after the rendering.

So, there's nothing left to say about the utilized shader nodes in this package.
Try for yourself and play a little. Have fun and happy rendering! ;-)