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**Renee:** <<< Anything planned for tonight? >>>

**Akira:** <<< Nothing - just the usual. >>>

**Renee:** <<< Usual - Akira Style?!? >>>

**Akira:** <<< ^\_^ >>>

"They say that what you see is what you get ... **wrong!**"

To deceive is the biz. Doesn't matter if in cyberspace or in the streets.

Never trust the obvious - or it might be the last thing you will ever trust in.

Introducing **Y-St<y>lez - Akira for Michael 3 and Hiro 3** to your Runtimes. A versatile male character with just *the* distinctively different look you were looking for.

Gothic, Science Fiction, Anime, ... you name it! Akira will fit into every setting you can imagine!

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*Thank you for purchasing **Y-St<y>lez Akira**.*

*If you should have any questions concerning this package, please don't hesitate to contact me per mail or visit my support forum.*

*Additional freebies can be found at RDNA (katanaset) and at my own homepage in the [freebie section of my forum!](#)*

## General information

### An important note for Poser 5 and 6 users!

Some notes about the Firefly Renderer:

First of all - please turn off texture filtering when rendering Akira in FireFly Renderer. Otherwise you might get some undesirable results.

The following rendersettings were used in the promo images and they should bring you very good results:

- Cast Shadows - ON or OFF (this depends on your image)
- Texture Filtering - OFF
- Raytracing - ON or OFF (this is also depending on your image)
- Raytrace Bounces - 0
- Min Shading Rate - 0,20 (you can lower this even more if hair or lashes don't look as good as you have expected)
- Pixel Samples - 5
- Max Texture Size - 3000 (lower it for smaller images or images in which you don't show anything close but closeups need a large texturesize)
- Max Bucket Size - 64 (you can lower this if your computer is not able to handle it well, 32 is a common setting here)
- Smooth Polygons - ON
- Use Displacement Maps - ON or OFF ( you won't need that in this package)
- Just leave the rest the way it is

When using the P4 renderer in P5 or P6 you may find black dots or stripes in the textures.

This seems to be connected to the bumpmap settings of the MATs and will only appear when using the P4-renderer. For best results, use the FireFly-renderer of P5, P6 or P7.



Installation:

Extract the zip-file directly into your Poser Directory.

Chose the one .zip file with the MAT-settings that carries the name of your Poser version.

So, chose

'AK\_AkiraP567only.zip' if you run Poser 5, Poser 6 or Poser 7,

'AK\_AkiraPPonly.zip' if you run Poser ProPack or

'AK\_AkiraP4only.zip' if you run Poser 4

and unzip them into your Poser folder. The files should then be installed to the right places on their own.

All of this product's content was created by Arki using the following resources:

- self drawn designs of japanese-inspired tattoo motifs
- image material from imageafter.com
- hair photos by levius (purchased at Renderosity Market Place)
- Kamil: Male Nude Photo References by levius (purchased at Renderosity Market Place)
- Total Realism M3 & David Texture Resource by victorias (purchased at Renderosity Market Place)
- Ecstasy's M3\_V3 Merchant resource by Ecstasy (purchased at Renderosity Market Place)



## Features, texture resolutions, options

Y-St<y>lez Akira comes with the following options:

- separate head and Body INJ and REM for Michael 3 and Hiro 3 (head morphs contain partial custom morphs)
- 4 MATs for body textures (2 full, 2 part, plain skin and tattoos) for each M3 and Hiro 3 separate genital MAT with option for foreskin on and off
- 7 Make Up MATs for each M3 and Hiro
- 3 partial MATs for optional cybernetic implants (head, neck and right palm)
- 6 natural eyecolours for both M3 and Hiro
- 5 cybernetic implant-style eye colors for both M3 and Hiro
- 2 reflection options for the natural eye colors
- 1 reflection option for the cybernetic eyes
- 7 colors for lashes, brows and pubic hair (3 natural choices in shades of black and dark brown, 4 for dyed hair colors) for both M3 and Hiro
- 5 mascara options for both M3 and Hiro
- 5 separate mix and match lip colors separately available for M3 and Hiro
- 7 nail colors for both M3 and Hiro (one plain, 6 different color styles to match the Make Ups)
- 7 different pieces of jewellery, saved as smart props separately for M3 and Hiro; each piece of jewellery comes with two separate MAT poses
- one conforming skull piercing separately for M3 and Hiro; they come with two separate MAT poses
- 6 jewellery pieces for left, 7 jewellery pieces for right ear – separately for M3 and Hiro; each set comes with two MAT poses
- separately saved materials for the earring sets to put together your own jewellery set
- three different light sets; two based on infinite lighting, one based in IBL lighting
- and as an EXTRA: four new texture for SWAMs CC hair (available at Renderosity) with a style pose for Akira

Included texture resolutions:

- jewellery textures and bumpmaps are between 400 x 400 and 700 x 700 pixels
- body textures are 3000 x 3999 pixels
- body bumpmaps and specular maps are 2500 x 3333 pixels
- head textures are 3000 x 2038 pixels
- head bumpmaps and specular maps are 2500 x 1698 pixels
- eye textures and eye reflection maps are 500 x 500 pixels
- eye bumpmaps are 450 x 450 pixels
- genital textures are 1024 x 574 pixels
- genital bumpmaps and specular maps are 800 x 448 pixels
- separate nail textures are 2000 x 2666 pixels
- mascara textures and trans textures are 1000 x 1000 pixels
- mascara and transmap transparencies are 800 x 800 pixels
- teeth texture is 700 x 700 pixels
- reflection maps are 500 x 500 and 450 x 450 pixels
- CC hair textures and transmaps are 1500 x 1500 pixels

For a full list of included files see text readme file included in this package!



## Useage tips and limitations

### **- Morphs -**

Akira is a partially custom morphed character and comes with seperate Head and Body INJ and REM (custom morphs for Michael 3 and Hiro on the head morph only!) and additional INJ and REM for Michael 3's genitals as well.

Please note that these head injections contain a seperate custom morph (*AkiraHeadFix*) to even the head morph on M3 and a seperate one (*AkiraEars*) to inject the elf ears. You may get rid of the elf ears by setting the appropriate morph to 0.

Keep in mind that the earring props won't fit the character any more if you set the elf ears morph to 0! You will have to manually translate and rotate the upper earrings to fit again!

The headfix corrects a few oddities in the chin and jaw region as well as a couple of bumps along the nose of Michael 3. However, in extreme poses (twist and bend of head and neck) you may find some irregular lumps and spikes under the chin. This seems to be a problem of Michael 3 itself and cannot be helped.

I had to scale and translate the eyes of Michael 3 to prevent pokethroughs of the eyeball on the lower lids. In some poses of the head you might want to readjust the size of the eyes. Try scaling them along the z-axis or reset the y- and z-translations to 0. Also, rendering with raytracing may cause some oddities under the upper and lower lids along the eyewhites for the same reasons.

### **- Possible texture distortions -**

The texture on the morphed eartips is stretched due to the deformation of the mesh. To counter this effect I adapted the texture, but it will be visible in very close up renders.

The partial MATs to apply cybernetic implants to head, neck and right palm may be distorted due to the structure of the mesh. This especially applies to the head implant on the right temple. The effect is visible in closeups but can be fixed with postwork. I recommend copying the implant piece from the original texture to overlay it with the render.

Distortions on Hiro's lip textures may be visible in closeup. This results in a combination of texture resolution, distortions of Hiro's head mesh and the applied morph. I have worked around this as best I could, but you will still find irregular contours towards the corners of the mouth on the lower lip!

One note about the tattoo motif and distortions as well:

I erased the texture seams on both bodymaps by hand, as best as I could. Still, you will find a slight texture distortion in the lower half of the back, across the dragon's belly scales. This is due to mesh distortion and cannot be corrected. Again I recommend postwork to fix this.

Blurry edges of the tattoo in closeups result from the origin of the motif. It was hand drawn on paper, scanned and postworked onto the skin base texture.

### **- Scaling -**

Due to his extraordinary body scaling (105%) clothes must be fit to the character with a special utility. You can find it in the poses-folder under the name '01 ++Fit Clothing'.

I included this quick solution to address this problem which scales all conforming items to 105% (means clothing, conforming hair, Akira's conforming belly piercing, genitals, etc.). You may also adjust conforming items manually by simply setting the general scaling dial to 105%!



Akira's Head is scaled at 103% which means you will have to adapt hair models as well manually to the same value. On some models one percent more or less will be required – this depends upon the hair and you should try and look what fits best.



### - Make Ups -

The provided Make Ups for Michael 3 and Hiro are designed to work with the separate mix and match lip colors. The two 'pale' mask styles, however, do not have corresponding lip colors. They only work together with their 'native' lip texture.

All Make Ups and lip colors are available as versions for Michael 3 and Hiro separately. Please do not mix them in combinations from both character options. You might end up with undesirable lip seams on the lower lip border.

Make up options which work for both figures are marked accordingly with the tag 'M3 + H3' in the right thumbnail border.



### - Body and Head MATs -

The full MATs for plain and tattooed skin come in two categories: One option will apply a full set of textures to body and head (marked as 'full' on the thumbnail), the other will only load a body texture set (marked as 'part' on the thumbnail).

The head textures and Make Ups are marked as partial textures as well and will only change the textures for the material groups *skin head*, *lip* and *nostril*.



### - Jewellery props and figures -

All jewellery props (not including the conforming skull piercing). Are saved as smart parented props and come in separate versions for Hiro and Michael.

Please make sure to select the corresponding props to load them onto the morphed figure!

When applying MATs to the jewellery, make sure you selected the mother figure of the props. Means, when you parent a ring to Hiro or Michael, select Hiro or Michael before using the MAT poses. Otherwise you might not get the desired results.

It may happen that the jewellery props become un-parented when you set the mother figure to default. In this case you will have to delete all the items and reload them to the figure to proceed.

The skull piercing is conformed to a morphed Michael or Hiro, so they will only fit the morphed character and not the standard Michael 3 and Hiro 3. You will need to scale those to 105% after conforming or use the provided utility (see remark above).

### - CC Hair fits -

This package contains bonus textures for the CC hair by SWAM and goldtassel (available at Renderosity Market Place). To fit this hairprop to Akira, please use the following settings after you applied the style pose in the pose folder:

- for Michael 3: Fit Michael 1, Scale 103%
- for Hiro: Scale 103%, xScale 95%, yScale 105%, zScale 105%, yTran -0,045, zTran -0,004

These values should roughly fit the CC to your morphed figures. You may need additional postwork to cover up blank spots at the temples to erase holes where the skullcap would be.

## Character facts



Akira was created from an existing character which was played as an RPG char for a number of years.

Of course, you will not have the 'original' Akira for your Runtime, and only ONE person will ever know the Ins and Outs of this character.

Anyway, this little compilation is there to give you an impression of the fellow.

**Please keep in mind, that character story, character concept and history are copyrighted by Akira's owner and creator! You may use the purchased Poser character in your artwork, but you may NOT use his story or character background in published works!**

**Full name:** Akira Shotozumi

**Street name:** Acid Burn

**Place of birth:** New Orleans

**Date of birth:** May 17<sup>th</sup>, 2041

**Hair color:** varies, mostly dark red (dyed)

**Eye color:** dark brown, but there have been other colors around...

**Skin color:** very light

**Height:** 6' 5"

**Weight:** 132.3 lb

**Race:** elf

**Sex:** male (yeah, actually... doubt it or not :-)

**Distinguishing marks:** couple o' skars, big tattoo on a couple of places...

**Occupation:** „the computer guy with the twitchy index finger“

**Book last read:** *Do Androids dream of electric sheep* by Philip K. Dick

**Movie last watched:** *Neil the Orc Barbarian IX*

**Favorite quote:**

"Cyberspace. A consensual hallucination experienced daily by billions of legitimate operators, in every nation, by children being taught mathematical concepts... A graphic representation of data abstracted from banks of every computer in the human system. Unthinkable complexity. Lines of light ranged in the nonspace of the mind, clusters and constellations of data. Like city lights, receding..."

*William Gibson - Neuromancer*

**Skills:**

Programming,  
Shooting,  
Martial Arts,  
Appearing to be innocent ...

**Dislikes:**

To be told how beautiful his eyes are,  
Great heights,  
Elevators,  
Running out of coffee

**Likes:**

Lots of coffee!  
Oversized shirts

**Do you have a pet?**

Actually, that pet owns HIM! And it's a cute tawny owl called Guu

**Any close of kin?**

Some...

**What would friends have to say about you?**

Ranging from: „AKIRAAAAAAA!!!“ when strange things happen (others call them 'desaster') to various nicknames – some of them not too flattering. He's been called a pain in the a\*\* from time to time as well ...