

E1 Sci-fi Eyes for Genesis 3 Female(s) & Male(s)



USER GUIDE

Sci-Fi Eyes for Genesis 3 Female(s) & Male(s)

for Daz Studio

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Installation Notes

For a guide on installing the presets in DS4 see the article 'Content Configuration in Daz Studio 4' which can be found in the Daz Documentation Center:

http://docs.daz3d.com/doku.php/artzone/pub/software/dazcontentconfiguration#configure_%20preferences_in_daz_studio

Included in this product are material presets for Iray created using 2048 x 2048 textures.

The texture files supplied may only be used as part of these Daz Studio material presets and may not be used separately as an artist's resource, merchant resource, in or as part of texture collections, a new product, or in any other re-packaging.

All textures supplied are copyright of Eva1.

Applying the material presets in Daz Studio

Applying material presets in Daz Studio is very easy and involves only a few clicks. These eye presets can be applied to Genesis 3 characters and also work on Genesis 2 (see section 6).

1. What's included

Partial Presets

The pack includes separate presets for Iris, Pupils, Sclera and Lenses (cornea), which means they can be mixed and matched to get hundreds of possible sci-fi eye designs.

Full Presets

These presets affect all the eye material settings, i.e. cornea, eye moisture, pupil, iris, eye socket and sclera.

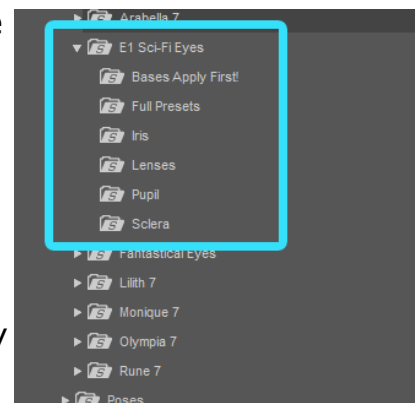
Utility Presets

Various utility presets have been included for ease of use, for example presets to adjust the strength of the emission for the neon presets. You will find these at the end of the presets in each folder.

2. How to apply the material presets

1. Load Genesis 3 into the scene.

2. Ensure Genesis 3 is selected both in the Scene tab and the Surfaces tab, then browse to the location of the Sci-Fi Eyes presets using Smart Content or from the Content Library pane: **My Library>People>Genesis 3 Female>Materials>E1 Sci-Fi Eyes** and **My Library>People>Genesis 3 Male>Materials>E1 Sci-Fi Eyes**. Then you can choose from whichever preset you want and apply it by double-clicking the material icon.



3. Using the included eye base materials

Sci-Fi Eyes includes eye base materials to use with the eye presets: iris colour, sclera and eye socket. Apply these first before applying the Sci-Fi eye partial presets. The iris colour material includes eye moisture and cornea settings.

4. Using a Genesis 3 character's default eye base materials

You can apply the presets over your character's default eye material settings and use both together if you wish. For example if you have the Olympia character you could apply a Sci-Fi iris metallic preset only, without applying one of the Sci-Fi eye bases so as to leave the character's default sclera, eye socket, cornea, eye moisture and iris colour settings as they are.

Note: You may find when using the partial presets on some characters that the effect is more subdued due to the character's default settings for the cornea and eye moisture. You may prefer this, or if you wish to have the identical effect as provided by the Sci-Fi Eyes eye bases apply the included '*Adjustment Cornea*' and/or '*Adjustment Moisture*' presets. These will adjust the cornea and eye moisture surface settings to match those set for the Sci-Fi eye bases. These can be found in the 'Bases' folder.

5. Applying Sci-Fi Eyes to Genesis 2 characters

Although primarily designed for Genesis 3 the presets can be applied to Genesis 2 characters with some minor differences. The Genesis 2 characters have by default slightly different surface settings for materials, so when applying any of the presets only the cornea, iris pupil and sclera materials (as applicable) will be applied - the character's default material settings for the Eye Reflection, Lacrimals and Tear surfaces will remain the same.

6. Known Issues

There is a minor known issue in Daz Studio which causes the emissive colour to be affected by the base colour setting of the iris. You may therefore find that a colour from the Iris Neon set of presets may be slightly lighter when applied over light coloured iris base colour materials compared to when applied over the a dark colour such as brown. This is purely aesthetic and does not affect the working of the presets.

The emissive colour settings can be manually adjusted in the Surfaces pane if you wish to adjust the colour, or choose your own new colour.

Appendix I – Shaders and Links

Other products you may be interested in available for Daz Studio

You can find more products created by Eva1 at Eva's Daz 3D store:

<http://www.daz3d.com/eva1/>

- **Sci-Fi Fabrics Iray Shaders**

<http://www.daz3d.com/sci-fi-fabrics-iray-shaders>

Sci-Fi Fabrics is a set of 32 preset Iray shaders for Daz Studio. Apply these to your Daz Studio clothing, supersuits or furniture to create sci-fi and futuristic styles, or just give your sci-fi content a totally new look.

- **Alien Metals – Iray Shaders for Daz Studio**

<http://www.daz3d.com/alien-metals-iray-shaders-for-daz-studio>

Alien Metals includes 14 alien design Iray shader presets to use for your sci-fi or fantasy scenes when you need an extra-terrestrial look for sci-fi suits, weapons, space ships, machines, structures or those invading cyborgs!

- **Alien Rock Shaders for Daz Studio**

<http://www.daz3d.com/alien-rock-shaders-for-daz-studio>

Add a unique look to your sci-fi or fantasy landscapes and props with these preset Iray shaders for Daz Studio.

The pack contains a range of different alien rock and stone designs each in various colours and texture options. Choose from matte rock textures or a

combination of matte rock with metallic and glossy accents for an out of this world impact.

- **Metalize! Shader Presets for Daz Studio:**

<http://www.daz3d.com/metalize-shader-presets-for-daz-studio>

A pack of beautiful metallic shader presets, which come in a variety of colors, both real world and fantasy. You can use the metal colors as they are or together with the patterned or aged texture presets that are also included - these can be mixed-and-matched to overlay with any of the metal colors to give you a great range of metallic looks. Use the shaders on weapons, vehicles, sci-fi items, everyday objects - anything you want to be metal!.

- Also in Eva1's store are preset materials for DAZ3d's **Bryce** software.

Links

- Daz 3D <http://www.daz3d.com/>
- Daz 3DCommunity <http://www.daz3d.com/community/>
- Daz Support <http://www.daz3d.com/help/help-contact-us>