Great V4 Eyes using MAT Pose Edit 3

Author:	unitychild	Printable Version	Tools Needed
Step 1:	Open MAT Pose Edit, open V4 character File		* MAT Pose Edit
Step 2:	Materials		* Poser
Step 3:	Cornea		
Step 4:	Sclera		
Step 5:	Eye Surface		
Step 6:	Iris		
Step 7:	Pupil		
Step 8:	Lacrimal		
Step 9:	Tear		
Step 10:	Save		

Introduction

I had tried for several weeks to get really great eyes from Victoria 4. Finally I tweaked the settings enough in MAT Pose Edit 3 to get exactly what I wanted!!



Step 1 - Open MAT Pose Edit, open V4 character File

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Open MAT Pose Edit 3

Open the Victoria 4 character file by clicking on Open - Character

File - then you should be at Characters - click on DAZ People - then

click on Victoria 4, click OPEN.

The program $\underline{\mathsf{will}}$ ask if you want to load morph and pose data. Click

NO.

Step 2 - Materials

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Beside the word MATERIALS - highlight everything EXCEPT those that have a 5 or 7 in front of them. Click DELETE. You will be left with:

- 5_Cornea
- 5_Sclera
- 7_EyeSurface
- 5_Iris
- 5_Pupil
- 5_Lacrimal

7_Tear

Step 3 - Cornea

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Highlight CORNEA

First, change the colors:

Object Color: white

Highlight Color: black

Ambient Color: Black

Reflective Color: White

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Under colors:
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Click APPLY each time you change something

Highlight Size: 71

Transparency Min: 0

Transparency Max: 100

Transparency Falloff: 0.6

Texture Map: don't change this, as there is NO_MAP Transparency Strength: 100 Bump Map: don't change this, as there is NO_MAP Bump Strength: 1 Reflection Map: don't change this, as there is NO_MAP Reflection Strength: 90

Transparency Map: Click on the ... next to fix: find your transparency map and click OK

http://www.daz3d.com/i.x/tutorial/tutorial/-/?id=2074&printable=1

Click Apply

Step 4 - Sclera

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Highlight SCLERA

First, change the colors:

Object Color: 251, 255, 255

Highlight Color: 50, 19, 26

Ambient Color: Black

Reflective Color: White

Under colors:

Click APPLY each time you change something

Highlight Size: 71

Transparency Min: 0

Transparency Max: 0

Transparency Falloff: 0

Texture Map: Click on the ... next to fix: find your texture map and click OK

Click Apply

Transparency Strength: 100

Bump Map: Click on the ... next to fix: find your bump map and click OK

http://www.daz3d.com/i.x/tutorial/tutorial/-/?id=2074&printable=1

Click Apply

Bump Strength: 1

Reflection Map: don't change this, as there is NO_MAP

Reflection Strength: 100

Transparency Map: don't change this, as there is NO_MAP

Step 5 - Eye Surface

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Materials	5_Comea	Select all	Object Color F	lighlight C	olor	Ambient Color	Reflective Color
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	5_Lacrimal 7_Tear	Lacrimal Tear Create	Transparency Max	100			+ Apply
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Highlight EYESURFACE

First, change the colors:

Object Color: 251, 255, 255

Highlight Color: 50, 19, 26

Ambient Color: Black

Reflective Color: White

Under colors:

Click APPLY each time you change something

Highlight Size: 30

Transparency Min: 0

Transparency Max: 100

Transparency Falloff: 0.3

Texture Map: don't change this, as there is NO_MAP

Transparency Strength: 100

Bump Map: don't change this, as there is NO_MAP

Bump Strength: 100

Reflection Map: don't change this, as there is NO_MAP

Reflection Strength: 100

Transparency Map: don't change this, as there is NO_MAP

Step 6 - Iris

Object	figure	Delete		
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	7_EyeSurface	Delete	Highlight Size 71	 Apply
	5 Pupil		Transparency Min 0	+ Apply
	5_Lacrimal 7 Tear	Create	Transparency Max 0	Apply
		new	Transparency Failoff 0	+ Apply
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Highlight IRIS

First, change the colors:

Object Color: 251, 255, 255

Highlight Color: 50, 19, 26

Ambient Color: Black

Reflective Color: White

Under colors:

Click APPLY each time you change something

Highlight Size: 71

Transparency Min: 0

Transparency Max: 0

Transparency Falloff: 0

Texture Map: Click on the ... next to fix: find your texture map and click OK

Click Apply

Transparency Strength: 100

Bump Map: Click on the ... next to fix: find your bump map and click OK

Click Apply

Bump Strength: 1

Reflection Map: don't change this, as there is NO_MAP

Reflection Strength: 100

Transparency Map: don't change this, as there is NO_MAP

Step 7 - Pupil

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Object	figure 💌	Delete						
Materials	5_Comea	Select all	Object Color	Hi	ghlight C	olor	Ambient Color	Reflective Color
	5_Sclera 7_EyeSurface	Invert sel	Highlight Size	100	83			Apply
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Highlight PUPIL

First, change the colors:

Object Color: 251, 255, 255

Highlight Color: 50, 19, 26

Ambient Color: Black

Reflective Color: White

Under colors:

Click APPLY each time you change something

Highlight Size: 83

Transparency Min: 0

Transparency Max: 0

Transparency Falloff: 0

Texture Map: Click on the ... next to fix: find your texture map and click OK

Click Apply

Transparency Strength: 100

Bump Map: don't change this, as there is NO_MAP

Bump Strength: 1

Reflection Map: don't change this, as there is NO_MAP

Reflection Strength: 100

Transparency Map: don't change this, as there is NO_MAP

Step 8 - Lacrimal

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Highlight LACRIMAL

First, change the colors:

Object Color: White

Highlight Color: Black

Ambient Color: Black

Reflective Color: White

Under colors:

Click APPLY each time you change something

Highlight Size: 1

- Transparency Min: 0
- Transparency Max: 0
- Transparency Falloff: 0.6

Texture Map: Click on the ... next to fix: find your texture map and click OK

Click Apply

Transparency Strength: 100

Bump Map: Click on the \ldots next to fix: find your bump map and click OK

Click Apply

Bump Strength: 100

Reflection Map: don't change this, as there is NO_MAP

Reflection Strength: 100

Transparency Map: don't change this, as there is NO_MAP

Step 9 - Tear

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laterials	Morph and Pose chann	els Save Option	s			
Object	figure	Delete				
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Highlight TEAR

First, change the colors:

Object Color: 251, 255, 255

Highlight Color: 50, 19, 26

Ambient Color: Black

Reflective Color: White

Under colors:

Click APPLY each time you change something

Highlight Size: 83

Transparency Min: 0

Transparency Max: 100

Transparency Falloff: 0.6

Texture Map: don't change this, as there is NO_MAP

Transparency Strength: 100

Bump Map: don't change this, as there is NO_MAP

Bump Strength: 5

Reflection Map: don't change this, as there is NO_MAP

Reflection Strength: 100

Transparency Map: don't change this, as there is NO_MAP

Step 10 - Save

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Click FILE - SAVE AS

You should be in the main POSE folder

Find the folder you want to save your poses in:

I am saving under Fatal3D Belina because that is the character I am working on. When you find the folder and open it, type in the name you want to save your pose as and click SAVE.