

ZANA THE ELF PRESENTS

Poser / DAZ Figure “Skinning” Guide

SKINNING TUTORIAL – GIVE UR 3D FIGURES A HIDE



Warning: Please note that some images **do** contain **nudity...**
since you will be working on unclothed things...

Tutorial done in the Windows XP Operating System

*To: hotlilme74 who requested a tutorial,
Mada the faerie cop and Thorne...
To all the people of Faerie Wylde...
And all the render byes..
With love XXX..
Zana Elfy*



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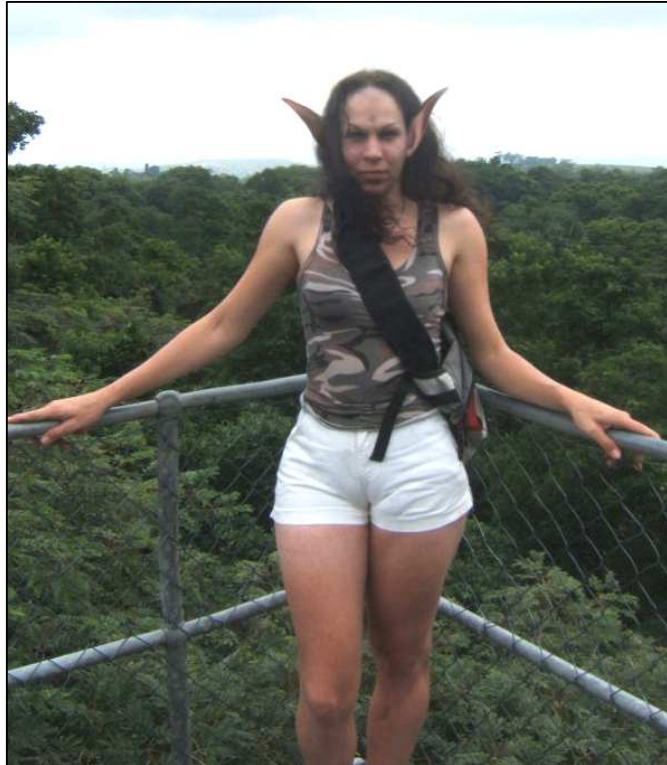
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Introduction

A little introduction is always best, with an extra friendly hello... and a hug is the Elvin greeting to the elf kind (includes faeries)...

Shalom all you render faeries, elves and thingies out there who love to make custom made skins for there **Poser/DAZ** figures, which will help you **save money** from just buying skins and also be able to **create your own skins**, as well as market them. I am **Zana**, the elf you see in the photo here, so you know what I look like, and the back is my forest where allot of my ideas and creativity comes from, as I often picture elves and fairies all over the place here... and I incorporate the ideas into my artwork. **I received a request** to create a tutorial on skinning, and here it is, **simple, friendly and nice**, and of course **easy to read and follow**. You may freely distribute this tutorial all over the globe and galaxy etc... and publish it for **FREE!** **Do not sell copies of this tutorial!!** If you do I will use my elf crystal to hunt



you down and put some of my magical powers to work on you! The programs I am going to cover will be listed with there program icon, so you know what program I am talking about. The main programs I am going to use are **Poser 5, DAZ Studio 1, Adobe Photoshop and Corel Photoshop Paint X, and Corel PhotoPaint** which is unfortunately limited, and a lot of many other photo-paint programs are similar to it, it takes a lot more steps to complete a task, which is not as good as if they were done in Adobe Photoshop and Corel Paint Shop Pro.

Programs That I will cover



Poser5



DAZ Studio



Mat Pose Edit



Notepad



Corel PSP



PhotoPaint



Photoshop



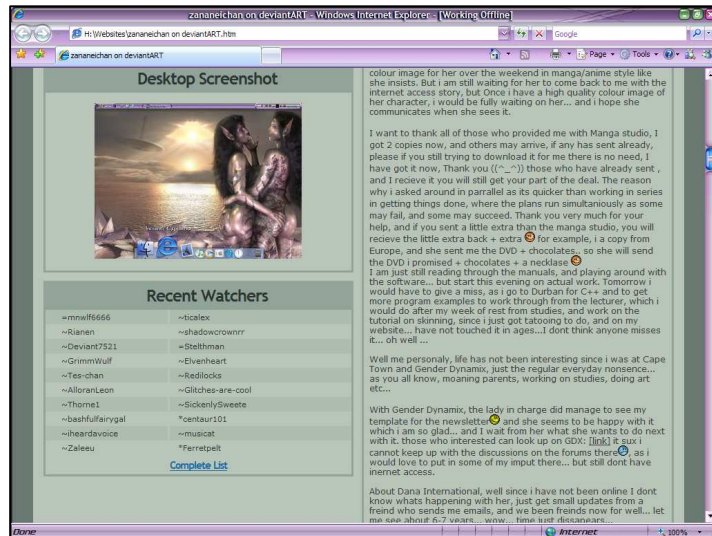
p3dOExplorer

Please note that Corel Photoshop Paint used to be manufactured by Jasc Software. If you have an old version Photo Shop Paint, version 8 or higher is bets suitable. I will explain different paths

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and methods of using separate programs, or a combination of both, so one could get the best benefits out of using both programs. Also if you don't have any of the photo editing programs you can use Photo-Gimp and open source application and can be obtained for FREE. The GUI is very similar to Adobe Photoshop; however I never used Photo Gimp before, so I cannot guarantee the differences between Adobe Photoshop and Photo-Gimp. Please note that **screen captures of the programs will be done in my own customized version of windows XP** called windows PE since it's the most comfortable GUI I

like to use, and will also make you sharp and alert to see and compare it with the standard windows XP or MAC OS-X GUI. If you like my GUI you can download it from my deviantart page with other resources including a Dana International (my favourite singer) one at <http://www.zananeichan.deviantart.com>



How to manage your memory



As you may know, doing any computer graphic related tasks requires memory, such as 3D rendering, 3D modelling, photo editing, and vector graphics all takes memory. However the usage of memory depends on the size, complexity of the files you are working with. The memory allocation for each computer is different, due to the fact there are so many models of computers on the market today, some old and some new, some with different operating systems, and some with lots of add on cards and some which just use on-board chipset facilities. All PCs have RAM expansion cards DDRs or DIMMs this is your physical memory. Those who have graphics cards also have memory for the display of graphics. Those computers who are

using onboard graphics, the Onboard chipset shares the memory of the physical expansion cards, thus chunks of memory are used off the expansion cards, if you have 128MBs for example and

you have set your chipset to display 64bit graphics, you will have a physical memory allocation of 64Mbs memory!! (128-64= 64). Even when you're physical memory is 128Mbs. My advice is to purchase as much physical memory as possible for what money you have, and use expansion graphics cards, this will free up the RAM and you will then have 128Mbs Ram like you should, and if you got yourself a 64mbit graphics card, you will have your 64 MB display! ☺. As some people, cannot just buy hardware, because of there lack of money, alternative plans can be made using there existing hardware, however the performance wont be as good as just upgrading hardware, but as long as you get the job done, which is the most important thing, and you don't want to have crashing programs, annoying pop up messages telling you "You out of Memory, etc..." Sometimes computers with very limited memory, when doing photo-editing for example, pop up such messages, however, I only received such errors when going over the Gigabyte Mark.

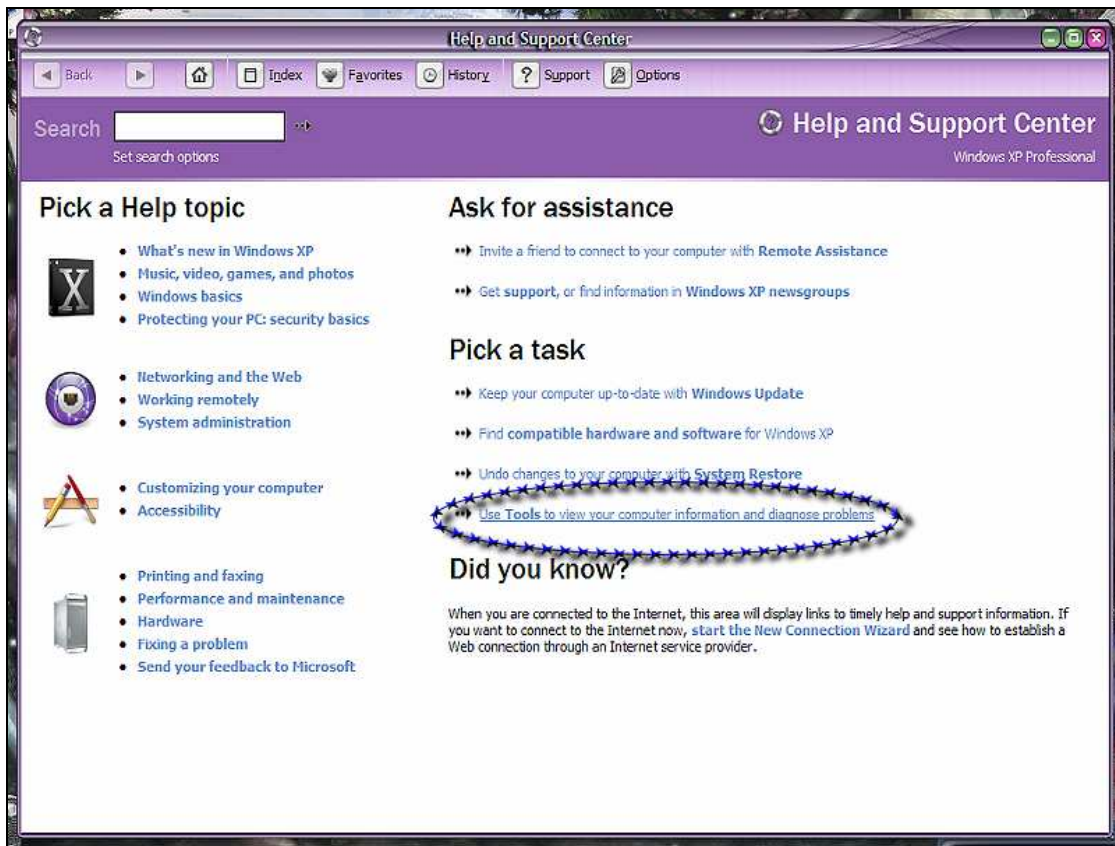
Please refer to your computer motherboard manual on memory expansion cards, if you want to **upgrade** your **physical** memory (DIMMs, DDRs, and DDR2s etc etc). Also if you want to get a graphics card, please refer to your manual what slots you have before purchasing (PCI /AGP / PCI-E etc), most manuals list recommended cards for a particular motherboard. If **you not sure** take it to a dealer/technician since **clocking speeds** differ on different machines as well, this is measured in MHz. The memory cards have no external ports leading to the outside of the casing, and are short in height and long in length and fit into the motherboard slots with clips. (Sorry I cannot copy a scanned image due to copyright reasons)

How do I know how much physical memory I have?

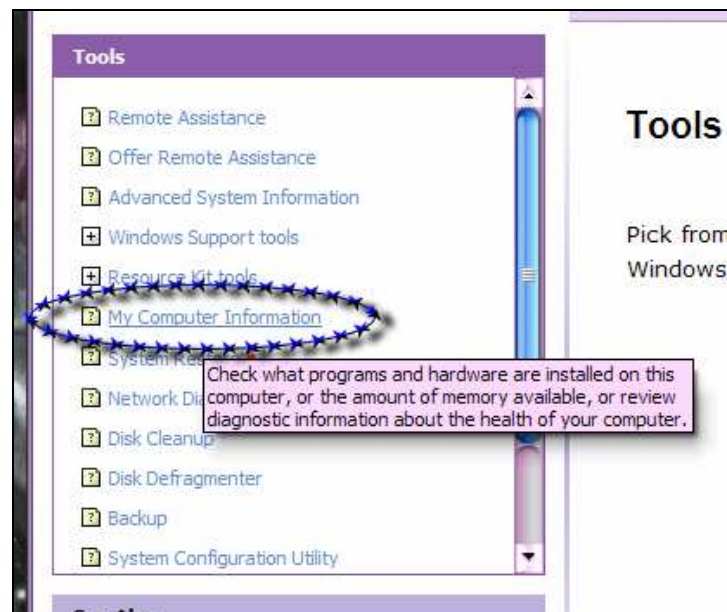
- 1) Go to the **start Menu** and click **Help and Support** *Please follow the blue circles as they indicate where you must click...*
- 2) Click on : **Use tools to view your computer and diagnose problems:**



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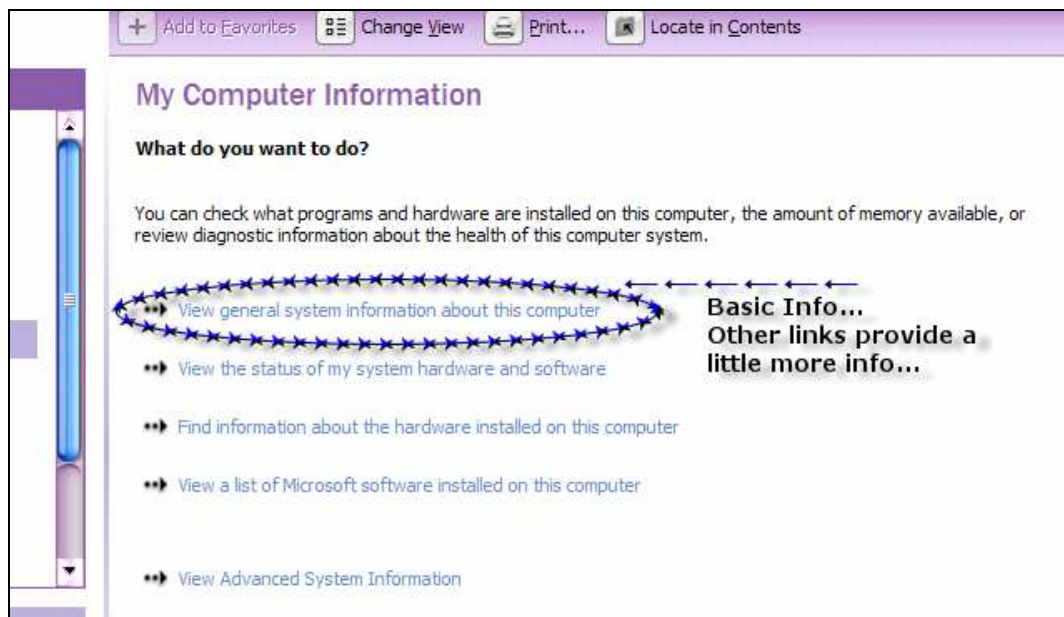


3) Click on : **My Computer Information** in side menu:

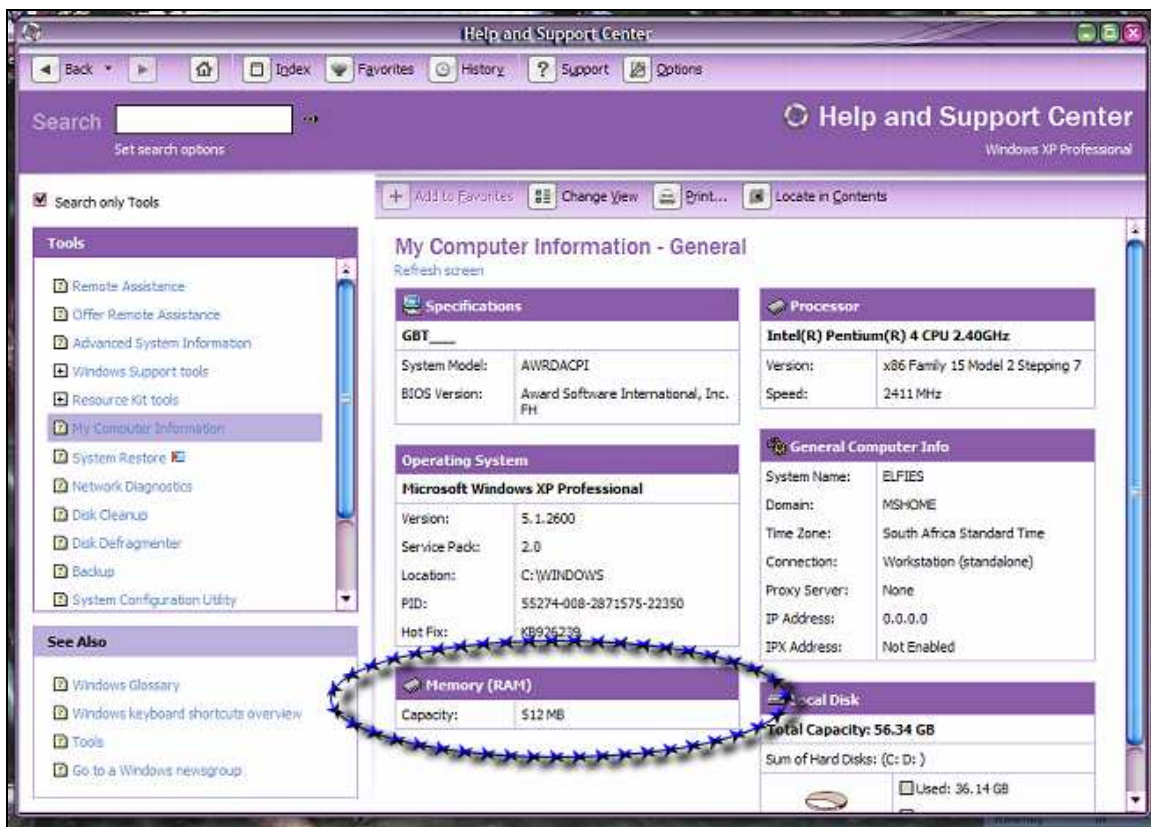


4) Click on: **View general system information about this computer** + other links for more info...

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There you will receive tabular information about your computer, and your RAM & Memory will be displayed for example ...



The other links provide more details such Graphics cards etc especially when you click find information about hardware link.

A quick way to see if you checking if your graphics (most of the time onboard) is using your memory cards:

1) **Right click** on **My Computer** on the **start menu** or if you have it on your desktop, and click **Properties** and wait for the dialogue box/window to appear.

This dialogue window should appear something like this with the heading **System Properties**:

Under the heading **Computer:** you will see a very short summery of your computer, your **CPU type and speed**, as well as your memory size. If this size is not the same as your physical memory but a few digits left, which means that your memory is being shared with your onboard graphics, if you have a graphics card, you need to fix settings in your BIOS, please refer to your motherboard manual for that, as BIOS systems differ a little on different computers. This memory is best if not shared.



Note: Best RAM for skinning is 512 MB and up, for speed and performance...



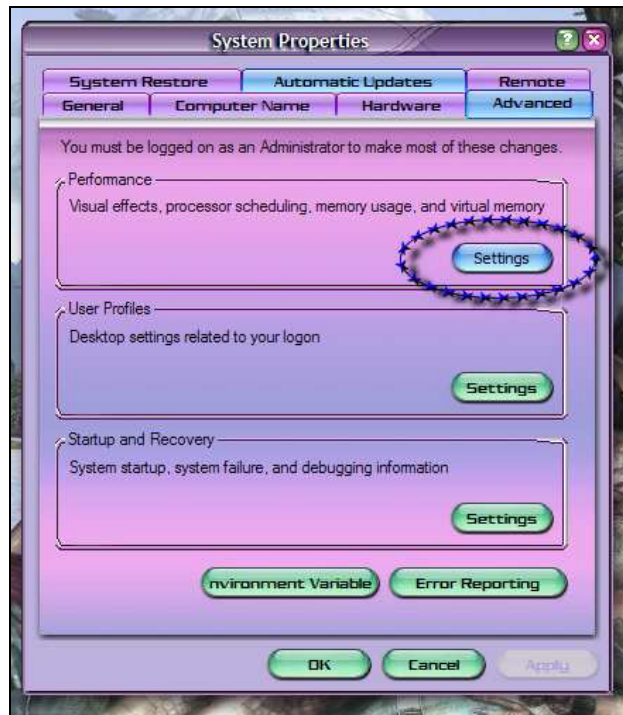
Now you know what RAM your PC has and some other basic hardware information about your PC, from Windows, you know and see if you need to upgrade. The best choice like I said earlier is to get extra RAM slot cards, but if you don't have money to just out of the blue buy memory cards, you can set your **Virtual Memory** settings. Virtual memory is using your **hard drive** as a memory device. The virtual memory is saved as a **Paging File**. This page file is hidden, and cannot be seen by windows explorer, but you can see it in DOS, or when browsing your hard drive when its placed in another computer, or when loading another operating system, such as Linux Live on DVD or CD, however the other operating systems do not utilize it, its called something like *pagefile.sys*.

Note: Please it's **essential** to defrag your hard drive(s) before setting the virtual memory, as we don't want the page file in bits and pieces all over the hard drive which would make it run slowly, and if working with large

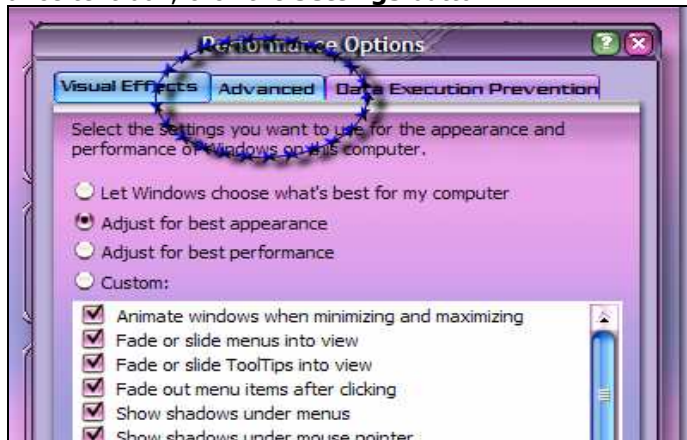
chunks of memory could cause redundancy which leads to stalling programs... and CPU strain, as well as strain on your hard drive. To defragment your hard drive, this is done by **opening My Computer**, right click on the drive(s), choose **Properties** in the menu, then clicking the **Tools** tab. Then click the **Defrag Now** button, then click **Defragment**, continue repeatedly until you see no more red strips, if you had more than 10 repeats, run a **Disk Scan** in next reboot, improves data integrity after all the Defrags. Which is also in the **tools** tab, and make sure you clicked all the radio buttons.

To increase your virtual memory you can access it from the **System Properties** window which you have opened from right clicking My Computer, and then properties. On this dialogue window, you see tabs which you can click to select various displays and options within the window.

- 1) Click on the **advanced** tab and you will get something like this:



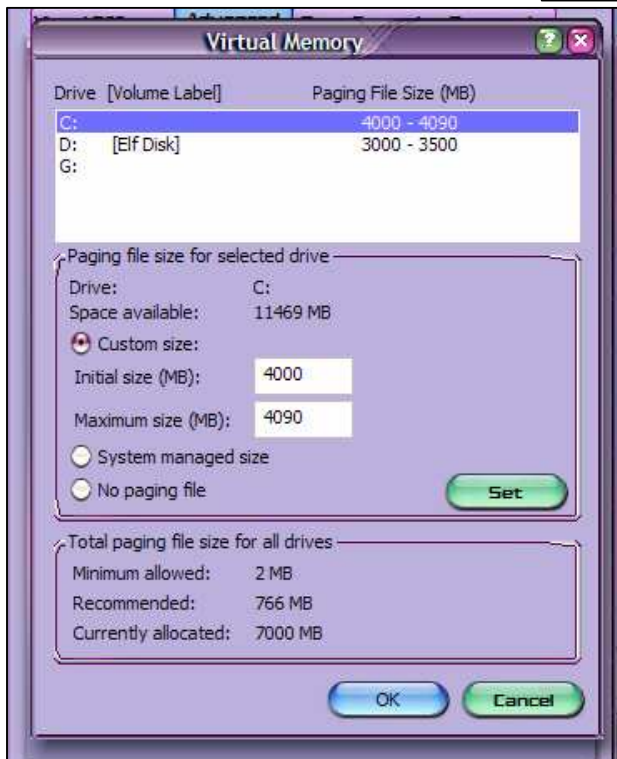
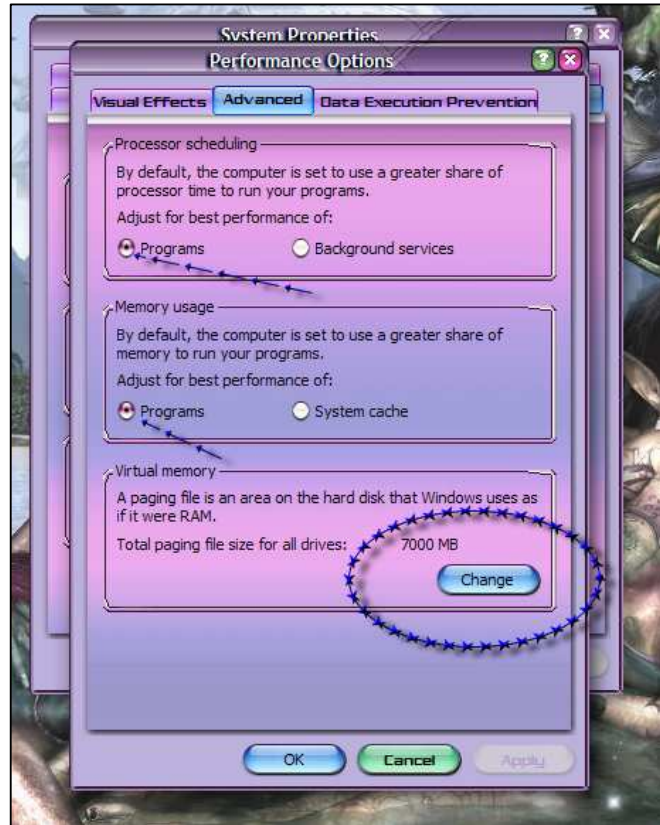
- 2) In the performance text box, click the **settings** button



- 3) Then click the **advanced** tab on that window that popped up when you clicked the settings button. (*best to choose Adjust for performance for very slow PCs, before selecting Advanced tab, your visual styles will go to windows classic mode, or you can do custom settings if you don't want to loose your XP visual style*)

- 4) Make sure that the radio buttons for **programs** is set for each the text boxes. Then in the virtual memory textbox, click the change button, as your PC has quite a low choice roughly 370Mbs to 600Mbs roughly. (Please read these instructions carefully)

- 5) You then see this window above called **Virtual Memory** with your hard drives displayed in the white section. If you have one hard drive you will just see C: Your flash drives will also appear here, and you can also use your flash disks! (**Warning: if using flash disk for virtual memory, remember to unset the virtual memory allocation before removing it- unsetting is done by selecting the**



No Page file option, the by clicking the set button) To **Set** your virtual memory by clicking on a drive, and choosing custom size, fill in the size, and click **set**. The best size for skinning and large layered photo editing in-between 1GB - 2GBs (especially when using Corel PhotoShop Paint), I have a larger size for heavy rendering in Poser where the render memory reaches 6GBs of page file when rendering in the Poser 5 Firefly renderer for large scenes with lots of figures and stuff. Once you have set your Virtual Memory click all the O.K. buttons of the windows until you reach your desktop, you may be prompted to restart your computer.

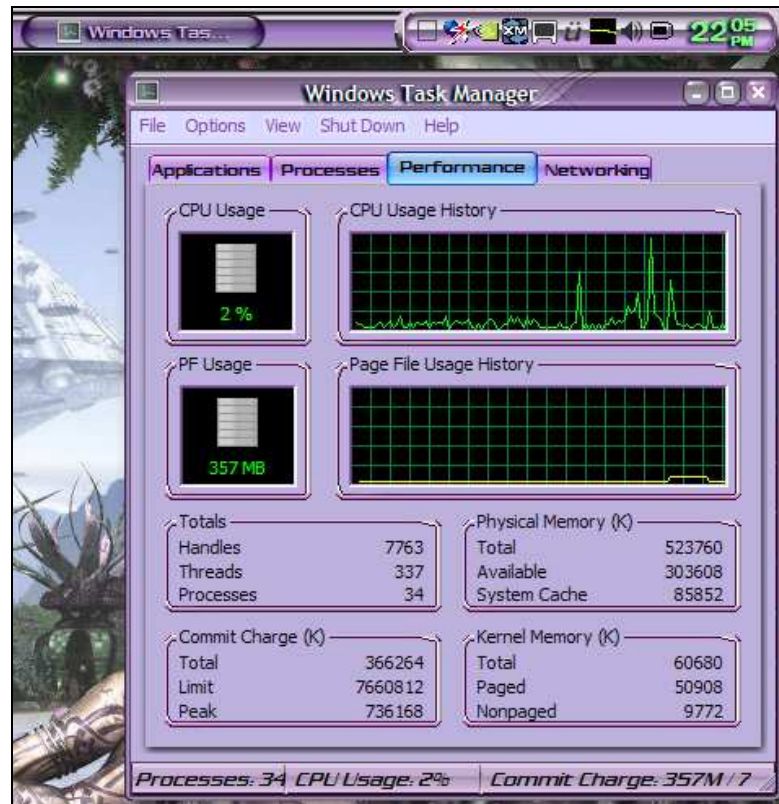
(**Note:** If you using two drives like me here, and have to remove the one drive, please remember to unset the virtual memory on the secondary drive before removing hard drive, **PC Boot problems might occur if you don't**)

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Now that you have set your virtual memory, windows will operate fine when using the **page files + physical** memory. However you can **improve** on the process by installing a **3rd party memory management program**. The one I use and helps a lot when doing massive renders is MAX MEM. I use quite an old version, and here I get to manage my release of physical memory to the page file manually, especially when working with GBs of memory. However there may be better programs out on the web, but I don't know any. Max MEM looks something like this. It runs as an icon in system tray, and uses very little memory, however when it manages memory, it can cause slow pauses, while it's refreshing the Physical memory. I use the aggressive when rendering.

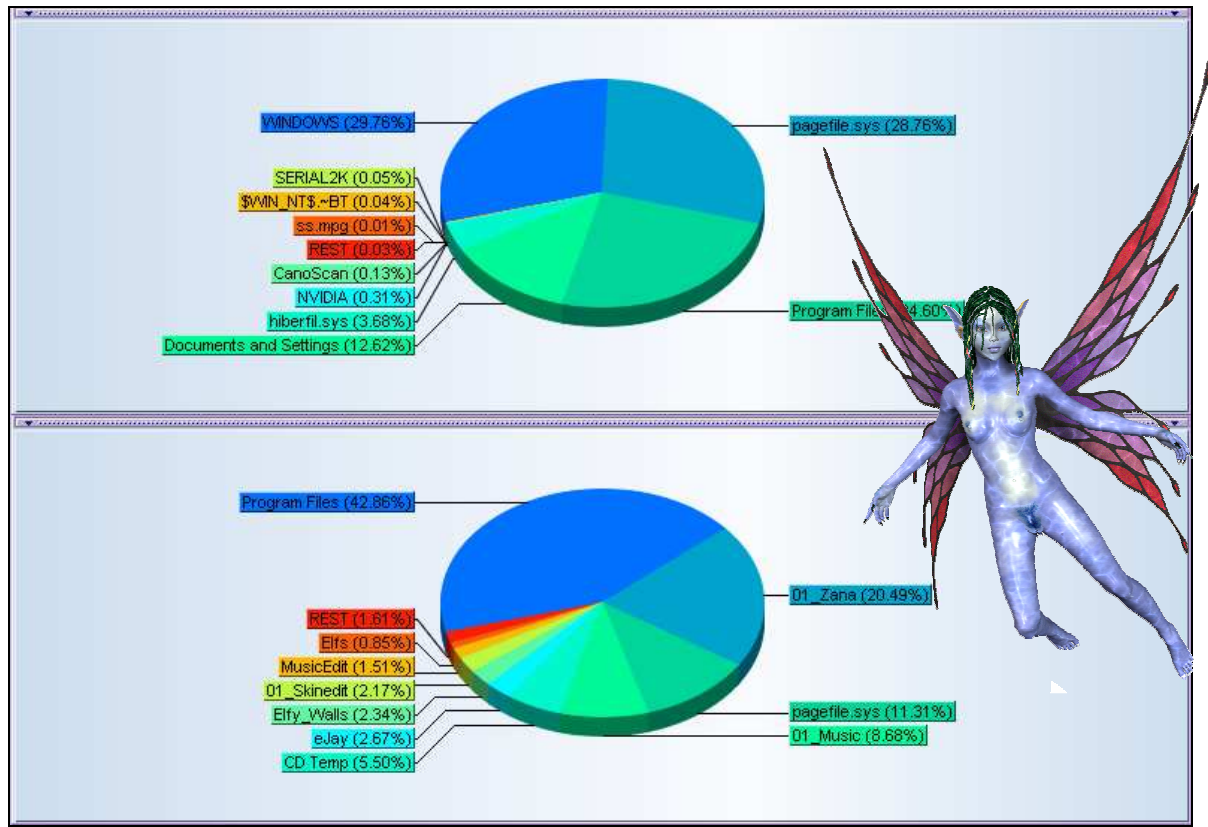


To view you page file usage + memory and CPU press ALT + CTRL + DEL all together, and choose the **performance** tab. When using MAX MEM it stretches the page file, peak, which prevents the Poser 5 out Of Memory Error. You have to click Aggressive when the graph on system tray goes red, and this dumps the physical memory manually into the page file.



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I have a summery print out from Ashampoo Winoptimizer containing the percentage use of my hard drives, and there you can see how much percentage your page file uses in the total used space of the hard drive(s).



Safe refresh rate settings for eyes (set screen refresh rate $\geq 70\text{Hz}$)

As you know, making skins can be time consuming, and most of the time, your eyes are fixed to the screen of your computer. Often you look very close to the screen, moving the mouse slowly when working, to prevent an error with your hand on the mouse, since you not working with a pen. Actually if you have a drawing pad, it would help a lot, and make the ease of use when editing and cutting out textures and objects and even drawing on them. Since most people have a mouse, it takes longer to perform the task. **The safest refresh rate** for using a computer monitor is **70Hz** and above **which I recommend**, since my eyes are a little more sensitive than ordinary people's eyes. It is indicated that 60Hz is recommended, but I find it uncomfortable, as I see that the screen appears to flash fast at me, if it is set to 60Hz, and I cannot work properly. Some monitors which are old, when using a larger resolution, the refresh rate becomes less. Such as if your resolution is 1024 X 768 some monitors can only display at that resolution at 60Hz, it's a nice common resolution, but the 60Hz kills me. People, who may not be sensitive to this, may experience sore eyes, headaches and even nausea when using the computer for a long time. It is recommended to go down to 800 X 600 and set refresh rate to 70Hz or above. Fortunately my screen can accommodate 1024 X 768 at 70Hz, sometimes graphics cards play a role in this, most of the time it is the monitor. I recommend 70Hz for all, and even better if your monitor + graphics card can go higher. I play games at 800 X 600 with the refresh rate at 85Hz. And only find a slight change when I exit the game...

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Here I will give some steps how to adjust your screen refresh rate to help you work at ease in the long hours of skinning. I also recommend that you have a 15 minute brake from one hour when using the PC, this helps prevent you causing errors from tiredness, and also enhances your mind to enhance its creativeness, where flows of ideas and solutions, and better methods appear.

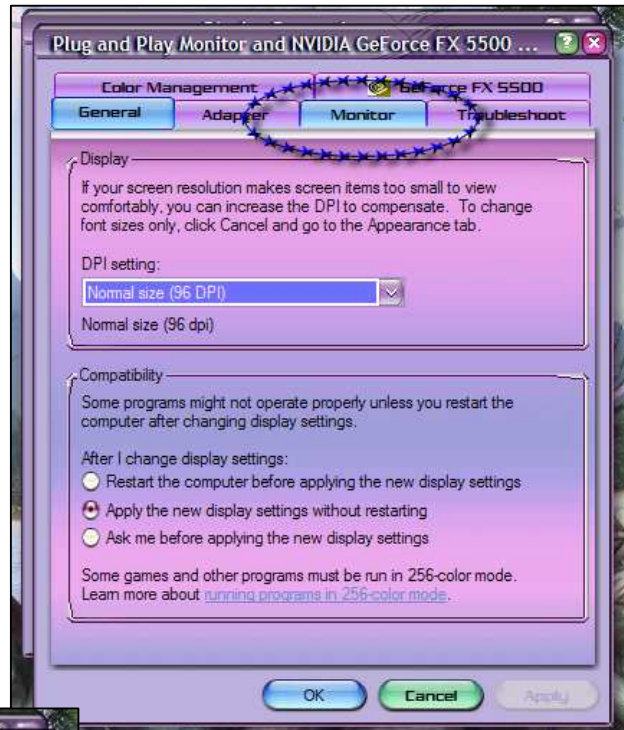
- 1) **Right click** on your **desktop**, and a menu will appear, and select **Properties** in the menu *(most of you know these steps when changing wallpapers, screensavers and such)*



- 2) Then you will get a dialogue window that looks like this, called **Display Properties**. On this dialogue window click the **Settings** Tab



- 3) Then you get this dialogue window, here you will see your number of monitors if you have more than one hooked up to your machine, but if there is only one, you will only see one, your screen resolution, and your colour quality. Click on the **advanced** button.

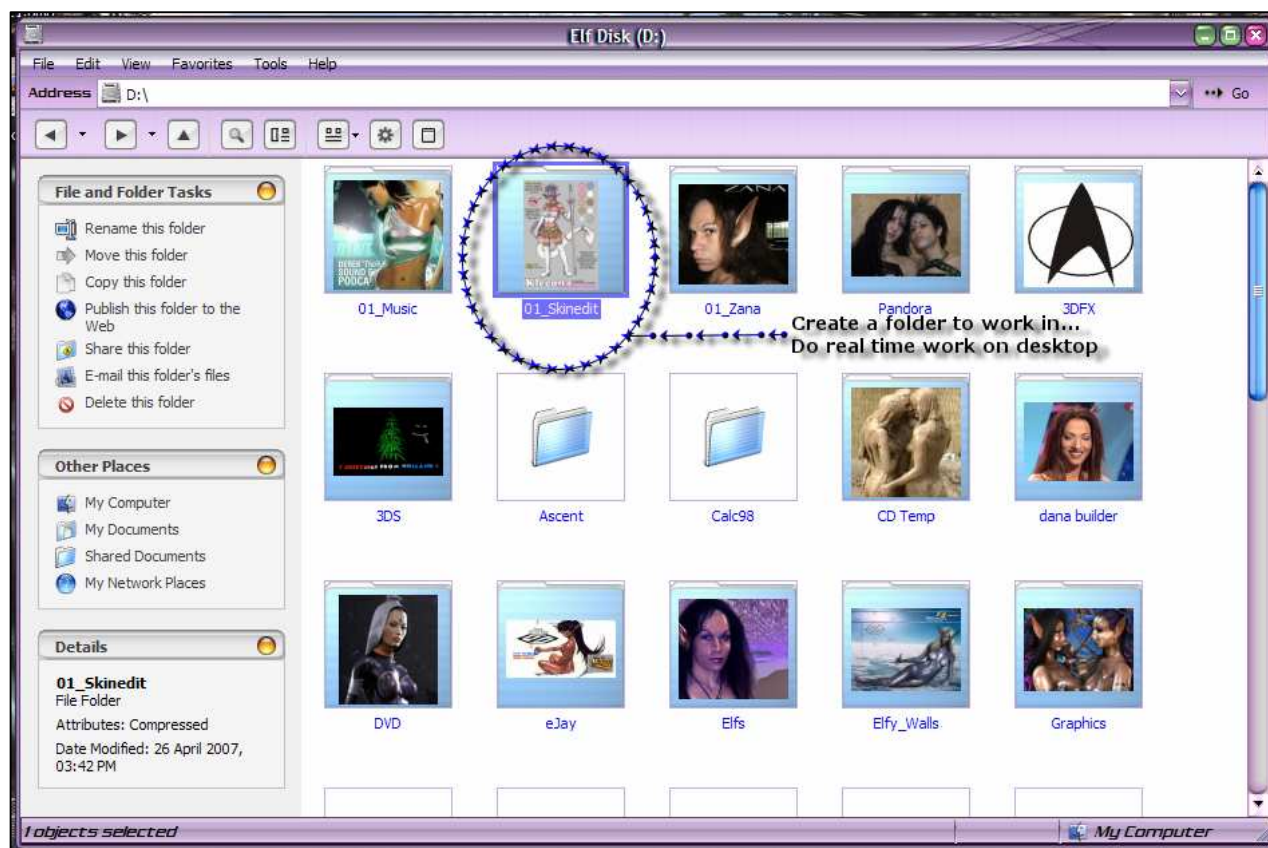


- 4) Then you get a new Dialogue window, and then click the **Monitor** tab.
- 5) Then in the **Monitor settings** text box, you go to **Screen refresh rate**, and select **70Hz** or above, then click all the **apply** and O.k. buttons. If you have 60Hz, go back by clicking cancel and lower your screen resolution, by sliding the bar to the left in the Screen resolution textbox, and click apply, and your screen resolution changes, then repeat the previous steps.

Now you have set your screen with a comfortable refresh rate which now will help you work a little bit better with ease and wont have to worry about head aches, sore eyes and nausea when creating your skins...

Managing your workspace for skinning

Here I will tell you how to organize your working folder for making skins, as well as adjusting the workspace in programs which would make working through them easier. First we get to create a folder to work in, where you can make more than one skin, and then best when working on a skin to work on the desktop, and when you happy with your results save it to your skin working folder,

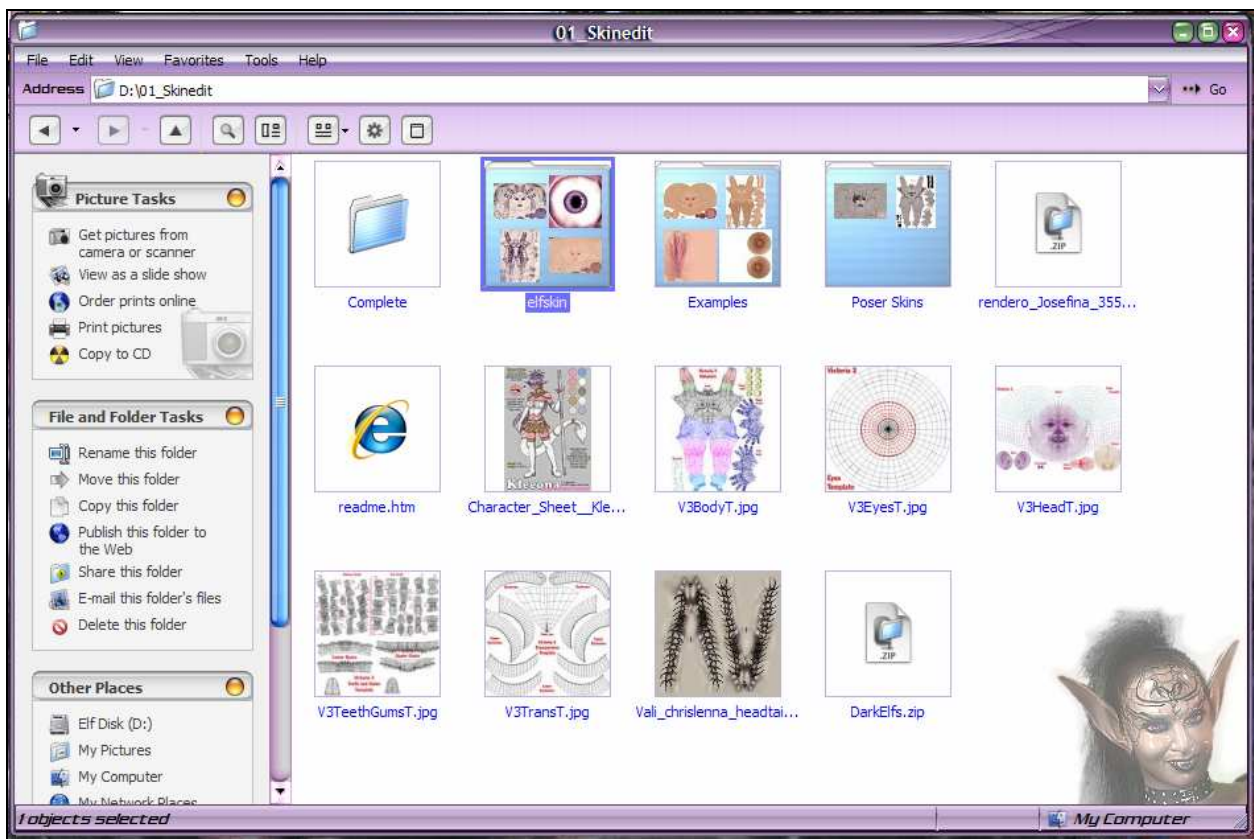


this will prevent making errors, if you get tiered, or overwriting work, as well you have a backup, encase you make boo boos.

Create a folder like skins, or skin edit, in you're my Documents folder, or straight into one of you're your hard drives(best to save it out of the My Documents folder, since if something terrible happens to your operating system due to a power failure for example, you're My Documents are not retrievable unless you use DOS, or place your hard drive in another computer, or use Linux on DVD or CD to copy the files over onto another drive or flash disk or burn them to CD using a separate CD burning drive. They will be too big for floppy disks.

In there you create folders where you will save your skin you working with, skins that you will use as examples to follow and the templates, also keep the zip files of texture sample body parts, which you are going to use to create your skins (first a plain skin texture – that is a skin texture that's plain with no post designs, and post tattoos, body art etc.) The elfskin folder which I named is where I saved my completed skins, still in the Photoshop, layered format. It's always handy to keep them, which would make future editing and fixing up easier, once this folder gets a certain size it's recommended you burn to CD/DVD for backup as separate files or zipped up.

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Now that you have created a folder to do and save your skinning in, if you purchased or received a skin samples file with just photos of body parts, save a copy into this folder as well, you can see here I have the rendero_Josefina_355... zip file saved here, and when you extract the contents, I will show you the best way to do so later on in this tutorial, which would make work easier.

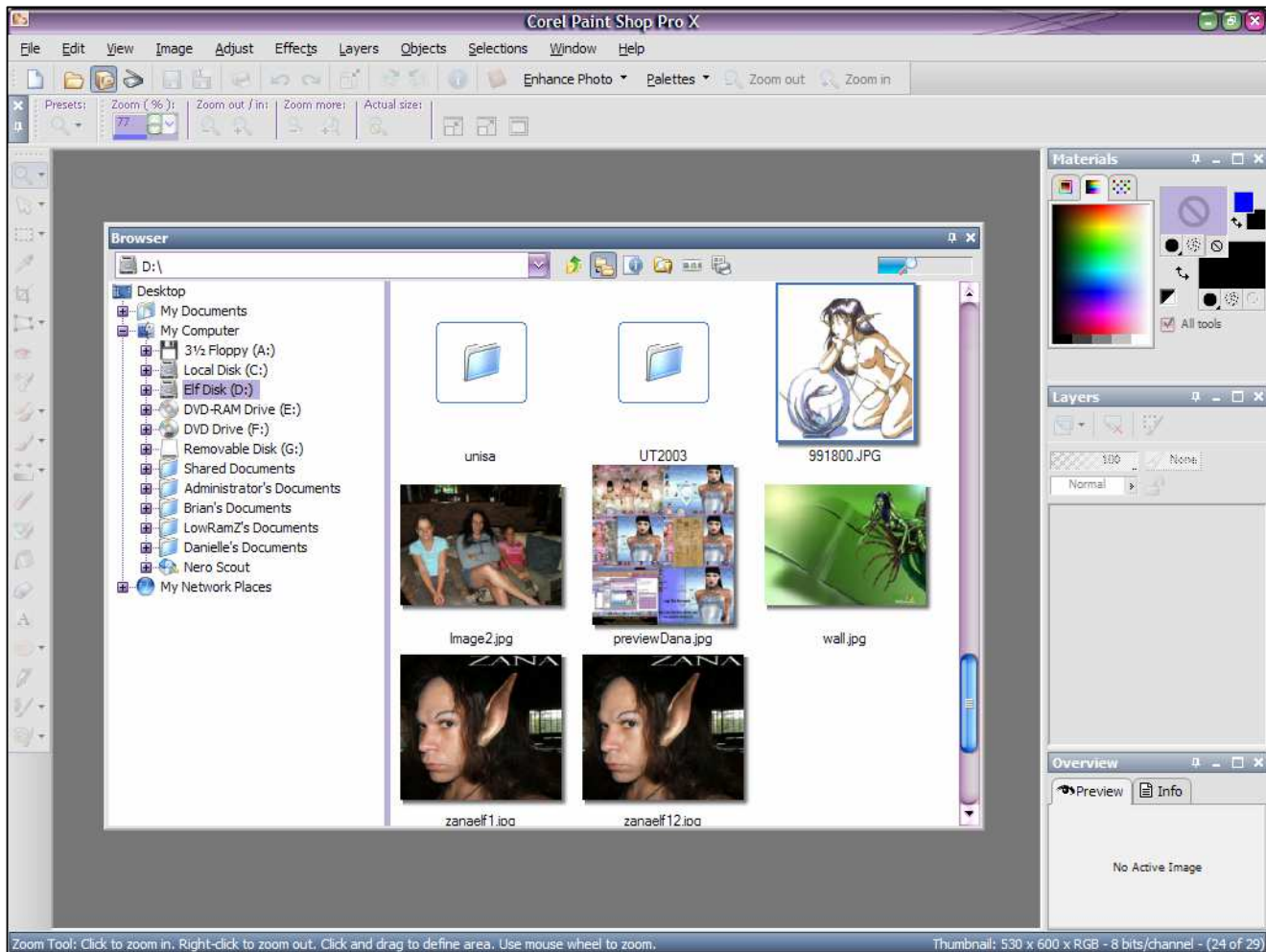


Set up editing Program(s) Workspaces



Setting up Corel Photo Shop Paint

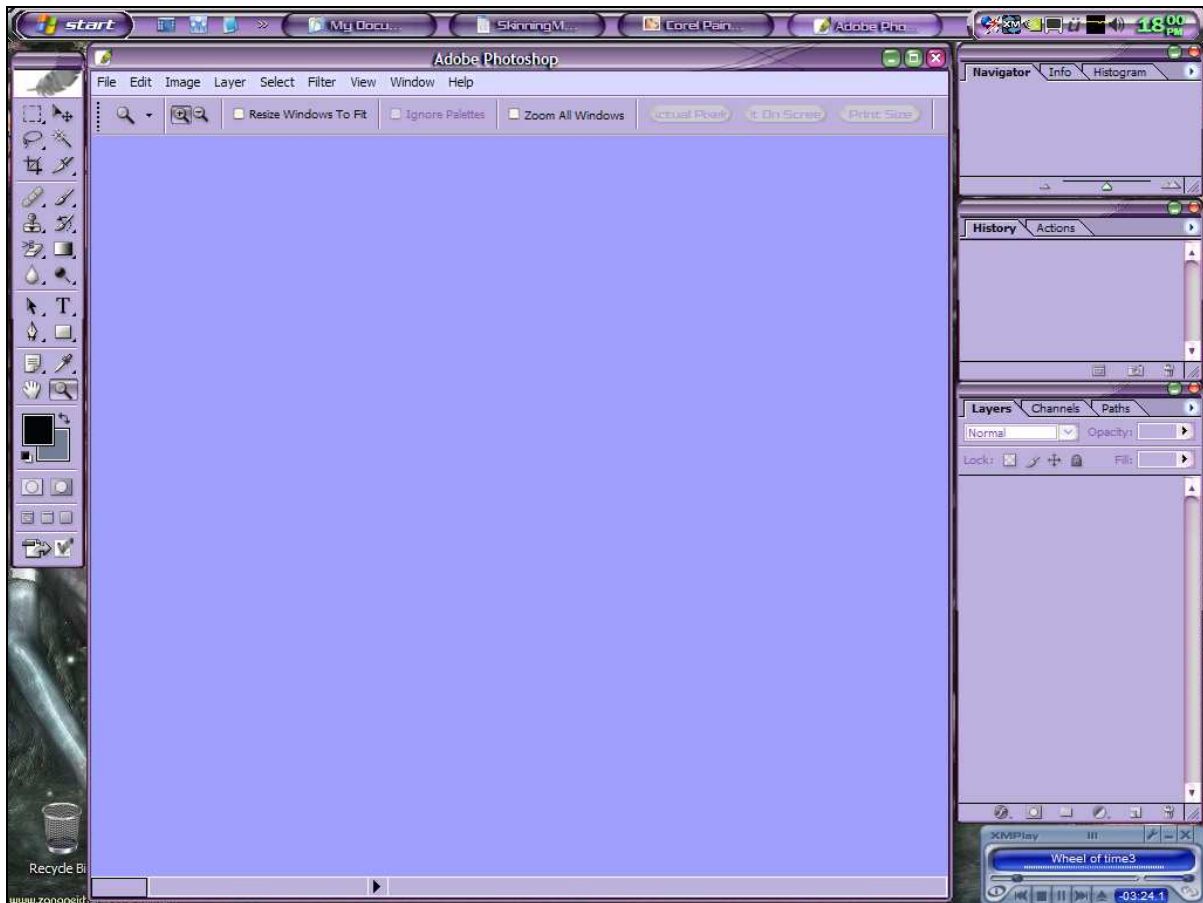
The **first program** I would set up is **Corel Photo Shop Paint**, since this program I have been using most of my life and very familiar with. It was originally made by Jasc Software and Corel seemed to have bought the software from them or whatever, like with Poser, Metacreations → Curious Labs → e-Frontier. When you installed the program, and load it up you will notice that your work space is quite small, a way to clear it up, is to go to the browser window below, hover your mouse over the browser bar, and push it into the work space. This will pull it out of the tool areas, also close the help section, this is also taking up workspace, and when you need help, you can always recall it from the Help menu, and so as browse from the browse button for the inbuilt Browser. The application should be more or less set out like this, with more workspace, and less things cluttering the screen like so... you can close the browser, and open it again using the browser button on top tool bar.

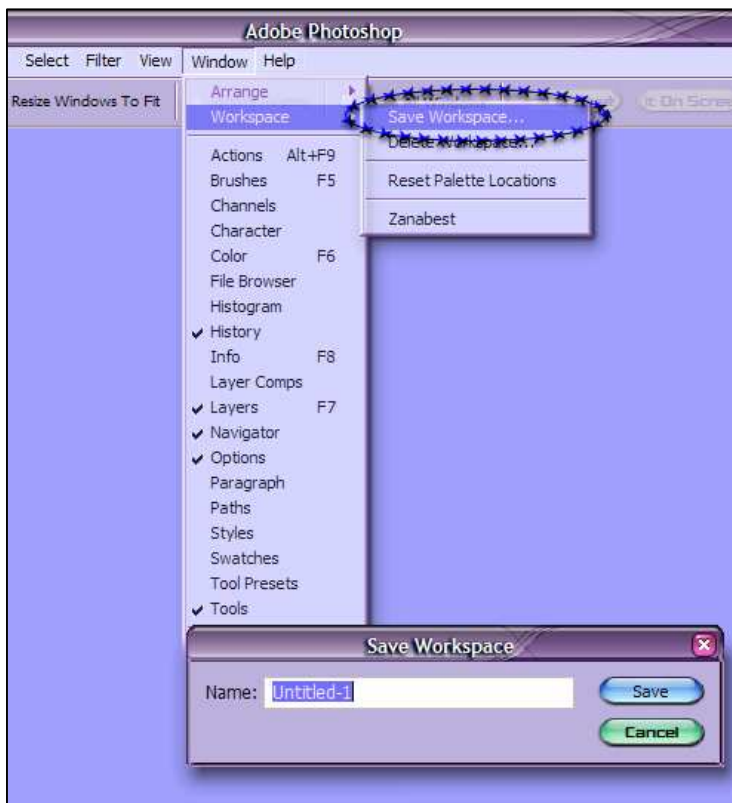




Setting up Adobe Photoshop

The second program I would set up is **Adobe Photoshop** and it's the second best program I have been working with, however some functions I prefer to do in Corel Paint Shop Pro, and I would discuss this later. One thing I don't like about this program when it loads by default is that when it loads in maximized mode, the tool dialogues/boxes/pallets are all over your work space, and get in the way. So the best thing to solve this problem is minimise it and arrange your workspace like so:





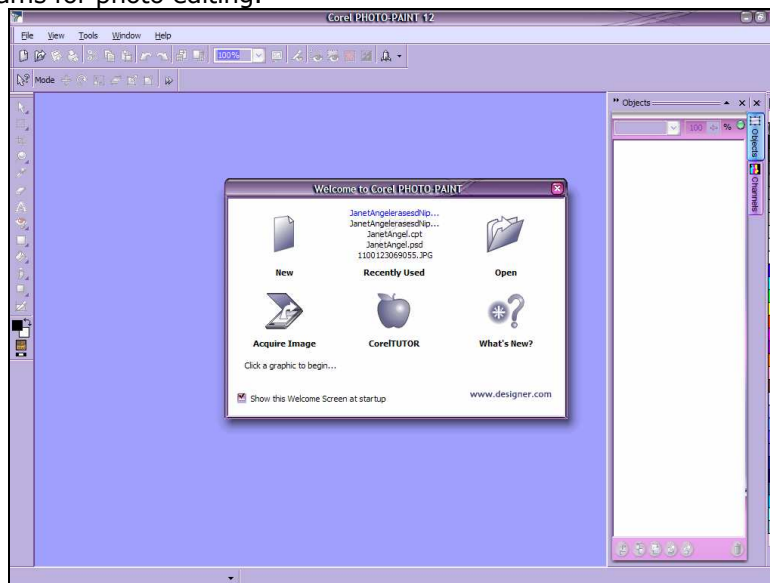
Now you can work without accidentally clicking on the tools unexpectedly. Once you have arranged it is recommended to save your workspace, by going to **Window** in the menu bar, click **Window**, and then open **Workspace** submenu. Click **Save**, type in the name you wish, and click the save button. You can always recall your workspace setting by going here:

Window/Workspace/"your workspace name" under the other menu text, for example in the picture on the text "Zanabest" is my workspace name.



Setting up Corel Photo Paint

This program **does not have all the functions** and features Photoshop and Photo Shop Paint have. This program, you can still create skins in as with other programs not covered in the tutorial. I don't think any adjustments of workspace need to be made so I left it as it is, likewise with other programs for photo editing.



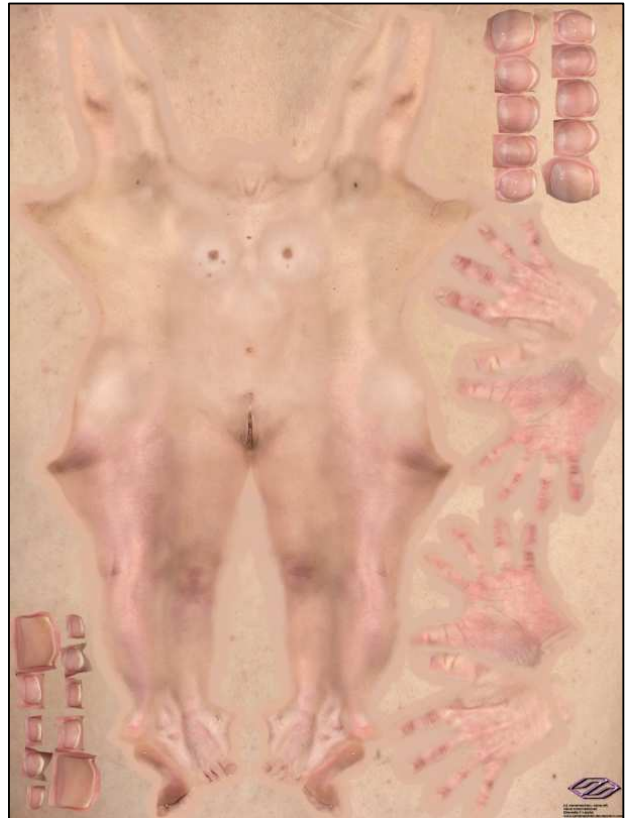
Creating a Plain skin hide...

Here I will be doing some steps on how to create a plain skin texture, that is a hide, without body art, tattoos and such, just a plain skin texture for you to use on a poser figure, or use later to add some tattoos, body art ...

As you can see the picture on the right looks like a skin that has been taken off a human if they had been skinned alive, and looks very freaky and scary, well when I first thought of skinning to create a plain skin, I wondered if these were taken from dead people. You can be relieved that this not so, and actually taken from photos of a naked human being and then the photos cut out and then pasted over a template and shaped to proportion, and painted around, to get the skin as realistic as possible.

First I will tell you with various programs how to cut around the photos of a naked human, then save the cut out pieces into a folder. Then take one piece at a time, and fit it over the template, stretching it, morphing it, or pushing it with what ever tools are available to use in Corel Photo paint. Until you complete the skin and then paste all the layers together, load it on a figure, and test render to get the overlapping sections from appearing to overlap.

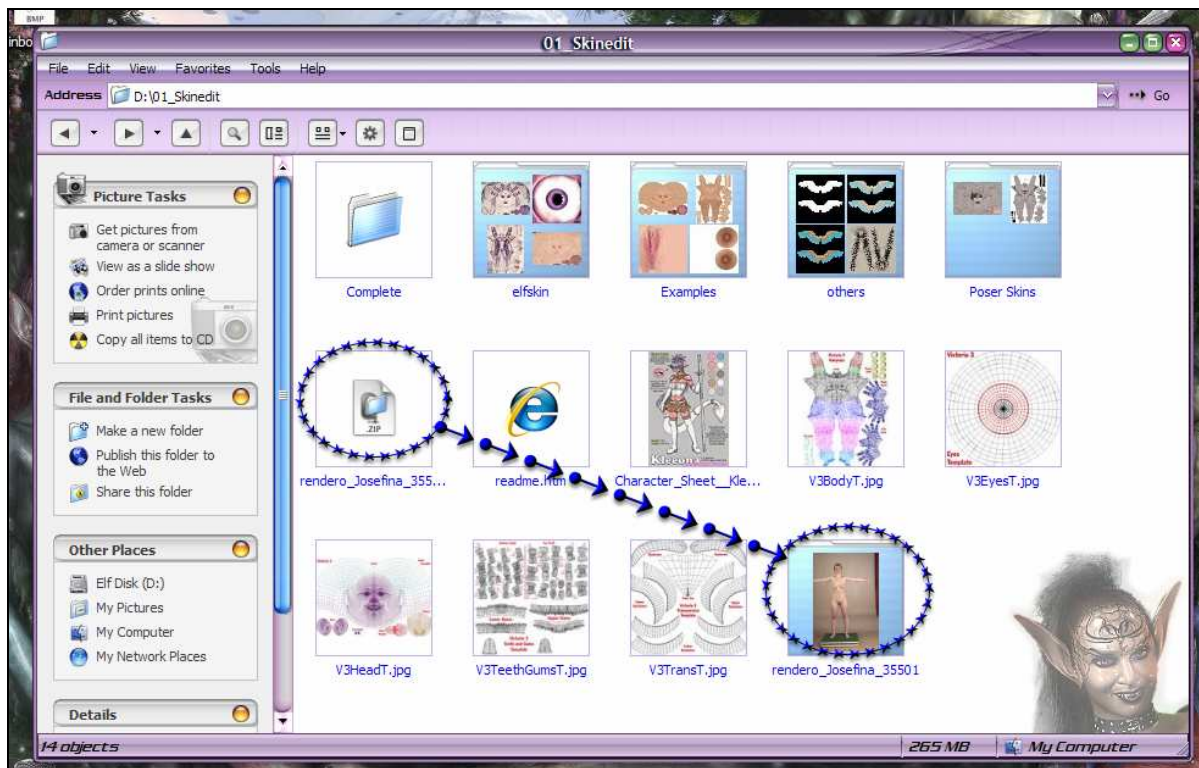
If this is not solved the figure would look like she has been sewn up like a Frankenstein monster. The Elfy below is using the skin texture that's displayed on this page.



Cutting out body parts.

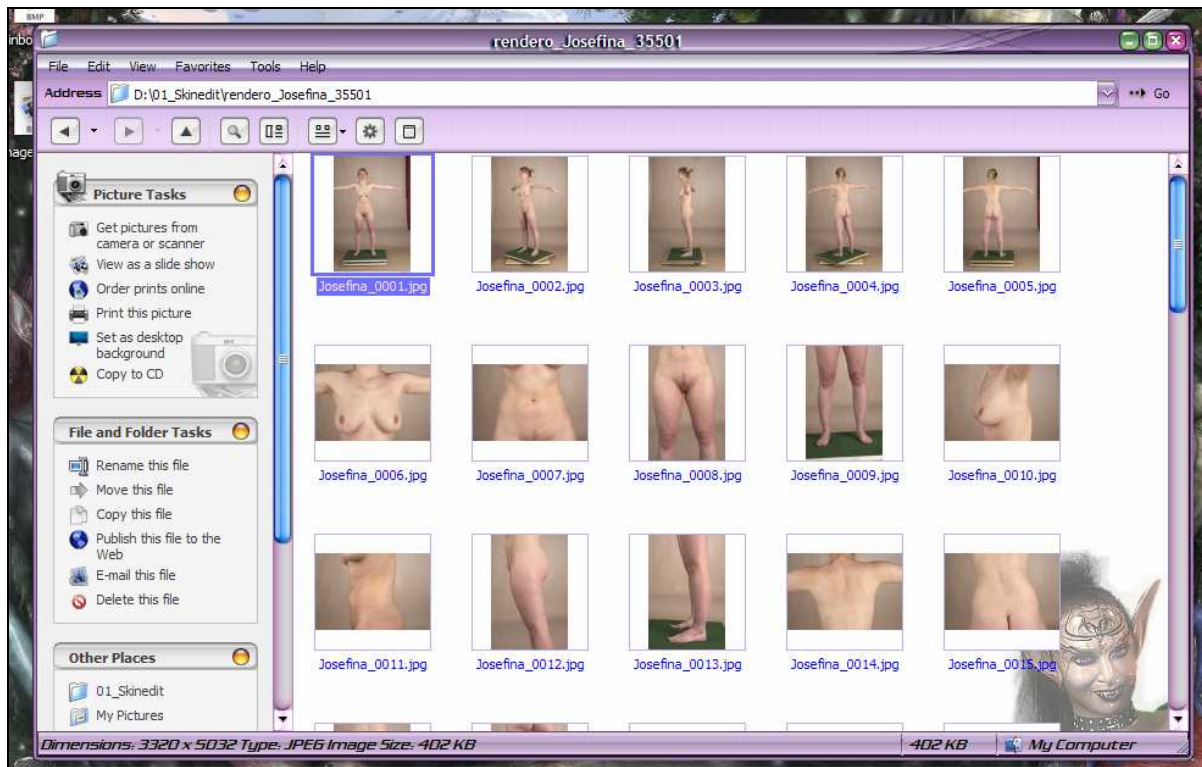
Ooh sounds scary, well no; it's only cutting the body parts out of photos, first of all, where do we get these photos of body parts from? You can take photos of yourself naked, or if you are afraid of doing that since your body may have a few imperfections, you can get photos of those who were willing to have their body photos taken, and these can be obtained from rendersosity (<http://www.renderosity.com>) or other 3D graphic resource/community sites. These people or "merchants" sell these photos, I am not sure if there are any free photo-resources for you to cut out body parts. If you don't have money, ask people around, if you can trade in something or if you have friends, they can give it to as a gift item.

Once you have your zip file of photo-shots, **unzip them in a new folder in your skinning folder workspace/directory** you are going to work in, not the desktop for this. Make sure you don't accidentally delete or damage your zip file, if you do, make sure you have it backed up. Rendersosity does back up your purchases/gifts from friends. I unzip them in my folder called skinedit.



Once you extracted the files into a folder, open the folder and see if all the files are in (they should have been all extracted, if you automatically or even manually extracted them one by one).

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In the folder you will see lots of photos, some work well with V3 type figures and others with V2, if you had to look at the templates and compare them with the templates.

Open up one of the photo-editing programs such as Adobe Photoshop, Corel Photo shop paint etc...

First I am going to give a short demonstration in Adobe Photoshop, then Corel Photoshop Paint, then Corel Photo Paint. Each would do the same job, however the job differs a little between them. For the **best results, I recommend Adobe Photo Shop**.

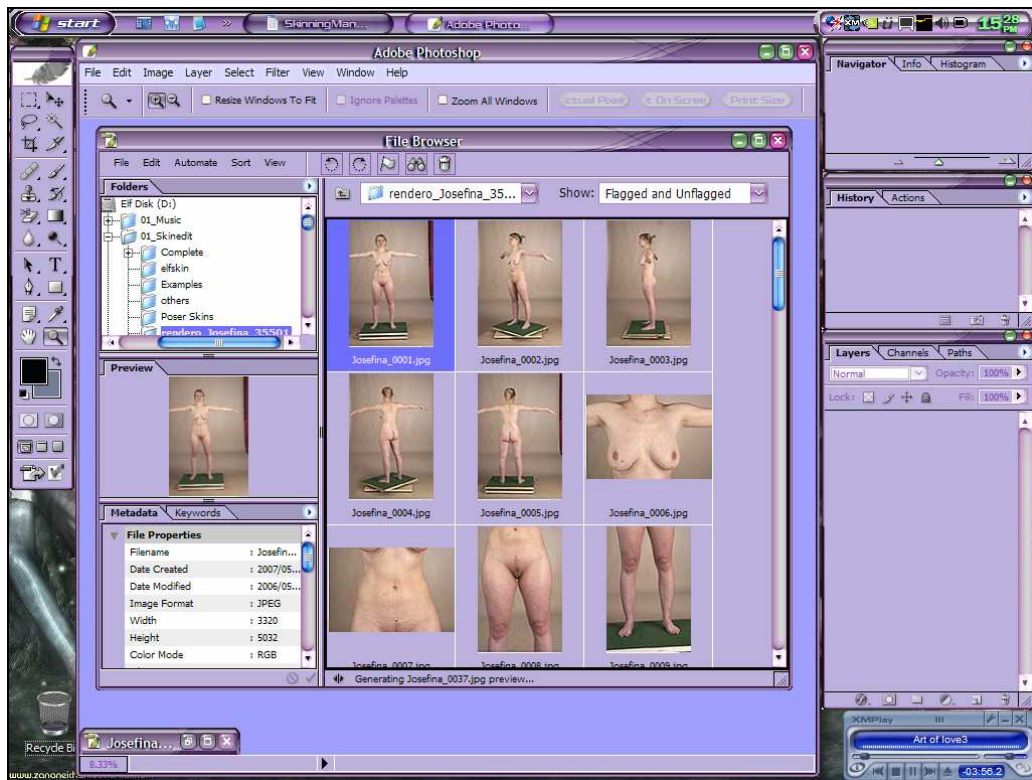


Cutting up body parts with Adobe Photoshop

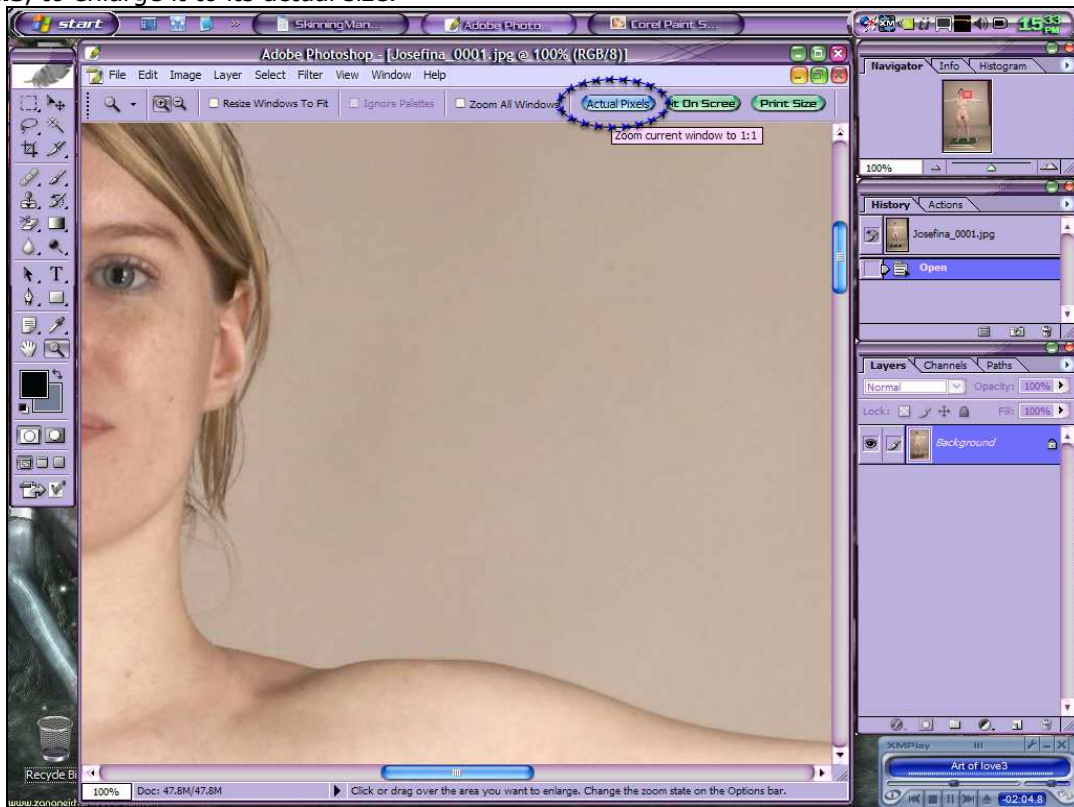
This is the **best program** to do **this specific task**, and save the results in **.psd files**. **.psd files can be opened in most applications**, but it's the default format of Adobe Photoshop, and its best to save a flexible format to edit in when working between the 2 or 3 programs.

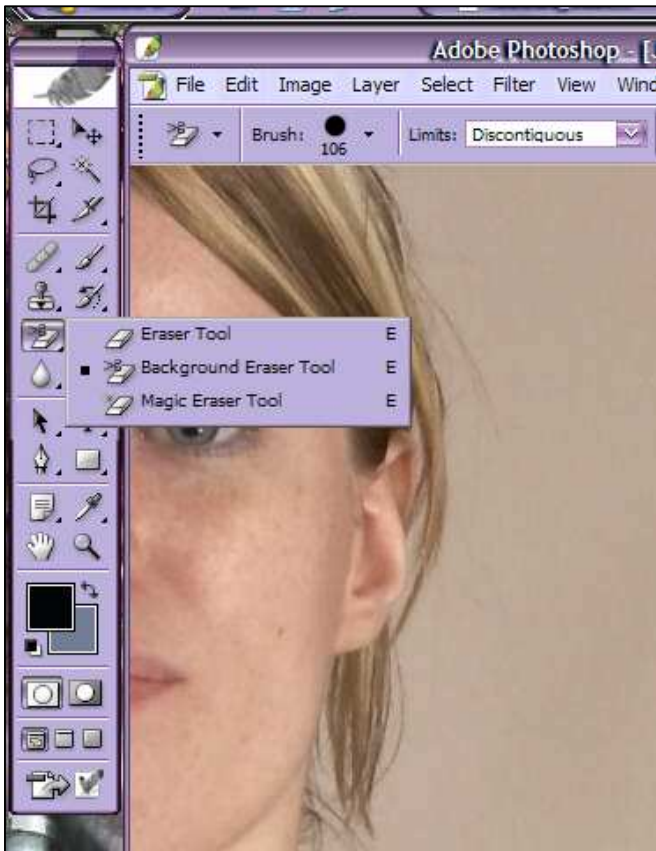
Open Adobe Photoshop. To open a photo, click the browse option, or you can click open, and browse to the photos of body parts.

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Open the first image and it would load in your Photoshop main window, and then **click Actual Pixels**, to enlarge it to its actual size.



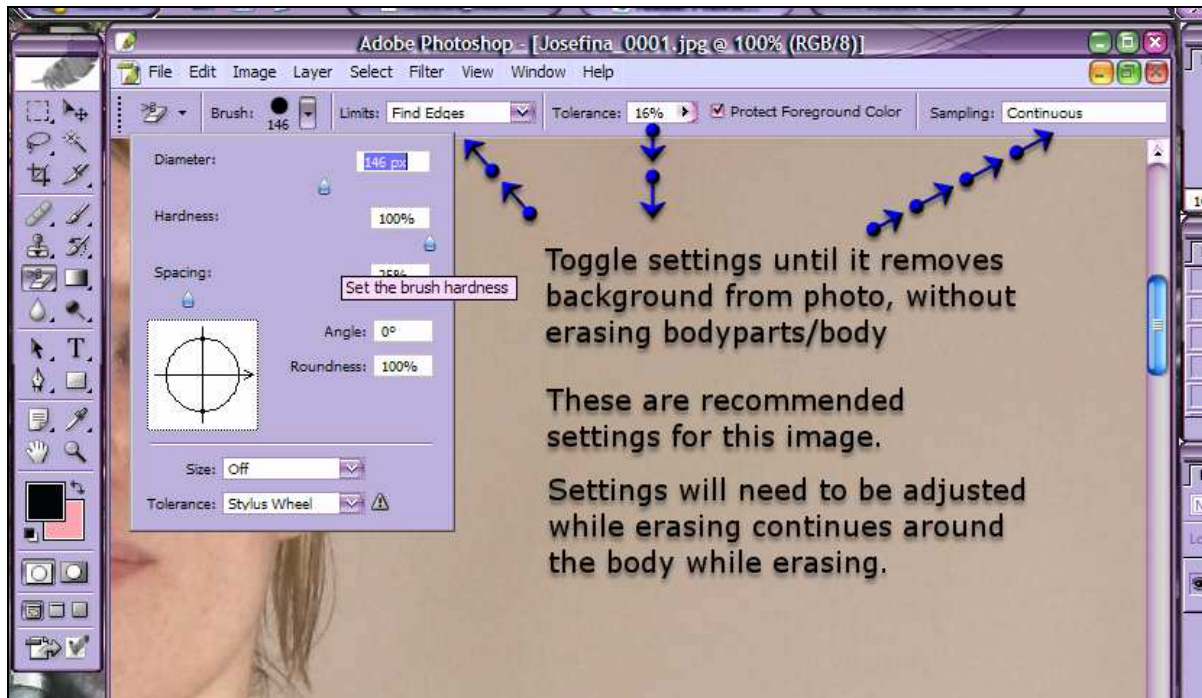


Once you have enlarged the photo you can start cutting it out anywhere (**removing the body [body parts]**) from the background. If your background is not more or less balanced (same colour/ photo was taken behind a screen of some kind) It would be more difficult to remove it.

That's why when people make movies, and when doing trick photography, the actors act behind a prominent "green screen" which helps the movie producers/n nowadays software to cut the actors out and place them on a computer rendered background/or separately filmed background. For example: cutting Superwoman out of the green room scene, into a scene filmed by a camera in a plain/helicopter.

In order to do this we use the background eraser tool + eraser tool (for more difficult erasing). The image on the left will give you an idea where these tools are situated. Let's first select the **Background Eraser** tool. Then erase in the background area. If you find the figure/ body parts being erased undo, by clicking **Edit/ Step**

Backward. Adjust settings, and then repeat continuously until you have the satisfied results.



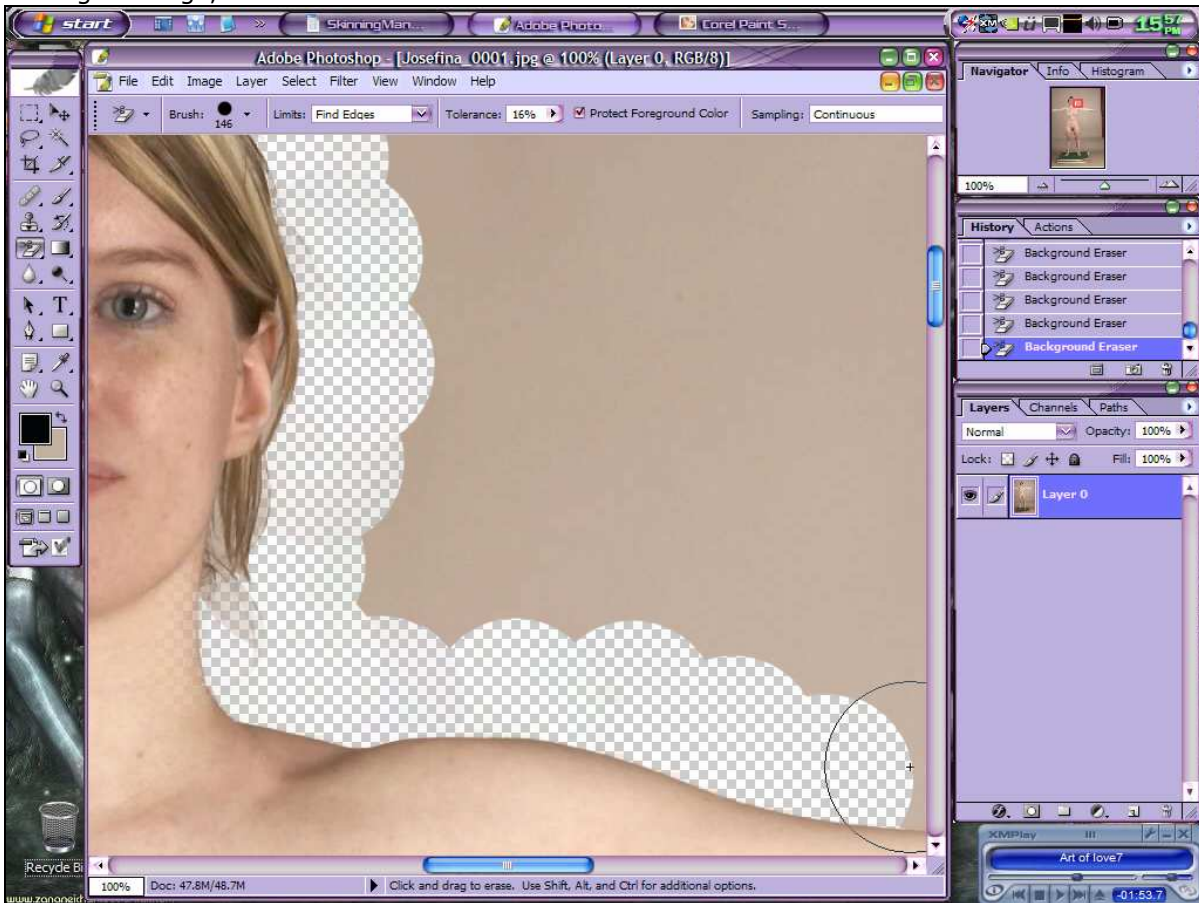
Toggle settings until it removes background from photo, without erasing bodyparts/body

These are recommended settings for this image.

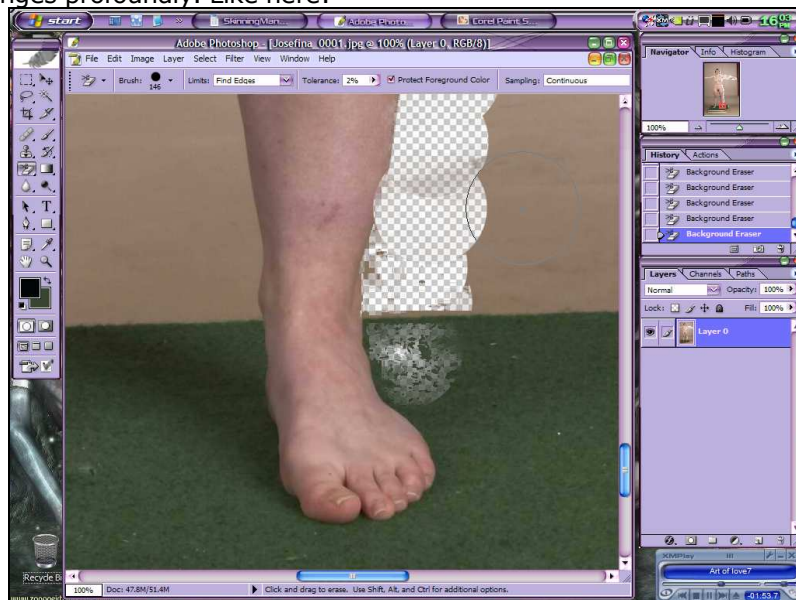
Settings will need to be adjusted while erasing continues around the body while erasing.

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Once you have found the satisfied settings, you can enlarge the eraser brush pixels, to get a larger erasing coverage, or continue as it is....

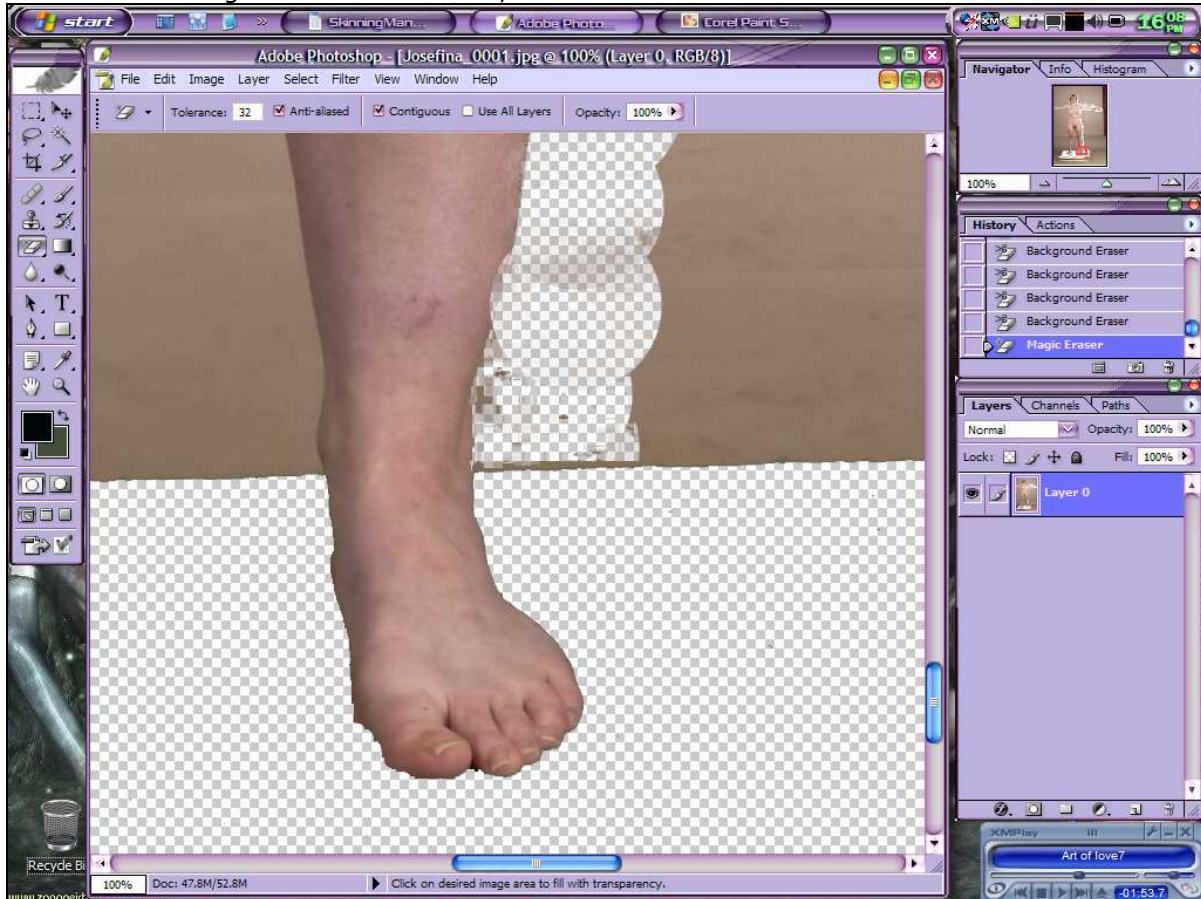


You continue down and around the image....if tiny sections of body gets cut out don't worry, but make sure it is not too pronounced, if it is, toggle the **Tolerance**, until you reach a point where the background changes profoundly. Like here:



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Now it gets tricky, here you would have to use the standard eraser, or very low tolerance, or adjust the settings again. (This is where it becomes an art rather than a science). Fortunately, we using the recommended program for the task... and there is magic involved... Go to the toolbox on the left of **screen where you got background eraser**, and click on **magic eraser**... then click on the stubborn background section... vwala, va va vroom!

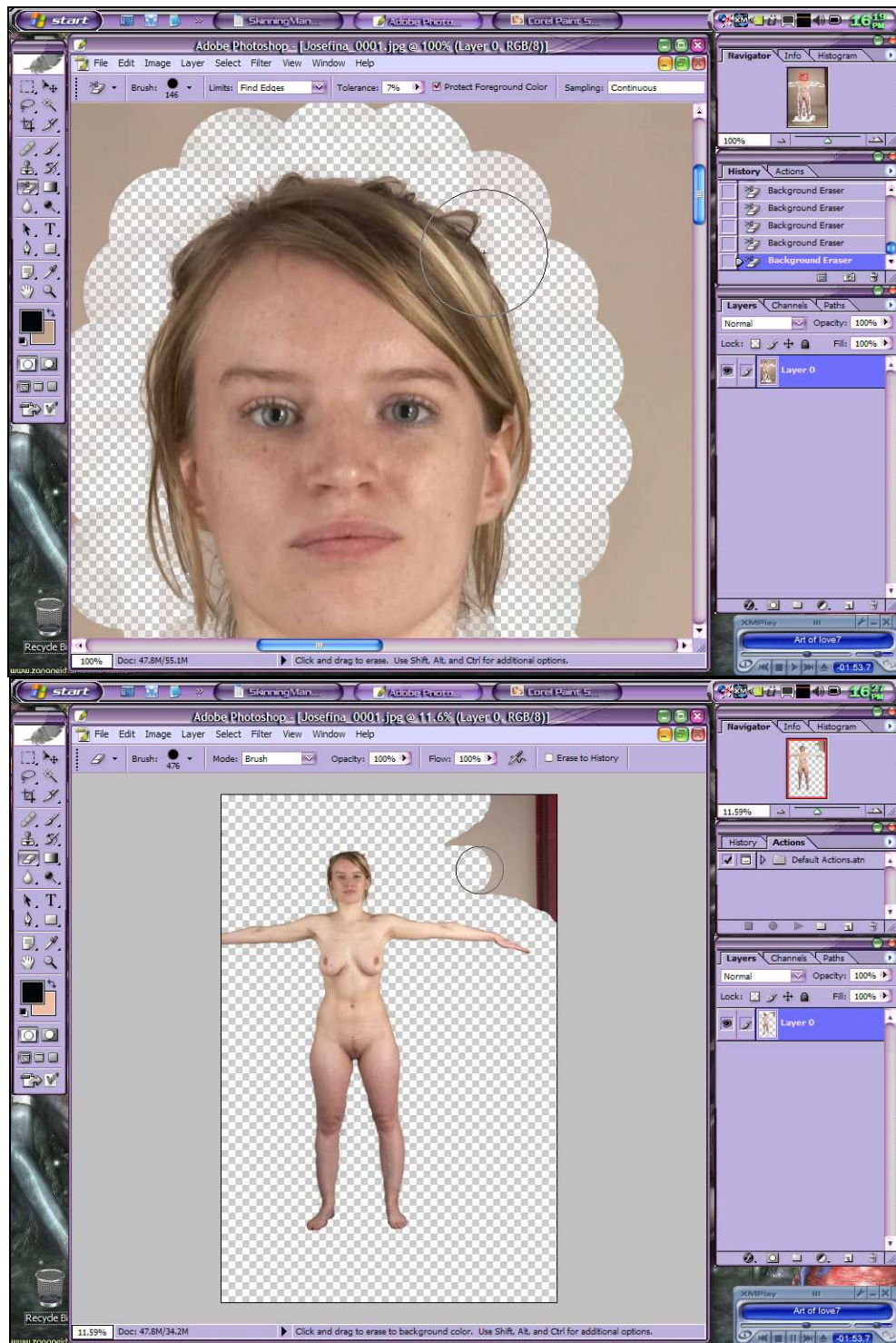


Try not to use the magic eraser on the previous background colour unless it's opposite to the skin colour, however if your "stubborn" background section was similar to the skin colour, you would have to have used the manual eraser "**Eraser tool**" tool in the toolbox. And it does take a time, and it's an art.

You could have also use the selection too to create a selection around the body part, and have a steady hand and trace... and hit the "**Delete**" key to clear out the selection. There are several methods you could have attempted. The key here is to think, what would be the best option. Once you have successfully cut around the body or body part image, there will still be some "background" This can then be erased by the manual eraser (using large pixel size).

The body part that was cut out is suited for a V3 type character or a Ziza Faery from <http://www.thorneworks.com>

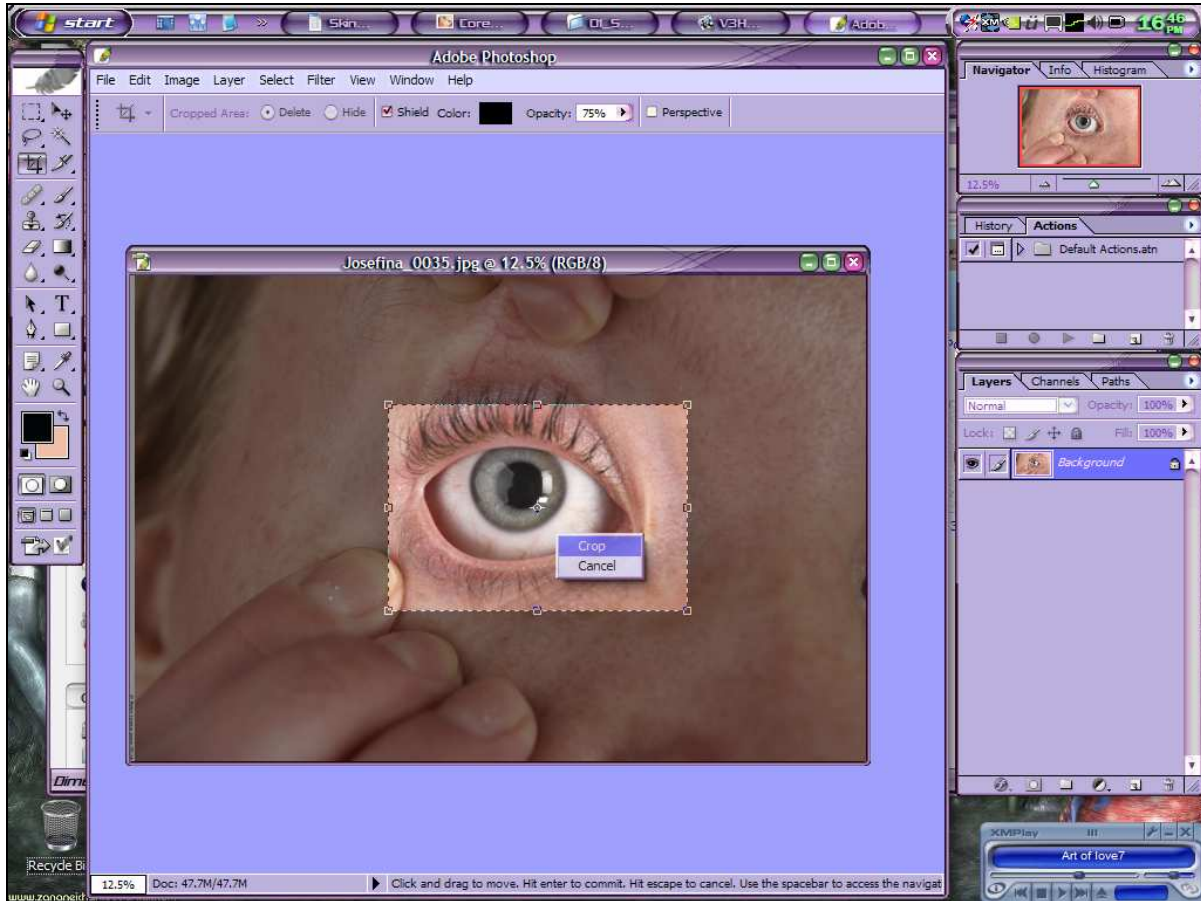
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Well you do this with "all" the body part photos. And save them in .psd format (as it can be edited also in the other programs) **(maximize compatibility must be checked also)**. However, you might come across some which you need to get in another way, such as the eyes, lacrimals, tongue and inner mouth. Which can be cut out in various ways using the standard

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eraser, or selection tools, or the magic eraser or background eraser? The best option is selections **too cut main section out, or crop it up, then with the standard eraser, with hardness set to a bit soft, with soft edges, cut /erase around the body part.** This is also when it becomes more of an art than a science, since a lot of time and **precision** needs to be focused on this, and one can only **get this right is by trial and error**, doing tasks, if errors are made, step back, and try again... repeatedly until the results are satisfied. Hence that's why I recommend Photoshop and Corel Photoshop paint, there is a lot more tools, such as **background eraser, magic eraser** etc... which saves time and effort. Corel Photopaint is a pain in the ass to use, and takes longer to get a task completed, but with less desirable results than Photoshop and Corel Photoshop paint. You will see and understand me more as you read through this tutorial.

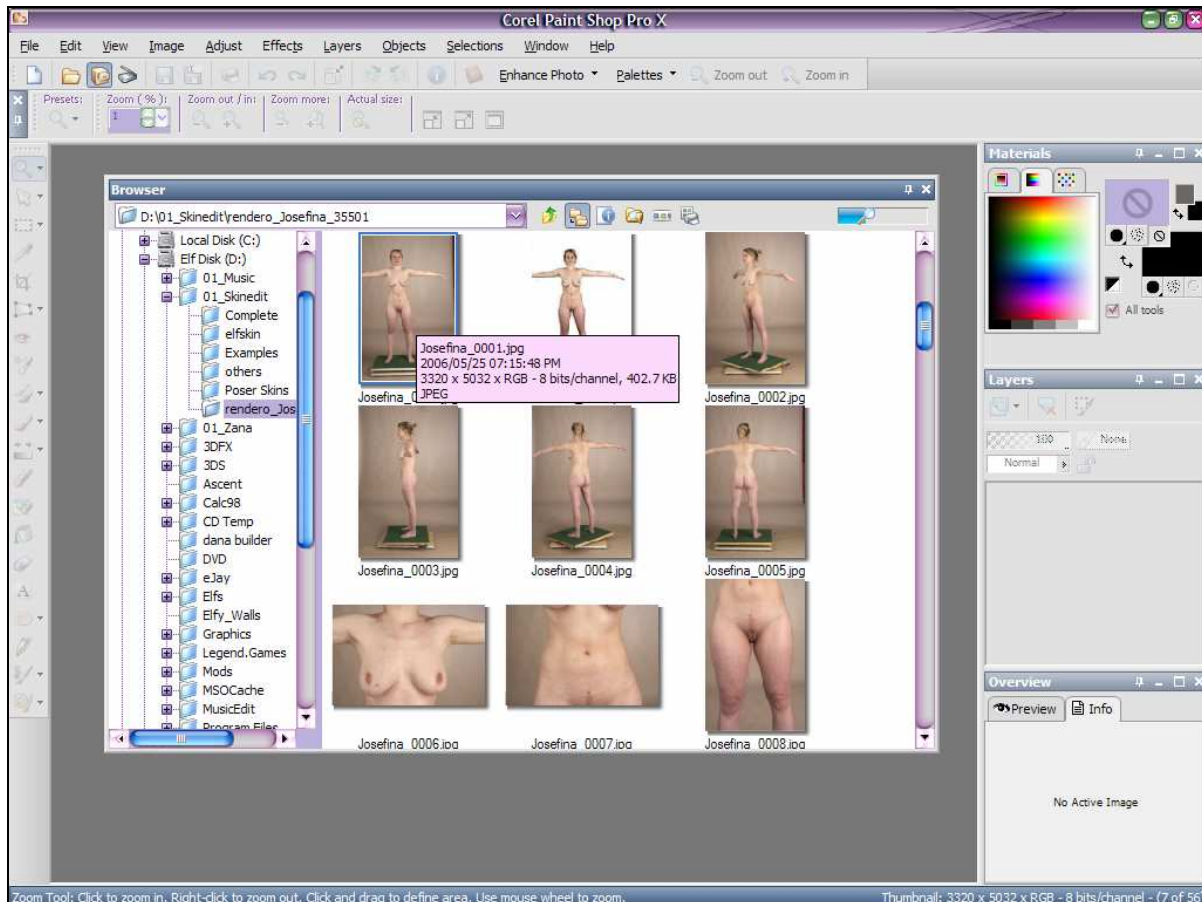




Cutting up body parts with Corel Photoshop Paint

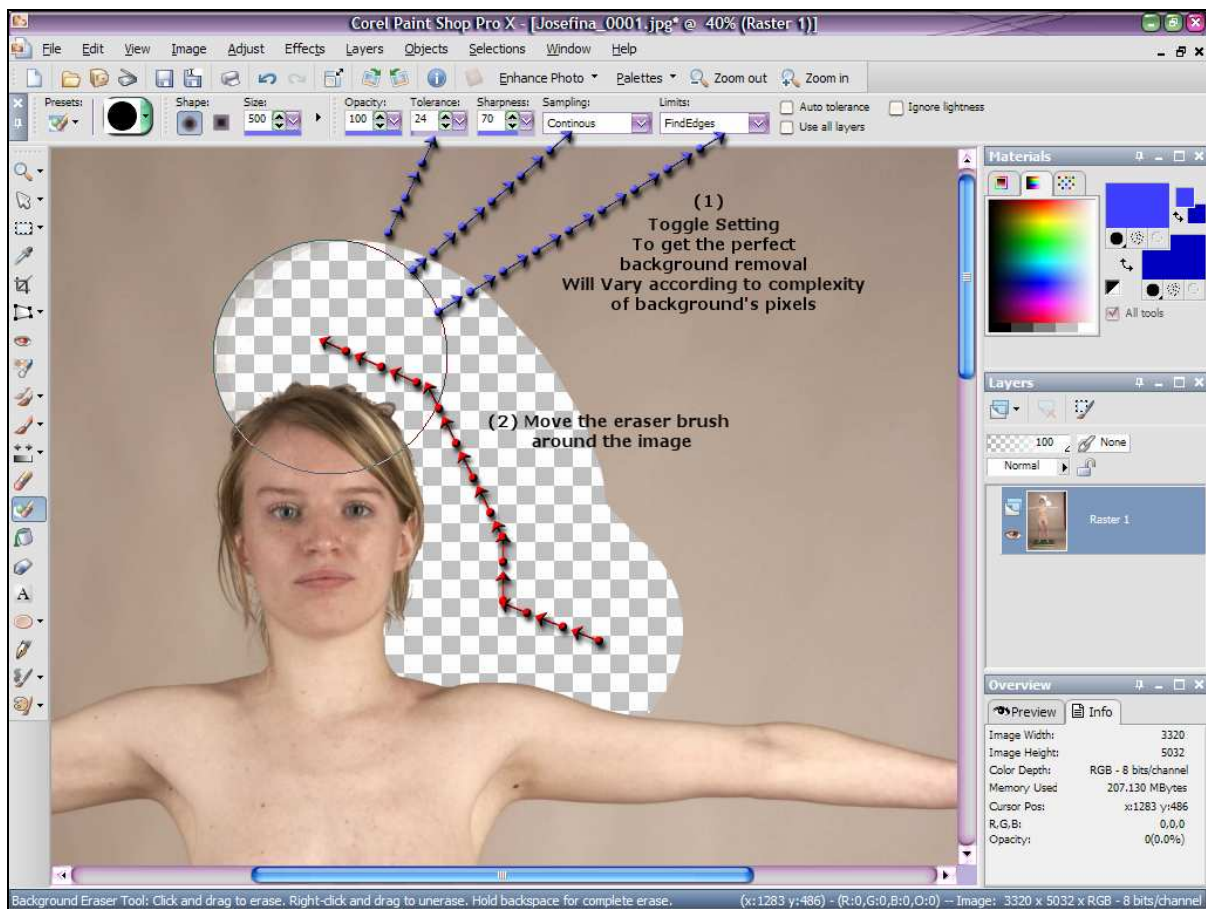
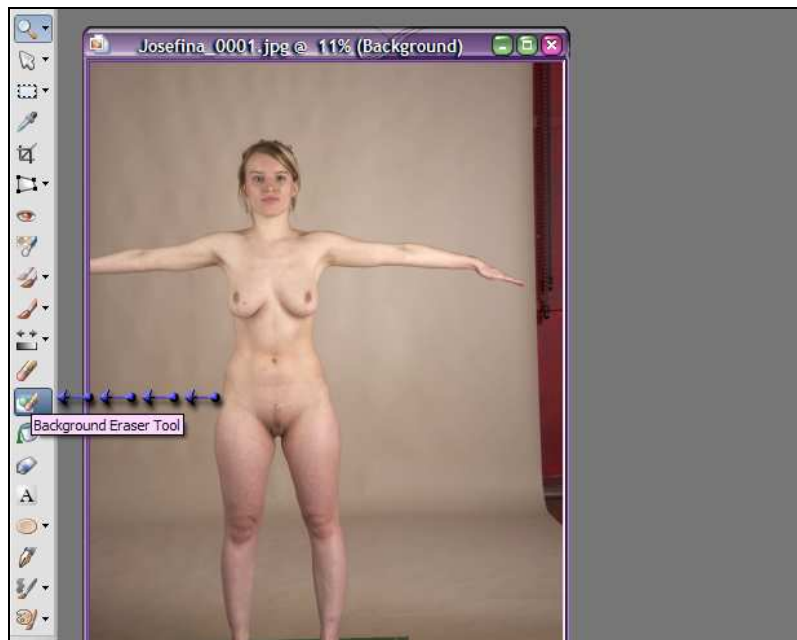
This is the **second best** program to do **this specific task**, and save the **FINAL results in .psd** files **if you want to work adjacent with Adobe Photoshop**. It is recommended, to save **working files in .pspimage format** as it mysteriously uses less memory, and **save the complete final result as a .psd**.

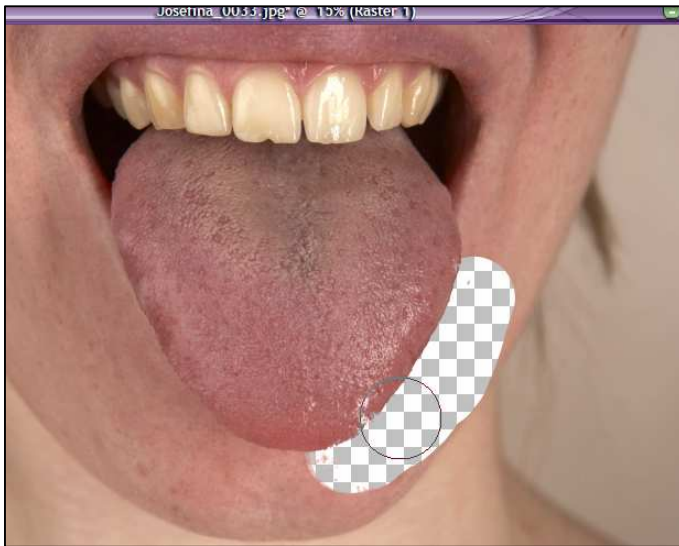
I actually made my cut-outs in this program, since, I was not aware of adobe's fascinating background removal tools; as I was still getting acquainted to Photoshop, and have been brought up using this software since 1997 when it was Jasc paint Shop Pro. However, this program also has a **background eraser**, just slightly inferior to Adobe's Photoshop. It **also has a standard eraser tool**. But where Corel Photoshop paint leaves adobe Photoshop in the dust, is **its morphing tool**, which we will use when pasting the cut body parts over the template. Where Photoshop does not have it, but alternatively use a push tool, and erase... and the desired results become less. That's why I like working with a selection of these photo editing programs, and use all the good points out of them all. Open up Corel Photoshop Paint, and click browse, and browse to the folder where the photos are. Let's open up the same one we did in Adobe Photoshop.



Open the image, and select **the background eraser tool**.

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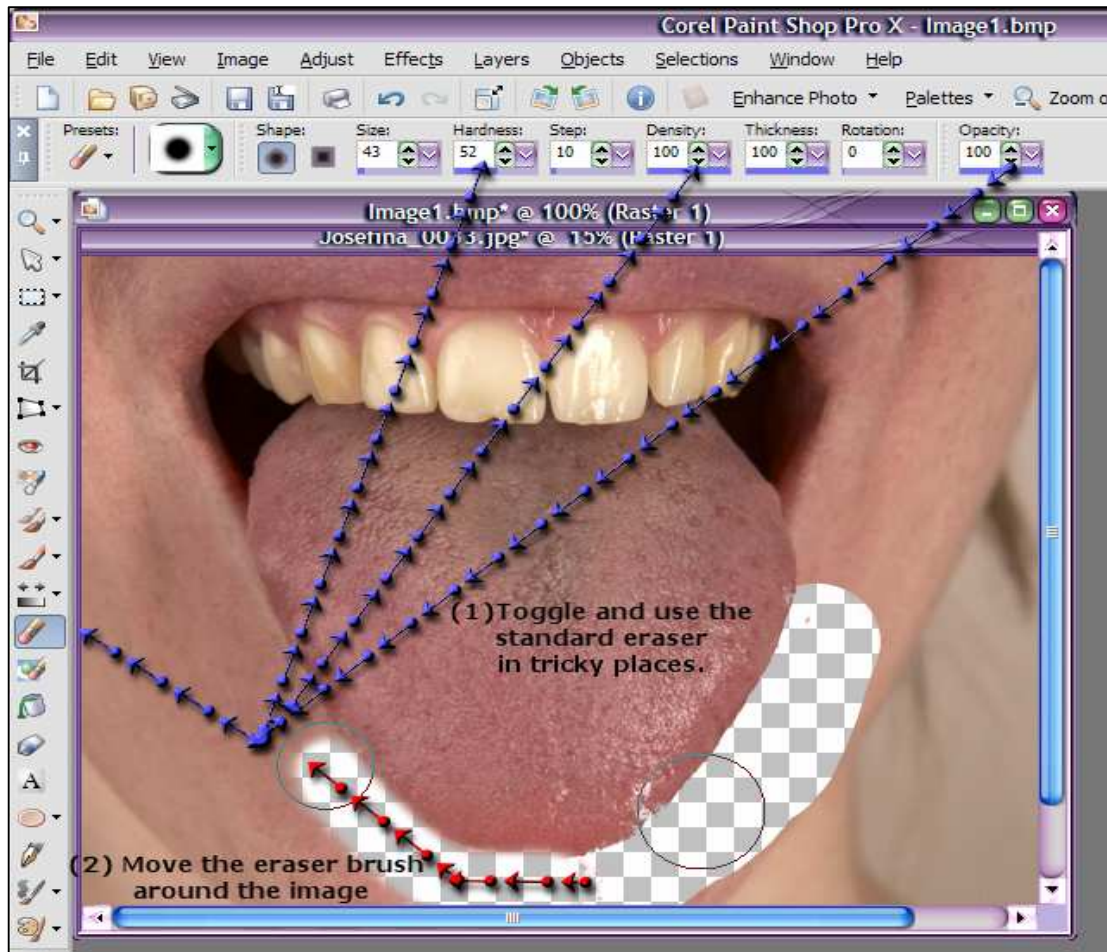




Do this with all the images, until you have just the cut out body parts, and save them as .psd files

(recommended for switching between Adobe & Corel) or the .psimage format if you decided to keep to this program. However, there is **no magic eraser tool** in this program to remove hectic background pixels such as the foot stool. The same method can be used in Photoshop and Corel Photo Paint for cutting out the tongue, ears, teeth etc too like so (make sure you adjust tolerance, and stuff, so you don't erase the object you wanting, while using the background eraser, sometimes it can be quite timely depending how close the colours of the pixels in the background

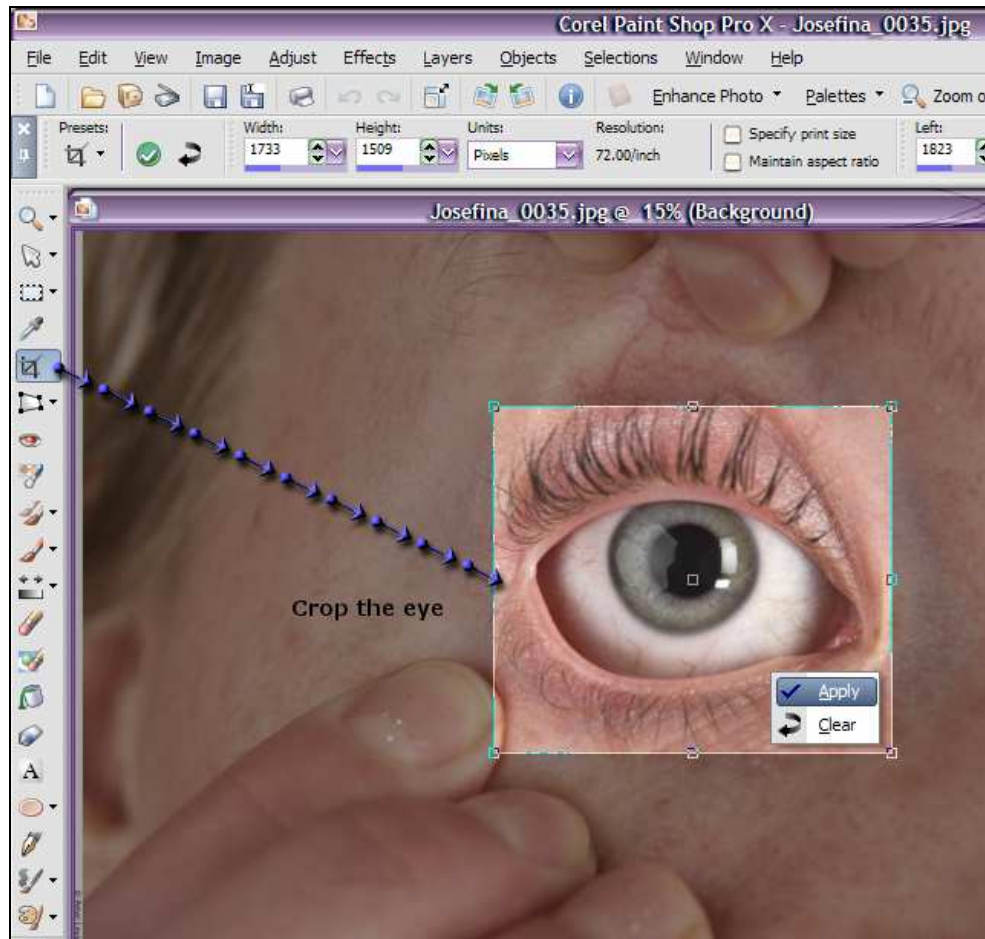
are to that of the object. If it **becomes impossible**, use the **standard eraser tool**, and adjust



the settings, of the brush, and erase slowly, and try not to erase the object you want.

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For cutting out eyes, you use the **cropping tool**, like that of Photoshop.



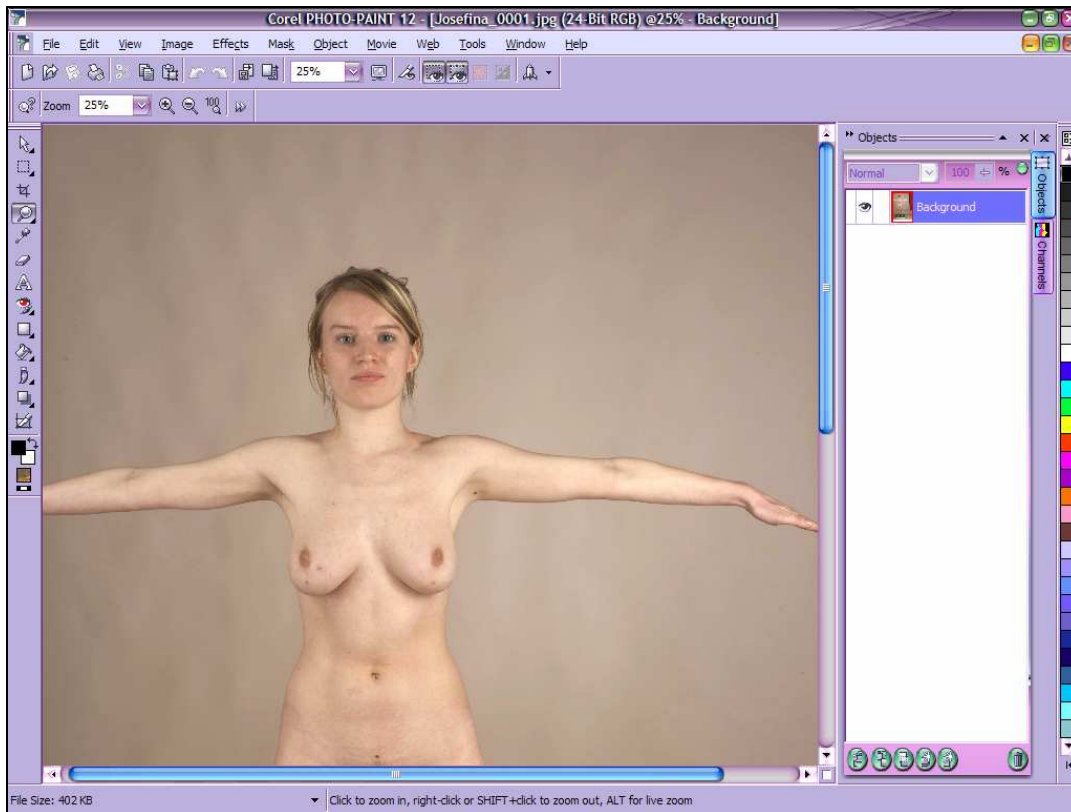
You use these methods to get all the body parts, cut out, including nails as well; **don't forget the nails....and teeth.**



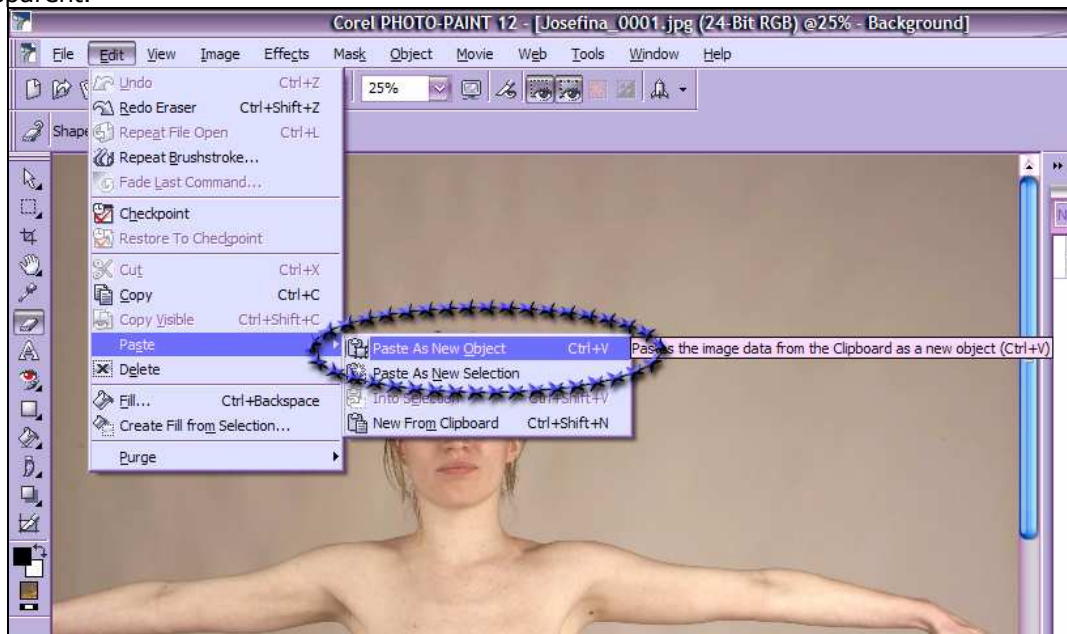
Cutting up body parts with Corel Photo Paint

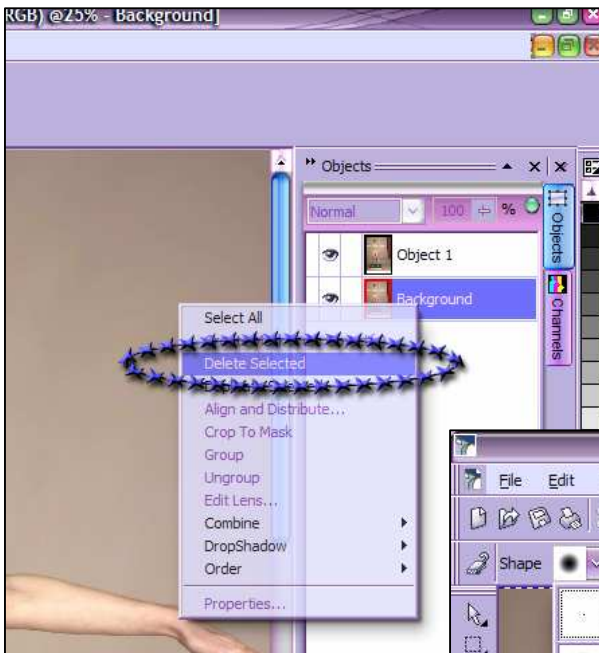
This program is **rather limited and primitive** to the others, and this is similar to other programs, that may not have an eraser background brush, and to be used if you don't have Corel Photoshop Paint or Adobe Photoshop, but stuck with a program like this. Open the same image as the others.

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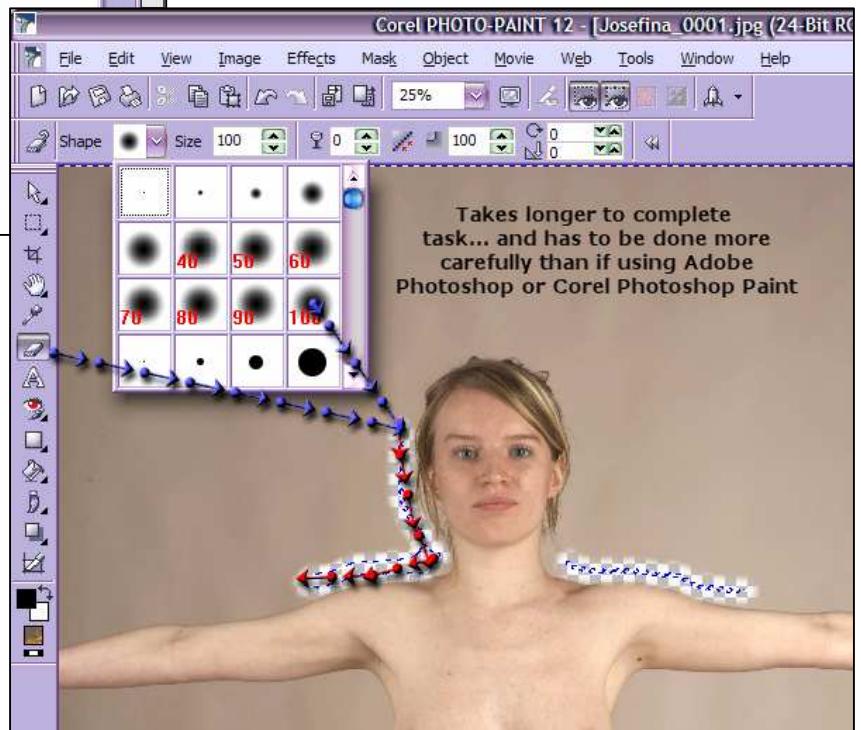
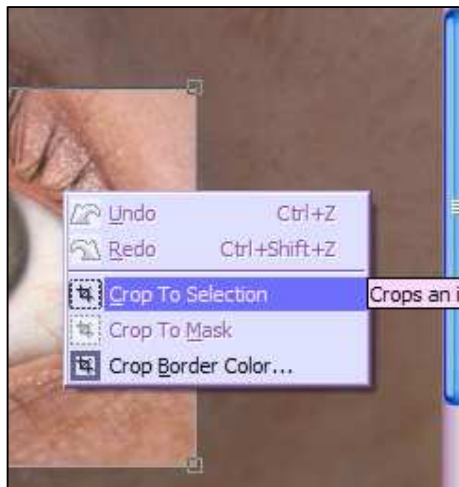
Now that you have loaded you need to erase it, but first you need it as a layer, as if you had to erase it, it won't leave a transparent background, but white. Go to **file, and copy image, and paste it as an object**, so you have it as a layer, and background around body parts are transparent.





Then in the side bar called objects, **delete** the layer labelled as Background. Once you have done that, select the eraser tool and start erasing... You **would have to manually erase**, carefully like using the standard eraser to in the other programs, and **can take longer to complete the task**. You do this with all the body parts, yup, I know its slow, but you would eventually have cut out everything, and it is recommended to save the files in **.PSD format**, since you may want to get hold of the other programs later, **also PSD format is best recognised**.

For objects like the eyes, it's the same as the other programs, using the crop tool... but uses "Crop to selection" choice in the



menu.

Now you have cut out all the body parts, make sure you have all the parts cut out according to the template files.

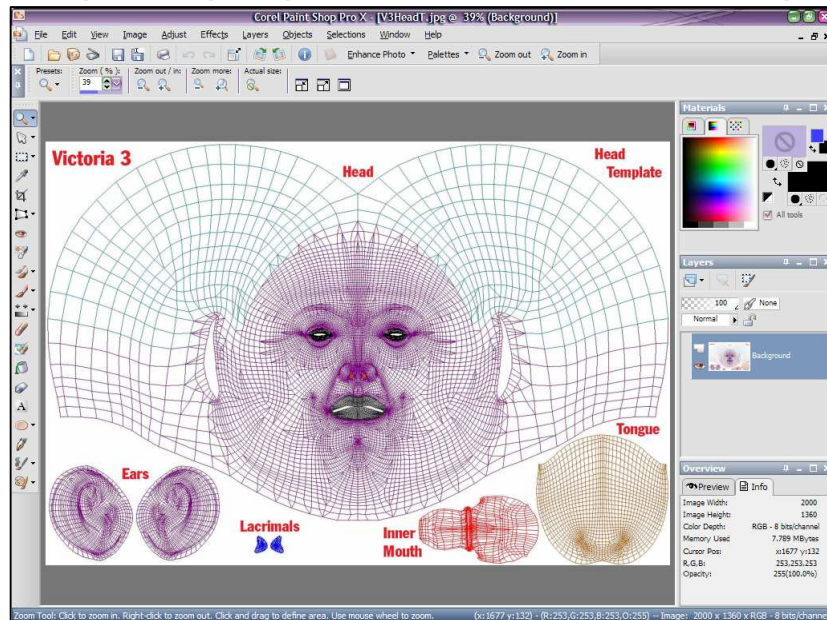
Please note to reduce the file size of this template, I will focus on the best programs for the job. If you have extra plug-ins for programs that are not mentioned, but can do the following, you may use the plug-in alternative.

Making a hide (pasting body parts over template).



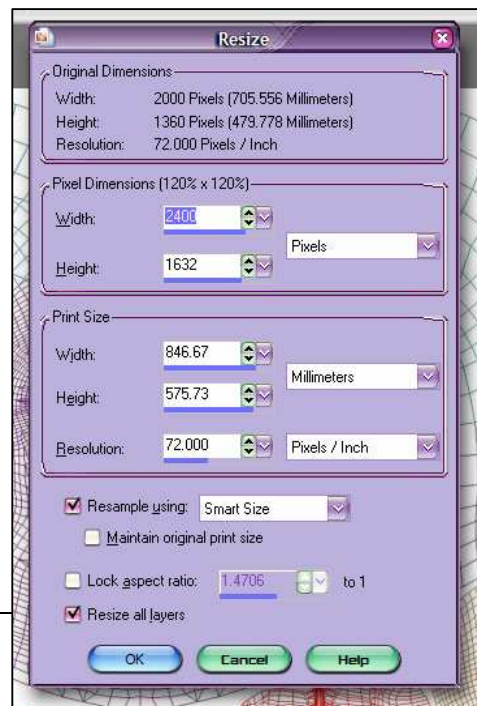
Making hide with Corel Photoshop Paint

This is **the best program**, to use for this particular task, the reason being is that it contains the fantastic **Warp Brush**, where you paste the body parts, set the layer transparency, erase parts with standard eraser, and get to **push warp the parts in line with the lines of the template**, to improve accuracy of the hide. I will only cover this section in Corel Paint Shop pro, only, since it's the quickest, and to keep manual short and its file size small, all you do is **copy** and **paste** the body parts **over the template**, **cut around open parts**, and then **paint under the pasted layers** with a **textured brush**, which the **traditional**, and **standard method**, **unless** one has a **morph brush** plug-in for Photoshop.



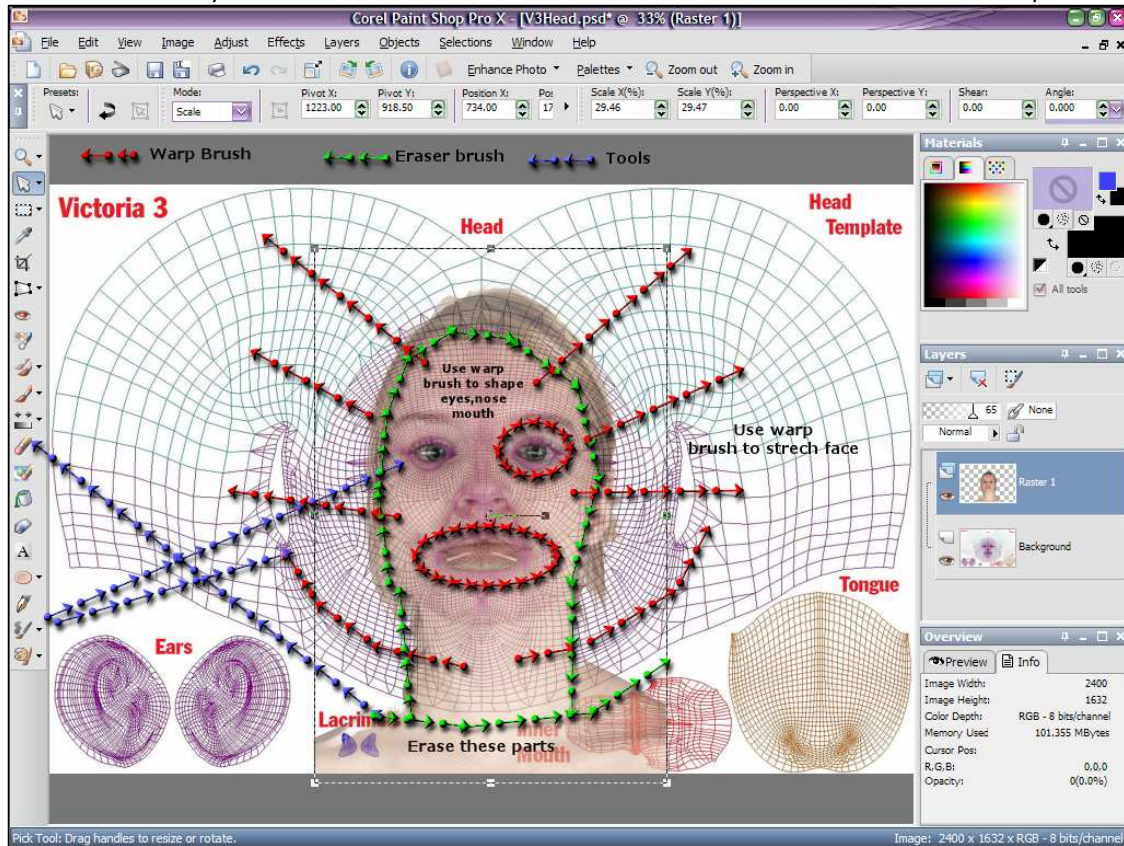
is

First **open** the **template** (wire frame) or an existing skin done by someone else, or someone else's skin you are trying to imitate. First we are going to get started on the head. Since the **head is easier to do and learn from first**.



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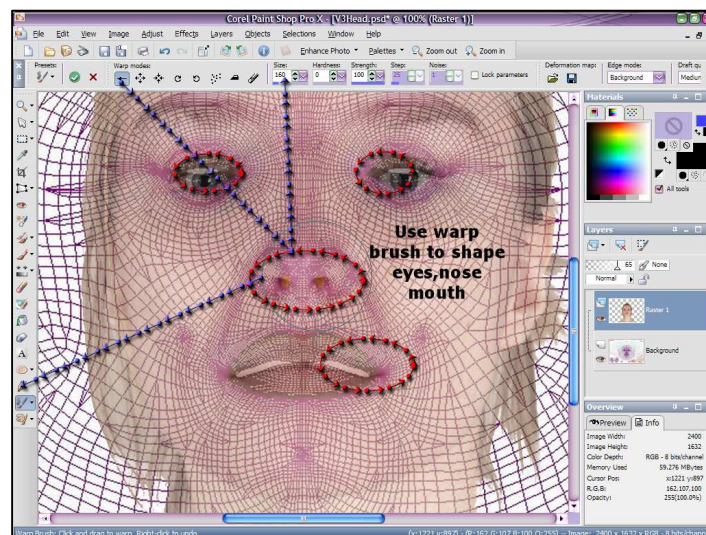
Set the head dimensions to to: **by going to the menu :: → Image → Resize** and wait for a dialogue window to open and enter the pixel sizes as follows, make sure pixels is selected, and aspect ratio is turned off. Enter the pixel size of **2400X1632** to make sure the head ratio texture is the same of a body texture size of 3000X4000. As we want the **head skin** texture map to



match that of the body. A lot of artists do not take this ratio proportion into consideration, which then leaves a higher quality, larger head texture in comparison to the body. Once you have resized the head texture, save it as a .psd image where you can alternate through the different programs, or .pspimage, and save the final skin as a .psd for memory purposes.

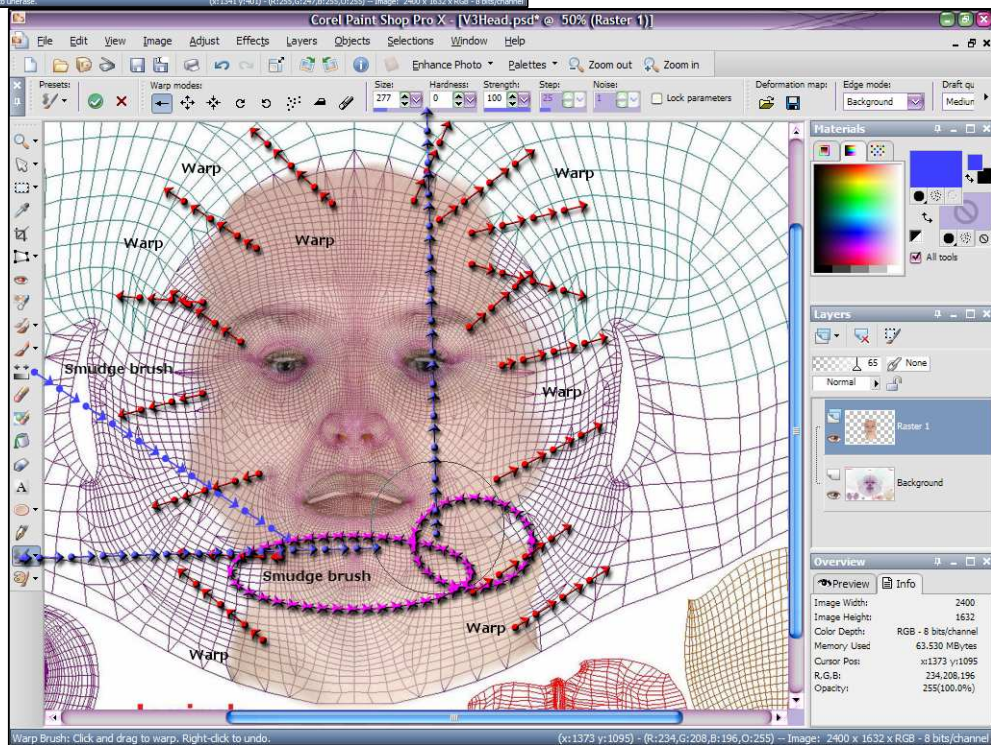
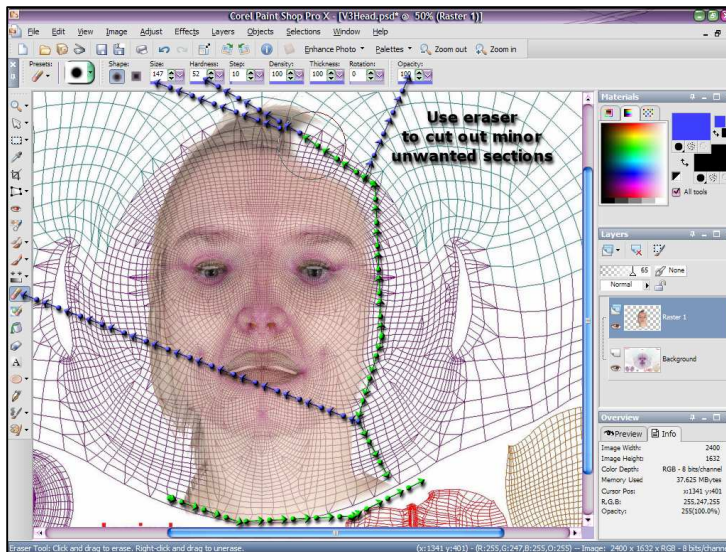
Open the cut out head, and **paste** and **shape it to fit** on the template, also make the **layer transparent**, so that you can see where you see that you match the eyes with the template's eyes, nose with the template's nose, and mouth with the template's mouth. Then we are going to use the **warp and eraser brush** to fit the head on, and to **match up** with the **template lines** to be more accurate.

The **blue arrows** indicate the

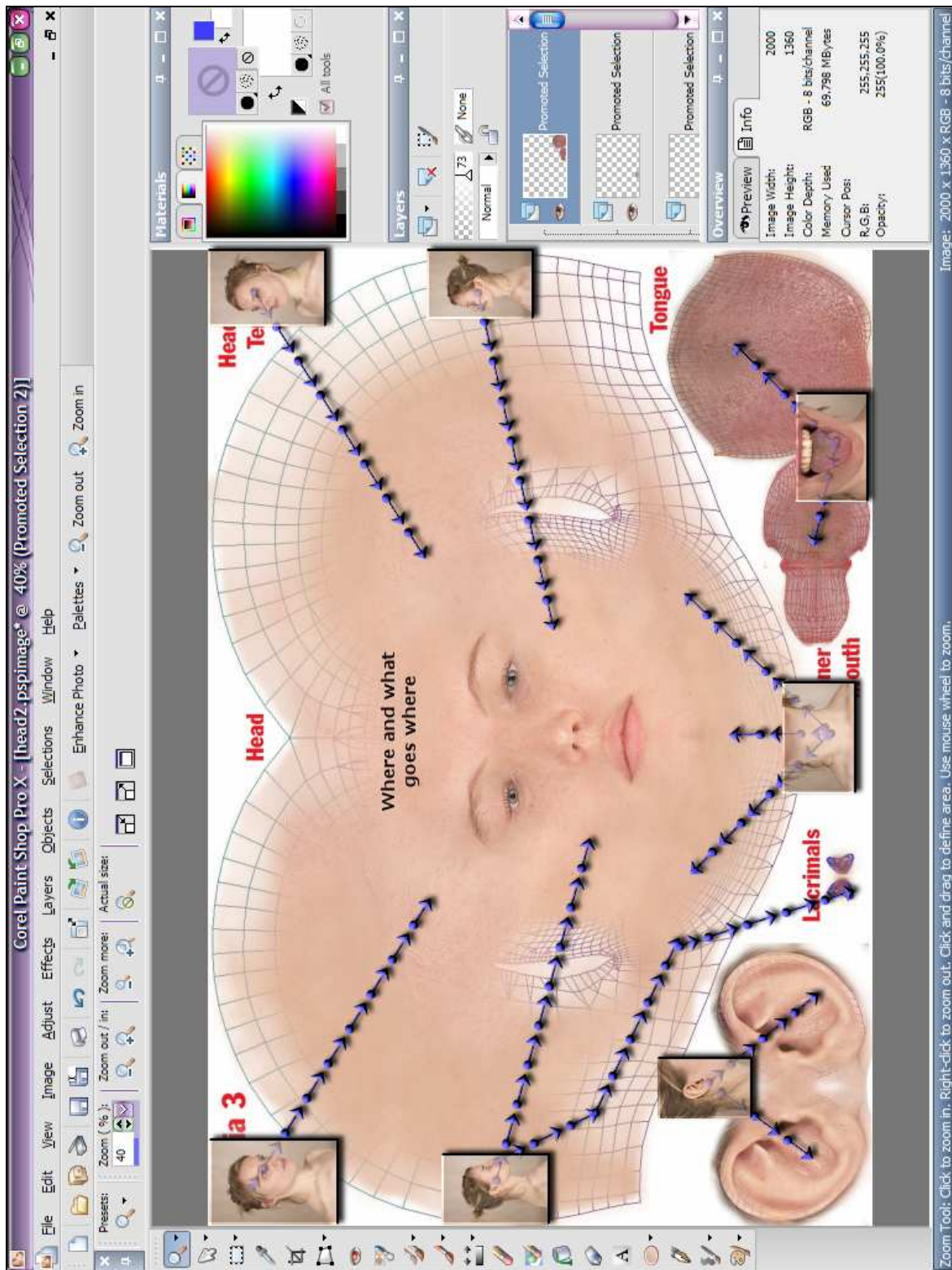


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tools to be used. The **Red arrows**, is where we would be using the **morph brush**. The **green arrows**, is where to **erase** with a blunt eraser "smooth edges, blurry edged eraser".

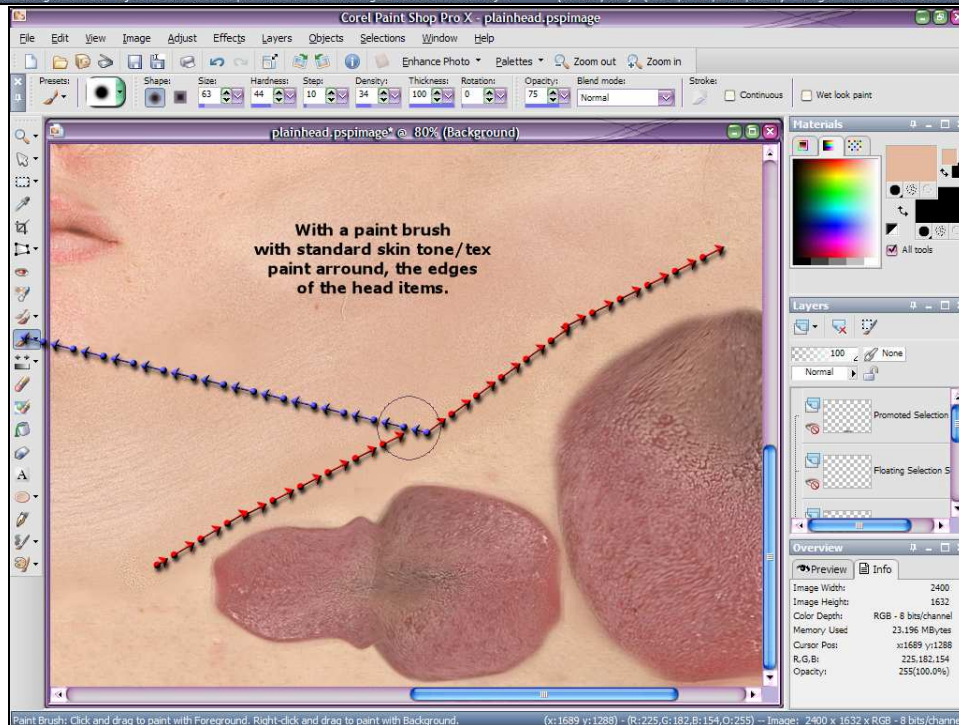
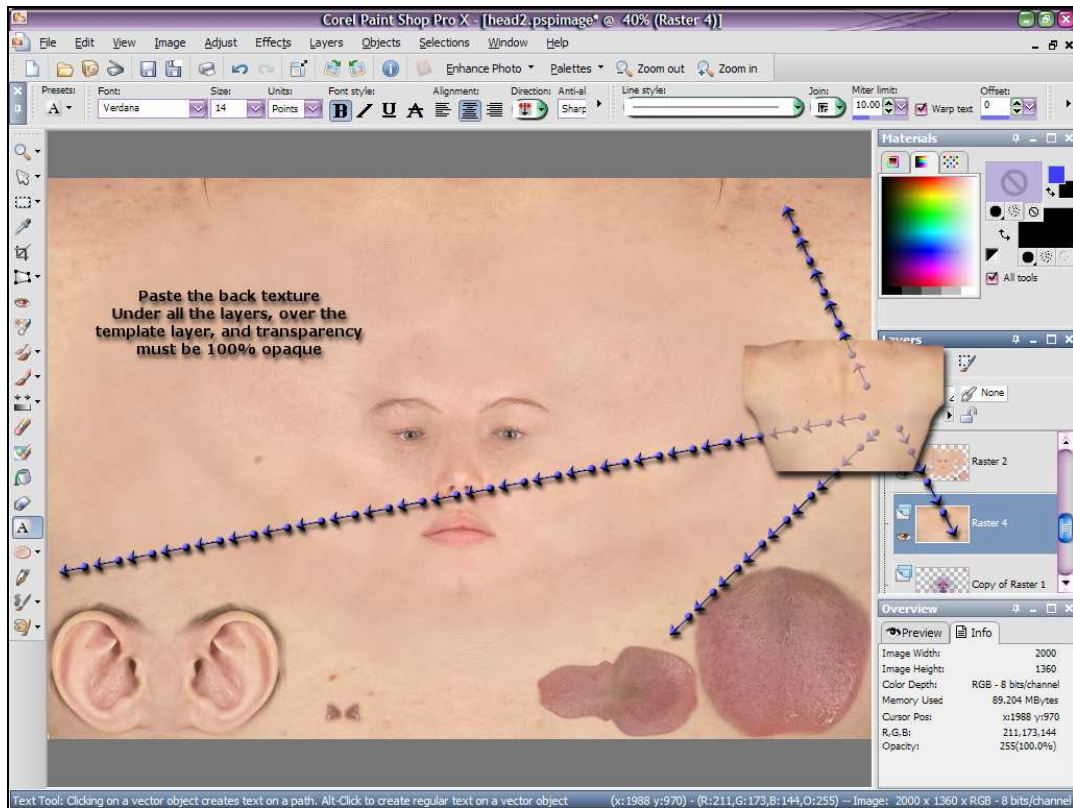


You then add **some more cut outs**, such as the **side of the head**, for the **cheeks**, and **neck sides**. If you only have one side photo, you **can create a mirror image of the photo**, for the other side. Here is a full page on what goes where etc... With **working with the head**, it's always best to **start from the centre**, and **work your way out**, then do the tongue, ears etc.



To **fill up the skin**, cut a section out of the **back (body part)** and **paste it under all the layers**, then with a **paint brush** texture paint around edges, so that **edges are all same colour** and texture to **prevent sow-up effect**.

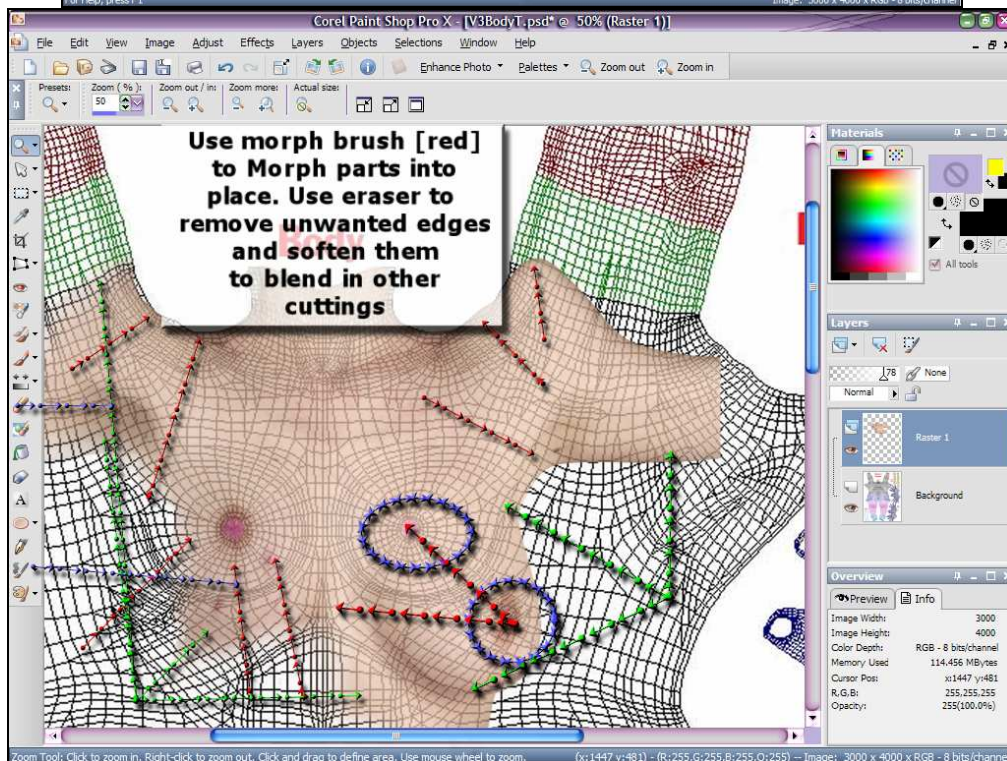
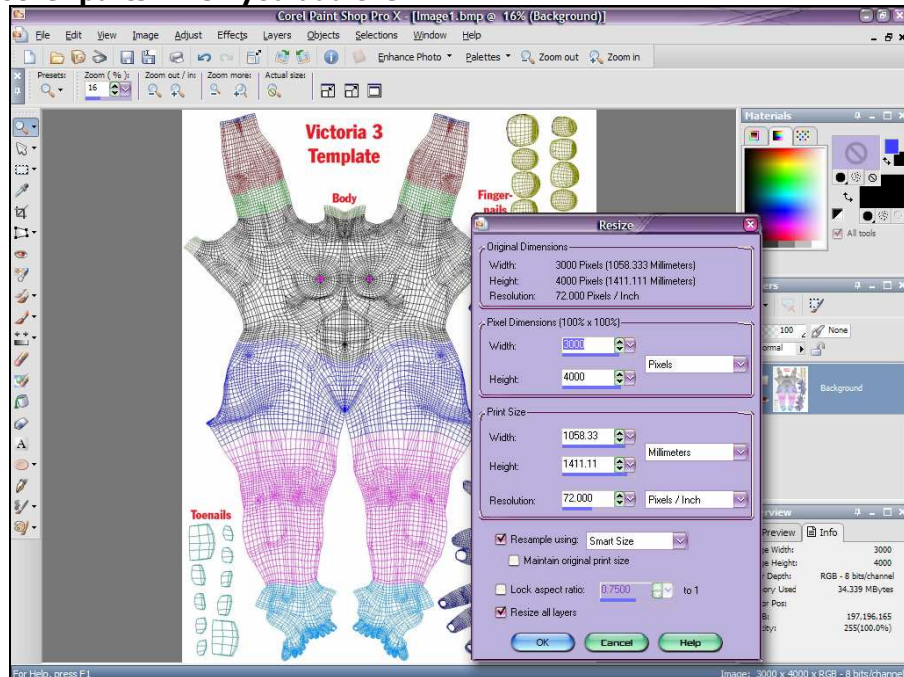
SKINNING TUTORIAL

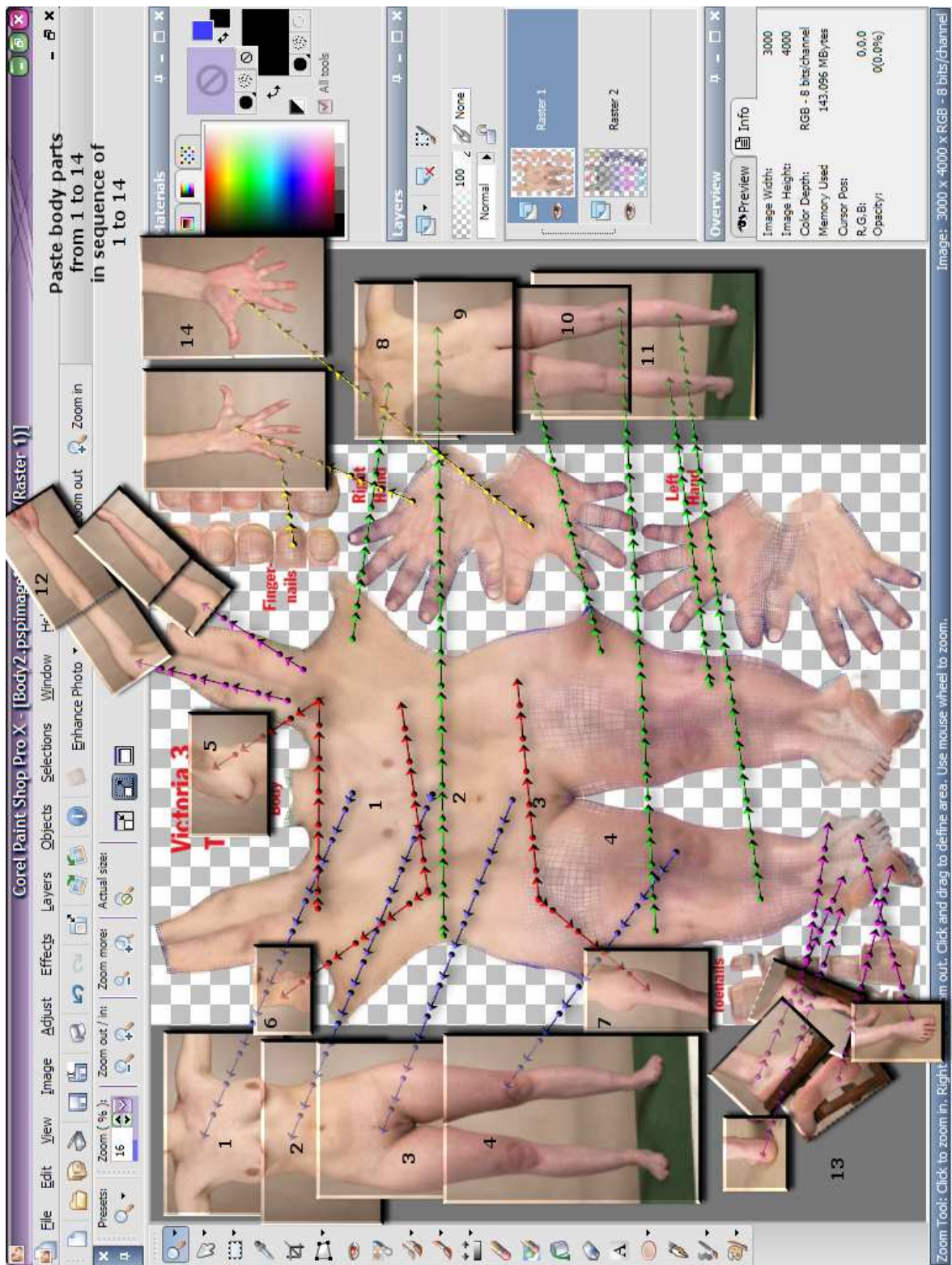


The reason for painting around the edges is so that, the figure does not appear or look like it is sown up at the edges, where map edges and corners of the hide meet.

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Now we will **start with the body**, now that we done the head. Open the body template, and set the dimensions to **3000X4000**. Once you have done that we **start pasting body parts** on it, the **same way** we had done the **face parts**. But **first starting from the breasts**, and working **outwards** to the **abdomen, back, arms, then thighs, legs then feet**, and then finishing of with the hands and nails. **Use same methods** as you **used in the face**, by **Warping (red)** to template, and **warping to stretch out and using the eraser (green) brush**, to **blend out parts into other parts when you add them**.

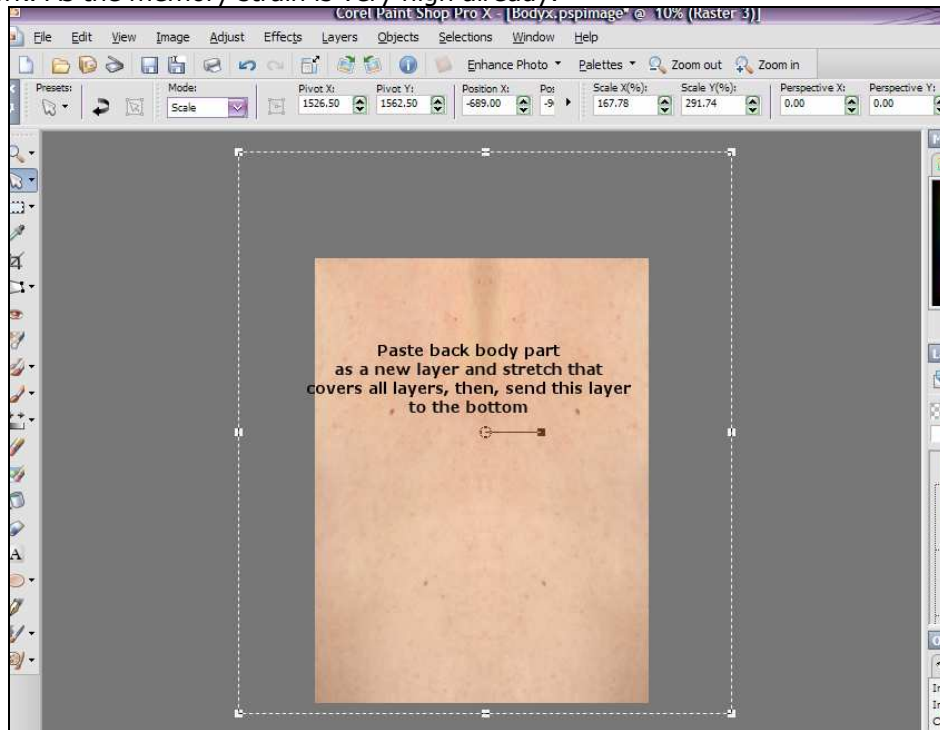




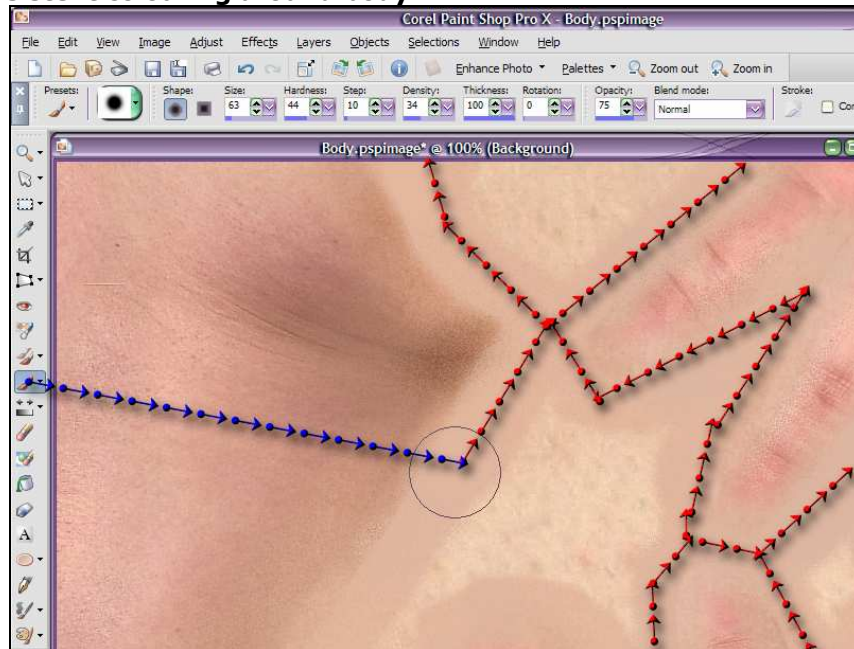
Place all the body parts, in the steps of 1 to 14 order, you can also mirror one section, to save time. (Hint/Note :: Construct 1 side, and mirror the verged layers to the other side :: improves texturing area round the back, of the figure, also saves time.)

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Once you have completed **pasting, morphing** all the body parts on the required areas, get the **"back" body part**, and **paste it as a new layer**, stretch it that it **covers all layers well**. **Send the layer to the bottom**, and then **crop out hidden areas**, to **reduce memory strain** for further work. As the memory strain is very high already.



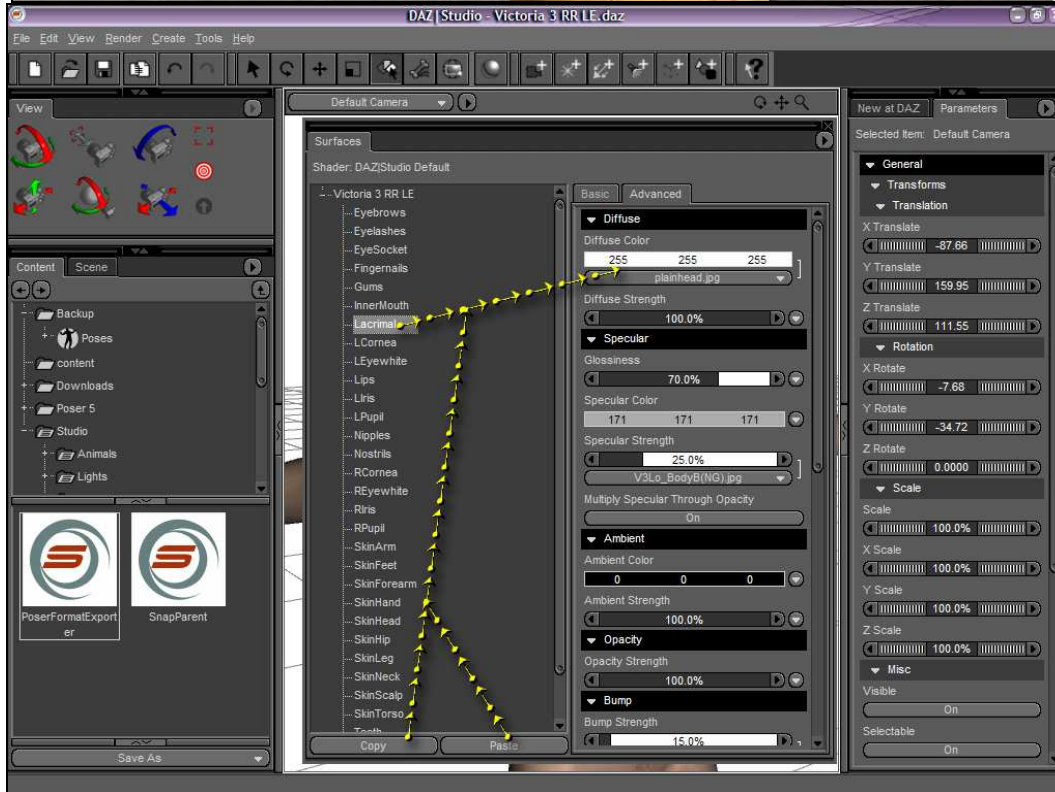
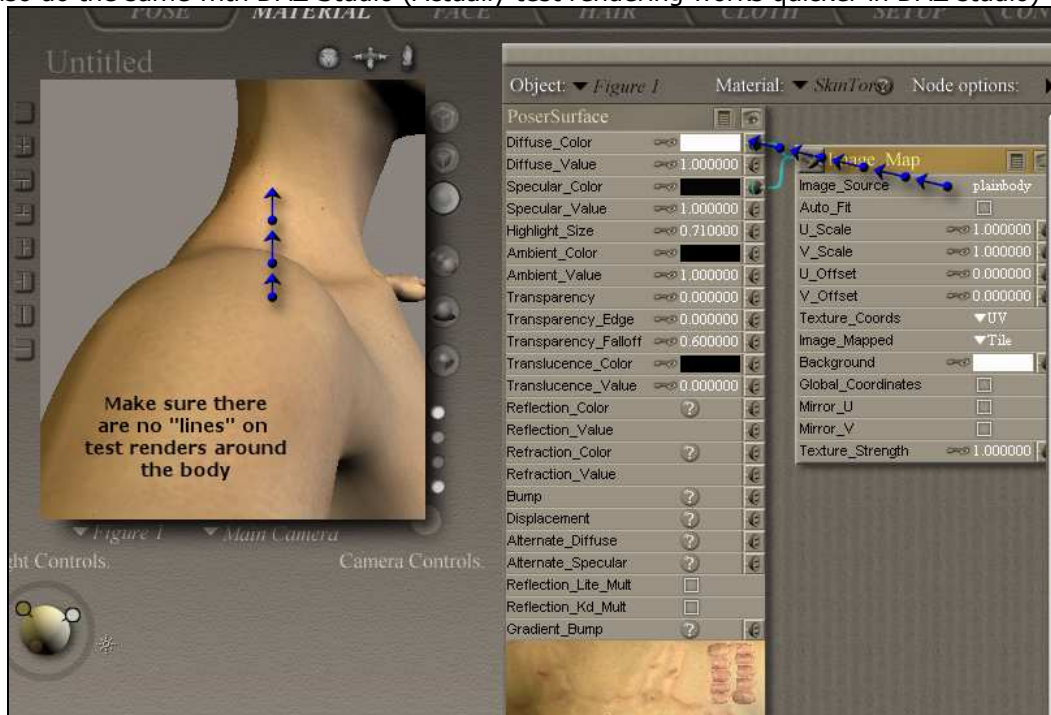
Merge all layers(as we need to free memory, for continued work), and then **paint around the edges with a textured brush** to keep a **standard texture colouring around the edges**, so there is a **consistent colouring around body**.



Then your skin now is completed, but save a **test jpg** file to load in poser, to **test render** around all edges to see **if the edges don't match**, to fix this, just **brush over the edges**. Load the

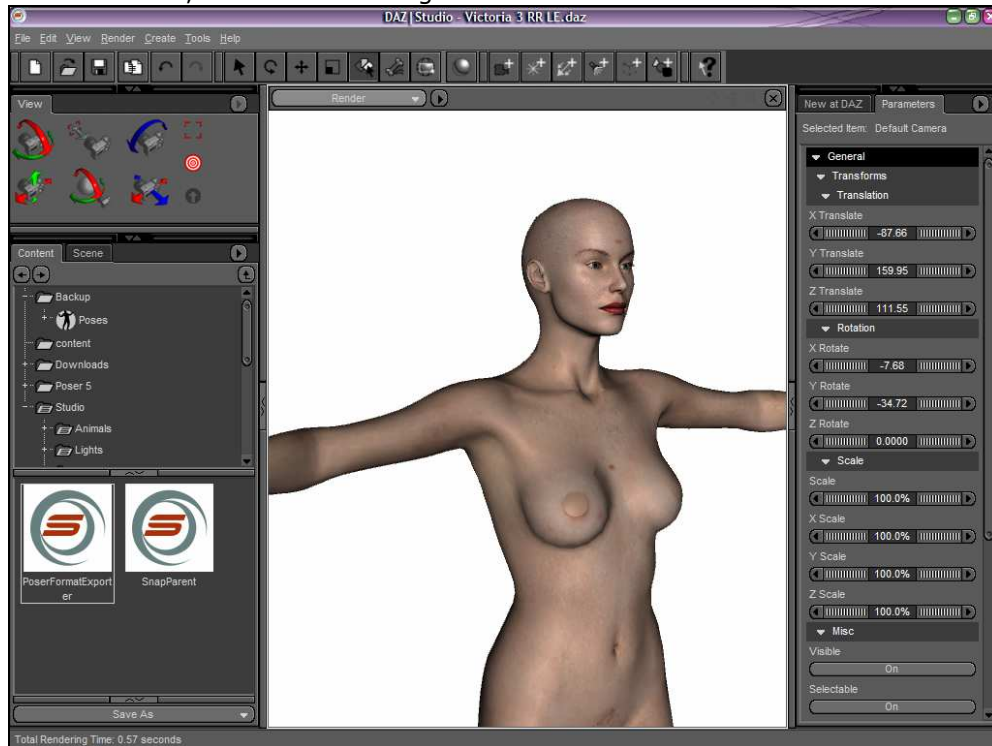
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texture on V3 in the material room, by selecting each body part with the **eye dropper**, and add texture in the **Diffuse** colour, do this all over the figure, and test render around it to find the lines of meeting texture points, and paint over, save, save copy jpg, which you load on the figure. You can also do the same with DAZ Studio (Actually test rendering works quicker in DAZ studio)

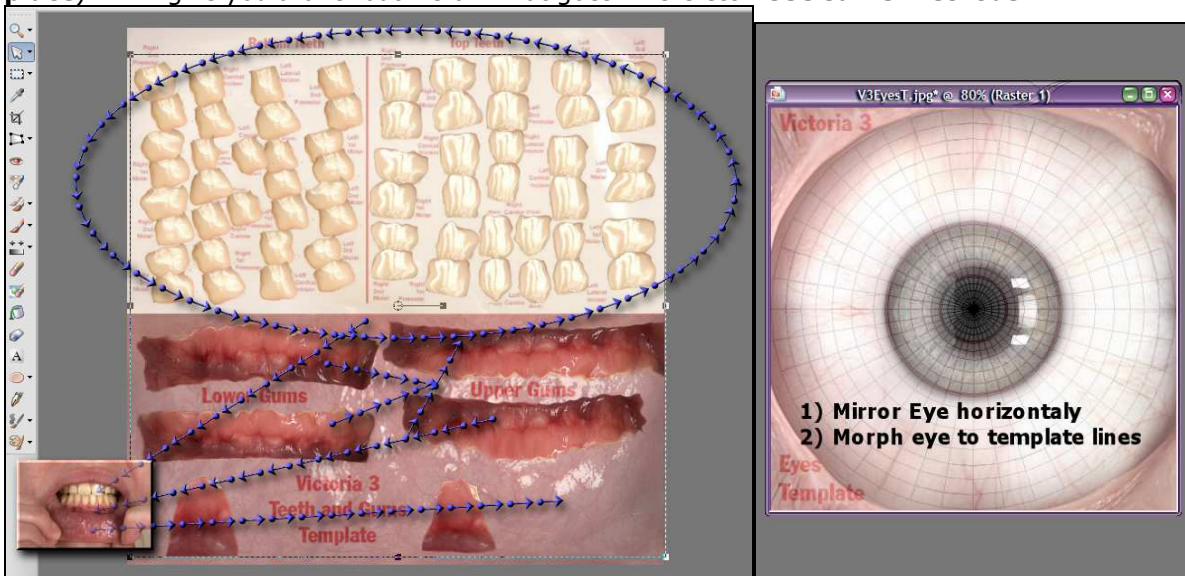


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Make sure you adjust the lights when making testing renders, so you can see if there are sections you need to brush over, so that texture edges meet and blend and do not look like skin cuts etc...

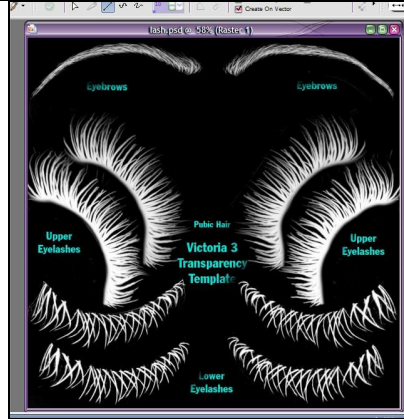


Once all your renders and patching up with the paint brush is finished, you are now **ready to use your skin textures permanently**. Save skins, and **keep them in a safe place**, and **export the .jpg files** to be used in the 3D applications. Put these files in your **Poser/Runtime/textures directory, in its own folder**. To create the other objects such as teeth and gums, eyes is quite simple compared with the Body texture you done already (**paste objects, morph them into place**). I will give you a brief outline on what goes where etc... **Use same methods**.



Eye lashes **are only trans maps**, where they are set to transparent in material room, **and use the basic colour..** Or you can texture them...

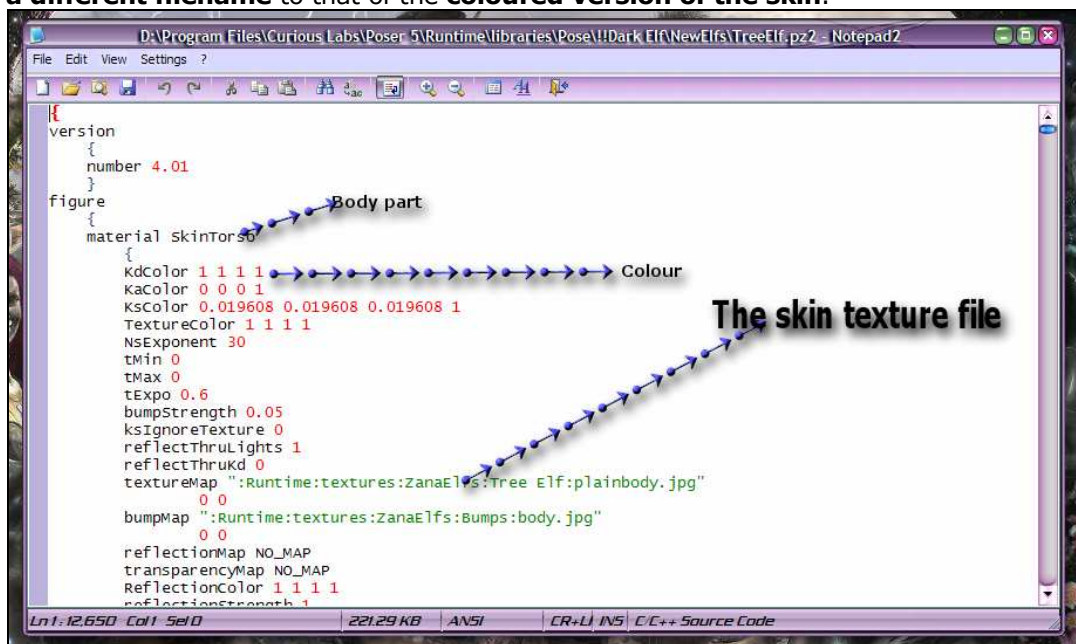
These you can draw in Corel Draw, Manga Studio etc, over the template, and then converted to a negative. (As when made transparent in material room, black is the colour of transparency, and white becomes opaque.)



Creating a mat pose file.

A **pose mat file** is a **pose file** that **does not pose the figure** in a specific pose but a **pose file that loads the texture on all elements of the figure in one click**. This can **save you time** mucking about in the material room, where you use the material room just to **enhance the existing texture**. To make the pose mat file it is to understand that the file is **actually a text file**. If you have a mat-pose file, **try opening it with notepad**. They can be found in the directory:: **Poser/Runtime/libraries/pose**.

It looks strangely to a **C++ type syntax**...rename all the skin texture file names/dirs to that of yours please remove bump map and replace with NO_MAP, or if you created a bump map of your plain skin. **To create a bump map of your skin, change the skin to greyscale** and save it with a **different filename** to that of the **coloured version of the skin**.



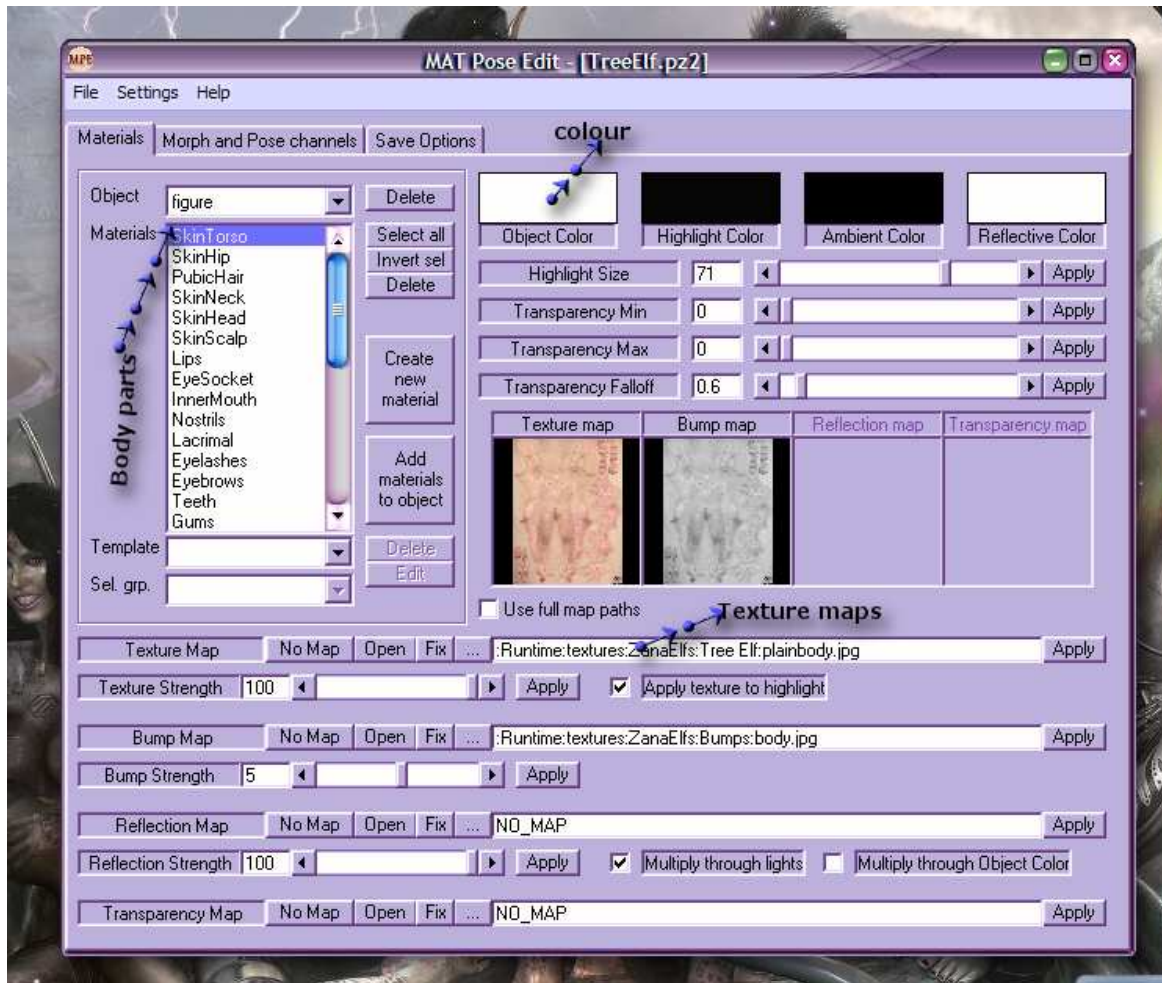
You can edit it in notepad, change the image file names to the file names of your skin, but make sure that you have tested it in Poser this one you are going to alter, as it may load a green colour tone over your skin, making it appear green as an example, that it was when you loaded an existing mat pose file, **that it was white,** and not cream/olive/pink etc... **Best to use a downloaded Goth skin mat pose file,** as it is set to white that would load a greyish-skinish white skin texture.



Save your **altered mat pose** file into a Directory of your wish inside the Pose directory... If you want to **change the icon picture of your mat pose file**, we will do so in **P3DO Explorer**, a browsing program to browse and manage your poser and DAZ directories.



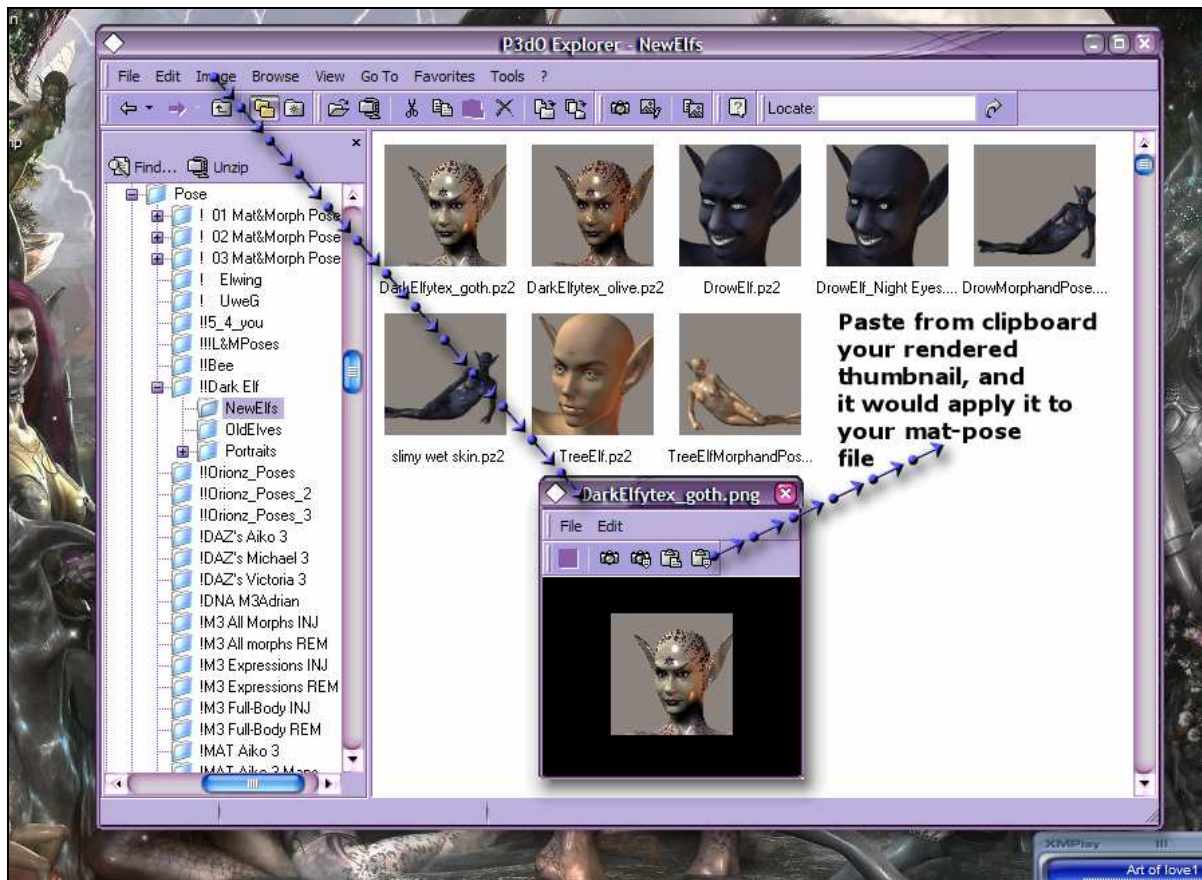
Or you can use this program **called MAT POSE edit**, and has **V3 M3 templates built in**, which looks like this.



Here you just **change your texture map directories to your own**, or click the **...** button to browse for it, and click **apply** and work through the steps, starting from Torso all the way down to the bottom of the list. **Save the file in your directory which is in the Pose directory.**



Some of your **poser icons need to be changed**, in order to do this you need **3DPO Explorer...** first **load the figure in poser**, load the **mat pose file on it**, and **render it in a small square**. **Save the square to the desktop**. **Open P3DO Explorer..** Load the **thumbnail you created from your desktop to the windows clipboard**.



BUMP MAPS::To create bump maps, half the size of the texture the original skin texture, and set it to grey scale, and save it as plainskinbump.jpg. The reason why the bump skin texture is half the size than that of the colour skin texture is it is going to accommodate the bump effect on is that it reduces memory and render-time. You can have the original texture size bump map, in with the reduced sized one, and only use the large one for close up single figure renders. It's best always to set the bump as 0.2 in the poser material room, sometimes best as 0.1.

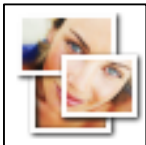
Tattooing and Changing skin etc...

Here I will be going through some basic steps in tattooing and texturing the plain skins, and changing the skin texture and such, since there is a lot to do here, since the boundaries are limitless, there are certain aspects to take into consideration when texturing your plain skin

Elves in the picture on the right, there skin texture was done by me, where the tattoos where drawn on an altered plain skin texture. The plain skin texture is the one which I made, and changed its colouring, and then put the tattoos on + the dark elf skin veins + the dark elf spots which run along there necks to the side of there bodies. The part where it gets tricky when texturing, tattooing is where you go to the edges of the skin. This can be solved by mirror imaging the layer you working on.

First we are going to go through the steps of getting your plain skin texture, and changing it to a Goth skin texture, as gothic skin textures can be easily changed in **Poser with using the bucket tool**. Like setting the skin from normal skin colour to odd skin colours and tones, such as green/ lilac/ blue etc: depending on your character. However you can also set these values on the skin texture itself if you wish not to make it a Gothic skin colour.

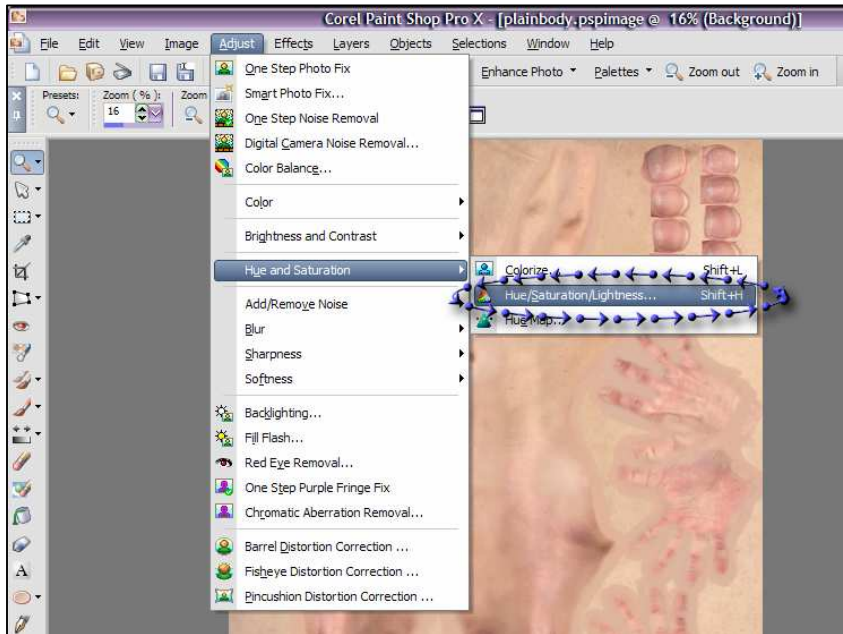
But I am going to make first a gothic skin colour, add some tattoos, and some other skin features to create an unusual character.



Note: This chapter all done in Corel Photoshop Paint



Changing the plain skin texture colour.



Load your plain skin in the program you wish to use; I stick with my **favourite program**.

Please use the **original skin texture you made**, and make sure **all the layers are merged**, since we are not editing each individual body part, and also to keep **memory usage in consideration**, to free up some memory use for making our work go a little faster.

We want to change the **skin to a gothic colour**, in order to do so; we just need to change the **HUE /SATURATION**. We

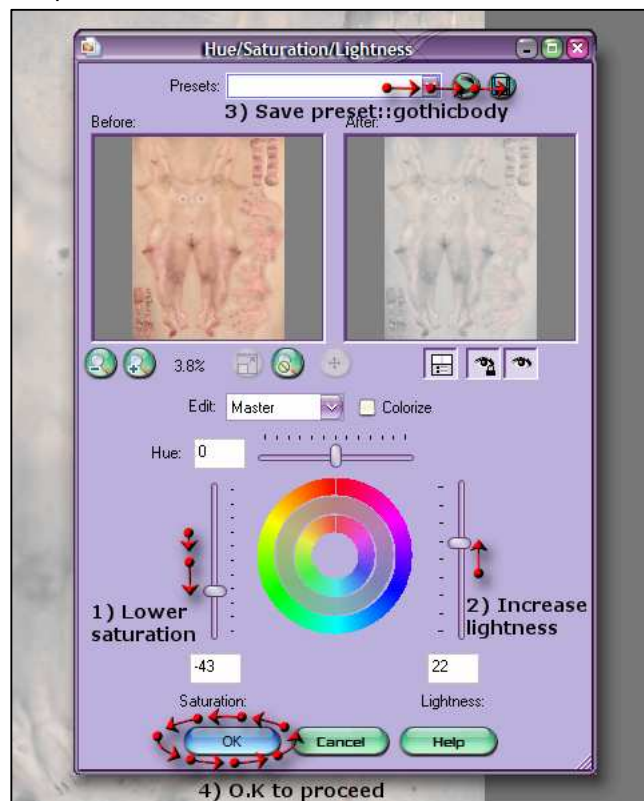
don't want the gothic skin look 100% whitish grey, but must have a taste of skin tone in it, a faint skin tone colour, like that of a vampire, or Gothic person.

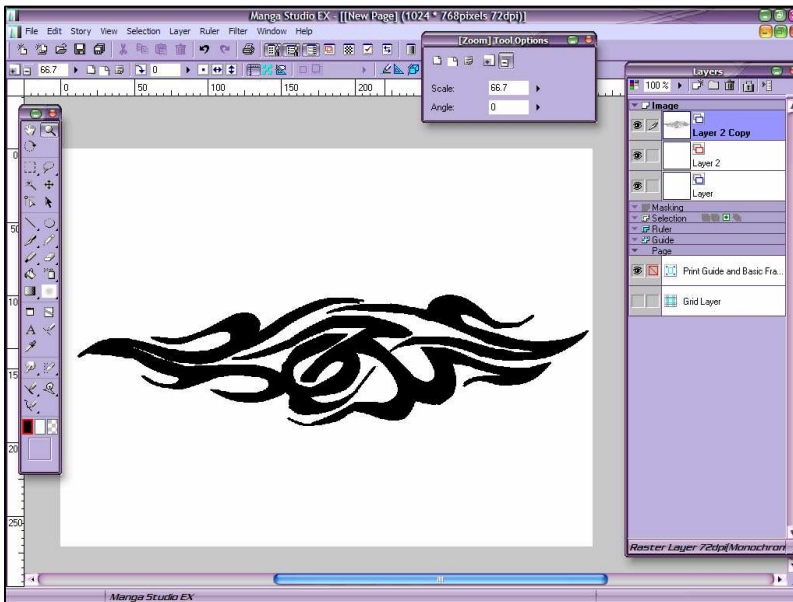
Now we have a gothic skin texture, and save it as gothicbody.psd or gothicbody.psd. You can save this as another skin texture into your poser textures directory and create a mat pose file to load this skin as a separate skin. This must be in a jpg format. Do the same with the head, and others if you wish.

(Extra:: to change the skin colour, you can move the *Hue slider*, this would



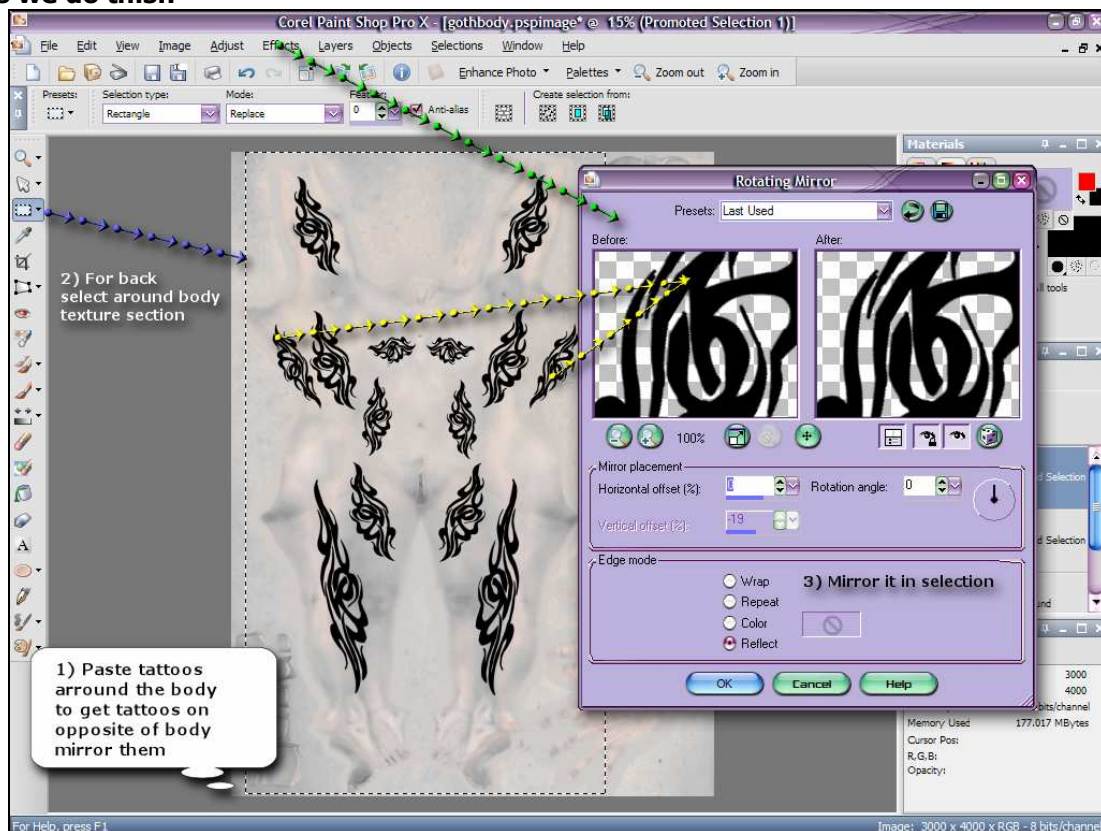
change the skin tone to green, blue, pink, lilac etc.)





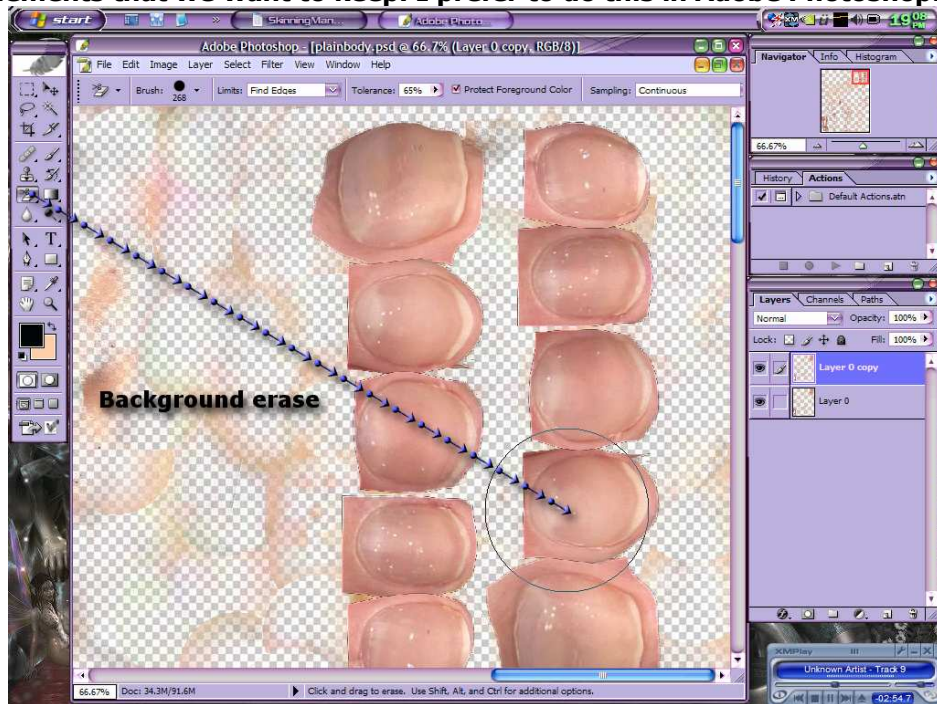
Now we have our Gothic skin, and we would like to **add some tattoos**, then some other effects to make the skin feel unusual as we wish. First we would start with the body, but first we need to **draw some tattoos**, you can draw tattoos in **Corel Draw, Manga Studio, even MS Paint**, or you can **download tattoo textures from rendersosity**, and other places. But to be on the creative side, let's decide to draw some tattoos, unique ones. I prefer manga studio, as I like drawing with the mouse with it...

Save your tattoos as .psd files, which you can use Photoshop or Corel Photoshop to **put them on the skin**, and can use them for future skins. Now open up the program you wish to use to tattoo the skin and open the skin, and lets **start putting tattoos on**, please keep in mind about the edges of the skin, that's where it gets tricky. Let's **put the tattoos in the easy places first**. To put tattoos in tricky spots such as put a tattoo on the back of the figure, you have to keep this in mind... **To do this we do this::**

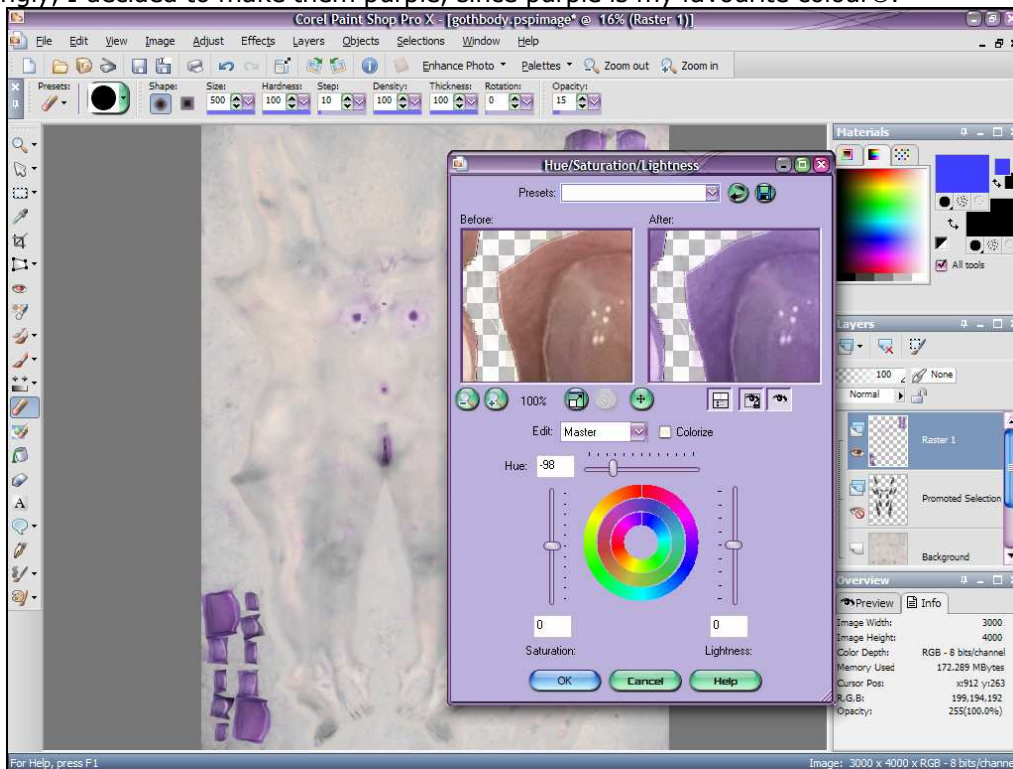


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Now we have the tattoos on, now we want to **modify the skin**, so that the **nails are dark, as well as the nipples**, which are already covered over by the tattoos on breasts. Save the file, and **merge all the tattoos in one layer** and **hide it**, and **open the plain skin file**, and **erase** around elements that we want to keep. I prefer to do this in Adobe Photoshop.

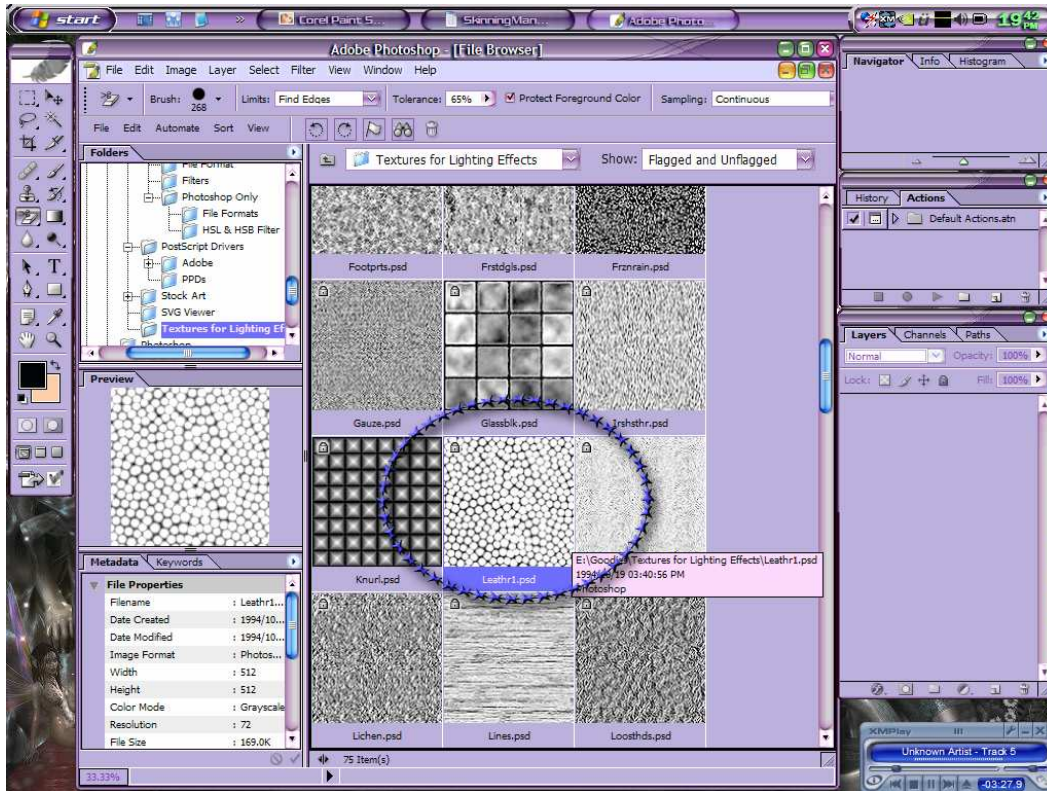


Once you erased the elements you want, you paste the layer over your skin texture and edit it accordingly, I decided to make them purple, since purple is my favourite colour 😊.

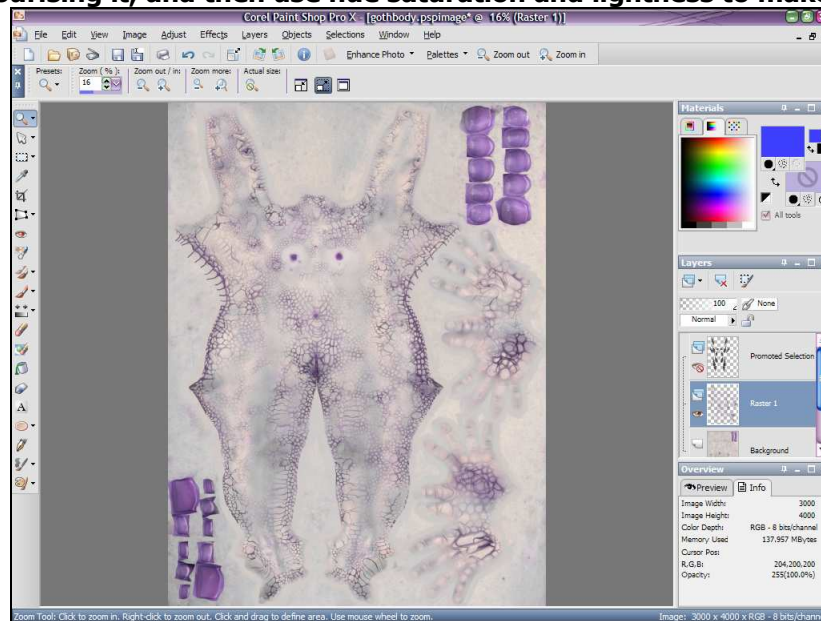


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Move the layer down and merge it with the bottom layer. Now we want to **add some vein substances on the skin**, you may want to be different and add scales. In order to do this we go to the Photoshop resources CD, and browse about the textures, and select the one we want to use to make veins.

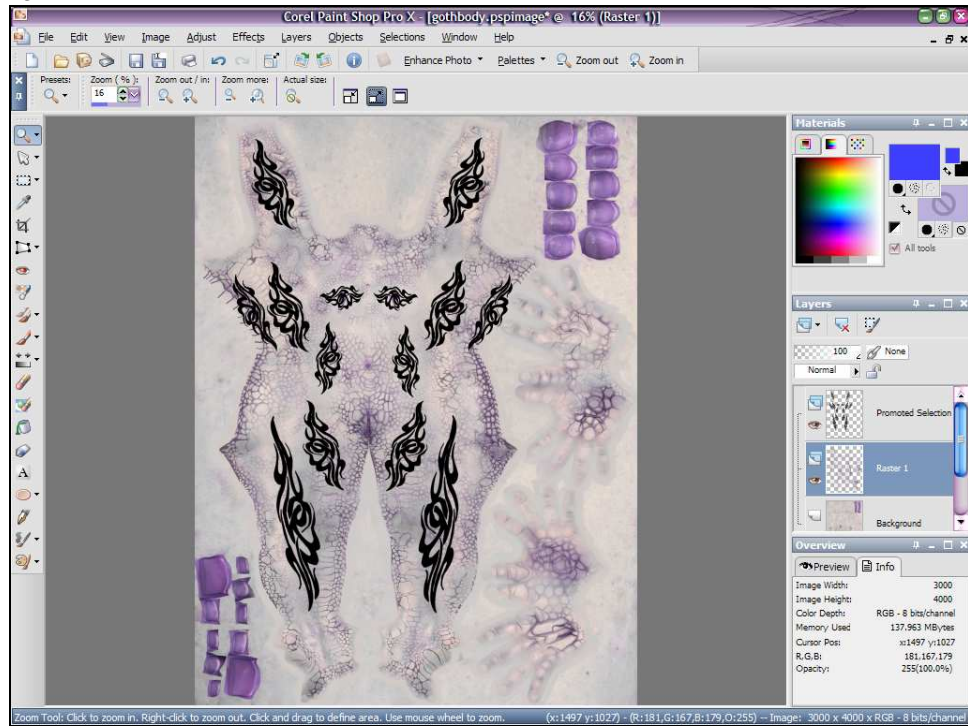


Take this texture, and **make it transparent**, and we will **modify it and put over the figure**, this can be **very time consuming**. Use the **morph brush** to morph it over the body. Give it **colour by colouring it**, and then use **hue saturation and lightness** to make it purple.

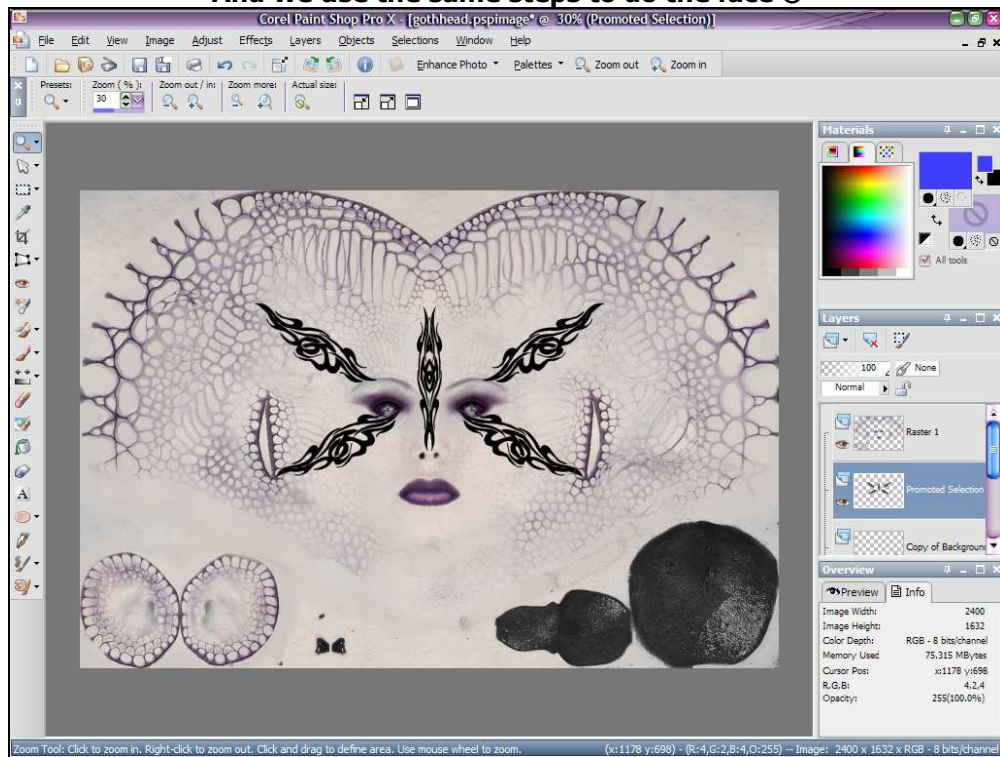


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Now **unhide the tattoos layer**, and well, If you wanted to do scales, but this can be done loading a **Photoshop texture into a brush** and **painting over selected areas**, on a **new layer**, and then **change its colourings**, this file is starting to get big, so I have to cut it down a little, so here what it looks so far. It does not matter if you got your veins or scales looking different, that's the whole point.



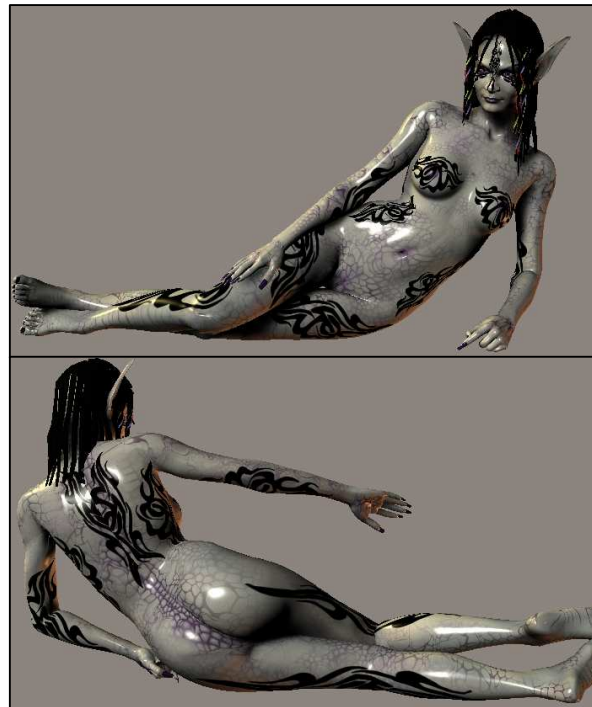
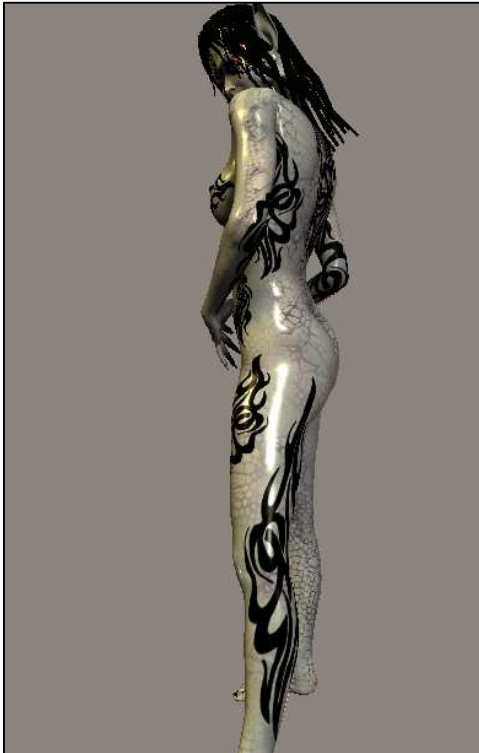
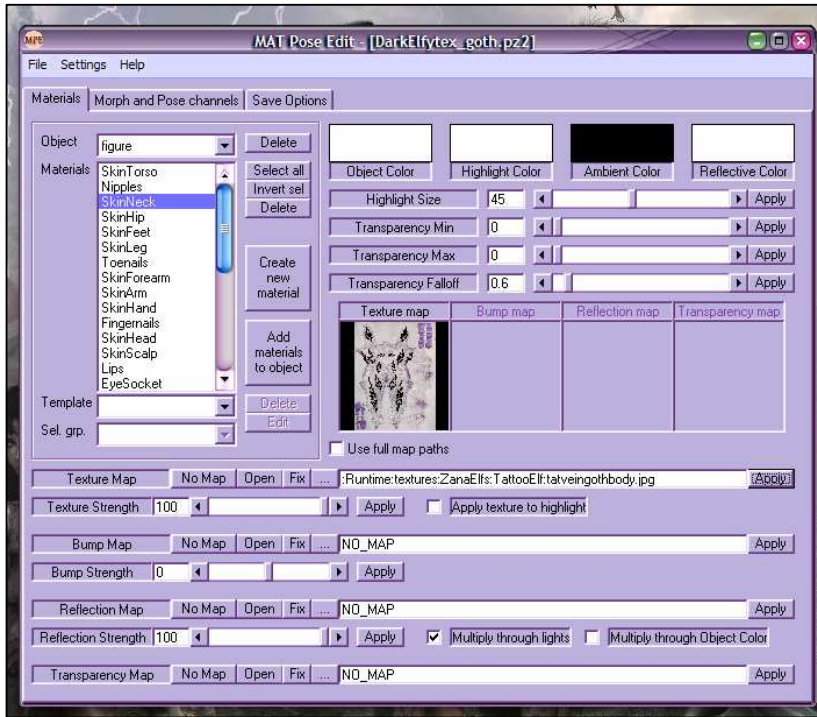
And we use the same steps to do the face 😊



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Yes it's **something you never seen before**, now create a pose mat file and render your figure ☺

It should look similar to this if you tried to imitate this tutorial.

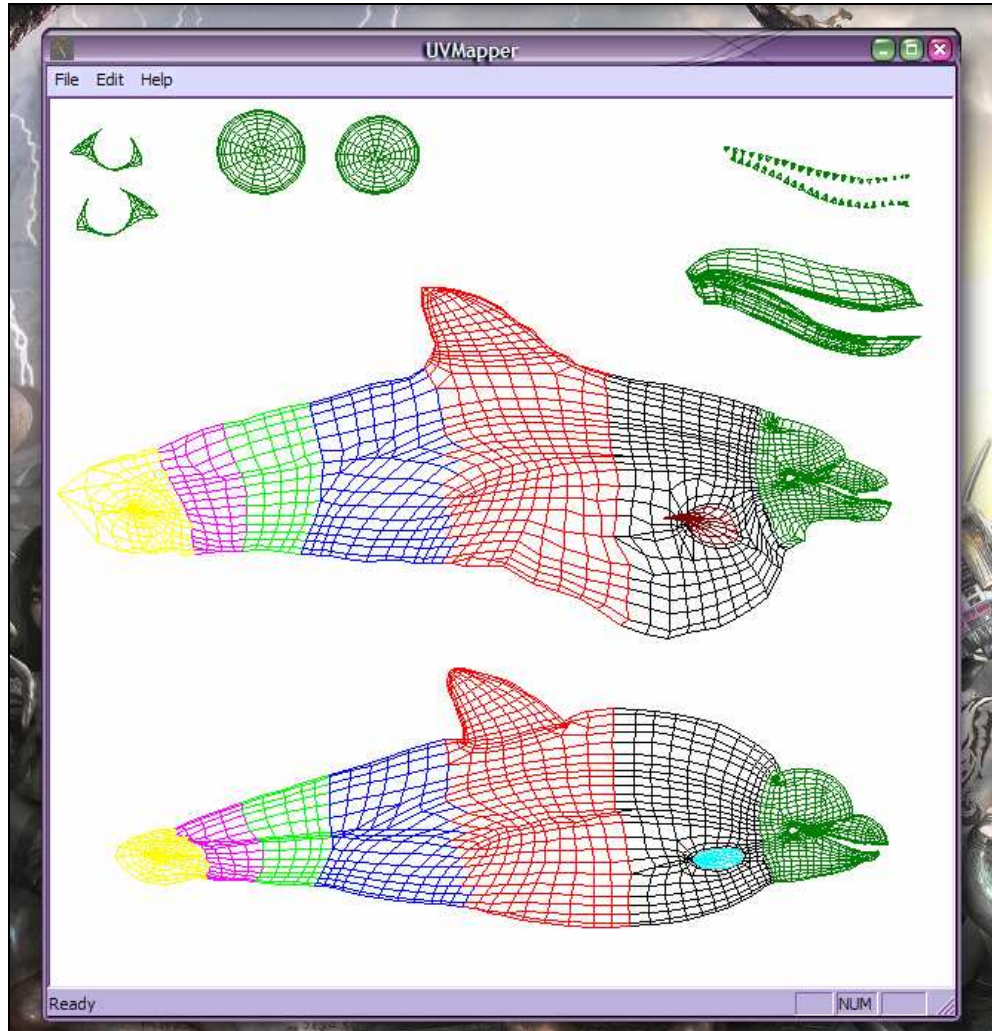


There we go now that's done, you know quite a bit with skinning☺ **It is very time consuming** as you **probably already discovered**, that's why its best **to save your work**, if you should want to create a new skin, **to re-use some elements**, it also helps you develop a certain trademark which hangs about your artwork. I think that's all I am

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going to put in about skinning, since this file(tutorial) is getting huge, and I had to cut out a lot of steps in the last session, to keep the file size small.

As you will see that all **these techniques can be used to skin other figures**, make sure you have there templates, or **use the skins that came with the objects as templates**, or if you don't have templates, **you can create templates with UV -Mapper**, with simple objects and simple figures. V3 is not a good figure to get a template out of UV Mapper. This is UV Mapper, what you do, **is load the .obj file in**, and it will **generate a template**. For example I loaded the poser 5 dolphinhi obj file in and it generates this::



So the process of skinning the dolphin is the same as skinning a person, which was more difficult. Here you can get dolphin textures from your favourite wallpapers, or scan from posters in your room etc... **and stick them on these templates.**

Summery and extra notes

You can now create some skins now that you have gone through this tutorial, and use it as a guide. It is recommended you print it out, and bind the pages together. In order to create skins, first you cut out the photos of body parts, and paste them over the template, and morph them into position, and erase around them gently. Until you got all the body parts pasted on, set the background using the back body part, and paint around the edges. It will help if you do one side, and mirror it to the other to save time and effort.

To tattoo, get your drawn tattoos and paste them on the body (and mirror when necessary, as you know the body is bilateral), taking note of the body texture edges which are the difficult spots. To draw textures over the figure such as putting scales on the skin, load the texture map into the brush and paint away. As you know it can be a time consuming thing, please take rests every so often as you can get tiered to take a brake.

The Elvin chant for Working Happily

Live happily and joyfully forget the pain and hate.
 Always love all persons, especially the Elvin and Fae kind.
 If you all alone in this world, remember there is always Love.
 If you alone make peace in the silence of your warm loving heart.
 Speak your mind and heart quietly and clearly, be fair and equal.
 Listen to others, respect there beliefs if they don't cause harm and end life.
 Avoid loud, aggressive, destructive persons; they can break your Elvin spirit.
 If forced to work with such persons, let the light shine and flow out of your heart .
 Warm there cold dark souls, don't let them drain you and take away your warmth.
 Never compare yourself with others but learn from them to improve yourself.
 Take note of others good points, help them improve, never dwell on there bad points.

Enjoy your creativity, allow it to grow, use it to help others, make the world beautiful.
 Put love into your work, as it reflects to those who look at and use your work.
 Avoid business affairs that can be harmful to your character and personality.
 You are a child of the universe, and unique as a grain of sand, a flower child.
 Placed in whatever world as a purpose, and worth more than gold and diamonds.
 Connected to the vastness of the universe, which connects you to everything
 This connection helps you achieve the impossible and make it possible.
 Don't end the flow of life, look after the natural living things
 The planet you are on is a living thing too, as well as the sun it orbits.

Let your creativity and love flow, glow and shine forever.
 May you live long and be happy even in hard times.

:::::::::: Word of The Dark Elf: Zana, for All Faery and Elvin Kind ::::::::::

www.zanansichan.deviantart.com

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