

Jepe's Project: M4 Hairy - Product Documentation

Step By Step User Guide:

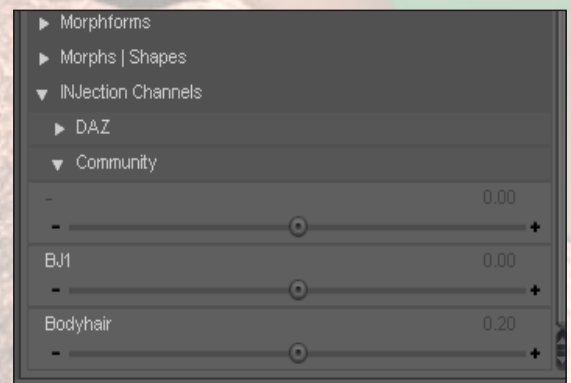
1. Load Michael 4 into your scene. Turn off IK in Poser - Utility "IK Off.pz2".

2. Load a second Michael 4 into your scene, turn off IK, conform it to the first Michael 4 and inject the bodyhair morph (Utility M4Bodyhair 1 INJ.pz2).

Note: The bodyhair morph is set to an amount of 0.2 by default.

For DS users only: Because of Super-Conforming you can't dial the amount of the Bodyhair Morph on your second M4 Bodyhair Suit. Please select your first M4 and apply the Utility Pose "M4Bodyhair SetDS.pz2".

This pose opens two community channels in the "body" actor of your M4. You can then adjust the amount of the Bodyhair Morph and you are able to use the additional hip bulge morph "BJ1" for the Body Jewels.



3. Now it's good to apply a figure pose to M4 and to inject any character morphs. (Select M4 again)

4. Inject the same character morphs also to the second M4 - the Bodyhair Suit - to get a perfect fit.

Note: Some M4 morphs are super-conforming, some are not. If you for instance dialed a complicated face on M4, save it as a face pose (FC2) and apply this face pose also to the Bodyhair Suit.

UTILITY

IK Off

UTILITY

**Bodyhair
Morph
0.2**

INJECT

**DS UTILITY
Bodyhair
Morph set
on M4**

USE ON M4

#5. Now you can apply the MAT poses. Always make sure the correct figure is selected before applying any MAT poses!

Start with the bodyhair options, because they affect all M4 materials and set the head material zones to transparent.

Jepe's Project: M4 Hairy - Bodyhair

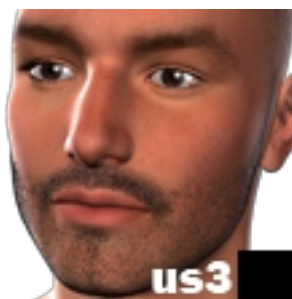
Here are the preview thumbs of all 10 black bodyhair options, they are also available in colors brown, blond and red:

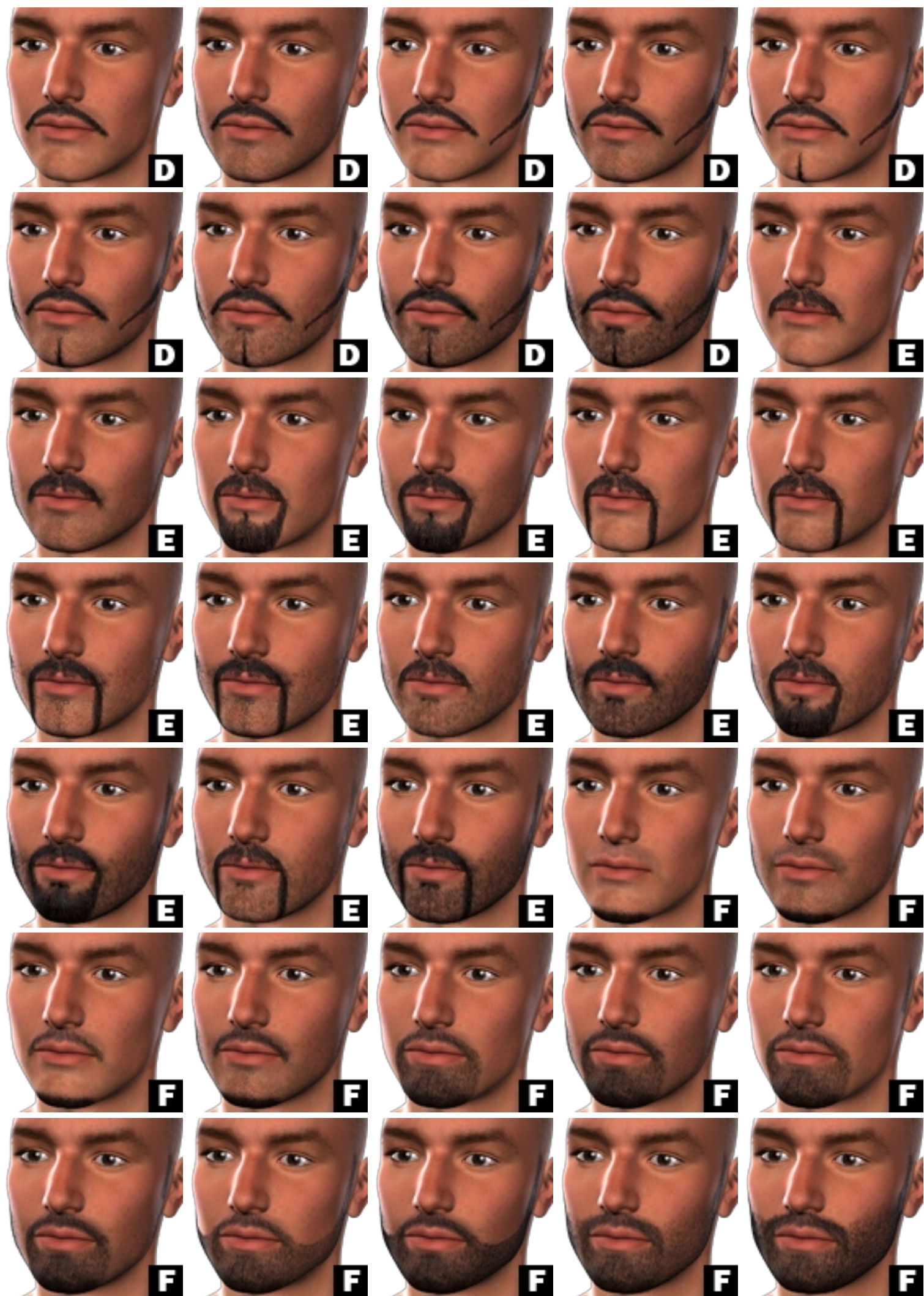


All options with an "A" in the name are the stronger variation of that option, "S+P" for some bodyhair means "Salt+Pepper" with grey and white chest/torso hair for the older characters.

Jepe's Project: M4 Hairy - Facial Hair

Here are the preview thumbs for all 6 facial hair options in black, they are also available in colors brown, blond, red and white.







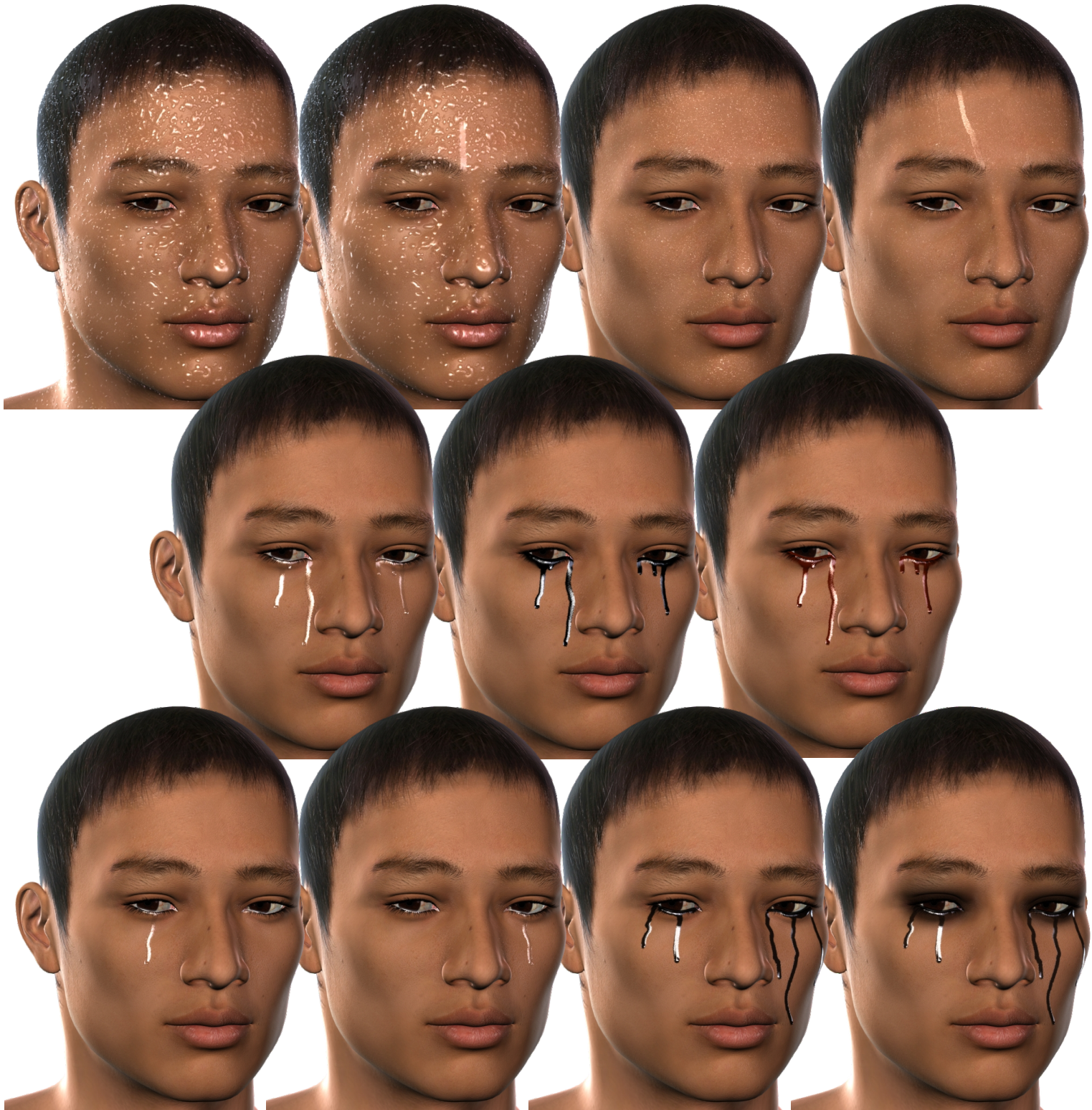
Jepe's Project: M4 Hairy - Body Jewels

Here are the 10 different Body Jewel options with 10 different colors each:

Black,
Brass,
Copper,
Gold,
Pink,
Platinum,
Rose,
Silver,
Silver2,
Steel.



Jepe's Project: M4 Hairy - Wet & Tears



Here are the Wet & Tears options: Wet, Wet+Noses, FaceSweat, FaceSweat+Noses, Tears 1, Tears1 Black, Tears 1 Red, Single Tear Right, Single Tear Left, GothTears, GothTears2.

The first „Wet/Wet+Noses“ option has matching body and limbs textures and affect the whole body. All other options are only for the face and are optimal for portrait close ups. Combination after applied Bodyhair MAT is possible.

I recommend to use one or more specular only lights beside your usual lighting in the scene.

Jepe's Project: M4 Hairy - Combination

6. The fun begins when you conform a second M4 Bodyhair Suit to M4!

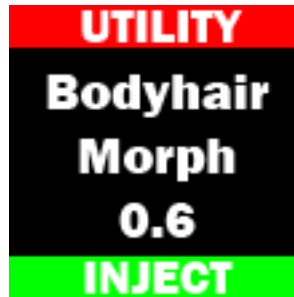
Note: Because of super-conforming in DS use Utility Pose "M4Bodyhair 2 INJ.pz2" for a third M4 - the second M4 Bodyhair Suit. For the Body Jewels use Utility Pose "M4Bodyhair BJ INJ.pz2".



Second M4



Third M4



Fourth M4



Body Jewels 1.5

It will give you the possibility to mix options provided in M4 Hairy Project. You can for instance use bodyhair and body jewels or two different kinds and colors of beards or two different bodyhair options.

Jepe's Project: M4 Hairy - Render Settings

It's always good to make a testrender before to see how the body-hair appears in the final render, sometimes some adjustment to the bump/displacement settings are necessary, it mostly depends on the distance of the camera to the figure and on the lighting of the scene. The Body Jewels look best with one or more specular only lights in the scene.

Rendering in Poser 6 / Poser7 / Poser Pro (Firefly Renderer)

- 1) Use the FIREFLY Renderer in Production Mode for your Final Render.
- 2) Have "Smooth Polygons", "Use Displacement Maps" and "Raytracing" checked.
- 3) Set the "Minimum Shading Rate to 0.1 or lower.
- 4) Set the "Minimum Displacement Bounds" to a value of "1.00".
- 5) Set the "Maximum Texture Resolution" to a value of "4096" or higher if possible, otherwise the high-res body and facial hair will appear blurry in your final render!

Rendering in DAZ Studio

Always use the 3Delight - Software Renderer for your final images.

ALWAYS REMEMBER !!!
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BEFORE APPLYING ANY MAT POSES, ALWAYS
SELECT THE CORRECT FIGURE IN POSER/DS -
OR POSER/DS WILL GET CONFUSED!

Good luck and happy rendering.

