

Great V4 Eyes using MAT Pose Edit 3

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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

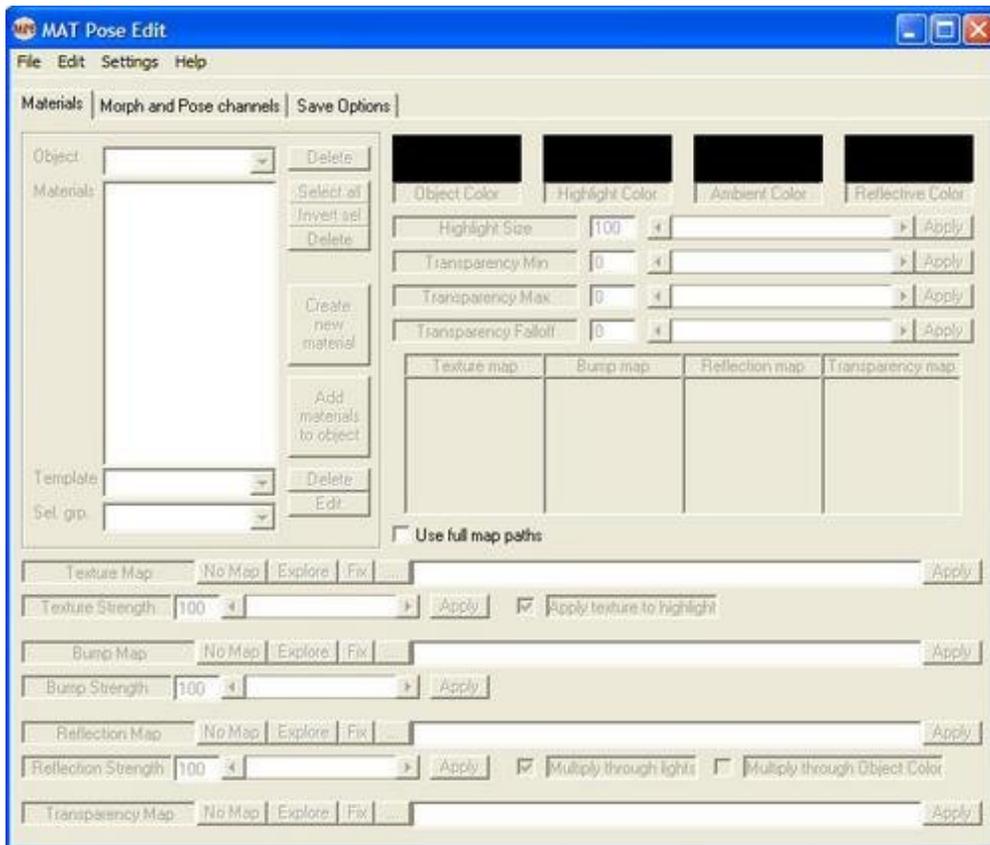
Step 10: Save

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](#)



Open MAT Pose Edit 3

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

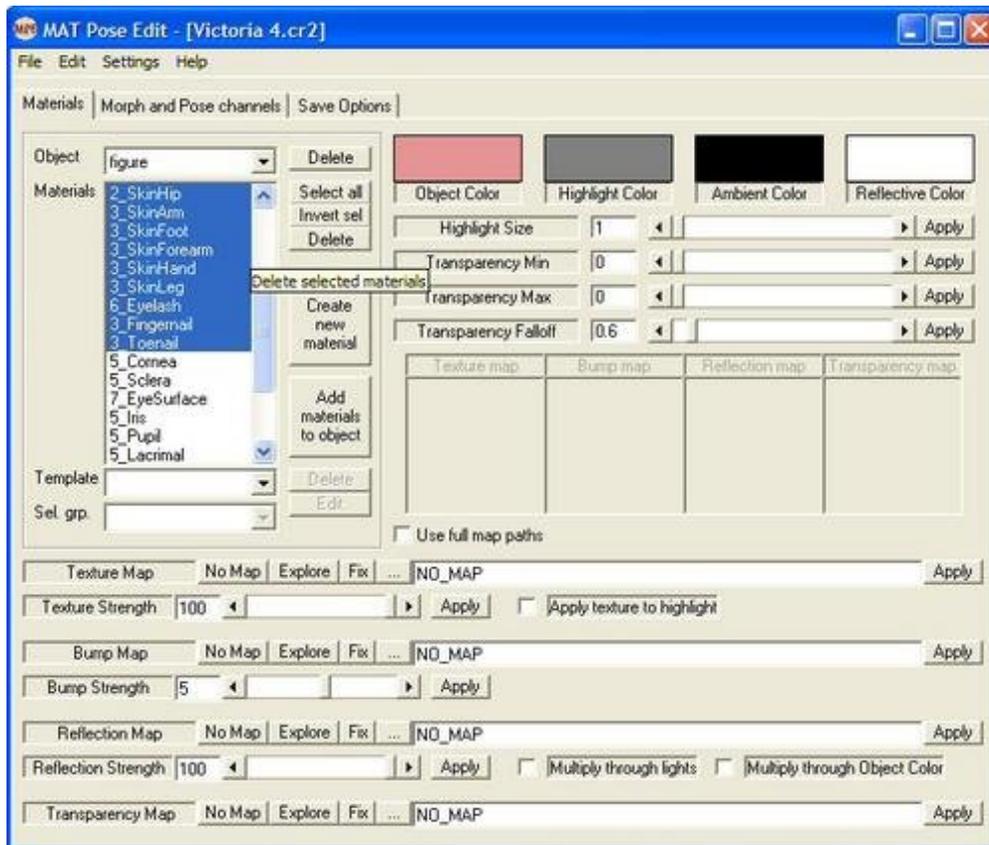
File - then you should be at Characters - click on DAZ People - then

click on Victoria 4, click OPEN.

The program will ask if you want to load morph and pose data. Click

NO.

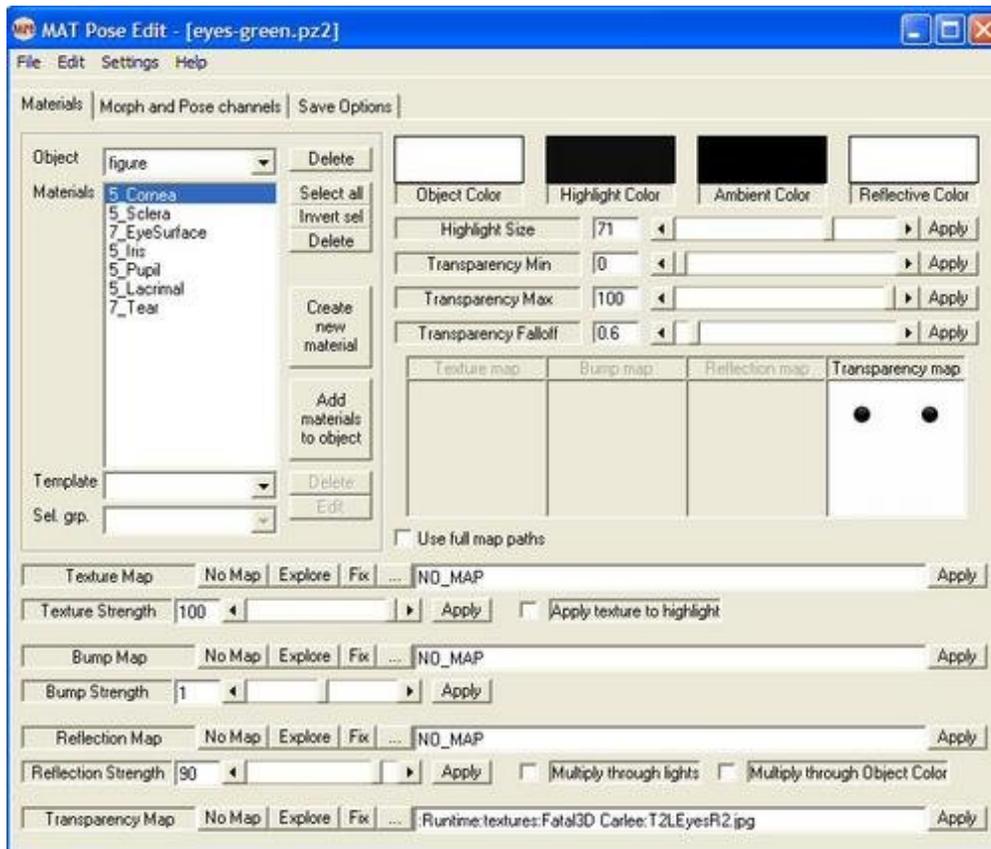
Step 2 - Materials



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



Highlight CORNEA

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: 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

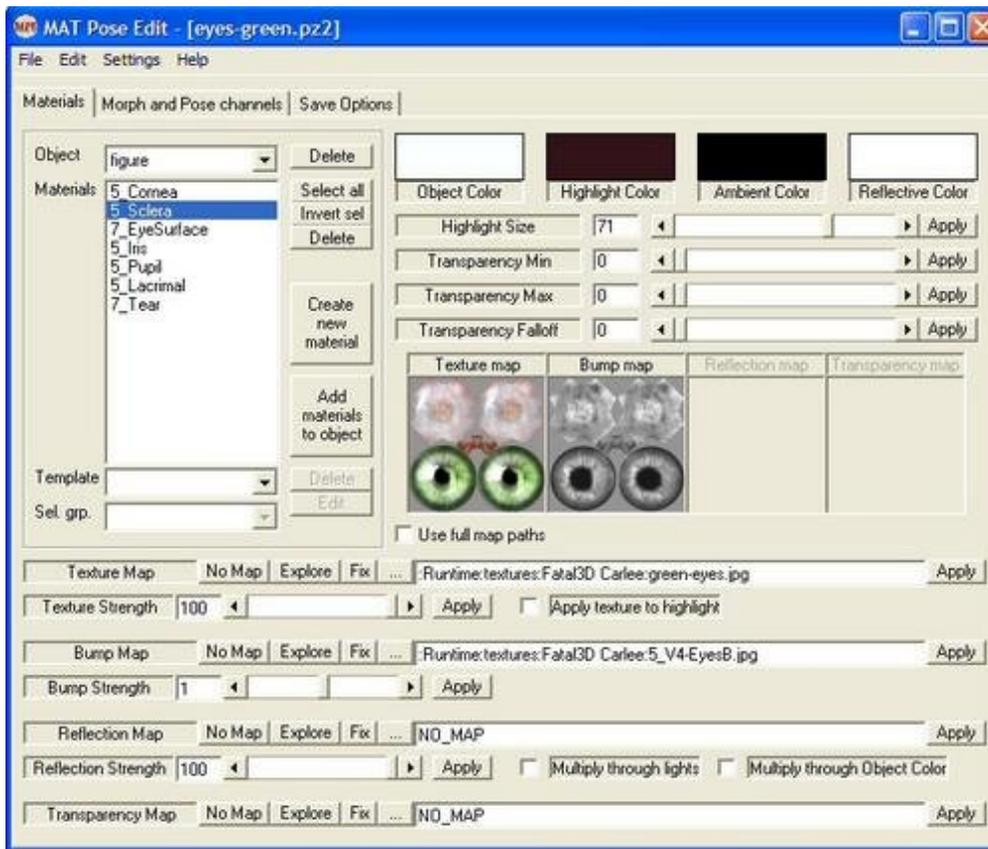
Reflection Map: don't change this, as there is NO_MAP

Reflection Strength: 90

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

Click Apply

Step 4 - Sclera



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

Click Apply

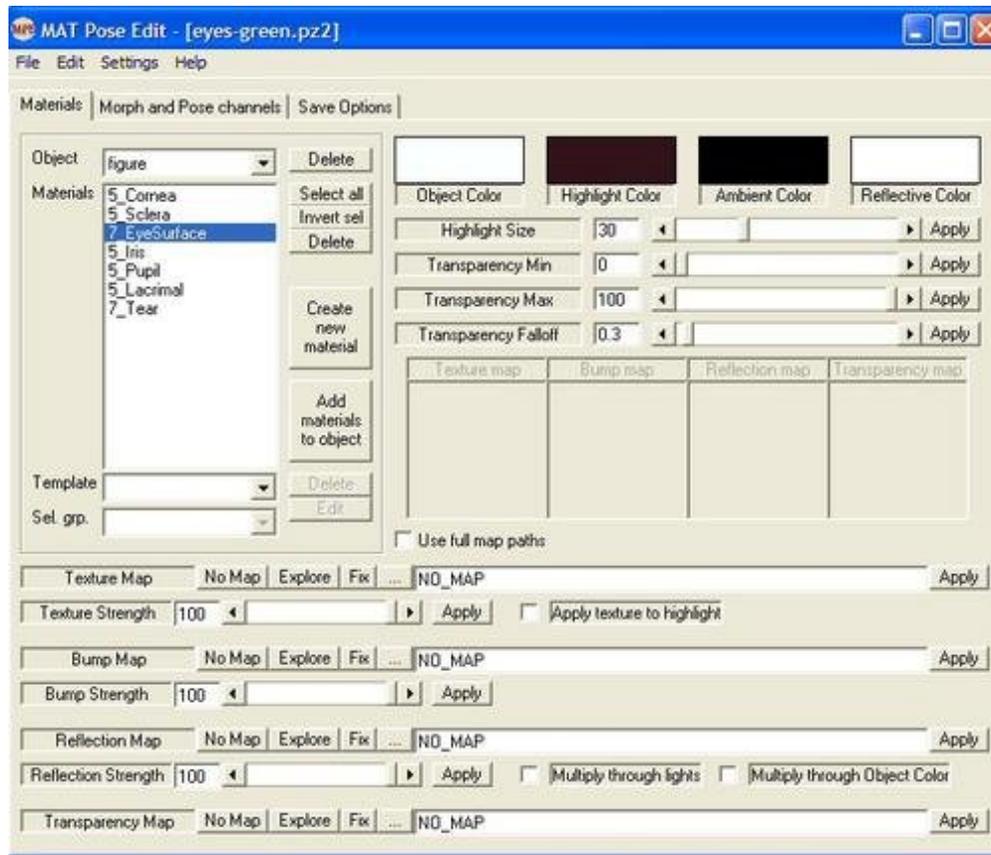
Bump Strength: 1

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



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

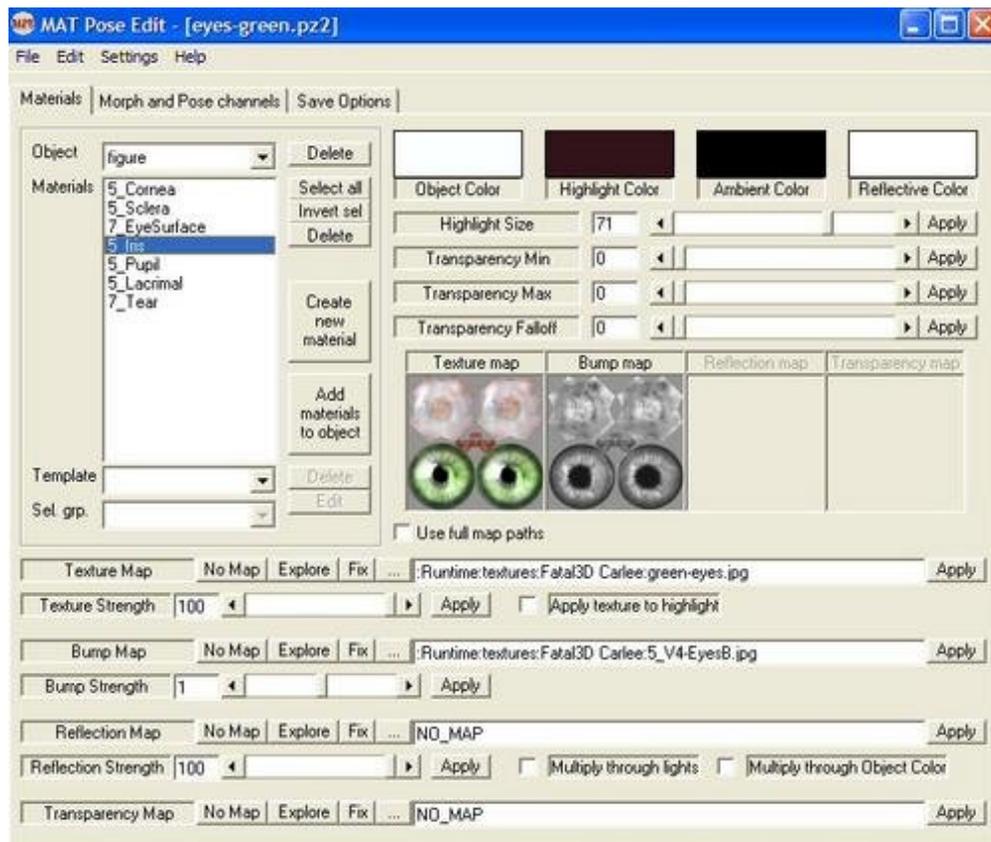
Bump Strength: 100

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



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

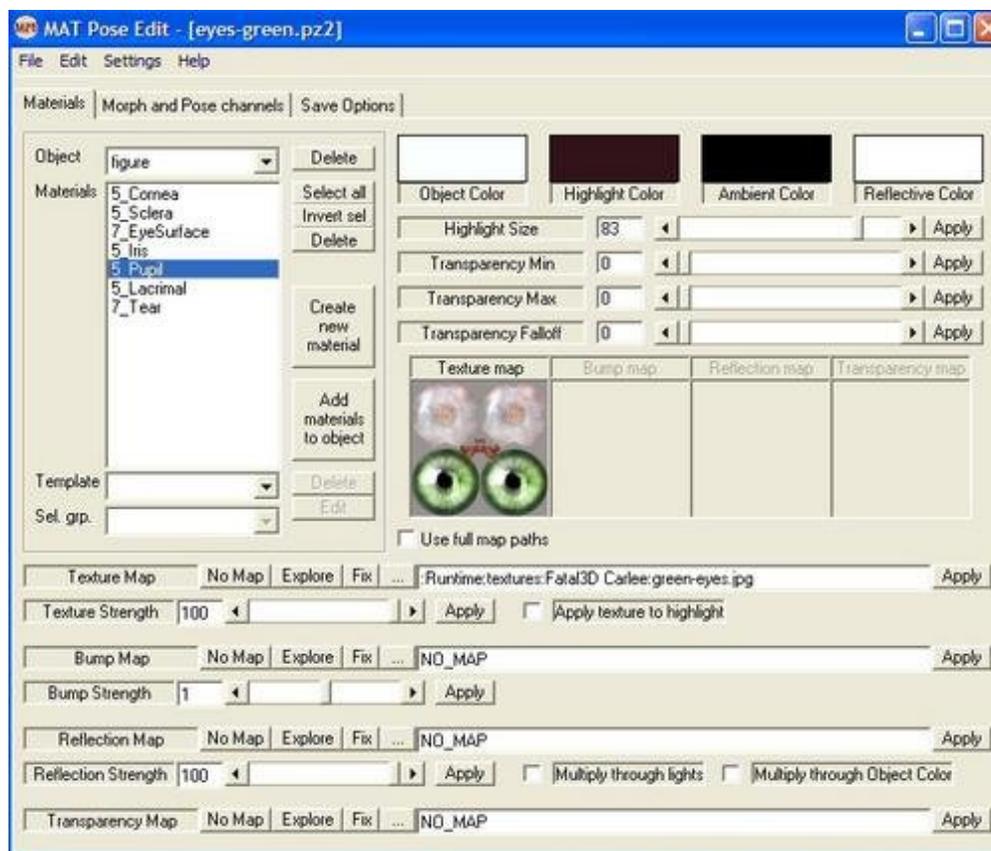
Bump Strength: 1

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



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

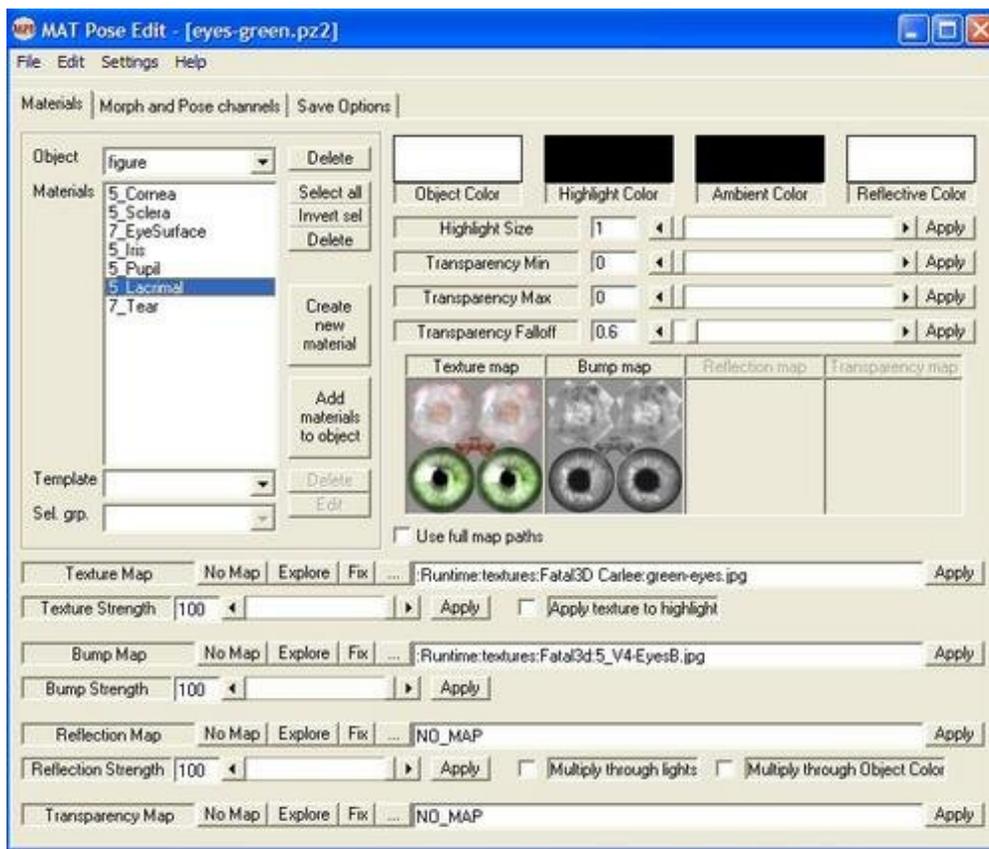
Bump Strength: 1

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



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 ... next to fix: find your bump map and click OK

Click Apply

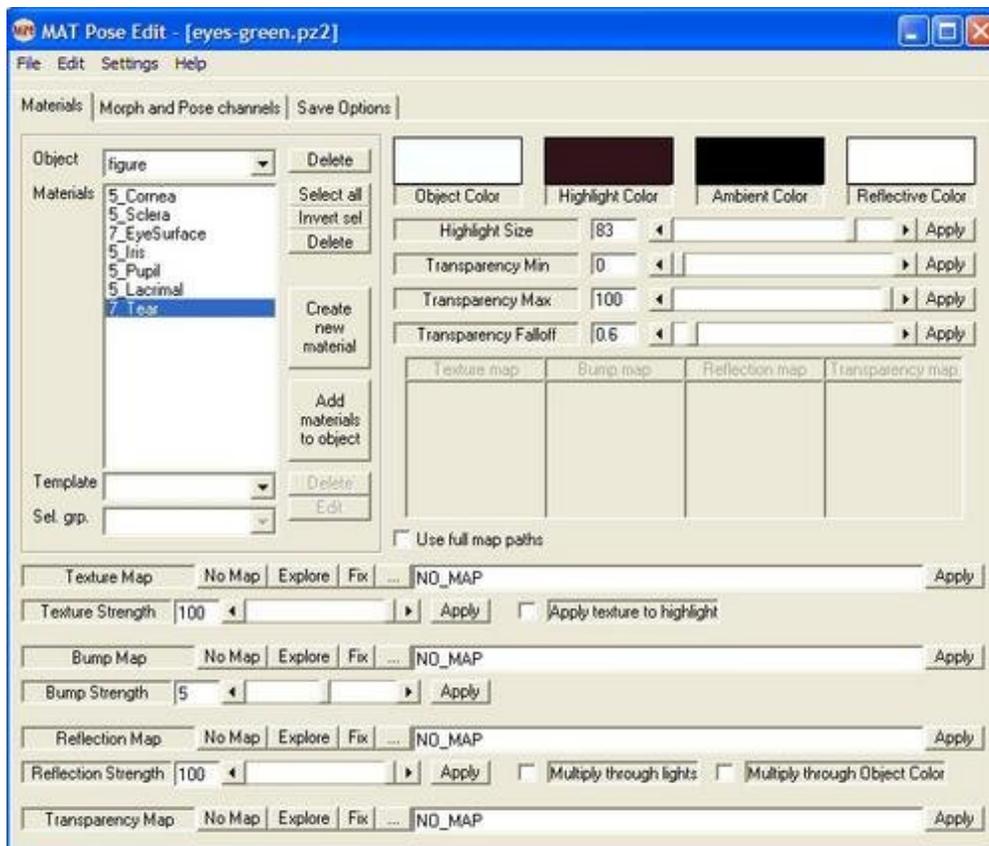
Bump Strength: 100

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



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

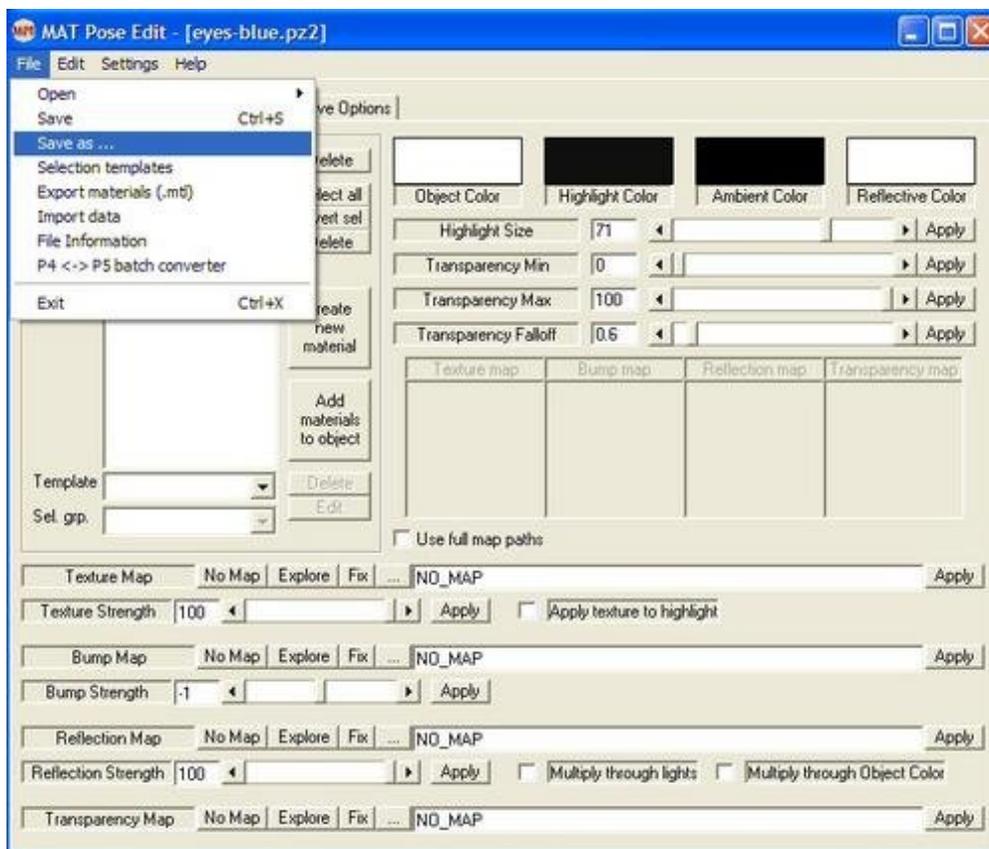
Bump Strength: 5

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



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.