

1. File Menu- add new document, change view, insert cameras, lights, etc
2. New document: when you go to file>new, this window will pop up. In most renders, you will use a Medium scene size (30ft)
3. Menu Bar Rooms
 - a. Hand: Assembly room
 - b. Modeling: Vertex modeling room
 - c. Pencil: Storyboard room (for animations)
 - d. Paintbrush: Texture room
 - e. FilmStrip: Render room
4. Your Content/Runtime is in the Browser tab
5. This is your scene tab. When you load an item, it will appear here

Making Twinkle Glow in Carrara 8 Pro

(huh... I'm a poet and I didn't know it)

Part I: Load your character

Load V4 (the character will NOT load right if A4 is loaded)

Click on View- View Selection

Click on View- Show Production Frame

The production frame will show you exactly the part of your scene that will be rendered

In Pose>Daz's Victoria 4>Morph Injections folder, load "INJ Morphs++ V4"

Load Twinkle for A4: "+Head_Inject"; "AEars_Inject"; "Body_Inject"

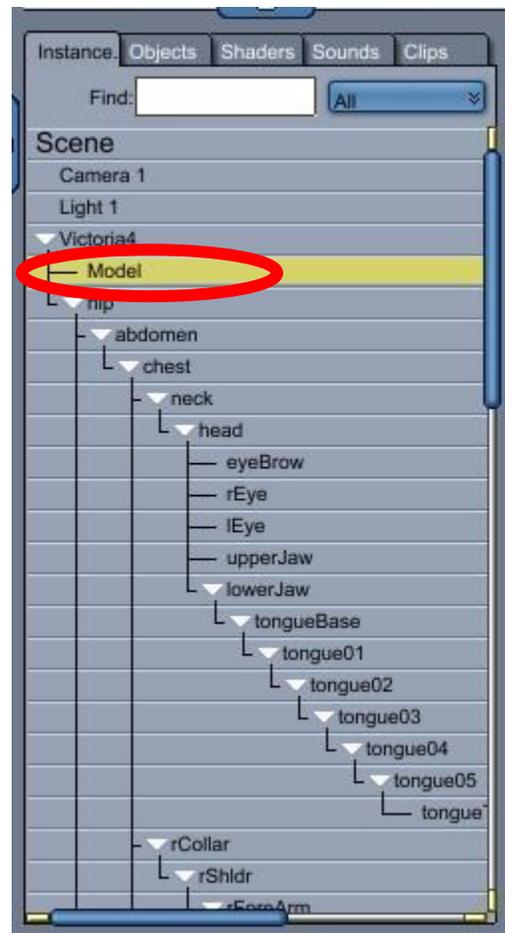
Load Mats: "+Apply_First" then "+Glow_AllWhite"

Now Render to see what you have:



Luckily Twinkle renders beautifully right out of the box. But you will notice, there's no glow to her "glow shader"

Back in your assembly room (the hand icon in top bar) Click "Model" of Victoria 4 in your Scene tab. Then click on the paintbrush to enter your texture room



When you enter your shade room, a default shader will open up. Go ahead and close that out. On the right side of your screen, you should be able to see the many textures that make up your character.

1. Close this shader out



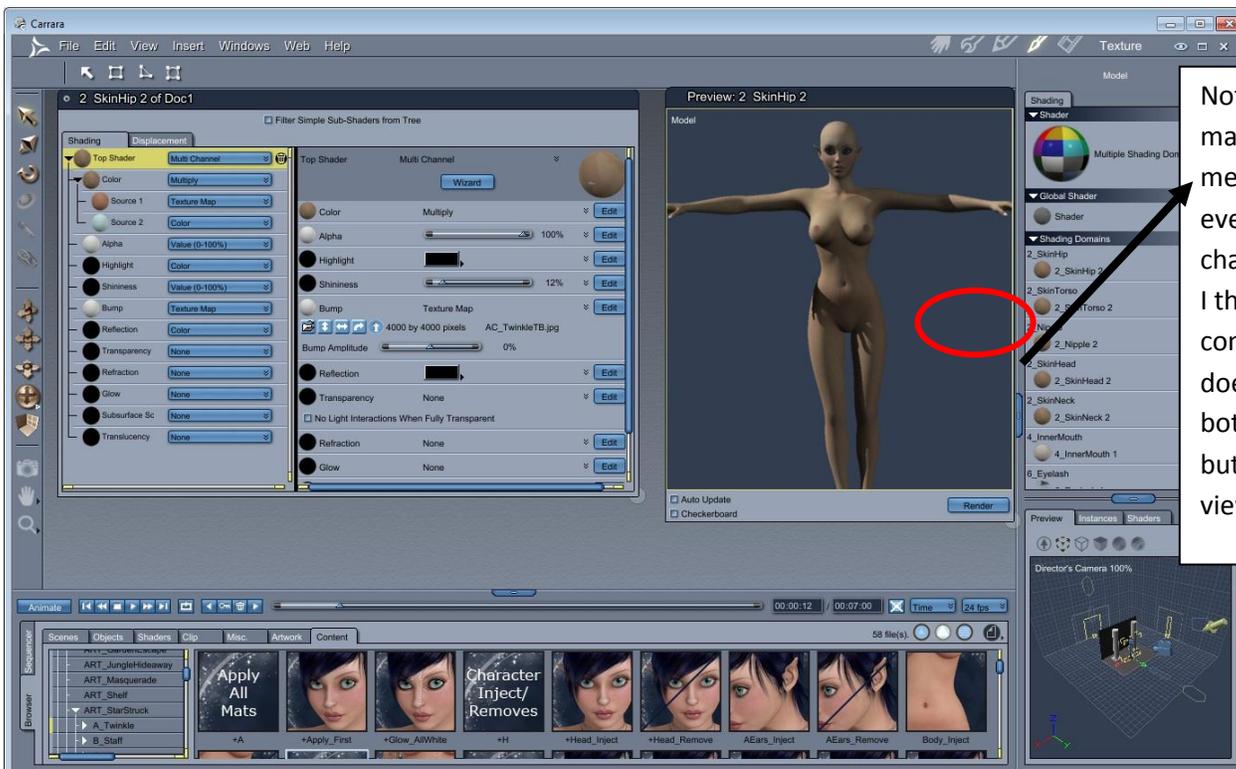
2. These are V4's textures

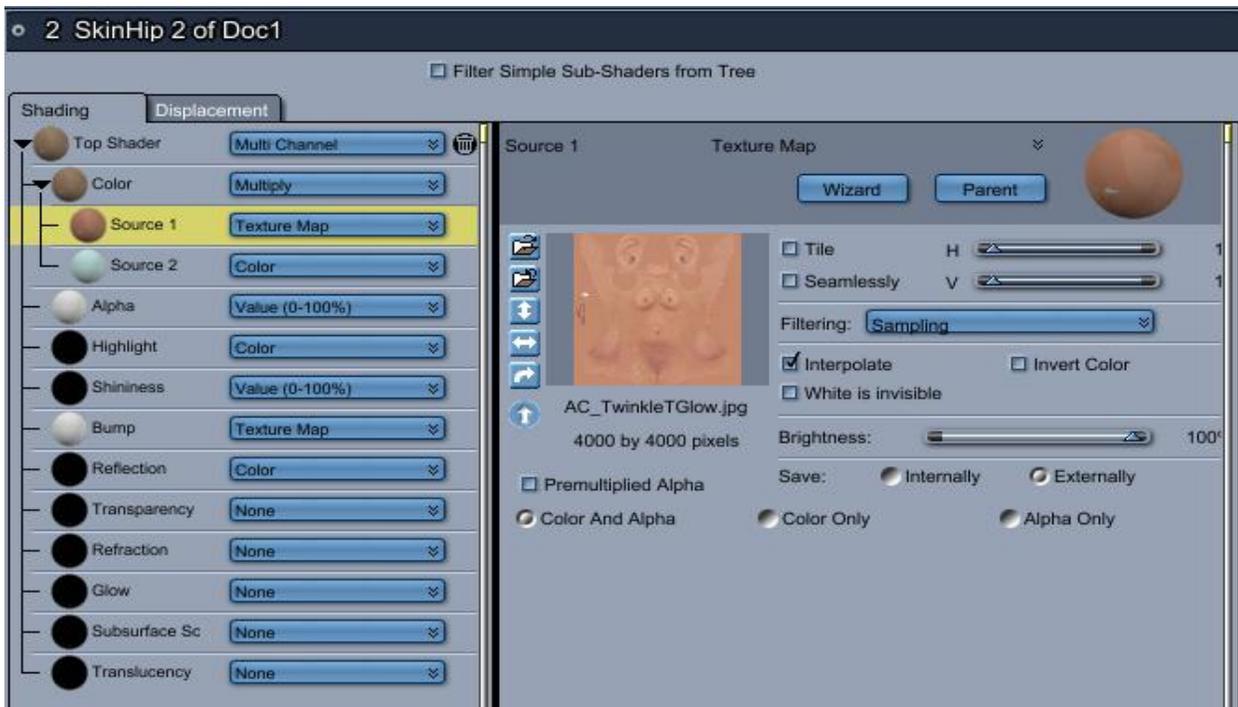
3. Move around the texture room just like the assembly room with these cameras.

4. Zooming in can be tricky, so use this tool- select a square and you will be zoomed in on the selection

Double click on the top texture in the shading domain: 2_SkinHip > 2_SkinHip_2

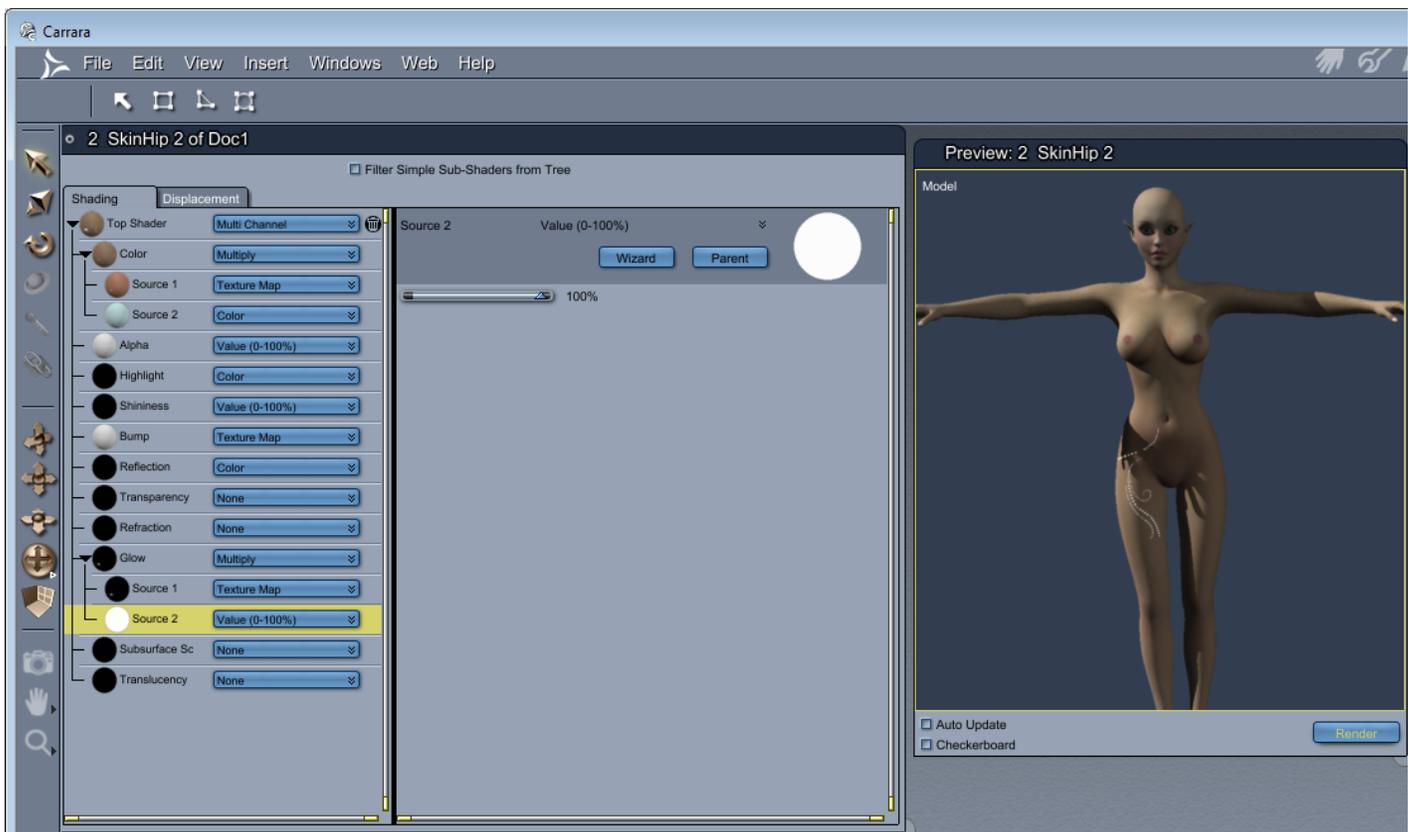
Zoom in on your character best you can so you can see your shader better.





1. Towards the bottom of the shader tree, click on the glow channel
2. Select operators> multiply- this will give you 2 sources (2 drop down menus under Glow)
3. Under the first source select "texture map"
 1. Select the folder with the arrow going to right (out of folder)
 2. Browse to correct file location- in the case of twinkle it is Runtime:Textures:ArtCollab:Twinkle
 3. Choose file: AC_TwinkleTGLMSKTR.jpg
4. Under the second source, select "Value (0-100%)
5. Once selected, under source 2, move the % from 0 to 100.
6. If your shader didn't update, select "Render" in your preview window

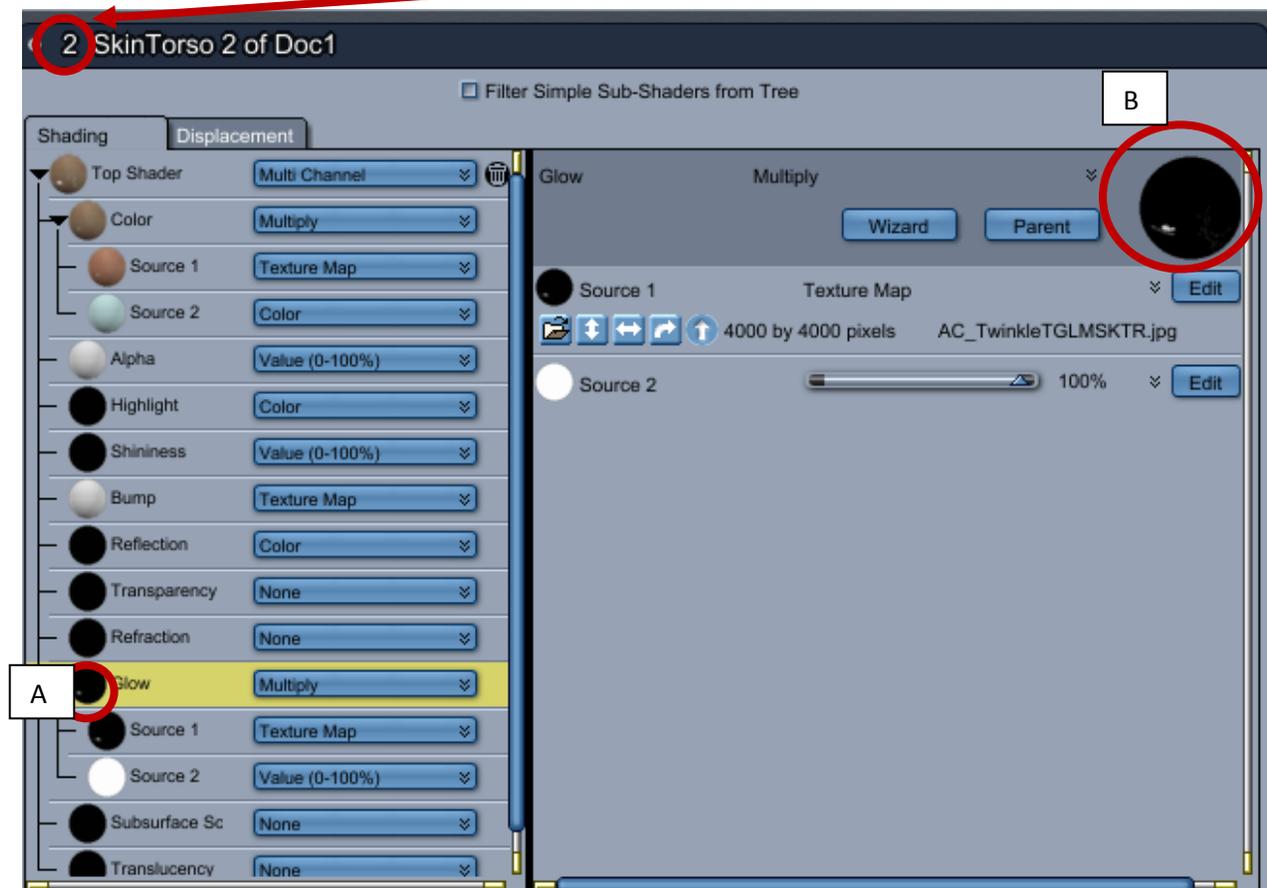
This should be what your shader window looks like



Back into the render room:

No, you're not going crazy. Yes only her hip glows. But look again at the shading domains. We only clicked on her hip. Lets get the rest of her done. There are different ways to approach fixing the rest of her:

1. Edit each individual shader- time consuming but more individualized domains
 - a. To do it the first way, simply follow what I did above for every skin shading domain, or anywhere you wish to have a glow. Twinkle even has glowing lashes.
2. Copy and paste the glow channel per shading domain.
 - a. If you want the glow channel all the same, right click on the sphere beside the word glow and click copy. Then, open your next shader and right click over the glow sphere of this new shader and click paste. Do this only within each shading domain. You can tell parts are in the same domain by either looking at the texture map or looking at the name of the shader. If you look at V4's domain list you will see different numbers before each shader. The hip, torso, neck and head all begin with the number 2.



To paste the glow shader- right click on either A or B

- b. Once the "2" domain is complete, scroll down to "3" domains which are the limbs. Copy and paste into the glow channel, but this time, change the texture map to the glow map besides the limbs texture map in ArtCollab's folder.

EXTRAS!

If you want a different sort of look for Twinkle- try changing the color of her glow!

Instead of "Value (0-100%)" in the glow channel, change it to "Color"

Now play!

Default Lighting

Ambient Light- Sky- 10%



No light, no ambient

10% Basic Ambient

