

Michael3EyesMagic User Guide

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Welcome to Michael3EyesMagic!*

This program is a free-standing application. However, to use the eye shaping information you must own the Michael 3 figure and its head morph pack. They can be found (with Michael3XprssnMagic, Victoria3XprssnMagic, Victoria2XprssnMagic, Michael2XprssnMagic, Stephanie1XprssnMagic and DialMagic) at: <http://www.daz3d.com/>

Michael3EyesMagic lets you rapidly compare, then copy into Poser the morph dial settings from any of the 52 eye shapes (combinations of 26 morph dials). Values already on any of the figure's expression and non-eye morph dials will remain unaffected by these settings.



* This Adobe Acrobat file is easier to read on-screen if you select "Continuous" from the View menu above. Also turn on "Show Bookmarks" in the Windows menu, so you can quickly jump to a topic.

Installing Michael3EyesMagic

The M3EyesMagic application (PC or Mac version) can be installed anywhere on your computer.

However, the pose files that “inject” the required morph information into your Michael 3 figures must be placed in the proper Poser locations. The product installer will do this. If you move the pose files, some or all of necessary files may not be found by the injection pose. Also, if you reinstall Michael 3, the M3EyesMagic pose files will be overwritten, and will have to be reinstalled. (See the file location list at the end of this guide.)

Preparing the Michael 3 Figure

Because it takes advantage of injection morph technology, Michael 3 does not need to have all its morphs loaded into the figure at once. In order to use Michael3EyesMagic, you must have “injected” all the required eye shaping morph information into the appropriate empty morphs built into your Michael 3 figure. The **provided pose file M3EyesMagic.pz2** does this.

Two New Morphs

The basic Michael 3 figure and Michael 3 HeadMorphPak includes 24 of the 26 necessary morphs. **Two additional custom morphs** (lidsFullOutr and lidsLowDwn) are included in this M3EyesMagic package and will be installed automatically by the M3EyesMagic injector pose.

The INJ pose “injects” data for the two custom morphs into two of the many hidden blank morphs that are built into the Michael 3 figure for this purpose: PBMCC_10 and PBMCC_11.

Although not likely, if you then use another injection pose that places morph information into either or both of these two specific slots, that data will replace the lidsFullOutr and/or lidsLowDwn morphs (and these dial names will be changed to something else). As a result, some M3EyeMagic eye shapes will not be fully applied to your figure.

Conversely, if you have previously injected into your figure, for example, a character face morph that happens to use one of these morph slots, and then apply the M3EyesMagic injector pose, the character face morph will be replaced and not be available.

Note: To remedy such a conflict, you can manually edit the character face morph’s pose file in a text editor (not a word processor) to insert the morph data into another blank slot, such as PBMCC_12.

Loading The Morphs (INJ pose)

- select the Michael 3 figure's head
- apply from the Poser library: Pose | **!M3 All Morphs INJ** | M3EyesMagicM3
(The pose icon will show a + sign.)
- after the eye shape dials appear, you can use Michael3EyesMagic

Removing The Morphs (REM pose)

The eye shape morphs can be removed from the figure with the Poser library:

Pose | **!M3 All Morphs REM** | M3EyesMagicM3

(The pose icon will show a – sign.)

Using Michael3EyesMagic

Launch the program by double-clicking on the Michael3EyesMagic icon.

1. Click one of the eye shapes on the scrolling list in the middle of the screen. The preview frames above the list will show a front and side view of your chosen eye pose.
2. To compare that with the default Michael 3 eye shape, click and hold on the “Compare Original Eyes” button at the bottom center of the screen.



3. When you decide which eye shape you want to transfer into Poser, make sure you press the “**Copy to Clipboard**” button.



4. **Launch Poser.** (If your computer cannot run both programs at the same time, quit Michael3EyesMagic; the information will remain in the Clipboard.)
5. In Poser, **select the head** of the Michael 3 figure.
6. Select **Edit | Paste** from the menu (or use the keyboard paste command Control-V, Mac Command-V) to set the morph dials that will create your chosen expression.
7. You can now fine-tune the dial settings, if you want to further adjust the eye shape/placement.

Why Eyes?

Among the variety of face-shaping morphs available for the Michael 3 figure, the eye-shaping morphs are unique. To develop a nose or chin shape, simply spin as many dials as you want to get a combination. Then you can spawn a single morph dial, allowing you to remove all the other component feature morphs and save the smaller figure.

That doesn't work for eye combinations, since some of the morphs include remote-controlled morph code, which automatically repositions the right and left eye objects to fit the new eye shape. A spawned morph that includes one or more of these dials will not trigger this code, and the eyes will not be aligned, unless you adjust the position of each eye to fit.

For eye shapes, you may want to inject the appropriate morphs and apply the necessary values to their morph dials, so the figure's internal code can correctly place the eyes. Michael3eyesMagic lets you easily preview and compare a wide variety of carefully designed eye combinations, then quickly "audition" them on your character's face.

Designing A Face

The feature we notice first about a character may be a distinctive nose, mouth or chin. However, if you do not also vary the placement and shape of the eyes, you may find your characters all have too close a "family resemblance."

The Names

It's hard to simplify the confusion of so many possible combinations of dial settings. To help you locate an eye shape, I adopted a naming convention based on the following order:

If applicable, the first term in the name is Asian, followed by Large/Small, Back/Forward, High/Low, Apart/Close, Slant Up/Slant Down, Narrow/Round, and lastly eyelid shapes. If a shape does not include one of these options (so is at the default medium state) it is not included in the name.

For example, "Large, High" is not Asian and is moved neither back nor forward.

While all possible combinations and settings can not be included, you can further add, remove, increase or decrease any morph to a particular combination. For example, you can move the eyes a bit farther apart, higher or deeper.

You will find that on a particular character, some combinations look different than on the default Michael 3 face, depending on your choice of nose bridge, brow and forehead, cheekbones and overall face shape morphs.

Two Techniques

When creating a face, you can find an eye shape/position that fits the character, paste in into your Poser figure, and then adjust the other features.

Or you can start with your desired feature(s) or an existing character face and try out various eye shapes until you get the look you're after. That way you can see front and side views of the eye settings in isolation in the M3EyesMagic preview frames, and also on your developing character.

The Preview Texture

Note that the preview images use the Michael 3 high resolution texture, which has full eyebrows, sparse eyelashes and some texturing of the skin around the eyes. Other textures will alter the overall appearance of the eye shapes, in particular the Asian shapes.

Michael3EyesMagic Morph Dials

The following 26 morphs are used by Michael3EyesMagic.

When you apply an eye shape to a Michael 3 figure, any existing settings for these dials will be overwritten. Any dials not listed will be unchanged.

Michael 3 Morphs Used (24):

BrowAngleUp	EyeLidsAsian
BrowHeavy	EyeLidShllw
BrowOut	EyeLidsHvy
BrowSmall	EyeCreaseGo
BrowSoft	EyesBaggy
BrowRdgIn	EyesPuffy
EyeDepth	EyeCornerBk
EyeHeightR	EyeCornerDn
EyeHeightL	EyeCornerIn
EyeWidth	LacrimalSize
EyesSmall	
EyesBig	
EyeRound	
EyeSlant	

M3EyesMagic Custom Morphs (2):

lidsFullOutr (MCC0010)
lidsLowDwn (MCC0011)

Morphs Not Used (not affected):

ForeheadFlat	EyeWrinkleR
FrhdWrinkle	EyeWrinkleL
HairlineSml	LashesLong
TemplesIn	LashUpFull
BrowWrinkle	LashLoFull
EyesAlien	LashUpStrait
EyesBaggy2	LashLoStrait
EyesBaggy3	

Other Head Morphs

No eye expression morphs or morphs affecting the settings of other parts of the head are used by Michael2EyesMagic, and so they will not be overwritten when you apply these poses.

File List

Michael3EyesMagic application (either PC or Mac version, place anywhere)
(Note: the !DAZ folder must not be moved, or the pose files will not be able to locate the required morph information!)

libraries / Pose / !DAZ / Michael 3 / Head / ChanVis /

Hide.LidsFullOutr.pz2

Hide.LidsLowDwn.pz2

Unhide.LidsFullOutr.pz2

Unhide.LidsLowDwn.pz2

libraries / Pose / !DAZ / Michael 3 / Head / Deltas /

InjDeltas.LidsFullOutr.pz2

InjDeltas. LidsLowDwn.pz2

RemDeltas.LidsFullOutr.pz2

RemDeltas. LidsLowDwn.pz2

libraries / Pose / !M3 All Morphs INJ /

EyesMagicM3.pz2

libraries / Pose / !M3 All morphs REM /

EyesMagicM3.pz2

libraries / Pose / !M3 Eyes INJ /

lidsFullOutr.pz2

lidsLowDwn.pz2

libraries / Pose / !M3 Eyes REM /

lidsFullOutr.pz2

lidsLowDwn.pz2

Thank you for purchasing Michael3EyesMagic!

I hope you will enjoy all my products - Elisa Griffin / gryffnn