Darkseal's "**Candy**" Users Manual

You only need to read what is in **BOLD** print. For more information read everything. Thank you.

Candy

Candy has been made to be as simple to use as possible. Load Candy to the stage. Pose. Render. Most morphs for changing her properties are on the HEAD, CHEST, PELVIS, and BODY. For a full list, please scroll down to the "List of Morphs" section.

Props

Load Jammie Top and Bottom. Parent these to the chest and pelvis (optional). Go to the Cloth Room and make a Sim for each. *This is not a Cloth tutorial. For more information on Cloth you will need to read the Poser Manual.*

Please Note: "Jammie Top" has 2 materials, perfect for front and back designs.

Dynamic Clothing

- Jammie Bottom
- Jammie Top

Hair

Candy Skull Cap (available in the BONUS CONTENT Pack, free where you purchased the figure)

Load the Candy Skull Cap. Go to the Hair Room. Use the tools to edit the properties and style of the hair. The Skull Cap is divided into 4 sections for more control over the groups and styling options in Poser to make things easier.

Please Note: Default hair is included on the skull cap but DOES INTERSECT the HEAD. I am not a master at hair and do not claim to be. This has been added as a freebie to make this easier for you, if you

choose to take advantage of the Poser Hair Room. _This is not a Hair tutorial. For more information on Hair you will need to read the Poser Manual._

Personally, I find it much easier to use Poser hair and prop hair from other figures and simply parent to the head of "Candy", then move it into place and use the scale of X,Y,Z to fit the head.

List of Poses

Select Candy. Select a pose. Apply.

PLEASE NOTE: Some **poses may intersect other body parts slightly**, or even intersect the ground plane. THIS IS INTENTIONAL. This is to mimic the nature of flesh as it compresses against another object. Don't like it? **Move it**. They function as designed.

0

0 All (to 0 out morphs and dials, even the ones set above 0 by default)

0 Hands (Note: This is useful when trying to use other figures poses)

Graceful 1

Graceful 2

Human Pretzel 1 (available in the BONUS CONTENT Pack, free where you purchased the figure)

On All 4s 1

On Back 1

Standing 1

Standing 2

Usage Tips

Morphs and Dials

All included smoothing morphs, partial body morphs (PBM), etc… have been edited or to function automatically in their respective functions.

All morphs are "meant" to be used at "1". Some included dials are to be used from "-1 to 1".

 Almost every single dial, either morph or master dial made for other functions, **has been set to use "limits"** (whether you have your poser program set to use limits or not via the "FIGURE" drop down menu > Use Limits). Now, that being said, some dials will have higher limits than 1, lower or higher limits than -1. They have been crafted to mimic what "might be" acceptable human proportions and beyond. Please know I try to include as much functionality as possible, while still being aesthetically pleasing (to me). **You can EASILY override these limits set by me by double clicking the dial in question at editing the MIN MAX limit value, and saving to the figure library under a DIFFERENT NAME** (Example "Candy EDIT").

Thighs

The crotch area is always a problem area for all figures when posing the legs in different situations. On Candy, this will occur once the Thigh is set above 30 on the side-side (away from the body) dial while the bend is set to -100 or more (-140 for example). **The side to side issue can be alleviated some by using the Twist dial. When bending the thighs you can alleviate some of the issue by bending the pelvis.**

Breasts

Use the Dials on the chest for breast movement when animating! It's easy and fun…

SCALING

Scale Eyes

- o PLEASE NOTE: **Scale for the eyes on Poser 9 (and Character presets using scale on the eyes) may encounter a bug. If you do please reload the figure and / or may need to restart Poser**. I have encountered this bug in the scaling 50% of the time using version 9, no bug encountered in version 10.

Propagating Scale

- o **Propagating Scale** (note: Because of the nature of "propagating scale" in Poser you can and WILL see "popping" or a large difference in scaling when trying in increase or decrease the scale using this method. It is almost impossible to scale "just a little". Also, special smoothing morphs and "taper" had to be incorporated, since both propagating and smooth scaling cannot exist at the same time on the same body part. **You may notice the morphs not "working to full effect" if you are not at "-1, 0, or 1")**

Propagating Scale Head Smooth

- o **Propagating Scale Head Smooth** (note: Poser does not do well with the normals while using the morphing tool when smoothing scaled features. **This WILL cause an artificially light and dark area effect**. This is currently unavoidable due to this tools limitation, and because of weight mapping, is impossible to do outside the program.)

Advanced Tips:

The morphing tool in poser is your friend. Have something that doesn't look right? Have mesh folds or poke through you don't like? Want something bigger? Wider? Smaller? Use the morph brush…. Make more funationallity!

Material Room

BUMP: "Candy" is using the color map and turbulence to generate the bump for more detail. The **value has been set to a negative value (-0.02).** This has been done specifically for the eyebrow color on "Candy", so they go "out" instead of "in". This makes little difference, but it is worth noting in case you wonder why it is set to a negative value. **You can also connect the composite node to Displacement if you wish to displace instead of bump**… it makes little to no difference unless you do a close up of the head at a three quarter angle and wish to see the eyebrow "pop" in the profile. **Do not use the bump and displacement at the same time.**

HSV: The default color map for "Candy" is saturated. Some people like it, some do not. In the advanced tab the default value is set to a 0.9… For more saturated color set it to 1. For less, set it below .9….

Rendering Oddity:

Diffuse IBL on Lights and IDL

I have noticed poser 10 in its current state (me currently using Poser Pro 2014 version 10.0.2.25578) shows black or over saturated areas, specifically on the neck (and other spots) when using the IBL on a light AND Indirect light in the render settings. This has not been seen in poser 9 (2012 pro) and has not been an issue. **If you see dark spots, or over saturation in odd areas, please check to see if you are using both IBL on your light and IDL in your advanced render settings. If you are, these can be eliminated by turning off one or the other.**

Have suggestions? Contact me on the forums! There is a "Candy" thread on Renderotica located at:

http://www.renderotica.com/community/forums.aspx?forumid=2706&threadid=104754

Have an Issue? Contact me direct:

Carl@Darkseal.com

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Below is simply a list of What's Included IN the Figure. Note: Added features after release may not be updated in the Maunal.

List of Morphs and Dials

Head

Scale

- Propagating Scale (note: Poser does not do well with the normals while using the morphing tool when smoothing scaled features. This WILL cause an artificially light and dark area effect. This is currently unavoidable due to this tools limitation, and because of weight mapping, is impossible to do outside the program.)

Character Presets

- Tomiko
- Catarina
- Keisha
- Sophie
- Penelope
- Zoe

Brow

- Mad / Worry Brow (plus l and r)
- Raise / Lower Brow (plus l and r)
- Raise / Lower Outer Brow (plus l and r)
- Thick Brow

Eyes

- Longer Lashes (note: Set to 1 by default)
- Look Up/ Down
- Look Left/ Right
- Cross Eyed/ Wall Eyed
- Blink
- Close Left Eye
- Close Right Eye
- Upper Eyelids Down (plus l and r)
- Lower Eyelids Up (plus l and r)
- Under Eye Circles
- Deepen Upper Orbital Eye Socket
- Lacrimal Back
- Outer Eyelids Up/ Down

Eyeballs

- Eyes Spread Apart
- Eyes Constrict / Dialate
- X Scale Eyes
- Y Scale Eyes
- Scale Eyes
    - PLEASE NOTE: Scale for the eyes on Poser 9 (and Character presets using scale on the eyes) may encounter a bug. If you do please reload the figure and / or may need to restart Poser. I have encountered this bug in the scaling 50% of the time using version 9, no bug encountered in version 10.

Ears

- Doe
- Elf
- Orc
- Vampire

Nose

- Wide Nose Bridge
- Shallow Bridge
- Straight Bridge
- Bump
- Shorter Nose/ Longer
- Wider Nose/ Thinner
- Tip Up

Mouth

- Tongue Stick Out
- Close Mouth
- Open Mouth
- A/ U
- B/ Duck Lip
- E/ W (note: E is another "smile" as well)
- O/ M
- U/ V
- Smile
- Frown
- Raise/ Lower Upper Lip
- Raise/ Lower Lower Lip

Lip

- Smooth Outer Side Lip (note: smoothes a crease that may occur during closed mouth and other morphs)
- Inflate Lips
- Angular Upper Lip

Facial Structure

- Sunken Cheeks
- Enhance Cheek Bones
- Round Cheeks
- Bubble Cheeks (l and r) (note: Used for when Candy has "candy" in her mouth)
- Dimples
- Larger/ Smaller Chin
- Cleft Chin
- Square Chin
- Enhance Jaw
- Angular Jaw

Expressions

- Angry
- Surprised
- Hold Breath
- Sad
- Sneer (add to other expressions for added anger or disgust)

Other

- Partial (Hidden)
    - Eyelid Deepener (note: Set to 1 by default on BODY)
    - Propagating Scale Head Smooth (note: Poser does not do well with the normals while using the morphing tool when smoothing scaled features. This WILL cause an artificially light and dark area effect. This is currently unavoidable due to this tools limitation, and because of weight mapping, is impossible to do outside the program.)
    - Thin Neck
- FBM
    - Thinner

Body

Other

- JCM
    - LB127
    - Collar Down
    - FBM Neck Smooth
    - Eyelid Deepener (note: Set to 1 by default)
    - propagating Scale Head Smooth
    - (L and R)foot Scale Smooth
    - Leg Bend 2

Morphs

- FBM
    - Thinner
    - Muscle Tone
- PBM
    - Bigger Booty
    - PBM Thin Mid Section
    - Shrink Torso
- Arms Legs
    - Inner Thigh Alter (note: Also exists on PELVIS for ease of use)
    - Arms Scale
    - Leg Scale

Left and Right Eye

Morph

- Constrict/ Dialate (note: Dial exists on Head to control both at the same time for ease of use)

Upper Jaw, Lower Jaw, Tongue 1 and 2

Other

- Partial (Hidden)
    - Thinner (note: Only on Upper Jaw)
    - propagating Scale Head Smooth

Neck

Other

- Partial (Hidden)
    - Propagating Scale Head Smooth
    - FBM Neck Smooth
- JCM
    - Collar Down (l and r)
- FBM
    - Thinner

Chest

Scale

- Breast Scaling
    - Breasts Scale (Left and Right)
    - X (Left and Right)
    - Y (Left and Right)
    - Z (Left and Right)

Breast Movement

- Left/Right
- Up/ Down
- In/ Out
- Twist In/ Out
- Droop Out (note: Used when chest is facing the ground)
- Breast Gravity Down/ Up

Morphs

- DD (note: Use Puffy Areola when going past 1.8 to balance the look)

- H
- Big Natural
- Perky
- Flat Chest (note: Add Nipples or Puffy Areola to balance the look)
- Cleavage Push
- No Nipple (note: Anything past 1 will "invert" the nipple, good for another "look")
- Nipples (note: Set to 1.5 by default)
- Puffy Areola

Other

- Partial (Hidden)
    - PBM Thin Mid Section
    - Thin Neck
    - FBM Neck Smooth
- JCM
    - Collar Down (l and r)
- FBM
    - Thinner
    - Muscle Tone

Abdomen

Morphforms

- Shrink Torso

Morphs

- Partial (Hidden)
    - PBM Thin Mid Section
- FBM
    - Thinner
    - Muscle Tone

Hip

Partial (Hidden)

- PBM Thin Mid Section
- Thinner
- Bigger Booty
- Muscle Tone

Morph

- No Belly Button

Pelvis

Other

- JCM
  - JCM Leg Bend 127 (l and r)
  - LB127 (l and r)
  - PBM Thin Mid Section
  - Leg Bend 2 (l and r)
- PBM
  - Inner Thigh (note: Also exists on BODY for ease of use)
  - Bigger Booty
- FBM
  - Thinner
  - Muscle Tone

GEN

- Front
  - Spread GEN
  - GEN Deep
  - Hide GEN
  - Hide Clitoris
  - Loose Labia
  - Larger Clitoral Hood
- Back
  - Bigger Booty
  - Open Anus
  - Butt Push (l and r)
  - Spread Butt Cheeks (l and r)

Morph

- Inner Thigh Alter

Left and Right Thigh

Morphs

- Partial (Hidden)
  - JCM

- JCM Leg Bend 127
- (L or R)foot Scale Smooth
- Leg Bend 2 (l and r)
    - o PBM
        - Inner Thigh
        - Bigger Booty
        - Butt Push
        - Spread Butt Cheeks
    - o FBM
        - Thinner
        - Muscle Tone

Left and Right Shin

Morphs

- Partial (Hidden)
    - o PBM
        - Inner Thigh
        - (L or R)foot Scale Smooth
    - o FBM
        - Thinner
        - Muscle Tone

Left and Right Foot

Scale

- Propagating Scale (note: Because of the nature of "propagating scale" in Poser you can and WILL see "popping" or a large difference in scaling when trying in increase or decrease the scale using this method. It is almost impossible to scale "just a little". Also, special smoothing morphs and "taper" had to be incorporated, since both propagating and smooth scaling cannot exist at the same time on the same body part. You may notice the morphs not "working to full effect" if you are not at "-1, 0, or 1")

Other

- Partial (Hidden)
    - o FBM
        - Thinner

Left and Right Collar, Shoulder, Forearm

Morphs

- Partial (Hidden)
  - FBM
    - Thinner
    - Muscle Tone

Left and Right Hand

Scale

- Propagating Scale (note: Because of the nature of "propagating scale" in Poser you can and WILL see "popping" or a large difference in scaling when trying in increase or decrease the scale using this method. It is almost impossible to scale "just a little". Also, "taper" had to be incorporated, since both propagating and smooth scaling cannot exist at the same time on the same body part. You may notice the morphs not "working to full effect" if you are not at "-1, 0, or 1")

Morphs

- Partial (Hidden)
  - FBM
    - Thinner
    - Muscle Tone

Other

- Spread (1 to -1 to bring together)
- Close (1 to -1 to open)