

Darkseal's TearZ for V4 Usage Guide

Bring your figure to the stage. Add one of the "TearZ". Conform. Use the included dials on "TearZ" to match the morphs of your v4.

NOTE: Usually going above .6 on any one given dial will start to cause poke-through when matching the exact numbers. You may have to go an EXTRA 20-30% of the given value of v4 to "TearZ".... Meaning if you set V4's dial to a 1.0, you may have to set "TearZ" to 1.5 to avoid poke-through. Moving along the Z axis can also work well since "TearZ" has some depth to them.

Poser 10 or 2014 users NOTE: When conforming "TearZ" using the dials on V4's head will crosstalk to "TearZ" and automatically match the values. This is great until you start to go above the previously stated .6 issue... In these cases you will need to:

1. Parent the "TearZ" to V4's head
2. Unconform
3. Use the dials to go above the previous value... Now, some dials may have "limits" set to 1, in which case you will have to double click on the dial and set the "Max Limit" to the value you are trying to achieve.

These steps are needed because in Poser 10/2014 pro, the conforming object will not let you use the dials to see the morphs. The dial will spin, but the morph will not engage. You will have to follow those steps in order to make everything work well together.

It might take you all of an extra **minute** to do all of this, don't cry!

All User please note:

Some dials on "TearZ" may appear not to "work". Some of these dials are in fact moving/defomring the piece so little it might not be noticable. These were included because they do "do" some deformations. Other dials may appear not to "work" because they are in fact called upon in a master dial in another morph set where more than one morph is called on in order to match v4's facial morphs and deformations. I have kept these in order for the poser software to do it's magic. Thank you for understanding!