

LIE Wound Makeup Artist

is a collection of wound overlays that work with your favorite Victoria 4 & 5 and Michael 4 & 5 texture. From mild skin scratches to bruised cut fighters to bloodied gladiators. It gives you the ability through DAZ Studio Layered Image Editor (LIE) to customize your wound texture creations to your particular scene be it from just a cut on a finger to a brave warrior fighting in the arena. So with this set you have several full body double click solutions, wound preset pose effects and the ability to detail your particular effect controlling your wound placement, transparency and scale through Studio's LIE down to the minimum detail.

Give your character a scar in the face for a tough look, put a bullet wound in his arm, an open wound in his leg where an enemy arrow has hit, a slash in his chest where a sword has graced or burned skin where dragon fire hit. You control your wounded character by having the ability to place your wounds in the exact spot where you need it. Bruised lips, whip marks, bloodied teeth, black eyes, scars, scratches, abrasions, several skin bruises, blood options and even full body wound cuts in several stages. Creativity without limits through ready made LIE overlays!

All yellow icon presets show the effects as they would load on a Michael 4 UV texture. Depending on the target texture UV some modification from the user's end with the Layered Image Editor move tool might be necessary in order to account for minor UV differences and positioning the wound effectively.

IF AN EFFECT LOADS CUT OFF BY SEAMS HOW DO I FIX IT?

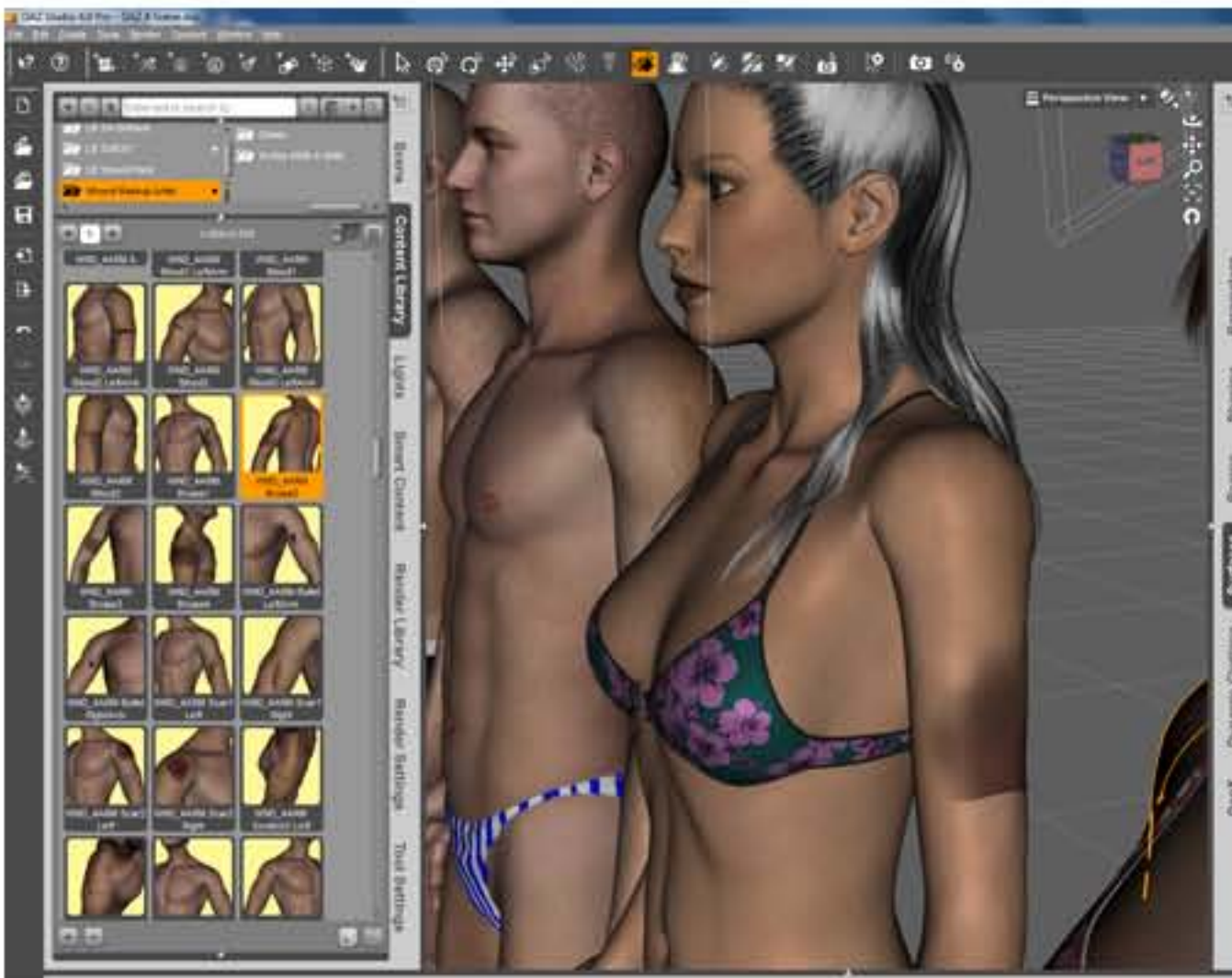
LINK TO VIDEO

The way you correct a character with an effect that loads cut off is very quick and simple. With the character in scene showing the cut off effect as the picture below you go to the Surface tab, then use the surface selection tool to click on your character and get to the surface where the effect is showing cut off, click on the diffuse icon small arrow to open LIE, use your LIE move tool to adjust the effect and save.

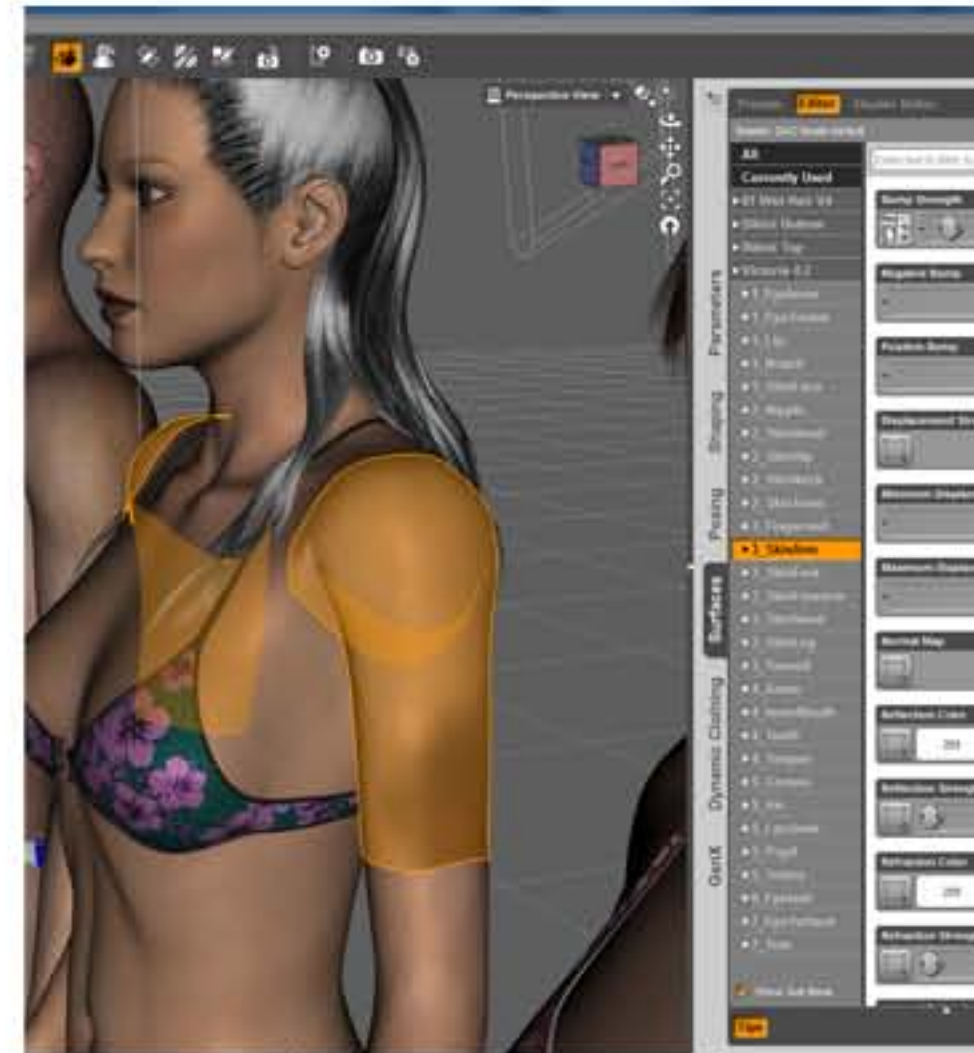


Surface Selection Tool

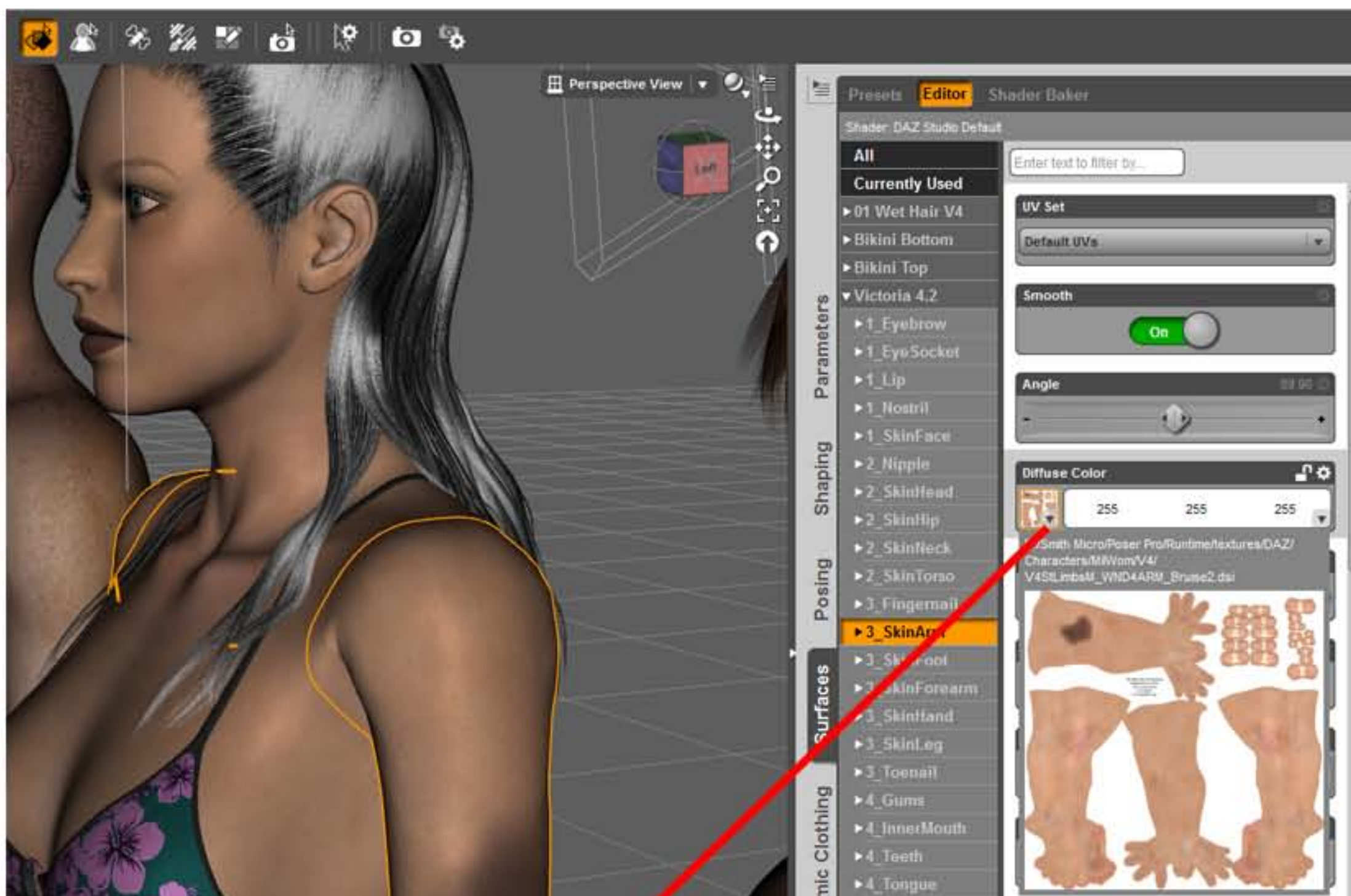
HERE IS A STEP BY STEP EXAMPLE:



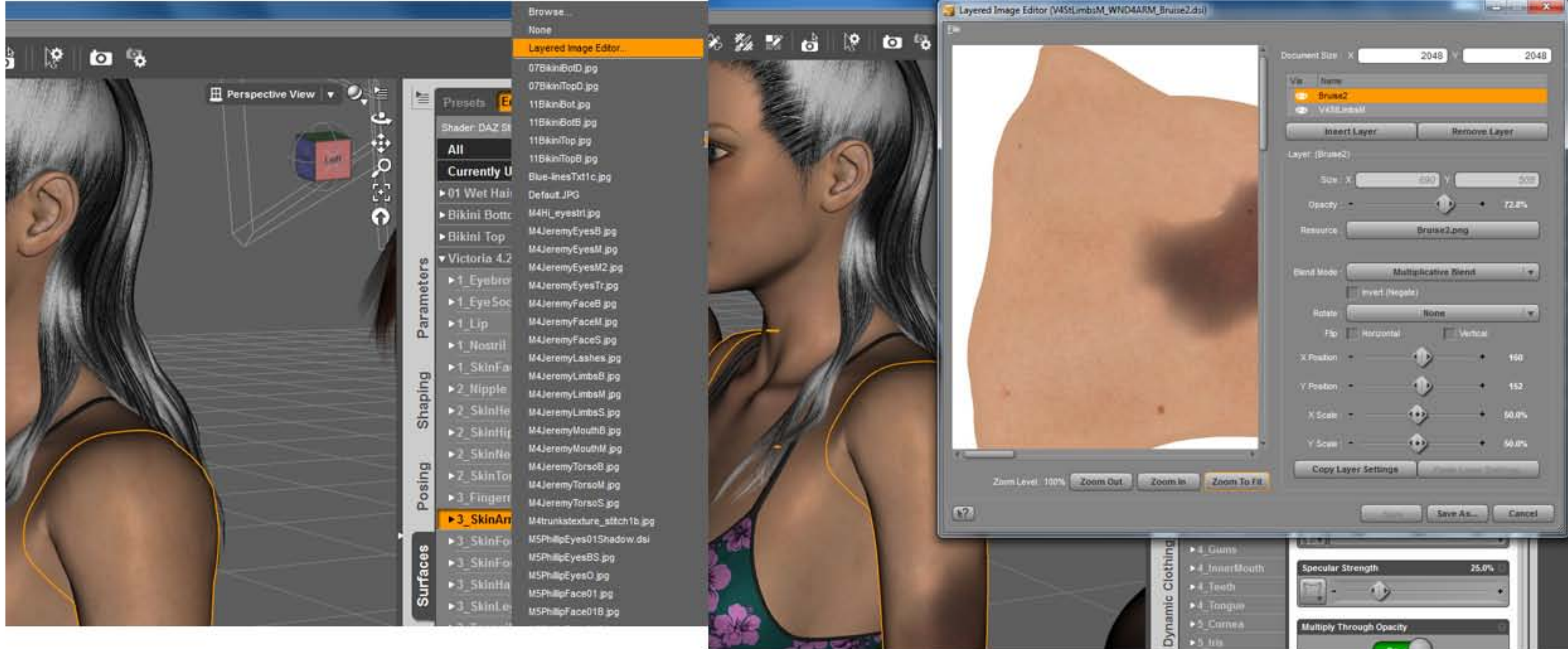
Wound Effect applies to V4 fine but is cut-off by seams



The way you fix it is by first clicking in the arm with the Surface Selection Tool. That will open in your surface tab the SkinArm settings.

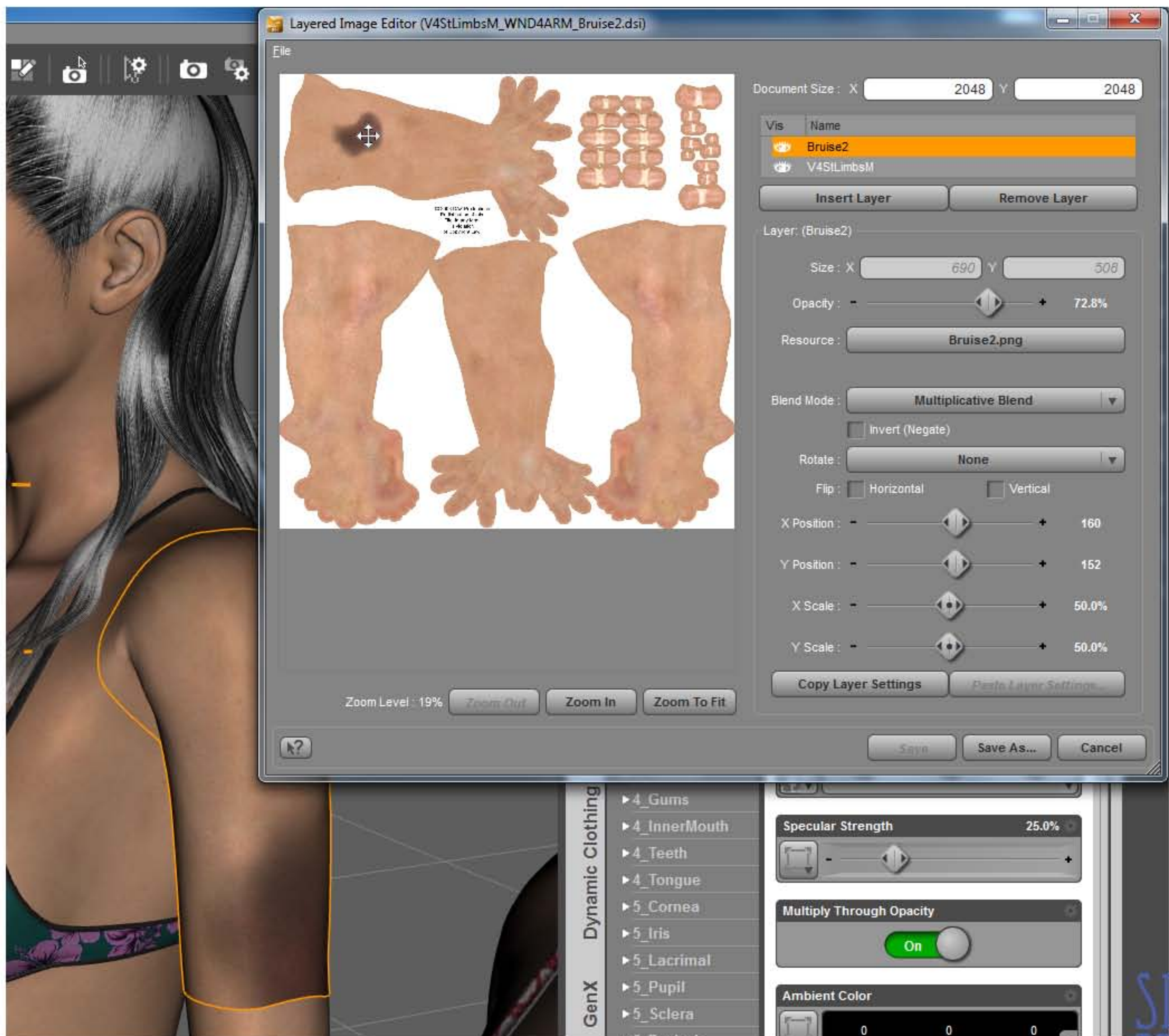


Scroll to Diffuse Color and click on the small arrow.

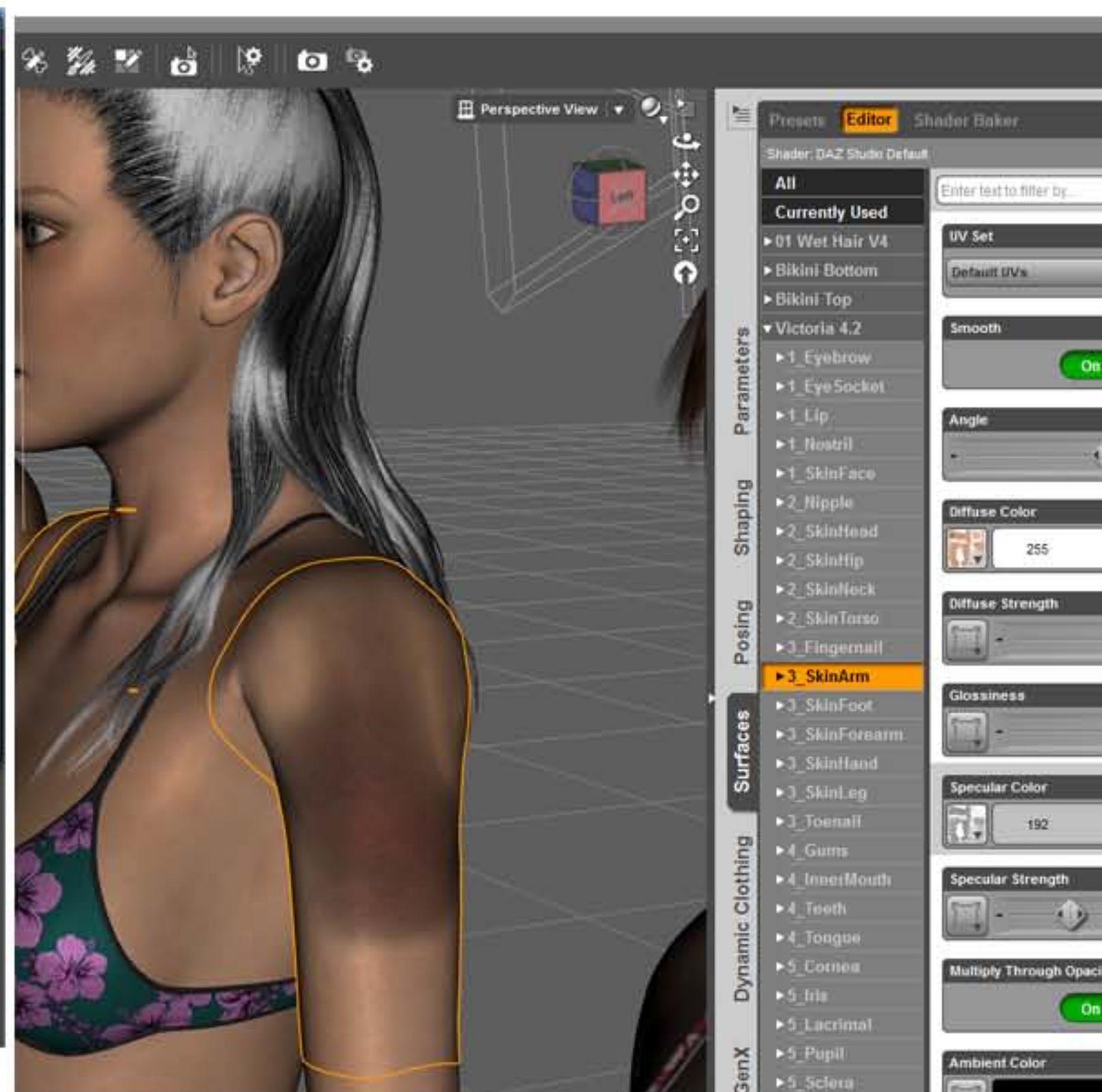
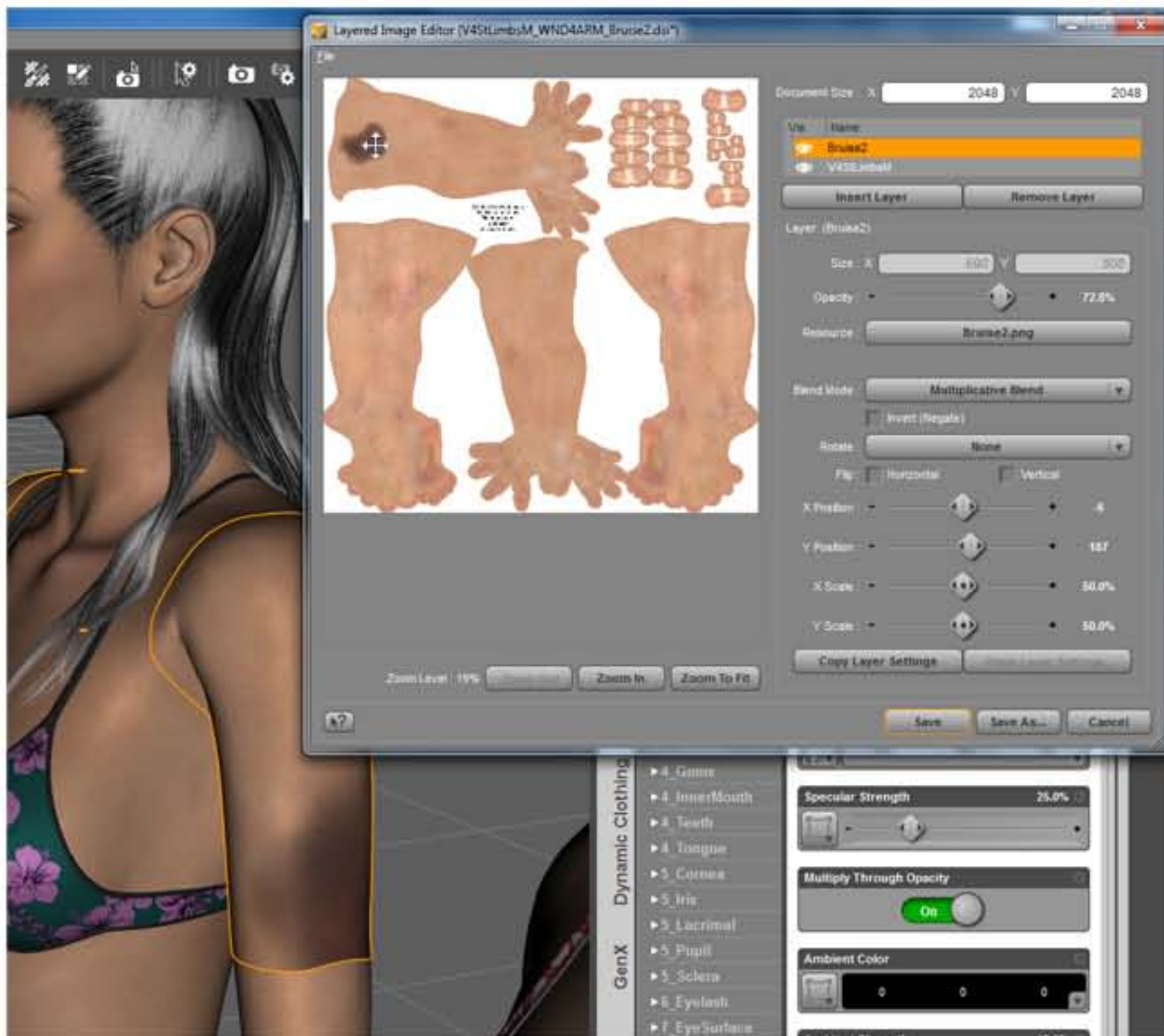


Now a menu will pop up. Select "Layered Image Editor..."

That will open the Layered Image Editor Window. Next you will want to click the "Zoom to Fit" button so you can see your entire texture in the preview.



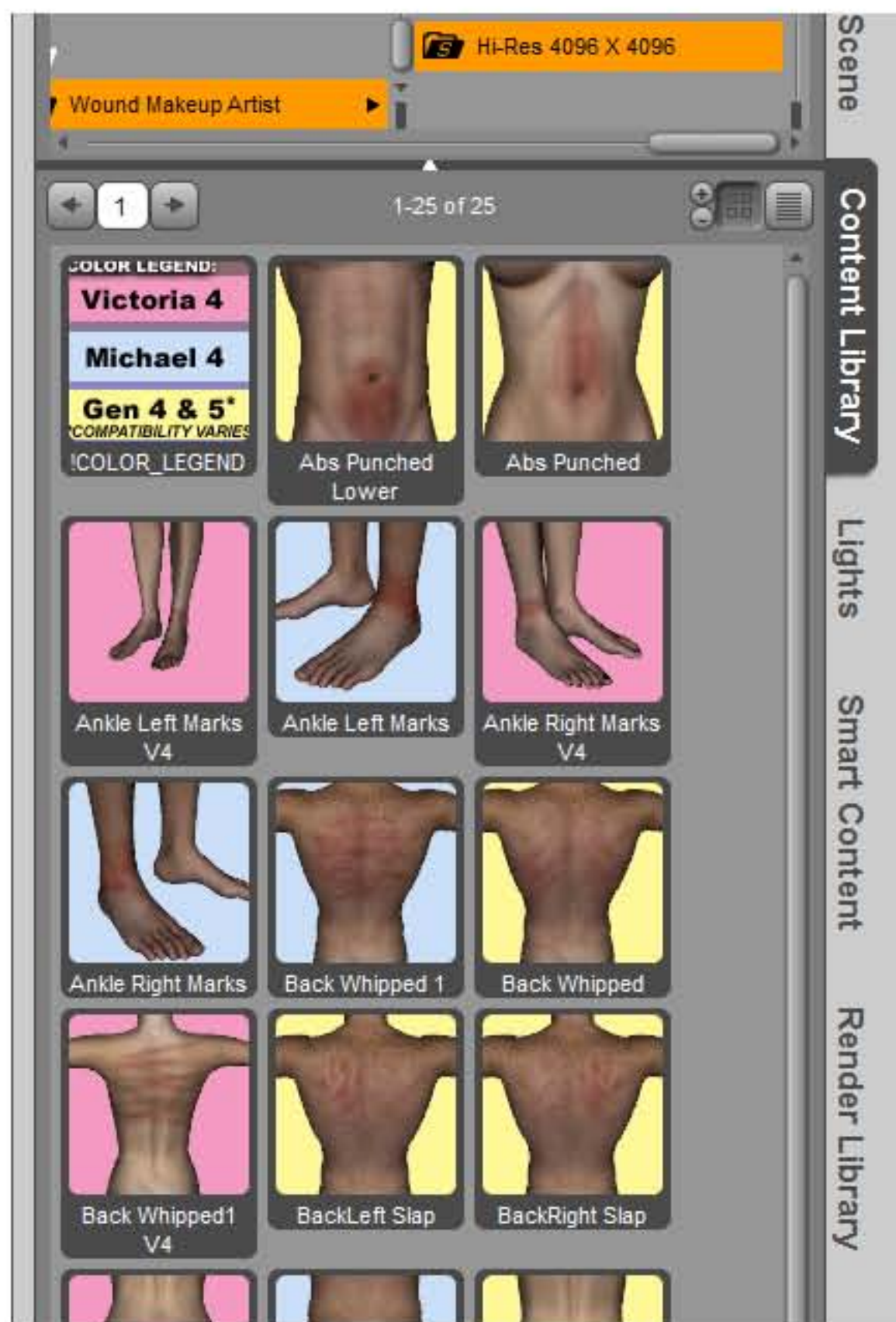
Now when you put your cursor inside the preview surface it turns into a move icon. You will want to left click inside and drag your bruise layer to the left, more towards the shoulder.



Then click on save. DAZ Studio saves the new position of the wound layer.
 Now if you save your scene next time you open it, the wound will be positioned in the right place.

If at some point you find you have placed several wounds on your character and you don't like how he/she is looking and want to restart fresh you can re-apply your character's texture and that will clean away all the wounds giving you a new canvas to start placing wounds again.

Some wound effects, the ones based on pinkish coloring of the skin in particular, like abs punched, whipped back, buttocks, chest and back slaps, and ankle and wrists marks will look somewhat dull when the wound layer resolution doesn't match the character texture resolution. To get around this the set includes DAZ standard texture size resolution (2048 x 2048) and high resolution textures (4096 X 4096 –most Elite textures) for these particular wound effects. A separate folder named "Hi-Res 4096 X 4096" in your "Content Library" has the material presets that should be used when applying such effects to elite textures of this resolution."



Hope you enjoy using the LIE Wound Makeup Artist.