

# Wet Body Gen 5 for Victoria & Michael with LIE Wet Map Creator

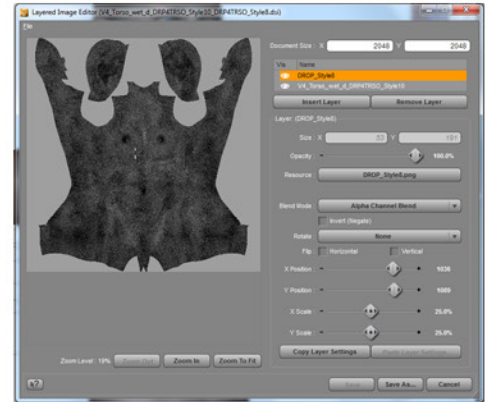
Is a collection of specular maps that work with your favorite Victoria 5 & Michael 5 texture to turn it into a wet texture from a basic skin glow to full body droplets to rolling water for a drenched look. It also gives you the ability through DAZ Studio Layered Image Editor (LIE) to customize your wet look to your particular scene. So with this set you have several double click solutions, preset pose effects and the ability to detail your particular effect controlling water placement through Studio's LIE down to the drop level.

Place drops on the forehead of your character to create a nervous character or underneath the eyes to create a crying one. Give character to your wet render by having a drop of water come down from the nose bridge to the lip or have water coming out of the mouth. Make it sexy by having drops slide down from Victoria's back, neck or navel, Michael's chest, biceps or abs. You control your water scene by having the ability to place your water where you want it.

Its important that you know that specular effects are not visible in DAZ Studio's viewport, they are only visible at render time. When creating your own water designs you will be using extensively your **spot render viewport tool** to preview your water and the **Layered Image Editor** which works similar to Photoshop layers to move your drops around.



Spot Render Viewport Tool



DAZ Studio Layered Image editor (LIE)

First step is selecting one of the four Prep Options available for Victoria & Michael 5.

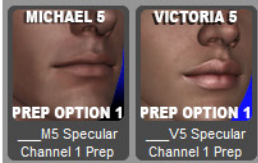
Generation 5 textures (Michael & Victoria 5) have their own specular maps, but its recommended to use the Prep Option specular maps and settings because they are optimized for better water visibility.

The Prep Option poses also serve as a reset button to erase all your character drops and start all over. A way to clean up your canvas and start all over. Another way to do this is to reload your character texture and then load your prep option pose.

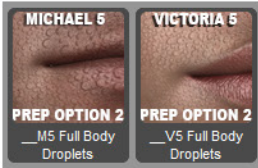
Prep Option 1 simply sets up the specular channel in the Surface tab for better visibility of your water. You will always need to have a specular texture loaded to be able to see Wet Body's water effects.

Generation 5 characters sold by DAZ all include their own specular textures, if you buy a character from a third party vendor and it doesn't includes its own specular maps, you may have to borrow the ones that come standard with M5 & V5 or simply use Prep Option 2, 3 or 4.

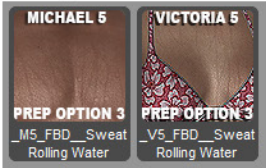
Prep Option 1 is just an optimized clean canvas that doesn't have water droplets or rolling water. Like all the other Prep Options it can be combined with any of the available presets or used with the LIE Wet Map Creator drop layers.



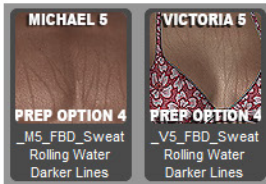
Prep Option 2 loads a specular map that simulates Full Body Droplets (FBD) covering the entire surface of your character's skin.



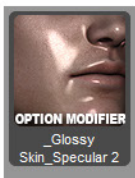
Prep Option 3 loads a specular map that simulates Full Body Droplets (FBD) covering the entire surface of your character's skin plus a faint rolling water down the skin effect.



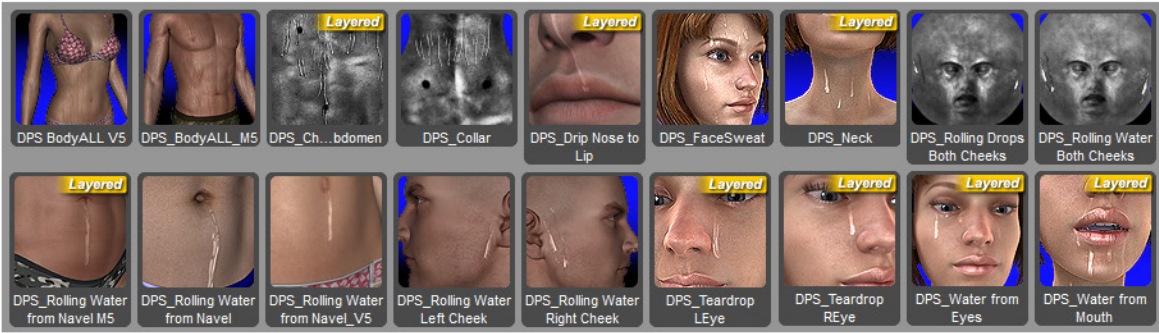
Prep Option 4 loads a specular map that simulates Full Body Droplets (FBD) covering the entire surface of your character's skin plus a rolling water down the skin effect that is darker/ stronger than Option 3.



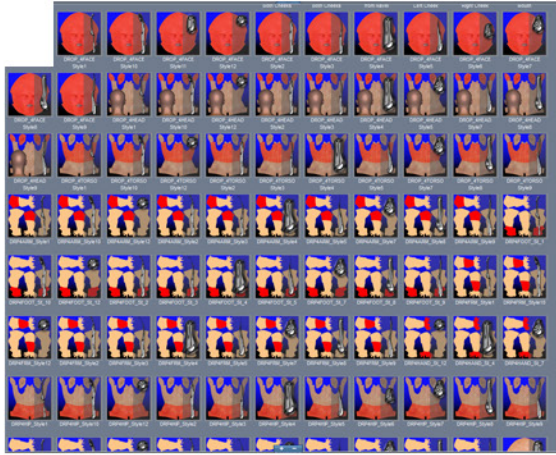
Glossy Skin Specular 2 gives you an additional glossy surface skin effect using the second specular channel you can use this effect by itself or in combination with the previous effects.



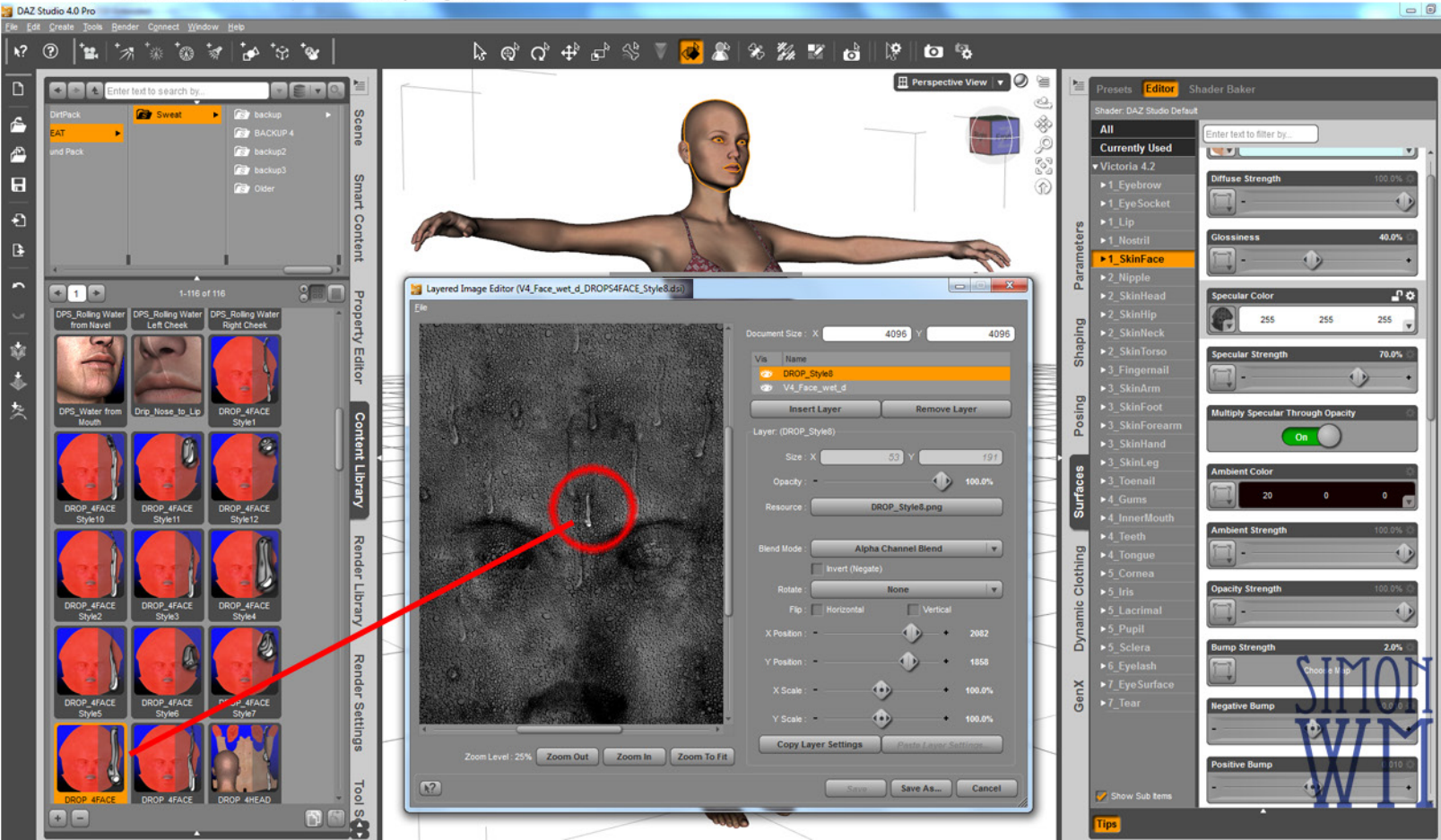
Next you have 18 drops (DPS) presets that load rolling drops throughout the entire body or in selected face/body areas.



Finally we have the LIE Wet Map Creator presets consisting of 12 specular drop designs that you can load as layers on top of your specular map and move around their corresponding texture map assignment in the Layered Image Editor.



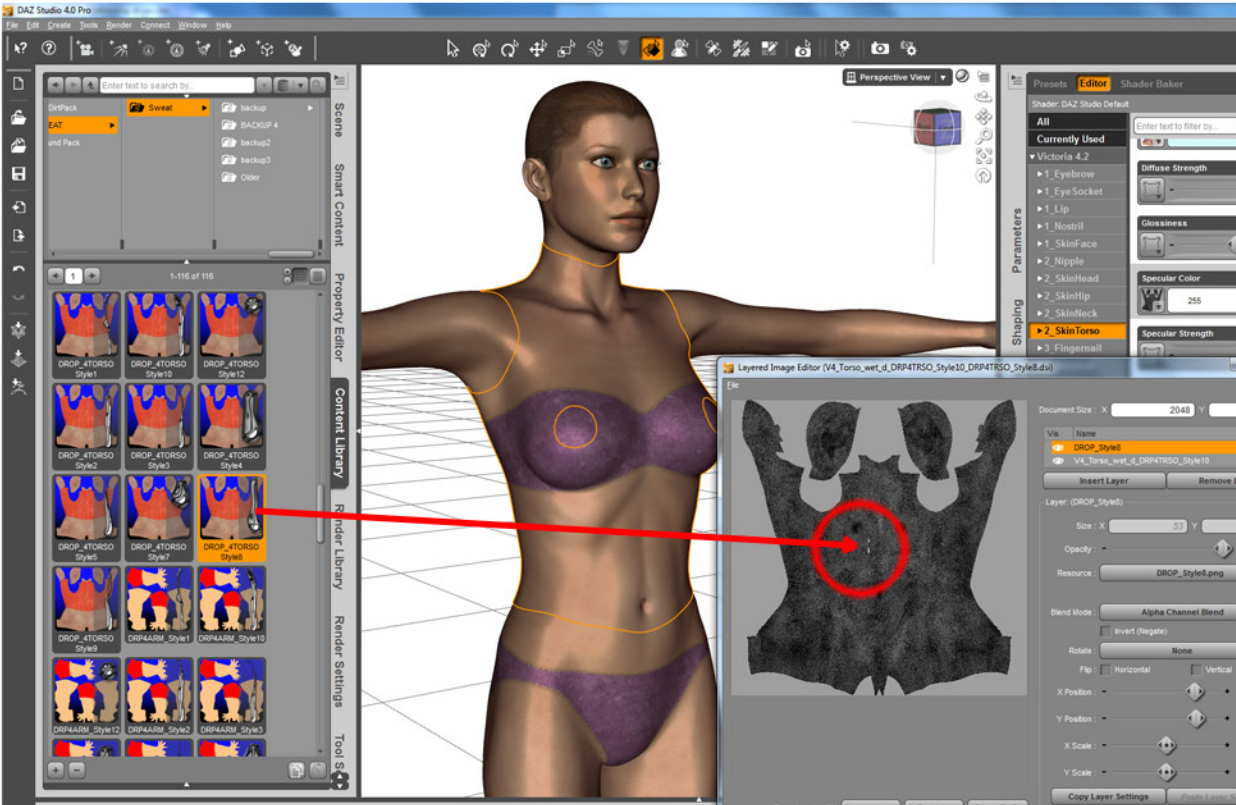
Victoria & Michael 5 Genesis use several textures that are grouped in sections in DAZ Studio's Surface Tab and that correspond to areas in your figure's 3D human body. For example all the face surface excluding the ears is assigned to a group named `_SkinFace` in your surface tab. You have 12 drop styles that will load via pose presets into that particular group and that you can move around the face to scale or position wherever you might need it.



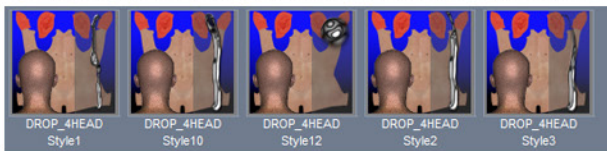
Each surface group:

- \_Lip
- \_Skin Face
- \_Nipple
- \_SkinHead
- \_SkinHip
- \_Skin Neck
- \_Skin Torso
- \_SkinArm
- \_SkinFoot
- \_SkinForearm
- \_SkinHand
- \_SkinLeg

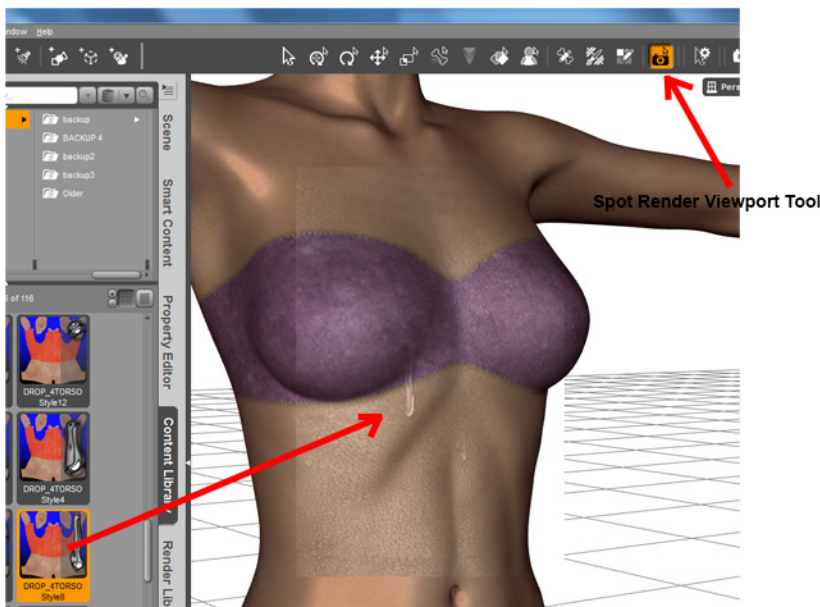
will have a corresponding set of drop design poses. The pose icon shows in red the area in the Layered Image Editor (LIE) where your water drop will be visible. Positioning the water drop outside of this area will make your water invisible to the renderer.



Water drop style poses load single drops on the front of your character or on the right side for limbs. The head group of drops that cover the back of the head, upper neck and ears load on the back - icons for these poses have an extra head rendered at the left side of the icon.

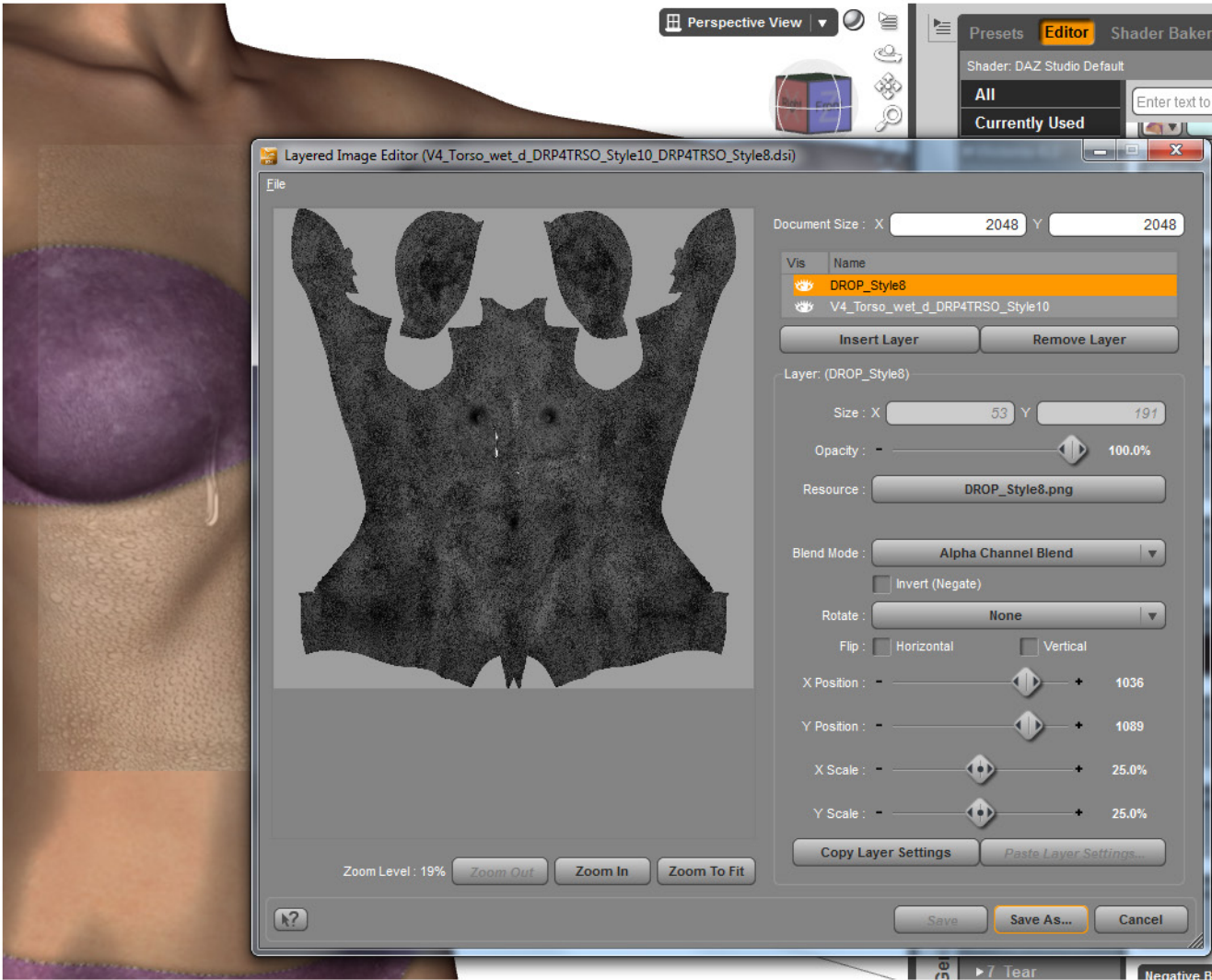


You will want to use the Spot Render Viewport Tool to get feedback of your drop placement in your figure as you work back and forth within the Layered Image Editor (LIE).

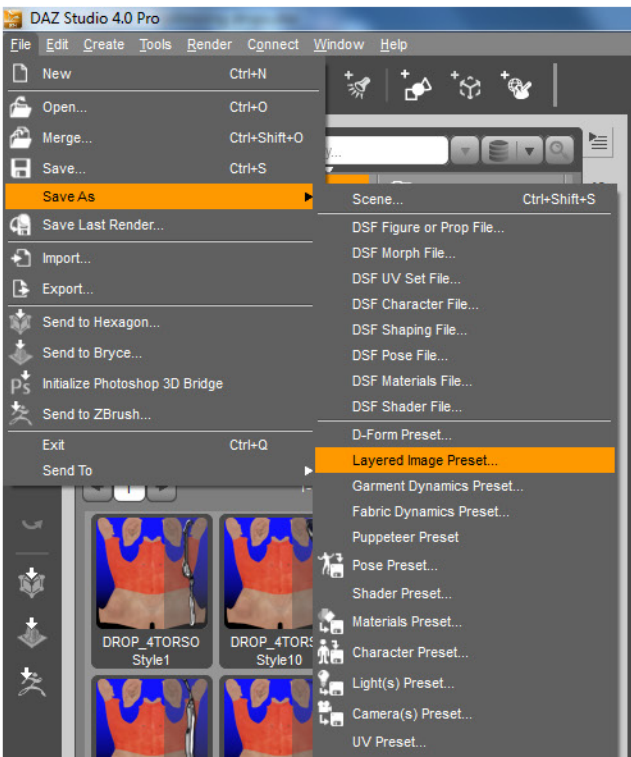


\*NOTE: Screenshots in this manual page show Victoria 4 from Wet Body Generation 4 since explained functionality is the same for both Wet Body Gen 4 & 5.

As you work your water arrangements in each surface group the Layered Image editor needs you to save it as a .dsi file that will be saved in the same folder as your Specular map by default.

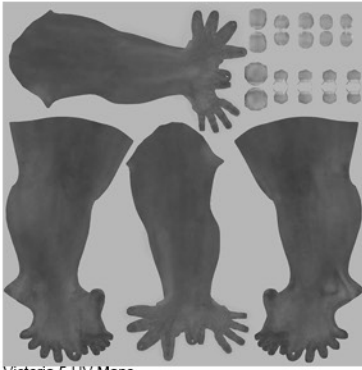


You can also save your water body surface arrangements as a Layered Image Preset poses in your library for use in future projects and even build your own library of presets for Genesis Victoria & Michael 5.



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# THE CURIOUS CASE OF MICHAEL 5 AND THE INVERTED RIGHT ARM

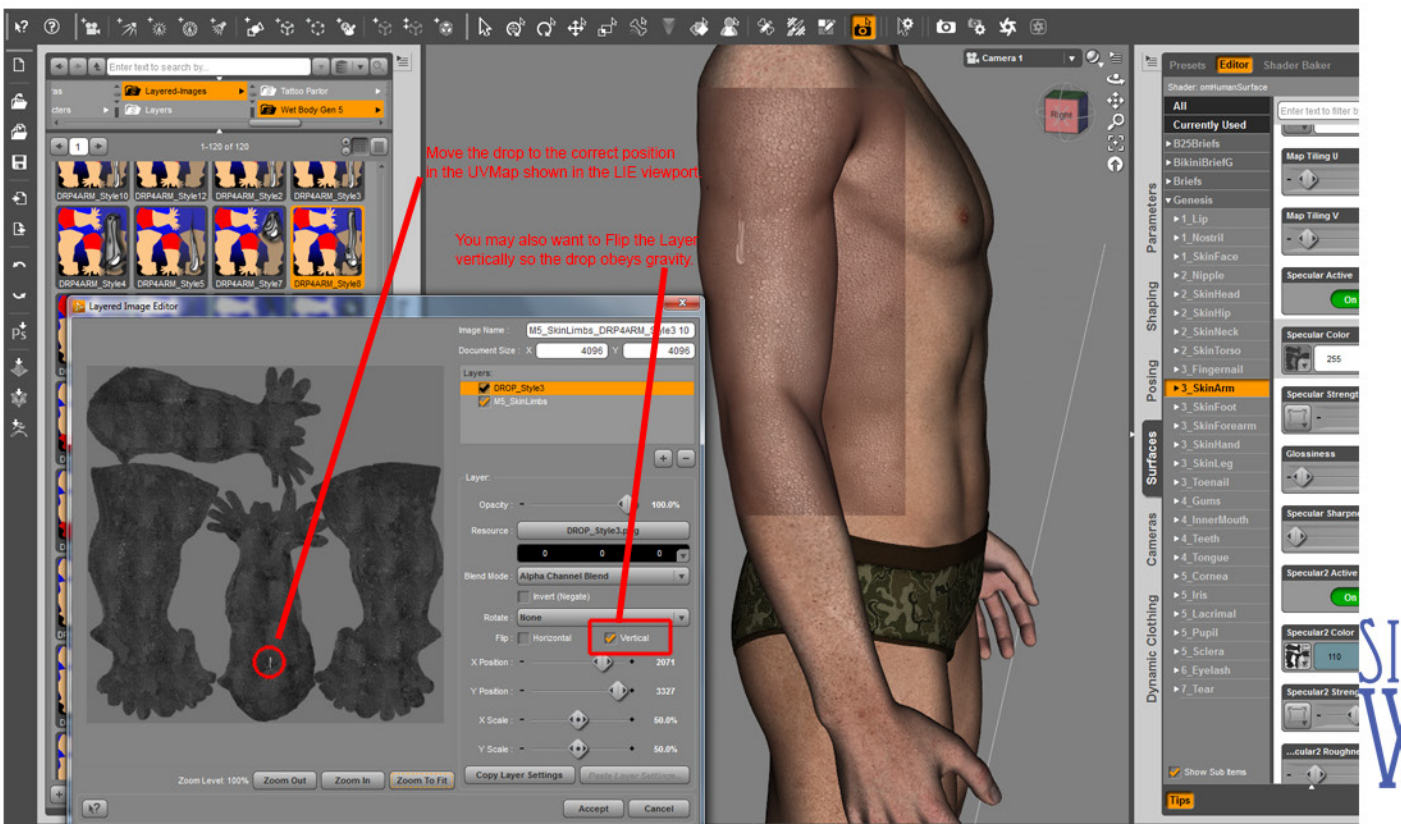
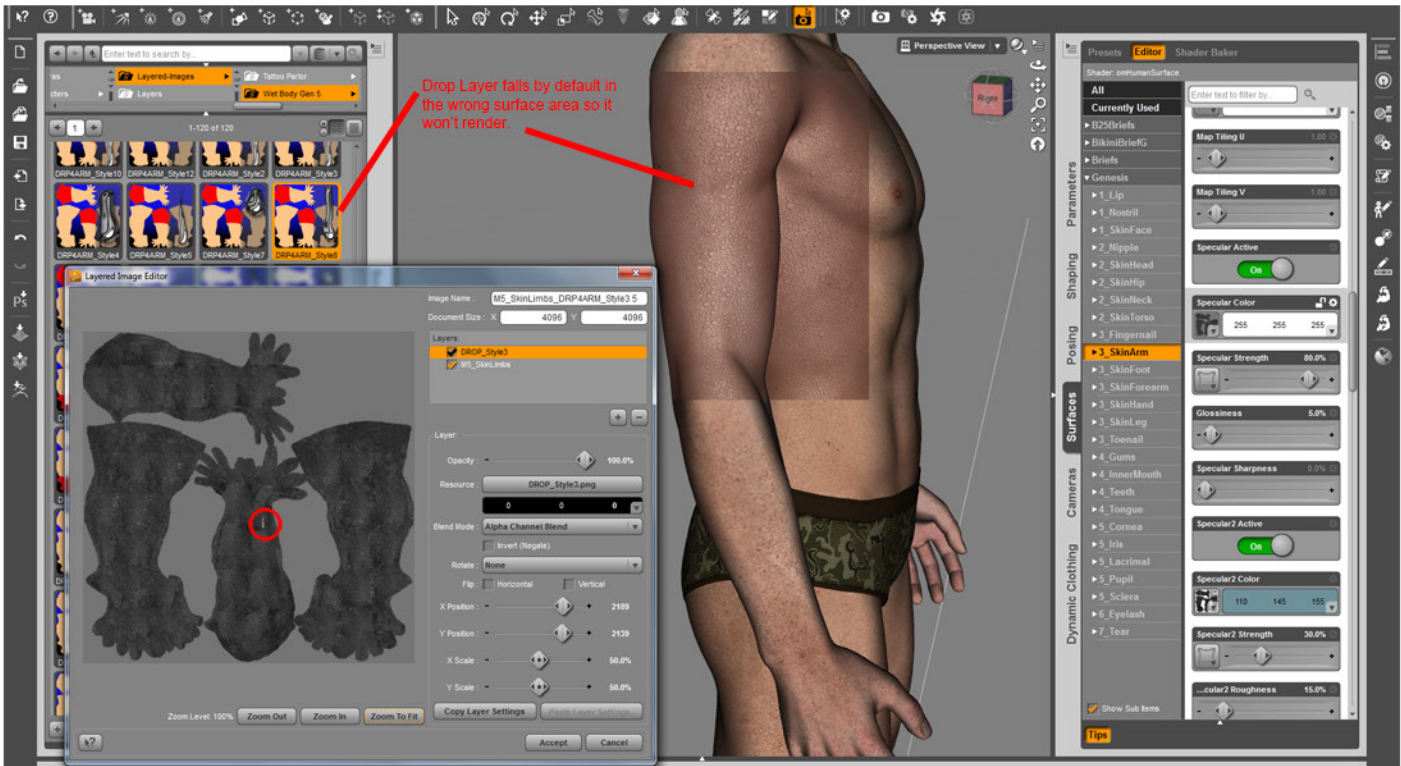


Victoria 5 UV Maps



Michael 5 UV Maps

Traditionally all Generation 4 UV Maps had the Right Arm and the Legs looking down like the Victoria 5 UV Maps illustration shown. For some reason Michael 5 UV Maps have the Right Arm inverted. This creates a problem when using the Drops presets from the LIE Wet Map Creator on the SkinArm, SkinForeArm and SkinHand surface groups on Michael 5 right arm. In this case when working with Michael's right arm the user needs to open LIE and drag the drop layer to place it in the UV Map where it will be visible since position defaults to Victoria's 5 right arm.

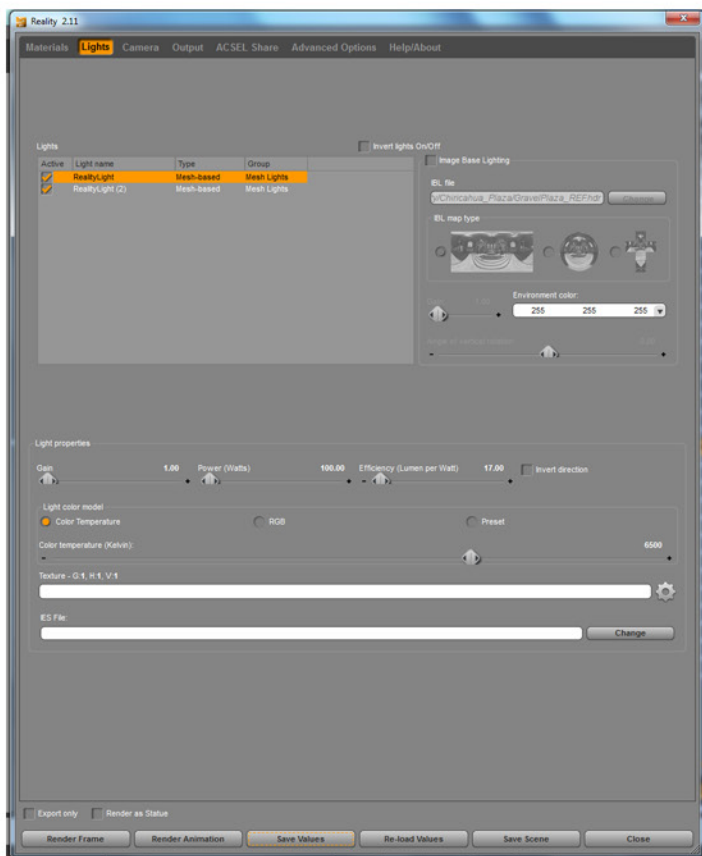
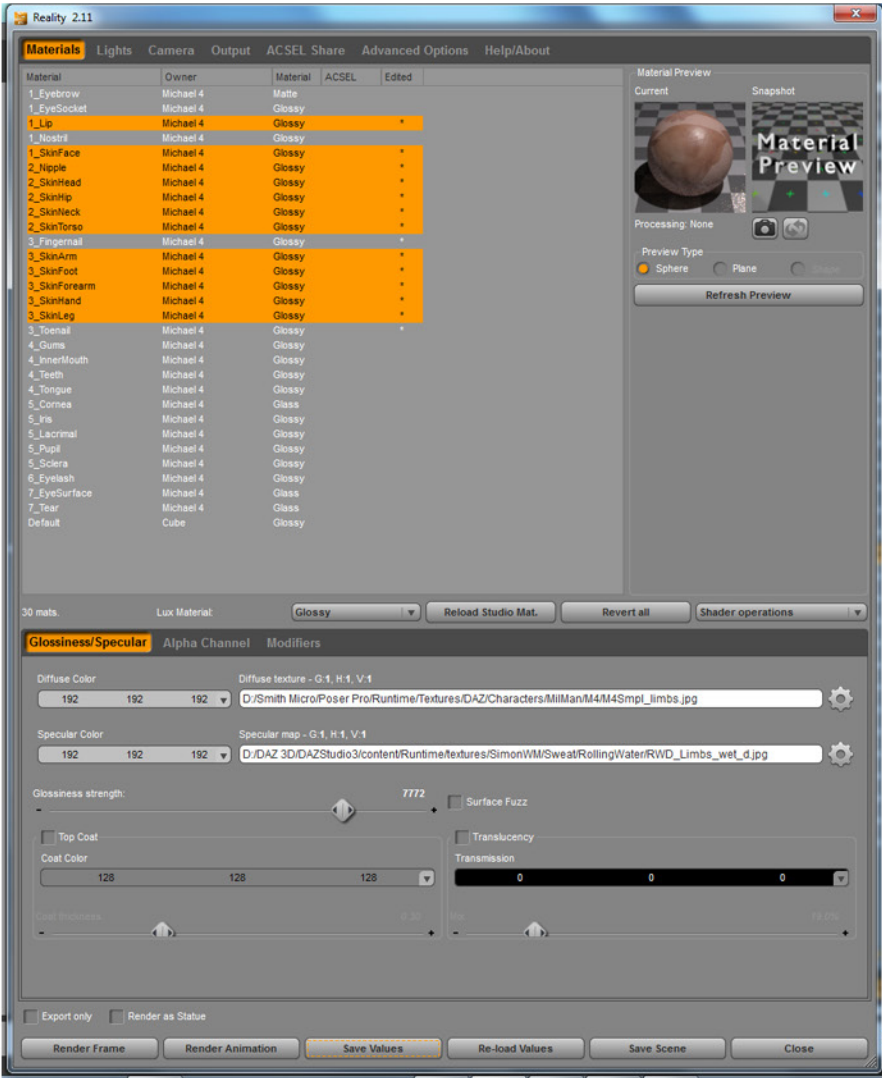


# USING WET BODY: GENS **REALITY** with REALITY

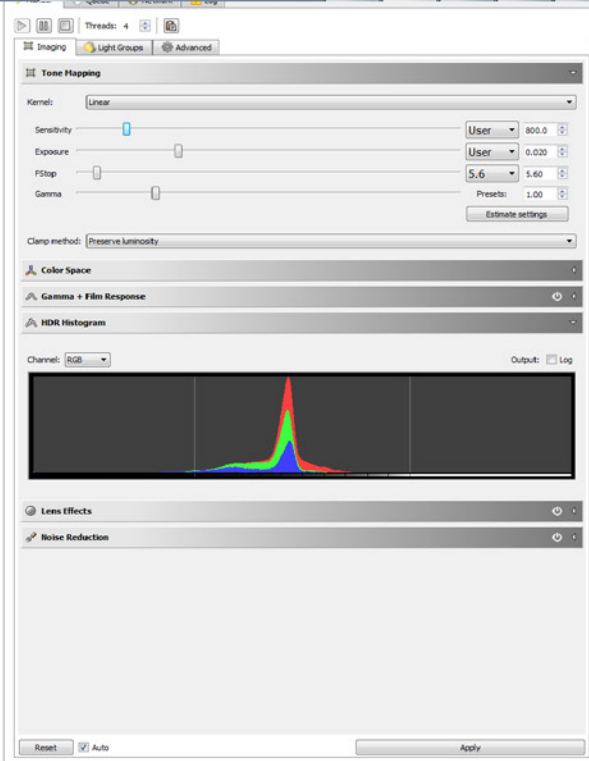
This set is compatible with the Reality renderer for DAZ Studio. You need to refer to your Glossiness / Specular settings in your Materials in the Reality popup window.

Depending on your "Specular Color" and your "Glossiness strength" you will get different results. When setting up a render with Reality, CTRL select all of your skin materials and play with Specular Color and Glossiness strength and test render until you get a setting you are satisfied with. The use of small mesh lights is recommended.

**\*NOTE:** Screenshots in this manual page show Michael 4 from Wet Body Generation 4 since explained functionality is the same for both Wet Body Gen 4 & 5.



I've found that setting both diffuse and specular colors at 192, 192, 192 for the skin surfaces make very visible the wet effects of Wet Body in Reality.



SIMON WM