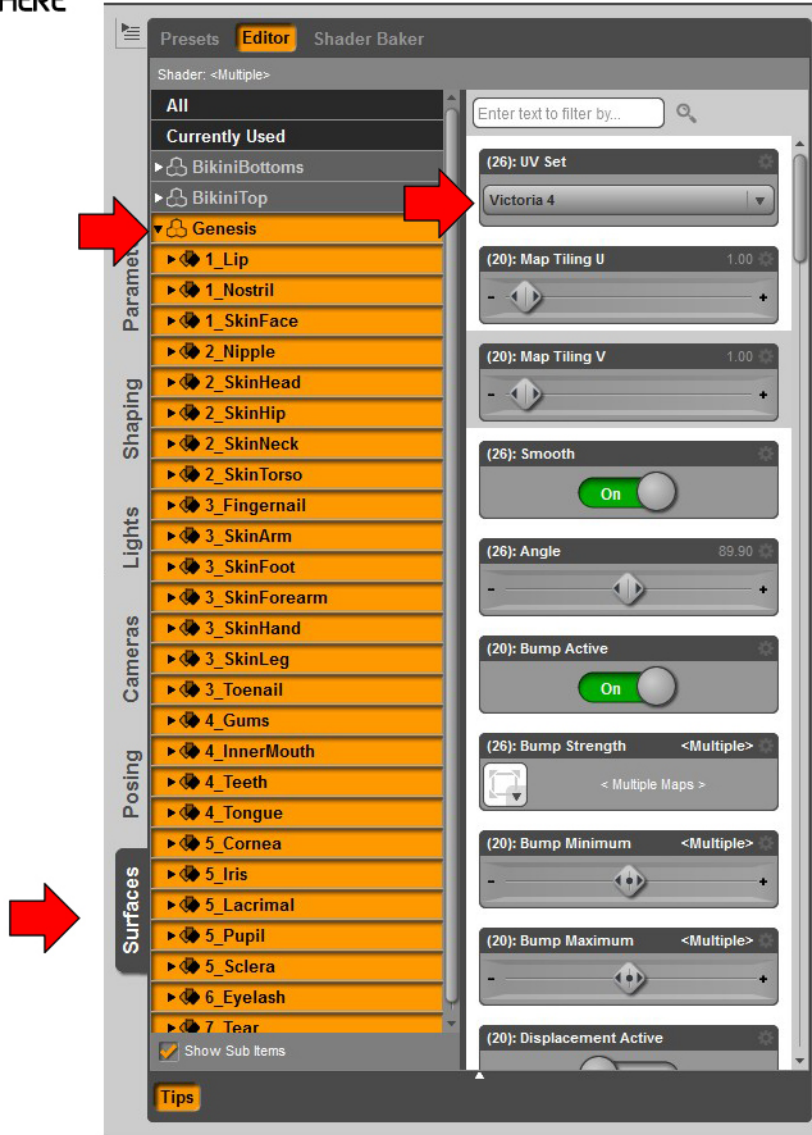# SKIN OVERLAY TUTORIAL

THANK YOU FOR CHOOSING SKIN OVERLAY. LET'S GET STARTED. FOR THIS TUTORIAL I WILL BE DEMONSTRATING ON V4 UV SET, BUT THE RULES APPLY TO THE OTHERS AS WELL

APPLYING OVERLAYS

FIRST LOAD UP GENESIS. NOW LOAD YOUR CHARACTER WITH A V4 UV. TO CHECK THE UV SET GO HERE

IF THE BAR IS BLANK IT IS FINE. THIS JUST MEANS SOME MAPS FOR V4 ARE NOT LISTED ON THE SET BUT WILL STILL WORK. HOWEVER WHEN YOU LOAD UP THE SCRIPT IT WILL COMPLAIN,

JUST CLICK OK. THE SCRIPT CYCLES THROUGH EACH GROUP ONE BY ONE AND WILL APPLY THE NEEDED MAPS TO THE CORRECT PLACES.

NOW THAT YOUR CHARACTER HAS ITS SKIN APPLIED, LETS LOAD UP THE SCRIPT. MAKE SURE THE FIGURE IS SELECTED.

THE SCRIPT IS LOCATED UNDER YOUR CONTENT FOLDER\SCRIPTS\SKIN OVERLAY.
ONCE LOADED, YOU WILL SEE THE INTERFACE. HOW IT WORKS IS SIMPLE. THE OVERLAYS ARE ARRANGED IN THE ORDER THEY APPEAR ON THE INTERFACE SO THEY WILL STACK ON TOP OF EACH OTHER CORRECTLY TO GIVE THE RIGHT APPEARANCE IF MORE THAN ONE IS SELECTED. TO UNDO THE OVERLAYS APPLIED AFTER YOU HAVE CLICKED PROCESS, SIMPLY GO EDIT>UNDO.
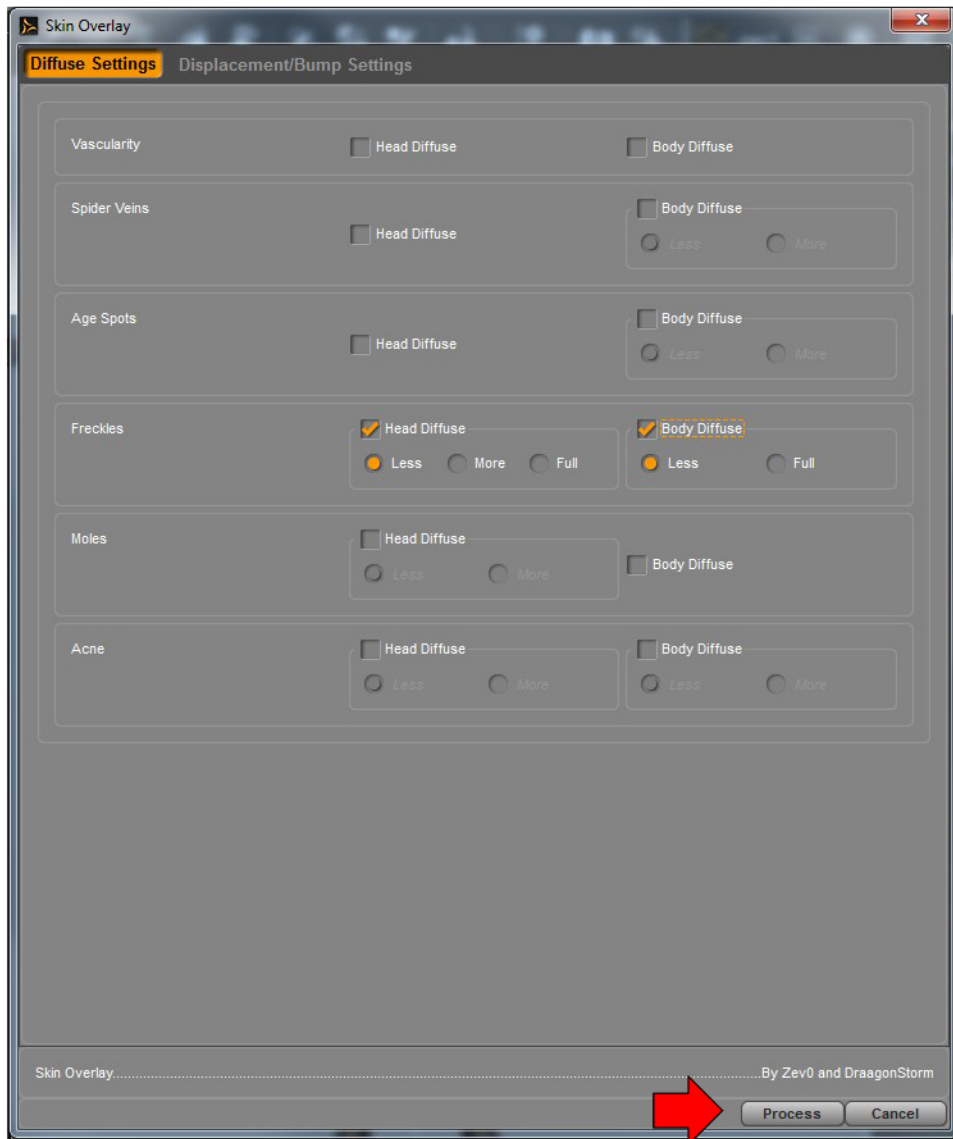

LOAD UP ONE OVERLAY, AND IT WILL APPLY A LAYER IN LIE TO THE GROUP CHOSEN. EG DIFFUSE WILL LOAD IN DIFFUSE ETC. LET'S SEE WHAT HAPPENS WHEN I LOAD A SINGLE OVERLAY. IN THIS EXAMPLE I AM GOING TO LOAD THE FRECKLES. ONCE LOADED, IF YOU GO INTO THE LIE INTERFACE YOU WILL SEE THE LAYER ABOVE THE SKIN SET. HEAD ONLY APPLIES TO THE HEAD GROUP, AND BODY APLIES TO THE TORSO AND LIMBS.

IF YOU APPLY MORE THAN ONE LAYER AT A TIME, ALL LAYERS BEFORE THE LAST ONE WILL BE MERGED AND ONLY THE LAST ONE APPLIED WILL BE AVAILABLE FOR EDITING IN LIE. SO IF YOU WANT TO EDIT THE SETTINGS OF EACH OVERLAY, APPLY THEM ONE AT A TIME. WHEN EDITING OVERLAYS IN LIE, SELECT ONE GROUP AT A TIME, AND EDIT AS A WHOLE. THIS ENSURES THE SETTINGS ARE APPLIED TO ALL PARTS OF THE GROUP.

FOR LIMBS, SELECT ALL EXCEPT FINGERNAIL AND TOENAIL. IF THESE ARE SELECTED AS WELL, THE DIFFUSE PREVIEW WILL SHOW WHITE, MEANING YOU WILL NOT BE ABLE TO EDIT IN LIE. IF THE ICON SHOWS A TEXTURE, YOU HAVE THE RIGHT CHANNELS SELECTED.

THIS IS THE LIE INTERFACE. IT CAN BE LOCATED IF YOU CLICK ON THE DROP DOWN ARROW OF WHAT EVER MATERIAL YOU ARE EDITING.


LAST OVERLAY APPLIED
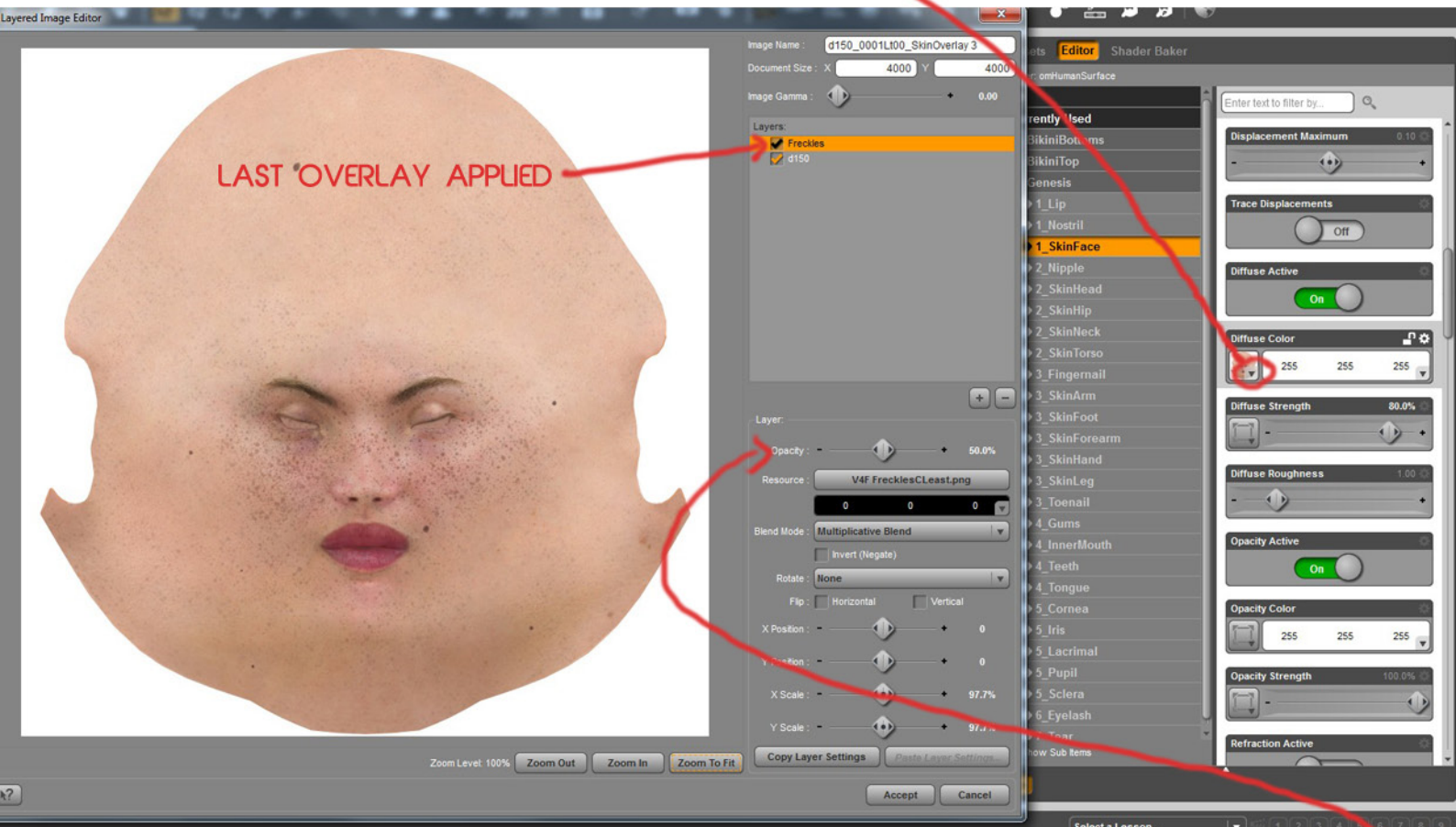
IN LIE YOU CAN ADJUST THE STRENGTH OF THE OVERLAYS. YOU CAN EDIT THE OPACITY HERE. LIE GIVES YOU A LIVE PREVIEW OF THE ALTERED SETTINGS SO YOU CAN GET THE RIGHT LOOK WITHOUT GUESSING. TO VIEW THE ENTIRE MATERIAL CLICK ON ZOOM TO FIT. THIS PROCESS WORKS THE SAME FOR OVERLAYS APPLIED TO DISPLACEMENT AND OTHERS.
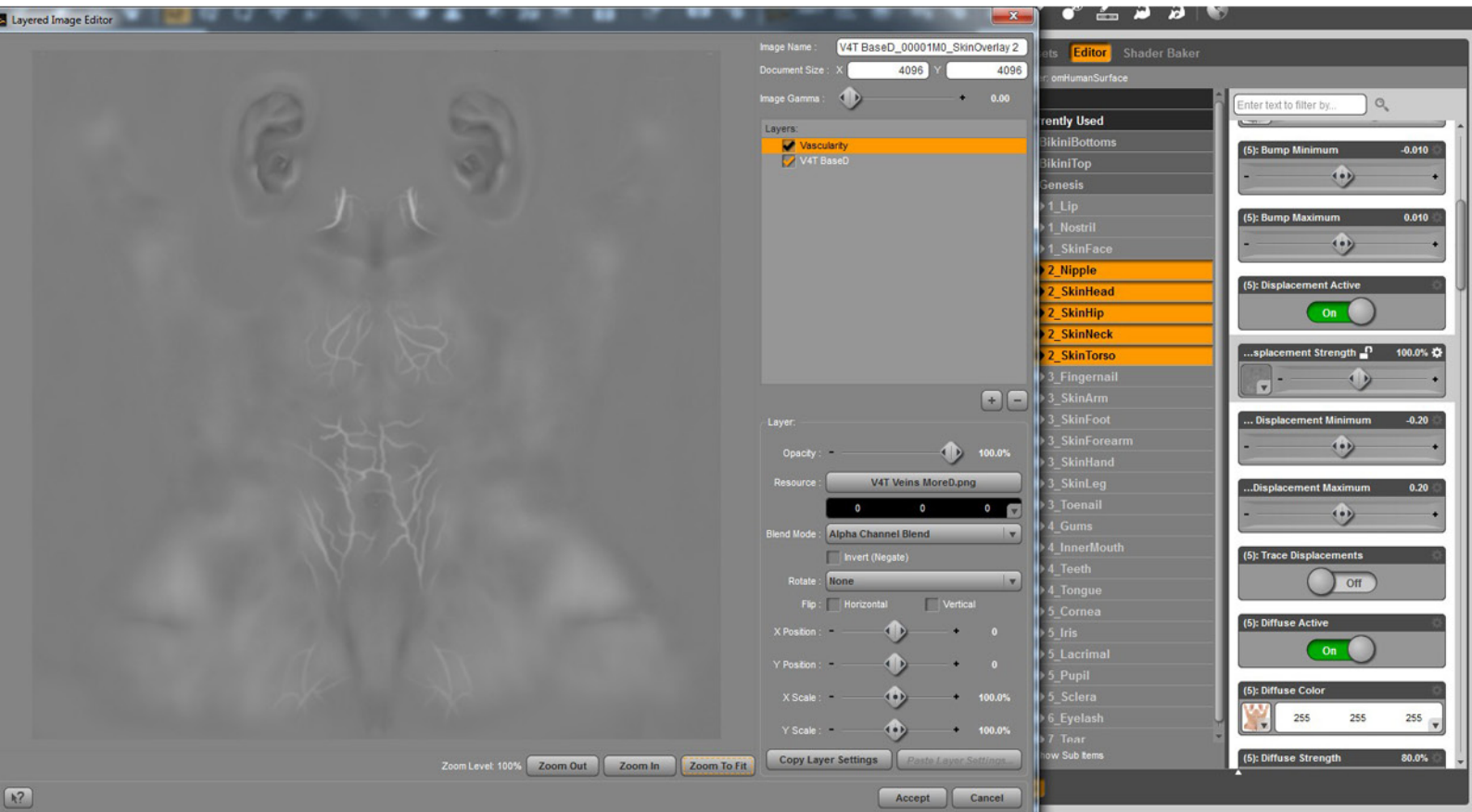
APPLYING DISPLACEMENT AND SETTINGS

THE SCRIPT AUTO DETECTS IF THE SKIN SET APPLIED CONTAINS ANY DISPLACEMENT MATERIALS ASSIGNED. IF NOT, IT AUTOMATICALLY APPLIES IT'S OWN CALLED "BASED" IF YOU APPLY A DISPLACEMENT OVERLAY, ON WHICH THE OTHER DISPLACEMENT OVERLAYS WILL BE STACKED ON. ONLY THE STRETCHMARK OVERLAY DOES THIS FOR SPECULAR AS WELL.
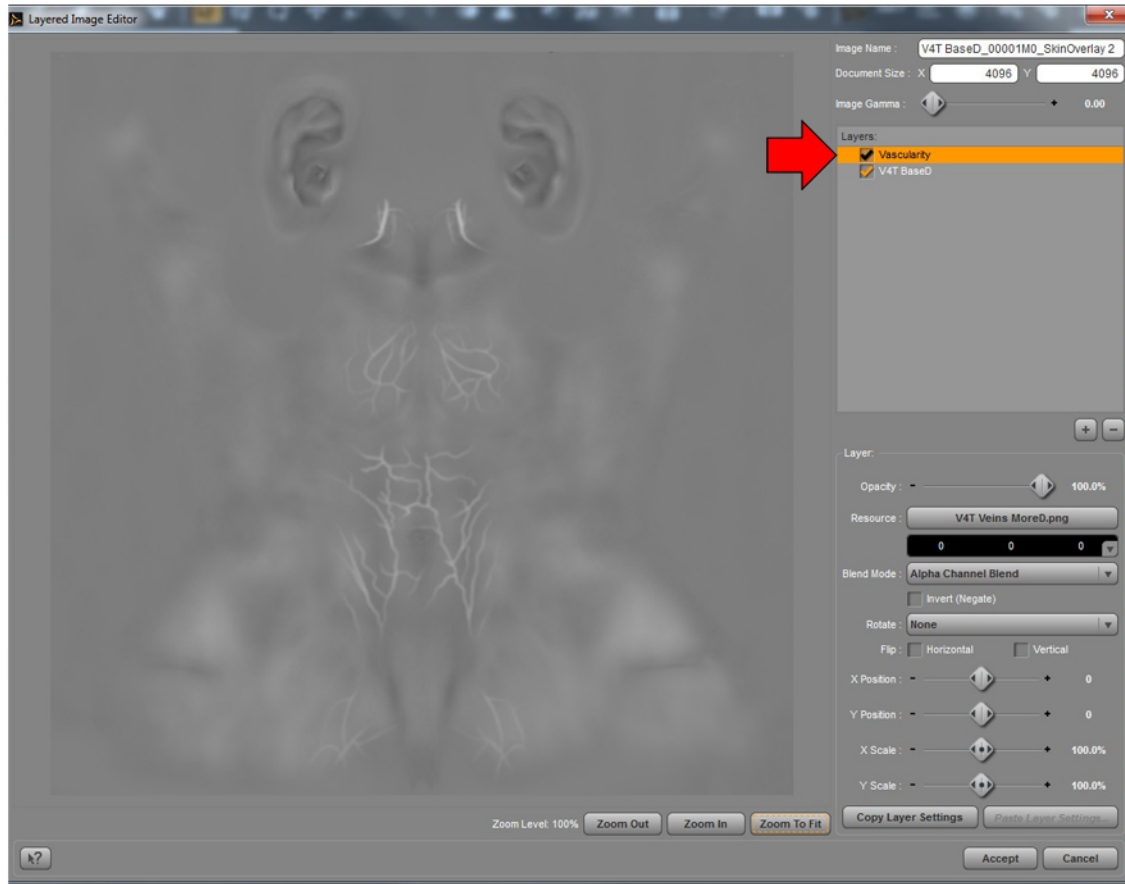

IT WILL ALSO APPLY THE SETTINGS THE MATERIALS WERE DESIGNED ON.

DISPLACE MINIMUM IS HOW MUCH THE DISPLACEMENT WILL BE SUBTRACTED AND MAXIMUM IS HOW MUCH IT WILL BE RAISED FROM THE SURFACE. YOU CAN EDIT THESE VALUES TO YOUR LIKING.
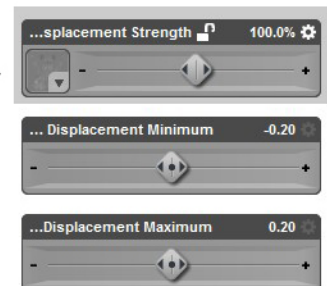

POSSIBLE CONFLICTS

SOME SETS THAT COME WITH DISPLACEMENT MAPS CAN CAUSE ISSUES. THIS HOWEVER HAPPENS MAINLY IF THE DISPLACEMENT IS BLACK AND NOT BASED ON NEUTRAL GREYS. IT'S BEST TO REMOVE THEM BEFORE USING THE OVERLAYS. TO DO THIS, SELECT ALL GROUPS, CLICK ON DISPLACEMENT AND CHOOSE NONE. THE OPTION WILL APPEAR UNDER THE DROP DOWN ARROW HERE.
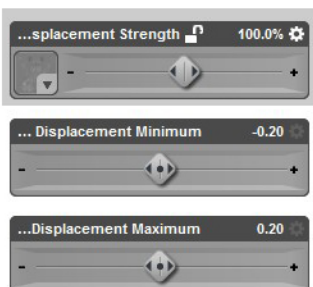
EDITING OVERLAYS IN PHOTOSHOP OR GIMP

FOR THOSE WHO WISH TO ALTER THE OVERLAYS, THEY CAN EASILY DO SO. MAKE SURE YOU BACK UP THE ORIGINAL FILES BEFORE EDITING TAKES PLACE.
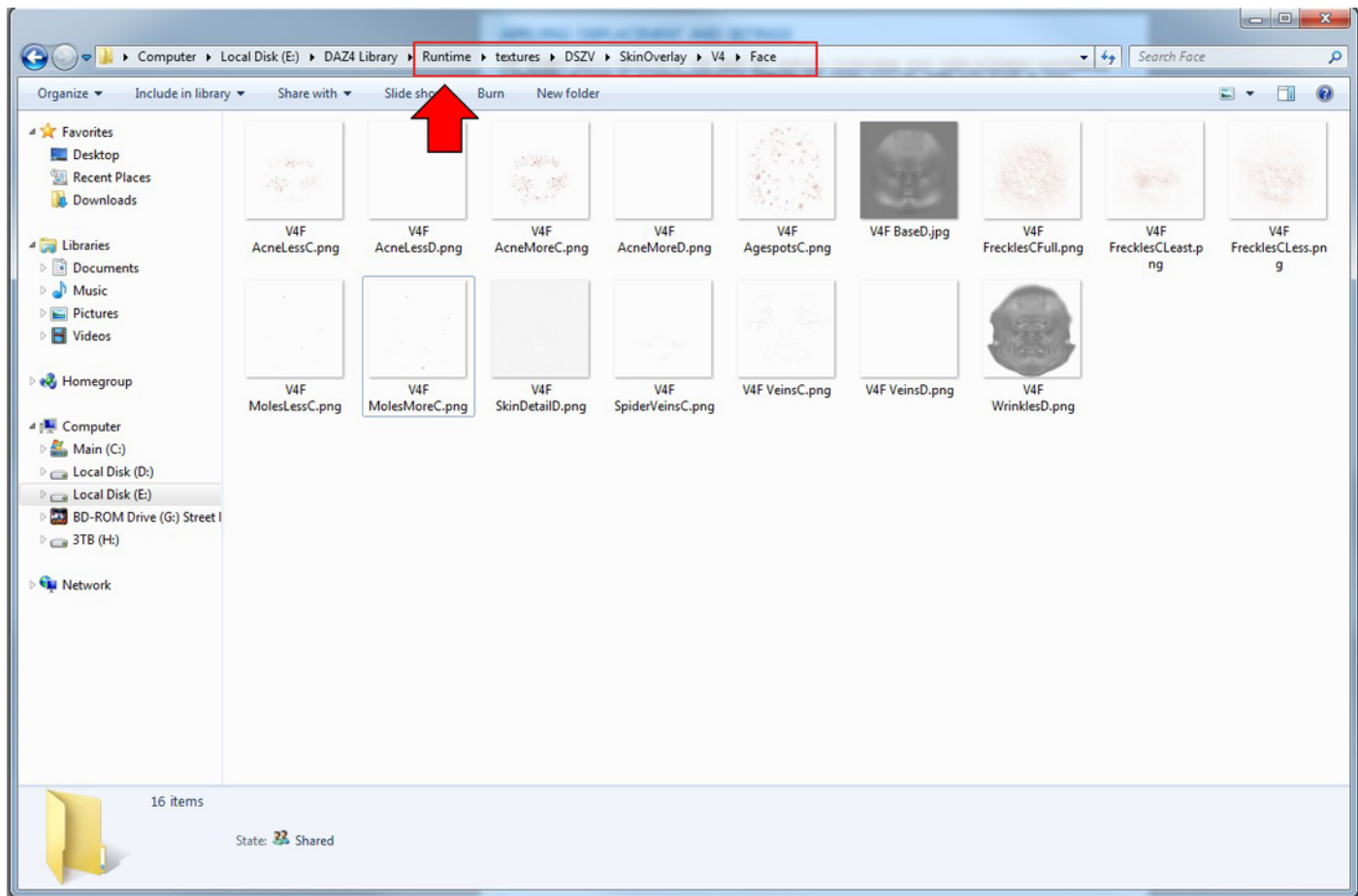
THE FILES CONTAIN A C OR D IN THE NAME. C IS FOR COLOUR\DIFFUSE, AND D IS FOR DISPLACEMENT. TO EDIT COLOUR MAPS, APPLY A COLOUR LAYER THAT MATCHES YOUR SKINSET SO YOU CAN SEE THE OVERLAY. FOR DISPLACE, APPLY A NEUTRAL GREY.
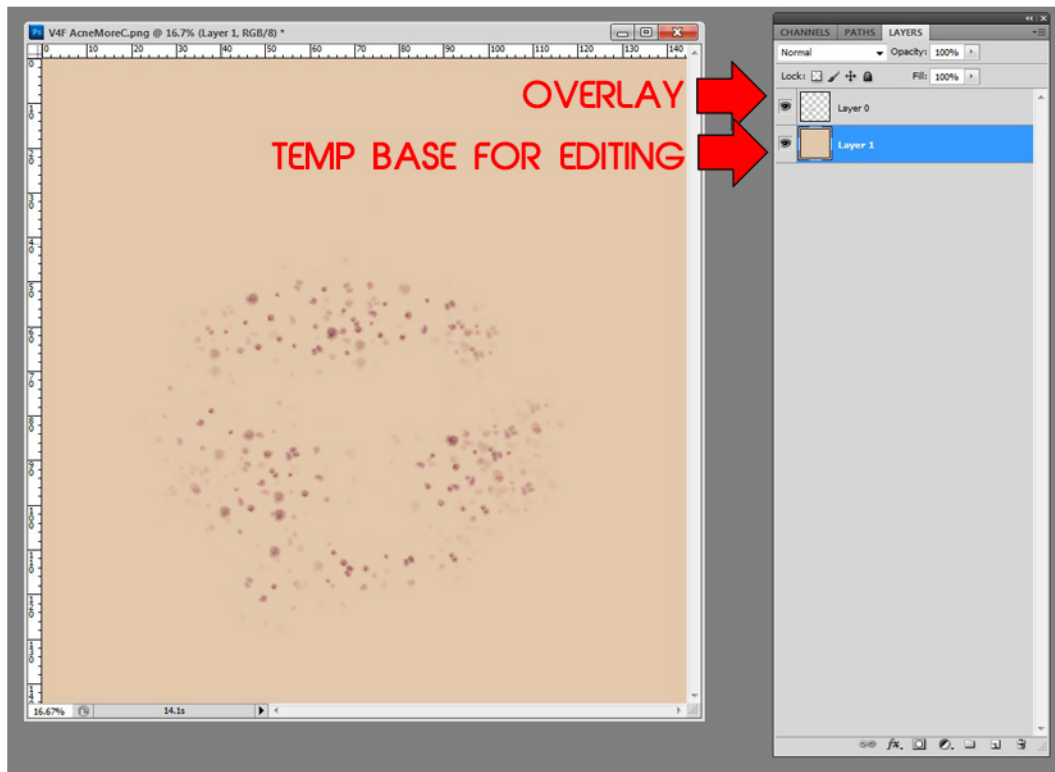
IN PHOTOSHOP\GIMP, THE OVERLAYS WILL APPEAR AT 100% STRENGTH. DO NOT CHANGE ITS OPACITY LEVELS. THE SCRIPT APPLIES ITS OWN. WHEN EDITING IS DONE, REMOVE THE TEMP BASE LAYER AND SAVE AS A .PNG WITH THE SAME FILENAME OR THE SCRIPT WILL NOT DETECT IT.

THAT CONCLUDES THIS TUTORIAL. ENJOY, AND IF YOU HAVE ANY PRODUCT RELATED ISSUES, PLEASE PM MYSELF OR DRAAGONSTORM
OR CONTACT
HTTPS://HELPDAZ.ZENDESK.COM/REQUESTS/NEW