SKIN OVERLAY MR USAGE TIPS

THANK YOU FOR CHOOSING SKIN OVERLAY MERCHANT RESOURCE. THIS TUTORIAL WILL JUST COVER THE BASIC USAGE FUNCTIONS.

TERMS AND CONDITIONS USING THIS RESOURCE.

YOU MAY USE THIS PACKAGE TO CREATE NEW ITEMS FOR SALE WITH THE FOLLOWING CONDITIONS:

YOU MAY NOT RE-DISTRIBUTE THIS PACKAGE AS IS OR ANY OF THE FILES INCLUDED IN IT.
(UNLESS OF COURSE FOR TEXTURING PURPOSES WHERE THE CONTENTS ARE FLATTENED ON THE MAP)

YOU MAY USE FILES IN THIS PACKAGE TO MAKE NEW SKIN MAPS AS LONG AS THEY ARE FLATTENED.
YOU MAY USE TO CREATE TEXTURED SKIN, DISPLACMENT OR ANY OTHER MAPS.
YOU MAY NOT MAKE BRUSHES/SHAPES/PNG'S (CONTAINING TRANSPARENCY) FROM THESE FILES.
YOU CANNOT CREATE ANY FREEBIES WITH THIS RESOURCE.
YOU CANNOT CREATE YOUR OWN MERCHANT RESOURCE WITH THIS PRODUCT.
YOU CAN USE ANY PARTS OF THIS RESOURCE FOR ANY CHARACTER BUT YOU MUST STATE
THE USAGE OF THIS PRODUCT IN ANY CASE.

IF YOU HAVE QUESTIONS, PLEASE CONTACT ME.

HOW TO USE THE RESOURCE PSD'S

EACH PSD CONTAINS A "TIPS" LAYER IN EACH OVERLAY GROUP WHICH ACT AS A GUIDELINE AS TO HOW THE OVERLAY SHOULD BE APPLIED.

TO USE THE RESOURCE, IT CAN BE DONE IN TWO WAYS.
FIRST STEP IS TO OPEN UP YOUR TEXTURE SET AND CHECK THE DIMENSIONS.
THE RESOURCE PSD IS SET AT 4096X4096 BY DEFAULT.
DO NOT RESIZE YOUR SKIN SET TO MATCH THE
RESOURCE ESPECIALLY IF IT'S DIMENSIONS ARE SMALLER. PIXELATION WILL OCCUR.
INSTEAD, RESIZE THE PSD SO THAT IT MATCHES THE DIMENSIONS OF YOUR TEXTURE FILES, THIS IS
IMPORTANT SO THAT IF YOU PREFER TO DRAG AND DROP THE RESOURCE LAYERS ONTO IT,
THEY LINE UP IN PLACE.

TO DRAG, SIMPLY HOLD SHIFT AND DRAG ACROSS. THIS WILL SNAP
IT INTO PLACE. ALTERNATIVELY IF YOU WANT TO DRAG YOUR TEXTURE INTO THE PSD, IT IS
THE SAME SIZE AS THE OVERLAY LAYERS. PLACE IT WHERE INDICATED ON THE RESOURCE.

EACH OVERLAY IN THE GROUPS ARE SET TO THE BEST BLENDING AND OPACITY SETTING.
THESE CAN BE CHANGED TO YOUR LIKING.

WHEN WORKING WITH DISPLACEMENT LAYERS, THE DISPLACE BASE MUST BE ENABLED, OR "YOUR"
DISPLACEMENT MAP IN ORDER TO SEE THE OVERLAYS. THIS PROCESS IS THE SAME
FOR YOUR COLOUR\DIFFUSE TEXTURES.

LASTLY DO NOT SAVE THE RESOURCE PSD'S AFTER EDITING UNLESS THEY ARE BACKED UP
OR THE CHANGES YOU HAVE MADE ARE TO YOUR PREFERENCE.

DISPLACEMENT MAP SETTINGS

YOU GET SOME SKIN SETS THAT CONTAIN DISPLACEMENT MAPS WHERE THE BASE IS BLACK.
TO GET DISPLACEMENT THAT WORKS IN BOTH SUBTRACT AND ADD VALUES,
(INDENTATION AND PROTRUDING)
THE CORRECT WAY IS TO DEVELOP THEM ON A NEUTRAL GREY BASE. THE MR SETS
CONTAIN ONE SO IT CAN CATER FOR BOTH VALUES.

DIAGRAM EXPLAINING HOW DISPLACEMENT WORKS

DETAILS ABOVE NEUTRAL SURFACE   WHITE

NEUTRAL·GREY

BLACK   DETAILS BELOW NEUTRAL SURFACE
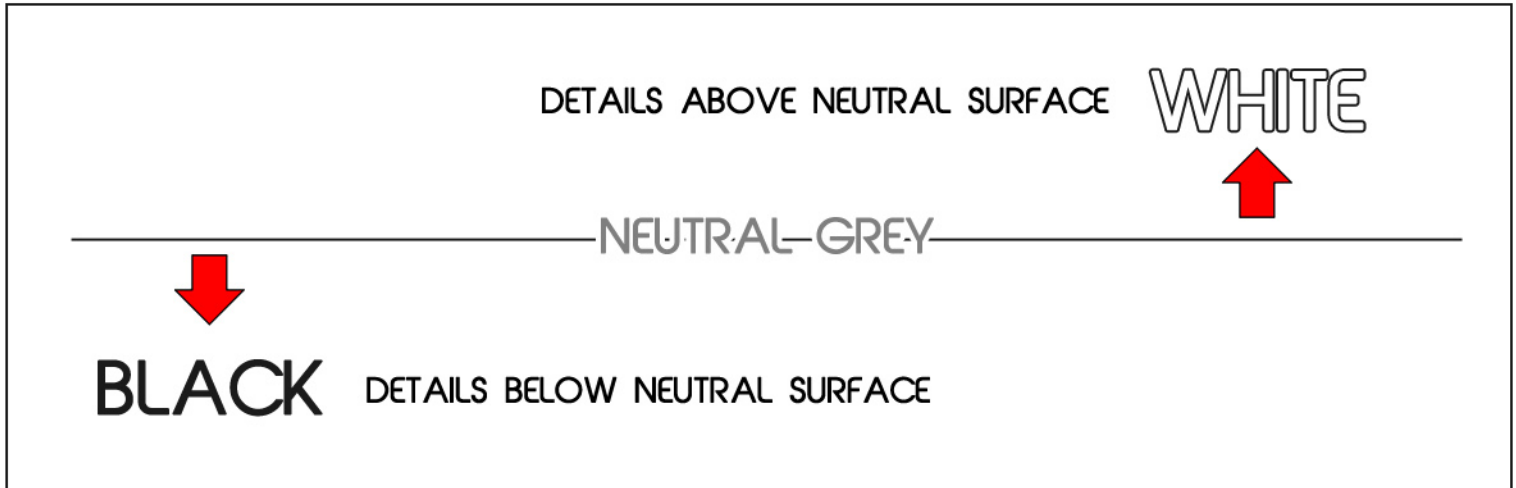
IN POSER, THE FOLLOWING MATH NODE
NEEDS TO BE APPLIED TO THE DISPLACEMENT CHANNEL TO ACHIEVE THIS RESULT.
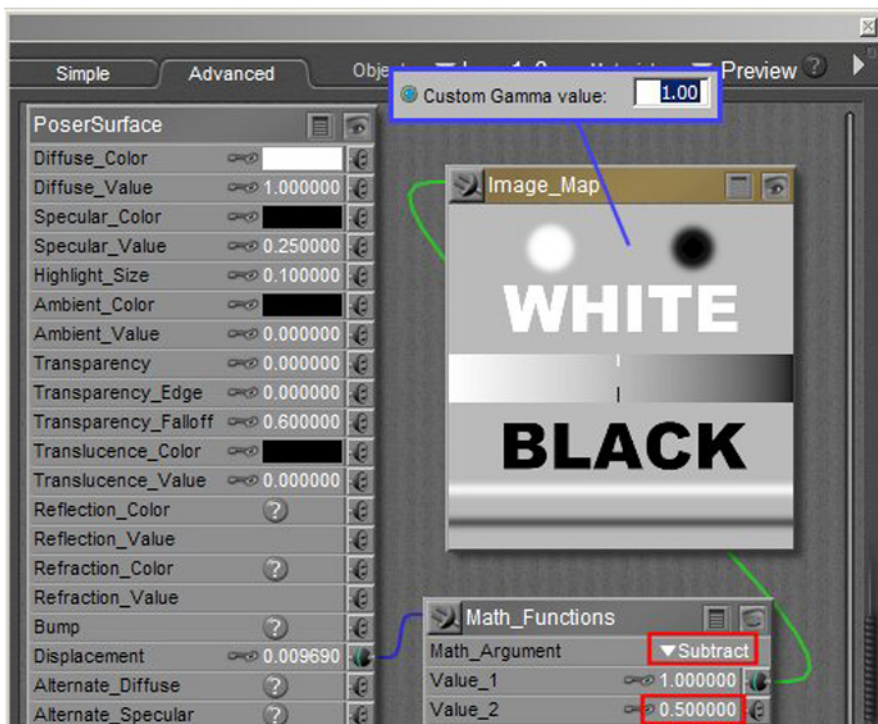
THAT CONCLUDES THIS TUTORIAL. ENJOY, AND IF YOU HAVE ANY PRODUCT RELATED ISSUES,
PLEASE PM ME OR EMAIL ME AT ZEV01F@GMAIL.COM
THANK YOU FOR YOUR SUPPORT.