

# Wound Makeup Artist Geometry Shells

A **Geometry Shell** is a second skin that is layered on top of your mesh real skin. This allows you to make any changes like loading different textures with different UVs in your character and the Geometry Shell will remain unchanged. The Geometry shell exists at a distance above the character skin.

Figure 1: The Offset Distance Slider

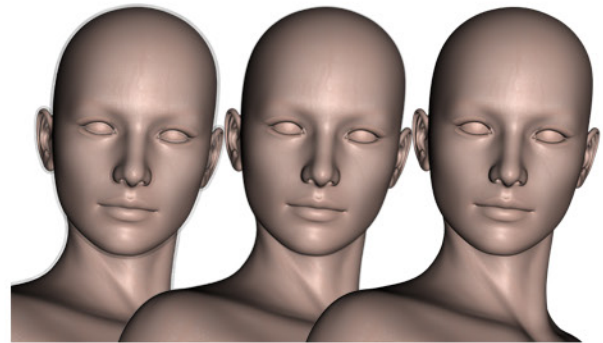
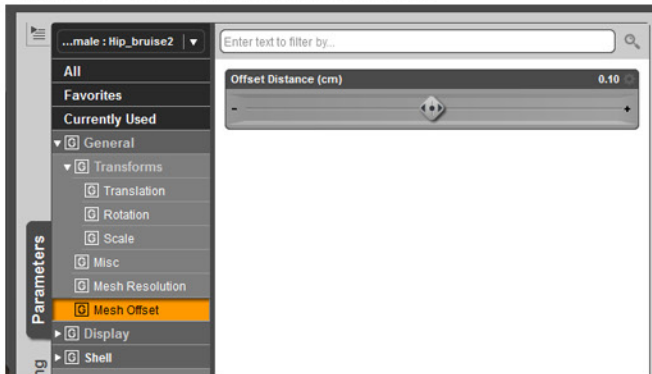
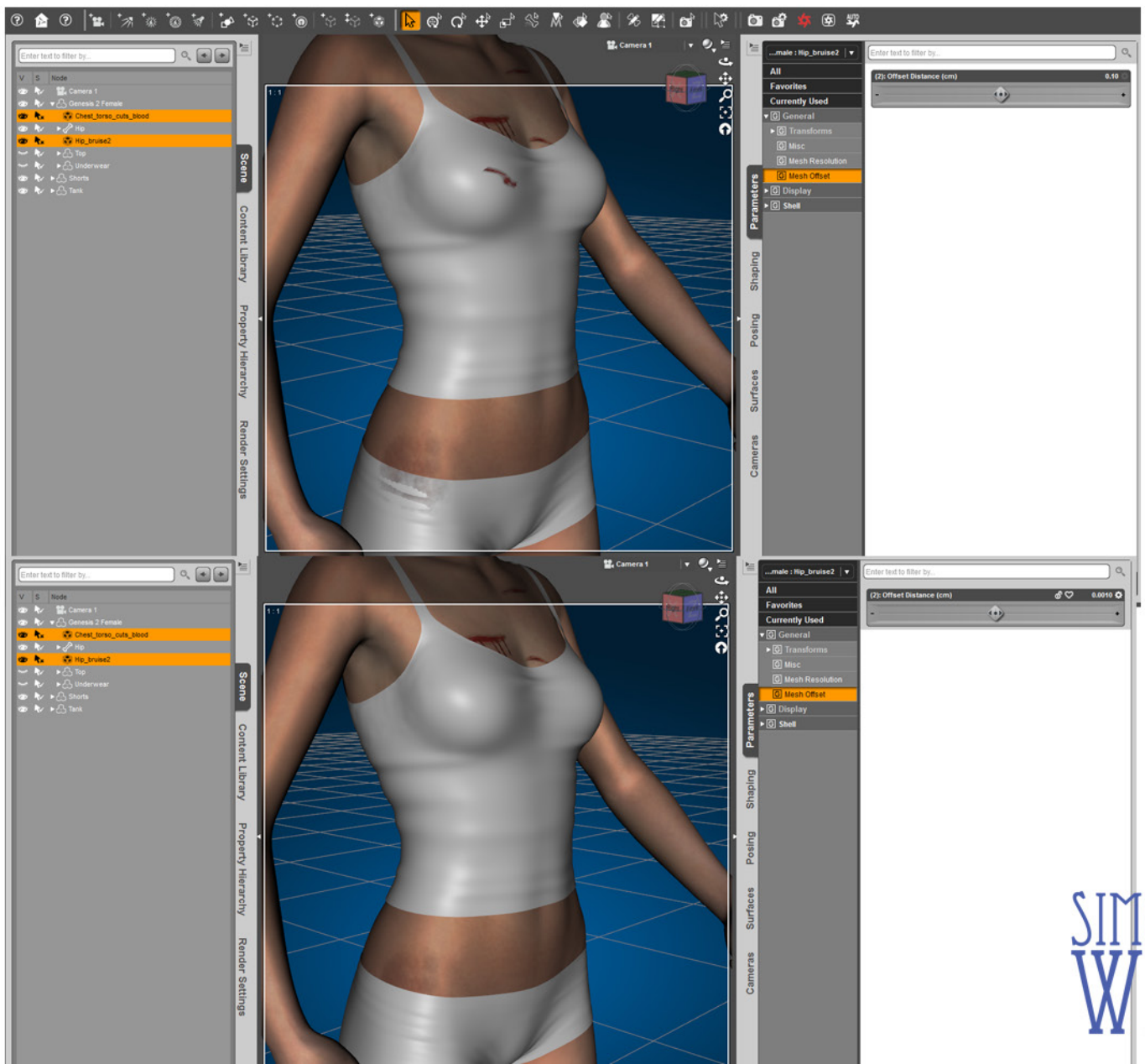


Figure 2: Geometry Shells at 0.3 Offset, 0.1 and 0.001

Figure 3: This distance is controlled by the **Mesh Offset** parameter through its slider **Offset Distance** (Figure 1). The default value of the Geometry Shell is **0.1**. If for some reason you load clothes on top of your character that are created too close to the character's skin your wounds may show thru the clothes. To avoid this you can lower the Offset Distance value to a distance closer to the skin like **0.001**.



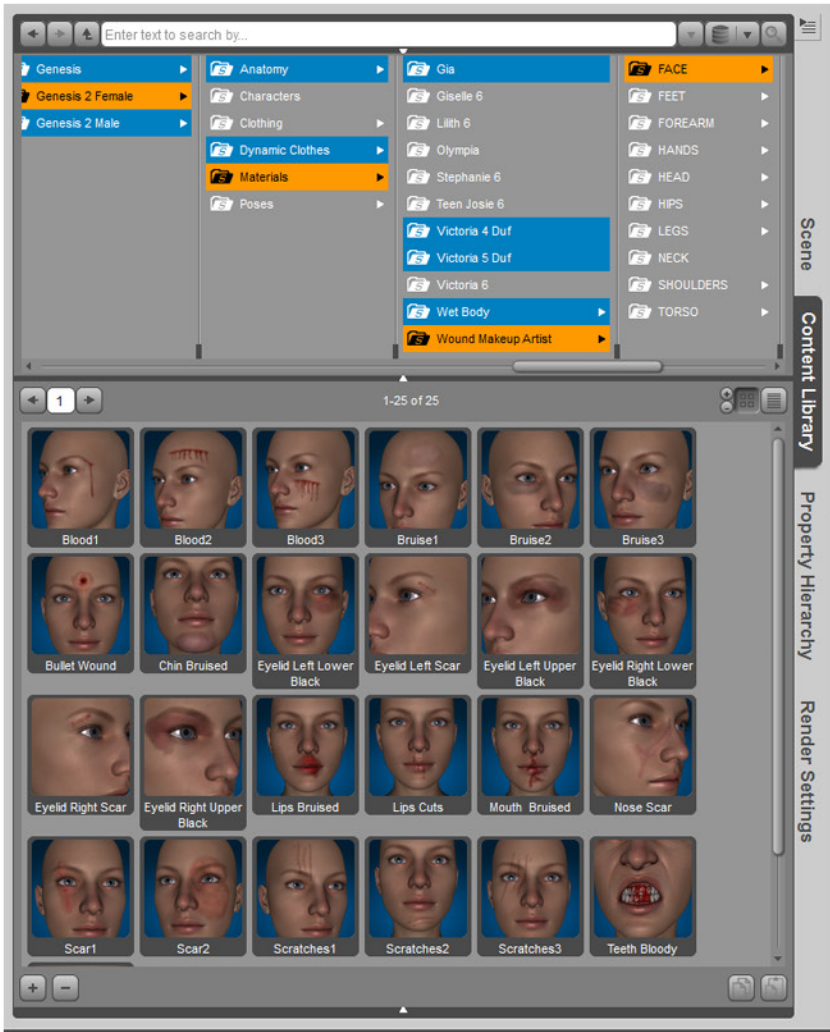


Figure 4: The Geometry Shells are grouped by surface area in the Content Library in folders named FACE, FEET, FOREARM, HANDS, HEAD, HIPS, etc.



Figure 5: DAZ figure's textures are grouped into 3 UV Maps and divided into SkinFace, SkinTorso and SkinLimbs

Genesis 2 Male and Female use several textures that are grouped in sections 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, all the limbs surfaces are grouped into a SkinLimbs group and the torso, back of the head and ears are assigned to a group named SkinToso, these are the figure's UV Maps (Figure 5).

The **Surfaces Tab** divides these UV surface groups into smaller groups. For example the SkinFace surface now is divided into Face and Lips, the Skin Torso has now a Torso, Nipples, Hips, Head, Neck and Ears and Skin Limbs includes Shoulders, Hands, Forearms, legs, Toenails and Fingernails. (See Figure 6)

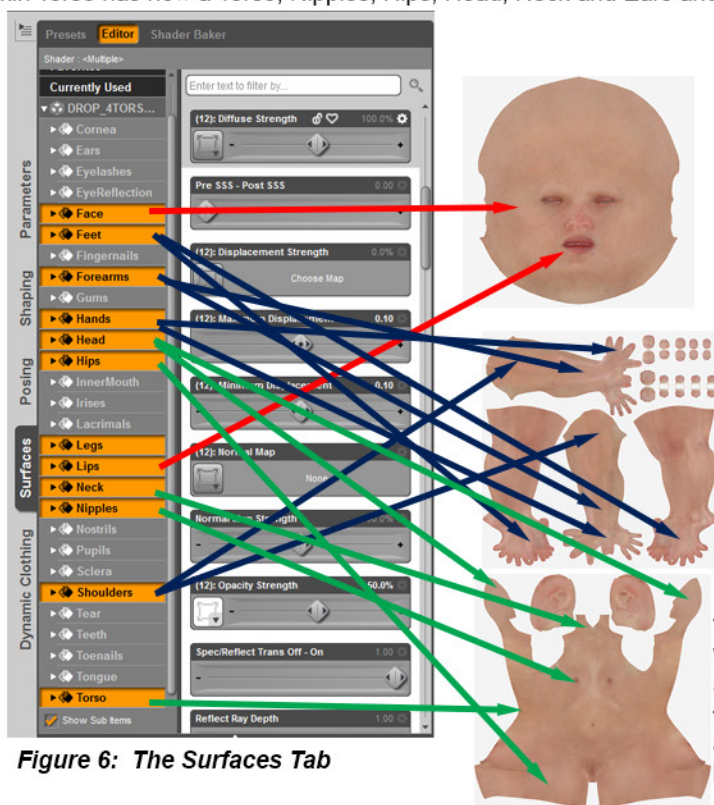


Figure 6: The Surfaces Tab

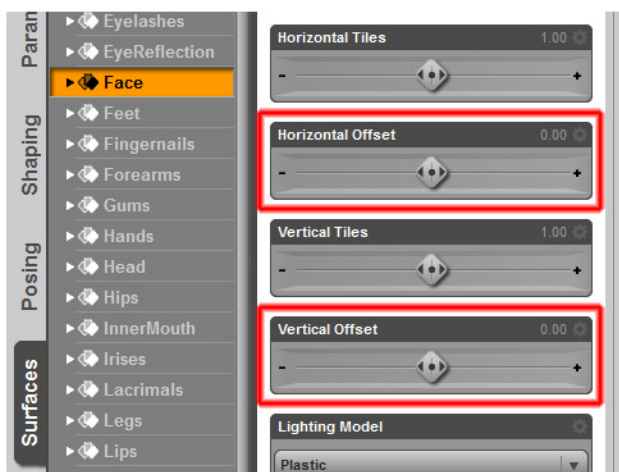


Figure 7: The Face surface area Horizontal & Vertical Offset sliders

Then each of these surfaces areas has a set of parameters. We will use the **Horizontal Offset** and **Vertical Offset** Sliders to move our wounds across each surface. Notice that each surface has its limits which are the texture's seams and beyond these seams the wounds will be cut off and become invisible.



Each surface area:

- \_Face
- \_Feet
- \_Forearms
- \_Hands
- \_Head
- \_Hips
- \_Legs
- \_Lips
- \_Neck
- \_Shoulders
- \_Torso

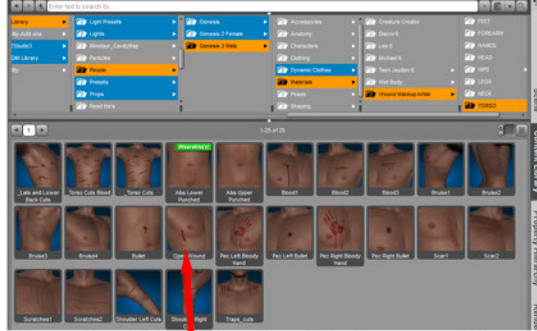



Figure 8: Set of Geometry Shell wound effects available for the Torso surface. Each wound is organized in folders by surface

will have a corresponding set of Geometry Shell wounds. Each wound icon is grouped by visible surface area

When you use the Surface Selection Tool  and select your surface area in the Surfaces tab you can see a yellow line that marks the surface area limits where your wound will be visible. If you move the wound using the horizontal or vertical offset slider beyond those limits it won't be visible

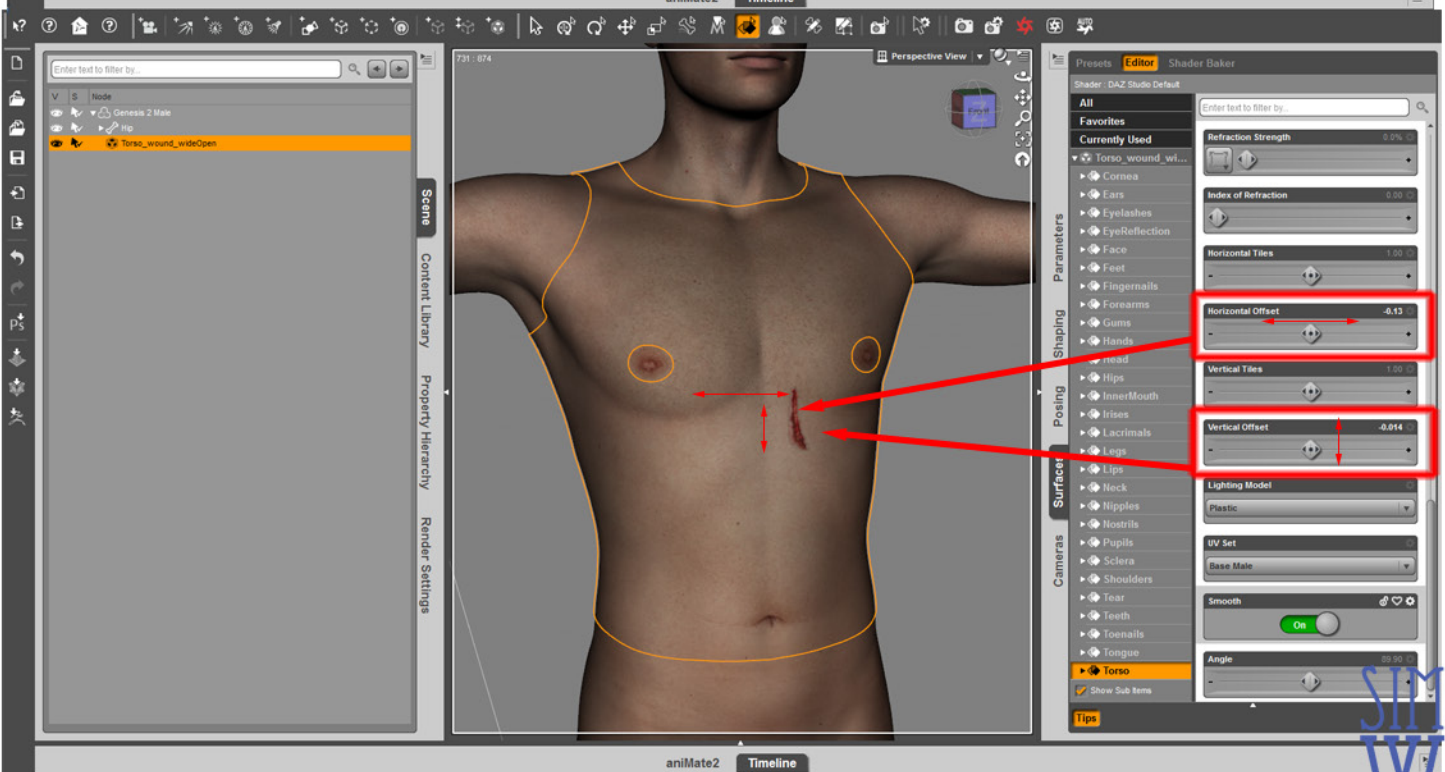
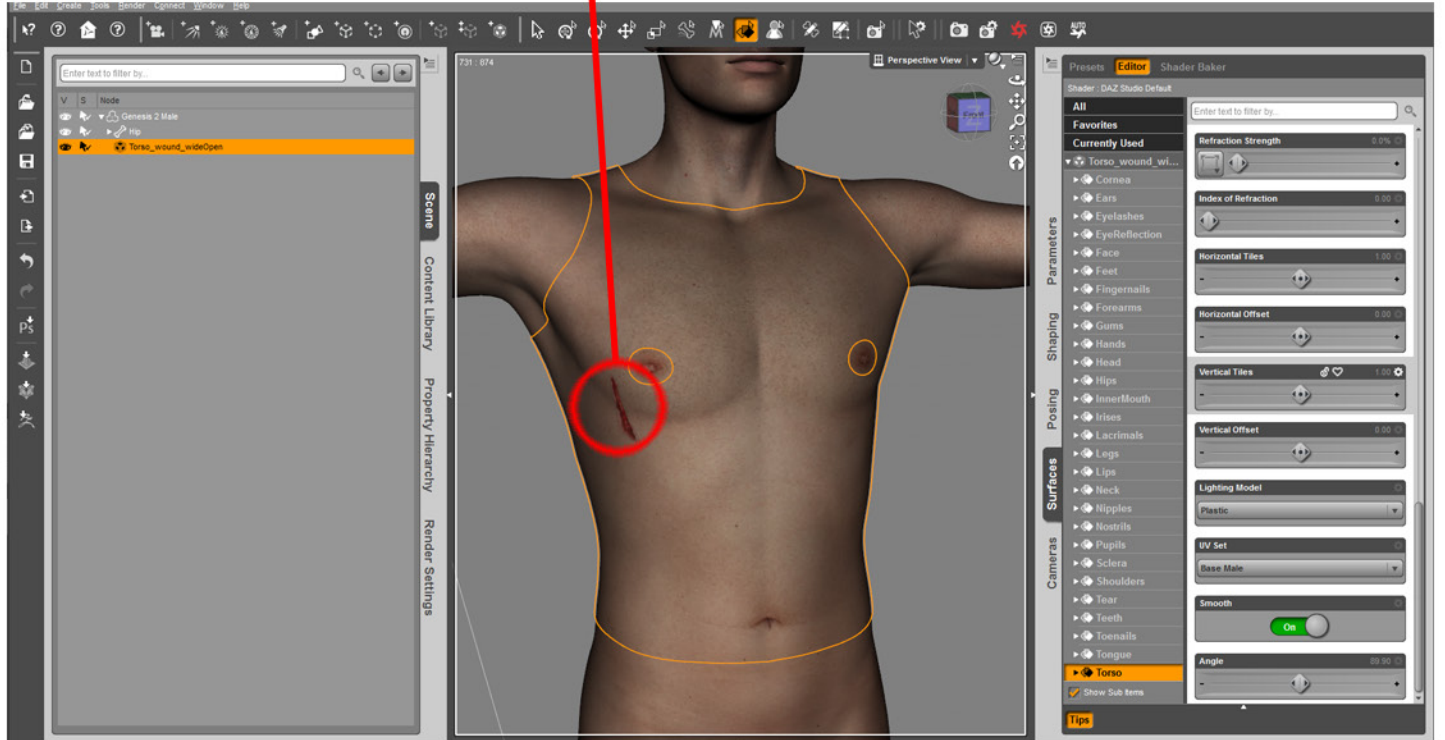
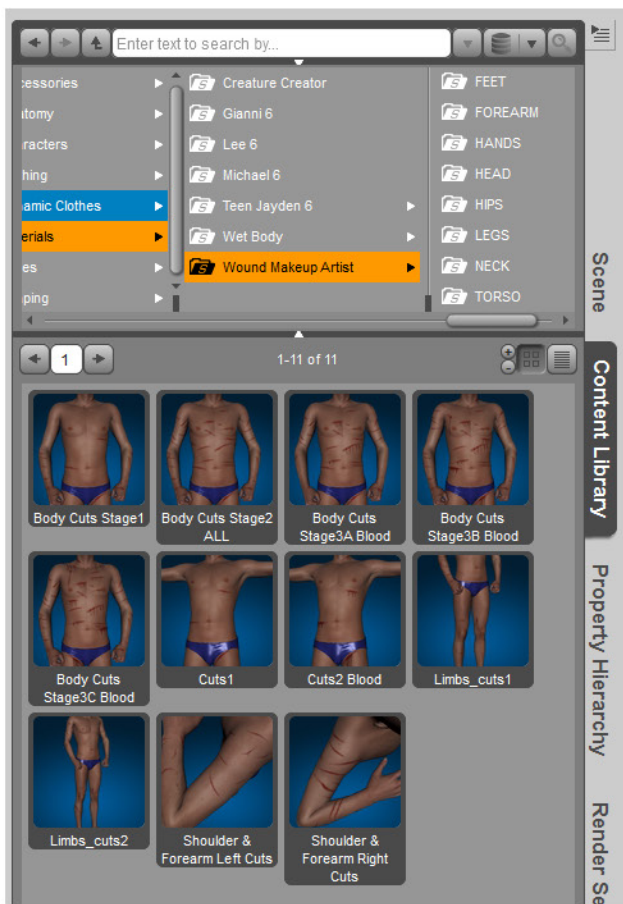
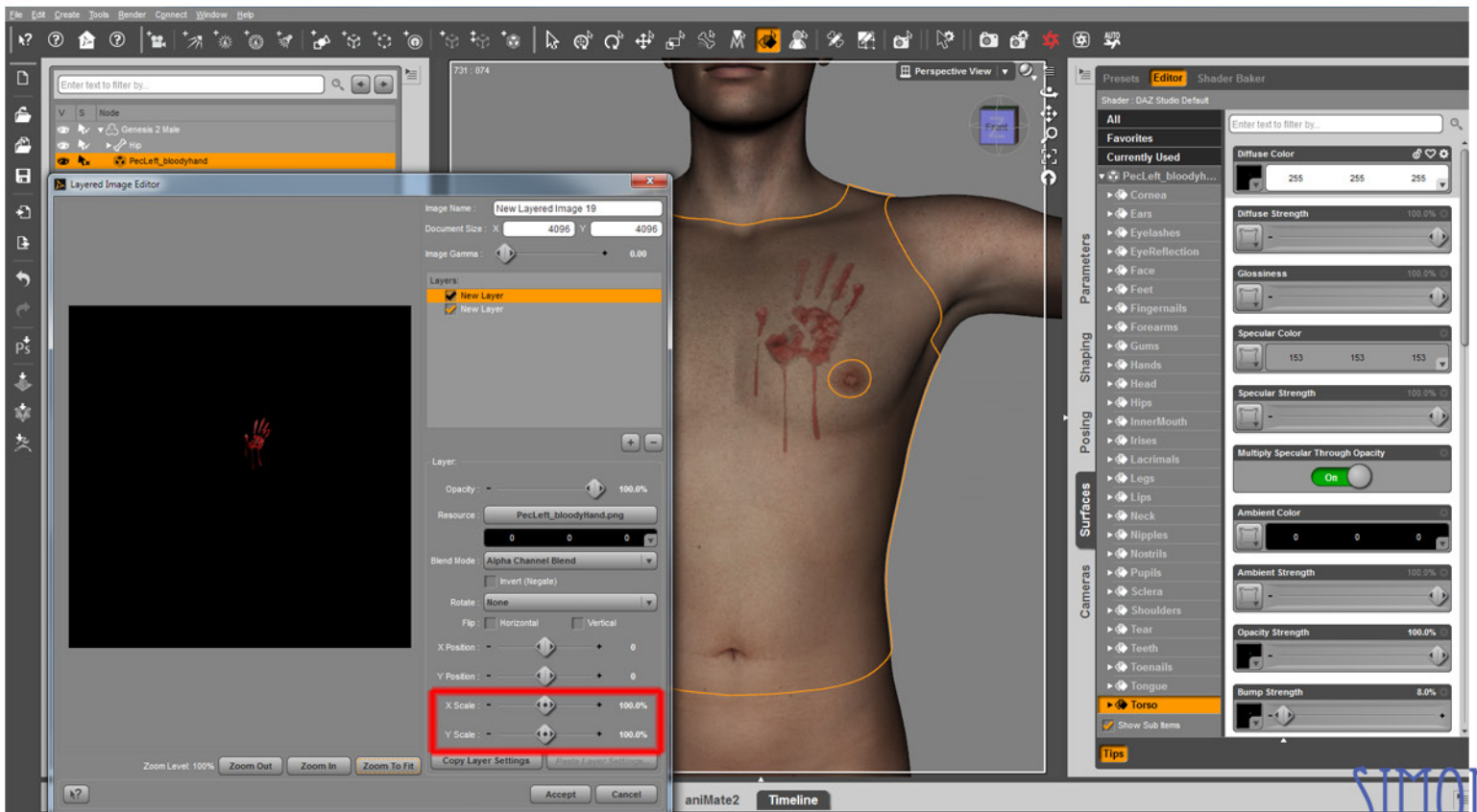


Figure 9: Torso surface area and Horizontal & Vertical Offset parameters being used to re-position a wound.

Re-position wounds thru each surface area by using the Horizontal Offset and Vertical Offset sliders.



**Figure 10:** The Wound Makeup Artist root folder contains wounds that span more than one skin surface area.



**Figure 11:** Wounds can be scaled up or down by using the Layered Image Editor of the diffuse channel of the surface area.