Wound Makeup Artist Geometry Shells - Iray Version

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.

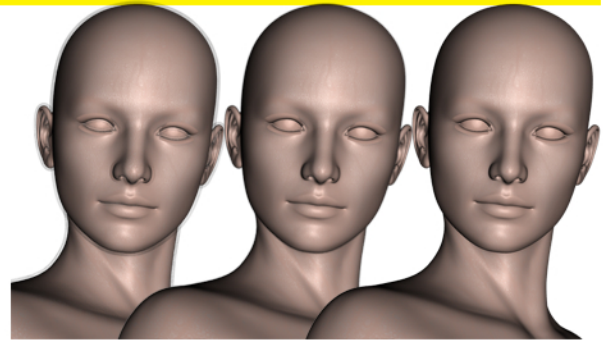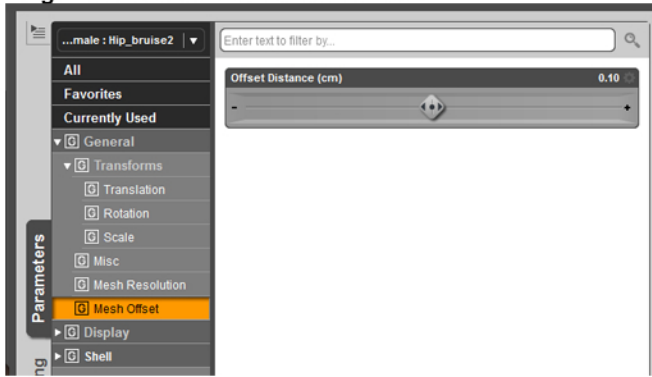**Figure 1: The Offset Distance Slider**

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). 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 of the shell (wound) to a distance closer to the skin like **0.001**.
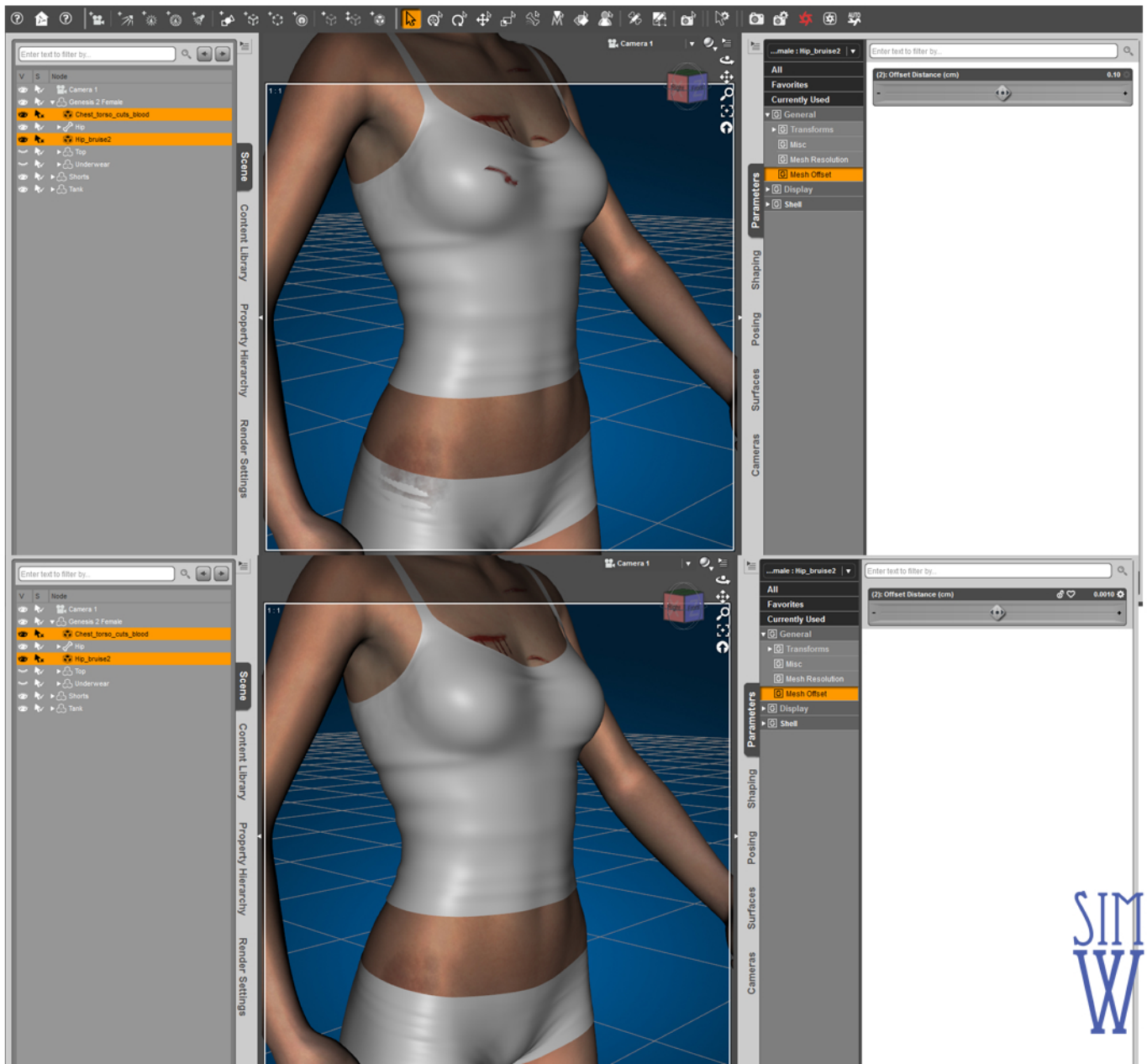
Figure 4: The Geometry Shells are grouped by surface area in the Content Library in folders named ARMS, FACE, LEGS, MISC, and TORSO
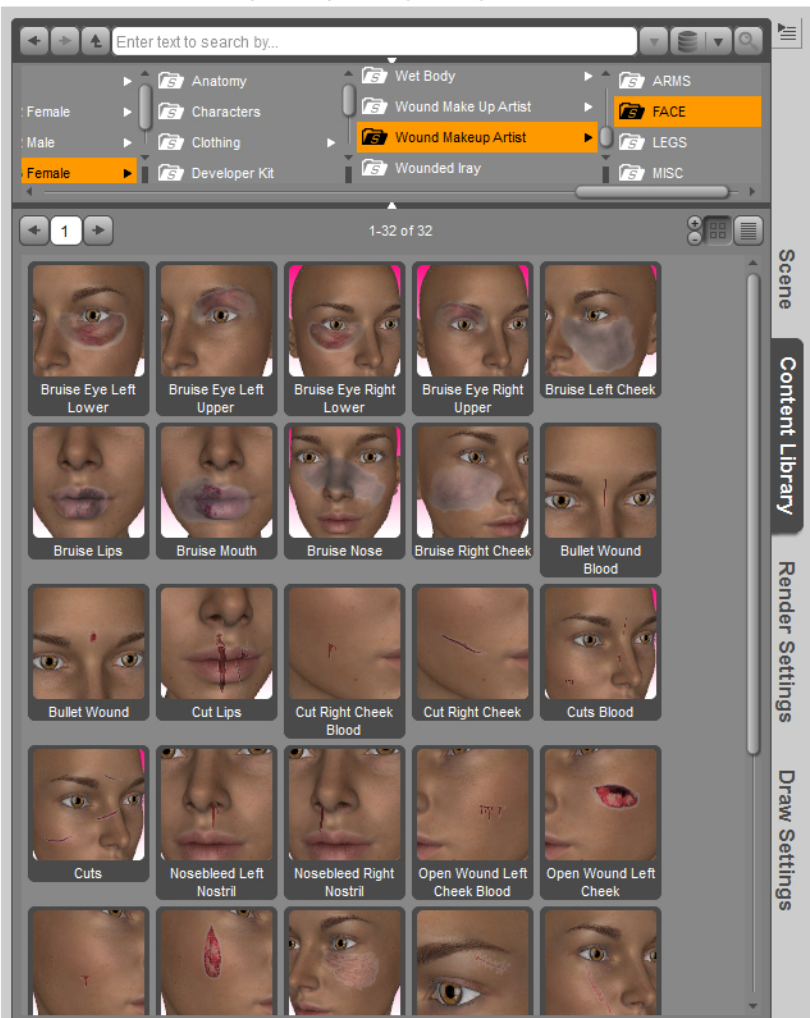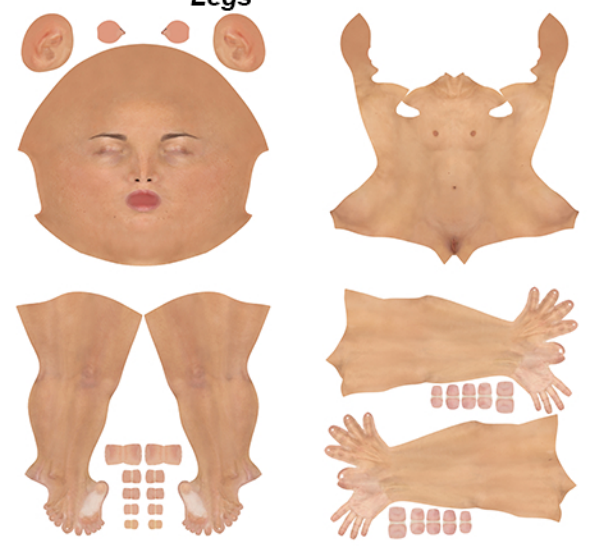

Figure 5: DAZ Genesis 3 textures are grouped into 4 UV Maps and divided into Face, Torso, Arms and Legs

Genesis 3 Male and Female divide the body in 4 parts, these are textures that are grouped in sections and that correspond to areas in yout figure's 3D human body. For example all the face surface including lips and ears are assigned to a group named Face, the Leg surfaces are grouped into a Leg group, the arms to an Arms group,and the torso including the back of the head are assigned to a group named Toso, these are the figure's UV Maps or surfaces (Figure 6).

The **Surfaces Tab** in DAZ Studio shows the UV surface groups. In Wound Makeup Artist, each folder corresponds to one of these 4 texture groupings in the UV Maps. Arms, Face, Legs and Torso (See Figure 6) The folder MISC short for miscellaneous is the exception. This one has multiple wounds that affect more than one UV Map and the teeth.
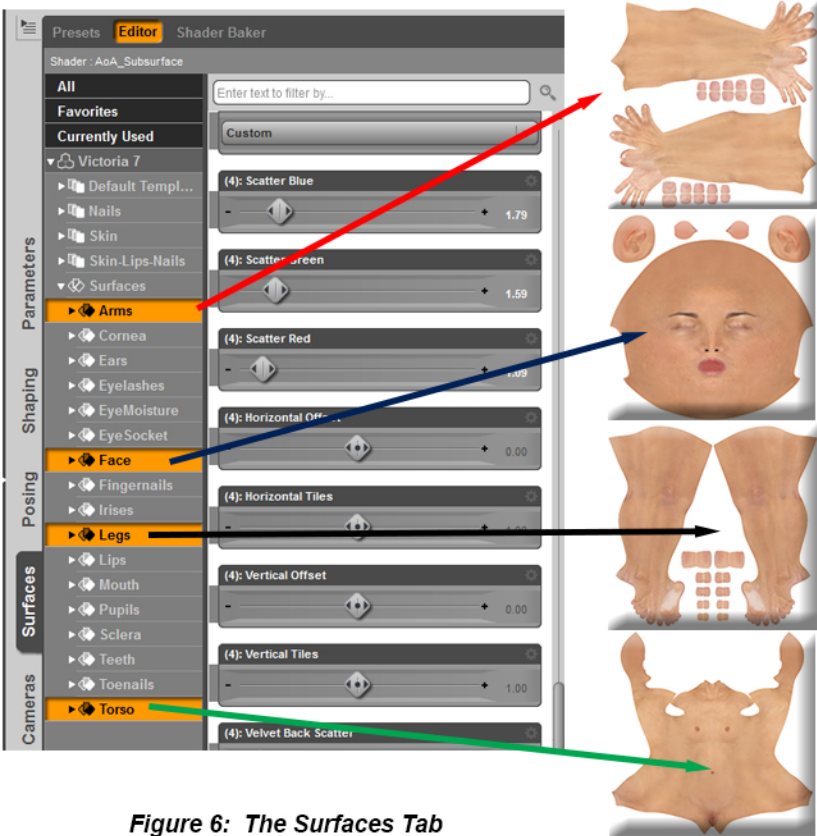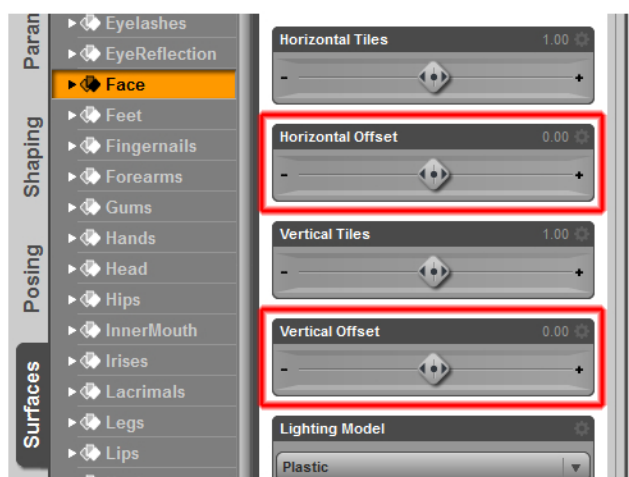

Figure 6: The Surfaces Tab

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.
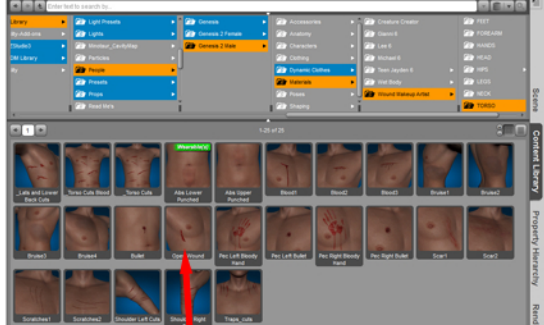
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Figure 9: Set of Geometry Shell wound effects available for the Torso surface. Each wound is organized in folders by surface

Each surface area 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
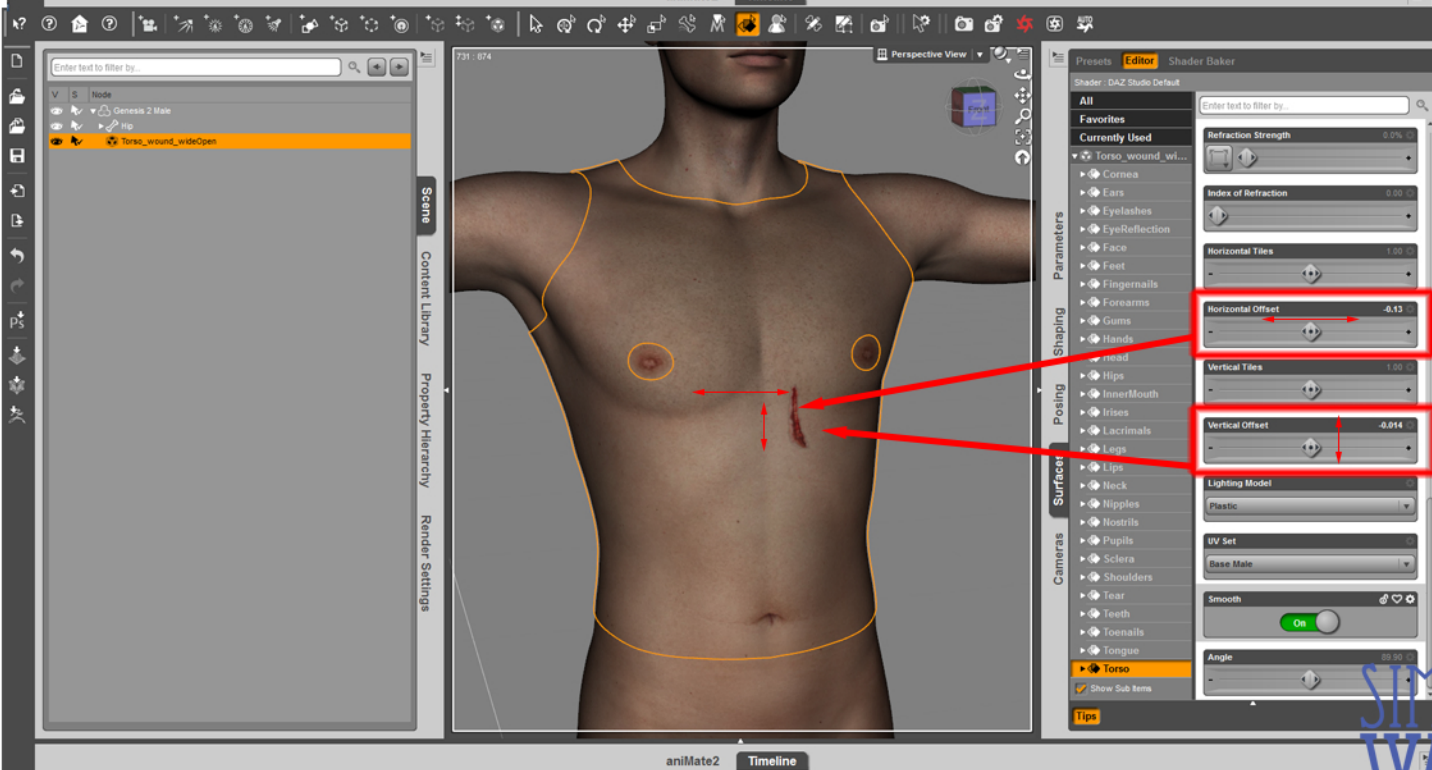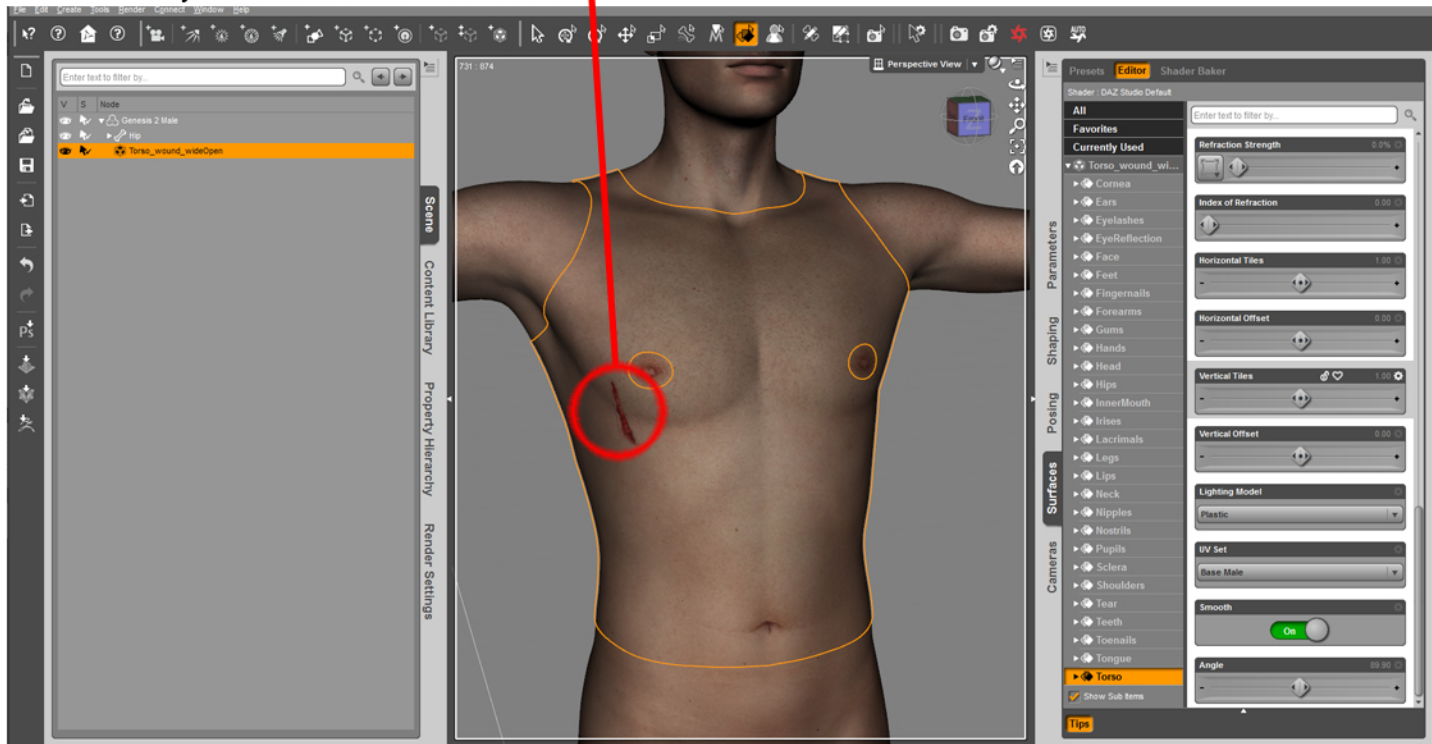

Figure 10: Torso surface area and Horizontal & Vertical Offset parameters being used to re-position a wound.

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