

TAN LINES FOR GENESIS 3
(REQUIRING : Wet And Tanned Skins For Genesis 3)

Step 1 : How Tan Lines Work
Step 2 : Change the pattern and the strength of a Tan Line

1. How Tan Lines Work

The product requires Wet And Tanned Skins For Genesis 3. Wet and Tanned Skins For Genesis 3 uses a new shader mixer shader optimized for tanned skins and allowing the use of tan lines.

In this new shader, the skin tone (including the skin tan) is defined by several parameters, but for the tan itself, the parameter with the strongest impact is the saturation applied to the map used as Base Color Map.

When you go from a pale to a tanned tone, in a same family of skin tones of wet and tanned skins for Genesis 3, you increase this saturation.

What is "Tan Lines" doing? It removes the saturation that you added to obtain the tan, only where it is mapped "white" (this is why it is dependant on the UV set, because it requires a map to say where the saturation will be decreased). The strength of this map, i.e. the strength of the tan line is driven by the dial "tan line". You can see this as an eraser of the saturation.

Tan lines can be found in the content library in the People/Genesis 3/Materials/Wet And Tanned Skins sub folders, and via the smart content in the Materials Category.

2. Change the pattern and the strength of a Tan Line

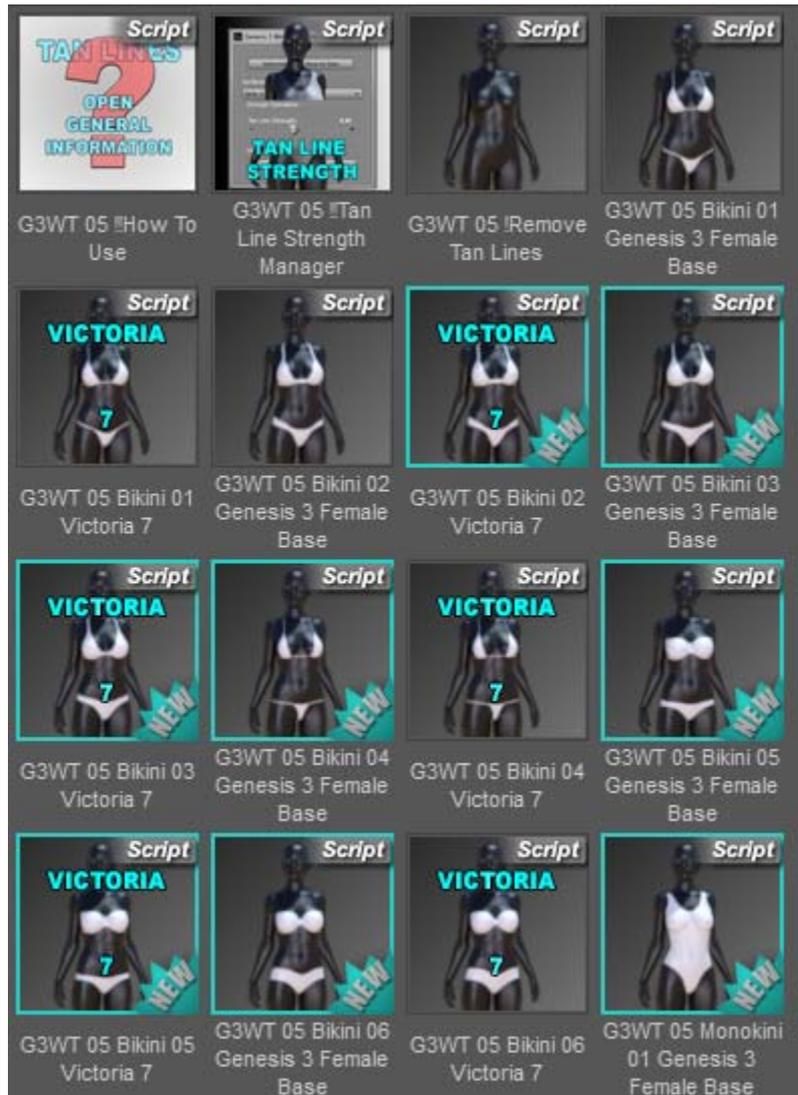
By default the pattern used for the tan line is "black", meaning that you remove nothing from the tan you added using Wet and Tanned Skins.

As soon as you will load a tan line preset, this pattern used for the tan lines will be a black and white image map, additional saturation being removed from the skin where the map is white.

Changing the pattern :

The tan line products proposes several patterns, all depending on a UV set of the figure. For instance you have tan lines for Genesis 3 Female UV sets, and Victoria 7 UV sets. You can of course try and apply these tan lines on other Genesis 3 figures, with "not supported UV set". In this case, depending on the tan line and the figure, it may, or may not, be fine for your purpose.

In order to change a tan line pattern, the figure must first have the wet and tanned skins shaders on it. For this, you have to apply one of the main converter of wet and tanned skins, which name begin with "G3WT 00 Apply", and select a wet and a tan preset (or customize your own). Then you simply have to select the figure, and double click one of the presets, preferentially corresponding to the UV set of your figure.



Changing the strength :

By default, in the base shader the "tan line" strength is 0.4, it means that when you choose one of the you will decrease the skin saturation by 40% where the tan line map is white. You can increase or decrease the visibility of the tan line two different ways.

- First directly using the surfaces editor tab :

Select Skin-Lips-Nails Surfaces of Genesis 3 Female. Then in the small line "Enter text to filter by", located at the top of the dials of the material editor, enter "Line". You will find the parameter named "Tan Line" which drives the strength of the tan line. The higher the parameter, the most visible will be the tan line. A 0 "Tan Line" dial will not show any tan line.

- Or you can change the tan line strength using the included tool named "G3WT 05!! Tan Line Strength Manager". This tool pops up a window showing this dial only, but it also show the "recommended maximum Tan Line Strength" in the sentence just above the dial.

Why is there a maximum recommended tan line strength?

Because I it was mentioned before, the saturation is removed from the base color (which saturation was increased for tan purposes). If you set the tan line strength to the value that the additional saturation was set, then you will come back where the tan line is to a "zero saturation added to skin". More precisely, if you started from one of the presets of Tan Tone of Wet And Tanned Skins, you will come back, on the tan line to the "01" (pale) preset of the skin family you started from.

If you decide to go higher than this "limit", then you will de-saturate the base color map and the skin base itself. It is not forbidden. But in most cases, it is not recommended.

What else should I know ?

1. After you applied a tan line, changing the tan, bump, and wet options using Wet And Tanned Skins For Genesis 3 options will not remove the tan line.

If you want to remove the tan line, whatever the figure or the tan line, use the "G3WT 05 !Remove Tan Lines" file.

2. The tan line effect will globally look better with the Thin film Option OFF option (located in Tan Options Folder of the Wet And Tanned Skins For Genesis 3 Product). The reason why is that using thin film ON is here to contribute to a more brown tone for tanned skins, and is more adapted to tanned skins than to clear skins. The pale part of the skin using Thin Film ON looks a bit less natural than the ones with the thin film OFF.

3. For users of Genitalia, no specific preset has been included so far. Yet you can use the transfer tool provided in the Wet And Tanned Skins to copy skins settings on the Genitalia, but for these genitalia surfaces you will have to remove the image map of the Tan Line dial in the surfaces editor tab, and if necessary set the strength of the tan line to 0 (if this area is supposed to remain tanned).

Some of the presets will be fine this way, other not (the ones for which the tan line is not covering totally the genitalia area).