# BROW REMOVER

USER GUIDE

HOW IT WORKS

Brow remover duplicates the skin texture of the face and offsets it so the forehead area gets pulled down within the masked brow area chosen. With the script, you can apply different brow masks, adjust its height, and also adjust how far down you want to pull the texture to grab its details to fill in the masked area.
Let's take a look at the workflow.

1. Make sure the figure is selected before loading script and that the eyebrow area is clearly visible in the viewport.
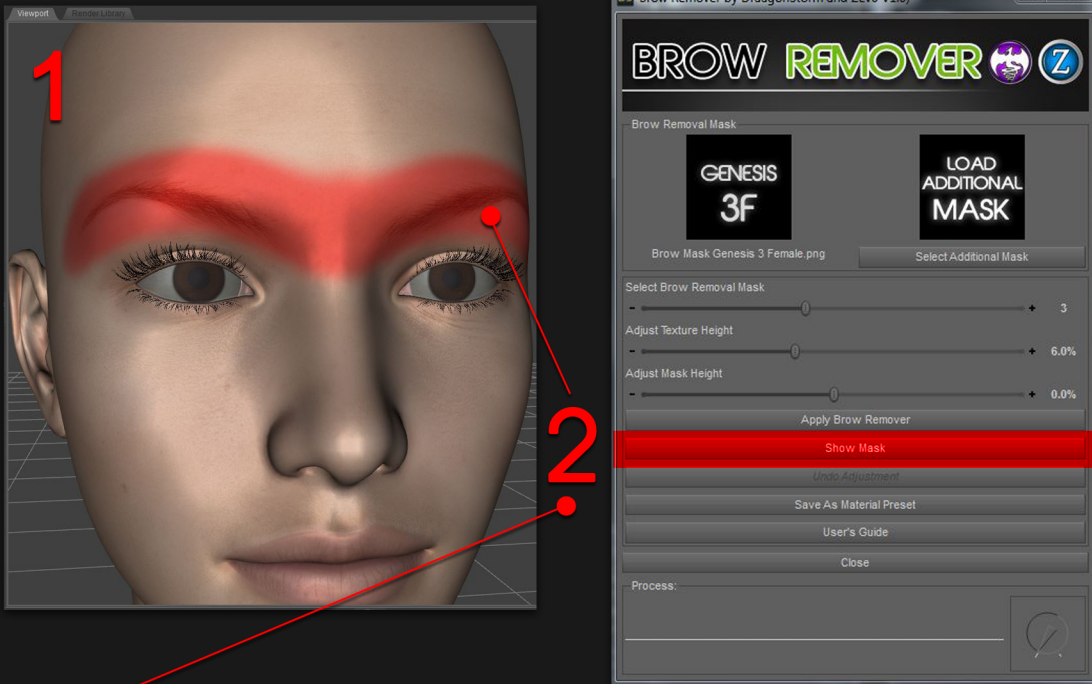
2. Click on Show Mask button. This will show the area that is currently selected. If it does not cover the eyebrow area on some textures (due to different brow styles and positioning) adjust the mask height and click Show Mask again. You will now see the mask in its new position.

Once the brow mask is in a position you are satisfied with, click Apply Brow Remover. The script will now do its work and apply the changes to all maps in the shader. By default, the texture height has been set to its optimum height for best results, however not all skin texture details are the same and if results are not to your liking, simply click Undo Adjustment and try a new value. Sometimes grabbing a higher area of the forehead gives better results. Make sure you click Show Mask and put in the adjustment value you had previously for the mask height because undo adjustment resets all inputs. Once you have the result you want you can save it as a material preset and choose where the new textures get saved. By default it will go to the path of the source textures been used for saving the new browless textures. You will have to navigate where you would like the material preset to be saved in your content library.

The script also auto detects the figure being used and will automatically select the mask designed for it. You can also apply masks from other figures. Sometimes depending on the uv map being used, they can give good coverage results. Simply choose a mask and click Show Mask to see if its masking area works.

To make an additional or custom mask, simply drag your face texture into photoshop or gimp, brush over the eyebrows with a white gradient brush, apply a black background and save as a jpg. Simply point the script to the new mask and it will load. You can make as many as you want.

You can also do multiple stack sessions with different masks and height adjustments. Make sure you close the script between making adjustments or it will overwrite results.

For further questions and support, please use the product support icon.
Thank you for your support.

ZevO & Draagonstorm