

**BEAST MODE SPORTY OUTFIT FOR GENESIS 8 FEMALE
README**



USEFUL TIPS

First of all, thank you very much for supporting my work, and hope you enjoy playing around them!
Here is some useful tips for EcVh0's "Beast Mode" sporty outfit for genesis 8 female:

* The sporty outfit has full dynamic draping system, which means each joints are carefully crafted to maximize the realism of bending effects.

However, it does mean that if a character is bent to a humanly impossible angle (even with limits ON), the draping might break. So try to keep your character within the human limit (You don't want to break your character's bones do you? :P). But if you need to use extreme poses and the draping effect breaks, there is a very simple way to fix it - Simply see the direction below to find the full graphical tutorial on how to fix extreme bending!

* When using create your own textures multiple times, it is always great to make sure that your clothing is reset before proceeding (Does not apply to changing each individual elements (materials/patterns/cloth base/colors)- you can just click to swap!)

* When applying non-gradient textures, the default color is white, so if you are lost in the world of colors, you can simply select the color white to go back to normal!

* Beware that Gradient textures has an amazing effect to color change, it goes like this:

White -> Maximum change to color

Black -> No change to color

Grey -> half change to color

Other colors -> will produce the combination of the default color of the texture + the selected color
You can play around it, and find the particular one you love!

DIRECTIONS!

Sorry sir/ma'am, are you lost?

Here is the directions for this readme book:

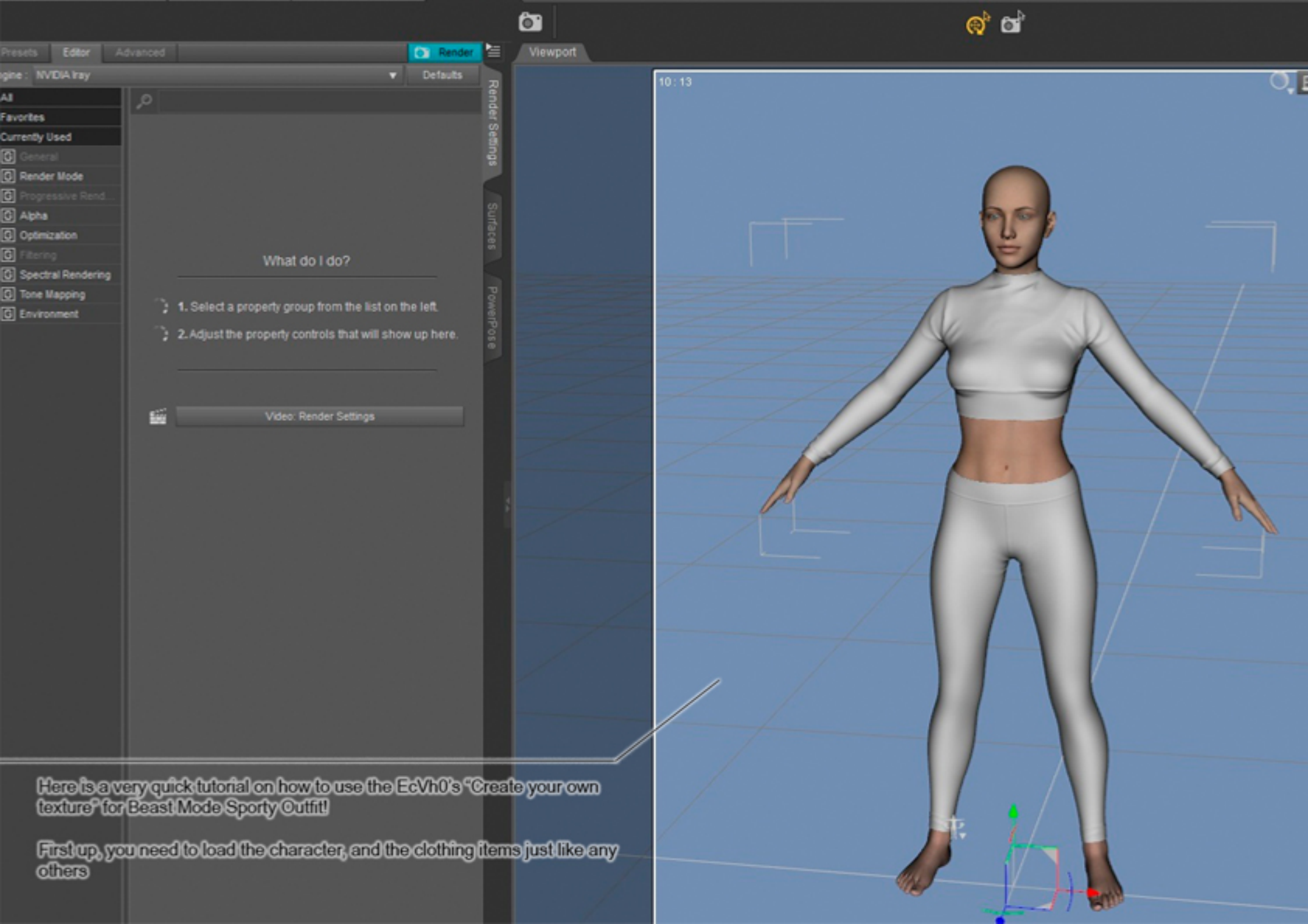
Page 1 - Front Cover

Page 2 - Useful Tips + Directions (hey you are here!)

Page 3 to 6 - Quick tutorial on how to create your own texture

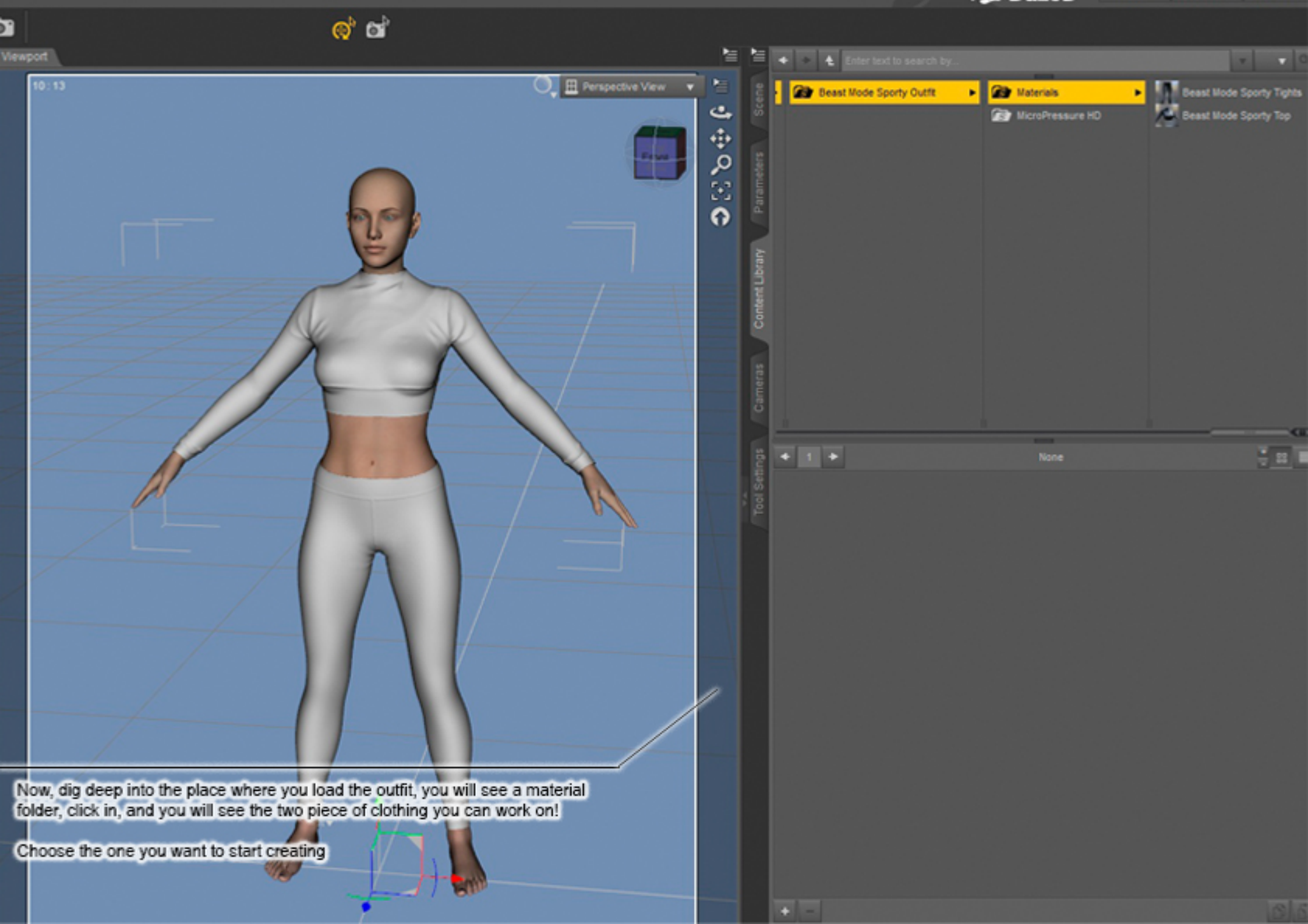
Page 7 to 10 - Quick tutorial on how to create your own color

Page 11 to 13 - Quick tutorial on how to fix extreme bending issues



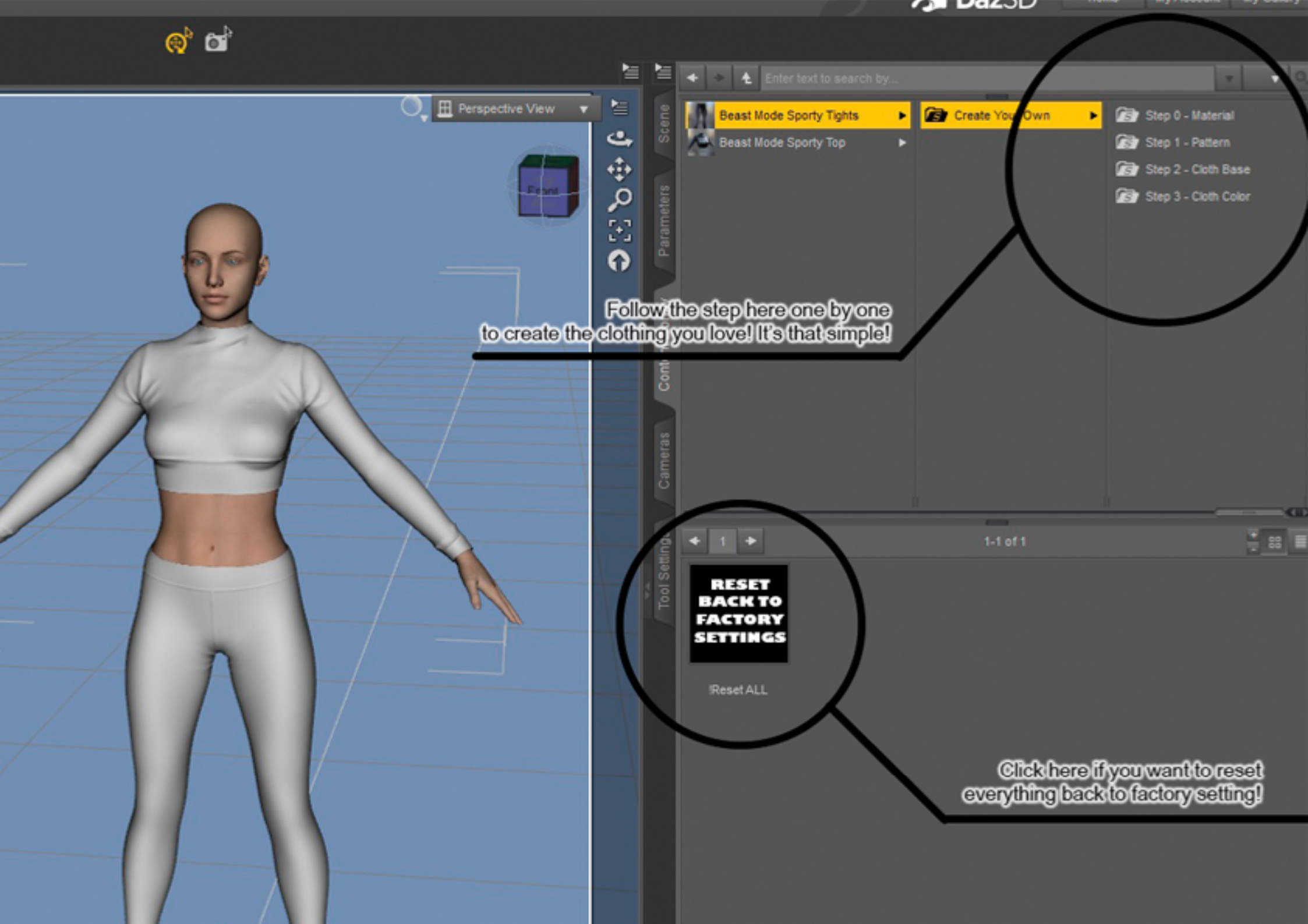
Here is a very quick tutorial on how to use the EcVh0's "Create your own texture" for Beast Mode Sporty Outfit!

First up, you need to load the character, and the clothing items just like any others



Now, dig deep into the place where you load the outfit, you will see a material folder, click in, and you will see the two piece of clothing you can work on!

Choose the one you want to start creating



Follow the step here one by one
to create the clothing you love! It's that simple!

**RESET
BACK TO
FACTORY
SETTINGS**

Reset ALL

Click here if you want to reset
everything back to factory setting!



10:13

Perspective View



Scene
Parameters
Content Library
Cameras
Tool Settings

Enter text to search by

- Beast Mode Sparty Tights
- Beast Mode Sparty Top**

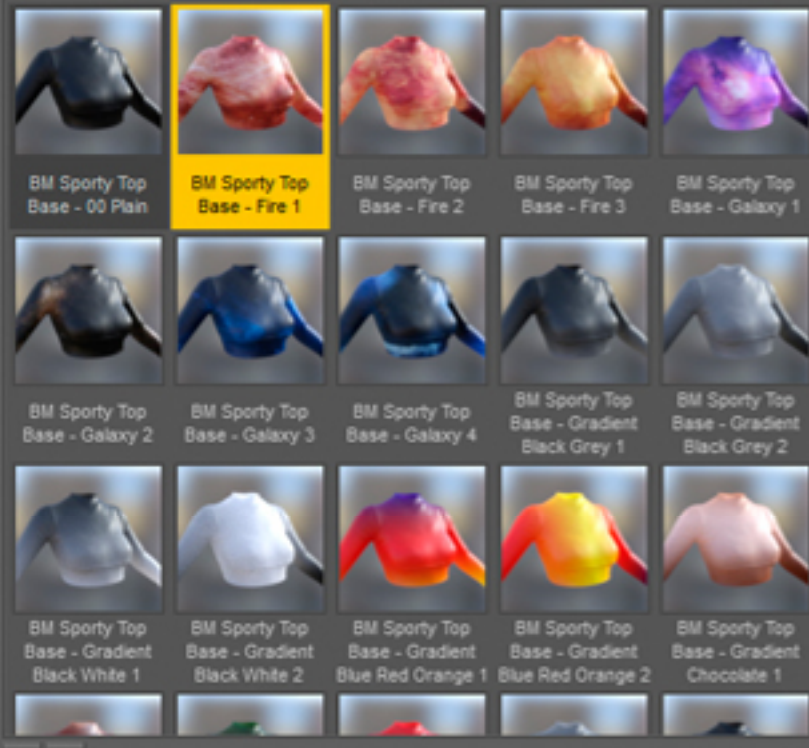
Create Your Own

- Step 0 - Material
- Step 1 - Pattern
- Step 2 - Cloth Base**
- Step 3 - Cloth Color
- Step 4 - Text Color

After you are done, simply open the iray preview to see the amazing result!

Or you can leave your iray preview window on while you create, and see the changes in real time!

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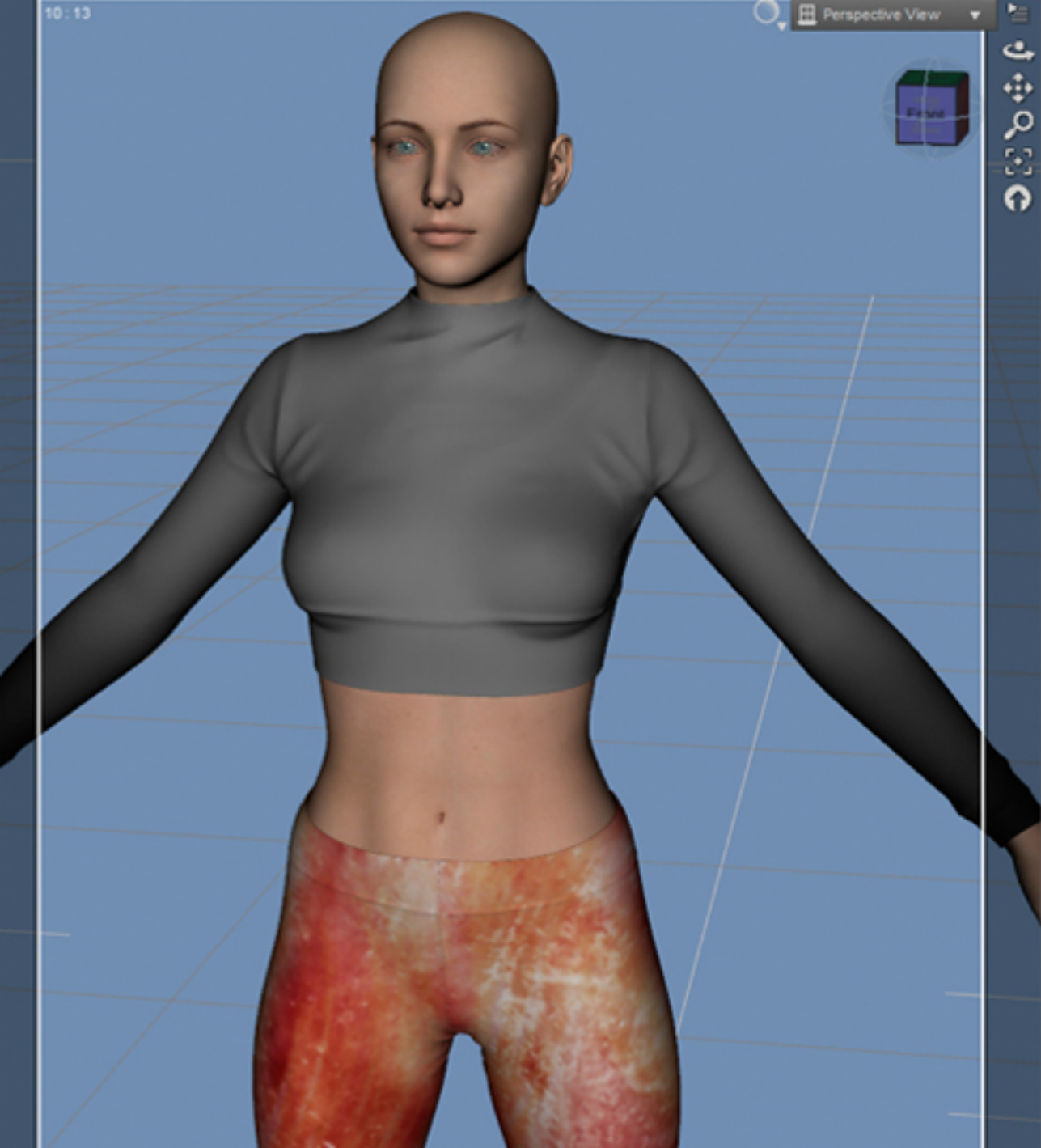


Viewport



10:13

Perspective View



Scene

Parameters

Content Library

Cameras

Tool Settings

Enter text to search by...

Beast Mode Sparty Tights

Create Your Own

Step 0 - Material

Beast Mode Sparty Top

Step 1 - Pattern

Step 2 - Cloth Base

Step 3 - Cloth Color

Step 4 - Text Color

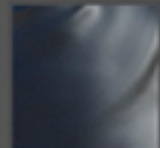
And now, here is a tutorial on how to create your own color!

First up, you need to load everything before the color step, otherwise you might not see the effect you like :)

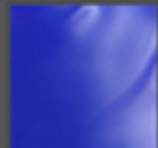
1

1-15 of 15

SEE README FOR HOW TO CHANGE THE COLOR TO ANYTHING YOU WANT



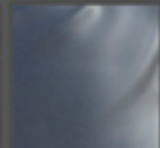
BM Sparty Top Cloth Color - Black



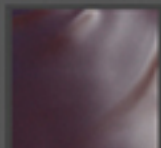
BM Sparty Top Cloth Color - Blue



BM Sparty Top Cloth Color - Cyan



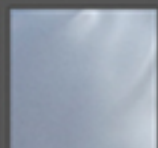
BM Sparty Top Cloth Color - Dark Grey



BM Sparty Top Cloth Color - Dark Red



BM Sparty Top Cloth Color - Green



BM Sparty Top Cloth Color - Light Grey



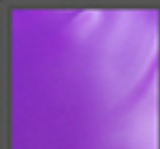
BM Sparty Top Cloth Color - Orange



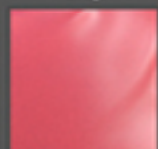
BM Sparty Top Cloth Color - Pale Pink



BM Sparty Top Cloth Color - Pink



BM Sparty Top Cloth Color - Purple



BM Sparty Top Cloth Color - Red



BM Sparty Top Cloth Color - White



BM Sparty Top Cloth Color - Yellow

Now, select the clothing you want to change the color for, And proceed to surface tab by either locating it on your tabs, or go to Windows -> Pane(Tabs) -> Surface

Shader Baker

Render Settings Surfaces PowerPose

Enter text to filter by

Tags

Material ID

Base Mixing Weighted

Diffuse Weight 1.00

Base Color 1.00 1.00 1.00

Diffuse Roughness 0.22

Diffuse Overlay Weight 0.00

Transparency Weight 0.76

Base Color Effect Scatter Only

Transparency Color 1.00 1.00 1.00

Dual Lobe Specular Weight 0.38

Dual Lobe Specular Reflectivity 0.22

Specular Lobe 1 Roughness 0.52

Specular Lobe 2 Roughness 0.50

Dual Lobe Specular Ratio 0.85

Glossy Weight 0.13

Share Glossy Inputs On

Glossy Color 0.18 0.18 0.18

Glossy Color Effect Scatter & Transmit

Glossy Roughness 0.48

Glossy Anisotropy 0.32



Enter text to search by

Scene

- Beast Mode Sporty Tights
- Beast Mode Sporty Top

Parameters

Content Library

Cameras

Tool Settings

SEE README FOR HOW TO CHANGE THE COLOR TO ANYTHING YOU WANT

I Choose Your Own Color Instruction

BM Sporty Top Cloth Color - Black

BM Sporty Top Cloth Color - Dark Red

BM Sporty Top Cloth Color - Green

BM Sporty Top Cloth Color - Pink

BM Sporty Top Cloth Color - Purple

Under the surface tab, you should see the piece of clothing you selected, as well as the two big color area on top - this is where you can set your cloth colors! (Make sure that when you change one, the other shall follow - otherwise you will get some weird/intriguing results!)

Editor Shader Baker

Ray Uber

Enter text to filter by...

Un

Glossy Color 0.18 0.18 0.18

Glossy Color Effect

Scatter & Transmit

Glossy Roughness 0.48

Glossy Anisotropy 0.32

Backscattering Weight 0.00

Refraction Index 1.50

Refraction Weight 0.00

Glossy Anisotropy Parameters 0.00

Base Thin Film 0.00

Base Bump 0.50

Normal Map Choose Map

Metallic Flakes Weight 1.00

Metallic Flakes Color 0.016 1.00 0.0000

Metallic Flakes Color Effect

Scatter Only

Metallic Flakes Roughness 0.99

Metallic Flakes Size 0.0010

Metallic Flakes Strength 1.00

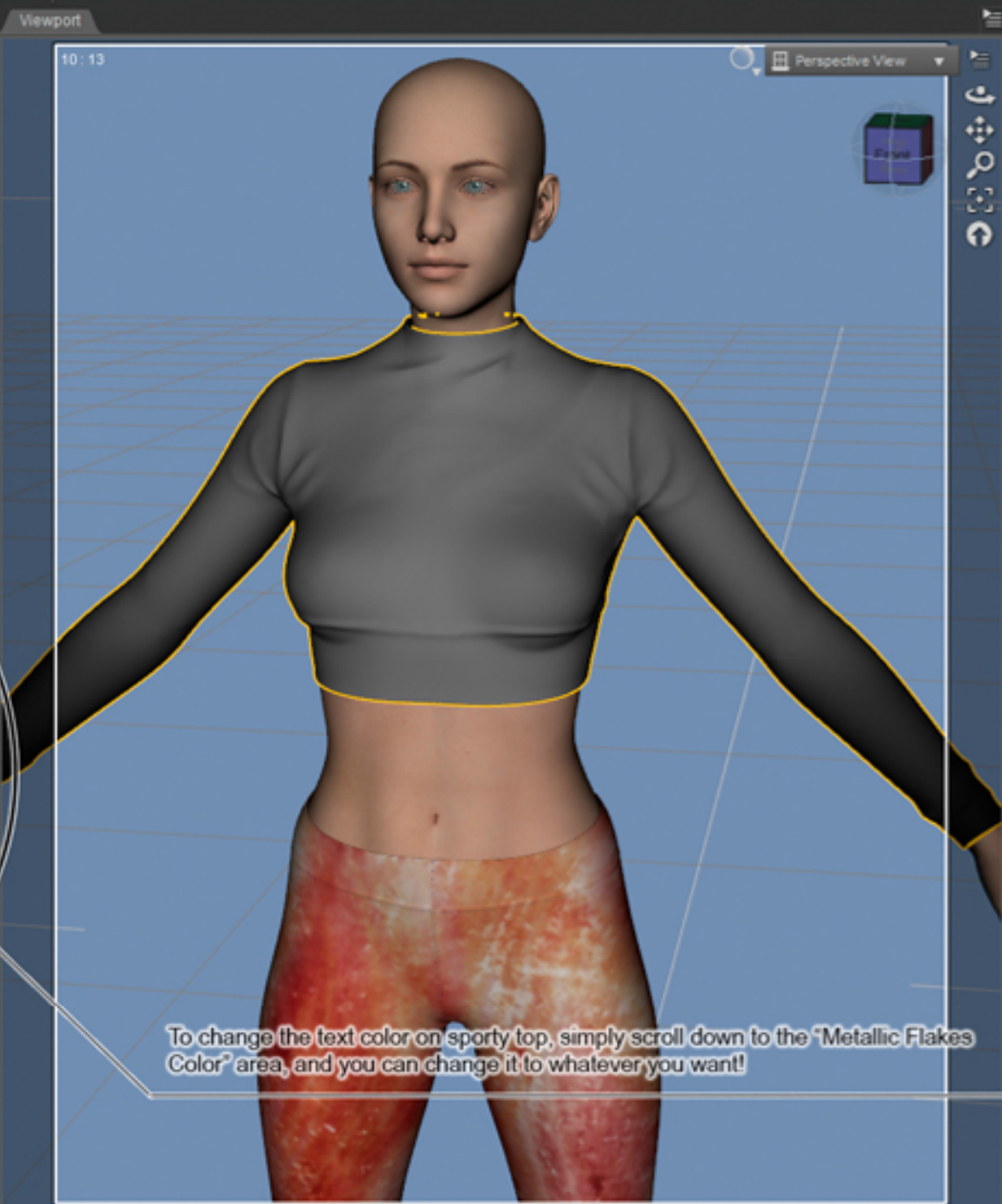
Metallic Flakes Density 1.00

Metallic Flakes Thin Film 0.00

Metallic Flakes Thin Film IOR 1.50

Top Coat Weight

Render Settings Surfaces PowerPose



To change the text color on sporty top, simply scroll down to the "Metallic Flakes Color" area, and you can change it to whatever you want!

Scene Parameters Content Library Cameras Tool Settings

Beast Mode Sport

Beast Mode Sport

SEE README FOR HOW TO CHANGE THE COLOR TO ANYTHING YOU WANT

I Choose Your Own Color Instruction

BEAST MODE

BM Sporty Top Text Color - Dark Grey

BEAST MODE

BM Sporty Top Text Color - Pale Pink

Tips Info

Change complete! Go to the iray preview to see your amazing creation!

Shader Baker

Enter text to filter by...

Material ID

0 0 0

Base Mixing

Weighted

Diffuse Weight

1.00

Base Color

0.0005 0.00 1.00

Diffuse Roughness

0.22

Diffuse Overlay Weight

0.00

Translucency Weight

0.78

Base Color Effect

Scatter Only

Translucency Color

0.13 0.00 1.00

Dual Lobe Specular Weight

0.38

Dual Lobe Specular Reflectivity

0.22

Specular Lobe 1 Roughness

0.52

Specular Lobe 2 Roughness

0.50

Dual Lobe Specular Ratio

0.85

Glossy Weight

0.13

Share Glossy Inputs

On

Glossy Color

0.18 0.18 0.18

Glossy Color Effect

Scatter & Transmit

Glossy Roughness

0.48

Glossy Anisotropy

0.32

Backscattering Weight

0.00



Scene

Parameters

Content Library

Cameras

Tool Settings

SEE README FOR HOW TO CHANGE THE COLOR TO ANYTHING YOU WANT

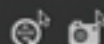
I Choose Your Own Color Instruction

BEAST MODE

BM Sparty Top Text Color - Dark Grey

BEAST MODE

BM Sparty Top Text Color - Pale Pink



Viewport

10:13

Perspective View

Scene
Parameters
Content Library
Cameras
Tool Settings

Left Collar

- All
- Favorites
- Currently Used
- Left Collar
- General
- Transforms**
- Rotation
- Scale
- Misc
- Display

Enter text to filter by...

Twist



30.00

Front-Back



-26.00

Bend



55.00

Scale



100.00

Extreme bending is, most of the time discouraged, but if you need to do so under any reason, the cloth draping effect might look horrible, how do I fix that? Simple!

First, select the problematic piece of clothing :)



Viewport

10:13

Perspective View



Beast Mode Sporty Top

All

Favorites

Currently Used

Beast Mode Sporty Top

General

Transforms

Misc

Mesh Resolution

Mesh Smoothing

Actor

Adjustments

Display

Enter text to filter by...

Enable Smoothing

On

Smoothing Type

Base Shape Matching

Smoothing Iterations

Interactive Update

Off

Collision Item

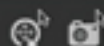
Genesis 8 Female...

Collision Iterations

Under the parameter tab, you should be able to locate the "Mesh smoothing" tab, click on that, and inside, you can see a parameter called "Smoothing Iteration"

Now we just have to turn the iteration up, and the bending problem will be fixed!

 Show Sub Items



Viewport

10:13

Perspective View



Beast Mode Sporty Top

All

Favorites

Currently Used

Beast Mode Sporty Top

General

Transforms

Misc

Mesh Resolution

Mesh Smoothing

Actor

Adjustments

Display

Enter text to filter by...

Enable Smoothing

On

Smoothing Type

Base Shape Matching

Smoothing Iterations

20

Interactive Update

Off

Collision Item

Genesis 8 Female...

Collision Iterations

3

You can try starting with iteration of 5 for small fixes, if it goes a bit ridiculous, turn it all the way up to 20, or even 50, 100!

Note, however, that the it will not fix any poke through issues, so if your hand is penetrating your body, playing with smoothing can't really fix that :/

Show Sub Items