EJ Easy Face

Generator

Tutorial by

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How To Use EJ Easy Face Generator

There are two ways to use EJ Easy Face Generator:

- You can use the icons in your Library at: Scripts / EmmaAndJordi / EJ Easy Face Generator / Genesis 8 / Female

- Or you can use the Custom application that allows you to tweak the Generator

Using The Icons

The icons will change a part of the face independently of the others. You can run it several times until you get something that you like.
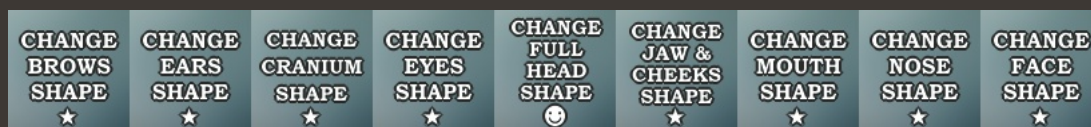
You can undo the changes if you did something you didn't like. You can also use the Remove icons to remove the changes to the face, and leave the other parts of the face untouched. For example, if you use the Remove Eyes icon, the lips, mouth, brows, and other parts won't be restored.
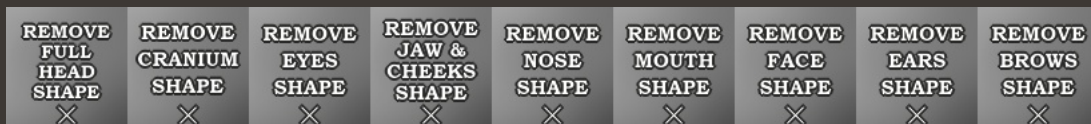
The icons are a quick way to make a face. Just click the icon for each part, and after modifying all the parts, you will have a new character head.

The "Full Head Apply" icon will change all the features of the face at once. If you find a head that you like but dislike a particular part of the face, you can use the other icons to change that independently. For example let's say you got a head that is ok except for the nose and eyes. You can use the Eyes icon, get some eyes you like, and then the Nose icons until everything is ok.

But what happens if you wanted more control? Or making the features stronger or weaker, or more or less detailed in each part?

Then you can run the Custom Generator.

Using The Icons

You can run the Custom Generator using the icon in your Library at

Scripts / EmmaAndJordi / EJ Easy Face Generator / Genesis 8 / Female

Or you can install the menu for EJ Easy Face Generator using the icon at

Scripts / EmmaAndJordi / EJ Easy Face Generator / Genesis 8 / Female / Install Menu

This will create a new menu in Daz Studio called "EJ Scripts" and inside it an item called "EJ Easy Face Generator For Genesis 8 Female" that will run the Custom Generator.
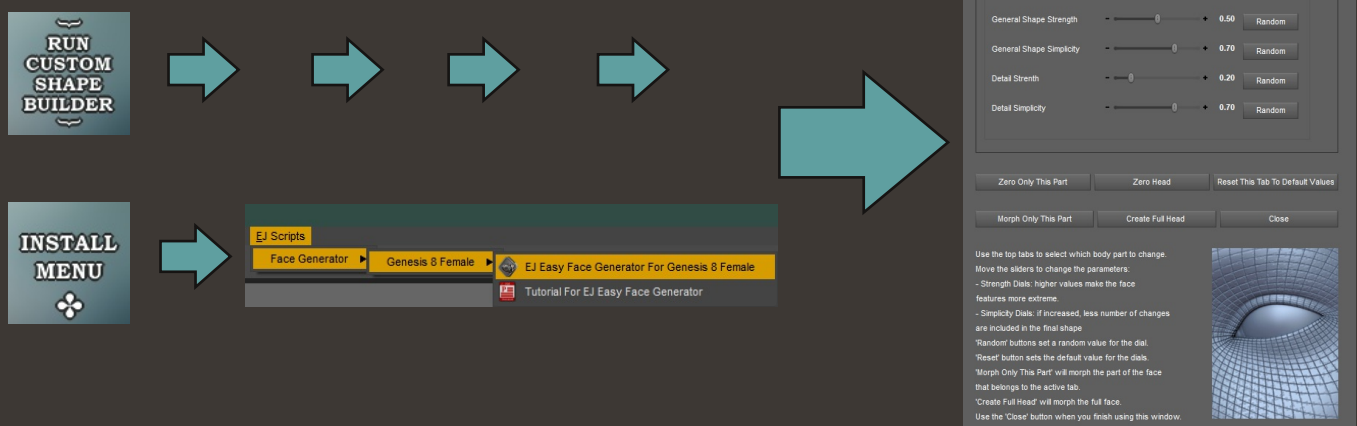
Once you installed the menu option, you will have the application always at hand from there.

The application has many settings and we will explain them in the following section.
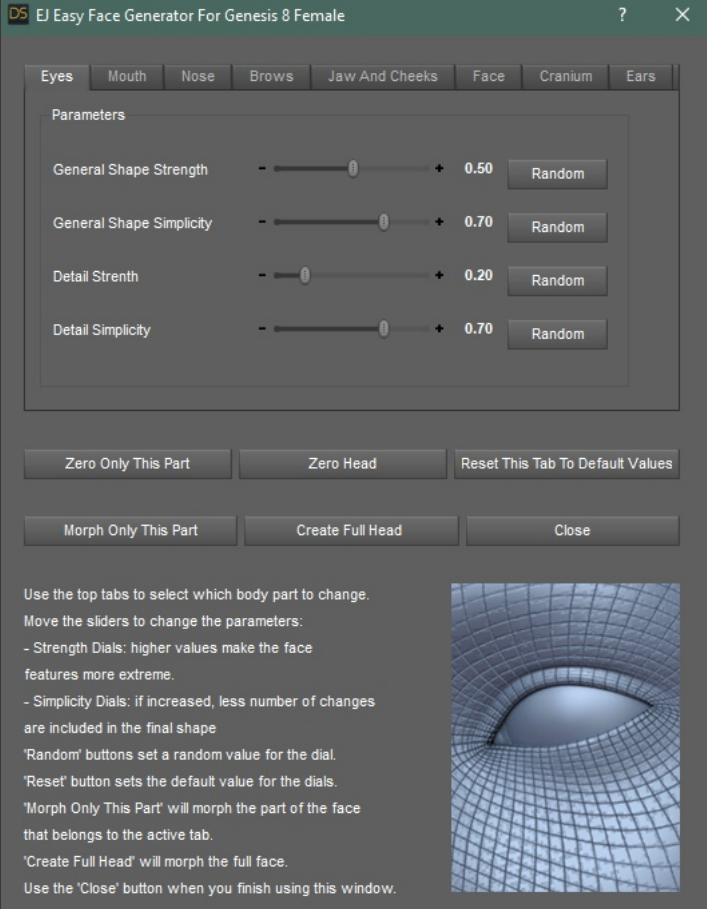
How It Works

At the top of the window you can tabs for each part of the face. When you click each tab, the Parameters that the Generator will use for each of these parts will be shown.
Each part can have their own parameters, so this way you get a complete control on how the Generator will create the shapes.

General Shape Strength -- this dial sets if the overall facial features of this part of the face will be softer (left, to zero) or stronger (right, to 1). For example, if you set this high for a mouth, there is more change that it will become a big and voluptuous mouth or a small and thin mouth. If you set it low, it will be less different than the default mouth of Genesis 8.

General Shape Simplicity -- when doing the shapes, the Generator may use more quantity of changes or less. If you move this dial to the right, to 1, it will change less things. It will tend to make less changes. If you set it to the left, it will use more changes, move more things, so the result is a more complex look.

Please note that strength is not the same as simplicity. You can have a face in which the Generator will apply little changes but in a strong way, so for example you can get a nose that is relatively simple but big or small in a very noticeable way (you have set Strength and Simplicity high). Or you can get a nose that doesn't have a big or small volume or a typical shape, but has a mix of several changes that make it unique (you set Strength low but Simplicity low too).

Detail Strength -- This works the same way as General Shape Strength, but this time you are not settings a more or less strong shape. This time you are deciding the strength of small changes and details of the shape. For example, these may move a part of the eyelids in the Eyes, or the corner of the eye, and those kind of things.

Detail Simplicity -- Works the same way as General Shape Simplicity, but here it will set the amount of small changes or details that the Generator will apply to this face part. For example, in an Eye it can decide to move the lower eyelid, a detail or two more, and then stop (simplicity high) or keep moving things like the corner of the eyes, the upper eyelids, and so on until it moves many things (simplicity low).
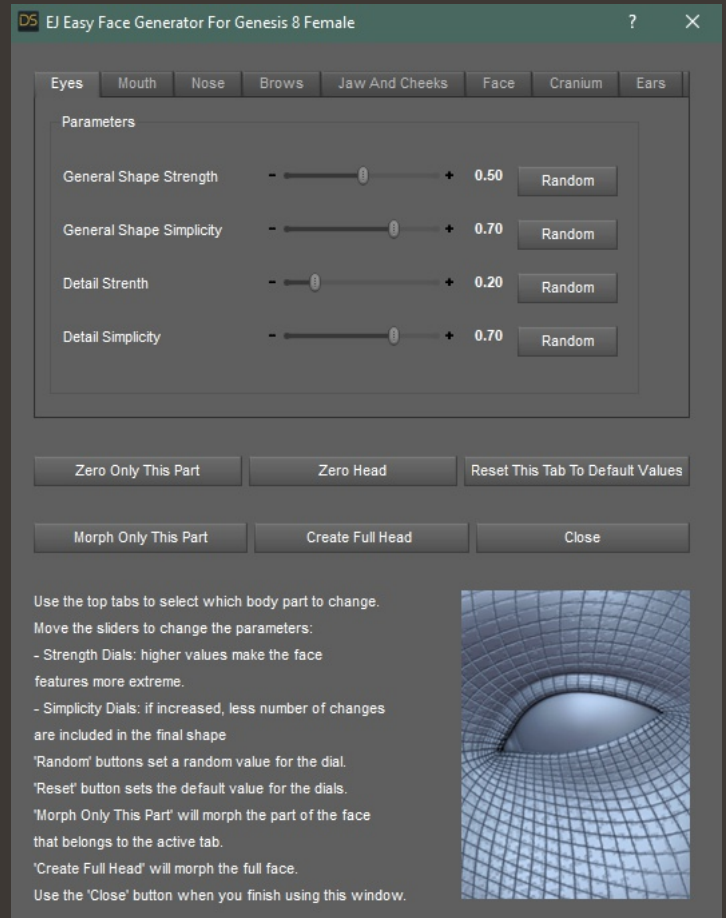
Besides each of the dials you can find a "Random" button. If you click it, it will set a completely random value for the dial. Each tab (Eyes, Mouth, Nose, etc) can have their own values in any of the four parameters.
Below the Parameters section you find 6 buttons. These do several things:

- Zero Only This Part: This will remove the changes in the part of the face of the current tab. It will leave the other parts of the face unchanged.

- Zero Head: will remove all the changes in all the head. If you did other changes before opening the Generator window, it will also remove them. If you don't want to do this, just close the window and use Undo in Daz Studio.

- Reset This Tab To Default Values: This will reset all the dials of the current tab to the default values. It will not change the values in the other tabs.

- Morph Only This Part: it will change the part of the face of the current tab, without changing the others.

- Create Full Head: This will make a full head, taking the parameters from all the tabs.

- Close: This closes the window. You can use it once you finished tweaking the head.

Tips when making a full head

There are some basic steps that will allow you to get a head that you will love:

- Set the camera in your preview in an angle that allows you to see how the face changes. It is recommended that you use a 3/4 view, or from the front and slightly rotated so you see the shape of the nose, and cheekbones and chin.

- Open the window of the Generator, and move it to one side, so you can see the face of your character while you tweak the Generator.

- Select a tab and move the sliders and modify only that part. Set different values, see how they affect the generator, and when you see how it works, click the "Morph Only This Part" button until you like the changes. Then move to other tabs and do the same.

Once you changed all the parts of the head, close the window. Now you have an ideal full face. If you wish, you can also mix the result with other morphs that you have.

Enjoy! :)