

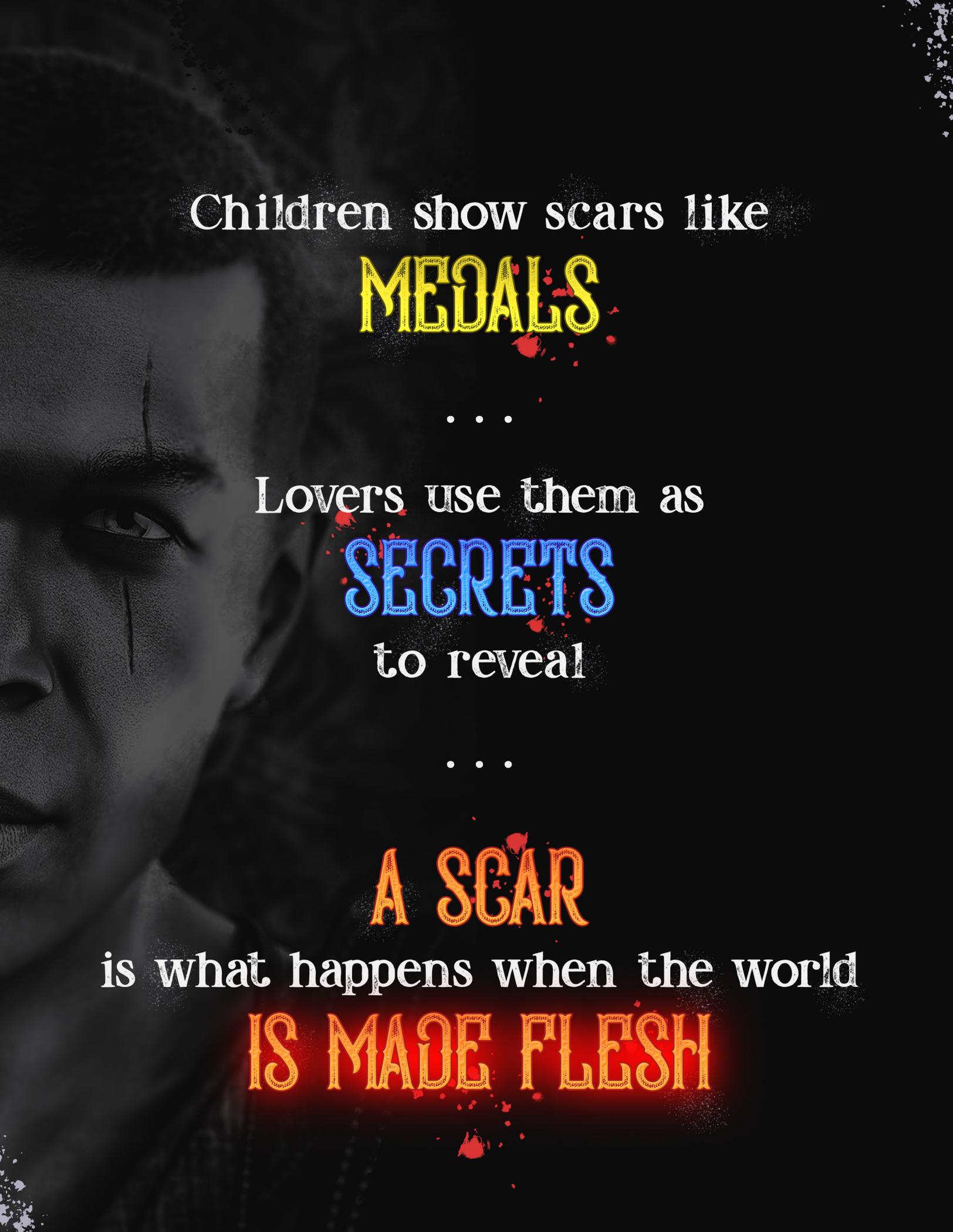
# FACE SCARS P1

March 2018

## L.I.E. PRESETS FOR GENESIS 3 & 8



DOCUMENTATION



Children show scars like

**MEDALS**

...

Lovers use them as

**SECRETS**

to reveal

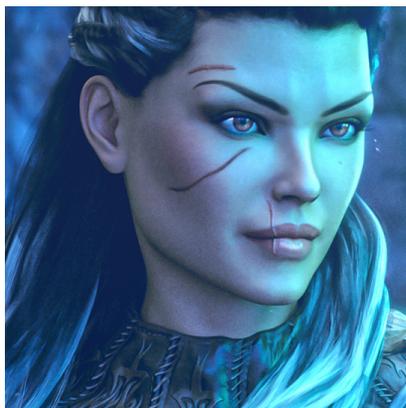
...

**A SCAR**

is what happens when the world

**IS MADE FLESH**

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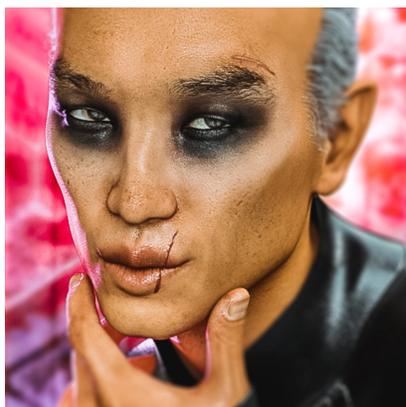
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# Product Information...

"L.I.E. Face Scars Pack 1 for Genesis 3 & Genesis 8" was created with the intention of helping users add more personality to their male & female (generations 3 & 8) characters via a set of 10 hand-painted facial scars. These scars can work together to inject subtext to your images, allowing you to build characters marked by hardships and pain. But who, ultimately, wear the badges life has bestowed upon them. Whether they'll wear them with pride, shame or pain is up to your imagination!

## L.I.E. MATERIAL PRESETS

You can find the L.I.E. presets inside your Content Library inside of DAZ 3D Studio in the following paths:

- ✓ `\My Daz Library\People\Genesis 3 Female\Materials\FenixPhoenix\Face Scars P1`
- ✓ `\My Daz Library\People\Genesis 3 Male\Materials\FenixPhoenix\Face Scars P1`
- ✓ `\My Daz Library\People\Genesis 8 Female\Materials\FenixPhoenix\Face Scars P1`
- ✓ `\My Daz Library\People\Genesis 8 Male\Materials\FenixPhoenix\Face Scars P1`

Each path should lead you to a folder with 2 folders: Step 01 and Step 02. Inside Step 2, you'll find 4 folders containing 10 different scar L.I.E. material presets. Except for one scar (**Scar 04**) each scar comes with 6 different presets (**three skin colored versions -Light, Midtone & Dark; plus a mirror version for each of them**).

Face Scars Pack 1 is organized as follows:

Step 01 | Adds an "empty" normal map in case the character used lacks a normal map.

Step 02 | Holds folders categorizing the scars as follows:

- ✓ **Cheeks & Temples | Scar 01 (Left & Right), Scar 09 (Left & Right) & Scar 10 (Left & Right).**
- ✓ **Eyes & Brows | Scar 02 (Left & Right) & Scar 07 (Left & Right).**
- ✓ **Lips | Scar 03 (Left & Right), Scar 06 (Left & Right) & Scar 08 (Left & Right).**
- ✓ **Nose & Chin | Scar 04 (Front) & Scar 05 (Left & Right).**
- ✓ ----- **TOTAL SCARS: 57 Scar Presets per generation.**

## FACE SCARS PACK 1 TEXTURE

You can find the textures for the L.I.E. presets inside your Content Library inside of DAZ 3D Studio in the following paths:

- ✓ `\My Daz Library\Runtime\Textures\FenixPhoenix\Face Scars P1`

Every scar has been painted with care, which means that some scars may have additional texture maps. Each scar applies the following maps: diffuse (3 colors), Spec (glossy) a Normal map (with a transparency mask). Some scars may also apply the following maps: translucency and a bump map (for extra intensity).

This means that if you're using the 3Delight engine, you could easily adapt them by inserting the maps from each scar on the appropriate channels. While they look good and as intended in 3DL, this pack doesn't contain presets for that.

# How to apply the L.I.E. presents?

## Locate the Product

Locate the product. The path should be determined by the figure you're working with.

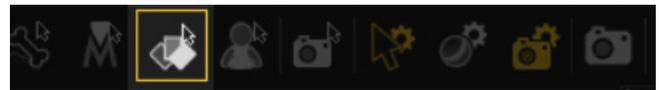
So if you're working with Genesis 3 Female, then you should find the product in your content library in the path:

```
\My Daz Library\People\Genesis 3 Female\Materials\FenixPhoenix\Face Scars P1
```

Now that you've located the product, you'll notice two folders named Step 01 and Step 02. To know whether to apply Step 01 or not, you'll need to check the surfaces of the character you're working with.

## Step 01

So select the character and then use the **surface selection tool** to click on the **face and lips**. This tool looks like this:



Now open the surface pane (**window > Pane > Surfaces**) and scroll down to where it says **normal map**.

If it's empty (**Fig A**), then apply Step 01. That'll add an empty normal map to the character's face and lips so the scars can blend properly.

Otherwise, don't apply Step 01 go straight to Step 02.

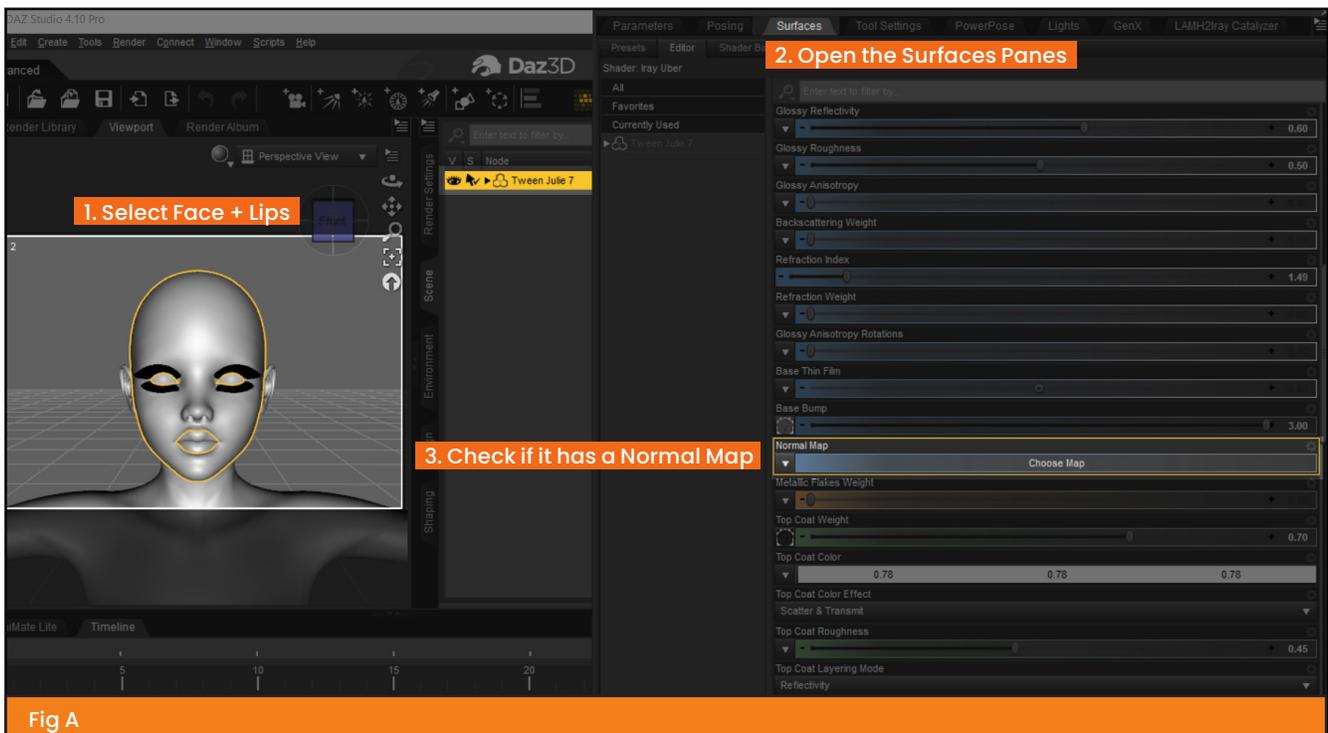


Fig A

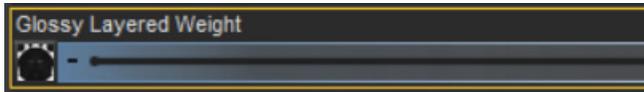
# Things to be aware of...

## Extra Step (1.5)

These presets **heavily rely on the skin settings of your character**. Unfortunately, there is no agreed upon standard of how to handle skin. As such, many characters use the spec map in different places, especially with Genesis 8. So you'll need to see where your spec map (greyscale map, not to be confused with the Bump Map) is.

### Genesis 3 M & F

For any Genesis 3 M & F character, you'll want to make sure your spec map is in the **Glossy Layered Weight** channel. This information can be found in the surface pane.



If it's in the right place, continue to Step 02.

If it's in the **Dual Lobe Specular Reflectivity** channel, you should use the Genesis 8 presets instead. So continue to Step 02.

If it's anywhere else, however, you'll need to add the same map to your Glossy Layered Weight channel by clicking on the arrow, then selecting the name of the spec map (**Fig B**). *This is temporary but it'll save you time later on.*

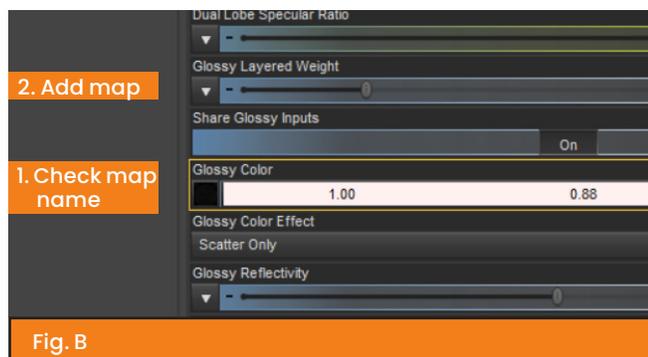
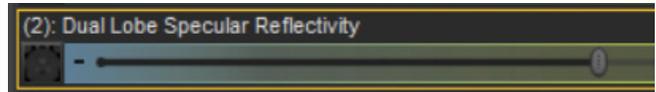


Fig. B

### Genesis 8 M & F

For any Genesis 8 M & F character, you'll want to make sure your spec map is in the **Dual Lobe Specular Reflectivity** channel. This information can be found in the surface pane.



If it's in the right place, continue to Step 02.

If it's in the **Glossy Layered Weight** channel, you should use the Genesis 3 presets instead. So continue to Step 02.

If it's anywhere else, however, you'll need to add the same map to your Dual Lobe Specular Reflectivity channel by clicking on the arrow, then selecting the name of the spec map (**Fig C**). *This is temporary but it'll save you time later on.*

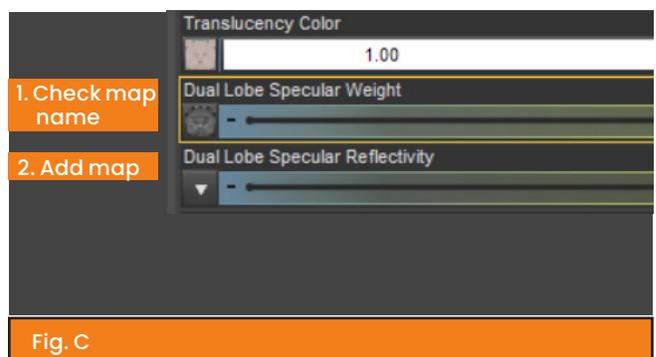


Fig. C

# How to apply the L.I.E. presents?

## Step 02

It is highly recommended that before you apply any of the L.I.E. Presets, that you **save your skin** (**file > Save as > Material Presets**) as a backup. Name this skin however you want. This will allow you to revert any changes you don't like.

Now, with your character selected, choose any of the presets in Step 02 and apply them. You can apply more than one, so mix and match to your heart's content!

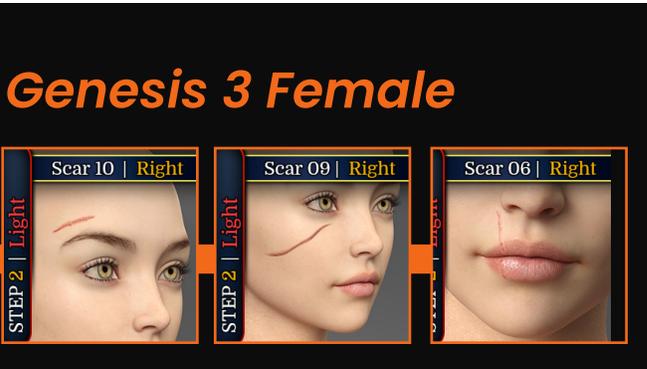
However, I encourage you to use the **Iray Preview** to see how the scar looks before doing anything else. That way you can use the **undo** (**edit > undo**) function inside Daz to revert the action and try a different scar and/or color!



## If you did step 1.5...

When you're done applying the presets, you'll want to do the opposite of what you did last time. Which means:

1. Check the name of the map in **Glossy Layered Weight** or **Dual Lobe Specular Reflectivity**.
2. Replace the original spec map (which should still be in another channel) with the **new spec map** (the one with all the scars).
3. Delete the spec map from the **n Glossy Layered Weight** or **Dual Lobe Specular Reflectivity** channels.
4. Now you should have the map settings you originally started with, but with the scars spec maps applied (Fig. D).



# Face Scars

## Pack 1 Catalogue





**Scar 01**  
*CHEEKS & TEMPLES*

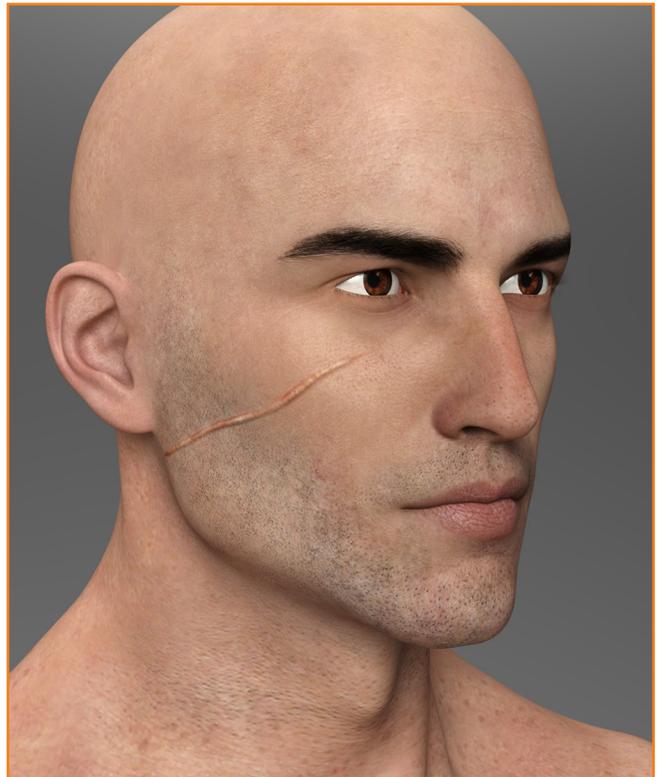
FEMALES





**Scar 01**  
CHEEKS & TEMPLES

MALES





**Scar 02**  
*EYES & BROWS*

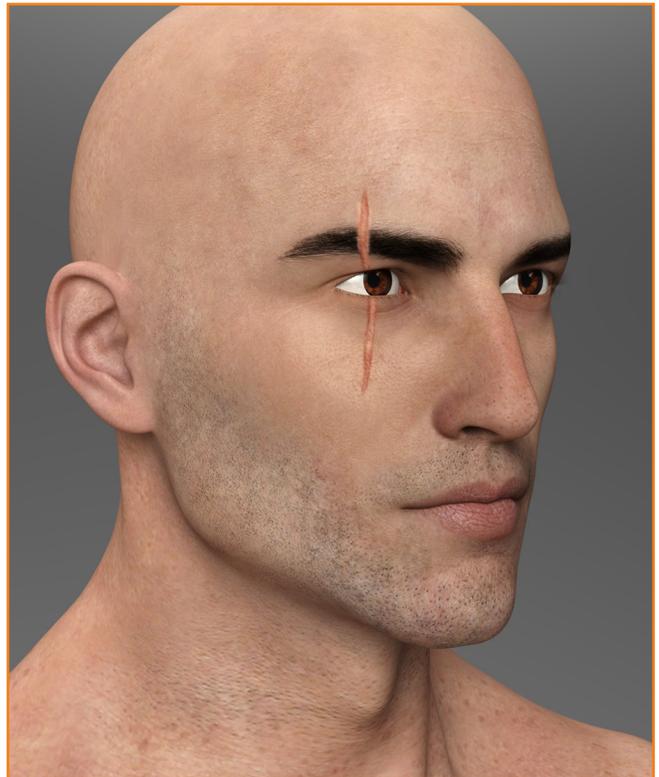
FEMALES

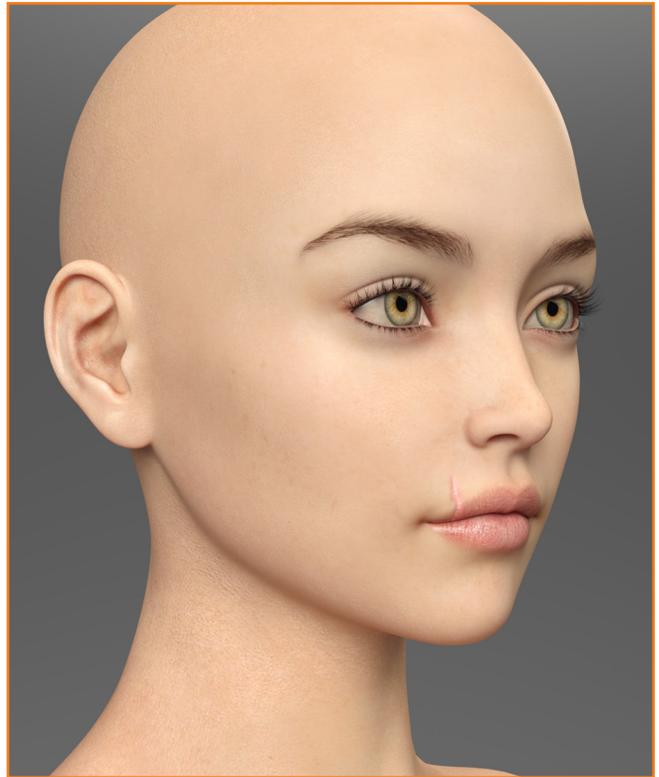




**Scar 02**  
*EYES & BROWS*

MALES





**Scar 03**  
*LIPS*

FEMALES

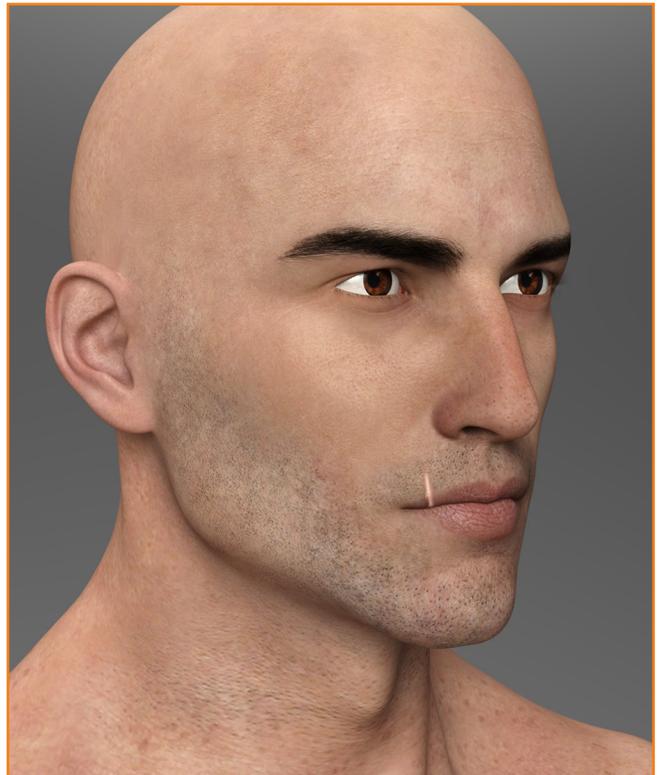




# Scar 03

LIPS

MALES





**Scar 04**  
NOSE & CHIN

FEMALES

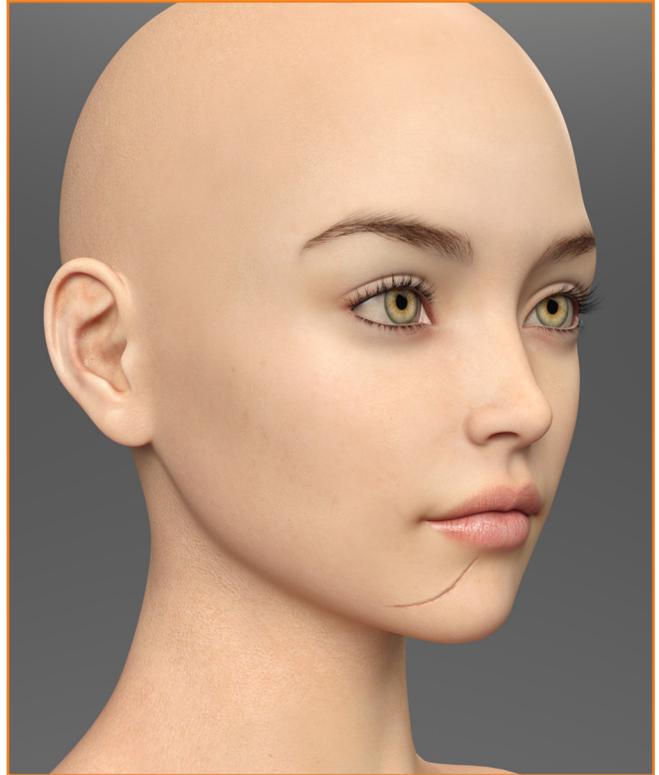




**Scar 04**  
*NOSE & CHIN*

MALES

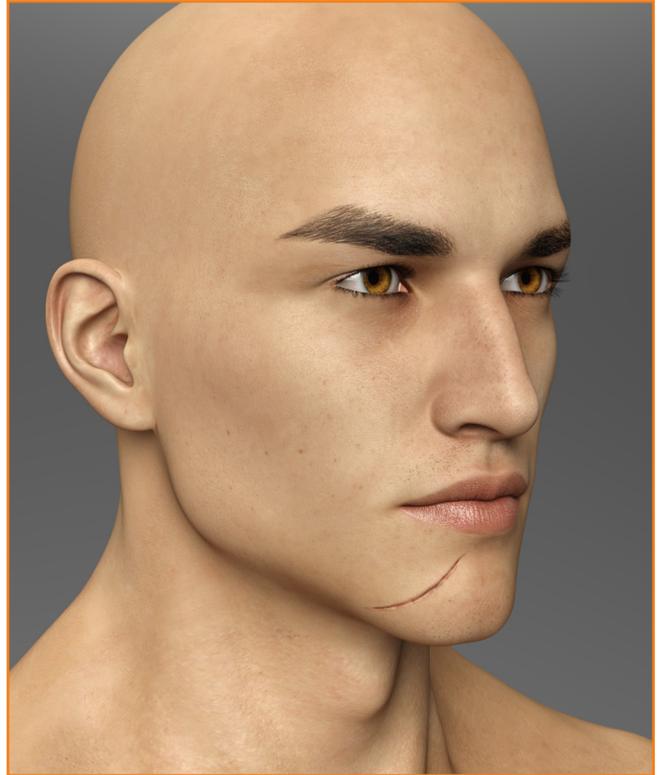




**Scar 05**  
NOSE & CHIN

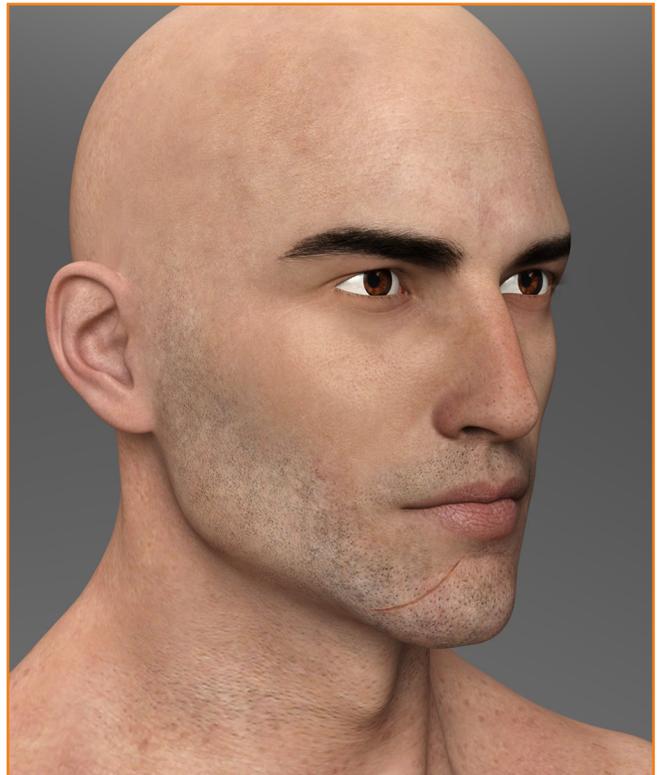
FEMALES





**Scar 05**  
NOSE & CHIN

MALES





**Scar 06**  
*LIPS*

FEMALES





# Scar 06

LIPS

MALES





**Scar 07**  
*EYES & BROWS*

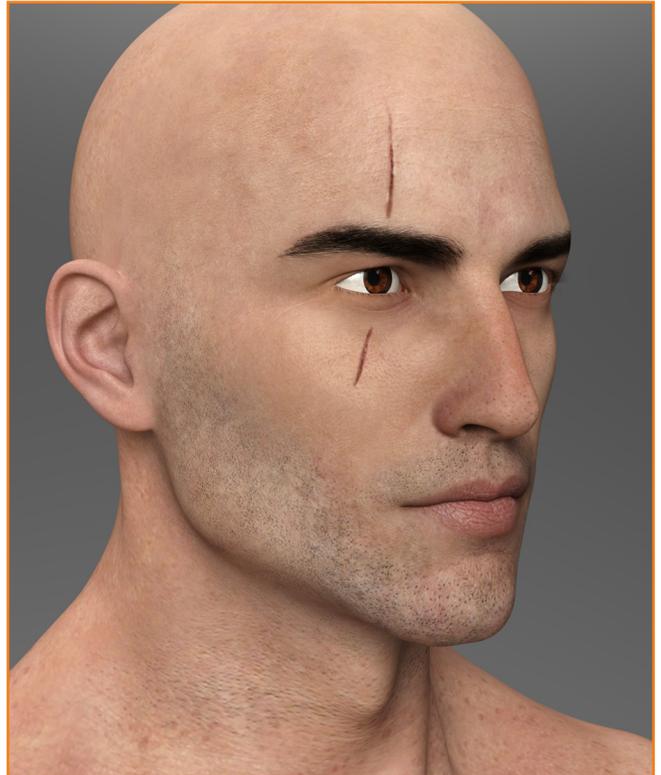
FEMALES





**Scar 07**  
*EYES & BROWS*

MALES

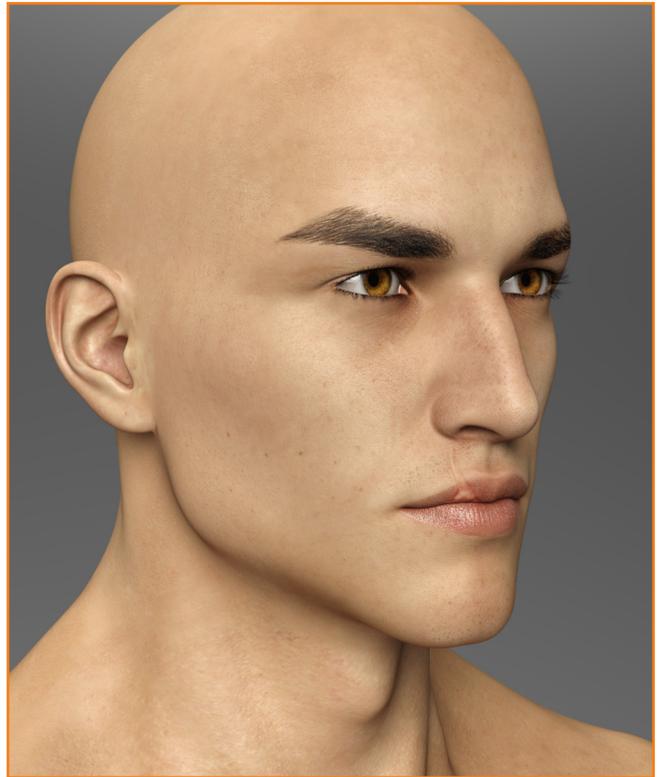




**Scar 08**  
*LIPS*

FEMALES

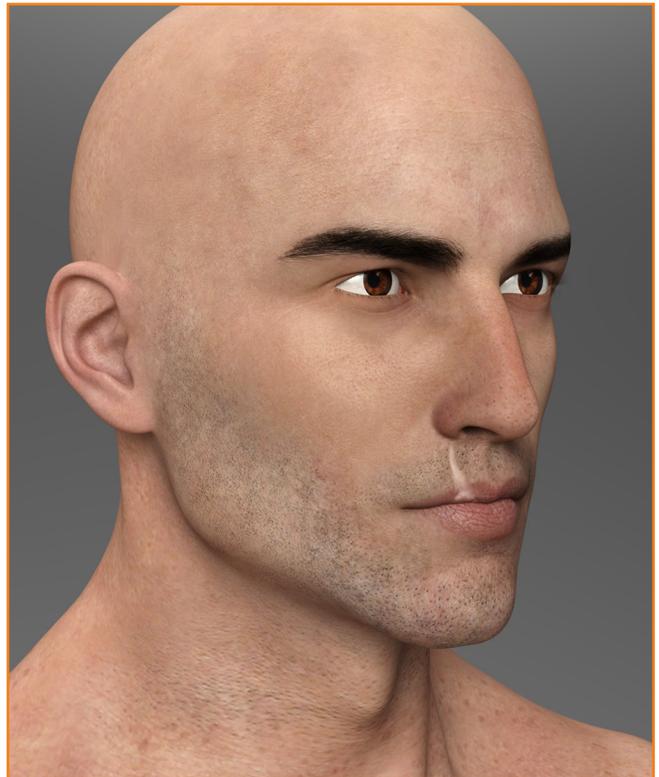




# Scar 08

LIPS

MALES





**Scar 09**  
*CHEEKS & TEMPLES*

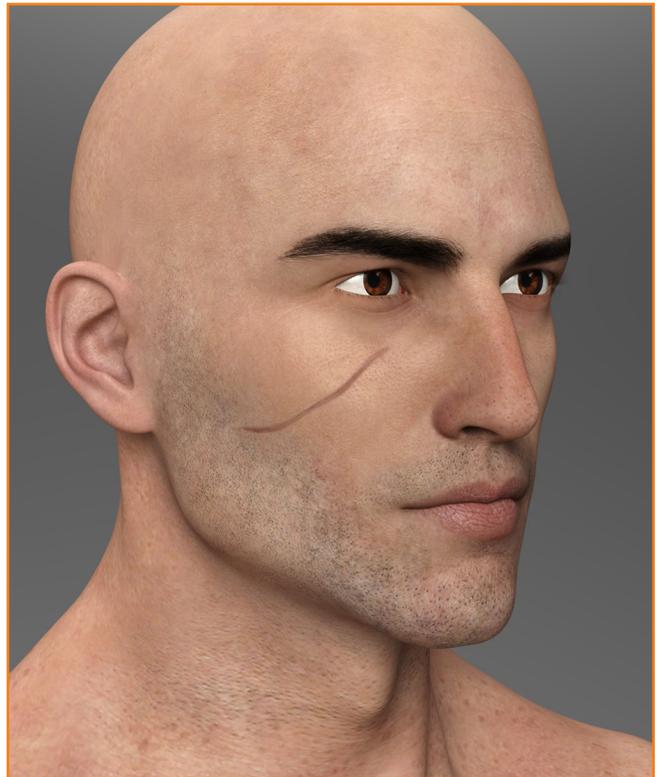
FEMALES





**Scar 09**  
CHEEKS & TEMPLES

MALES

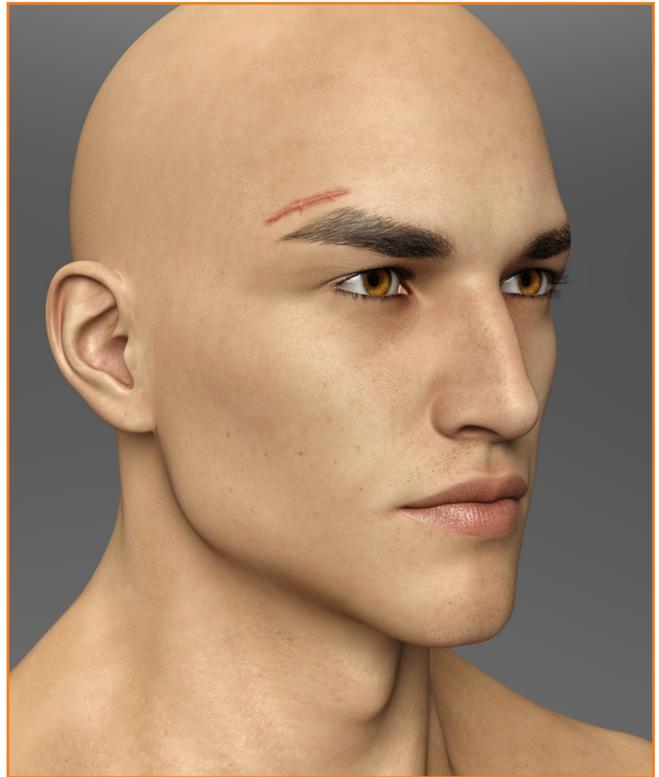




**Scar 10**  
*CHEEKS & TEMPLES*

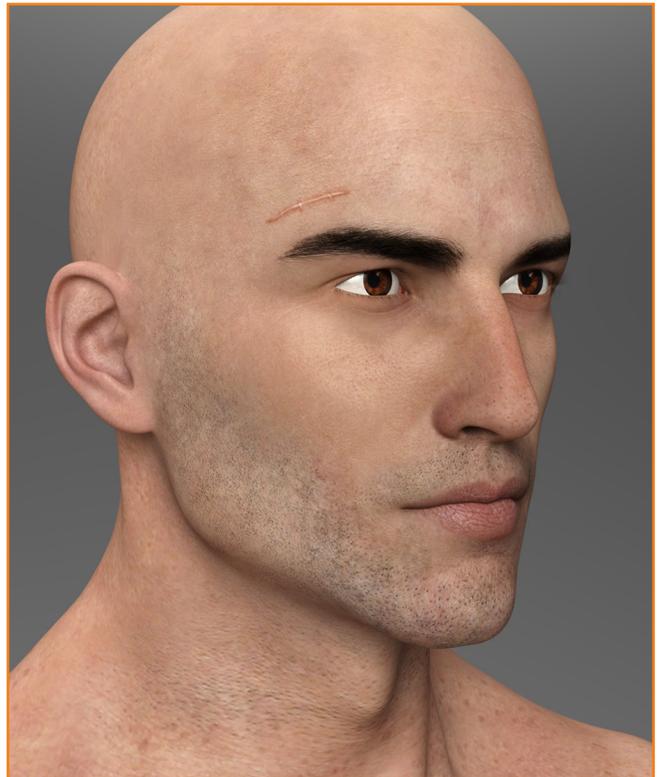
FEMALES





**Scar 10**  
CHEEKS & TEMPLES

MALES





She wore her battle scars  
like wings,  
looking at her you would never  
know that once upon a time she  
forgot how to fly.

*Nikki Rowe*

# How to manually save baked textures...

## Optional Step 1

If you're happy with the way your character looks after applying all the scars but would prefer to have the new details baked into the texture, you can do so with this short tutorial! Whenever the L.I.E. (Layered Image Editor) is used, Daz 3D Studio automatically bakes the new texture into a temporal file. What we want to do, is get those textures and move them to a different folder. So let's begin!

The first thing you want to do is locate Daz 3D Studio's temporal folder. There's two ways to do so, which I'll detail below.

### Check the settings...

Go to Edit > Preference (or hit F2) to get the path (Fig.E).

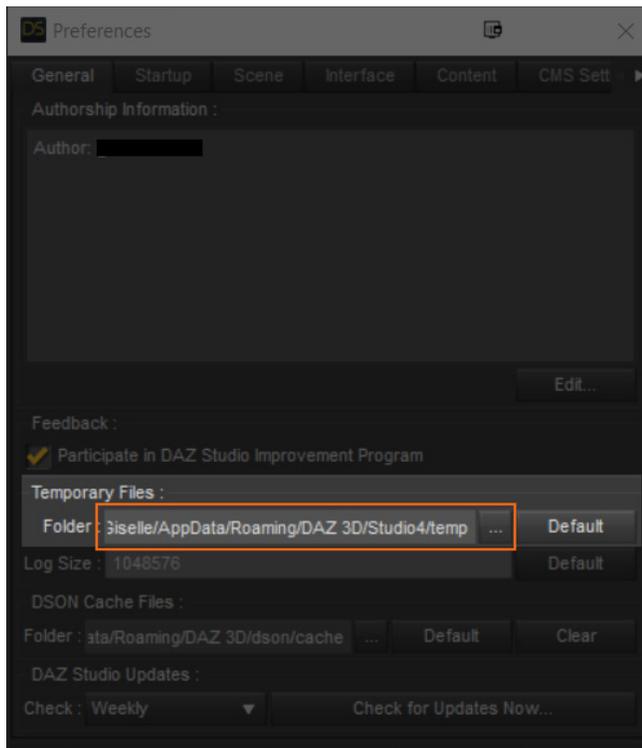


Fig. E

### Use the surface panel...

After adding your scars, select the face surface and check the diffuse channel. Click on the map and then click on Browse... That'll open the temporal folder with where the baked maps have been stored (Fig.F).

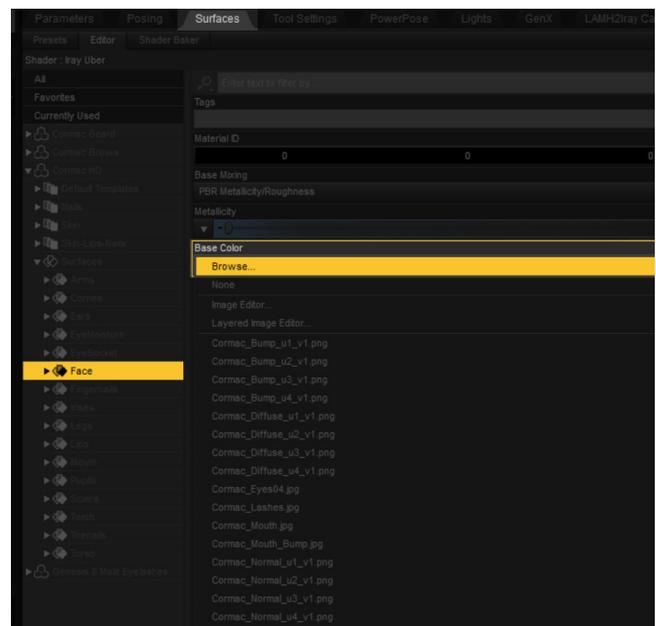


Fig. F

# How to manually save baked textures...

## Step 02

Take note of names of each of the baked texture maps your character is using. Those are the ones you'll want to copy and move from your temporal folder to a folder of your choosing.

For example, [Fig.G](#) shows how by hovering the mouse over the map icon in the diffuse channel, we can see what that image is called. In this case, the name is **d6**.

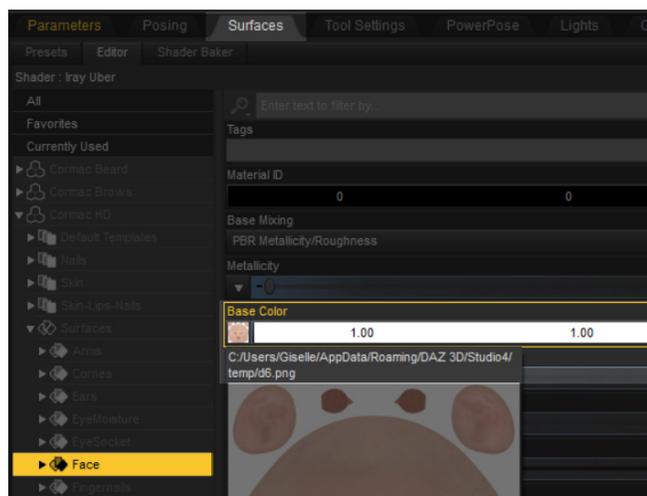


Fig. G

Once you know which maps to move, copy them (**do not delete them!**) into a new location. You can change the name to whatever you like as well.

## Step 03

Now all you need to do is replace each map with your newly named maps. So you'll want to check the names and replace with your new maps the following channels:

1. Base Color (diffuse).
2. Translucency Color (not all scars use this).
3. Dual Lobe Specular Reflectivity or Glossy Layered Weight (spec).
4. Base Bump (not all scars use this).
5. Normal Map.

Now the only thing left to do is to save your new materials as a preset (**File > Save as... > Material(s) preset**) and that's it! You now have your baked textures and you won't have to worry about the L.I.E.'s *possible* loading times!



# General Recommendations...

## Manually adjusting the maps via L.I.E.

Although we did our best to craft the maps so they can blend with as many skins as possible, there will always be exceptions to the rule. So, if you want a better fix and you're willing to adjust the settings but know little to nothing about how to work the Layered Image Editor (LIE) inside Daz 3D Studio, this short tutorial will help you out.

### Tweaking the Color

After you've applied a scar, you find that the midtone color is too dark. But using the light preset gives you a result that's too light.

1. What you want to do is apply one preset first.
2. Next, click on the Diffuse channel (base map). That should bring out a menu where you'll want to select the Layered Image Editor... (Fig. H).

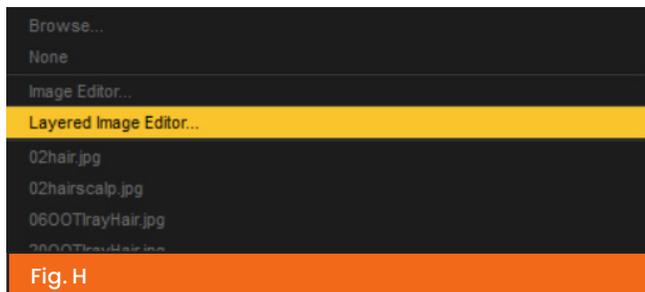


Fig. H

Now that you're inside the layer editor, you can do two things:

1. Lower the **opacity** of the scar diffuse for a better blend by reducing the percentage (Fig. I-1).
2. If that won't work, you can **add a new layer by clicking on the plus (+) sign** which sits on the bottom of the window (Fig. I-2). Then, with the new layer selected, you want to click on resource and browse to the location of the scar you've applied (Fig. I-3). You can find the textures in your **DAZ 3D Studio Content Library** at the following path: **\My Daz Library\Runtime\Textures\FenixPhoenix\Face Scars P1**

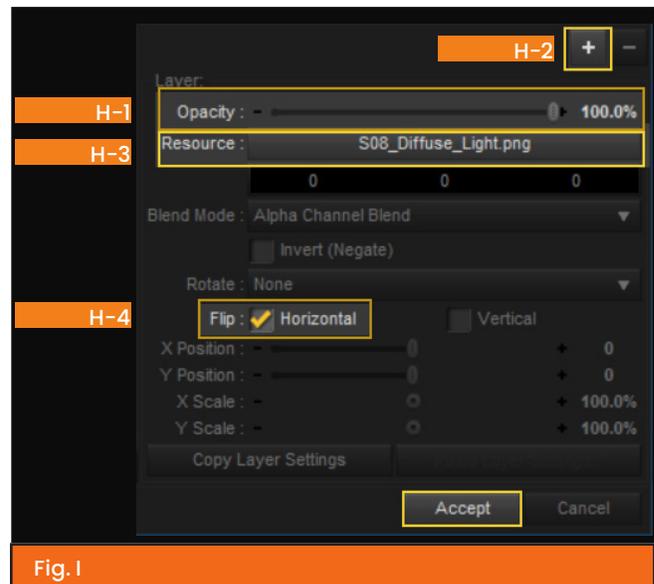


Fig. I

3. Now, let's say you're working with Scar 02. If you've started with the midtone preset and you want to make it lighter, add the "S02\_Diffuse\_Light".
4. If the preview shows the scar on the opposite side, **add a check** the **Flip Horizontal** box (Fig. I-4).
5. Finally, with the new layer still selected, **lower the opacity** until you get a blend you're happy with. You can also lower the opacity of "S02\_Diffuse" layer as well. Just experiment!
6. Once you're happy with the result, click **accept** (Fig. I-5). Try the same thing with the Glossy & Trans maps!

# General Recommendations...

## Adjusting via post-work

So maybe you prefer to try to adjust the scars through post-work polishing rather than deal with the Layered Image Editor (LIE) inside Daz 3D Studio? If so, this short tutorial will help you out to perhaps speed up the process.

### Spot Renders

Start by applying a scar (**let's say Scar 02**). You come to an issue where you want to use fibermesh brows but the scar doesn't cut across it properly..

1. Render the character with with the scar and brows on.
2. Now toggle the brows off by clicking on the eye icon in the scene pane..
3. Next, make sure you have your tool setting pane docked or open (**window > Pane (Tabs) > Tool Settings**). And now select the spot render tool (**Fig.J**).
4. In the tool settings, change from viewport to New Window (**this will ensure you can make a render you can save**).

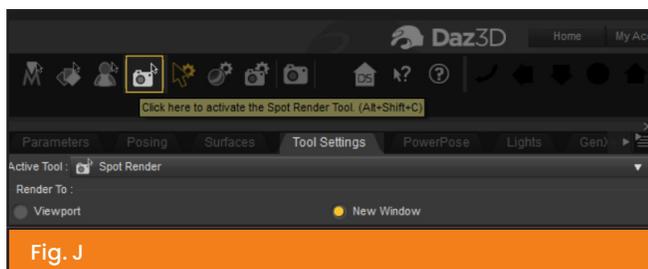


Fig. J

5. Now make a **selection around the wound** by clicking on the image and dragging, creating a box. Save that render.
6. Use your favorite image editor program to put the renders on top of each other. Then select the spot render and **delete as needed**. And that's it!

Below you can see how the process works.

1. First is your render (**Fig.K-1**).
2. Next, is your spot render with the lighter preset (**Fig.K-2**).
3. Last is your composed image **a portion deleted** (**Fig.K-3**).

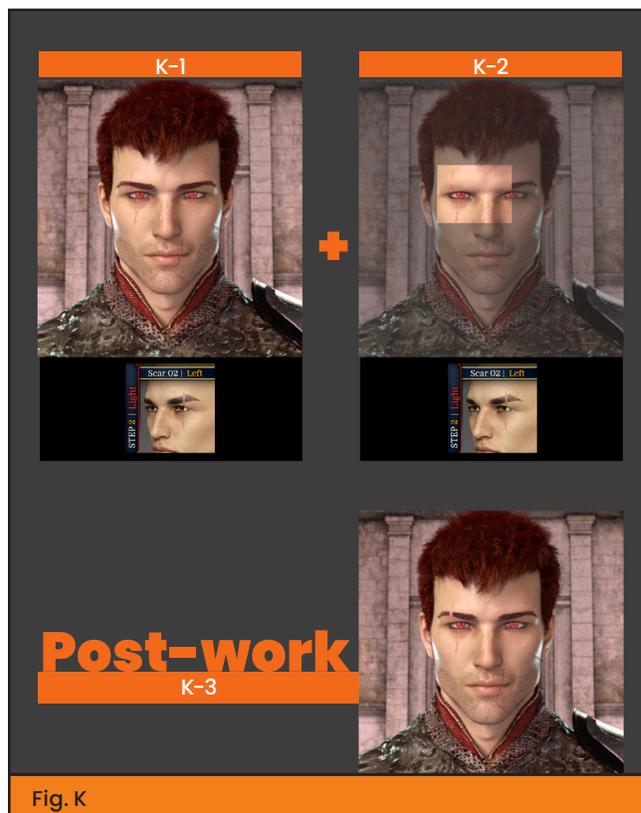


Fig. K



Out of suffering have emerged the  
strongest souls; the most massive  
characters are  
**seared with scars.**

*Kahlil Gibran*

# Merchant Resource

## Permissions & Limitations

You are allowed to use up to two scars for a character you are planning to sell. However, the scars must be **baked** into **ONE** skin option/preset. Meaning, the final user should not be able to extract and/or use the scar on a different character.

These can only be used on sold characters, not on free characters. If you do use them, please add our pack as a resource in the read-me or documentation file.

Additionally, the maps and textures in this pack ARE NOT to be used to create different textures and/or scars. Neither can the textures be transformed into brushes or any other resource.

You can, however, move the scars to a different place and/or change the normal map to either: make a keloid scar -> carved or tweak the scar's intensity.





**The scars weren't beautiful,**  
but they were fascinating. They  
made him different.

*Jessica Clare*

# *Interactive License*

## *When to buy?*

To quote the official source of info: "You want to create an experience where someone can alter what is happening, such as an application or a video game that changes depending on what the user does, then such things will generally require access to information about the 3D assets so that it can move them around, alter them, and generally manipulate them to change the user experience."

This means, you will need to get this

license if you're going to have the player determine which scars his/her avatar is going to use, as well as it's intensity and color (for example).

If, however, you plan on rendering the 3D content into a image, video or Virtual Reality scene, then you won't need this license.

You can find out more here:

<https://www.daz3d.com/interactive-license-info>



Scars  
are just another kind of memory.

*M.L. Stedman*



*Fenix-Phoenix*

DAZ 3D STUDIO