



HD FACE BURNS

FOR GENESIS 8 MALE(S)

Is a collection of **17** facial burns scars created through the careful combination of HD morphs and LIE material presets for flesh texturing. In addition, we have included a mirror option for a total of **34 HD Morphs**.

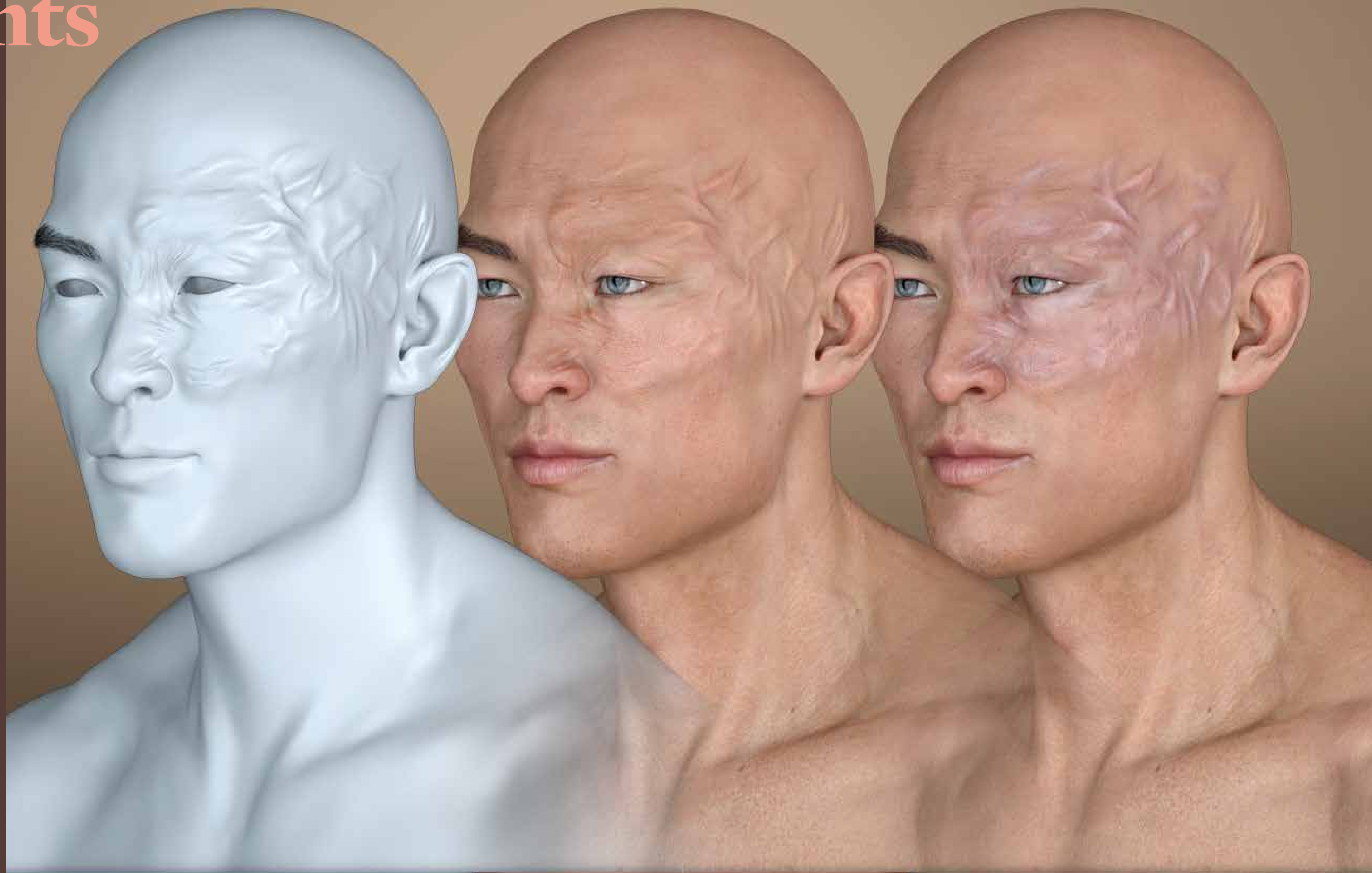
And because we know characters come in all colors, we have included three sets of **34** LIE Iray Material Presets each (Light, Midtone and Dark) to ensure a good blend with the underlying skin. In total, you get **102 LIE Iray Material Presets** with the ability to mix, match and even stack them for even greater variation and intensity!

Like with our other packs, these can be combined to help add valuable subtext to your images, allowing you to build characters marked by hardships and pain. But who, ultimately, must wear the badges life has bestowed upon them... Whether they'll wear them with pride, shame or pain is up to you!

Note: As shown in the promos, a character's translucency values will play a BIG role in the texturing result. As such, we have included a brief PDF guide with tips on the different ways you can push this product as well as how to tweak the geometry of fibermesh brows so you will be able to hide one of them.

In total, you'll get 34 HD morphs, 35 Shaping Presets, and 102 LIE Presets!

Components



KWAN 8
SKIN TRANSLUCENCY MEDIUM (75%)

FACE BURNS

EYE
LIGHT PRESETS APPLIED

INSTALLATION

The following information details the folder structure for the **HD FACE BURNS** for Genesis 8 Male(s) product:

HD MORPHS:

You'll be able to access and apply the mophs via two methods:

1. Use the shaping presets to apply and remove burns. These should be located inside your content library:
 - People/Genesis 8 Male/Shapes/FenixPhoenix/HD Face Burns
2. You can also dial the HD Burns (using the percentages to play with the intensity of the scarring).
 - You'll find the dials located in the parameters or shaping tab under Actors > Head> Face/Neck/Ears > Burns
 - You can also type "**MFB**" (*Male Face Burns*) in the search box within the parameter tab to easily access all the dials at once.

LIE (Layered Image Editor) MATERIAL PRESETS:

You'll find the LIE Presets folders in your "Content Library" under the following paths:

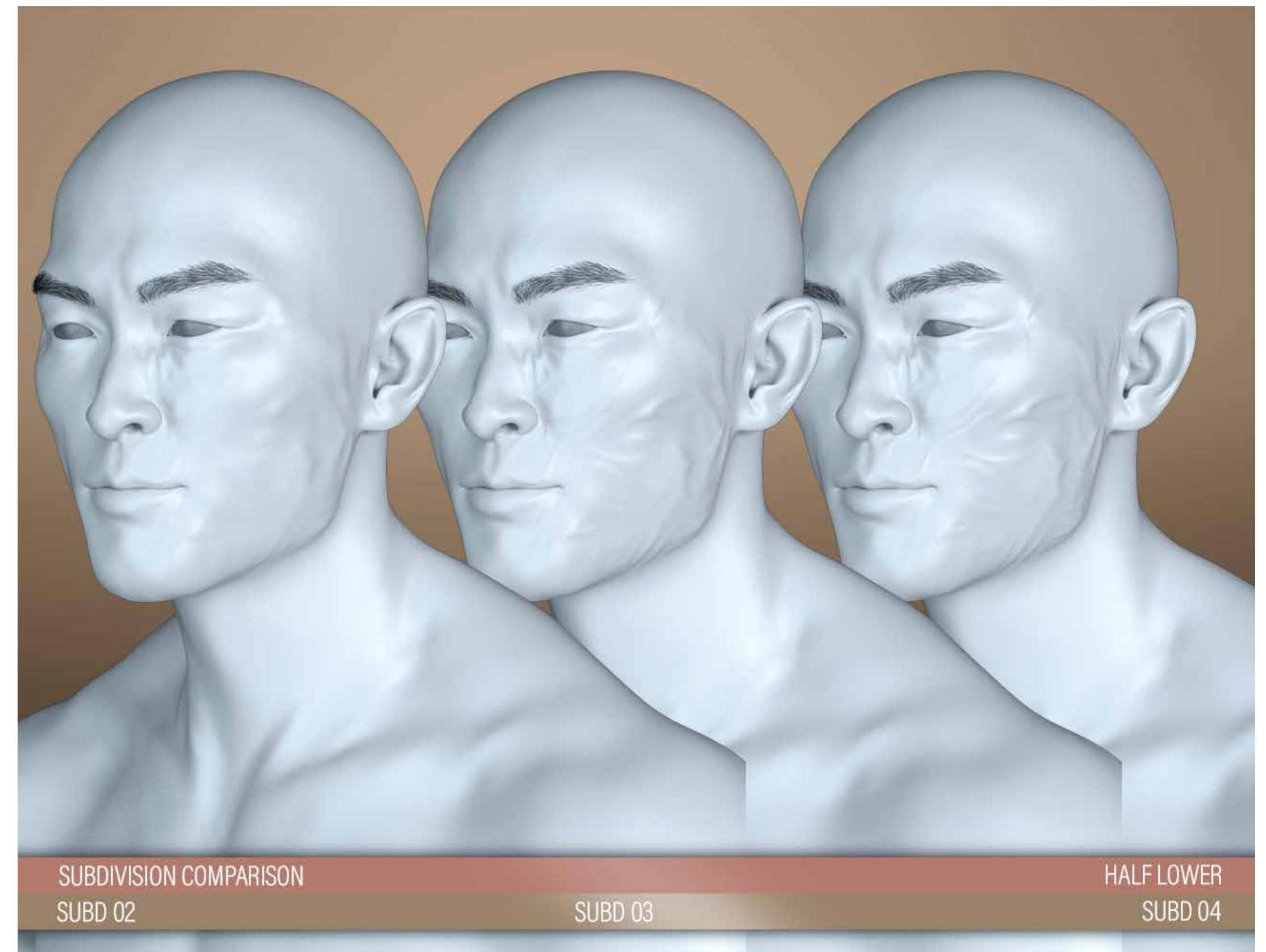
- People/Genesis 8 Male/Materials/FenixPhoenix/HA Face Burns

LIE MATERIAL PRESETS

FOLDER OVERVIEW:

01 Set Quality | Contains three scripts to set your figure(s) **Render SubDivision Level**. Your SubDivision determines how many polygons your figure has.

- With your character selected, click one of the icons to set the quality of your figure. Keep in mind, the higher the SubD Level, the better the HD Morph will look at the expense of longer render times.

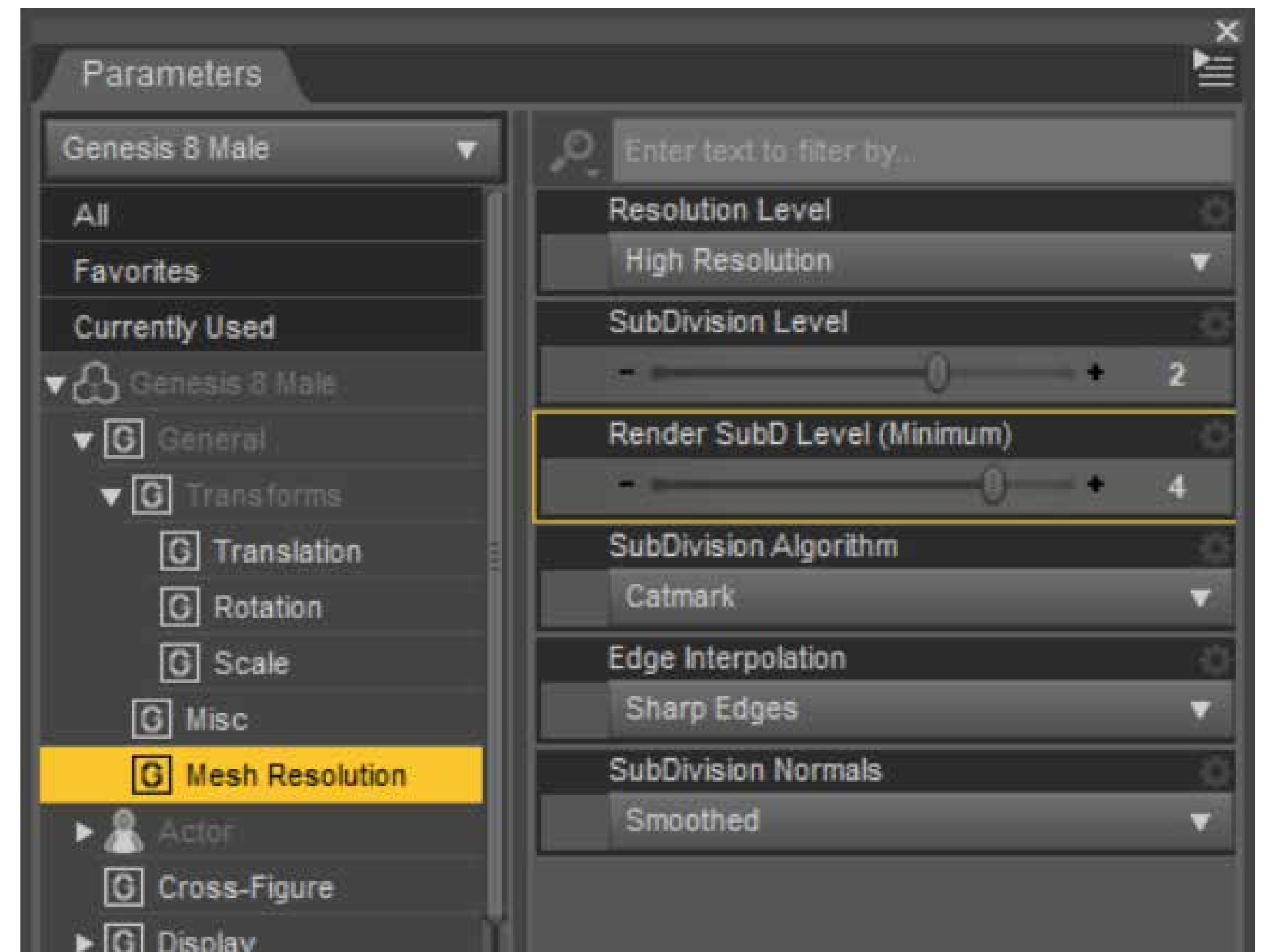


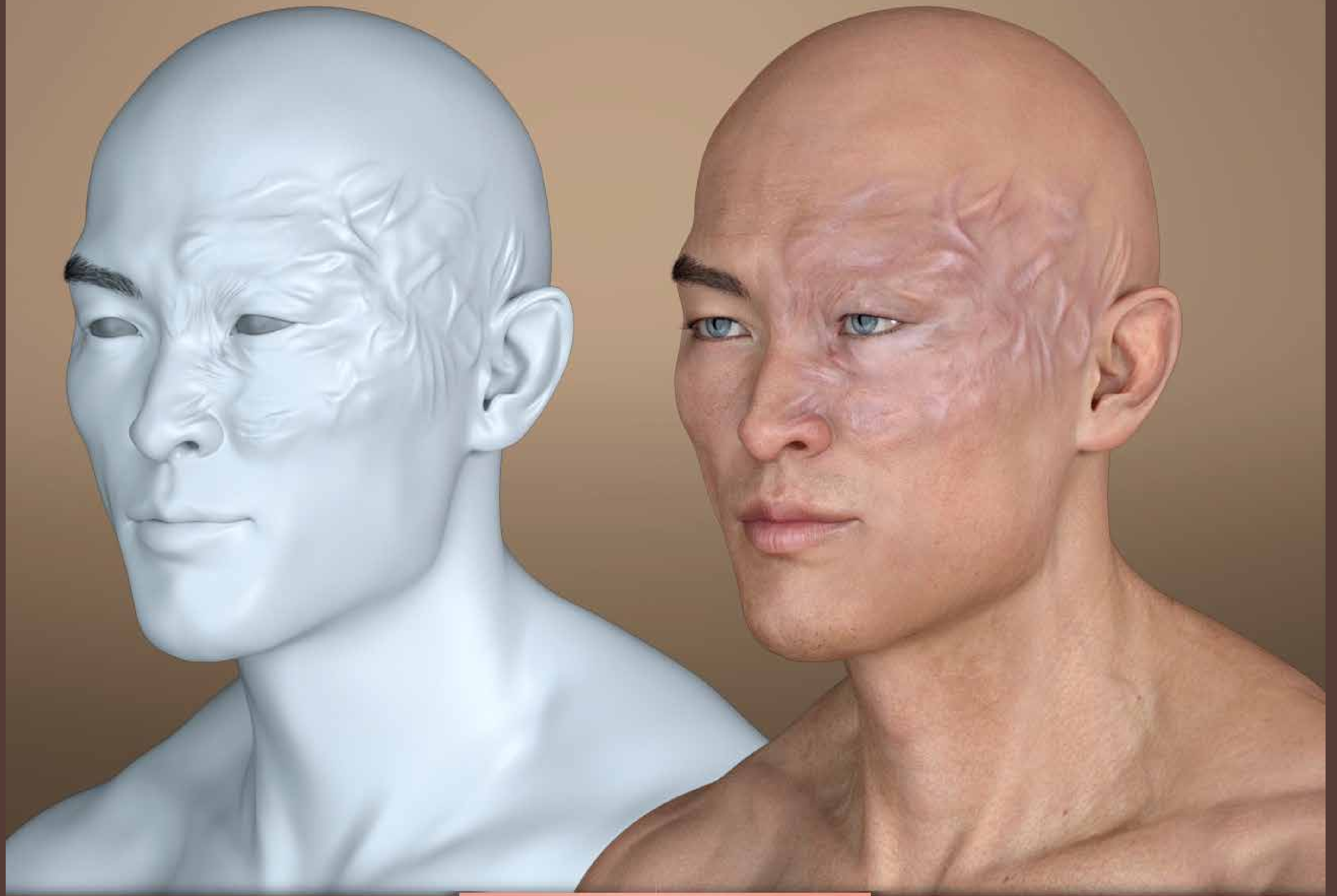
ABOUT SUBD PRESETS

PARAMETER TAB OVERVIEW:

SUB DIVISION LEVELS | To load the parameters tab go to windows -> panes -> parameters. With your character selected, click on mesh resolution to see the dials which refer to SubDivision.

- Most characters load with a SubDivision Level of 1 and a Render SubD Level of 2. Using our scripts will increase that to the correct values.
- However, some HD characters and even core characters (like Darius 8) may load with a higher SubD Level (2). This will cause our scripts to add one more level to accommodate. So using our SubD 2 script will result in getting a Render SubD Level of 3.
- So be sure to check the parameters and manually adjust as necessary. We recommend keeping the **Render SubD Level to 4 max** and perhaps setting the SubDivision Level to 2 in order to see the morph through the viewport.





KWAN 8
SKIN TRANSLUCENCY MEDIUM (75%)

FACE BURNS

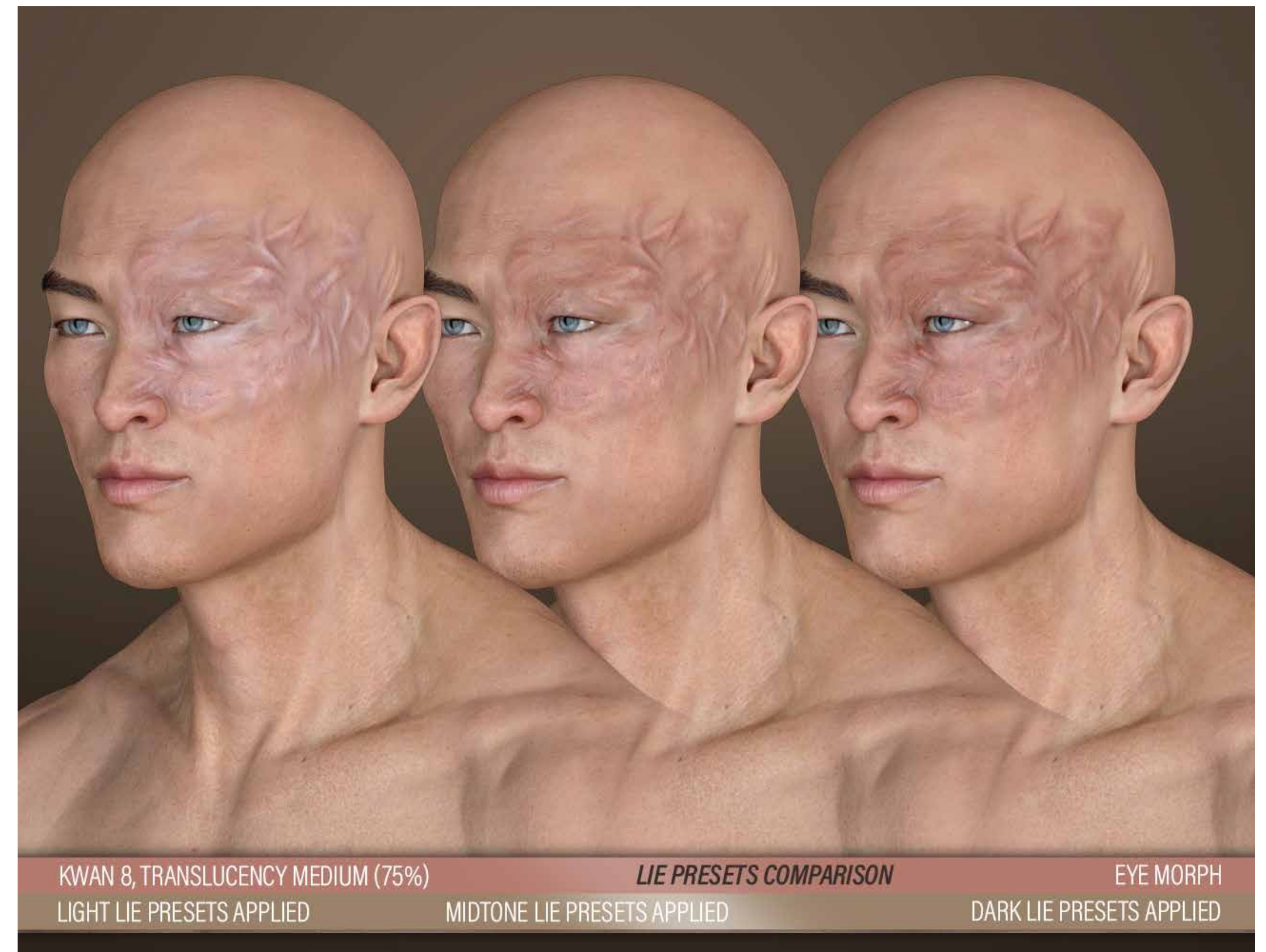
EYE
LIGHT PRESETS APPLIED

LIE MATERIAL PRESETS

FOLDER OVERVIEW:

02 Add LIE | These will add texture to the burn.

- Since these will layer textures atop your skin textures, any overlay color your character has will affect the final look. This may come into play when using these presets on monster characters.
- You'll also noticed three folders: Light, Midtone and Dark Skins. Light Skin Presets will sit atop the skin and have been designed to work best with light skinned characters. Midtone and Dark Skin Presets will blend into the skin in varying degrees.
- **Dark Skin Presets** are recommended to use on unconventional skin colors (red, greens, blues, etc.) since they'll blend better with the skin below.
- You can add as many LIE presets as you'd like. Keep in mind that the only way to revert back to your skin is to Edit > Undo the steps, re-apply your skin material preset or **use the remove lie script** we've included (*more on that later on*).



MIXED SHAPE

Bullwarg's Alterante Skin Diffuse Maps
+ Ogre HD Normal Maps
+ Battle Worn Spec Maps
Translucency 65
SubD 4
Dark + Dark Presets Stack Applied

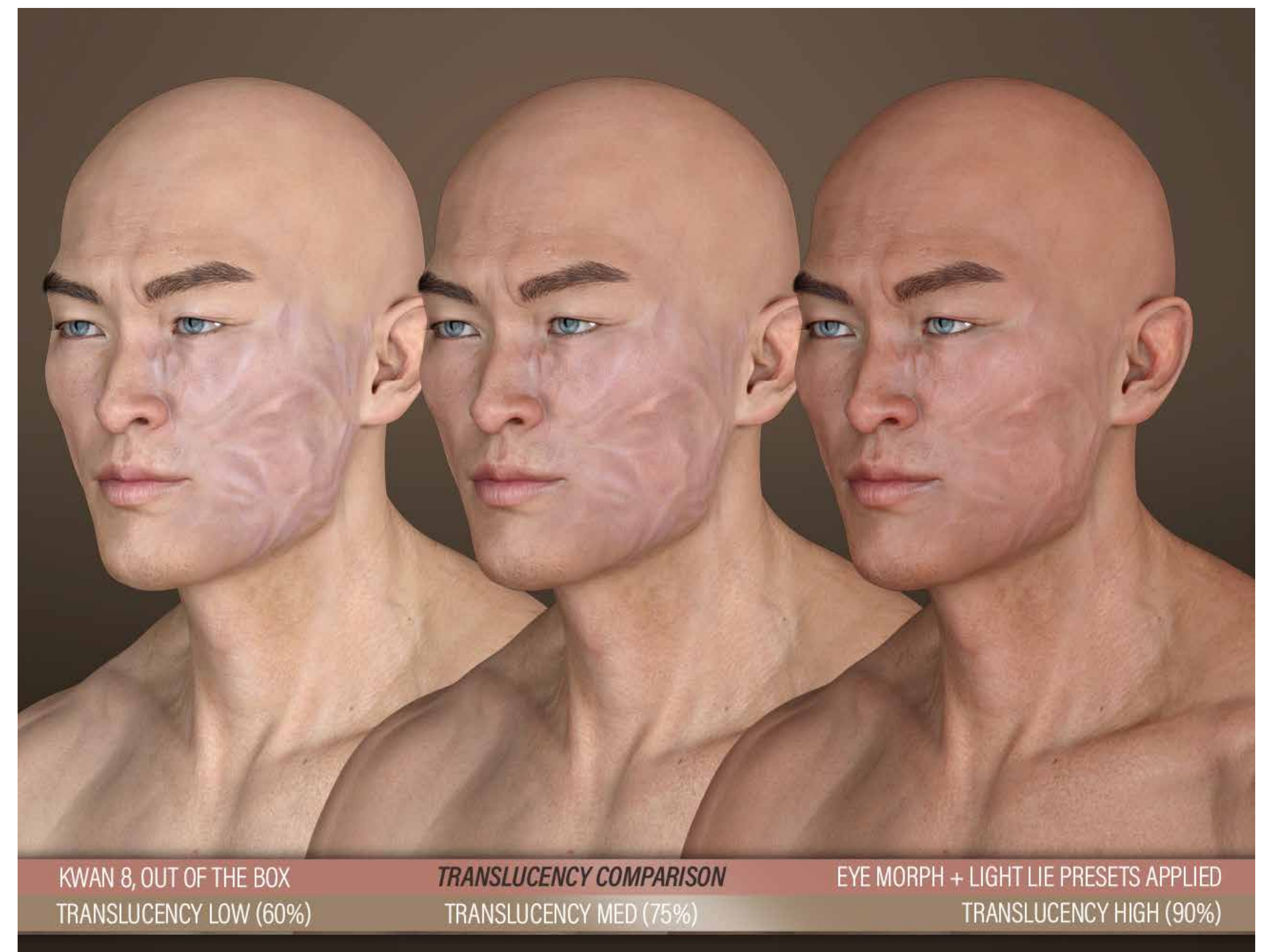


TRANSLUCENCY SETTINGS

PLAY A BIG ROLE IN THE FINAL LOOK.

The **translucency setting** of your character's skin will play a BIG role in the final look. So below, we're giving some tips and tricks in order to understand how this affects your scar:

- The higher the translucency on your character (*which you can check inside the Windows > Panes > Surface Panel*), the fainter the scar texture will show.
- Medium translucency (75%) will yield the best blend.
- If your character has a high translucency and you do not wish to change that, you could try manually adding the burn texture to the translucency map via the Layered Image Editor. We recommend setting the layer at 50-60% first.
- Some characters share the diffuse and translucency maps (meaning, they use the same map). In that case, you can simply apply your diffuse map (with the burns) to the translucency channel.
- You could try stacking the presets, but a high translucency will still nullify the effect. However, you will get a more intense normal map, which may be something to consider.





ASHAN 8, TRANSLUCENCY MEDIUM (75%)
MIDTONE LIE PRESETS APPLIED

LIE PRESETS COMPARISON

SUBD 04
DARK LIE PRESETS APPLIED



DARIUS 8, TRANSLUCENCY MEDIUM (75%)
MIDTONE LIE PRESETS APPLIED

LIE PRESETS COMPARISON

SUBD 04

DARK LIE PRESETS APPLIED

STACKING LIE PRESETS

MIX AND MATCH FOR GREATER VARIATION!

Stacking one preset over another will intensify the texturing in different ways. Some things to consider:

- You can stack Midtone or Dark Presets over the Light Presets, but not the other way around. Since the Light Presets aren't meant to blend, they would end up showing very little variation.
- Stacking a Midtone Preset would keep the underlying preset from going to dark. But stacking a Dark Preset would darken the underlying texture.
- You can stack as many as you want, but usually stacking two should be enough.





KWAN 8, TRANSLUCENCY MEDIUM (75%)
MIDTONE LIE PRESETS



+ MIDTONE LIE PRESETS



+ DARK LIE PRESETS

STACKING EXAMPLES



KWAN 8, TRANSLUCENCY MEDIUM (75%)

DARK LIE PRESETS

+ MIDTONE LIE PRESETS

+ DARK LIE PRESETS

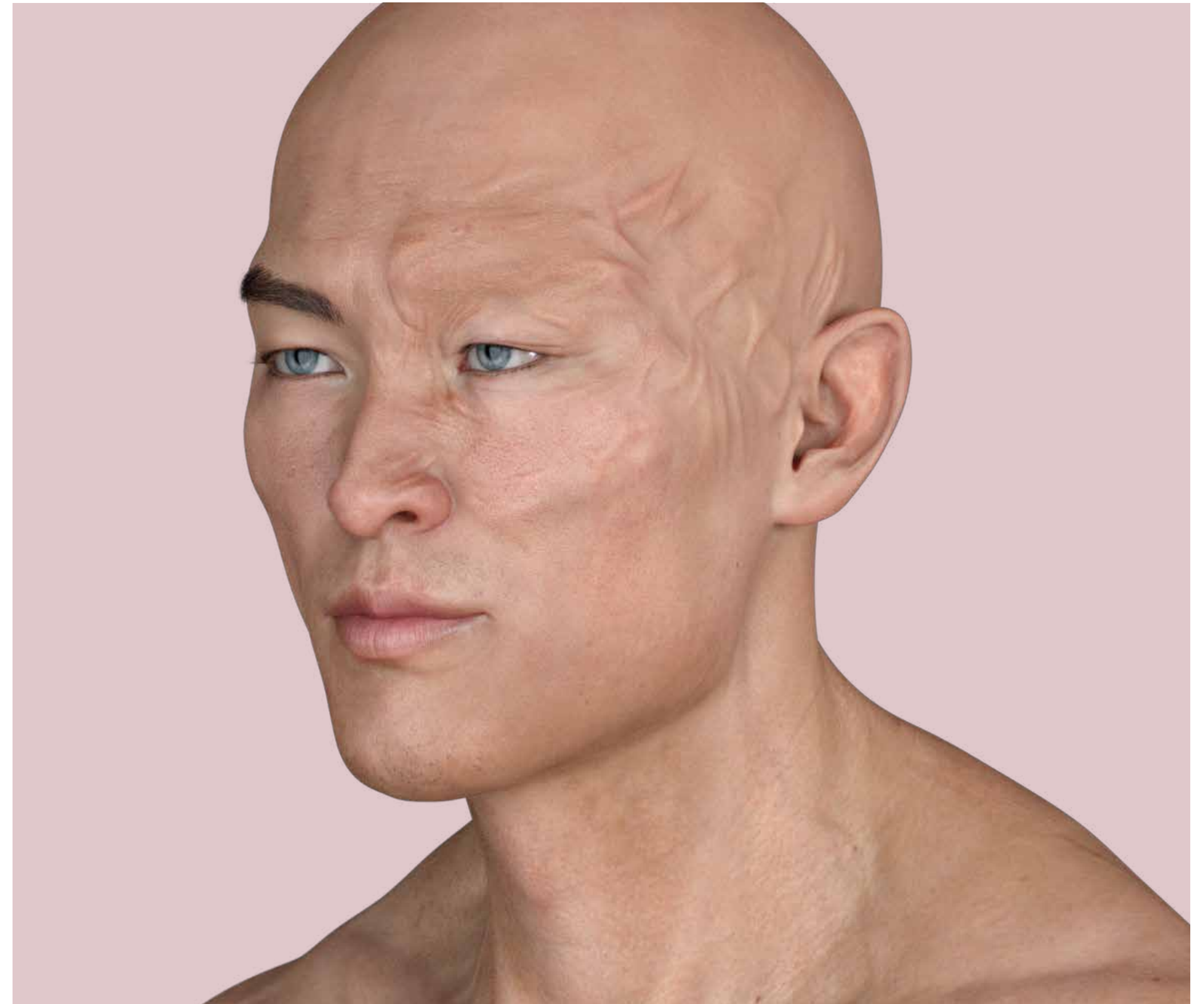
STACKING EXAMPLES

REMOVE LIE SCRIPT

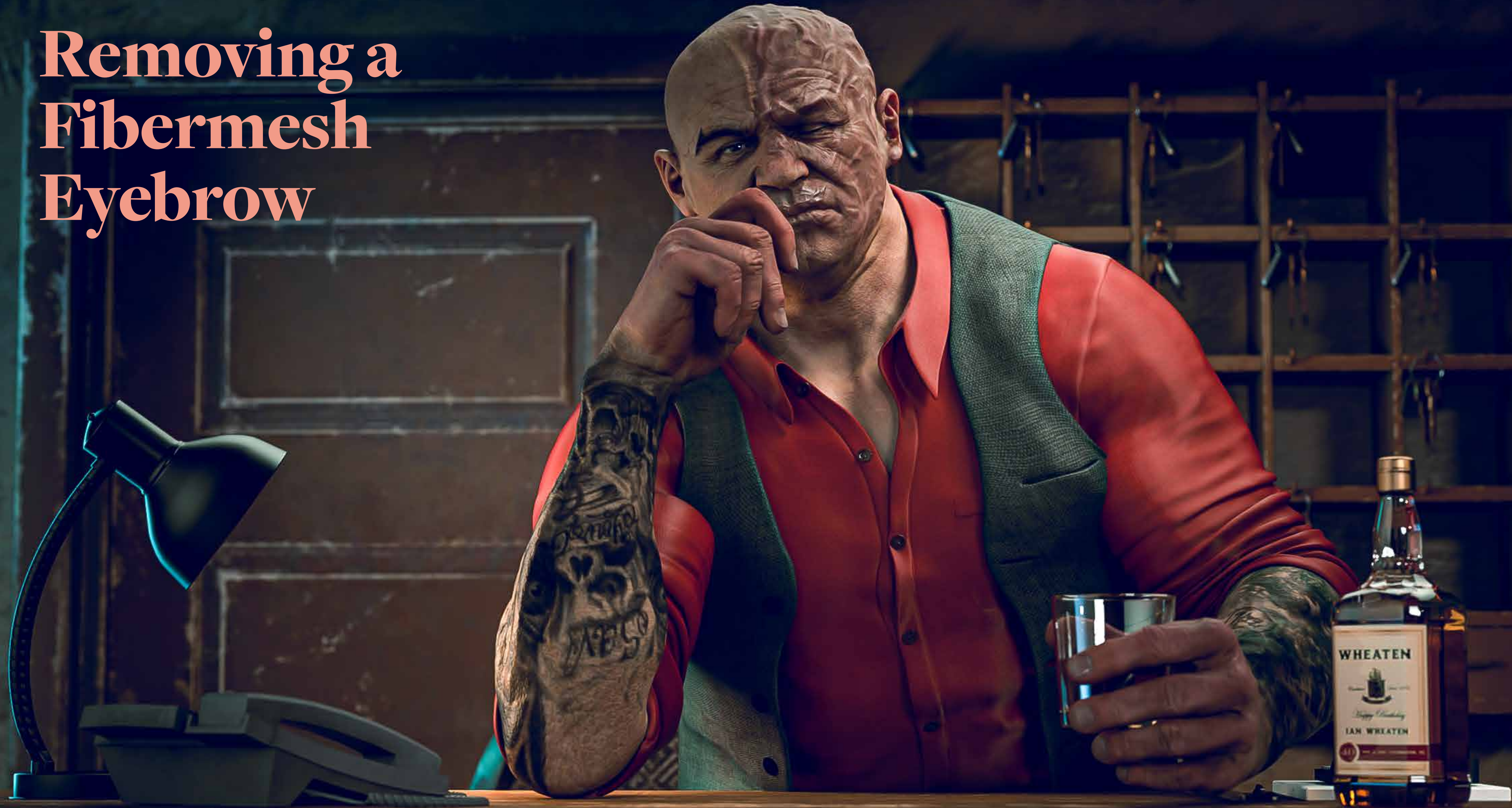
FOLDER OVERVIEW:

04 Remove | Here you will find a handy script to remove all LIE layers from your characters.

- Just select your character and apply.
- If you only want to remove the LIE scars from the torso, select the torso surface of your character and then use the script.
- Otherwise, the script will strip every LIE layer on your entire character.



Removing a Fibermesh Eyebrow



REMOVING A FIBERMESH EYEBROW

HOW TO REMOVE JUST ONE (1) FIBERMESH EYEBROW?

As you may have noticed in the promos, for some of these burns to look good, you'll need two things: a) a browless skin (without painted brows) and b) fibermesh brows.

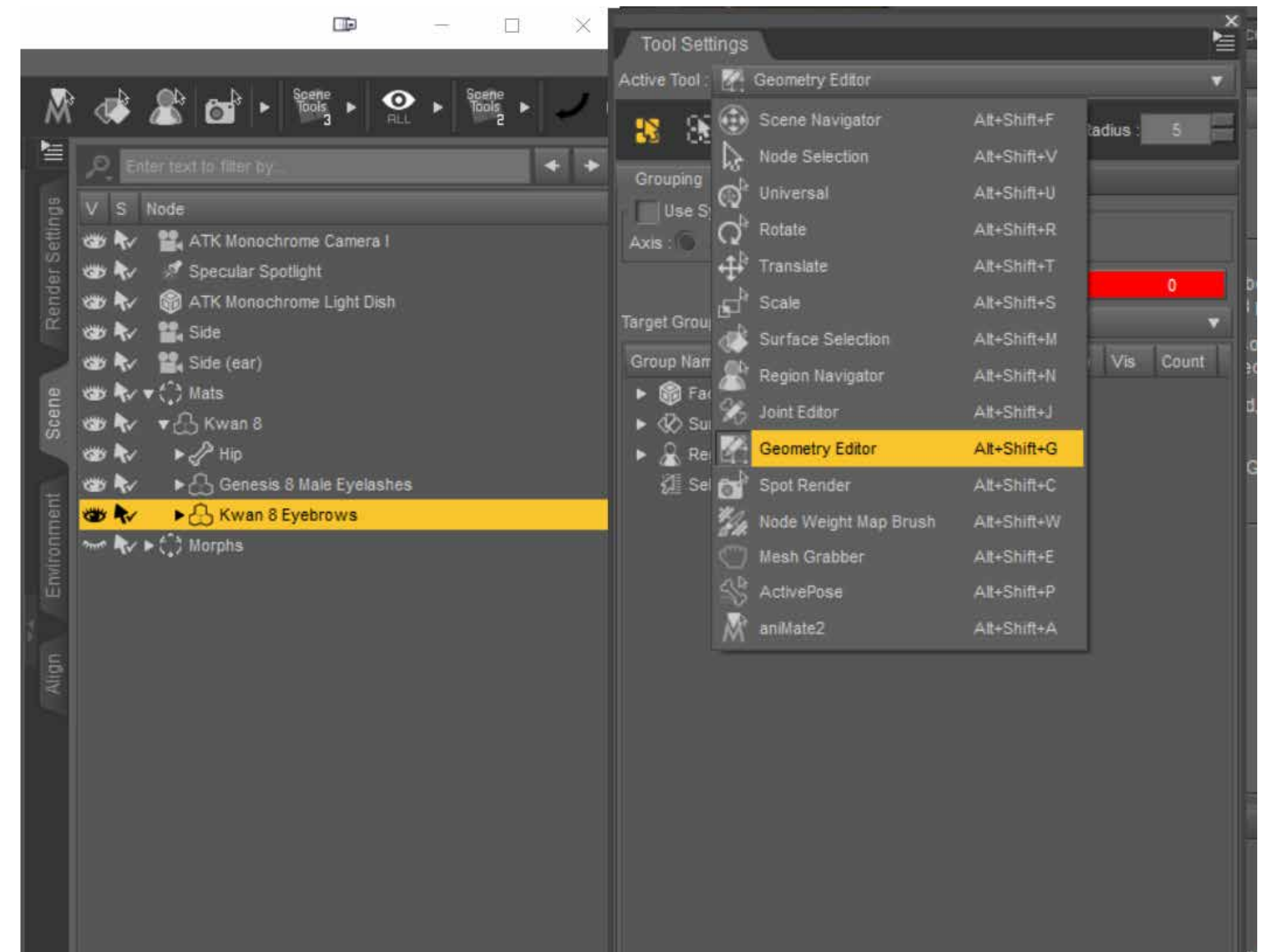
- Many generation 8 characters already come with a browless skin version. If not, you'll need to get rid of the eyebrows. Zev0's [Brow Remover](#) will do the job if you aren't good with photoshop.

Fibermesh Brows: for these, you'll noticed that it's all or nothing. Either you get both brows visible or you get both invisible unless you venture into the geometry editor. This short tutorial will show you the steps to create a face group with one of the eyebrows so you can hide it for your render:



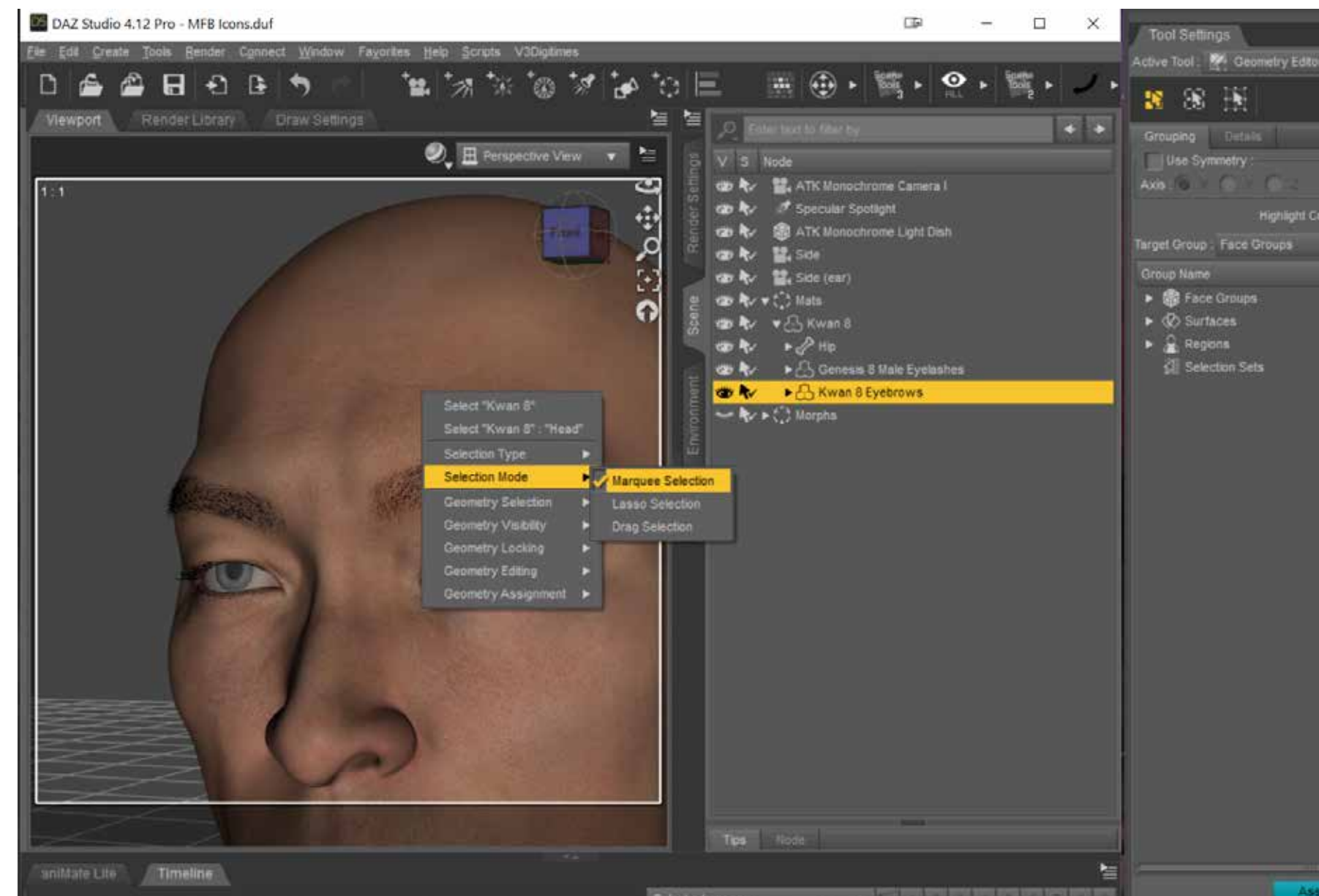
STEP 01 | Find the Geometry Editor

If you're unfamiliar with the UI, you'll want to open the tool settings panel by loading it via windows -> panes -> tool setting. With your eyebrow selected, activate the **Geometry Tool**:



STEP 02 | Change Selection Mode

The next thing you want to do is to change the selection mode of the **Geometry Tool** by right clicking in the scene with your mouse to open a menu. Then selecting Selection Mode > Marquee Selection.

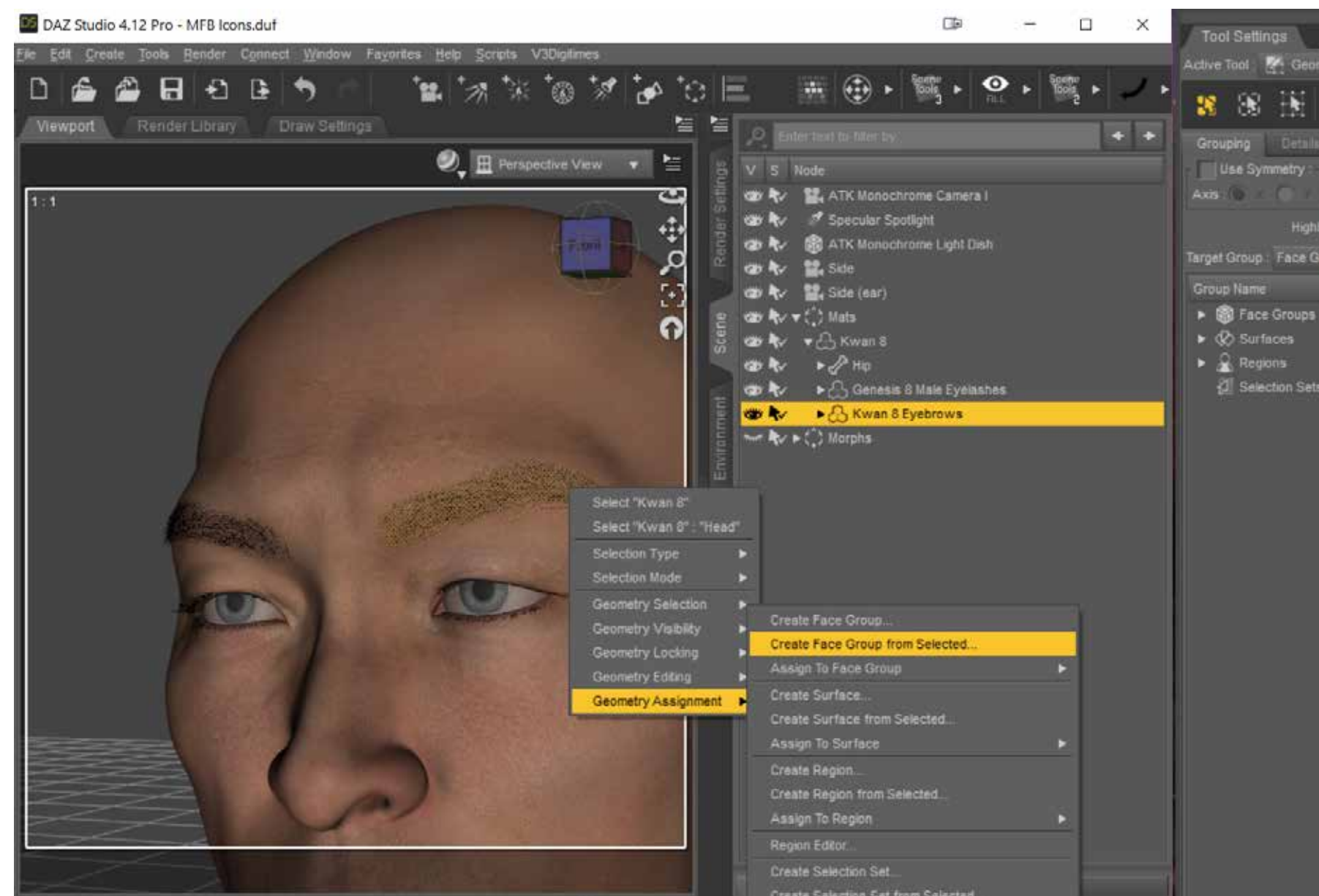


Now you can create a square by clicking on the scene and (dragging your mouse) across the brow you want to hide. That will create a selection (shown in yellow) of all the polygons.



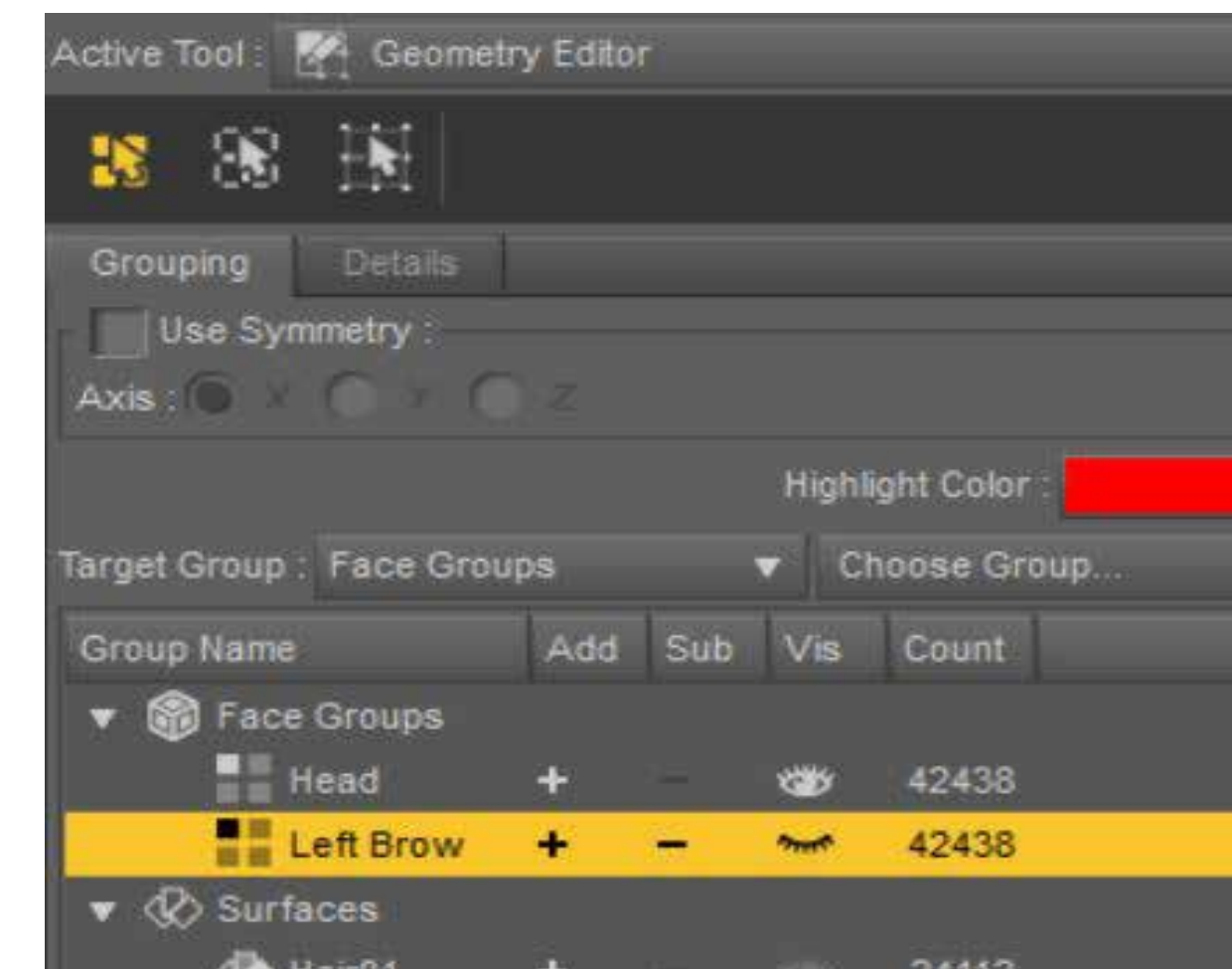
STEP 03 | Create a Face Group

Right click on the selection to open a menu and go to Geometry Assignment > Create Face Group from Selected... A pop-up will ask you to name the Face group. Use a name you'll remember (ex. Left Eyebrow).



You can now find your new Face Group in the Geometry Editor Panel. In order to disappear the eyebrow, you'll want to hit the eye to close it. Keep in mind that once you close the scene, the eyebrow will revert back to normal.

To disappear the eyebrow again, you'll simply need to activate the Geometry Editor, find your Face Group and hide it again.



IMPORTANT

LICENSE

This is **NOT** a merchant resource or a freebie product.

This product should be used in accordance to DAZ Studio's EULA which you can find here:

<https://www.daz3d.com/eula>.

This means you cannot:

- Resell these textures or distribute them.
- Use the textures on a character you'll give away for free or sell, even baked into the skin.
- Use the textures to create Photoshop, GIMP or any type of scar/wound brush.
- Sell the HD morphs or embed them into a character you'll sell or give away for free.
- Alter the HD morphs in order to sell them as a product or distribute them in any way.

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<https://www.daz3d.com/phenixphoenix>

