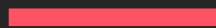


# READ ME



FENIXPHOENIX | ESID

# INDEX

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## Introduction

To the product



## Installation

Where to install and how to find the product.



## Geoshells & Sub-Division

Folder Overview explaining what the Geoshells are for and the importance of Sub-Division.



## Iray Material Presets

Folder Overview of the material (including LIE) structure and what preset is for.



## License

Information pertaining the allowed usage of the product.



# INTRODUCTION

HD BODY BURNS for Genesis 8 & 8.1 Females

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# HD BODY BURNS

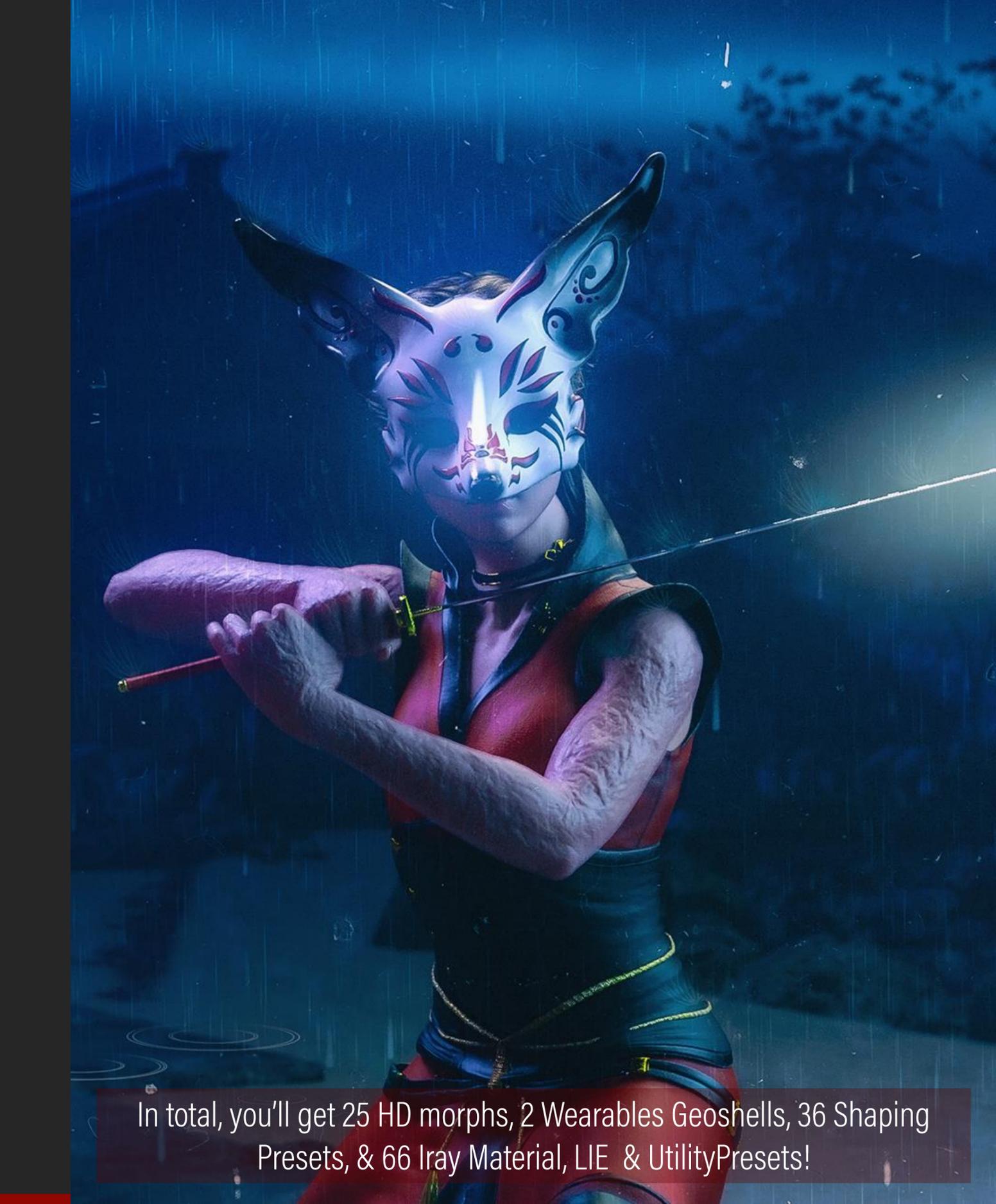
---

A collection of 13 body burn scars which cover the arms, shoulders, & neck created through the careful combination of HD morphs, Geoshells and LIE material presets for flesh texturing. In addition, we have included a mirror option of 12 of the burns for a total of 25 HD Morphs.

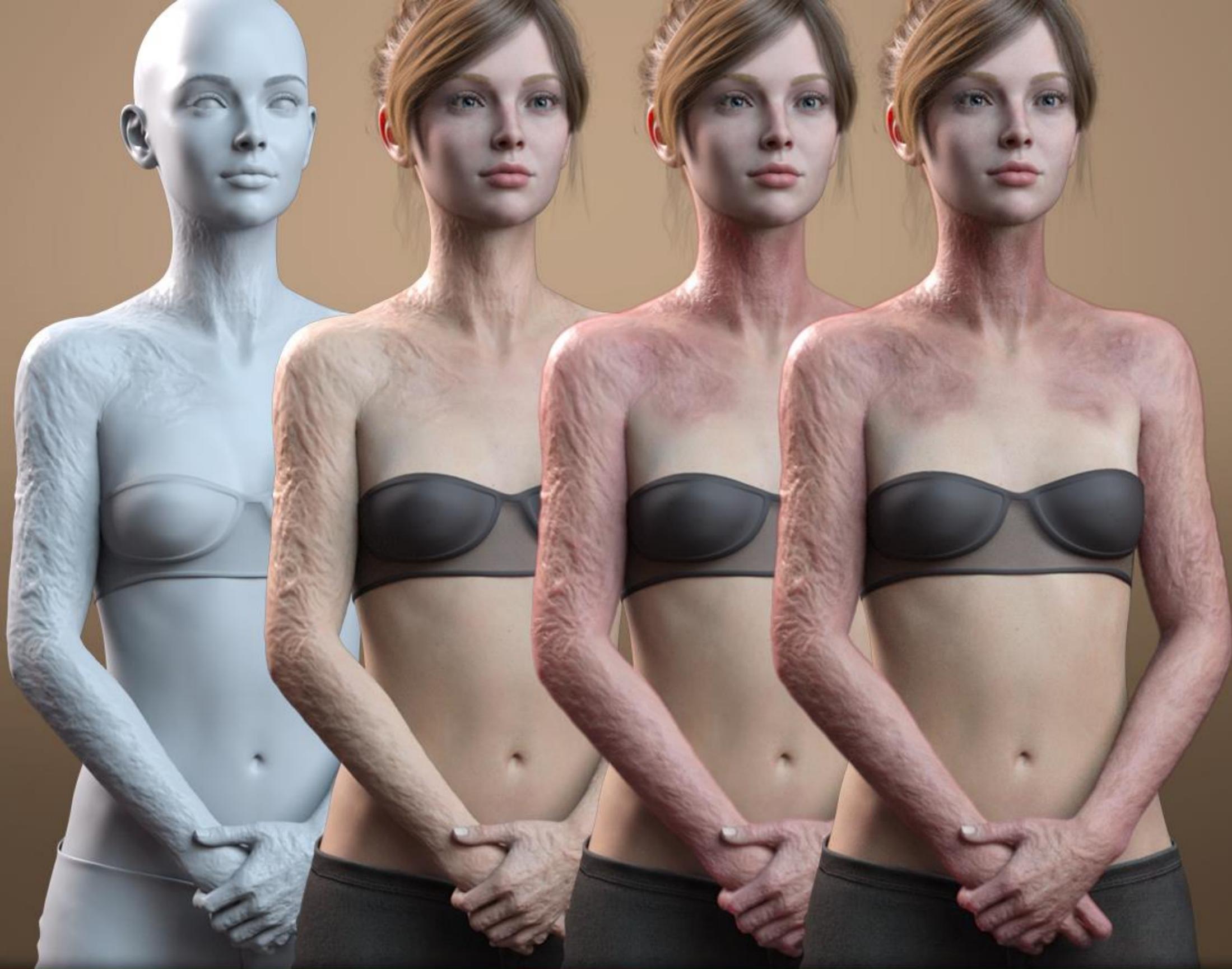
And because we know characters come in all colors, we have included material settings to be applied to the Geoshell to ensure the textures will blend with Light, Midtone and Dark-skinned characters. Since the textures are applied to a Geoshell Wearable with even UVs, we have also included additional utility presets to tweak your results and achieve your vision in a non-destructive way. The presets can also be used on Genesis 8.1 characters.

---

**Note:** Since the textures are 8K in resolution, we built the product with the idea of reducing system resources by having a single map per channel containing all the textures and then using LIE to only build the opacity mask (with a mask corresponding to one of the burn morphs). For your convenience, we have also included several pre-made masks so you can quickly apply all the burns or burn the entire arm(s) of your character.



In total, you'll get 25 HD morphs, 2 Wearables Geoshells, 36 Shaping Presets, & 66 Iray Material, LIE & UtilityPresets!



FBB MORPHS 100% + FBB GEOSHELL + FBB LIE + INTENSIFY BURNS PRESET



**Components**



# INSTALLATION

HD BODY BURNS for Genesis 8 & 8.1 Females

---

# INSTALLATION

## Folder Structure

The following information details the folder structure for the HD FACE BURNS for Genesis 8 Females product:

### HD MORPHS:

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

1. Use the shaping presets to apply and remove burns. These should be located inside your content library:
  - *"People/Genesis 8 Female/Shapes/FenixPhoenix/Body 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 > Arms/Hands/Head > Burns**
  - You can also type **"FBB"** (Female Body Burns) in the **search box** within the parameter tab (Windows > Pane > Parameters) to easily access all the dials at once.

### IRAY & LIE (*Layered Image Editor*) MATERIAL PRESETS:

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

- *"People/Genesis 8 Female/Materials/FenixPhoenix/Body Burns"*



# Geoshell & Sub-Division

**HD BODY BURNS** for Genesis 8 & 8.1 Females

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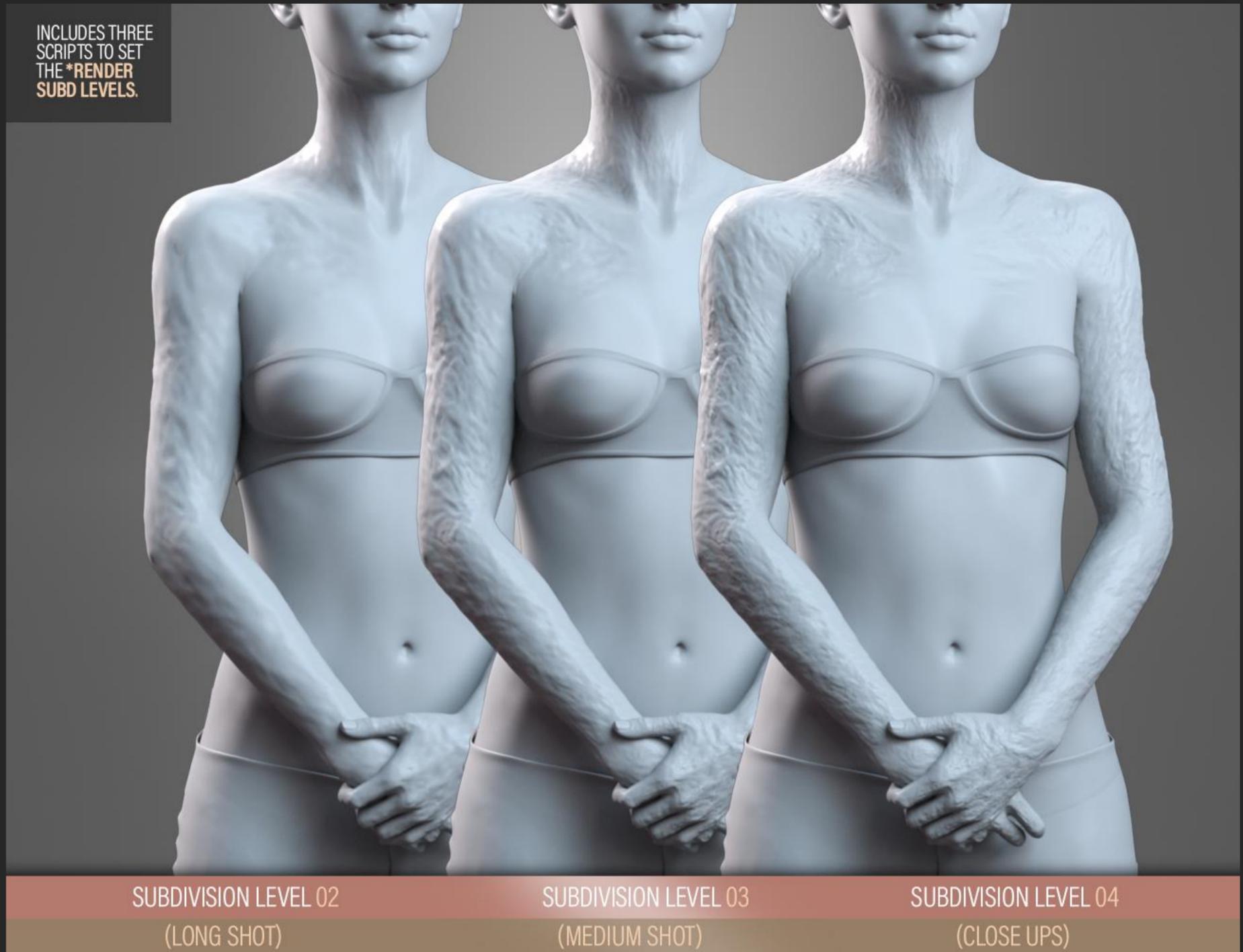
# SUB DIVISION

## Folder Overview

### 01 Set Quality / Subdivision

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.**



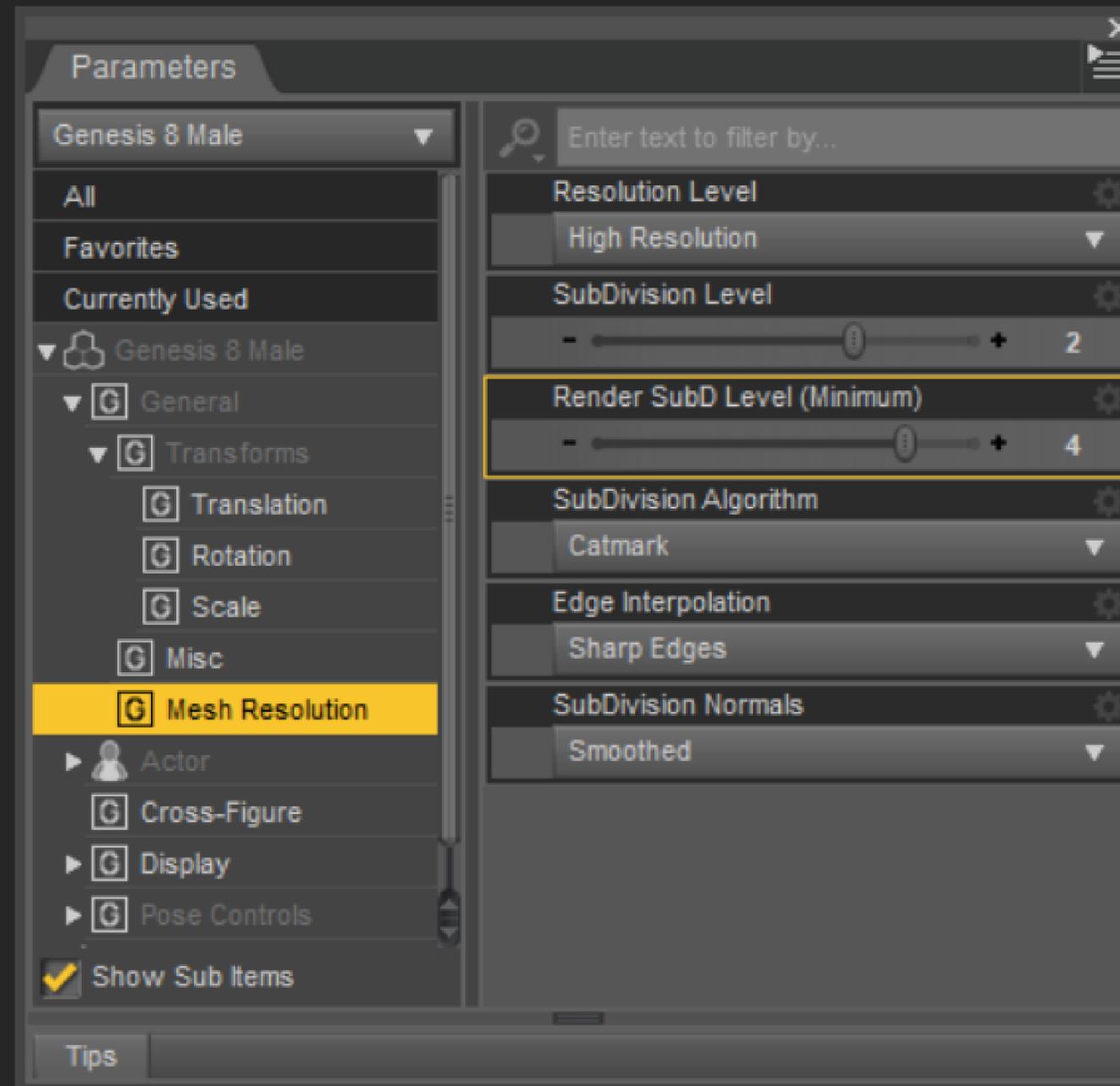
# ABOUT OUR SUBD SCRIPTS

## Parameter tab Overview

### NOTE: 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 SubD (viewport) Level of 1 and a Render SubD Level of 2. Using our scripts will increase that to the correct values.
- However, some characters may load with a higher SubD Level (2-3). 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.
- As a result, it's important to manually check the parameters and adjust as necessary. We recommend keeping the Render **SubD Level to 4 max** & perhaps setting the **SubDivision Level to 2** in order to see the morph through the viewport.



Recommended

# WEARABLE GEOSHELLS

## Iray Material Preset Overview

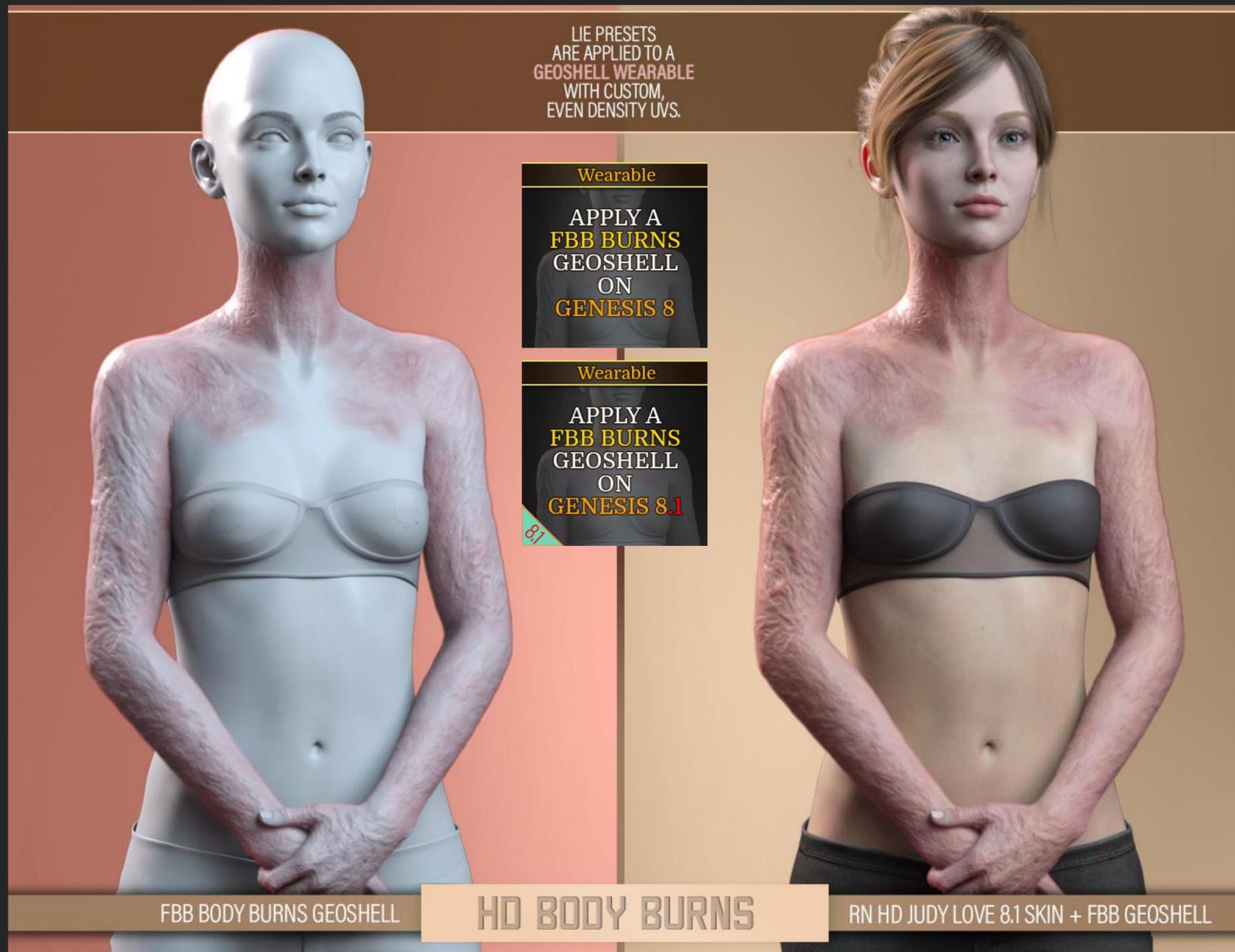
### 02 Geoshells

You will find two wearable presets (8 and 8.1) which will apply a Shell around your character. Be sure to apply the correct one!

Every other preset in this pack should be applied to the "FBB Body Burns" Geoshell from here on out. So, remember to keep the Geoshell Wearable Selected.

Some things to consider:

- The Geoshell uses a custom UV set that ensures even density across the maps.
- You will not see anything visible in the viewport, as the Geoshell loads with no Opacity. You will only detect it visually when you apply a mask. More on this later.
- Also, make sure to change the collision setting of your clothing to the Geoshell to minimize possible clothing poke through.



# GEOSHELL - OFFSET

Iray Material Preset Overview

## 02.2 Offset Presets

We have also included three utility presets to move the Geoshell closer to the body.

Some things to consider:

- You can always set the offset value manually by selecting the Geoshell and then accessing the Parameters Pane > General > Mesh Offset.
- Playing with this value can help with clothing collision and reduce clipping.
- Alternatively, you can turn the displacement off via the preset included in 03 Removers (more on this later).



Offset Presets

**DECREASE GEOSHELL OFFSET.**  
(move it closer to the body).

Offset Presets

**RESTORE GEOSHELL OFFSET.**  
(move it closer to the body).

Offset Presets

**DECREASE GEOSHELL OFFSET.**  
(move it closer to the body).

Slightly



# IRAY MATERIALS & UTILITY PRESETS

HD BODY BURNS for Genesis 8 & 8.1 Females

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# SKIN COLOR SETTINGS

## Iray Material Preset Overview

### 02.3 Skin Material Presets

The next set of Presets will apply different material settings to your **FBB Body Burns Geoshell**. Select the one that best fits your character's skin.

By the way, the Geoshell loads with the Light Skin Material Option as the default.

Some things to consider:

- You can always apply a **LIE Mask** to the FBB Body Burns Geoshell **first** and then come back and apply the different materials settings so you can see/test the effects and select the one that best suits your vision.
- You can also use the surface panel to tweak the overall look by changing the color in the Diffuse and/or Translucency color channels.





Iray Skin Materials



Iray Skin Materials



Iray Skin Materials



**HD BODY BURNS**  
APPLIED TO ALAWA 8\*  
\* CHARACTER NOT INCLUDED



Iray Skin Materials



Iray Skin Materials



Iray Skin Materials



**HD BODY BURNS**  
APPLIED TO JADA 8.1\*  
\* CHARACTER NOT INCLUDED

# BURN INTENSITY

## Iray Material Preset Overview

### 02.4 Burn Intensify Presets

We have included a LIE Iray Material Presets that will apply second layer of texture to your diffuse map/channel for a more intense look.

You can also remove the effect by using the "Remove Burn Intensity" Material Presets.

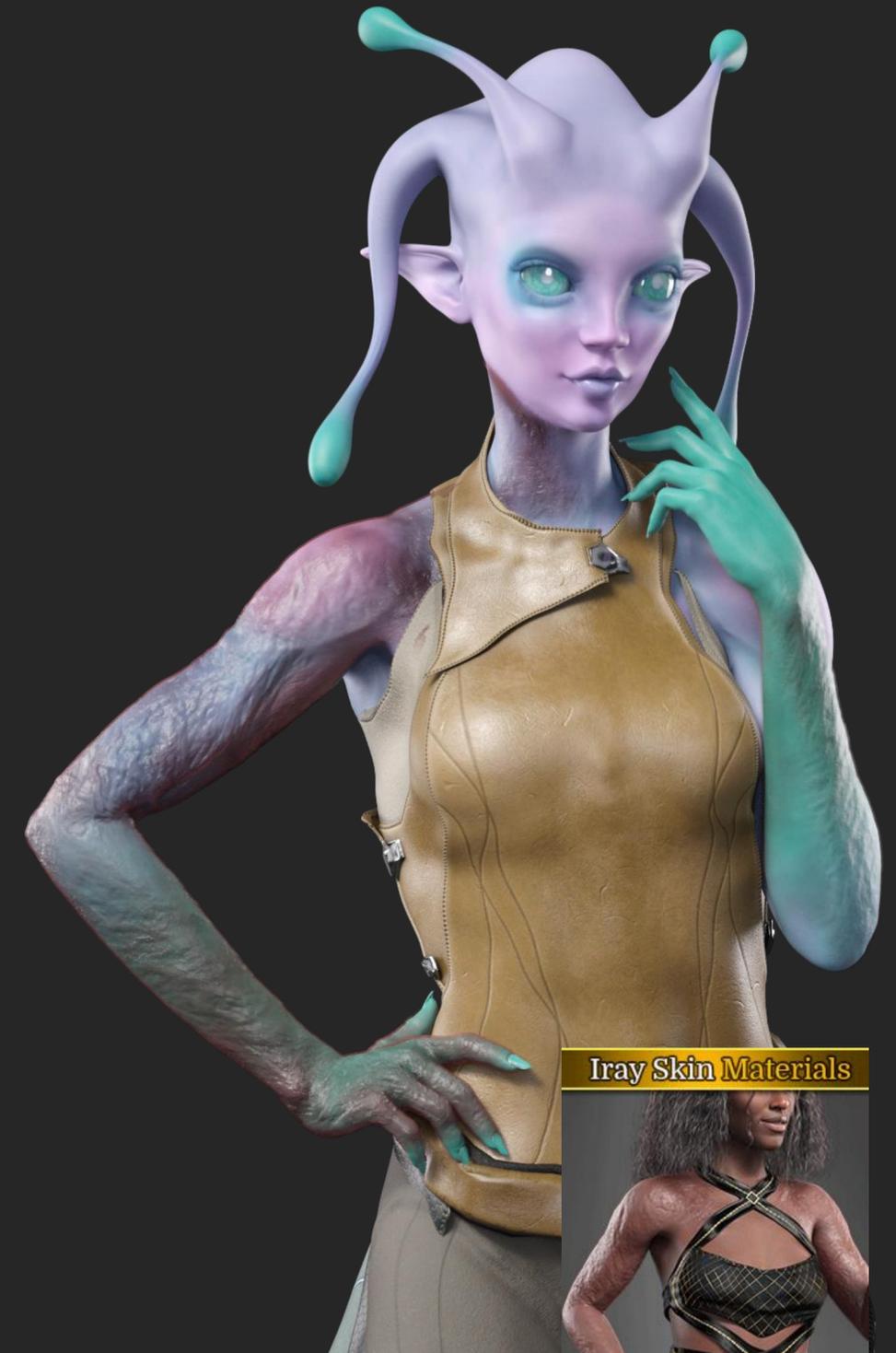
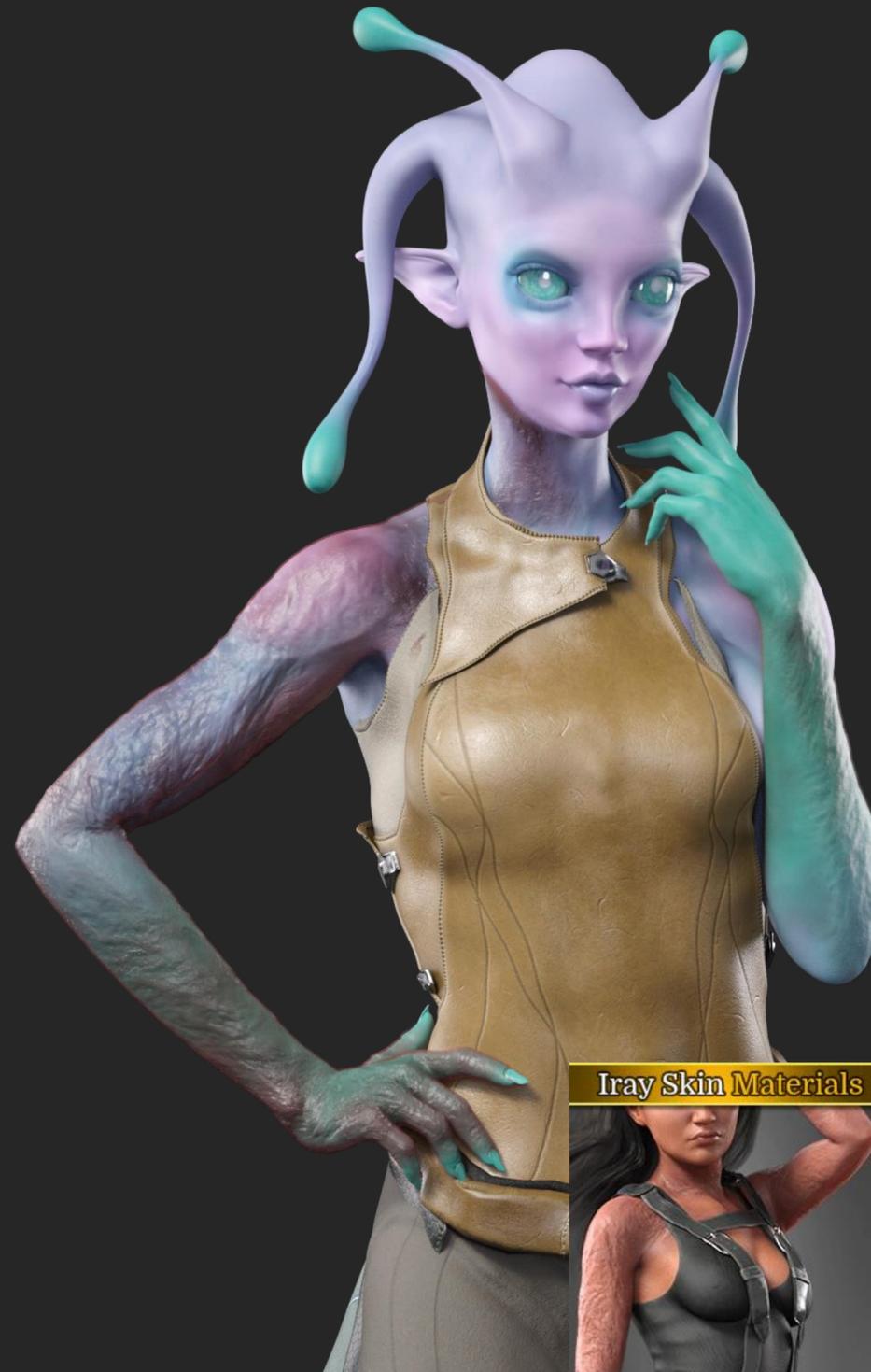
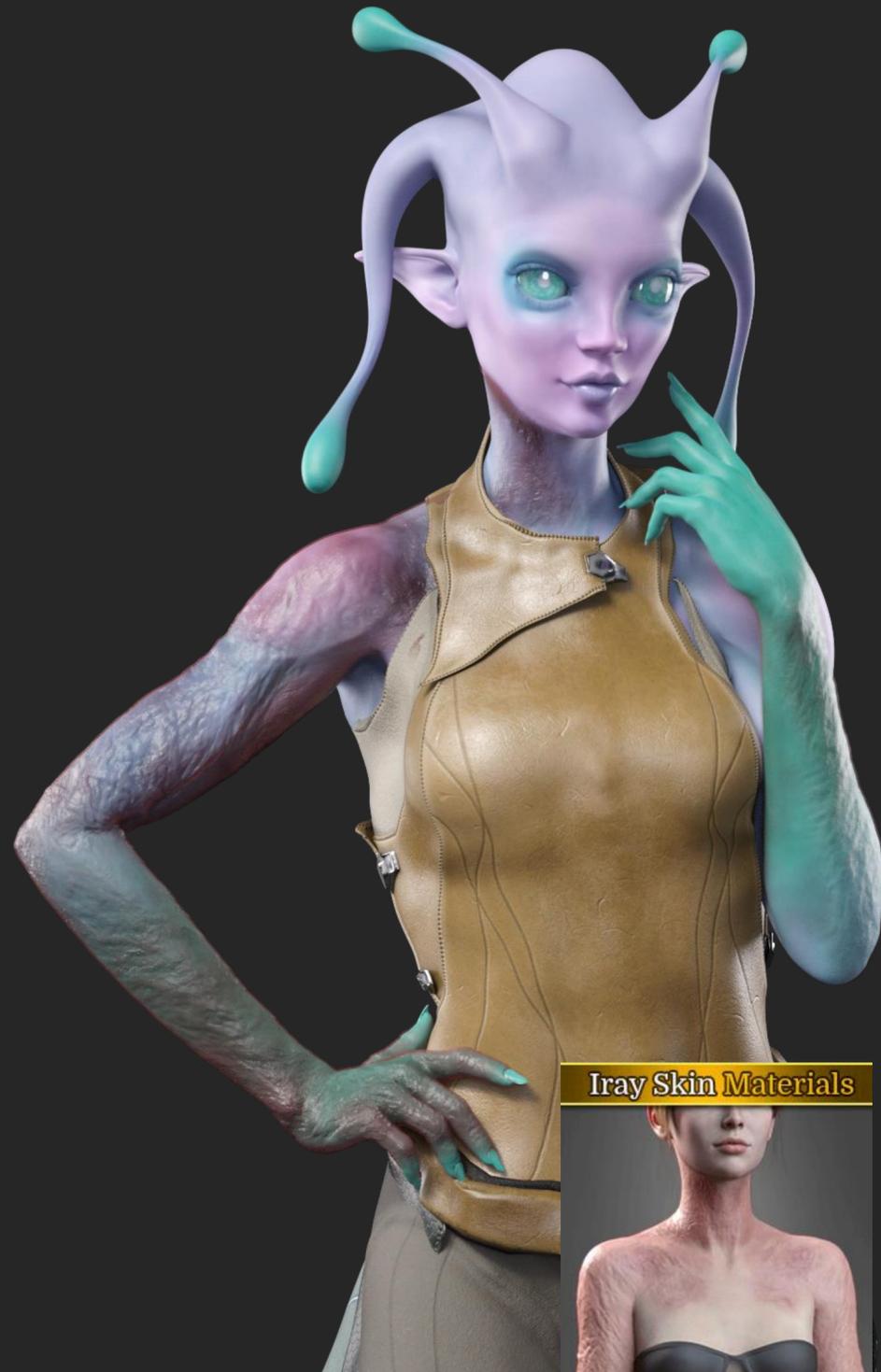
Some things to consider:

- Unlike the other Presets, this one can take a little bit longer to apply since it adds a blended copy of the diffuse texture to the diffuse and translucency maps via LIE.
- Another way to achieve intensity is to **stack LIE masks**, meaning you apply the mask more than once.



# STACKING

The Example Below Shows Masks Applied Twice.





LIE MASK  
APPLIED ONCE



LIE MASK  
APPLIED TWICE



LIE MASK  
APPLIED ONCE  
+  
INTENSIFY PRESET



LIE MASK  
APPLIED TWICE  
+  
INTENSIFY PRESET

# Stack

HD BODY BURNS  
YOU CAN APPLY THE MASKS MORE THAN  
ONCE TO STACK THEM & MAKE THEM  
LESS SUBTLE.

# Stack

HD BODY BURNS  
YOU CAN APPLY THE MASKS MORE THAN  
ONCE TO STACK THEM & MAKE THEM  
LESS SUBTLE.

# BURN GLOSS INTENSITY

Iray Material Preset Overview

## 02.5 Gloss Presets

We have included a preset to add a more gloss to the burns in case you prefer that look.

Again, you can turn it on and off without having to build your burns from scratch.





# LIE MATERIAL MASKS PRESETS

HD BODY BURNS for Genesis 8 & 8.1 Females

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# LIE BURN MASKS PRESETS

## Folder Overview

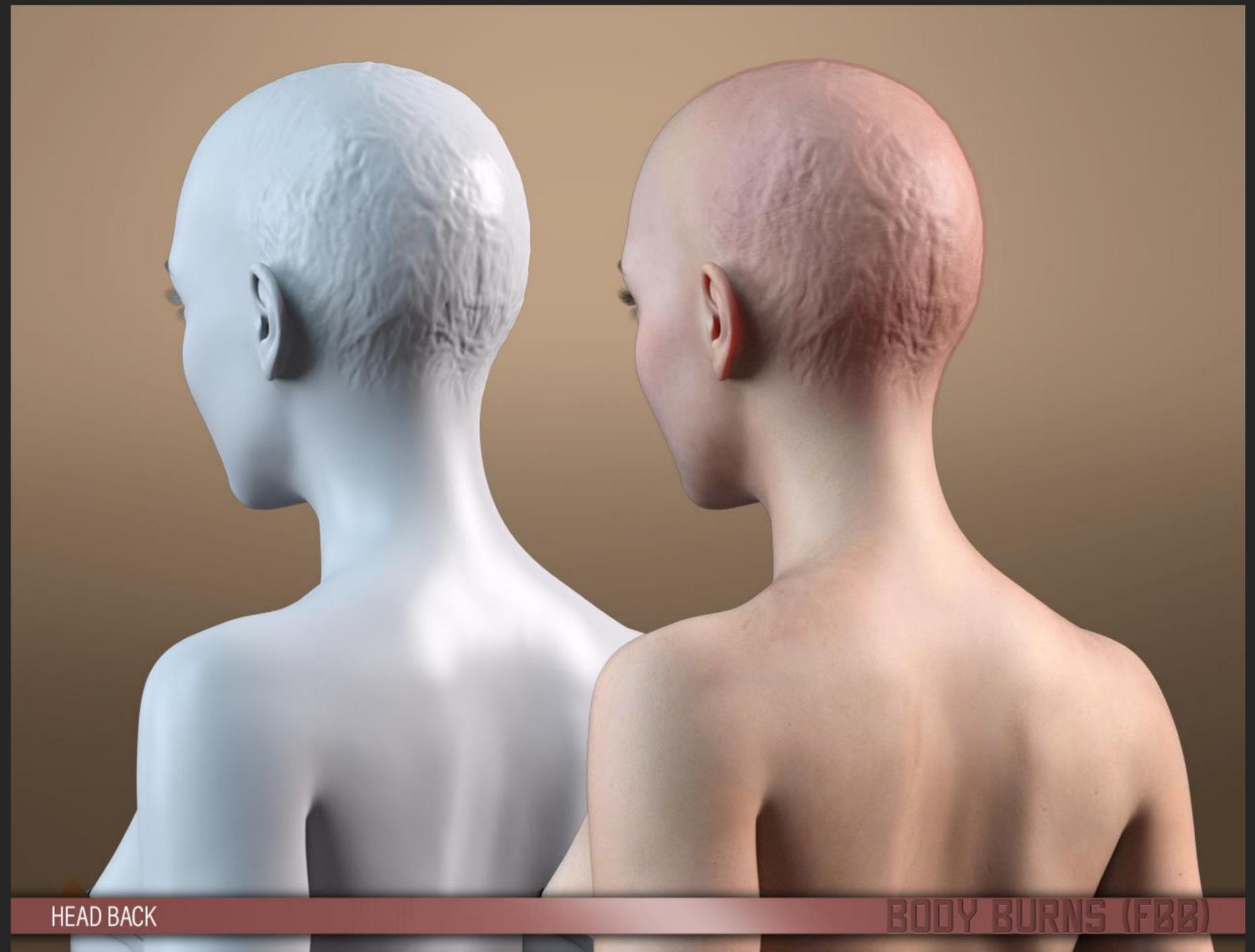
### 03 ADD OPACITY MASKS

As we established earlier, to keep system resources low when using this pack, we created the product in such a way that the only thing being built within DAZ LIE Editor are **the Opacity Mask** (aside from the burn intensifier, that is). This will make applying them faster as well.

So, the following folder (02 LIE Burn Masks) contain the LIE Presets to build your Opacity Masks. The presets will work with both Genesis 8 and Genesis 8.1 **so long as you apply the Geoshell Wearable Presets included first.**

Things to consider:

- It is **SUPER important** that you select the FBB Body Burns Geoshell before applying these presets, otherwise strange things will happen!





ARM INNER

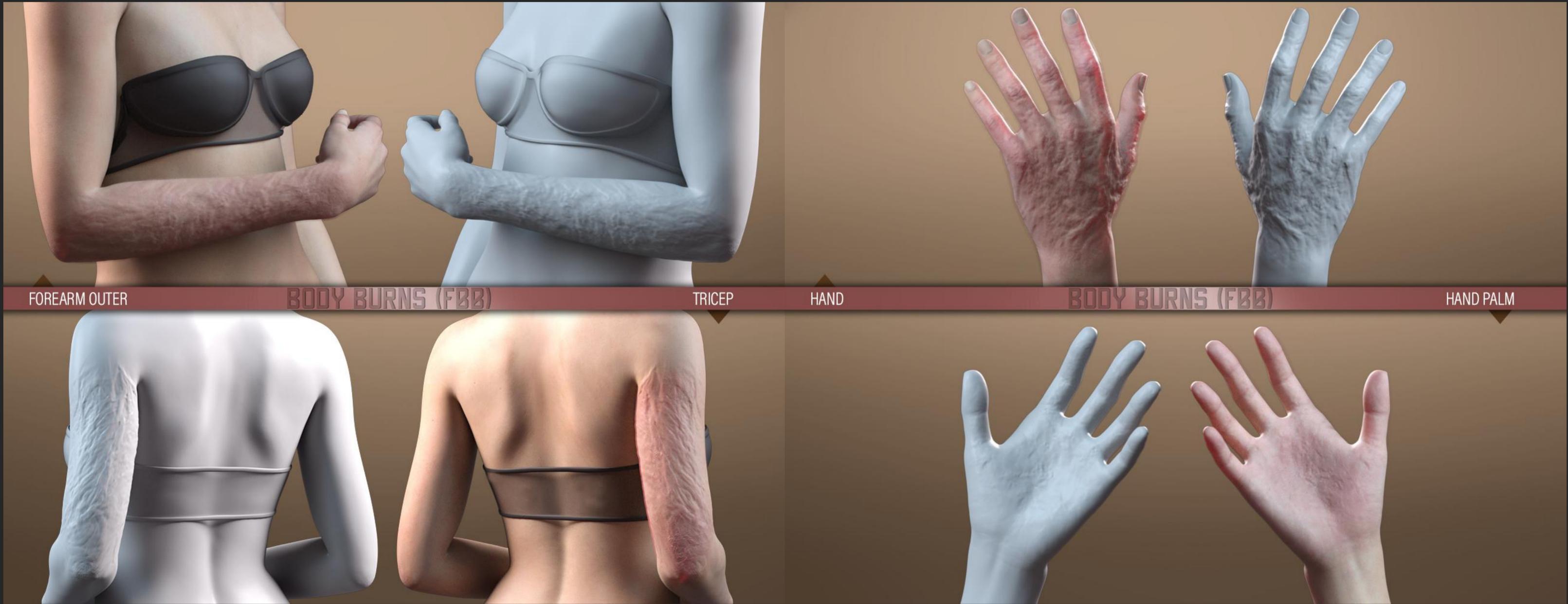
BODY BURNS (FBB)

ARM OUTER

BICEP

BODY BURNS (FBB)

FOREARM INNER



FOREARM OUTER

BODY BURNS (FBB)

TRICEP

HAND

BODY BURNS (FBB)

HAND PALM



NECK BACK

BODY BURNS (FBB)

NECK FRONT

SHOULDER BACK

BODY BURNS (FBB)

SHOULDER FRONT

# LIE BURN MASKS PRESETS

## Folder Overview

### 03.1 COMBINED MASKS

You will notice that we have included some pre-made masks for your convenience which will keep you from having to apply a lot of different LIE Presets.

These masks are also different from applying the individual Masks, as they ensure a better transition between all the burns.

Things to consider:

- Note that you can apply as many masks as you want onto your Geoshell and then go back to the 01 Prepare Folder to tweak/refine your effect.
- You can switch to different skin materials, add or remove gloss and/or intensify the wounds without those presets affecting your opacity masks



FULL NECK MASK LIE PRESET

BODY BURNS (FBB)

FULL NECK SHAPING PRESET



ARM FULL RIGHT/LEFT

BODY BURNS (F33)

ARM RIGHT/LEFT

BOTH ARMS FULL

BODY BURNS (F33)

BOTH ARMS

### PRE-COMBINED MASKS

THESE PRESETS ALLOW THE USER TO APPLY PRE-MADE MASKS FOR BETTER TEXTURING BETWEEN INDIVIDUAL BURNS.

### PRE-COMBINED SHAPES

WE ALSO INCLUDED SHAPING PRESETS TO MATCH!



APPLY ALL BURNS



APPLY ALL RIGHT/LEFT BURNS

Apply Morph



Apply Morph



Apply Morph



Apply Morph



Apply Morph



Apply Morph



Apply Morph



Apply Morph



Remove All Morphs





# REMOVERS

HD BODY BURNS for Genesis 8 & 8.1 Females

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# REMOVERS

## OVERVIEW

### 04 & 04.2 REMOVERS

Here you will find a partial material presets to remove the LIE of the mask (restore the empty opacity map) if you wish to start over:

- Just **select your Geoshell** and apply the appropriate presets.

(04.2) The next couple of presets will **turn on or off the displacement settings** of the Geoshell. These can help with render times & clothing poke-through. They are also useful as a quick way to turn them off if you are not doing close-ups.



# REMOVERS

## OVERVIEW

### 04.1 OPACITY PRESETS

Next, you will find some handy *opacity effects* to refine the effect of the MBB2 Body Burns Geoshell on your character and help to blend the burn textures with your underlying character's skin.

Apply Morph + Iray Skin Materials

HD BODY BURNS  
GEOSHELL OPACITY PRESETS

GEOSHELL OPACITY FULL

GEOSHELL OPACITY HIGH

GEOSHELL OPACITY MEDIUM

GEOSHELL OPACITY LOW

# REMOVERS

OPACITY PRESETS



# REMOVERS

OPACITY PRESETS





# LICENSE

**HD BODY BURNS** for Genesis 8 & 8.1 Females

---

# LICENSE

Important!

## VISIT OUR STORE

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.
- Sell or Give away the UV set.
- Etc.





# Get in touch

We have a [support thread](#) over at the  
DAZ 3D forum

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