

# Soft Skin

## TRANSITIONS

For Genesis 8 & 8.1 Females

# READ ME







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FENIXPHOENIX | ESID



# INDEX

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<b>Iray Material &amp; LIE Presets</b> Folder Overview regarding the structure of the product.		
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# INTRODUCTION

## Soft Skin TRANSITIONS

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For Genesis 8 & 8.1 Females

# Soft Skin TRANSITIONS

Consists of a set of opacity masks applied to a Geoshell that will allow you to, quickly and easily, create transitions between two skins applied to a single character from within the comfort of DAZ Studio.

This pack was intended as a companion product for our “[Reptilian Skins for Genesis 8.1](#)”, but it’s designed to allow you to combine almost any skin\* in your arsenal to create a brand new look. This is perfect to show a character that may have been experimented on. Or perhaps she’s the product of two races coming together and producing an entire new way of life. It’s up to you what type of meaning you’ll give the resulting skin!

And since Genesis 3 uses the same UVs as Genesis 8, the presets should be compatible to work with the previous generation so long as the skin applied to the Transitional Geoshell Wearable uses the Base Female UVs.

While this was created to blend two skins together via different transitions, you could push the product further by blending in other types of materials. To that end, we included a five bonus metallic material presets to blend into the underlying skin.

**Note:** Only skins using “DAZ Iray Uber Base Shader” can be applied to the SST Trans Geoshell, as the cutout opacity channel is required to build the blending transitions.

In total, you get 3 Wearable Presets, 10 Material Presets, 53 LIE Mask Presets, and 22 Visibility Presets!



# INSTALLATION

## Soft Skin TRANSITIONS

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For Genesis 8 & 8.1 Females

# INSTALLATION

## Folder Structure

The following information details the folder structure for **Soft Skin Transitions** for Genesis 8 & 8.1 Females product:



### WEARABLES, IRAY MATERIALS, LIE, & VISIBILITY PRESETS:

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

- *"People/Genesis 8 Female/Materials/FenixPhoenix/Soft Skin Transitions"*

You can also locate the presets by typing into the search bar: **"SSTF"**.

### TEXTURES (PNGs):

Can be found on the following paths:

- *"Runtime/Textures/FenixPhoenix/Soft Skin Transition F"*

**Important:** This pack only includes masks (black and white images). No skin or other texture maps are included in this pack.



# PROCESS OVERVIEW

## Soft Skin TRANSITIONS

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For Genesis 8 & 8.1 Females

# Soft Skin

## TRANSITIONS

### Process Overview



**01 Load Character &  
Apply the Transition Geosell**



**02 Apply a Second Skin  
to the Transition Geoshell**



**03 Prepare the Trans. Geoshell  
& apply the LIE Masks.**



# PROCESS

## Overview

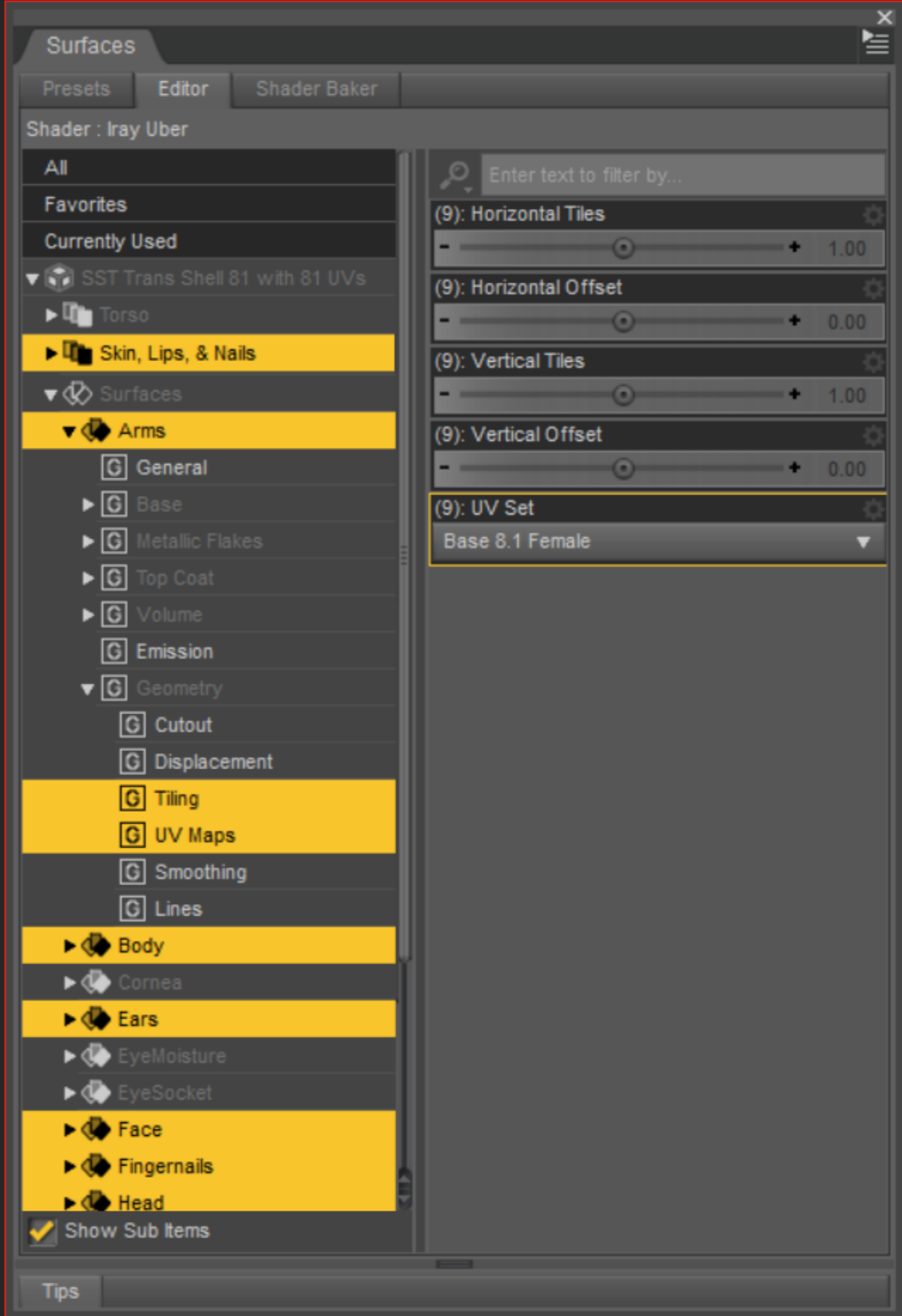
### STEP 01 | Apply the Right Wearable

Load your character and shape her however you want. Once you're ready, you'll want to choose one of the **three wearable presets** to apply to your character (*marked SSTF 01*). Make sure your character is selected before applying.

<p><b>STEP 01   APPLY TRANS SHELL</b></p> <p>Select your character &amp; apply if...</p> <p>Your Character is a: <b>GENESIS 8F</b></p> 	<p><b>STEP 01   APPLY TRANS SHELL</b></p> <p>Select your character &amp; apply if...</p> <p>Your Character is a: <b>GENESIS 8.1F</b></p> <p>Trans Materials will have: <b>GENESIS 8F UVs</b></p> 	<p><b>STEP 01   APPLY TRANS SHELL</b></p> <p>Select your character &amp; apply if...</p> <p>Your Character is a: <b>GENESIS 8.1F</b></p> <p>Trans Materials will have: <b>GENESIS 8.1F UVs</b></p> 
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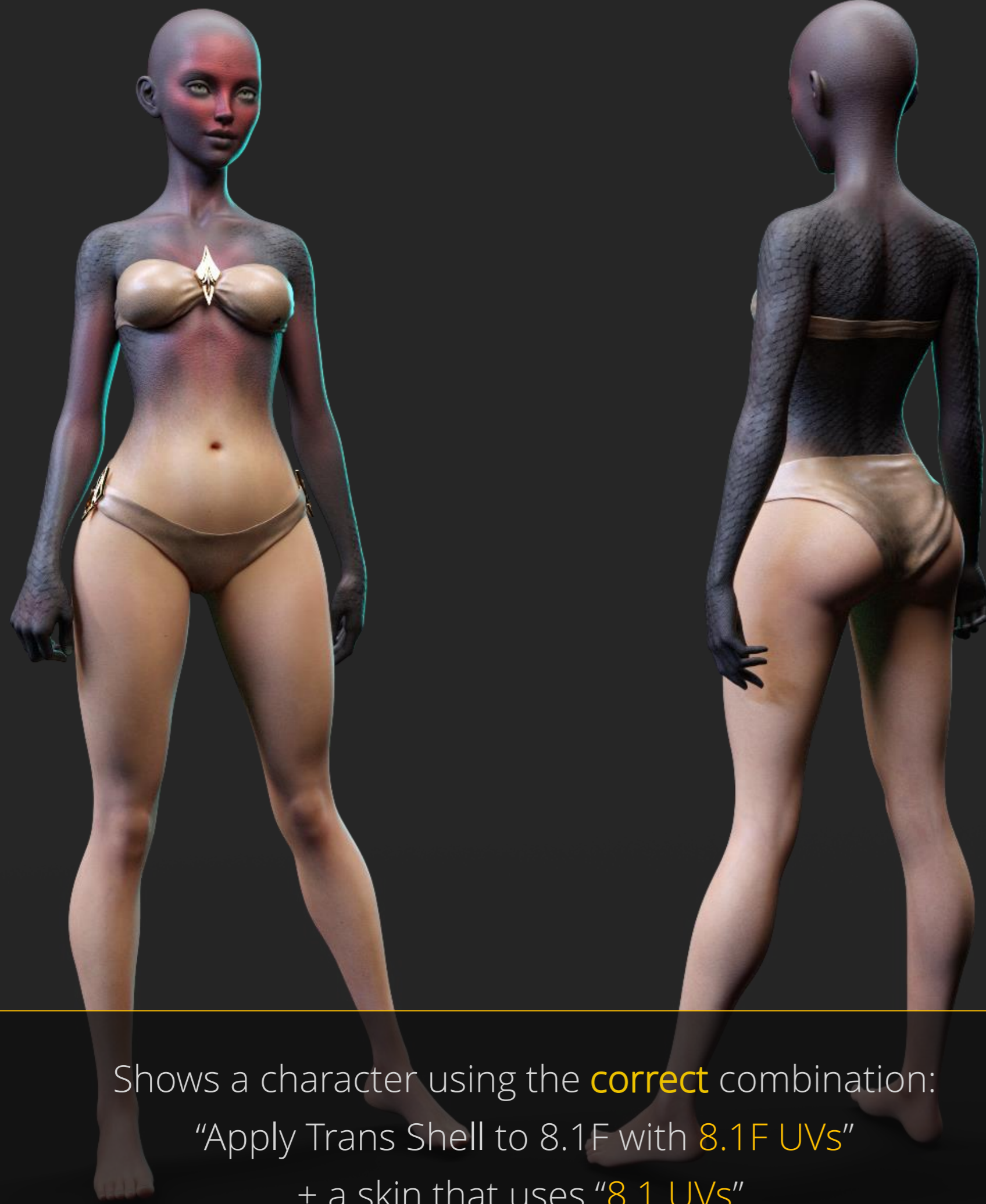
It's crucial that you apply the correct Geoshell depending on what type of skin material you'll be using as a **Second Skin** (*we'll refer this way to the skin you'll be using to blend via the Geoshell*).

An incorrect Geoshell will result in the LIE Masks not applying correctly to the surfaces. So, if you notice that the Masks aren't applying correctly (seams), check the UVs of the skin to blend and apply the correct Geoshell if needed.



# GEOSHELL WEARABLE

CORRECT VS INCORRECT USAGE



## STEP 01 | APPLY TRANS SHELL

Select your character & apply if...

Your Character is a: **GENESIS 8.1F**

Trans Materials will have: **GENESIS 8.1F UVs**



## LIE MASK BUILDING PRESET



Shows a character using the **correct** combination:  
"Apply Trans Shell to 8.1F with **8.1F UVs**"  
+ a skin that uses "**8.1 UVs**".

## STEP 01 | APPLY TRANS SHELL

Select your character & apply if...

Your Character is a: **GENESIS 8.1F**

Trans Materials will have: **GENESIS 8F UVs**



## LIE MASK BUILDING PRESET



Shows a character using the **incorrect** combination:  
"Apply Trans Shell to 8.1F with **8F UVs**"  
+ a skin that uses "**8.1 UVs**".

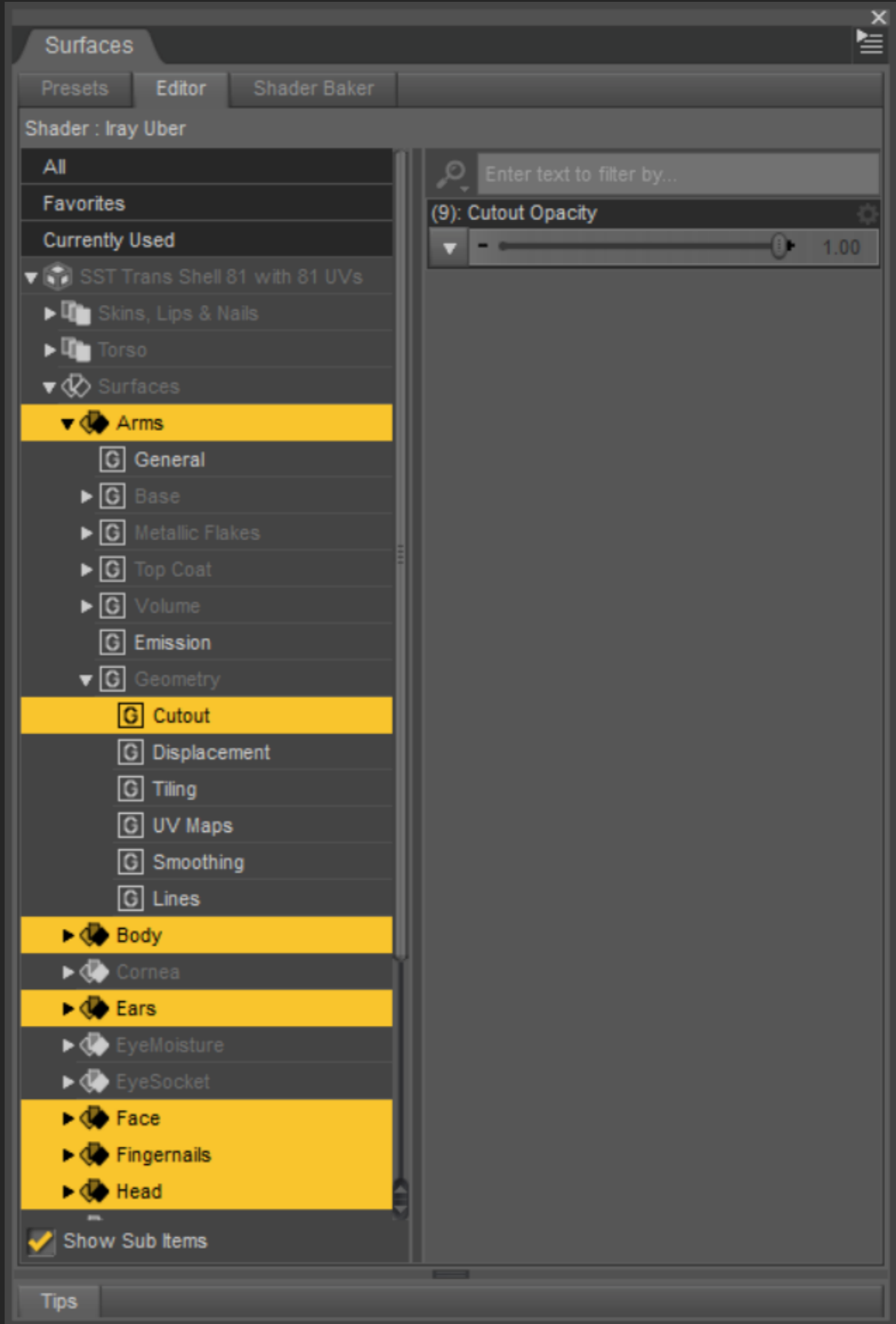
# PROCESS

## Overview

### STEP 02 | Apply a Second Skin

You'll notice that after applying a Geoshell, your character will turn somewhat white. That's okay. Now, select the **SST Trans Shell** and apply a Genesis 8 or 8.1 Female Skin **Material** (< page 12).

- It's important that the skin **doesn't use the new DAZ PBRSkin Shader**, since the **Cutout Opacity Channel is needed**.
- *[To open the surface panel go to Windows > Panes > Surfaces.]*
- Select any of the skin surfaces and under Geometry check to see if Cutout is an available channel.



**STEP 01 | APPLY TRANS SHELL**

Select your character & apply if...

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Your Character is a: **GENESIS 8F**

\*Note that the SST Trans Shell for Genesis 8 Female should also work on Genesis 3 Females.

Meaning, you can apply Genesis 3 Female Skins to that Geoshell so long as they are using Genesis 3 Base Female Uvs.

# PROCESS

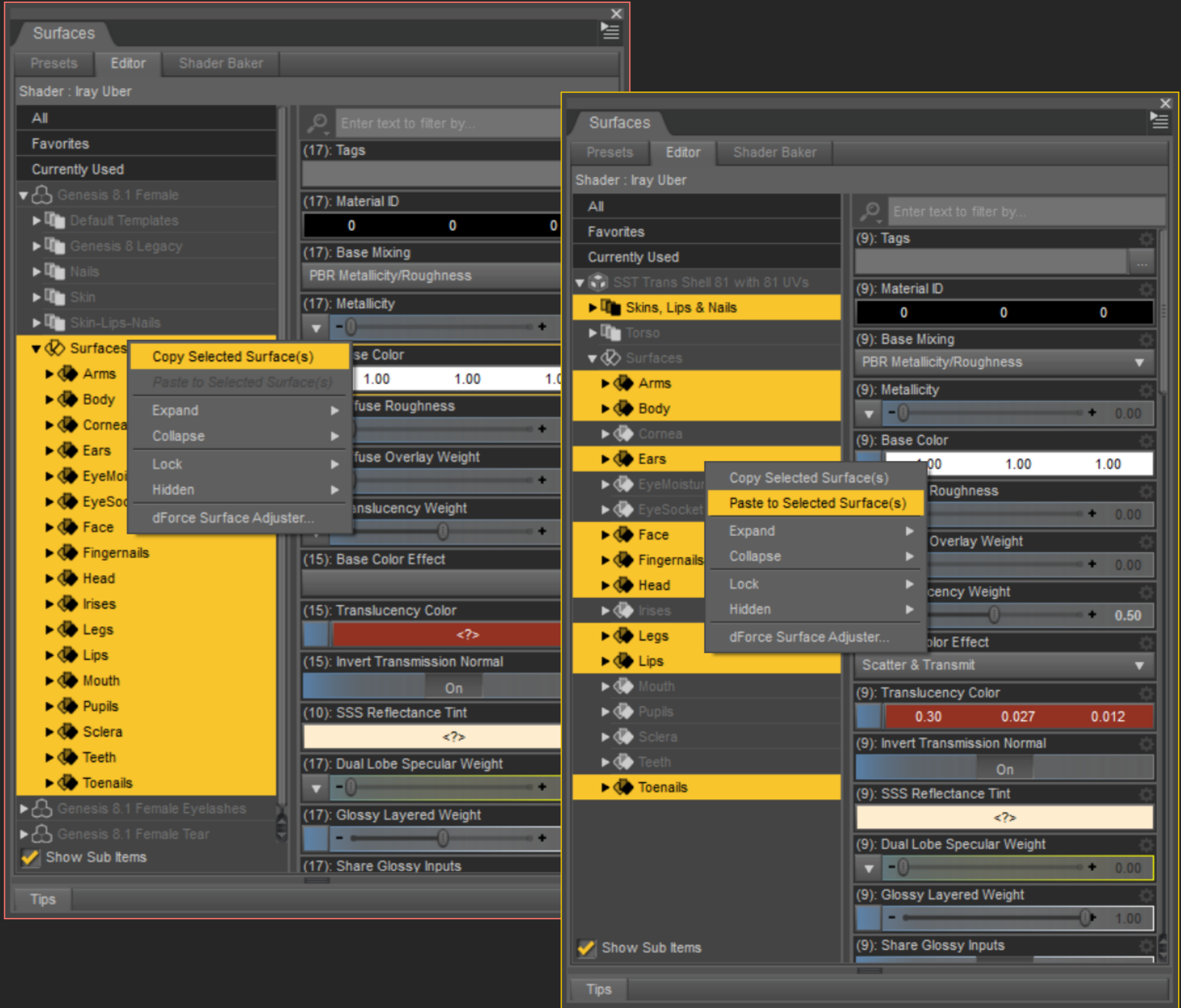
## Overview

### Hierarchical Material Presets Issue

It's important to note that **Hierarchical Material Presets won't work** on any of the **SST Trans Shells**.

Unfortunately, almost all the skins for Generation 8 are saved as Hierarchical Material Presets. So, the workaround to applying them is to do one of the following options:

1. Apply the Hierarchical Material Preset to your character and **save** the skin as a **Material Preset** [*File > Save As > Material Preset(s)*], then apply that to the SST Trans Shell.
2. Apply the Hierarchical Material Preset to your character and then...
  - Open the surface panel [Windows > Panes > Surfaces].
  - Select your character and **copy** all the Surfaces [*ctrl+c* or *right click > copy surfaces*].
  - Then select the Geoshell and **paste** them into its surfaces (*ctrl+v* or *right click > paste surfaces*).



# SECOND SKIN

Things to Consider...

## IMPORTANT CONSIDERATIONS

1. We highly recommend using a “Browless” skin(s) on both or at least one (on the **SST Trans Shell** and/or your **Character**) when using masks that involve the face and opt for Mesh Eyebrows instead.

The reason for this is that the painted eyebrows applied on the Trans Shell vs. your chosen Base Skin will not line up and will, therefore, result in a strange transition.

2. If you do decide to use a PBRSkin on the **SST Trans Shell**, applying the third step “Prepare the Trans Shell” (covered in page 20 of this manual), will switch the shader to Iray Uber to make use of the Cutout Opacity feature. This will, as a result, change considerably the look of your chosen second skin. Which is why we recommend using only skins set with Iray Uber on the SST Trans Shell.



# PROCESS

## Overview

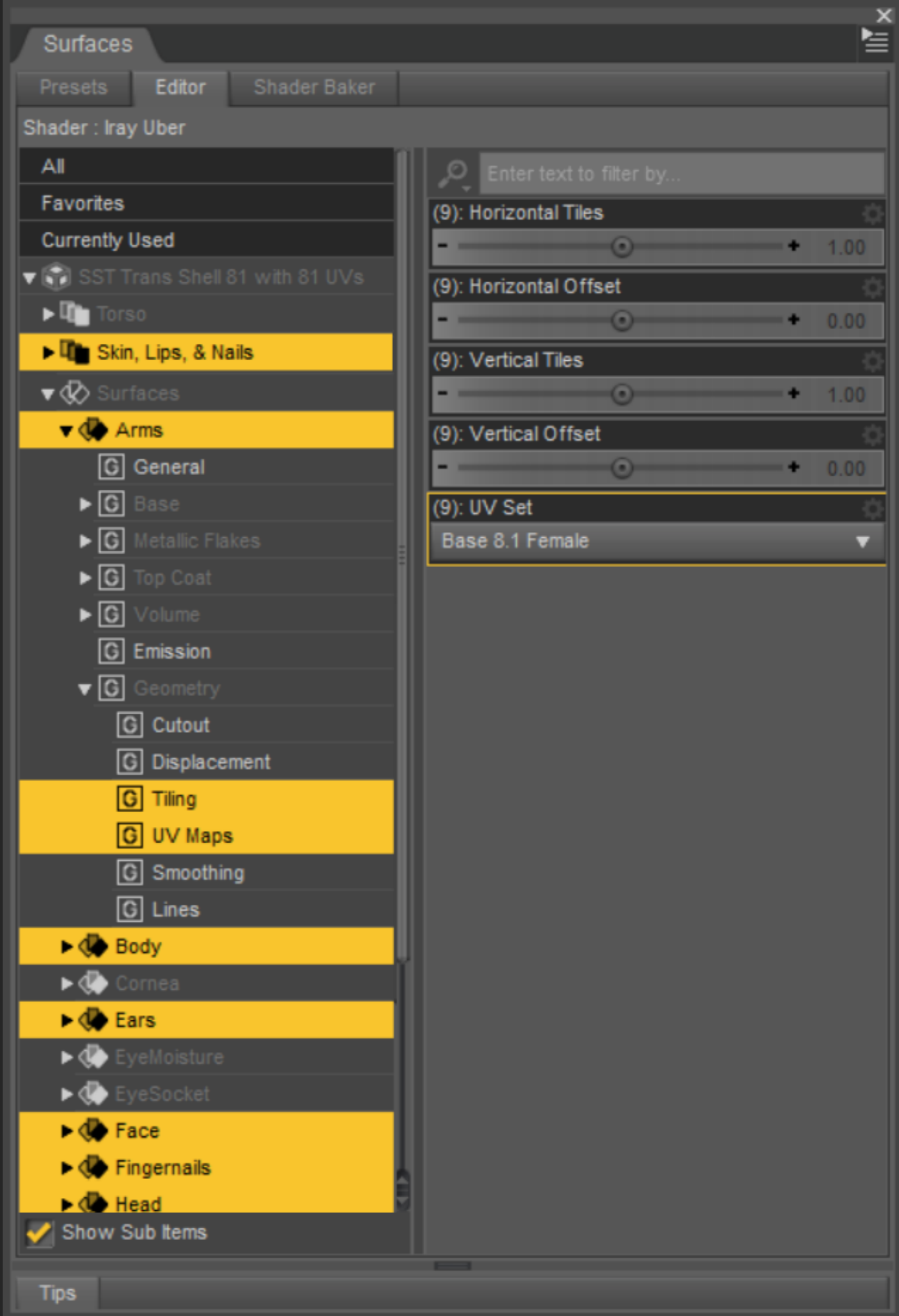
### STEP 02 | Apply a Shader

While the Geoshell has been designed to work with skins using both the Iray Uber Shader and Genesis 8 &/or 8.1 Base Female UVs... you can always push things further and experiment by applying a **\*shader** to the Geoshell instead. This can lead to creating other type of effects, such as someone becoming stone, for example.

*\*If you're using a shader, you will need to select all the surfaces [Skin, Lips, & Nails] before applying. And, unfortunately, there are limitations with this route that you need to keep in mind.*

After applying the shader you'll want to take a look at the **SST Trans Shell's surface panel** and ensure the following:

1. **Re-set the UVs** for the skin to either 8 or 8.1 Base Female (depending on the SST Trans Shell you applied).
2. Ensure that the **horizontal and vertical tiling** is set to one (1) and their **Offset** value is zero (0).
3. That the **Cutout Opacity** channel is available. Some shaders do not include this channel, so those won't work here.



# PROCESS

## Overview

### STEP 02 | Apply a Shader (seams)

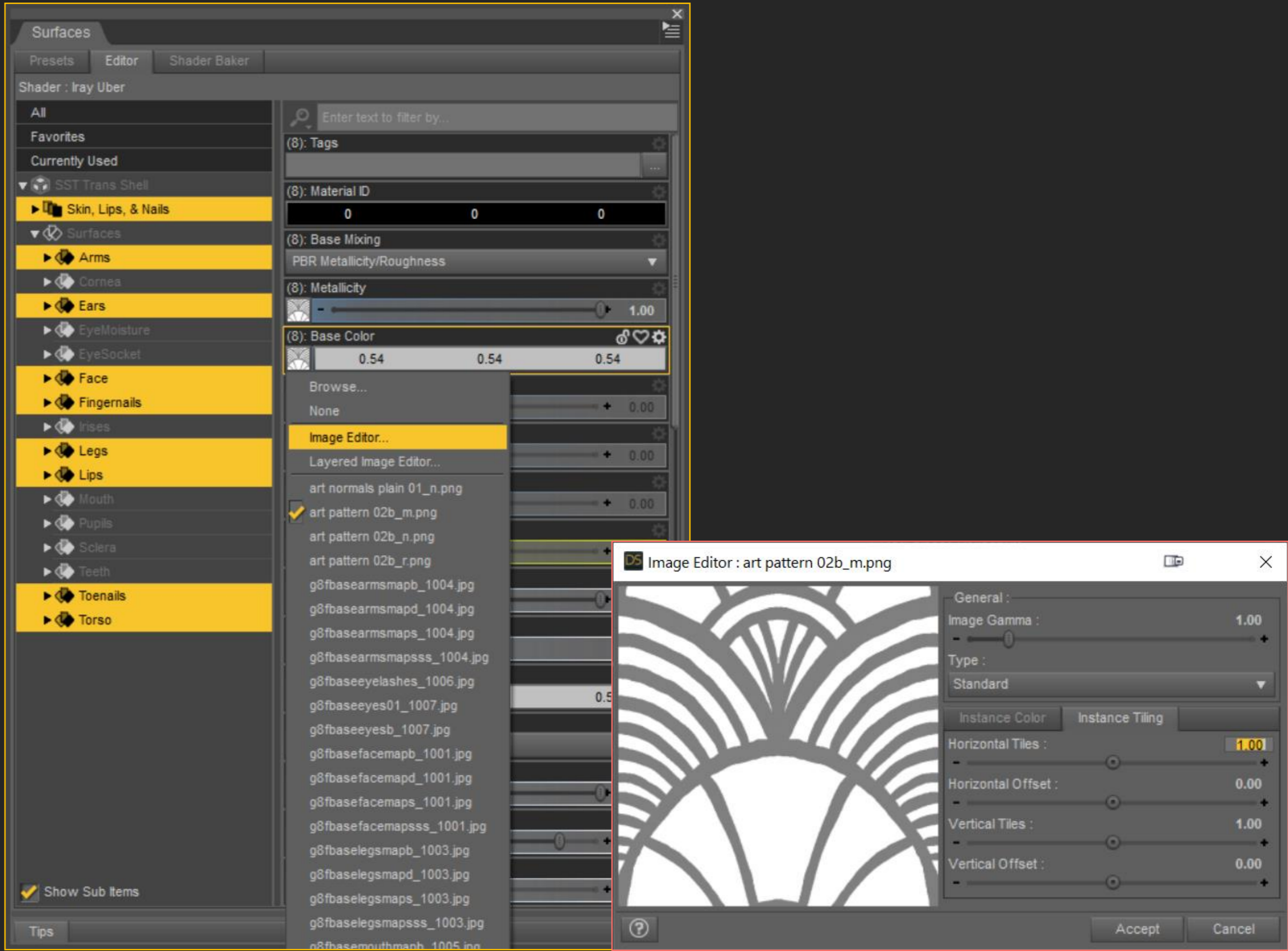
Another thing to keep in mind is that **using a shader will result in very visible seams across the surfaces**. Perhaps the most notorious will be the seam between the face and the torso/head, since the change of density is quite drastic, especially when using Genesis 8 Base Female UVs.

*So what can we do?*

- Outside of patching them up in post-work, the easiest solution would be to choose the masks carefully to **avoid crossing the seams** as much as possible.

Also, keep in mind that some shaders are meant to be tiled for them to look good. But we've established that tiling is not possible when using the masks...

So, the workaround for that would be to use the **Image Editor** on each texture map [click on each map for the menu to pop-out] to increase or decrease the **vertical** and **horizontal** tiling from there, as shown in the graphic on the left.



**STEP 01 | APPLY TRANS SHELL**

Select your character & apply if...

Your Character is a: **GENESIS 8F**

**STEP 03 | PREPARE TRANS SHELL**

Select the **Transition Shell** and apply this preset to a

**Genesis 8 Female**

to create an empty opacity mask to build the transition. This preset will also work as a mask reset.

You can also use shaders as a second skin.  
**\*Stonework from Mexico 01** shader not included.

# Soft Skin TRANSITIONS



**LIE MASK BUILDING PRESET**



**LIE MASK BUILDING PRESET**



**LIE MASK BUILDING PRESET**



**LIE MASK BUILDING PRESET**



**LIE MASK BUILDING PRESET**



**NOTE:** Tiling needs to be set to 1 & seams are unavoidable. But choosing the right mask can help hide the seams.





# IRAY MATERIAL PRESETS

## Soft Skin TRANSITIONS

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For Genesis 8 & 8.1 Females

# Soft Skin TRANSITIONS

## IRAY MATERIALS

BONUS METALLIC PRESETS

### SECOND SKIN ALTERNATIVES

As a bonus, we included five Iray Material Presets that will turn the Geoshell into a metallic skin. Since these are map-less you won't have to worry about seams.

In addition, you can think of these as a starting point and play with the diffuse and metallic colors to create new variations and effects.

**BONUS METALLIC MATERIALS**



These materials can also be used on the **Transition Shell** as a second skin.

**BONUS METALLIC MATERIALS**



These materials can also be used on the **Transition Shell** as a second skin.

**BONUS METALLIC MATERIALS**



These materials can also be used on the **Transition Shell** as a second skin.

**BONUS METALLIC MATERIALS**



These materials can also be used on the **Transition Shell** as a second skin.

**BONUS METALLIC MATERIALS**



These materials can also be used on the **Transition Shell** as a second skin.



# DESIGNER SETS

PRESET PREVIEWS

Bonus Metallic Materials to use with the Transition Geoshell are included.

Soft Skin TRANSITIONS

\*Sharon HD Skin not included.

Soft Skin TRANSITIONS



TRANSITION MATERIAL PRESETS

BRONZE > GOLD > AQUA > BLACK > SILVER

TRANSITION MATERIAL PRESETS + MASKS

BRONZE > GOLD > AQUA > BLACK > SILVER

# PROCESS

## Overview

### STEP 03 | Prepare the Trans Shell

Once you have the Second Skin set up on the SST Trans Shell, you'll need to apply one of the following presets:

#### STEP 03 | PREPARE TRANS SHELL

Select the **Transition Shell** and apply this preset to a

**Genesis 8.1 Female**

to create an empty opacity mask to build the transition. This preset will also work as a mask reset.

#### STEP 03 | PREPARE TRANS SHELL

Select the **Transition Shell** and apply this preset to a

**Genesis 8 Female**

to create an empty opacity mask to build the transition. This preset will also work as a mask reset.

This will apply an empty (black) image on the cutout channel, which will allow you to build the opacity mask for the transition via the LIE Material Presets.

As a result, once you apply this step, your **Second Skin (SST Trans Shell)** should become invisible.

Note that these presets can also work as a **mask reset**, in case you want to create a different transition using the same second skin.

Soft Skin  
TRANSITIONS





# LIE MATERIAL PRESETS

## Soft Skin TRANSITIONS

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For Genesis 8 & 8.1 Females

# PROCESS

Overview

## STEP 04 | BUILD THE MASK

Now that your SST Trans Shell is ready, you can start applying the LIE Mask Presets (marked as **SSTF 02**).

### STEP 01 | APPLY TRANS SHELL

Select your character & apply if...

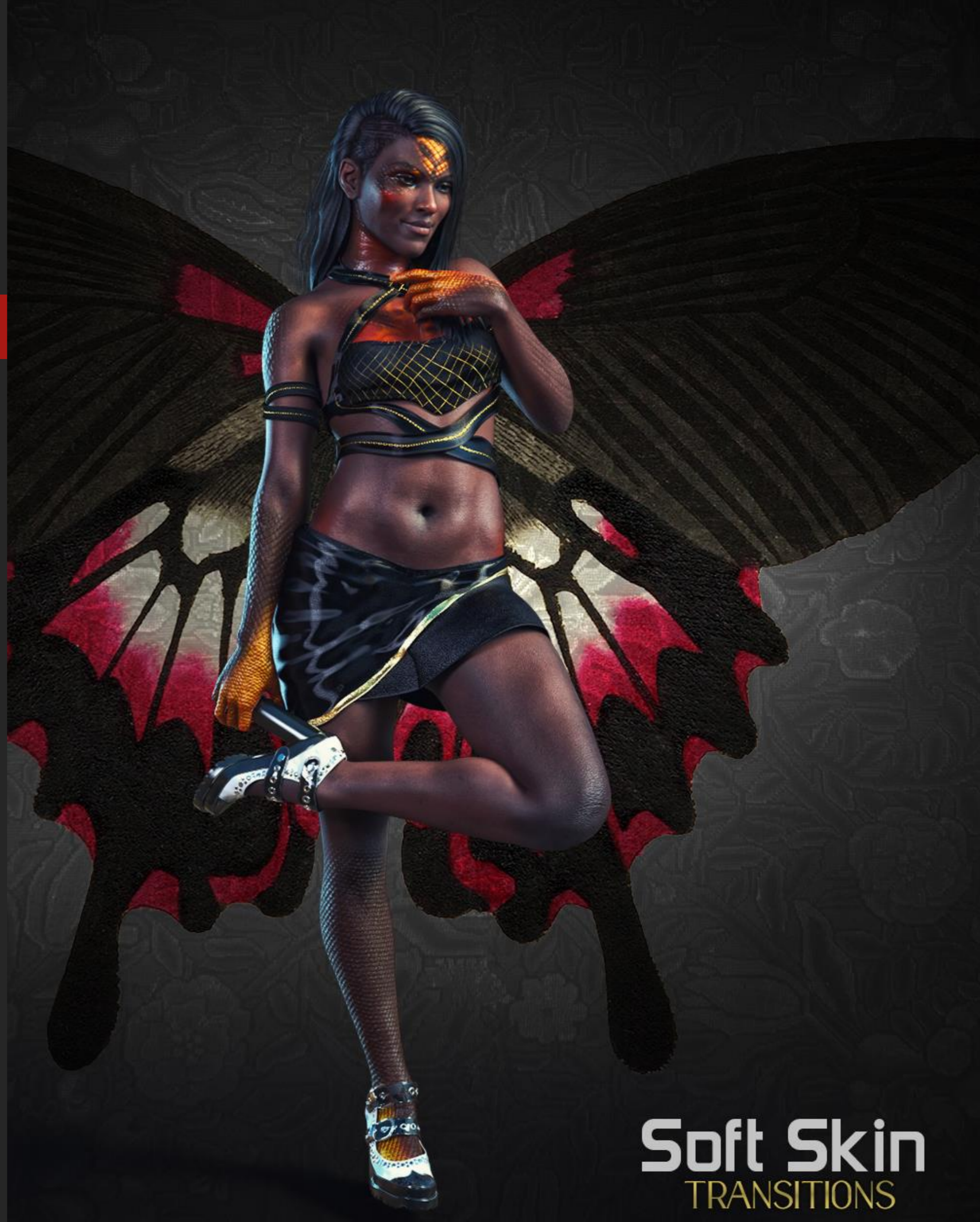
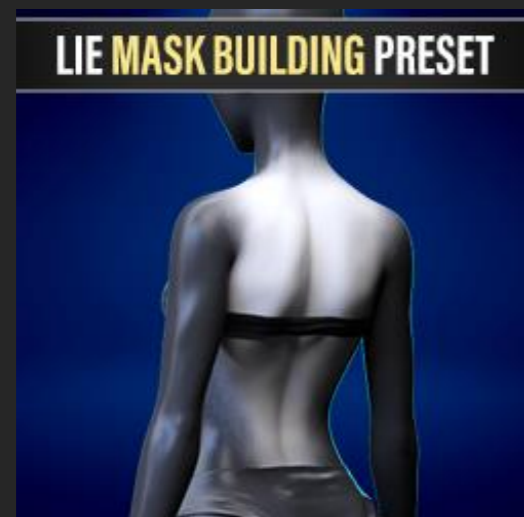
Your Character is a: **GENESIS 8.1F**

Trans Materials will have: **GENESIS 8.1F UVs**

### Important!

**ONLY** apply the presets specified as **8.1** if you're using the SST Trans Shell **8.1 with 8.1 UVs**.

Avoid applying the 8.1 Presets to the other two SST Trans Shells. For your convenience, 8.1 Presets are visually marked with an 8.1 on the corner:



# LIE MATERIAL PRESETS

## MASKS PREVIEWS

### Soft Skin TRANSITIONS



01 Mix Shape Character with Sharon HD PBR Skin



02 Apply Transition Geoshell



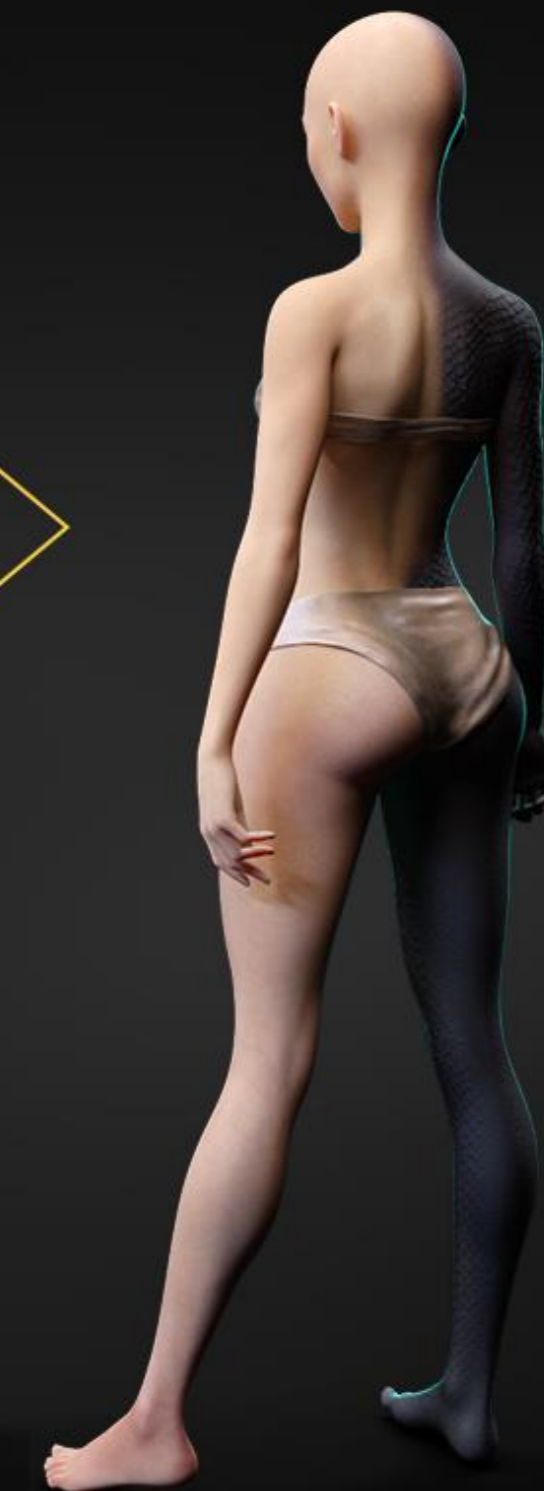
03 Apply Second Skin Reptilian Skin (Creepy Alt 03)



### Soft Skin TRANSITIONS



Half Body Right (Applied to White Geoshell)



Sharon HD Skin + Reptilian Skin (Creepy Alt 03 applied to Geoshell)

This product allows you to blend **two skins** via a Geoshell Wearable and LIE Masks.  
**\*No Skin Textures are included.**

# LIE MATERIAL PRESETS

## MASKS PREVIEWS





# LIE MATERIAL PRESETS

MASKS PREVIEWS





# LIE MATERIAL PRESETS

## MASKS PREVIEWS



LIE OUTER ARM & OUTER THIGH (L&R)

**Soft Skin** TRANSITIONS



LIE SHOULDER & SHIN (L&R)



LIE MASK LOWER BODY



**Soft Skin** TRANSITIONS



LIE MASK UPPER BODY

\*LIE Mask presets for **Pectoral** (L&R) & **Ribs** (L&R) are included but not shown.

\*Pectoral and Ribs Presets are presented as icons on the corners.

# Soft Skin

## TRANSITIONS

### Process Overview

Character Mix Shape + HSF Ultimate Shapes

Base Skin Acicia Bundle

Apply Trans Shell to 8.1F with 8.1F UVs

Trans. Shell Skin Reptilian Skins for Genesis  
8.1 Females [Sweet Alt]

Apply Prepare Trans for 8F

Apply LIE Masks as follows:

LIE MASK BUILDING PRESET



LIE MASK BUILDING PRESET



LIE MASK BUILDING PRESET



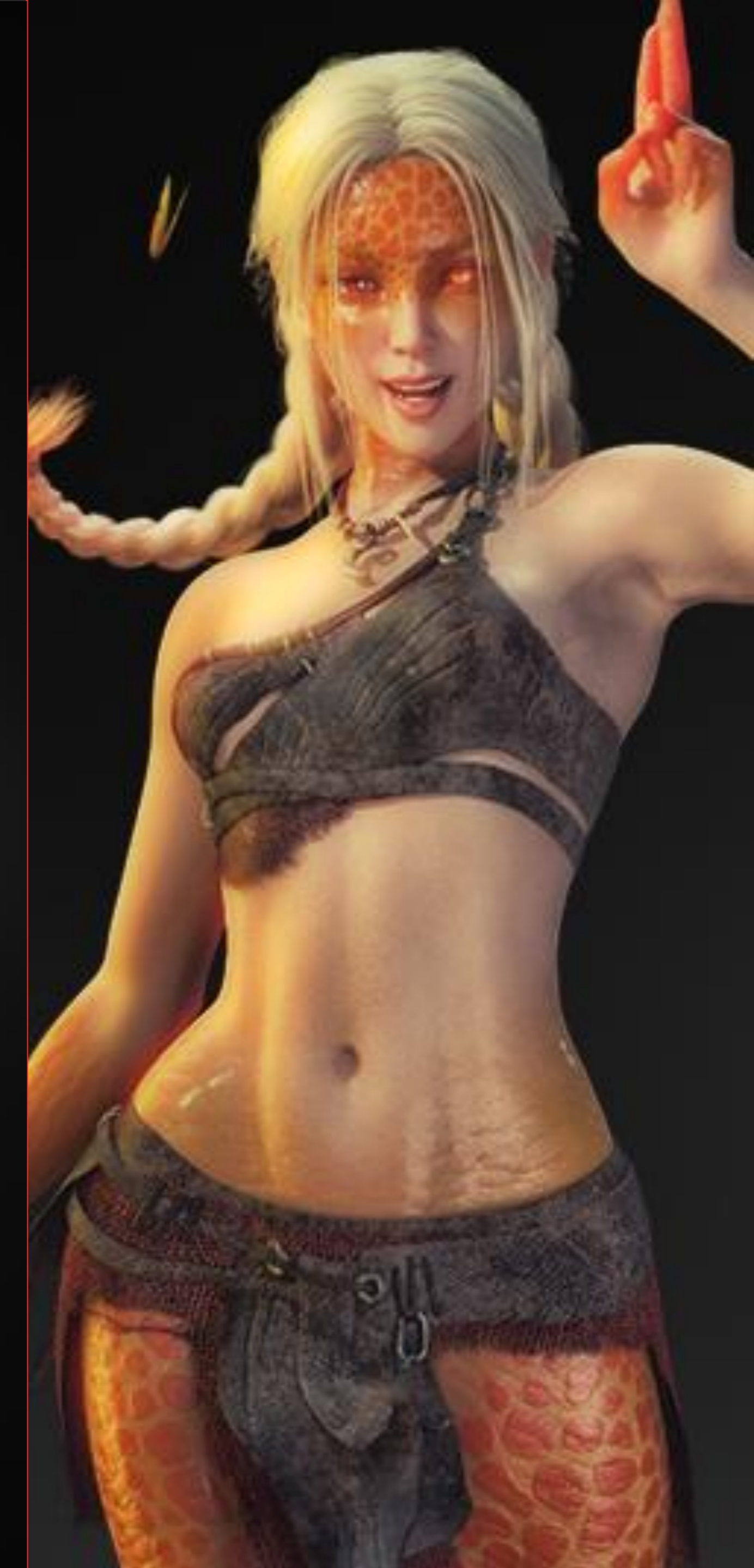
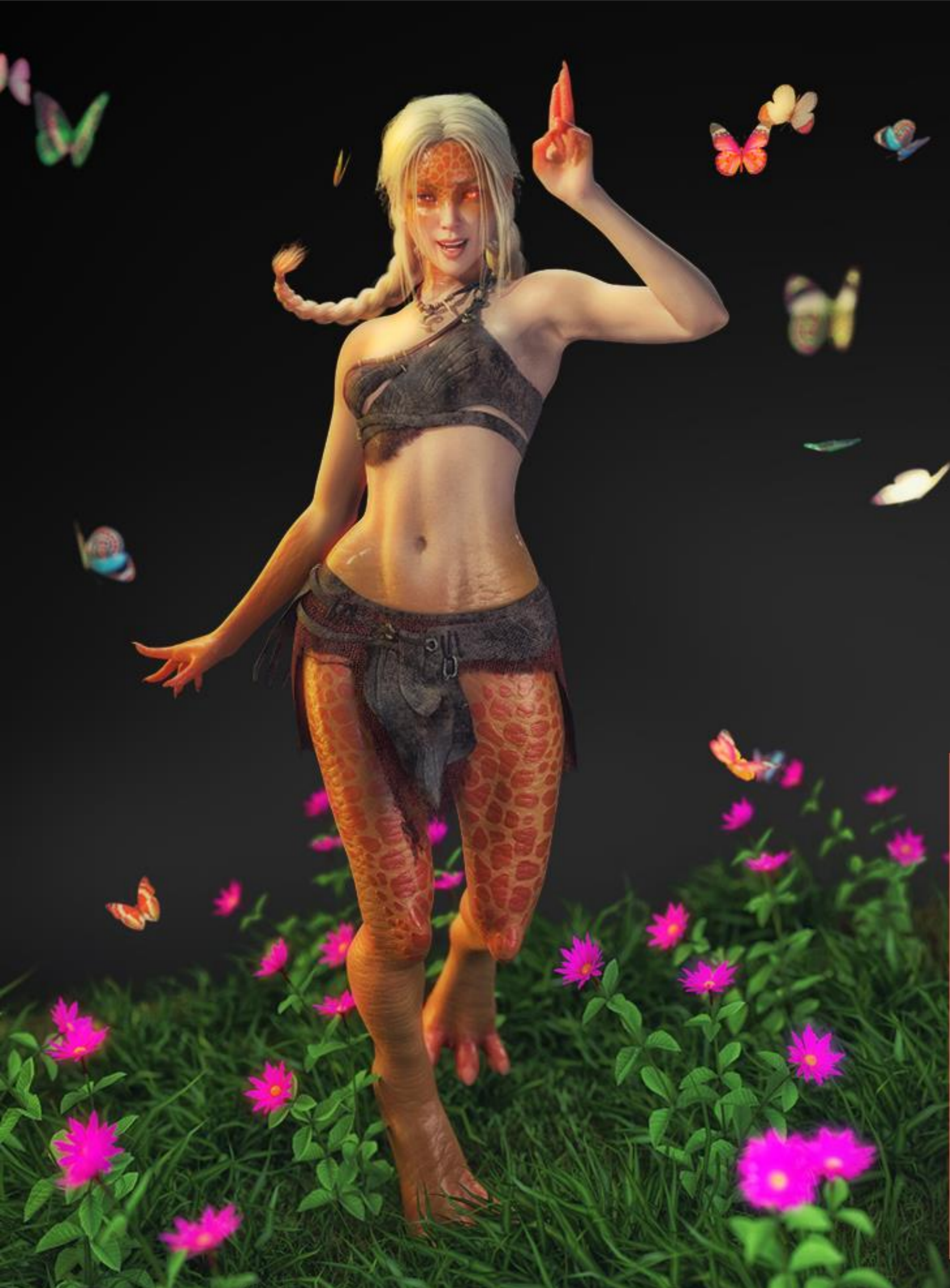
LIE MASK BUILDING PRESET



LIE MASK BUILDING PRESET



SHELL VISIBILITY PRESET





# VISIBILITY PRESETS

## Soft Skin TRANSITIONS

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For Genesis 8 & 8.1 Females

# REFINAMENTS

## OVERVIEW

### VISIBILITY PRESETS

Presets marked with "SSTF 03" are refinement presets to be used on the SST Trans Shell. These include:

#### Eyes & Nails Visibility

These will toggle the surfaces of the Trans Shell ON and/or OFF.

- Eyes are **OFF** by default.
- Nails are **ON** by default.

#### Trans Visibility/Opacity

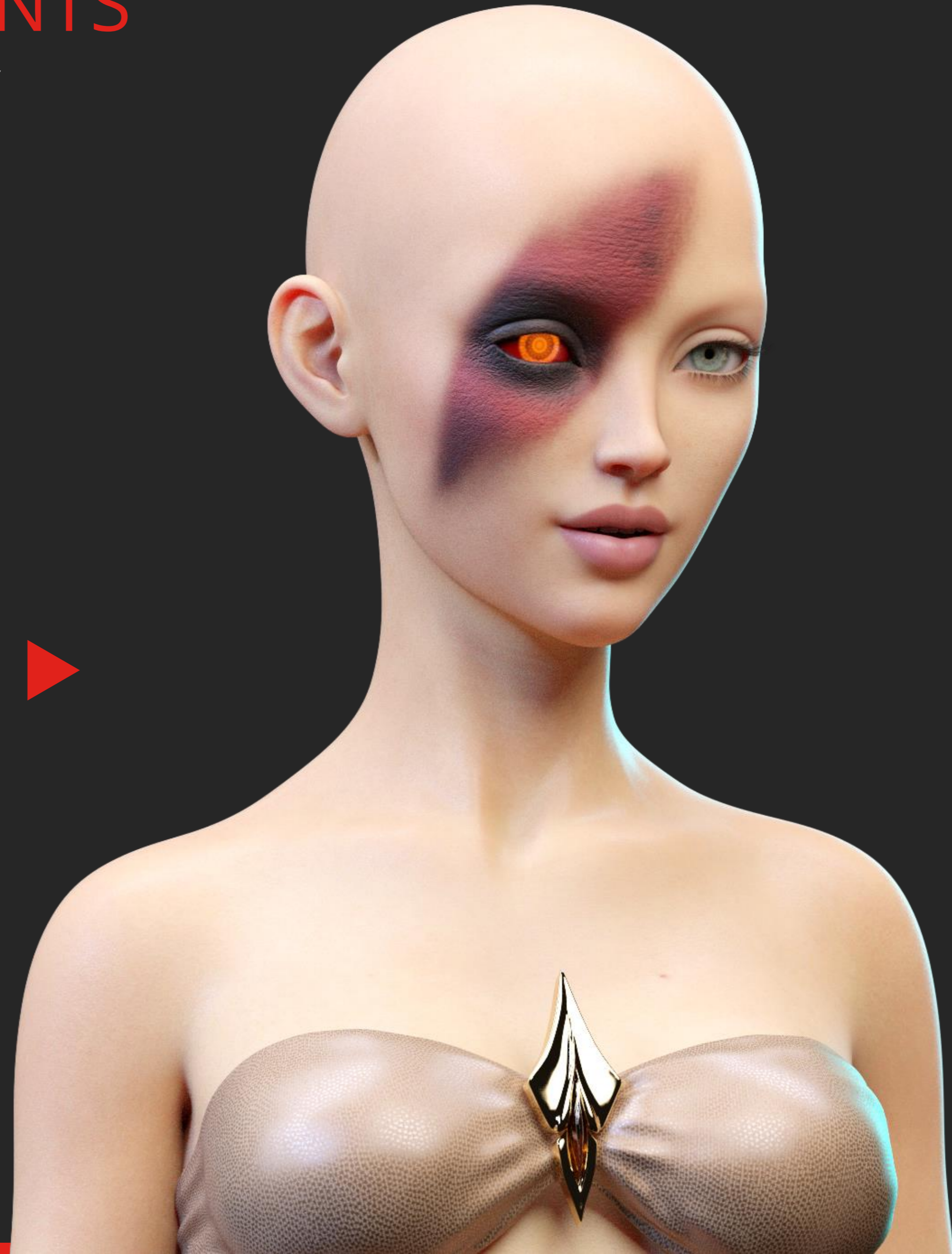
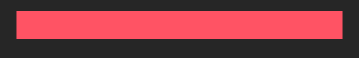
These presets will increase or decrease the opacity of the SST Trans Shell, allowing you to switch between a sharp transition to a more subtle one.

- Opacity is set to **full** by default.
- The translucency value of the second skin will affect how much the opacity changes.



# REFINAMENTS

EYE VISIBILITY





# OFFSET PRESETS

## Soft Skin TRANSITIONS

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For Genesis 8 & 8.1 Females

# REFINAMENTS

## OVERVIEW

### OFFSET UTILITY PRESETS

The Offset Presets will help you move the SST Trans Shell closer or further away from the body. This value can also be manually adjusted via the Parameters Tab > Mesh Offset.

By default, the SST Trans Shell is set at a compatible value with our "Reptilian Skins for Genesis 8.1 Females". Since the skins uses displacement, the Shell needed to be far enough from the body to not intersect with the character and cause black cracks.

So if you're using a skin that doesn't have displacement on the SST Trans Shell, you may want to use the "Transition Shell Offset Closer" to move it closer to the body and possibly avoid clothing poke through.

We recommend switching the collision of the clothing (parameters tab) to the Geoshell regardless.





# REFINAMENTS

Offset Closer

\*Masoz for Celani 8 not included, her Albinism Skin was applied to the Transition Geoshell.

Soft Skin TRANSITIONS

\*Masoz for Celani 8 not included, her Albinism Skin was applied to the Transition Geoshell.

Soft Skin TRANSITIONS



PROCESS: CHARACTER > TRANS GEOSHELL 2ND SKIN + LIE MASKS + RIGHT EYE VISIBILITY ON

PROCESS: CHARACTER > TRANS GEOSHELL 2ND SKIN + LIE MASKS + LEFT EYE VISIBILITY ON + OPACITY LOW

“Transition Shell Offset Closer” was applied here, since the Second Skin doesn’t use displacement. Both the main skin and second skin are from the same character product.



# LICENSE

## Soft Skin TRANSITIONS

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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.
- Use this product as masks within other programs for merchant use.
- Etc.





# Get in touch

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

