

SPIRIT OF VENGEANCE

A Product by Sickleyield and
Fuseling

USER'S GUIDE

Table of Contents

Introduction.....	3
Chapter 1: Where to Find The Items.....	4
Chapter 2: The Basic Spirit Workflow (Opaque).....	6
Chapter 3: The Ghostly Spirit Workflow (Opaque).....	7
Chapter 4: The Headless Ghost (Transmapped).....	8
Chapter 5: the Opalescent Spirit (Fully Translucent Character With Clothes And Hair).....	9
Chapter 6: Lighting Tips.....	10

Introduction

SickleYield and Fuseling thank you for your purchase of the Vengeful Spirit character set for Genesis 1 and Genesis 2 Female. This guide is intended to help you find all of the features and use them to the best of their ability. As such, the first chapter suggests some workflows for creating different ghost looks, and the others contain a more complete guide to the features folder by folder. With this information you can create all kinds of spooky characters!

Chapter 1: Where to Find The Items

All items, including the conforming brow pieces, are found in these folders.

Genesis: People/Genesis/Characters/SickleFuse/VengefulSpirit

Genesis 2 Female: People/Genesis 2 Female/Characters/SickleFuse/VengefulSpirit

The folders that contain the setup mats, which you use to basically create the characters, are as follows.

The morph presets are in the main VengefulSpirit folder. Double-click to apply to a loaded Genesis or G2F. If you want to mix them with others for your characters, they are found in these places in Parameters:

Genesis 1:

Actor/Male/Fantasy SciFi/VengefulSpirit

Actor/Female/Fantasy SciFi/VengefulSpirit

Actor/Head/Universal/Fantasy SciFi/VengefulSpirit

Actor/Head/Face/Eyes/Universal/Fantasy SciFi/VengefulSpirit

Genesis 2 Female:

Actor/Full Body/Fantasy SciFi/VengefulSpirit

Actor/Head/Fantasy SciFi/VengefulSpirit

Actor/Head/Face/Eyes/Universal/Fantasy SciFi/VengefulSpirit

The body mats are in !!!Base Shader, !!HSS Shader, and !SSS shader.

The textures for the M5 genitalia are in the folder called M5GensAll.

The textures for the eyebrow pieces are in the folder called Eyebrows. You need to apply these to the conforming brow piece; they are not incorporated into the body textures.

The other folders contain transmaps and shaders:

The folders called Transmaps Basic, TransMaps HSS and TransMaps SSS contain transmaps that match the shaders for the body mats. Use the transmap folder that matches the body mat folder you used. You should always apply these FIRST if you want, say, a ghost with no arms and legs AND a translucent green-tinted body.

GhostShaders contains seamless shaders. These should always be applied AFTER folders in TransMaps folders if they are to be used together. They can also be applied to clothes and hair in order to match them to the body. There are more instructions for this in Chapter 5.

The Diffuse Tints Universal folder contains diffuse color tints that affect only the Diffuse Color channel of a surface. They are fairly intense and work best at lower opacity values.

The Partial Shaders folder lets you change ambient and transparency values of the other shaders without changing the rest of the shader.

Chapter 2: The Basic Spirit Workflow (Opaque)

This applies either to Genesis or to Genesis 2 Female; they differ mainly in the morph presets.

1. Load a figure into your scene.
2. Load the Vengeful Spirit Brow Piece and conform it to G1 or G2F. By default, it is found with all of the other presets in the People/Genesis/Characters/SickleFuse/VengefulSpirit, or the same in People/Genesis 2 Female.
3. Select the body figure.
4. Go to the !SSS shader folder. You may substitute the !HSS or !!!Base Shader folder if you prefer the look of the HSS shaders as compared to SSS, or if you are working with a lower-end system, or if you want to add a large number of characters to the backdrop of a scene and advanced shaders are overkill.
5. Click on the !01_BaseSkinXShader Option (where X means HSS, SSS or Base). If you want to use the figure with transparent clothes, click the !01_BaseSkinXFeaturelessTorso preset. This removes the genital, nipple and navel detail from the torso, so that they do not create an R-rated render if you just wanted a featureless specter.
6. Choose what eye preset you want to use. 7 and 8 are the opaque black and white eyes, if you want that supernatural look; the others come in different colors.
7. Decide what lip and makeup presets you want to use and click those. The MakeupGhost presets do not work with the base color, but all of the others do. The makeups are very pale and subtle to look properly ethereal with the transparent options.
8. Select the brow piece. Go to the Eyebrows folder and select a color of eyebrow that matches the hair color you want to use.

Now you have the basic spirit, whether male or female, ready to use in your scene.

Chapter 3: The Ghostly Spirit Workflow (Opaque)

1. Load Genesis or G2F into your scene.
2. Load the Vengeful Spirit Brow Piece and conform it to G1 or G2F. By default, it is found with all of the other presets in the People/Genesis/Characters/SickleFuse/VengefulSpirit, or the same in People/Genesis 2 Female.
3. Select the body figure.
4. Go to the !SSS shader folder. You may substitute the !HSS or !!!Base Shader folder if you prefer the look of the HSS shaders as compared to SSS, or if you are working with a lower-end system, or if you want to add a large number of characters to the backdrop of a scene and advanced shaders are overkill.
5. Click on the !01_GhostSkinXShader Option (where X means HSS, SSS or Base). If you want to use the figure with transparent clothes, click the !01_GhostSkinXFeaturelessTorso preset. This removes the genital, nipple and navel detail from the torso, so that they do not create an R-rated render if you just wanted a featureless specter.
6. Choose what eye preset you want to use. Any of the available eyes work with the ghostly skin.
7. Decide whether you want the ghostly character to have smudged eyes or mouth or both, and if so, double-click one of the two Ghost Makeup options.
8. Select the brow piece. Go to the Eyebrows folder and select a color of eyebrow that matches the hair color you want to use.

Chapter 4: The Headless Ghost (Transmapped)

This is presented as an example using the TransMaps folders. You will do basically this when you wish to use the arms only, head only, etc.

1. Follow the instructions in Chapter 1 or Chapter 2 to create a regular or ghostly pale character on G1 or G2F.

2. Which shader did you use? You will need to choose the corresponding TransMaps folder. If you used the SSS shaders, you should choose TransMaps SSS.

3. Scroll to the SfvHeadless materials. There are four of them. The first one applies ONLY a transmap to hide the head. The second one applies this and decreases all opacity by 50%. The third one and fourth one remove the head AND apply a cloudy transmap (a different one for 2 vs 3).

4. Now your ghost is headless. Spooky! Do you want a ghostly severed head in the scene also? If so, repeat steps 1-3 with a second G1 or G2 figure, but this time choose one of the SfvHeadOnly transmaps. Then translate and position the “head” figure as desired.

Chapter 5: the Opalescent Spirit (Fully Translucent Character With Clothes And Hair)

This example uses the Ghostly Shaders on top of other transmaps to create the look of a translucent figure with clothing and hair.

1. Load a Genesis 1 or Genesis 2 Female into the scene. Whether or not you want to use eyebrows is up to you; they won't show very much on our final result.
2. Do you want to have clothes and shoes on the figure? Do you want the legs and feet to be visible through those clothes and shoes? If not, you should first go to the Transmaps (your chosen shader here) folder and apply one of the SfvSLegsOff presets. As with all transmap presets in our set, 00 merely makes the legs invisible, 01 does that plus sets all visible opacity to 50%, 02 adds a cloudy transmap, and 03 adds another cloudy transmap option. In this case you should just use 00 because we'll be applying a shader.
3. Select the body figure in the Scene Tab.
4. Make sure you have a Surfaces Tab. If not you can create one using Windows—Panels (Tabs)—Surfaces. In Surfaces, double-click the heading of the G1 or G2F figure to expand it, and select all of the materials. This ensures that the shader applies to all materials.
5. Now go to the GhostShaders folder. This main folder contains a number of different tinted pale shaders that are perfect for this purpose. Double-click one to apply it to all of the selected materials. Make note of which one you used.
6. It is recommended that you use the !Hide Eyes And Mouth Parts preset in the Transmaps folder at this point. This prevents eyeballs and the tongue, etc. showing through the translucent figure. If you want translucent/glowing eyes, use only the !Hide Mouth Parts Only preset.
7. Load clothes and hair and conform them to the figure.
8. Select a clothing item. Select all of its materials in the Scene Tab.
9. Double-click the shader preset that you used on the body to apply it to the clothing. Now the clothing and figure are consistent in appearance. Repeat with all clothing pieces.
10. Select the hair in the Scene Tab and select its materials in the Surfaces tab.
11. Ctrl+click the shader you applied to the clothes and body. Choose “ignore” to ignore existing textures and maps. This leaves the hair with its textures unchanged. We will fix that in the Surfaces Tab.
12. In the Surfaces tab, go to the Diffuse Color line of each material in the hair and set the diffuse texture to “none.” This causes the hair to use the shader but to use its own transmaps, which gives the best possible look for our ghost.

You can do this with any of the shaders in the GhostShaders folder. With a little practice you can fiddle around using the sub-presets as well, and the diffuse tints. The most important thing to remember is:

Always apply the TransMaps Folder presets BEFORE the GhostShaders folder presets.

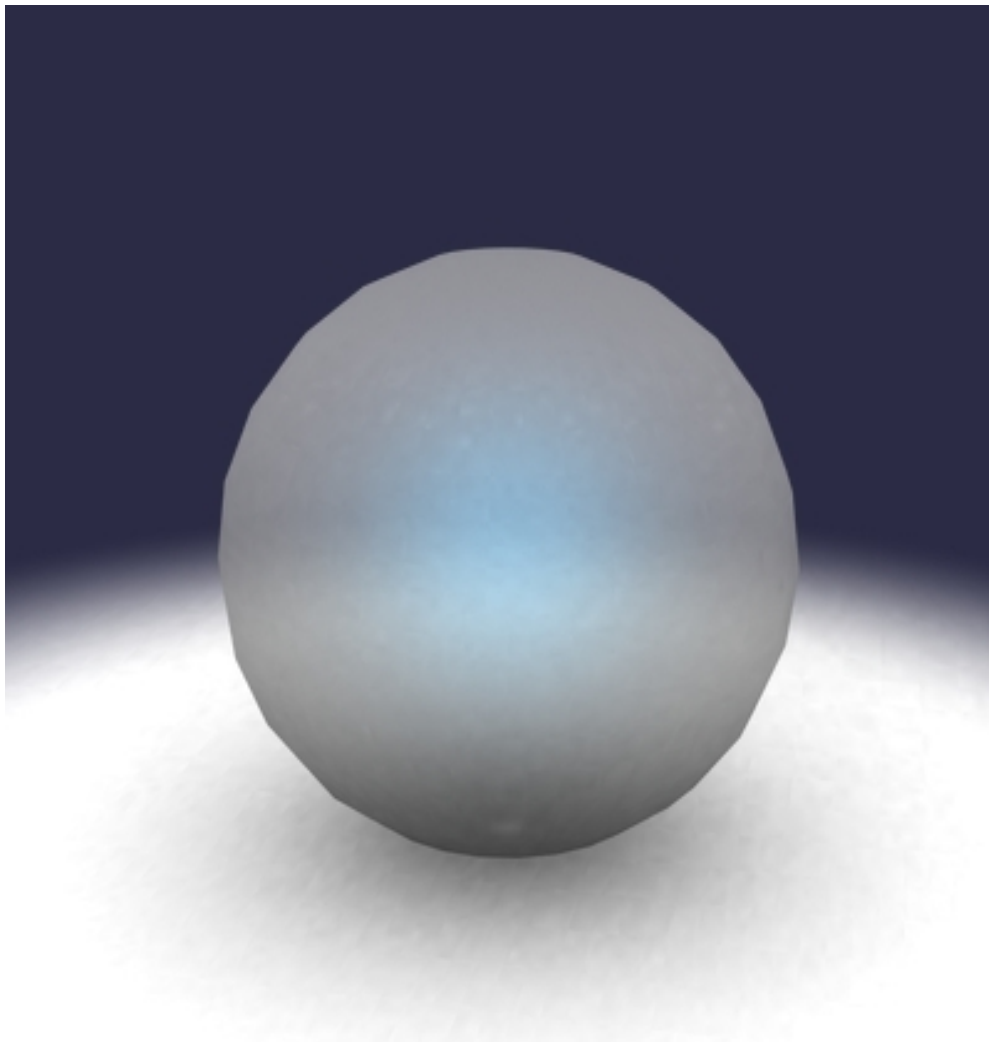
Chapter 6: Lighting Tips

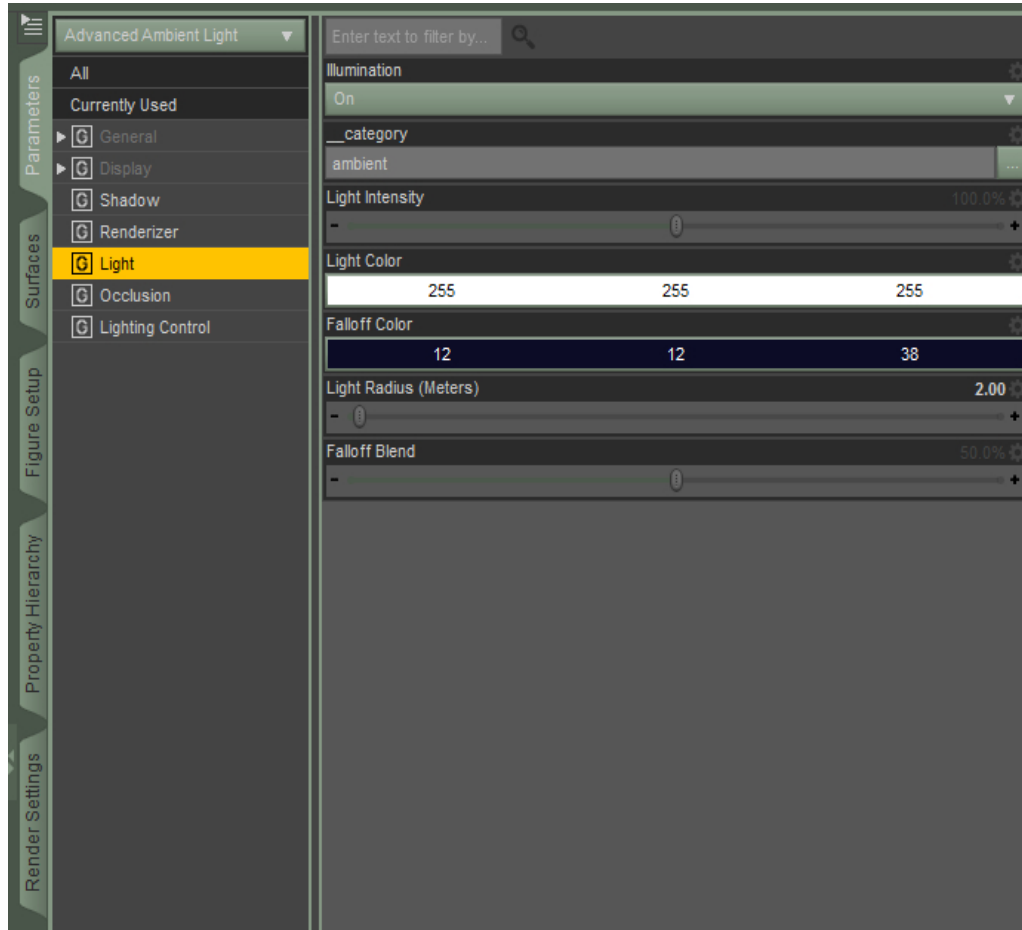
We highly recommend the use of the Advanced Ambient lights by Age of Armour, available in Age of Armour's DAZ store.

The reason is largely because of two features that these lights have: The falloff/light radius options, and the flagging options. Let's take them one at a time.

The falloff and light radius options are found in the Light heading of each Advanced Ambient Light in your Parameters tab. If you do not have a Parameters tab, you can create one using Window—Panels(Tabs)—Parameters. It is easy to create dark corners and shadows on the edges of your scene by working with a low light radius and moving the light itself in your scene as close to your ghost as possible. The Falloff Color is the color that the light shades off into at the edges of the radius. This is important because you can set it to dark red or blue, for instance, and have the light fade away into red or blue shadows, a stylistic convention that exists in many horror films.

This picture shows a sphere that uses the SfvsGhostly01c shader. It has one Advanced Ambient light in the scene. The second picture shows the settings used to achieve the light falloff shown.

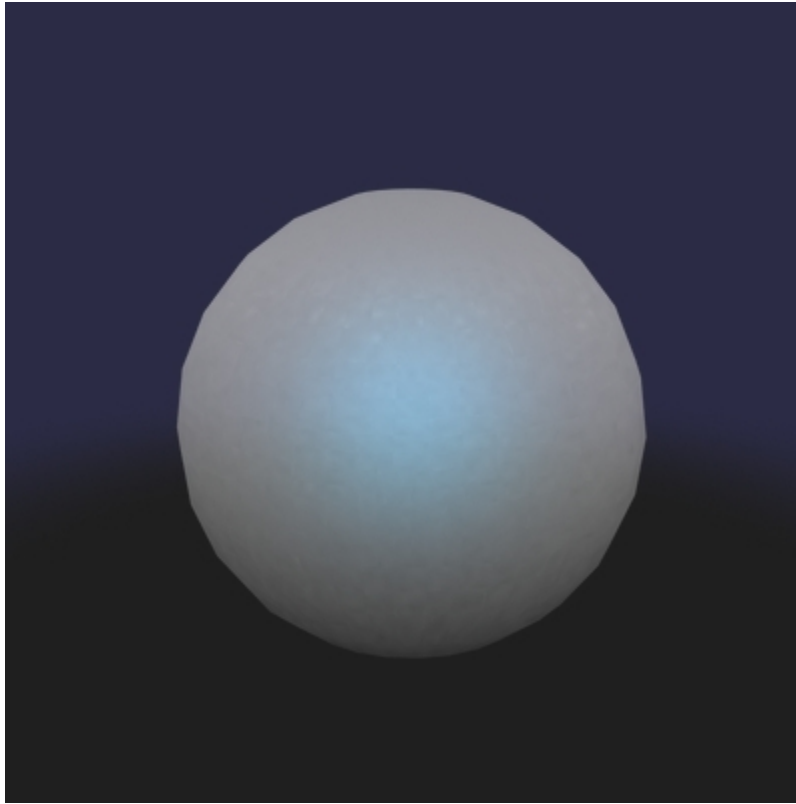




Second are the flagging options in Lighting Control. Basically, we can use this to set an Advanced Ambient light to ONLY light our ghostly characters, producing an unearthly glow that looks better than just turning up their ambient settings and allows more texture detail to be visible.

Under “Flag Surface Shaders With,” you can choose a shader option for the light to look for. Refraction 1.1 is a good choice for lighting anything that is not water or glass, because you can set the refraction to 0% and it will not affect the object's texture or shader. If you then choose the “Illuminate Flagged Only” option from the next dropdown, only materials with that exact Index of Refraction will be lit at all.

This picture shows the ghostly sphere used in the last pic, but with the lighting control set to Index of Refraction 1.1, Illuminate Flagged Only, and the surface material of the sphere set to have an Index of Refraction of 1.1.



Notice that the light is not lighting up the backdrop mesh at all, because it was not flagged. This makes the sphere appear to glow even though it does not have a bright Ambient value.

The combination of these two lighting techniques can create much more ethereal and otherworldly ghosts than just the use of textures and shaders alone.