ADD SOME VEINS

Not two people have the same vein patterns, we all have our unique vein map.

Add Some Veins is a collection of Layered Image Editor vascularity bump and diffuse maps for Genesis and Genesis 2 Female that work with Michael 5, Victoria 5 & 6 UVs. The mat poses included have been optimized for Michael 5 Dave & Phillip textures, Victoria 5 Bree and Victoria 6 Belle but they can be used with any other M5, V5 or V6 textures. Mat poses that control Opacity Strength, BUMP Strength and BUMP Positive Maximum are included to make it easier for you to control the effect. Options to load only the diffuse (color) map or the bump (raised geometry effect) map or both.

Figure 1: Strength Modifier Poses

On the M5 folder you will find a series of icons that serve to control the global strength of your BUMP map. See Figure 1. These Strength Modifier Poses don't load any map. Their function is to increase or decrease the **BUMP STRENGTH** % in the *Surfaces Tab*.

Not all the surfaces are affected by these mat poses. Only the ones highlighted in yellow in Figure 2 are affected by the Strength Modifier Poses.

Also, these Strength Modifier Poses gives you global control of your BUMP strength but *THEY WILL UNLOAD YOUR BUMP LAYERS* which means you need to apply your BUMP mat poses *AFTER* you have decided the strength you want your bump effect (raised veins) to have. (If you have loaded color effects before using modifier strength poses, these will stay put so do not load both vein color and bump after, load only bump.)

1- Decide the strength you will need for your rendering using your Strength Modifier Pose.

2- Load your bump mat file from the *effects library* for full body, torso, legs, forehead, etc.

3- You can combine some of the effects like Upper Body and Only Legs or MMTorso and Only Legs and add one of the Forehead effects. You *should not* combine two effect for the same body parts. The full body options should be used by itself or two forehead effects or neck effects won't look good together.
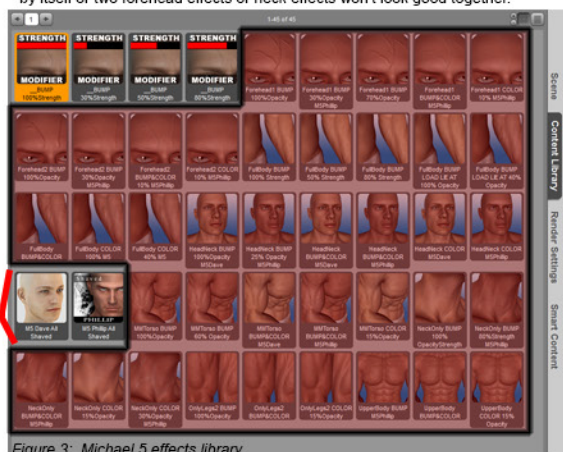

Figure 3: Michael 5 effects library

4- Its a good practice to copy your Character Mat Files into your Effects Folder. In Figure 3 it shows Character Mat files for Michael 5 Dave and Michael 5 Phillip. These Mat Files serve to reset your character to its default and restart your vein effects from scratch.
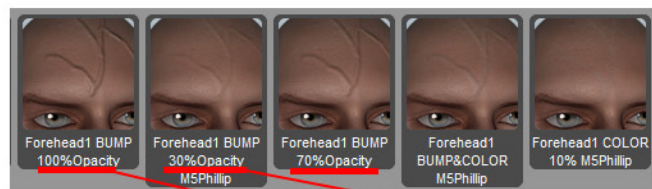

Figure 2

5- Its also very important to know that not all Character Mat Files are created equal. Michael 5 has many characters created by different vendors. There is no standard that says that the bump maps have to be set at certain strength so every vendor will set their strength. For example the Michael 5 Dave character has its bump maps set at 30% strength while the default Michael 5 Character Phillip has its at 100% strength.

This is why we introduce % of **Opacity poses for layers via the Layered Image Editor:** If we load a BUMP layer in David's forehead which uses 30% Bump Strength and we want to stick with these 30% BUMP Strength that its creator determined was the best setting we can control the veins strength via Opacity in the Layered Image Editor.
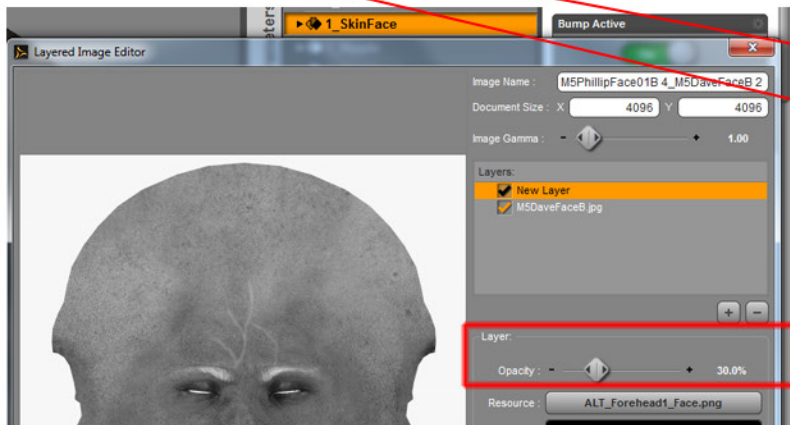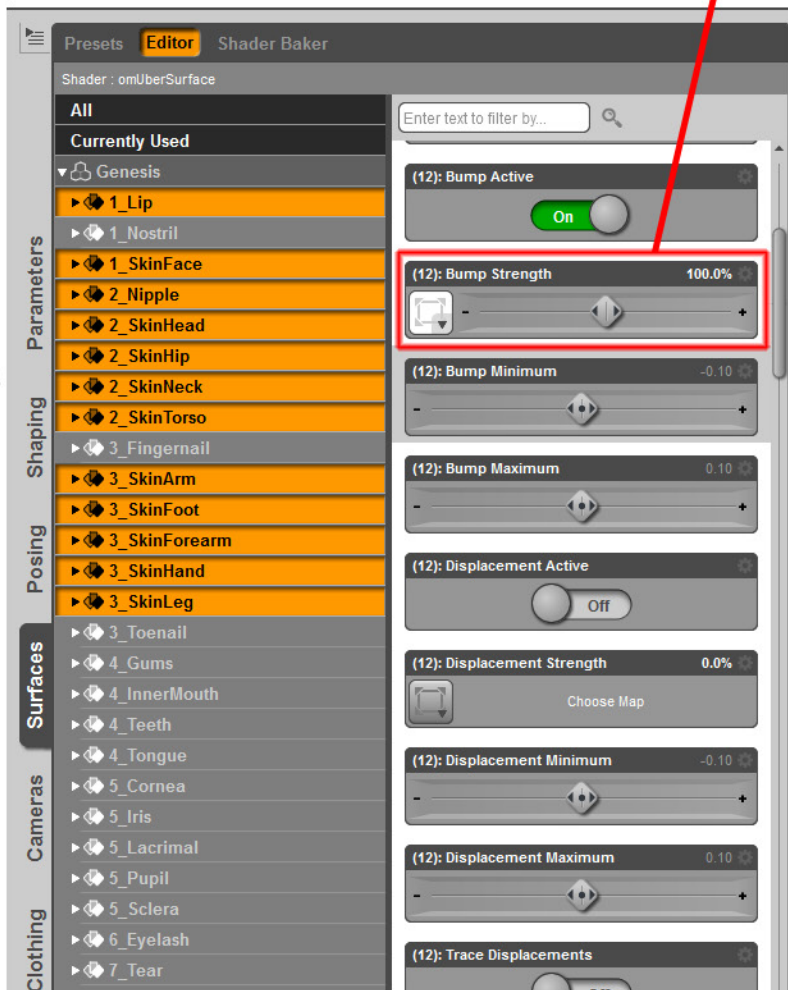

Figure 4: Michael 5 % of Opacity poses

Figure 5: Michael 5 % of Opacity poses help you control the opacity % of the vein layer. This gives you a way to increase the strength of the vein layer without messing with the overall BUMP STRENGTH. All this happens in the Layered Image editor once you use this kind of pose.

Michael 5 Phillip, which is the default Michael 5 texture and loads with a 100% BUMP STRENGTH looks best with a 30% Opacity Vein Layer. But for Michael 5 Dave which loads with a 30% BUMP STRENGTH a 30% Opacity Layer is too weak for the vein effect to be visible. So we need to use a 100%Opacity Pose on M5 Dave so those veins are visible.
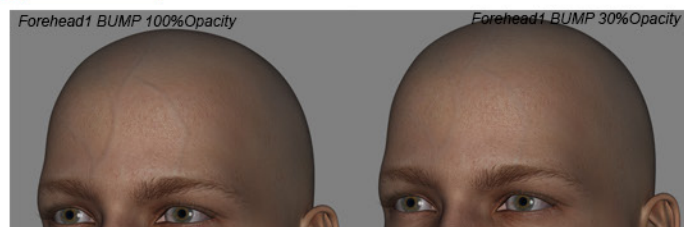

Figure 6: Shows Michael 5 Dave with the Forehead1 BUMP 100%Opacity VS Forehead1 BUMP 30%Opacity.

There might be times when even going 100% Opacity won't give you the vein strength you want. Then you will have to go and increase the BUMP STRENGTH anyways. You can also increase the BUMP MAXIMUM value in the Surface Tab.

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Usually we present the vein effects with three options:
1- A pose file that only loads the vein bump layer in the Bump Strength channel
2-A pose file that only loads the vein color layer in the Diffuse Color channel
3-A pose that loads both the vein bump layer and the vein diffuse color layer
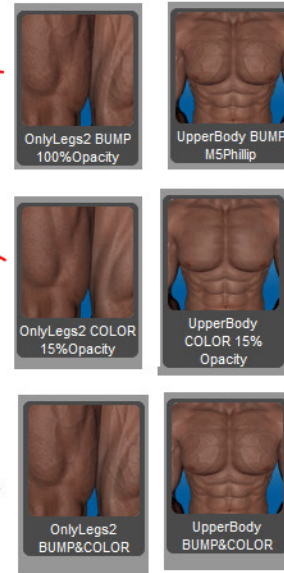
Some effects like the Head & Neck veins only have settings for each options that tailor BUMP STRENGTH and OPACITY STRENGTH for M5 Dave or M5 Phillip. Studying this combinations will help you decide what works best with other textures depending on how the texture creator has setup his bump maps. You can always just use the global Strength Modifier Poses and adjust up the strength of the effect until you are satisfied with your veins or just do it manually.
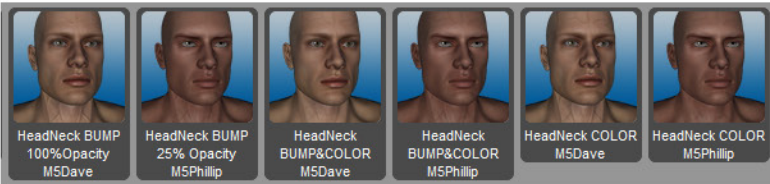
The Diffuse Color channel where the vein color loads can also be controlled via the Layered Image Editor Opacity %. For lighter skins like M5 Dave you might want to have a vein lighter opacity like 15% and for darker skins like M5 Phillip you might want to have a darker one like 30%.
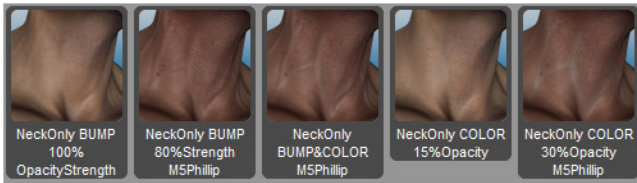
This product attempts to give you a way to experiment with different values and settings beyond the usual of just supply you with a mat file that sets up a value for you that might or might not work with your target character mat. its up to you to explore the different options and develop an understanding of how they work.