# SKIN BUILDER TUTORIAL

Thank you for choosing Skin Builder. Let's get started right away.

PRODUCT FILE LOCATIONS (IN YOUR CONTENT LIBRARY)

People\Genesis\Materials\Skin Builder
People\Genesis 2 Female\Skin Builder
Light Presets\Skin Builder
Texture files location Runtime\textures\DSZV\SkinBuilder

INCREASE VIEWPORT PERFORMANCE

Using LIE can slow down viewport performance depending on your system specs. To make sure it runs smoothly, make sure the following is set. This will not affect the final render quality, but only speeds up preview performance.
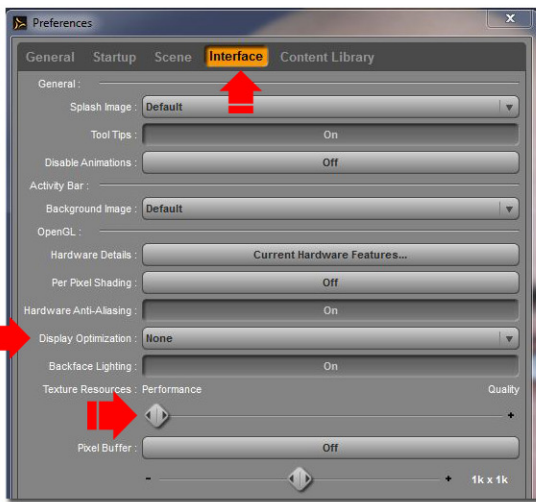
## METHODS FOR TESTING YOUR CREATIONS BEFORE FINAL RENDER

The best way to save time and guess work is to do spot renders. It is also best to set the rendering method to progression at this stage. This means you get a rough preview of the materials and straight away you can see if you like the current settings as it builds up in quality.
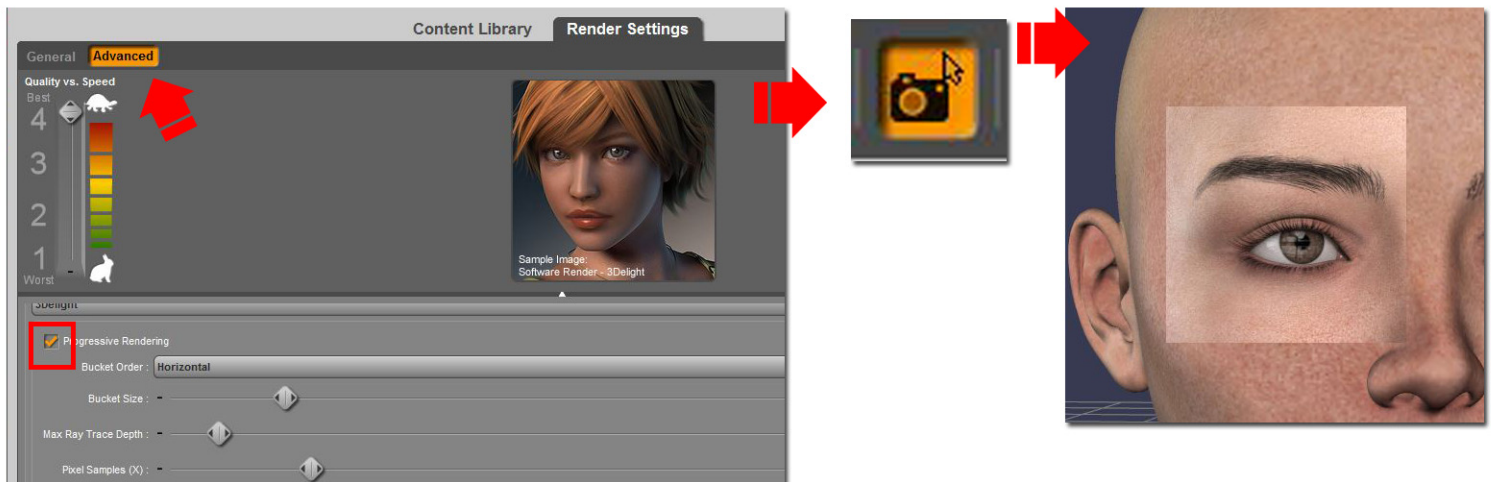
Now that the prep work is completed, let's take a look at how this product works:)
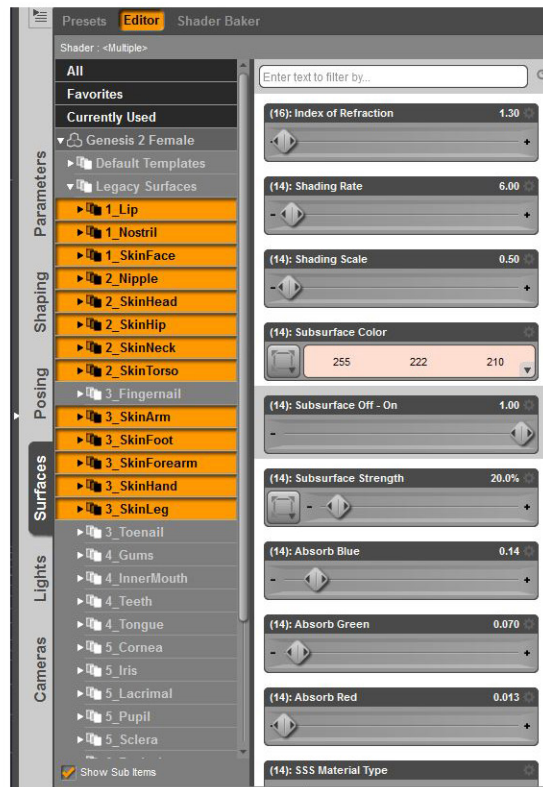
USING SKINBUILDER SCRIPT

Skin Builder works by blending in different skin maps and combining them with an underlying base mapped tone. Only Two sliders are to be used at a time. So step one, choose your main tone, and then the tone you wish to blend in. As you blend in the secondary tone, you will notice the script automatically adjusts the other. This is to ensure the calculated strength of the combined maps is at 100% at all times.
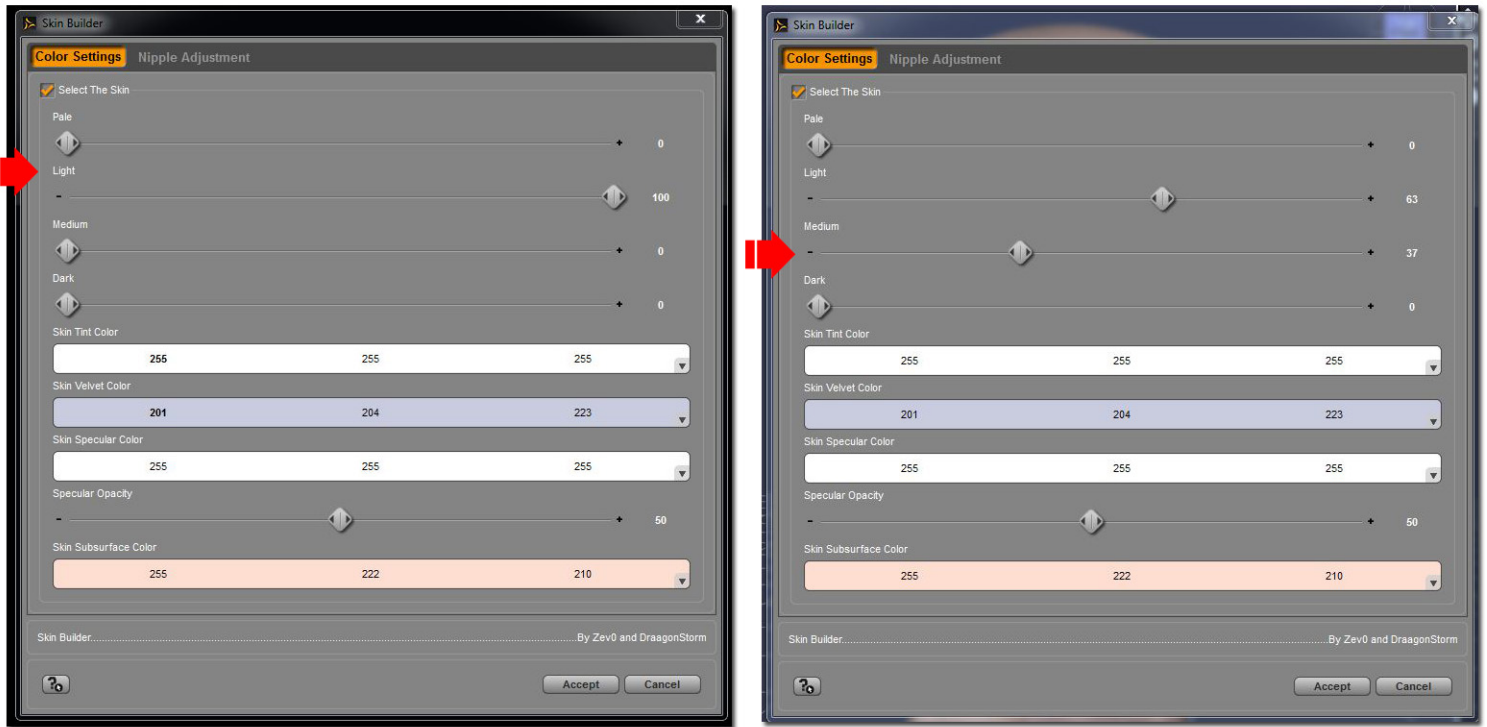
TWEAKING YOUR SKINS

If you have used the script and want to tweak your settings after a test render, instead of re-applying it, you can do the following.

Select the following skin groups.
Every value you changed in the script such as SSS color, diffuse, specularity can all be edited manually afterwards.


To unload what the script has generated, simply hit Ctrl&Z, or simply click on it again and do a new session. This process will overwrite all previous settings with your new settings.

SETTINGS IN DETAIL (SKINBUILDER SCRIPT)

This will give you a better understanding as to what each entry in the script controls. By adjusting them, you can get various results. For this example I am going to keep things at default. SSS values are only taken into account if you enable them by clicking **SSS ON** after the script has been applied.

Make sure you have the tick box selected or nothing will happen:)
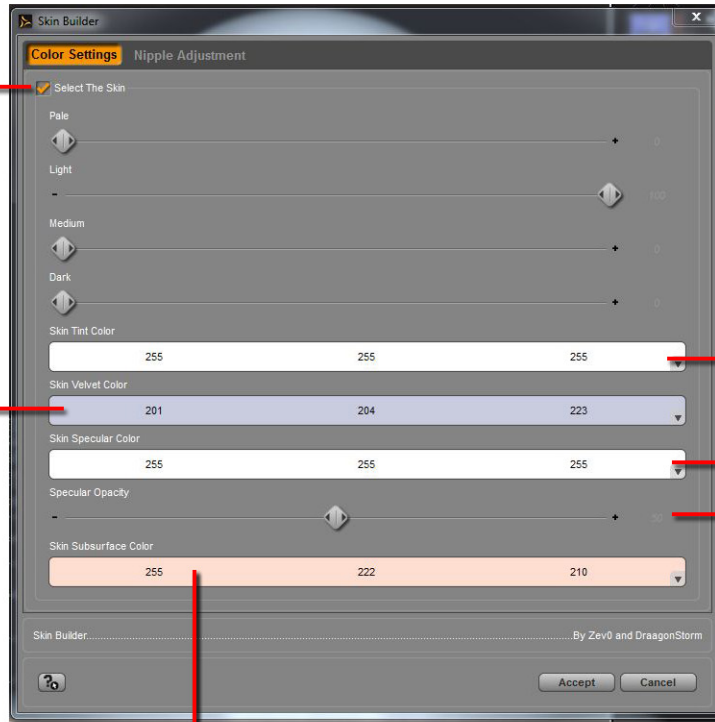
This sets the overall tint to the skin texture selected.

Controls the underlying skin tone color.

Controls the amount of shine & shine color.

Controls the radiance\sheen area color.

Now that we have a better understanding what each setting does, lets mix things up.

So this is the result. With our understanding of what the different values do, we can predict what the outcome will be, and with more practice it will become second nature:)
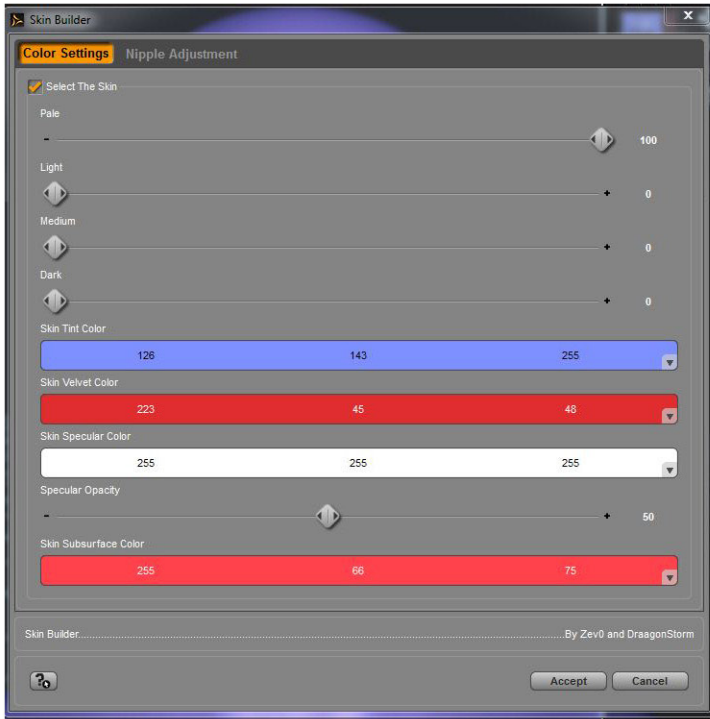
When adjusting colors for more realistic skins, use very saturated colours or the results will be too strong. Strong colors only work great for fantasy type skins.
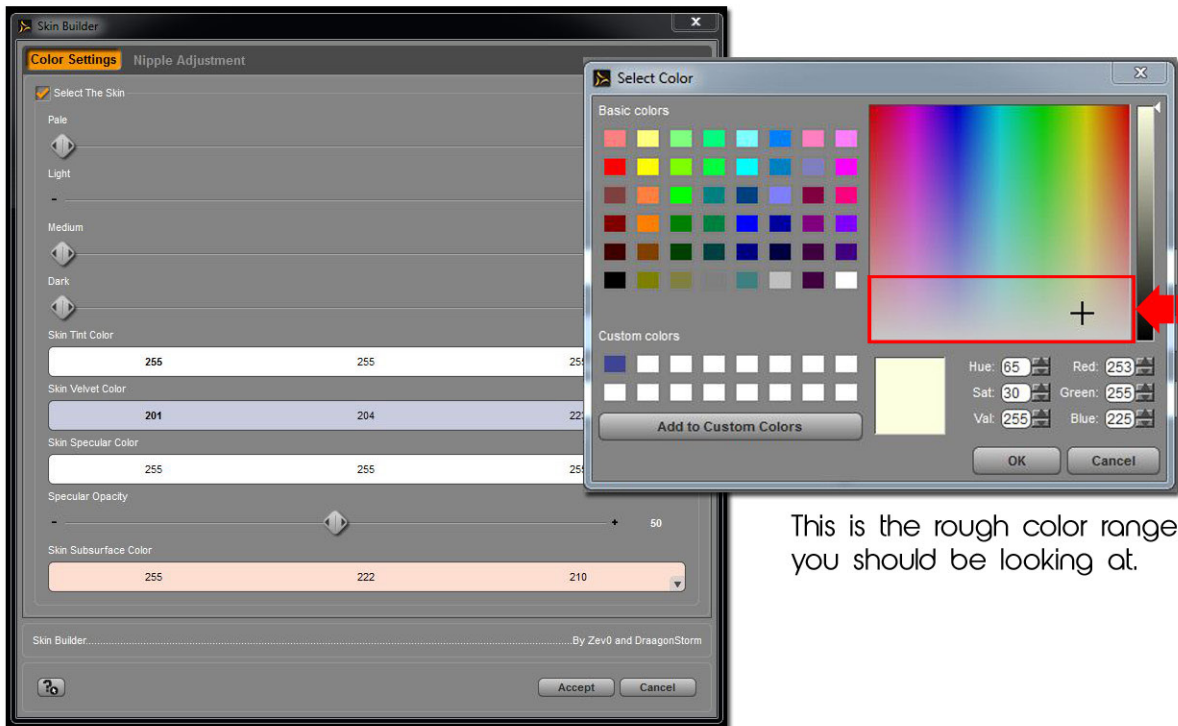
This is the rough color range you should be looking at.

ORDER OF SCRIPT APPLICATION.

In order for the scripts to work with each other, they have to be applied in a specific order. Now this isn't 100% needed, however sometimes you can run into minor issues, EG having makeup applied on top of the eyebrows. For this very reason, the scripts are numbered. So step one is to apply Skin Builder. Followed by applying a tan and so on. Independant scripts that do not need to follow any order are Eyes, Eye lashes & nails. Those are universal scripts and do not affect the skin in any way.
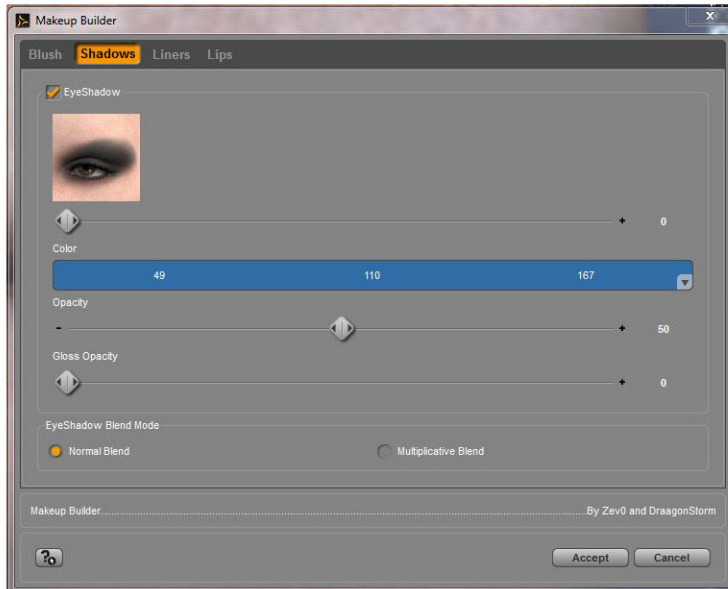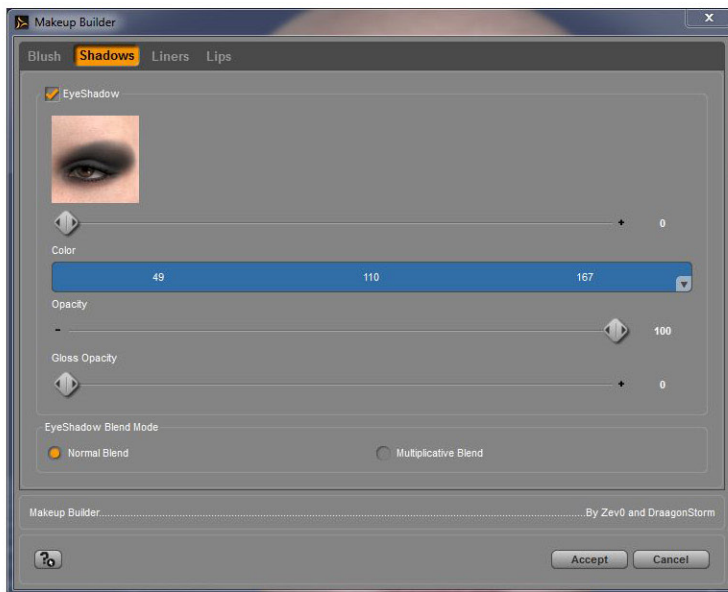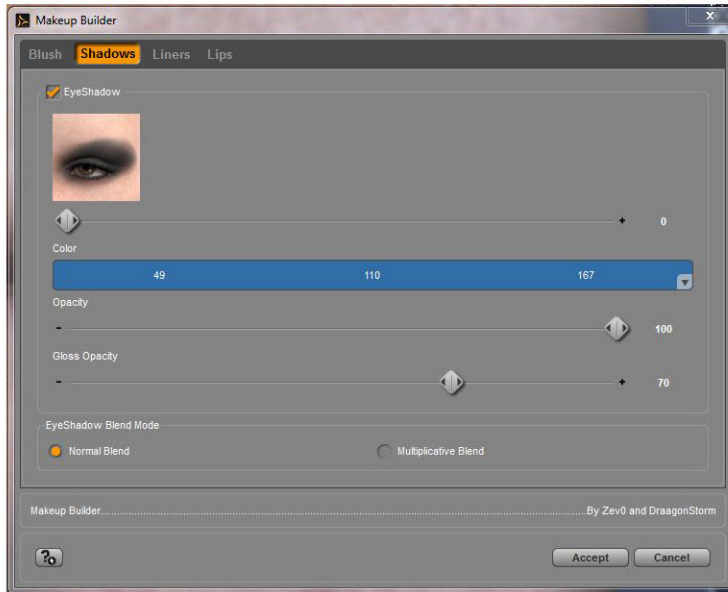

BLEND METHODS

You will notice on most of the scripts that they contain opacity, normal blend and multiply blend options. I will demonstrate the differences and show you how to create different results.
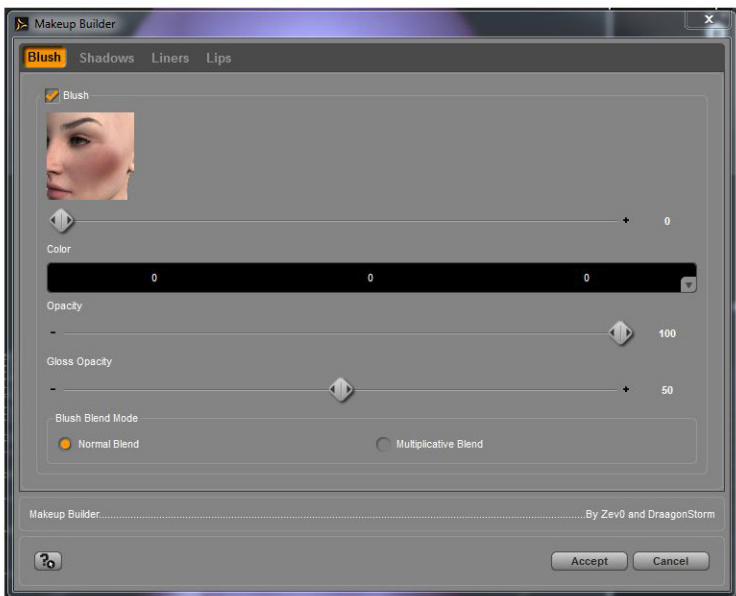

Let's see what the different blend methods can produce. For the following examples I will be working with the eye shadows option in the Makeup Builder script.

BLEND EXAMPLES

Below are a few examples showing how the different blend methods can be used to achieve different effects. They can also be stacked into multiple sessions to create unique looks. Let's Look at the slider values and compare them to the render to see how they affect the end result. If you do not like what you have selected. Simply press CTRL+Z and it will undo the makeup session and you can start again.

We have now seen what the normal blend method does. Let us switch to the Multiply Blend option using the same color. The examples below will demonstrate how the results differ.
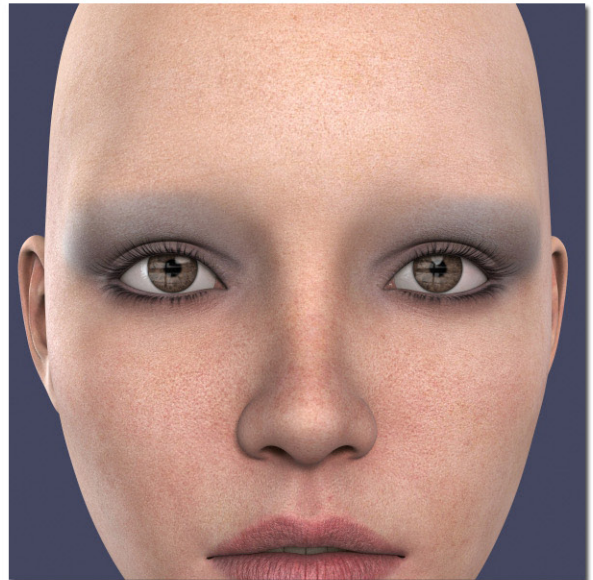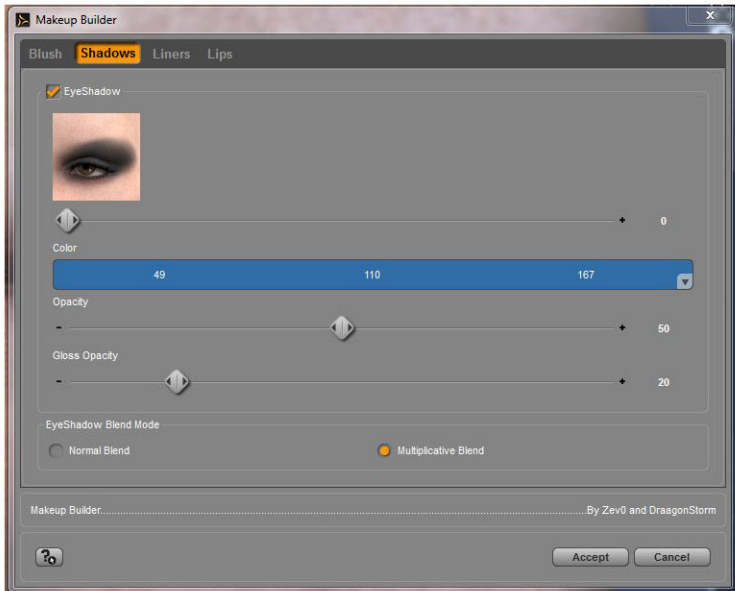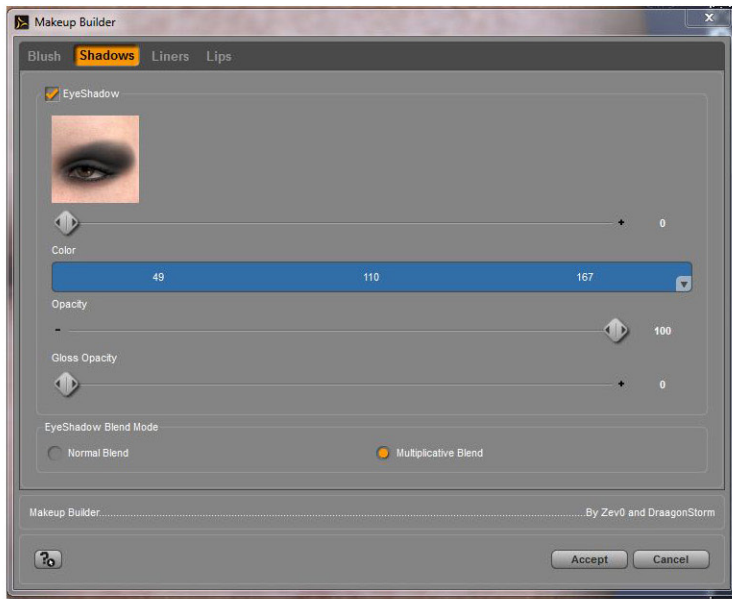
Below is a stacked example with another makeup session on the eye shadow. We can now see the two sessions overlaying each other. You can combine the different blend methods.
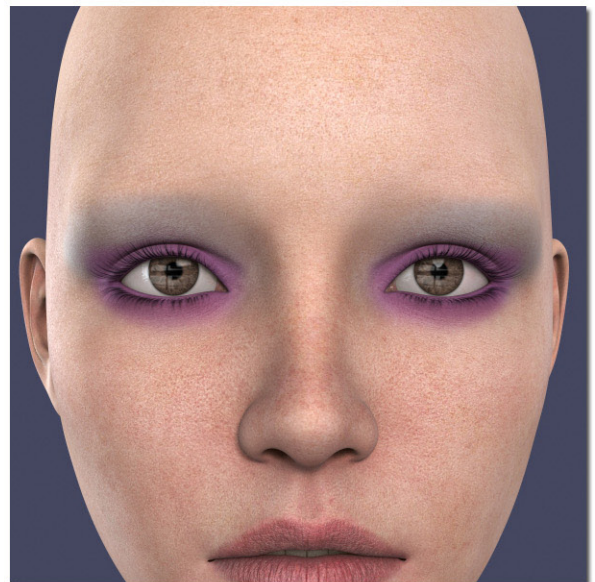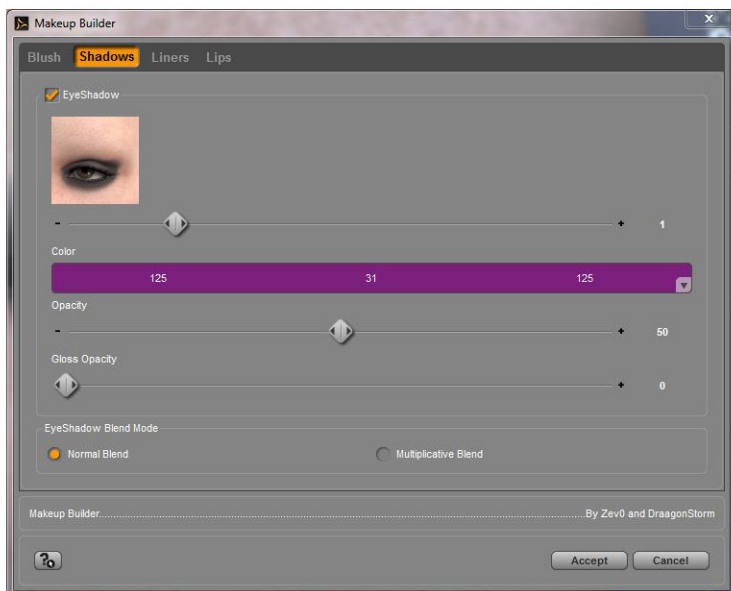
Every script that contains both blend options can do the exact same blending effects as shown, giving you more flexibility in what you want to achieve.

That concludes this tutorial. Thank you for your support and enjoy:)

ZevO & DraagonStorm

SPECIAL THANKS TO THE FOLLOWING

Toni Bradt - Promo Scene lights
Slosh - UV testing
Sedor - Contributing Renders
Cake one - Lux & Reality testing and Contributing Render
Dumor 3D - Thanks for the towels