

EXTREME CLOSEUP : MAKE-UP CONSTRUCTION KIT

FOR GENESIS 2 FEMALE
Presented by ForbiddenWhispers

TIPS & HINTS...

It's important that you apply the eyeshadow option first. As this makes up the base of the makeup. Use this as your base to build off of. Use more than 1 eyeshadow at once if you want!

1. HINT! → → → →

Apply the eyeshadow overlays over the top of the eyeshadow to add extra details to the eyeshadow. It's important you do it in this order or the eyeshadow will cover it.

2. HINT! → → → →

Eyeliners need to be added after the first two stages. If you don't do it this way, the other two layers will cover up what you just applied.

3. HINT! → → → →

You don't have to apply this 4th in the process, but it's nice to have a work method. Applying this first, second or third or last will have no effect on other options.

4. HINT! → → → →

Apply this whenever you want too. It won't effect any of the other options used in the set. Add multiple blusher options at once to increase their strength.

5. HINT! → → → →

It's best to apply this after you have applied the blusher option, as the blusher may cover it. Add multiple glitter options at once to increase their versatility.

1. APPLY THE EYESHADOW OPTIONS FIRST

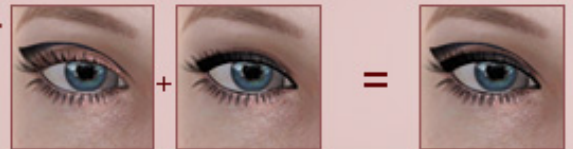
In the eyeshadow folder you will see some of the options labelled as 'LB'. This stands for 'Low Brows'. For characters with unusually low eyebrow positions.

2. APPLY THE EYESHADOW OVERLAYS NEXT

If you're feeling brave & want to tackle the LIE interface. Add 2 eyeshadow/eyeshadow overlays. Go into the LIE section & set one option to 'multiply' for extra styles!

3. APPLY EYELINERS NEXT

Add more than one set at once for infinite options.



4. APPLY LIPSTICK OPTIONS NEXT

To remove the LIE makeup options that you have just applied. Simply reapply the face texture of the character that you are using as your base and it'll reset the MATs to default.

5. APPLY A BLUSHER OPTION

A simple render tip! The lower the shader rate of your render and light settings the crisper your render will appear. Be warned that the render time will increase if you do this.

6. APPLY ADDITIONAL GLITTER FACE OPTIONS

