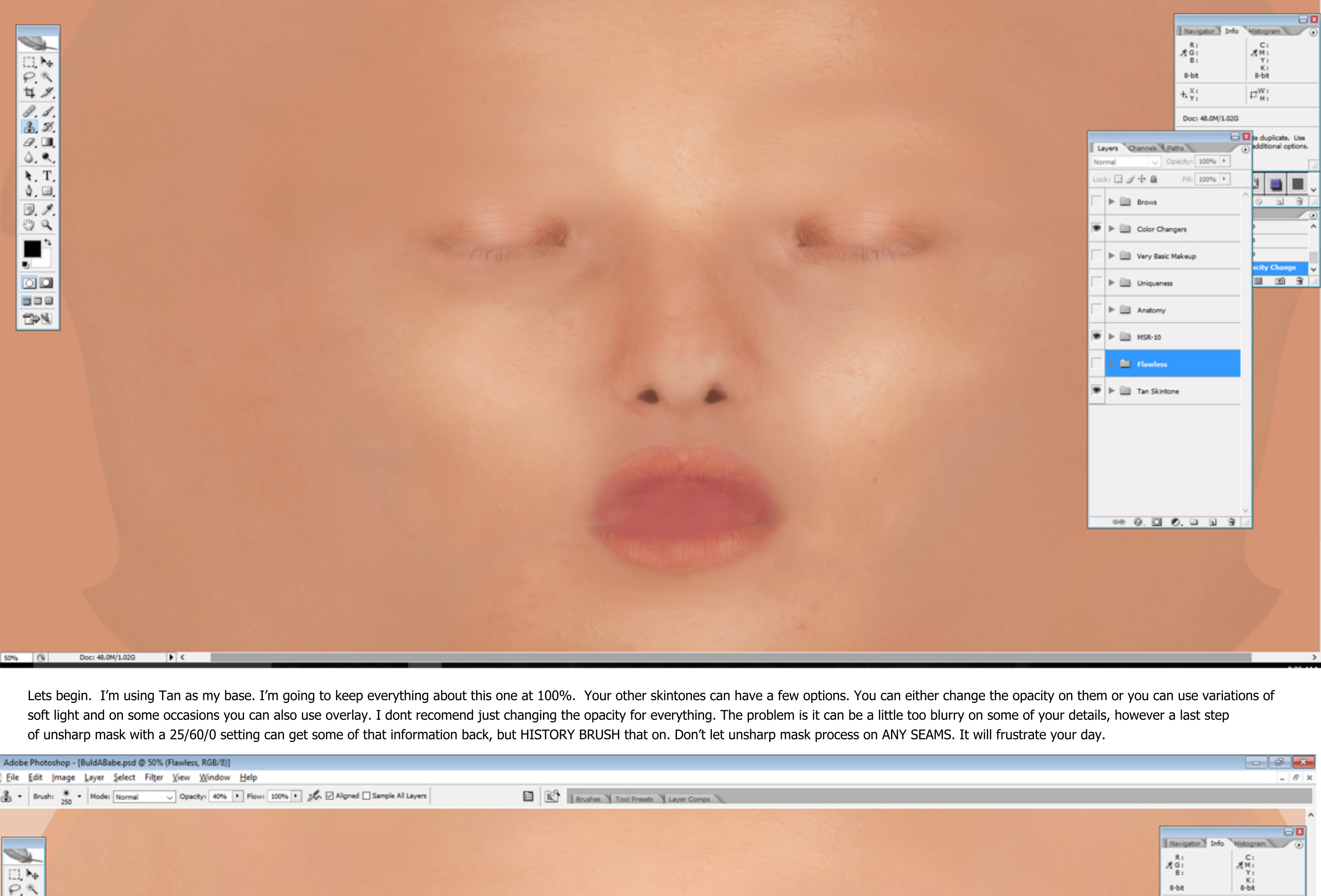


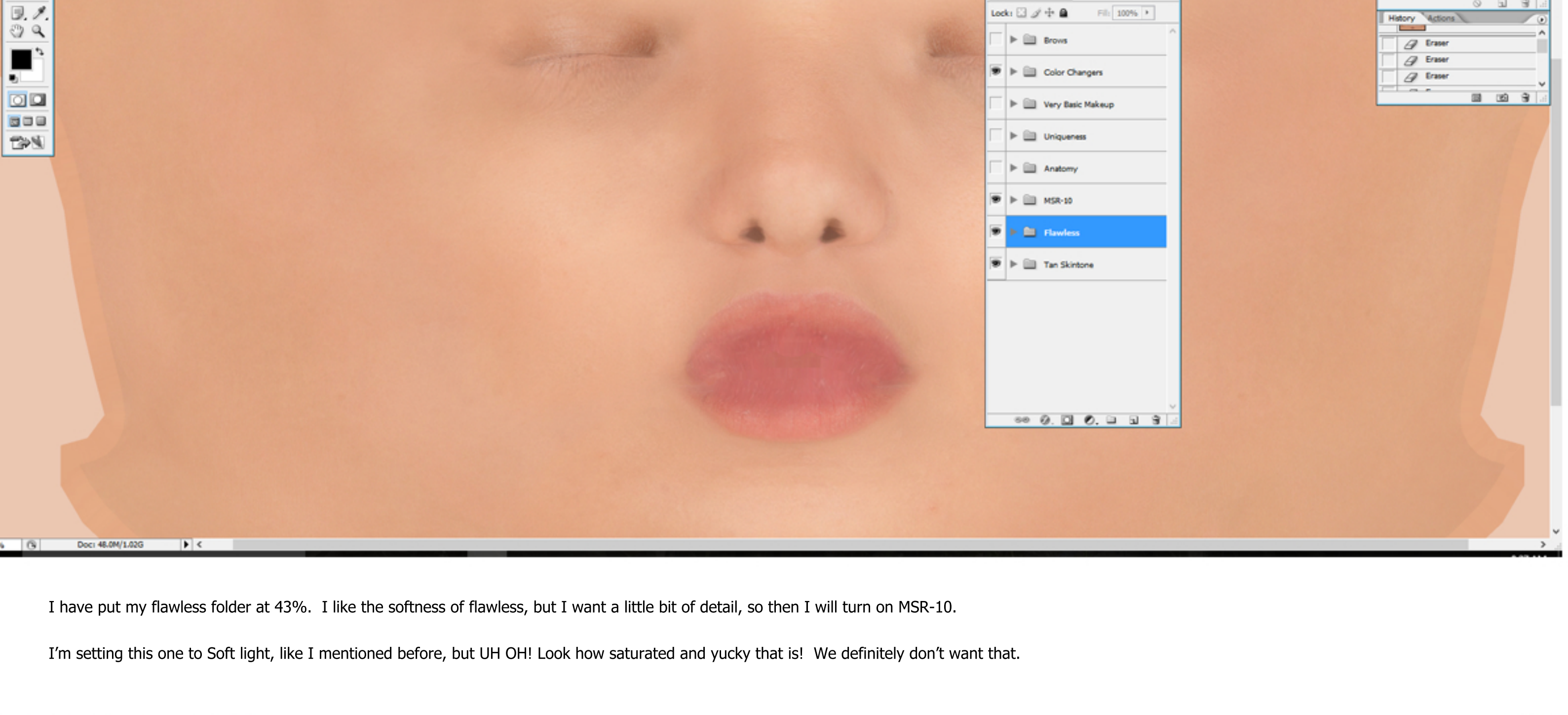
Welcome to the Build-A-Babe Tutorial!

To get started, open your supplied PSD document. In this document you will find several folders, but the one we are going to look at first will be called "Tan Skintone". This is the supplied skintone that comes with build-a-babe. All layers will be off to save on file size. Go ahead and turn on this folder and take a look. You will see four textures. It is HIGHLY recommended that you follow the pattern of these four skintones and put your OTHER MERCHANT RESOURCE SKINS in this PSD as well! It will make the file size a bit big, but options options options options! Currently, my PSD document with my skintones is 1.25 gigs and the only time a progress bar is seen is when I open and save.

Obviously there will be a little setup required on your side, but for the amount of time it will save you in the future will be so very worth it! For this tutorial I am only using the supplied skintone, my flawless skintone set and MSR-10 by 3Dream.

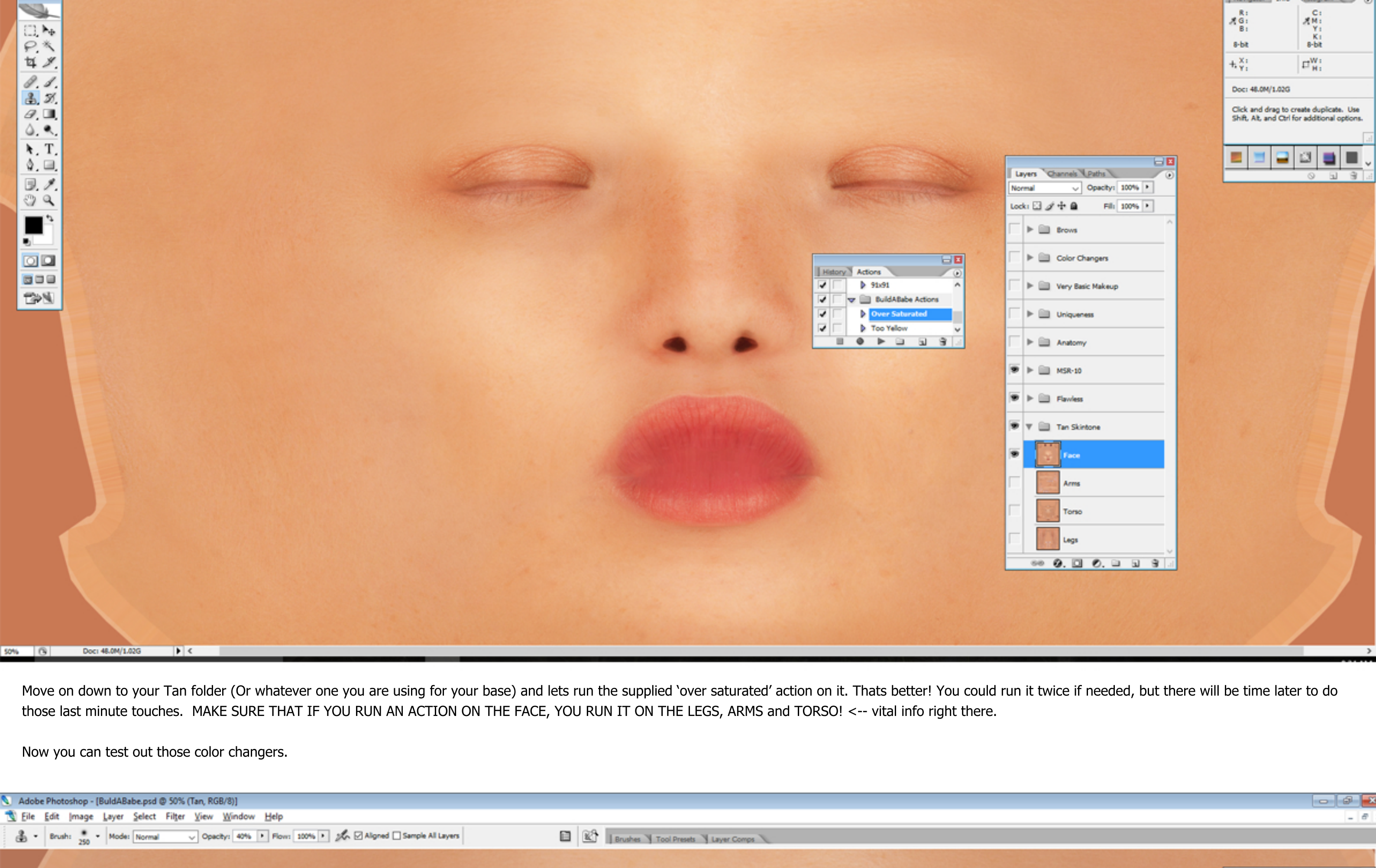


Lets begin. I'm using Tan as my base. I'm going to keep everything about this one at 100%. Your other skintones can have a few options. You can either change the opacity on them or you can use variations of soft light and on some occasions you can also use overlay. I dont recomed just changing the opacity for everything. The problem is it can be a little too blurry on some of your details, however a last step of unsharp mask with a 25/60/0 setting can get some of that information back, but HISTORY BRUSH that on. Don't let unsharp mask process on ANY SEAMS. It will frustrate your day.



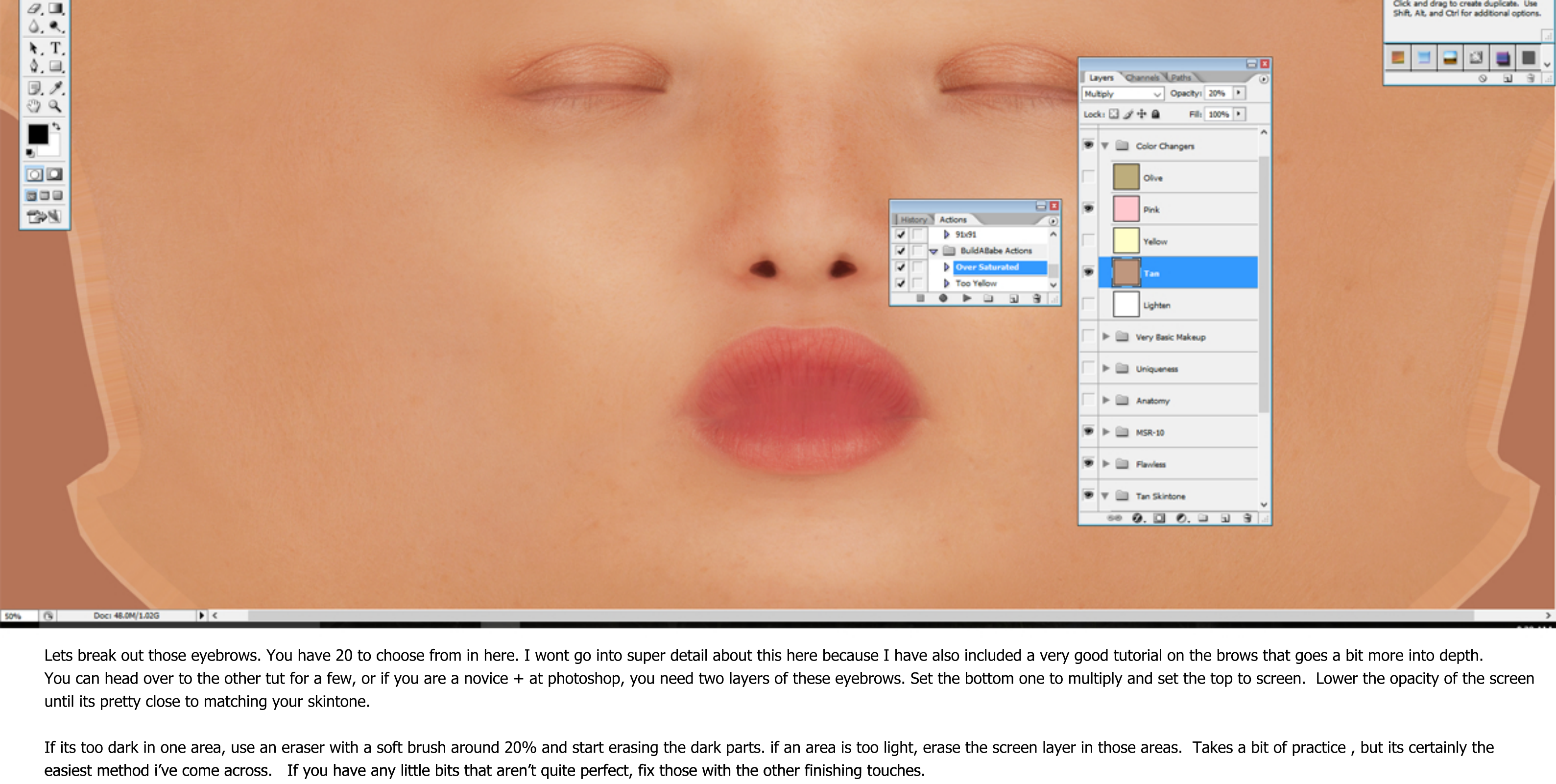
I have put my flawless folder at 43%. I like the softness of flawless, but I want a little bit of detail, so then I will turn on MSR-10.

I'm setting this one to Soft light, like I mentioned before, but UH OH! Look how saturated and yucky that is! We definitely don't want that.



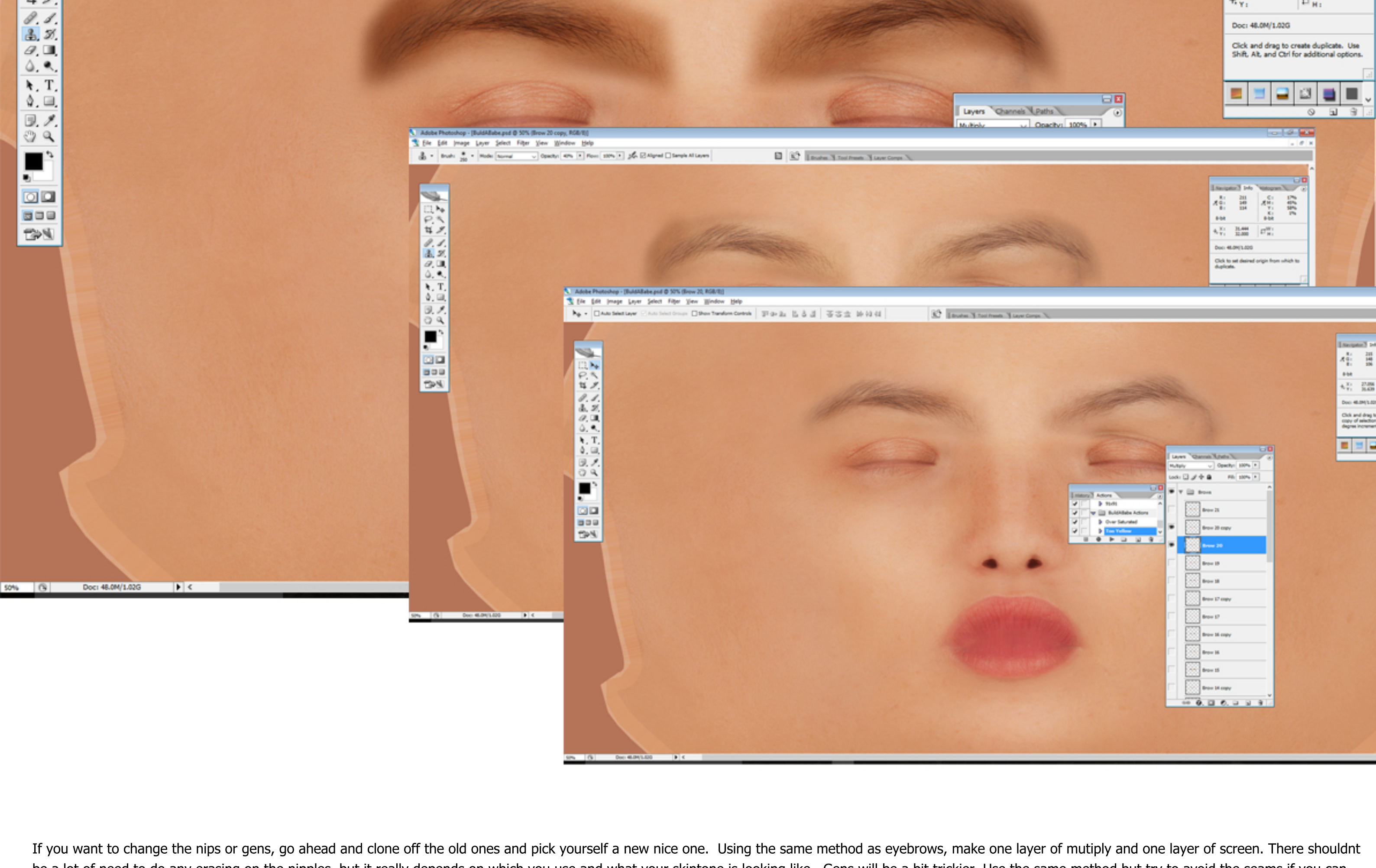
Move on down to your Tan folder (Or whatever one you are using for your base) and lets run the supplied 'over saturated' action on it. That's better! You could run it twice if needed, but there will be time later to do those last minute touches. MAKE SURE THAT IF YOU RUN AN ACTION ON THE FACE, YOU RUN IT ON THE LEGS, ARMS AND TORSO! <-- vital info right there.

Now you can test out those color changers.

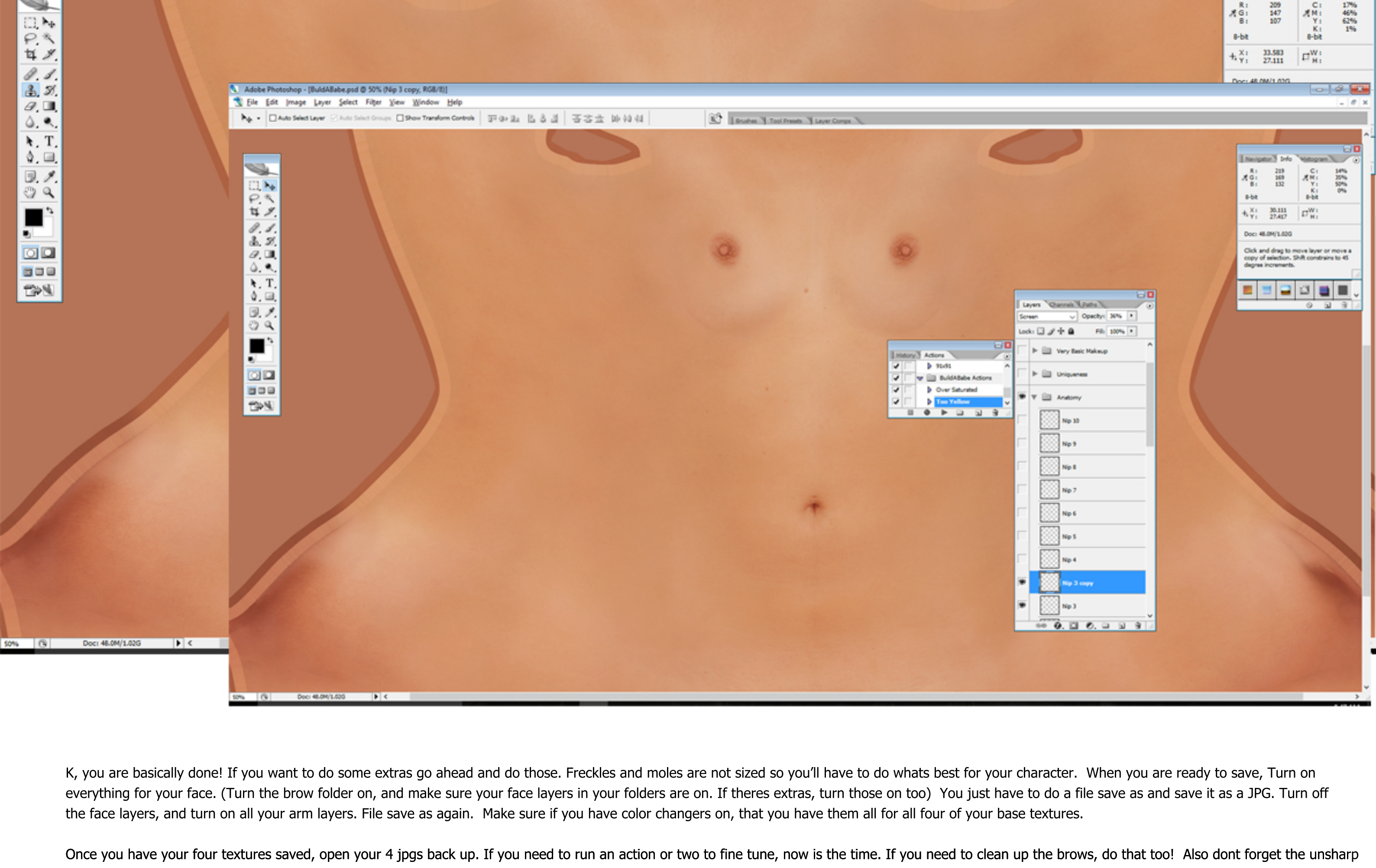


Lets break out those eyebrows. You have 20 to choose from in here. I wont go into super detail about this here because I have also included a very good tutorial on the brows that goes a bit more into depth. You can head over to the other tut for a few, or if you are a novice + at photoshop, you need two layers of these eyebrows. Set the bottom one to multiply and set the top to screen. Lower the opacity of the screen until its pretty close to matching your skintone.

If its too dark in one area, use an eraser with a soft brush around 20% and start erasing the dark parts. if an area is too light, erase the screen layer in those areas. Takes a bit of practice , but its certainly the easiest method i've come across. If you have any little bits that aren't quite perfect, fix those with the other finishing touches.



If you want to change the nipples or gens, go ahead and clone off the old ones and pick yourself a new nice one. Using the same method as eyebrows, make one layer of mutply and one layer of screen. There shouldnt be a lot of need to do any erasing on the nipples, but it really depends on which you use and what your skintone is looking like. Gens will be a bit trickier. Use the same method but try to avoid the seams if you can. Hue/Saturation may need to be used in those scenarios.



K, you are basically done! If you want to do some extras go ahead and do those. Freckles and moles are not sized so you'll have to do whats best for your character. When you are ready to save, Turn on everything for your face. (Turn the brow folder on, and make sure your face layers in your folders are on. If theres extras, turn those on too) You just have to do a file save as and save it as a JPG. Turn off the face layers, and turn on all your arm layers. File save as again. Make sure if you have color changers on, that you have them all for all four of your base textures.

Once you have all your extras saved, open your 4 jpgs back up. If you need to have one or two to fine tune, make those on too. If you need to clean up the brows, do that too! Also dont forget the unsharp mask trick (25, 60, 0) (or higher if needed) but remember to history brush those! You don't want that unsharp mask to be near edges or you WILL get a seam. I promise.

I hope you have enjoyed my tutorial and I hope you are able to create a whole new world of super cool characters using this set!