

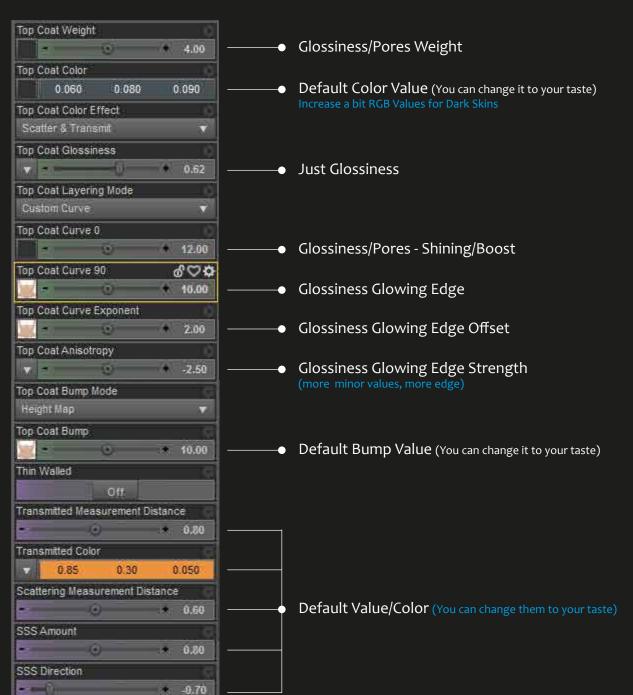
N.G.S. Anagenessis 2 - Revolution Guide by audioslave74 (aka dimension-z) http://audioslave74.deviantart.com/







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N.G.S. 2 is designed to work with any diffuse map for any user, but:

- 1. You can use any normal or displacement map.
- 2. You can use any Map you want in any N.G.S. 2 value.
- 3. You can use any map on Top Coat Bump (Any Map!!) Top Coat Bump is like a Top Coat Varnish Layer. Don't be afraid to experiment with this Magic Layer! Note: For Pores Scaling, you can put micros as a LIE above the map, with Subtractive blend mode at 10-15% Opacity.
- 4. You can use any LIE Image (and veins too)
- 5. Don't be afraid to use N.G.S. 2 in any prop! (hair, fruits, velvet clothes etc.) The only map you will need, is one diffuse.

For any question, don't be afraid to ask! You know how to find me!

A Very Big thank to secondcircle & Livius70 And of course THANK YOU ALL!!

Dimension-Z

