Skin Blender
BASE LAYER
Material Preset(s)
BLEND LAYER
Blend Preset(s)
TEXTURE
Torso
Reset
Reset

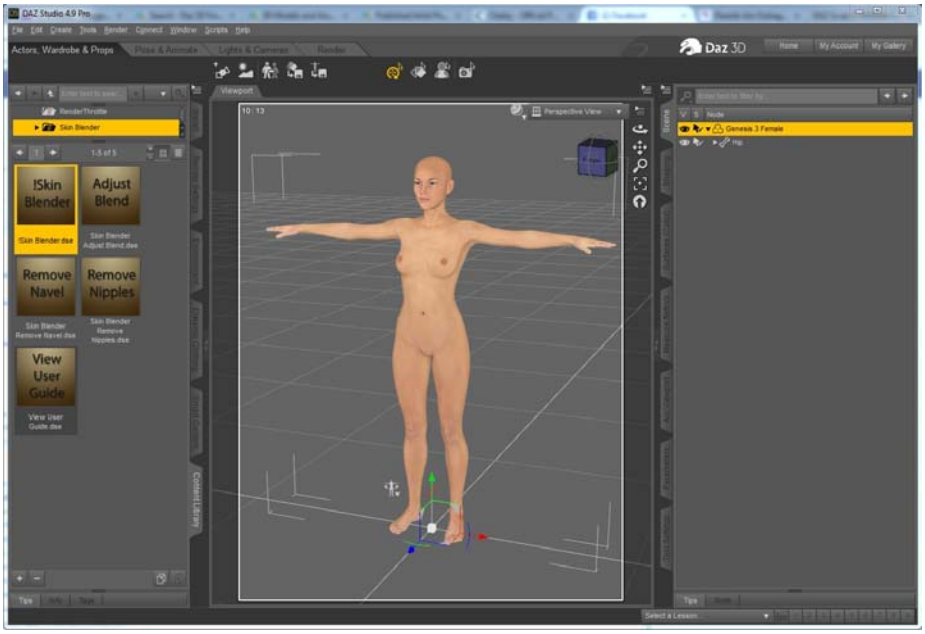
Thank you for purchasing Skin Blender.

Skin Blender uses Geoshell technology to layer a different character texture. Then the amount of blending is controlled by the opacity of the geoshell.

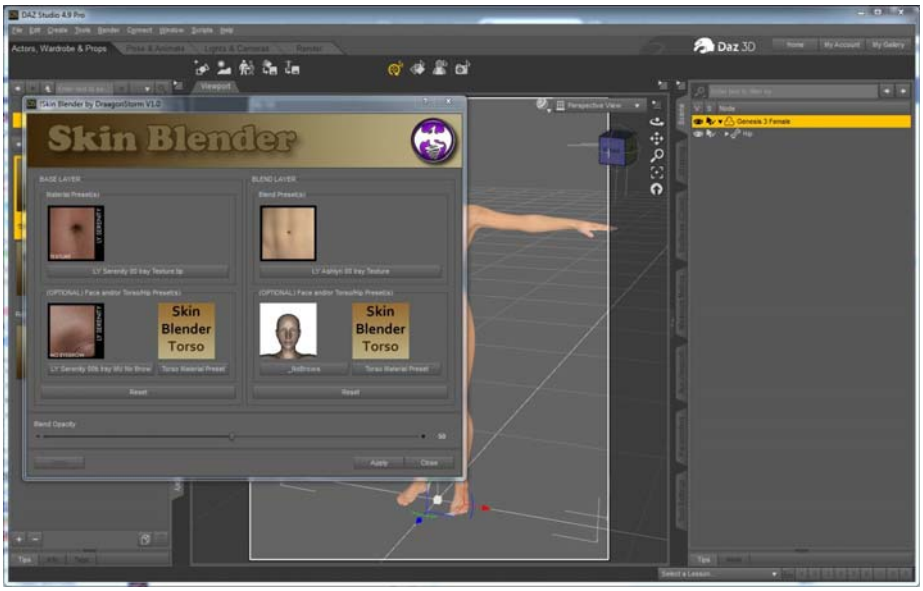
There are 4 scripts included. The main script to create the geoshell, and select the characters. And three tool scripts: 1) Adjust the blend opacity; 2) If the nipples are too different a script to remove nipple texture, and 3) If the navel textures are to different a script to remove navel texture.

This will work with V4.2, M4, Genesis, Genesis 2 Female, Genesis 2 Male, Genesis 3 Female and Genesis 3 Male. Note that the geoshell will create a copy of the parent figure, but can use any UV set that has been created for that figure.

This will only work with geographed genitalia, and they need to applied before running !Skin Blender..



Load your figure and navigate to Scripts->Skin Blender. Double click on the the !Skin Blender icon.

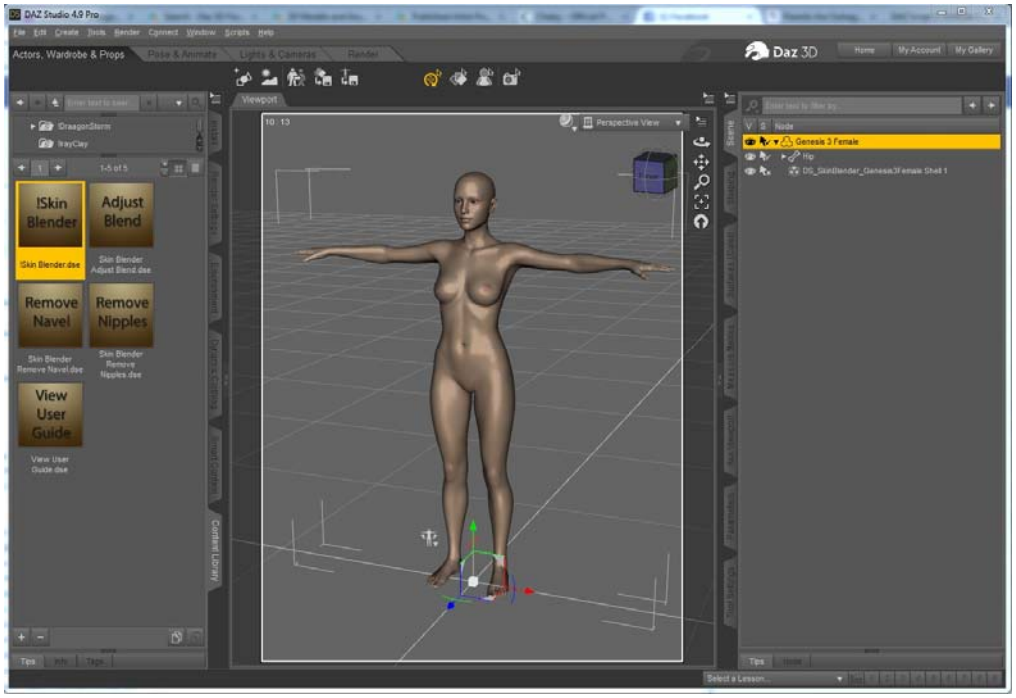


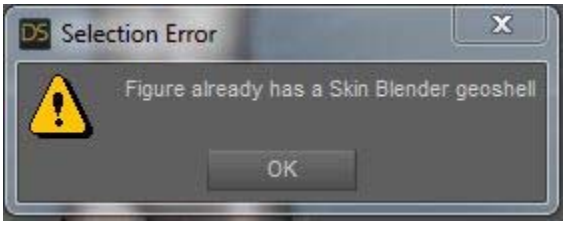
Using the buttons select the base and blend presets.

The top ones should be material preset that load the complete textures for the figure.

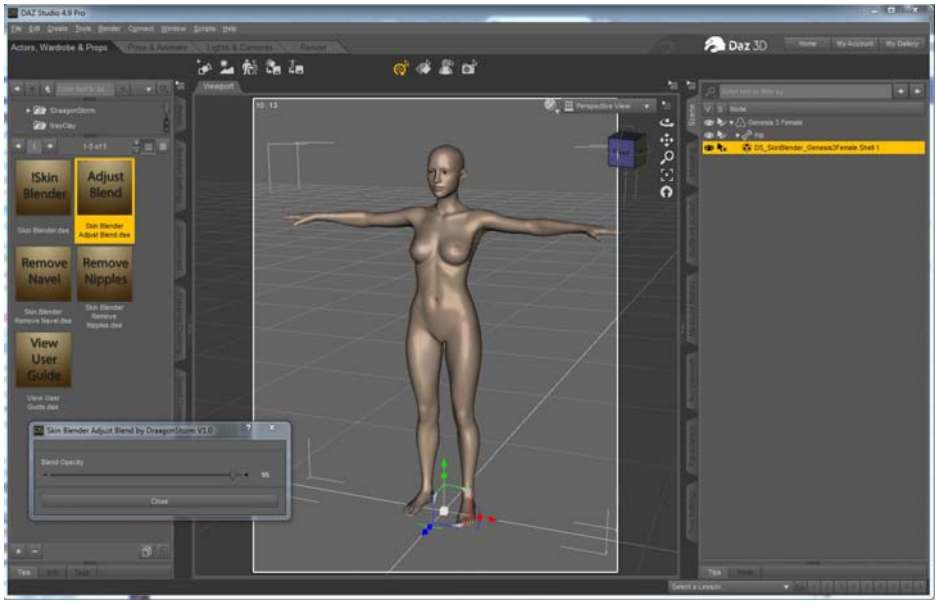
The optional two below are for material preset loaded after the full preset. Basically used for browless face, and special torso presets for genitalia.

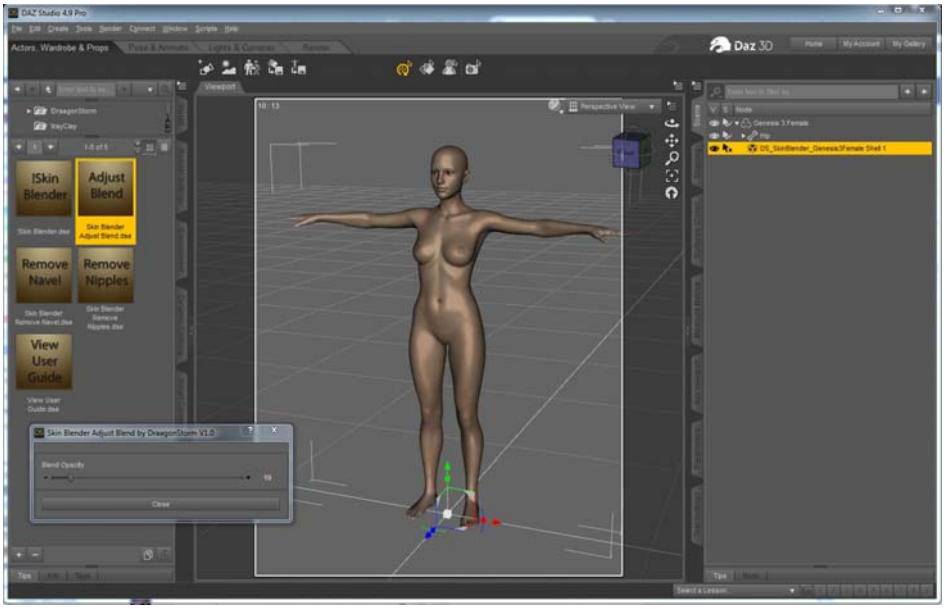
When you have genitals geographed to your figure you will then see the button to select the material preset for the genitalia. Note that Skin Blender will only work with geographed genitalia.



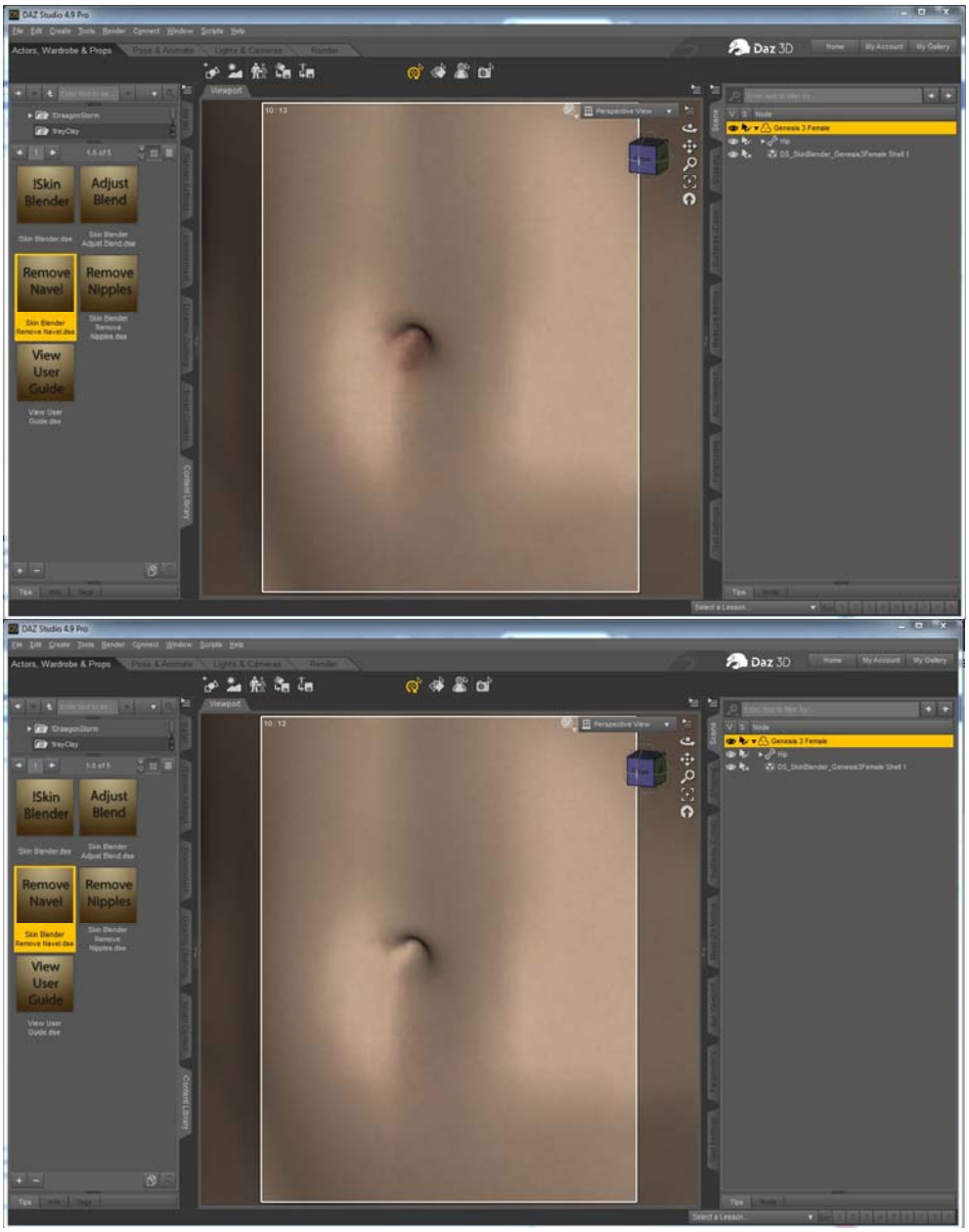


Only one Skin Blender geoshell is supported. If you try to run !Skin Blender on a figure that already has a geoshell that starts with DS_SkinBlender you will get the above message.



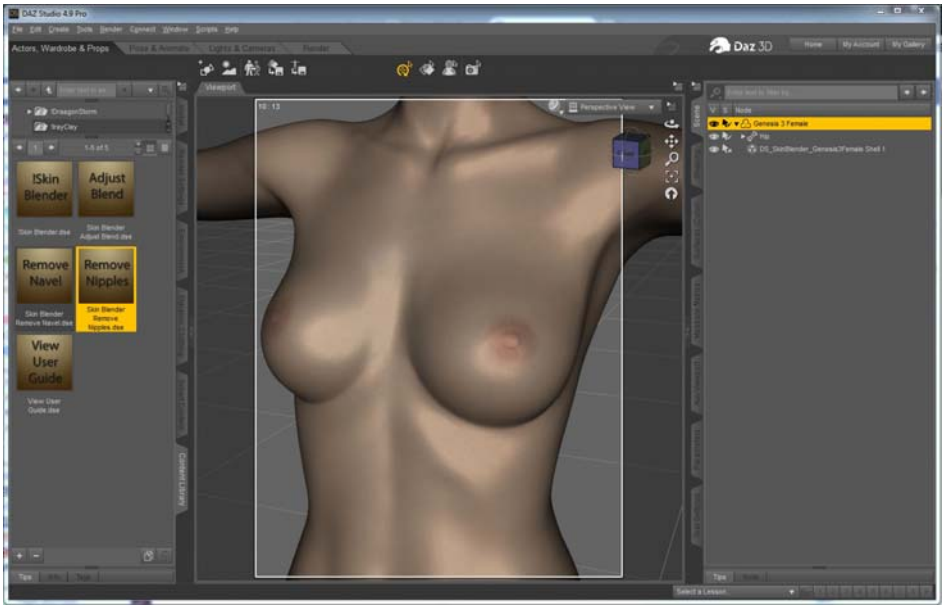


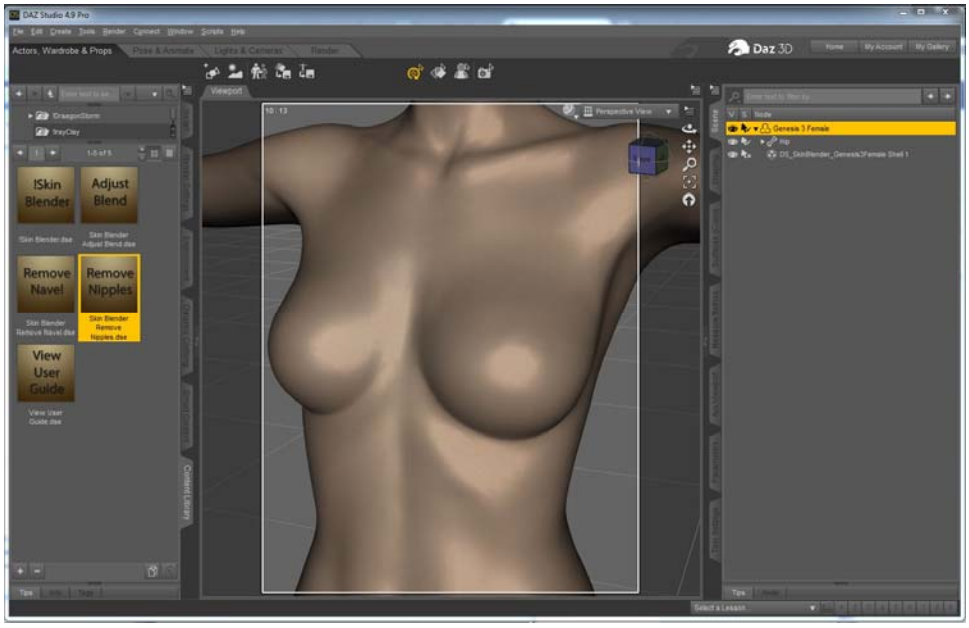
To adjust the amount of blend use the Adjust Blend script. The range is 1 to 100 of blend, and the will update in the scene as you adjust the amount.



Sometimes the textures navels will not line up. To remove the navel texture use the Remove Navel. With your figure selected double click on Remove Navel.

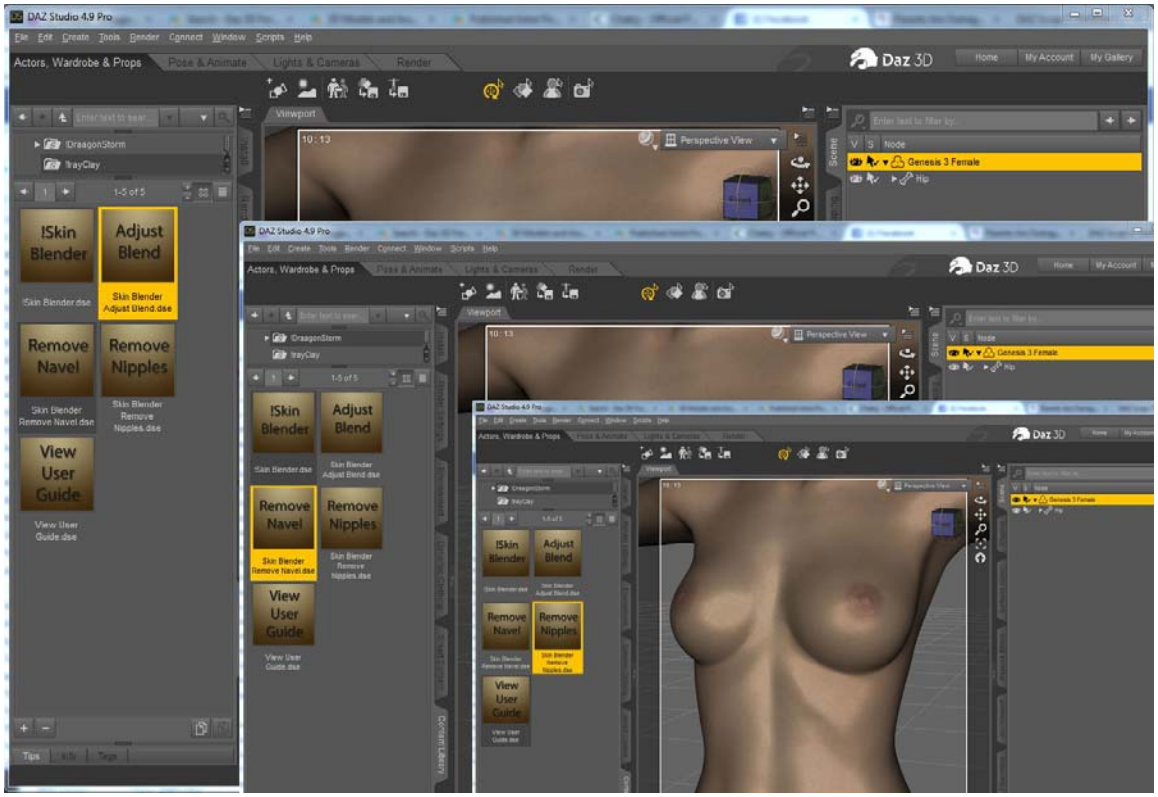
As the textures are being changed using LIE you will see the progress in the status bar… Lower left of the Daz Studio screne.

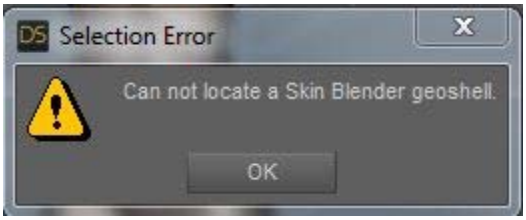




Sometimes the textures nipples will not line up. To remove the nipple texture use the Remove Nipples. With your figure selected double click on Remove Nipples.

As the textures are being changed using LIE you will see the progress in the status bar… Lower left of the Daz Studio screne.





Adjust Blend, Remove Navel and Remove Nipples will check for a geoshell that starts with DS_SkinBlender. If the figure does not have that you will see the above message.