TAN LINES FOR GENESIS 3 MALE AND MICHAEL 7

Tan Lines must be used with the "Wet And Tanned Skins For Genesis 3" product. It will use the unique features of the hand made shader in order to add tan lines, or tan patterns to Genesis 3 Male figures using either Genesis 3 Male Base UV set, or Michael 7 UV set.
Concerning this last point, I remarked that it was possible to use it on other UV sets with more or less success, depending on the camera angle used, Tan Line used, and UV set used. So if you feel like trying it on UV set, please do. It may work.

In the Tan Lines products, the Icons for Genesis 3 Male UV set are with a blue man on a transparent background, and the ones for Michael 7 UV set are with a green man on a white background. All the other files included are compatible with any UV sets.

1. How To Apply Tan Lines?

First you must have a Genesis 3 Male figure in your scene. Select this figure, and Apply one of the main tanned presets of the "Wet and Tanned Skins For Genesis 3" Product, which name begins with "G3WT 00 Apply". Still using this Wet and Tanned Skins product, you can also tweak the tan and wet look of the skin, using respectively the files which name begins with "G3WT 01" (skin tone), "G3WT 02" (wet look via gloss), "G3WT 03" (wet look via Bump). You can use the included presets, or the managers which allow you to customize exactly skin tone and wet look.

Once done, keep your figure selected and double click the tan patterns you want, located in the Tan Lines For Genesis 3 Male And Michael 7 product, which names begin with G3TLM. From the content library, you will find them in People/Genesis 3/Materials/Wet And Tanned Skins/06 Male Tan Lines.

Each time you click one of the preset, a new tan pattern will be added to the figure, adding to the ones you previously clicked, as a layered image of the "Tan Line" property of the skin surfaces (surfaces tab, Tab Line). These presets are Layered Images presets allowing you to define where the tan line is (grey levels of the maps represent the intensity of the tan line).

If you want to adjust the tan line strength, keep your figure selected and used "G3TL !!Tan Line Strength manager". This will globally increase or decrease the "not tanned" aspect of the "not tanned" parts of the body. Please do not raise this too high, otherwise the result might look not realistic at all. The recommended maximum limit is provided in the interface of this tool.

2. Adjusting the relative amount of the different tan lines

If you added several patterns of tan lines, you can adjust their relative amount on each surface (in general only torso, arms and legs are concerned), by selected the surface using the surface selection tool, then go in the Surfaces Editor, and for the surface torso for instance select the property "Tan Line" (under HSV Management Group), as shown in the next image.
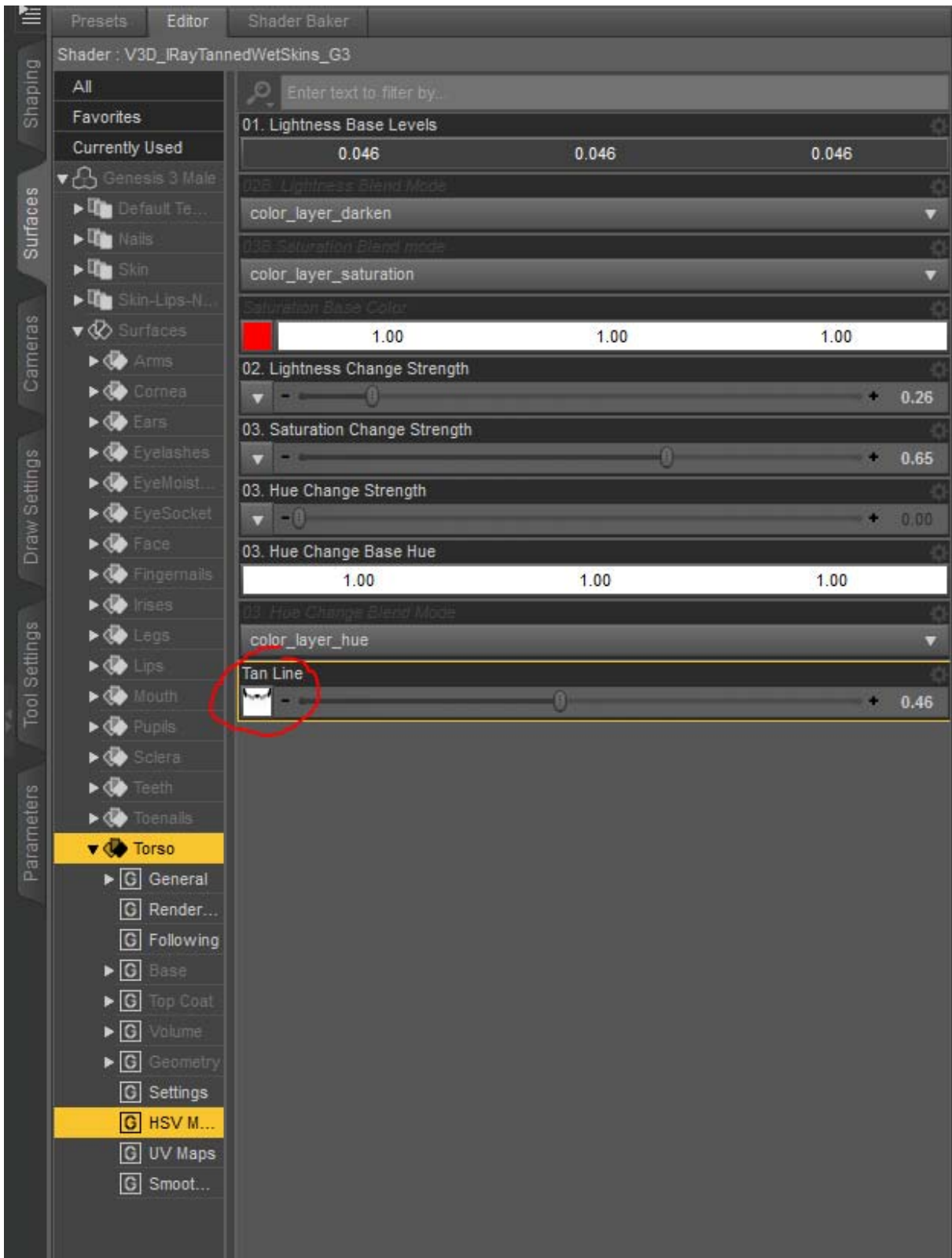
Then you simply have to left click the image map used for the tan line and select Layered Image Editor. If you want more or less Boxer 4, Tee Shirt 3, etc, etc influence in the final global tan, you simply have to change the opacity Slider. The higher the opacity, the higher the contribution. Once done press Accept.
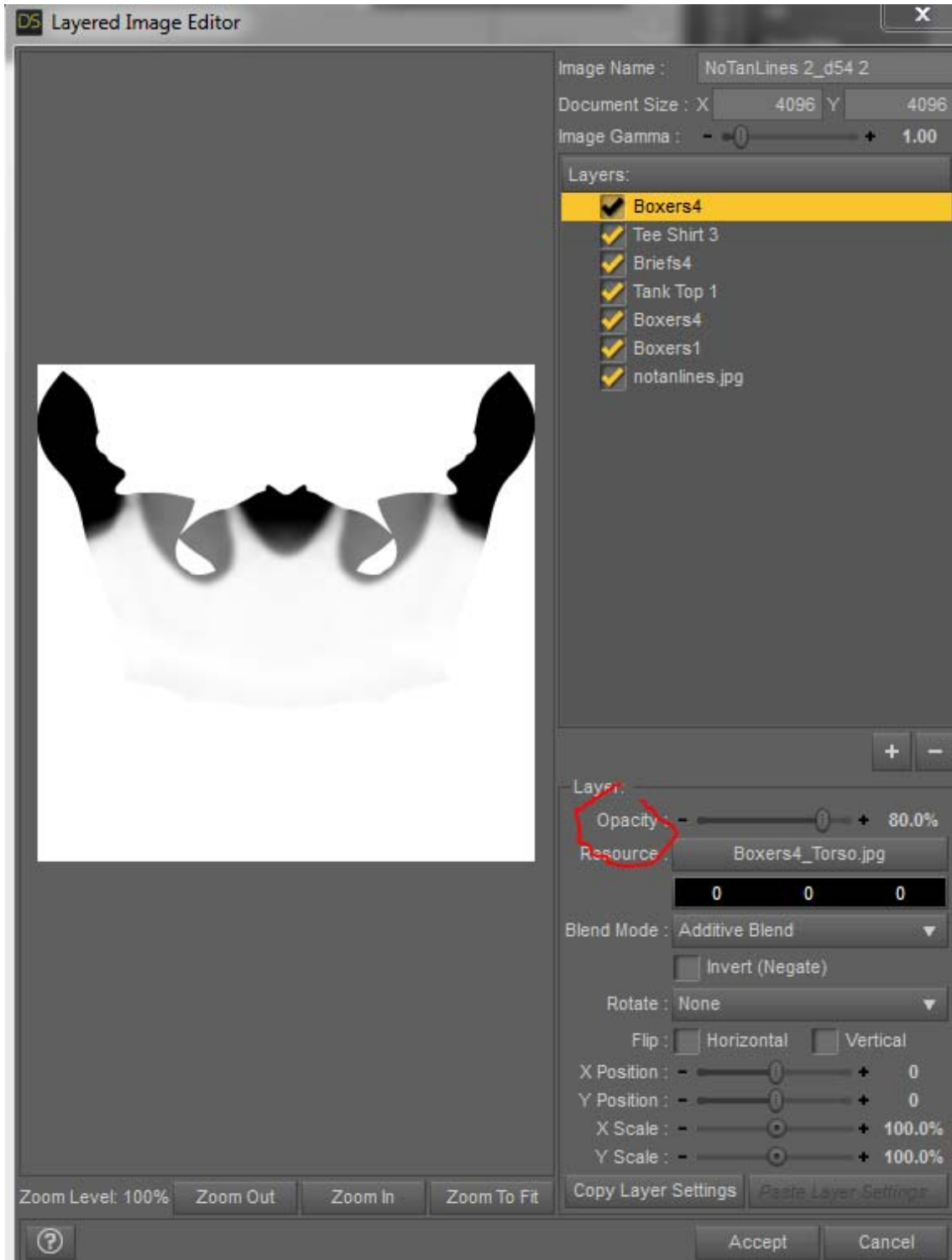
3. Additional Tip

For more realistic results, don't push the tan line strength too high.
Renders are generally better with a slightly warm lights, i.e. color temperature between 4500 and 6000 K.
You can re-adjust the global skin tone using, in the surfaces editor :
- Base Color (change a bit the color),
- Translucency Color,
- 03. Hue Change Base Hue, combined with :
- 03. Hue Change Strength (it defines how much the "03. Change Base Hue" will influence the final Hue of the Base Color).

If you want to re-adjust the skin tone of the parts which are not tanned only, without or almost without touching the tone the tanned parts, then the procedure exists. Let's say for example the Torso :
- Select the Torso Surface and in the Surfaces Editor, for this surface :
- Look at the name used for the Tan Line LIE (just like in previous part, this is written at the top right of the Layered image Editor in "Image Name"). Here you can see in the previous illustration - see previous page - that it is NoTanLines 2_d54 2.
- Go to the surface property "03. Hue Change Strength", left click on the map, and, in the list of the images provided select the one which you just identified. Now on the "03. Hue Change Strength" property, you have the layered image too.
- Increase the value of "03. Hue Change Strength" up to 20% (for instance).
- Then change the color of "03. Hue Change Base Hue". The Hue of the color you choose will "replace" the Base Color Hue with the strength defined by "03. Hue Change Strength".

This allows you to modify locally the Hue of the not tanned parts only. In order to find the properties linked to "Hue", just hit "hue" in the "enter text to filter by..." top of the surfaces editor as shown here:
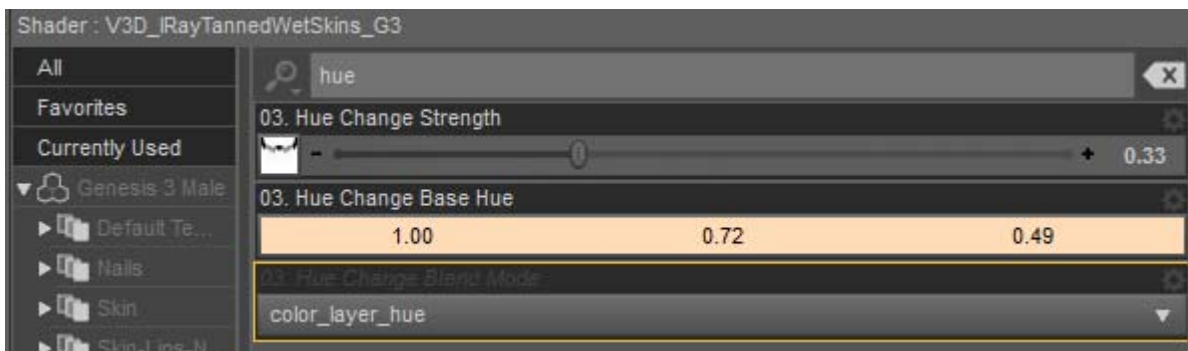
Do the same work on all the involved surfaces. There are in general Torso, Legs (for boxers and feet), and Arms (for Tee Shirts and watch).

4. Genitalia Remarks

When you work with Genitalia, you have to set up the rest of the body first. When it is set up, or each time after you modify the rest of the body, you must :

1. Transfer the body material properties to the genitalia. For that you have to use the file dedicated to this purpose, named "G3WT 04 Tool Transfer Anatomy", included in the product Wet And Tanned Skins For Genesis 3.

2. At this stage, the shader type used for Genitalia corresponds to the one used for the Torso of your Genesis 3 figure. Yet, the Map corresponding to the Tan Line for the torso needs to be chosen :

- If you want the Genitalia to be not tanned, then you have to select the Genitalia and apply the "G3TLMGen Not Tanned" file of the Tan Lines product.

- If you want the Genitalia to be tanned, then you have to select the Genitalia and apply the "G3TLMGen Tanned" file of the Tan Lines product.

For not tanned genitalia, if the sum of the layers used for tan lines on the torso of the figure near the Genitalia place does not provide full white (because the layers use a 80% opacity base), then you may have to decrease a bit (for instance at 80% of its initial value : 0.8 x initial value) the "Tan Line" slider (dial) so that it matches the "not tanned" effect of the rest of the skin.