

Build Your Own Textures for Precious – Vol. 1

Greetings!

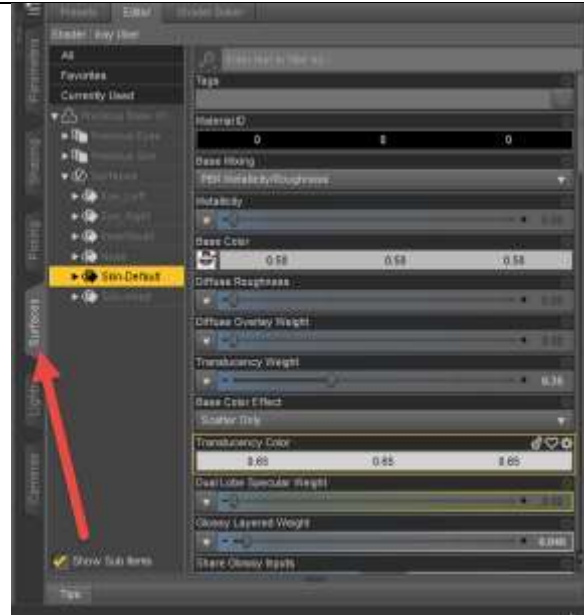
Building your own textures using this product is easy! However, there is a bit of a ‘trick’ to it. Let me walk you through it on one piece and then I’ll show you the tricks and traps to watch out for.

<p>Let’s start with the body.</p> <p>Load Precious’ default body. No addons just yet, trying to keep this simple to start with.</p> <p>Once you have it loaded, navigate within Precious’ folders to Materials.</p> <p>Choose either 3Delight or Iray, and beneath that you’ll see ‘Build Your Own Textures’.</p>	
<p>Select a mat to start from. For ease of use, let’s choose Snowbird No Beak.</p> <p>The ‘Color Scheme’ mats load that mat to all accessories supported by Vol one attached to the figure you selected. Without any accessories, it’ll load to just your figure and stop. No biggie.</p>	

Now for the little bit of 'magic'.

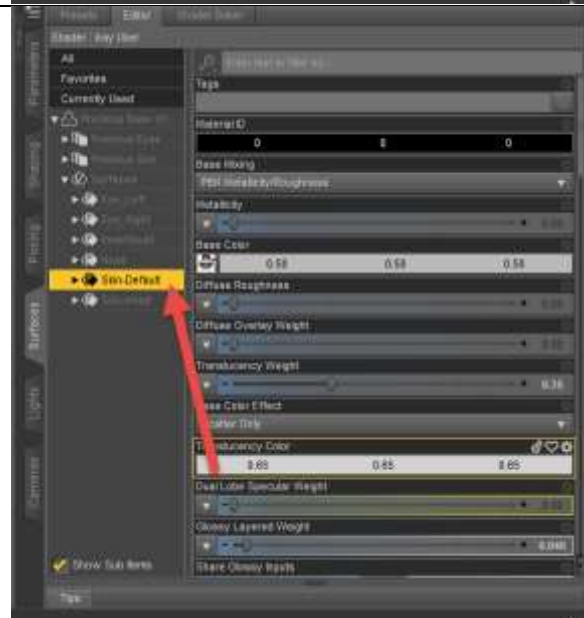
Go over to the Surfaces Tab. If you've never used this, don't worry, it's only the texture we're worried about, not the settings.

Surfaces Tab is usually found over to the lower right.



With Precious selected, you should see 'Precious Eyes' and 'Precious Skin', under that, you can see 'Surfaces'. Open the surfaces and you can see the individual materials that make up Precious's skin, eyes, nose and inner mouth.

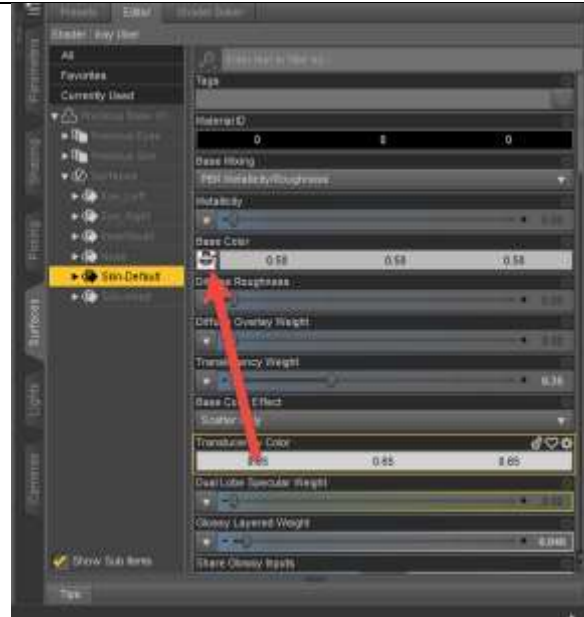
We're only going to worry about the Skin-Default for the moment so select that.



Now beside that we have all sorts of dials and colors and such, don't worry about that. What we're here for is the Base Color. (Diffuse Color if you are using 3Delight).

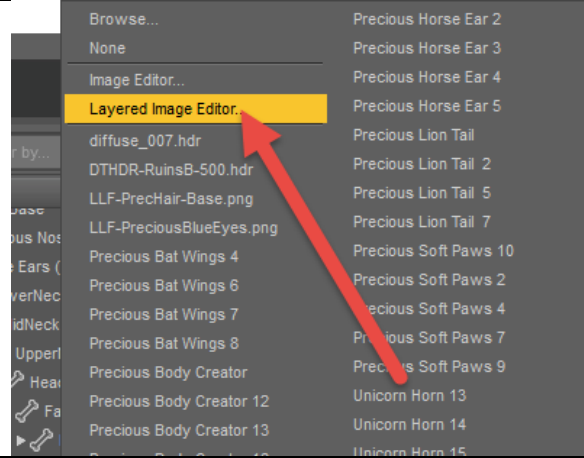
See that tiny little icon beside the color, that's what we're looking for. I know it looks like a texture, but it's something very different.

Click on it.

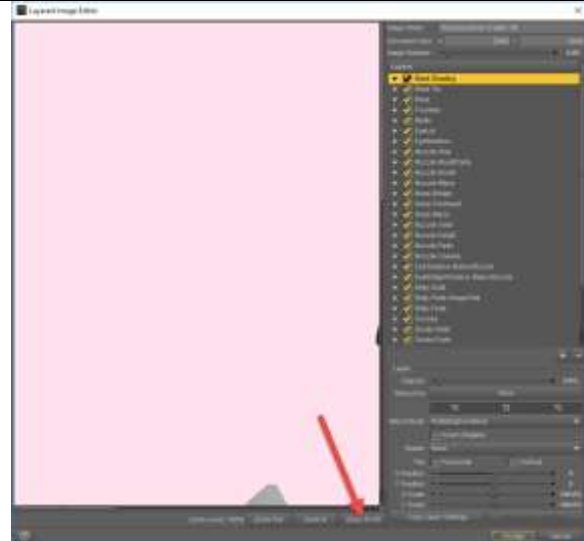


You may or may not have all the rest of this junk (was testing textures as I wrote this ;P) but you will have these top 4 options.

What we are looking for is 'Layered Image Editor'. Select that!

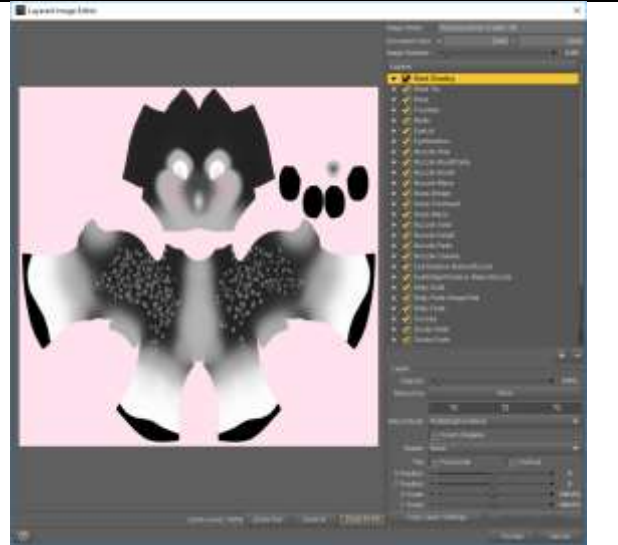


It's going to bring up a window that looks like this. Depending on how big your screen is, you may not see much other than a faintly pink screen. Not to worry, bottom of that page, there is a button 'Zoom to Fit'. Give that a press.



Much better. Now you can see the actual texture you are constructing.

What you see here to the right-hand side of the window is a massive number of layers. Now don't freak out. Not all of them are needed or are even necessary. These are options that you can turn on and off and change colors on.



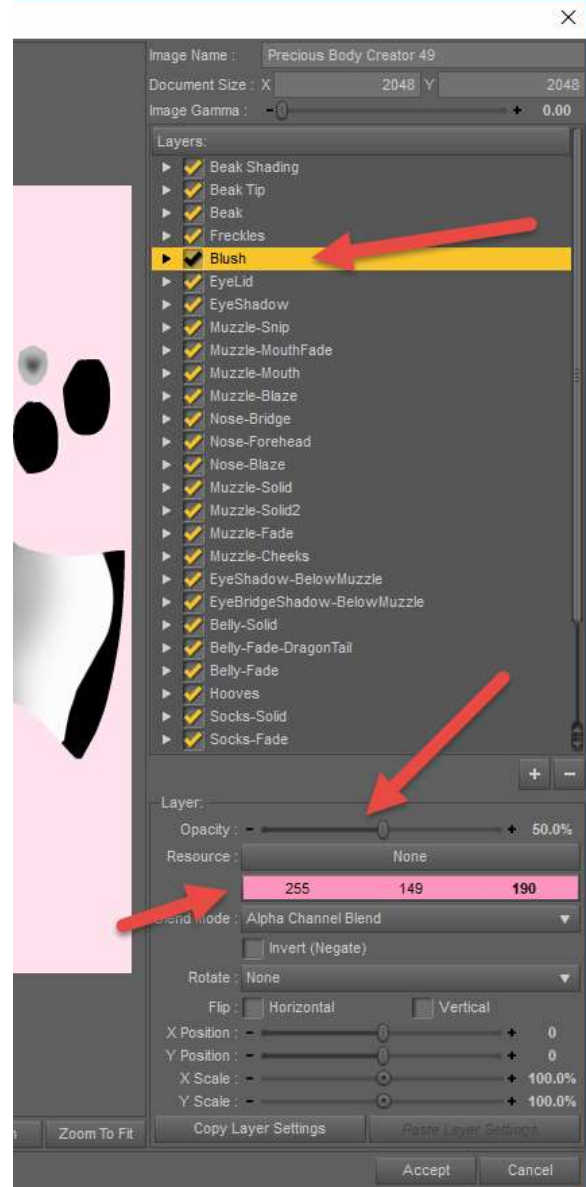
So, let's start creating something new.

Let's say you don't like the blush, you want it bright purple instead of pink.

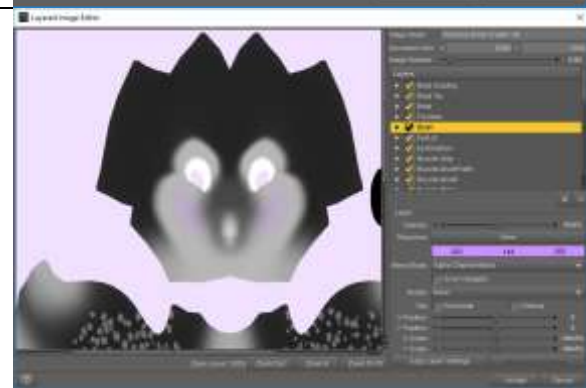
Go over to the side bar and near the top you'll see 'Blush'. Select that and look down towards the bottom.

See this section here? That's how you reset the color and the Opacity for that color layer.

How about a lovely Purple?

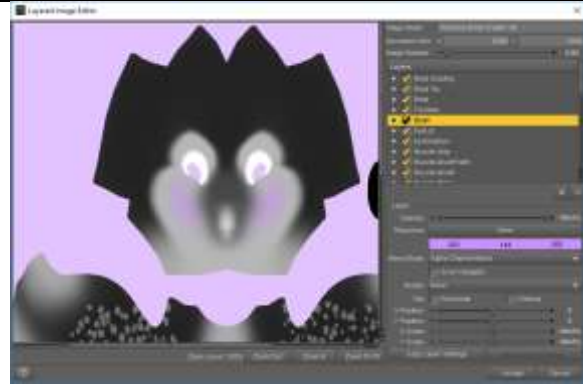


There we go, though it's not intense enough, let's raise the Opacity to 100%



There we go, very intense.
The outer edges of the texture changed colors, but that's not a worry, that's just the whites on the top most channel being silly. It doesn't affect your textures at all, just the space around them.

But on second thought I want a Boy.
So, I'm going to turn it off.



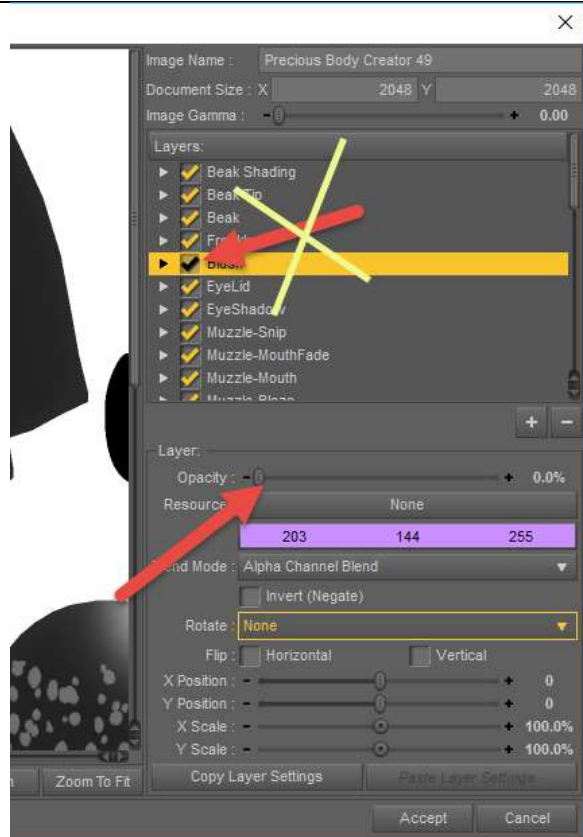
There is that check mark...
BUT WAIT!!!!!

This is one of those 'traps' I was talking about.

You can turn off temporarily a layer using the check box, that is true.

However, if you have to come back into the layer editor layer later to edit something, it's going to automatically turn all your checkboxes back on and you're going to have to try to figure out what you turned off to do it again... big headache.

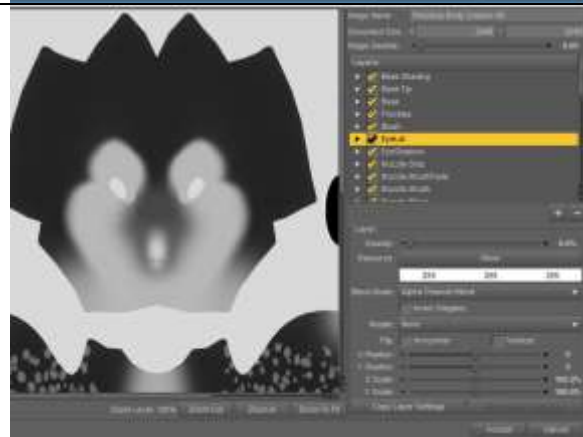
So instead of that, just turn the opacity to 0% and save your sanity. 😊



Let's do the same thing for the EyeLid....

Yeah, I know the naming is a little funky... EyeLid is just the eyelid portion of the eyeshadow.

In retrospect, probably should have named it something else because boys need it too for defining their eye area but oh well.

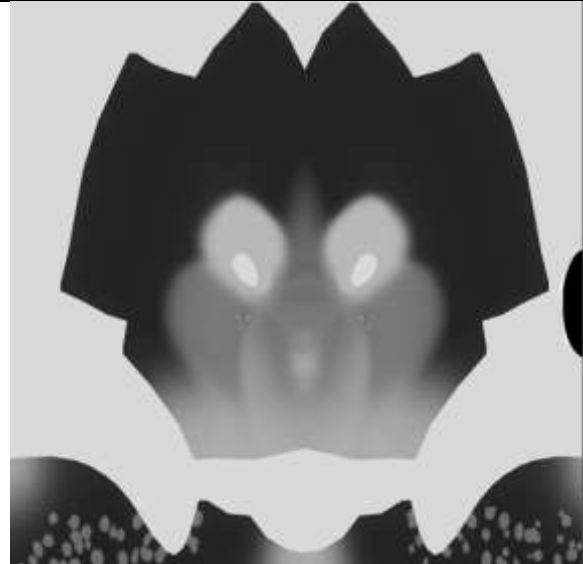


Okay now for some fun... were starting to get into the face shading areas for the muzzle and the nose.

And as much as you're probably going to want to, I recommend that you do NOT touch opacity on these except when you want to turn them off.

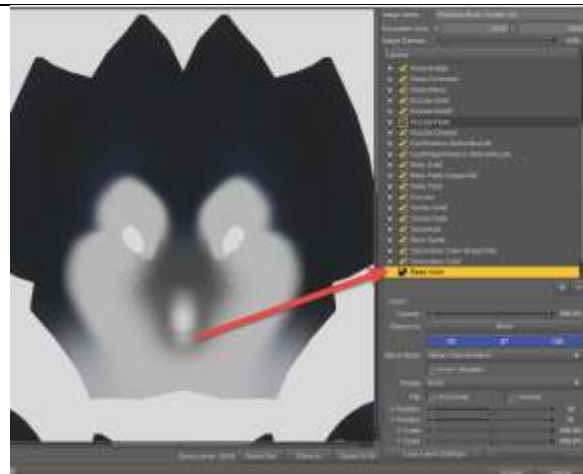
The why of this, is because many of these textures overlap each other. And when you set a pale half transparent over a pale half transparent, you don't get a smooth nice mask that fades between the areas.... You get weird ghost lines all over the place and patches of white and grey. Ick!

Nope, nope!!! If you want a lighter color, pick a lighter color 😊



So, I think you've got the basics there so let's go all out.

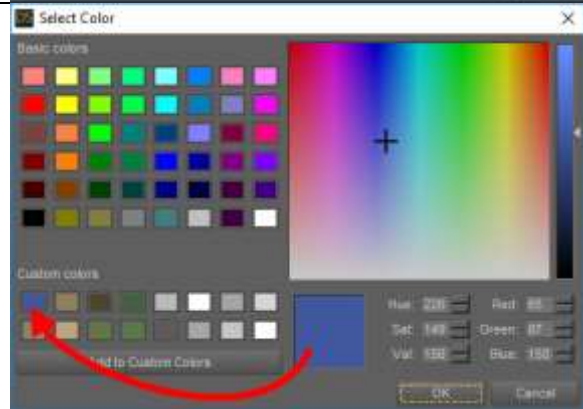
I think I'm going to take this entire effect towards a Blue Jay in color, so let's start way further down in the stack, way down at the very bottom with 'Base Color'.



Choose a nice medium color here so that you can add shadows and highlights. I don't recommend neon here unless you are good at color mixing. 😊

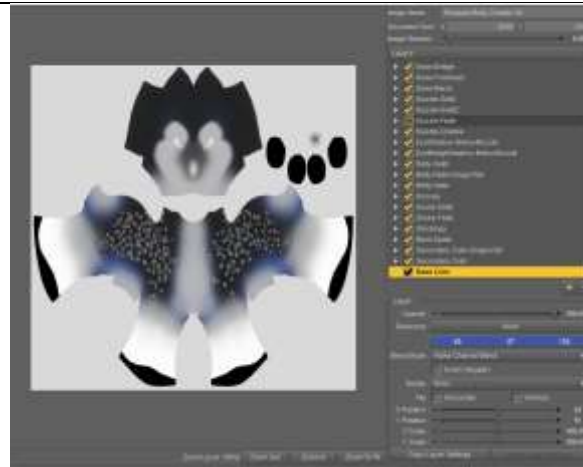
And do yourself a big favor here and save the color to your swatches.

Fast way to do this? Once you've selected the color you like. Click in the big square of color and while holding down the mouse button, drag it over into your 'Custom Colors'. I try to keep my colors organized by layer order. It helps later.



You can see the color peeking through but only in a few areas. That's because of all the other layers that are active. As you remove them or change them things underneath are revealed. This is just the bottom most layer so don't expect a huge change....

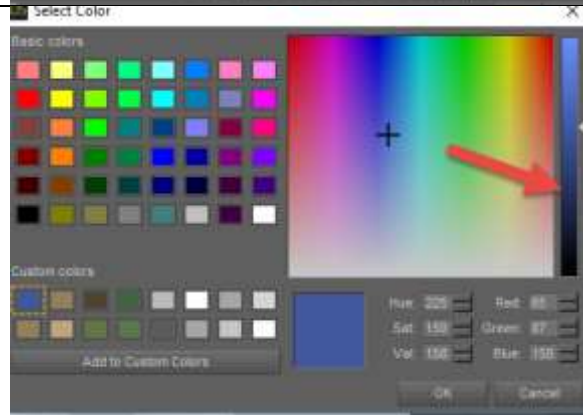
That comes now. The Secondary Color which is the 'shading' down the spine and around the face.



This is where that color swatch comes in handy. (will come in handier later too!)

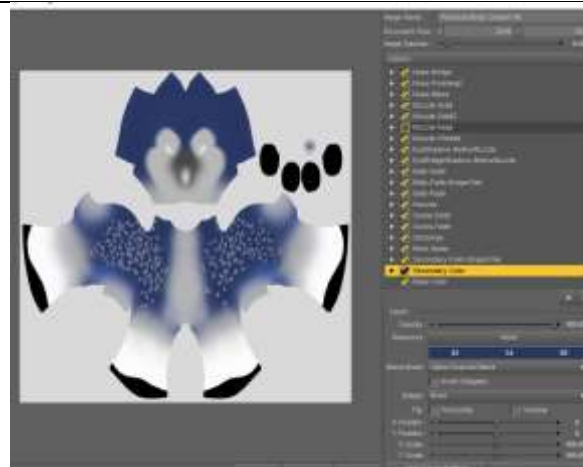
Until you get good at picking what colors work together, try staying within the same hue, just pick different intensities.

Over to the right of the color picker is a bar that will let you pick darker and lighter shades of the color selected. So select your base color and go slightly darker (not black!!) ... about 2/3rds of the way down.



There we go, pretty nice... though now that I look at it, that's still a very very bright blue... Blue Jays are bright, but they're also a bit lighter and greyer than that.

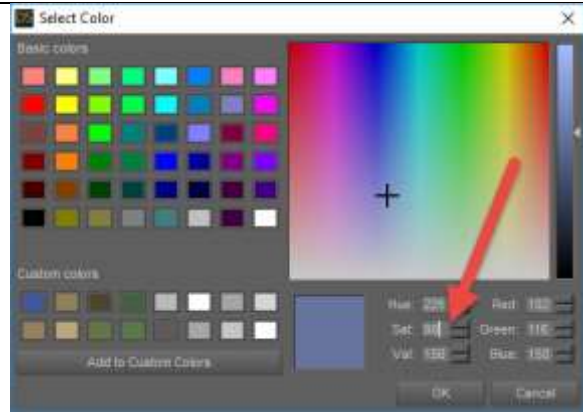
let's edit the base color one more time.



I liked the color but it was just too intense for what I wanted. No need to fumble around though. Select the color and go down to the settings. There's an option here 'SAT' this is for Saturation. It was set at 150. Let's try 90.

I like that better.

Make sure to save your new Base Swatch.

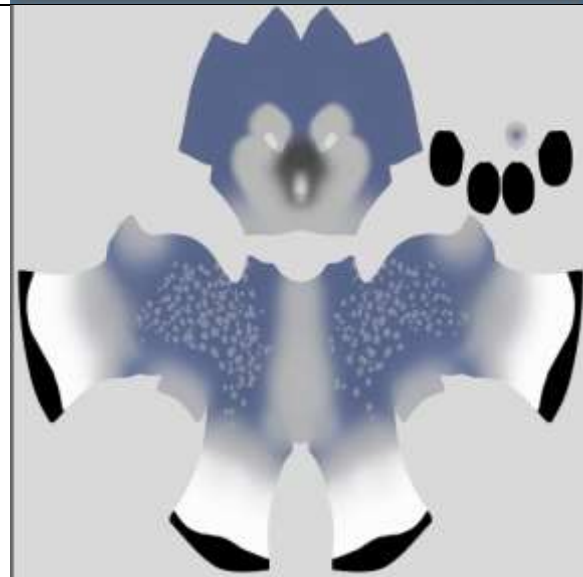


And selecting a new secondary swatch I went just a bit lighter, about the half way point.



Much better. Can always brighten it up later if I want.

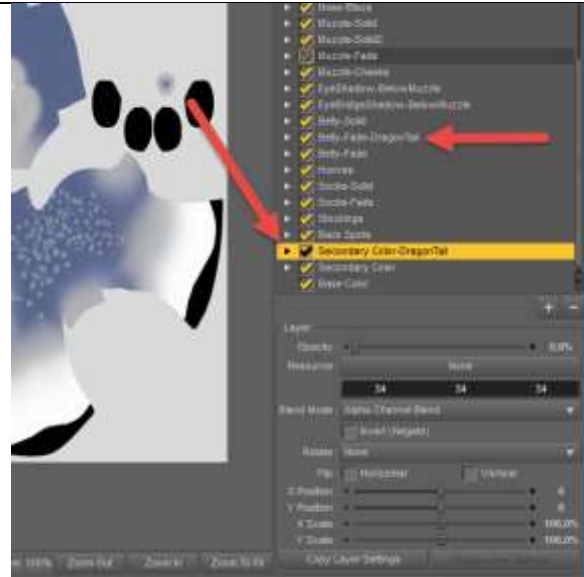
Remember to save your swatches!!! And try to keep them in order.



The next layer up however might look a little confusing. Secondary Color - Dragon Tail. It looks identical to the one below it. And look, there's another one up here in the Belly-Fade.

There are some occasions where a specific graft situation will require a unique fade effect of its own to work. The dragon tail is one of these. If you intend on using the Dragon Tail with your figure, use this layer INSTEAD of the normal layer. That will insure that the seam will blend cleanly.

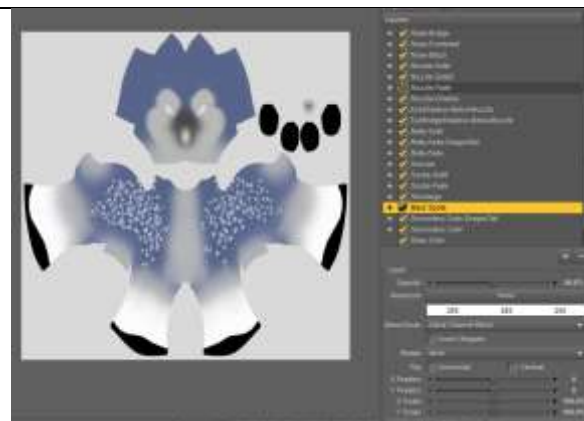
Otherwise, just ignore these layers and leave them set to 0%. We'll address later how you can make mats that can fit both character options. It's not hard. In general, just leave it off till you need it and save your color swatches!!!!



Next up is the Back Spots. Now these I have set to 50%. This can be risky business, if you want a translucent dusting of spots that are effected by the under color, go for it, but otherwise, I recommend going for 100% on these to make them nice and solid.

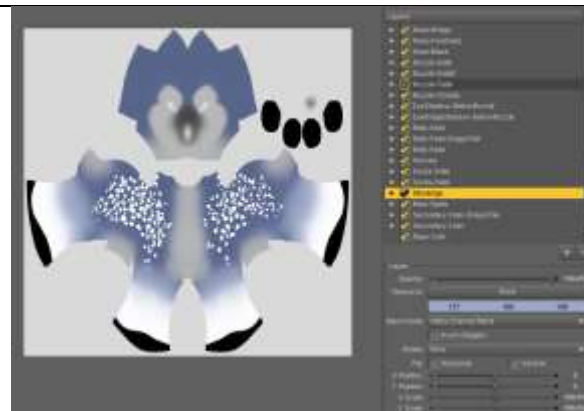
I want solid I think for this one so I'm going white white at 100%.

SAVE YOUR SWATCHES IF YOU CHOOSE ANYTHING BUT WHITE!!!!



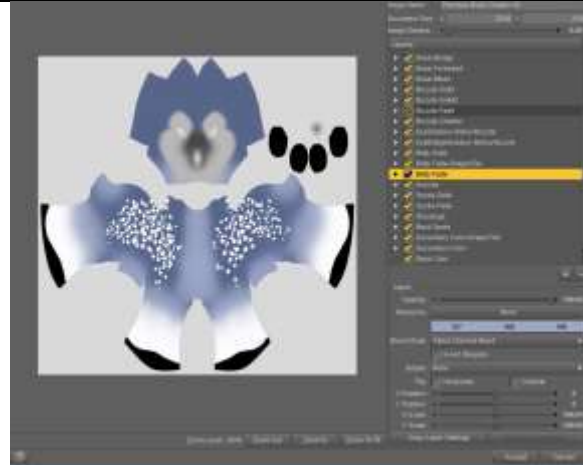
Stockings, these are fading right up to the hip and a little beyond. I think I'm going to go with a pale blue this time so it fades down into the white nicely. I reselected the base color, went paler and lowered the saturation to about 55.

Remember!!!
SAVE YOUR SWATCHES!!!!!!



I'm happy with the socks and the hooves the way they are. Now for the Belly Fade, I want that to blend into the stockings so they work together so I go to my swatches and use the exact same shade I used for my stockings.

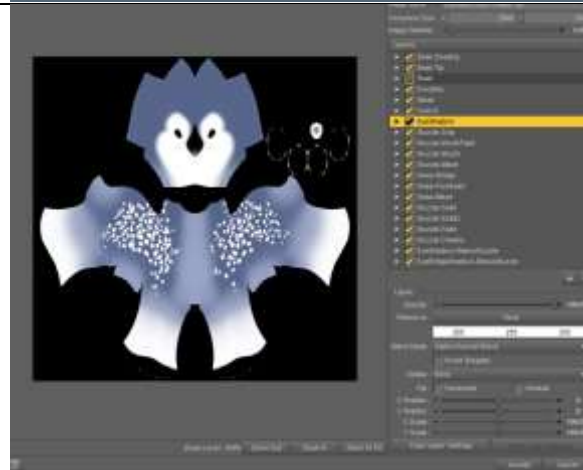
Don't really want the belly solid so I left that off..



The Face/Muzzle markings I think I want to drag all to White.... And the Freckles to black....

And step by step I go around turning on and off these masks around the nose and muzzle and eyes until I come up with what I would like. You can rearrange the order of these to give them other effects. Effects around the face are about the only area that rearranging is allowed though because they don't affect any area but the face.

Rearranging layers near seams will require you to remember how you rearranged them so you can repeat it on the other texture pieces.



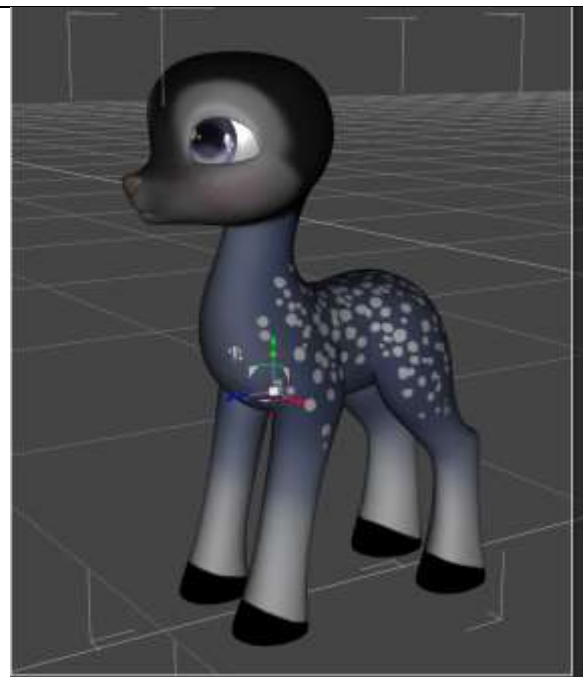
Now the Nose and Inner Mouth are flood fills so at this point I think I like what I have so I click "Accept".

This saves all the information into a layered texture right back here... where it stays till you need it.

However, it didn't apply to the head...

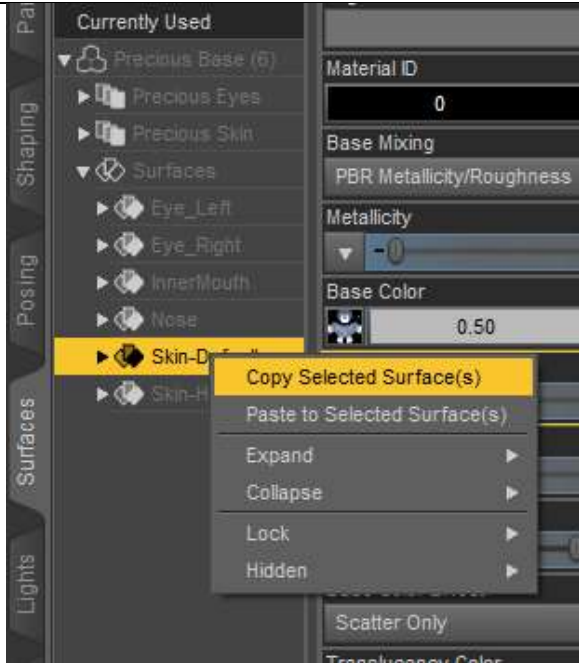
No big deal!

You remember where the Skin-Default is listed?



Right-Click over it and do “Copy Selected Surface(s)”

Then go to the Skin-Head and right-click over it and do ‘Paste to Selected Surface(s)‘.

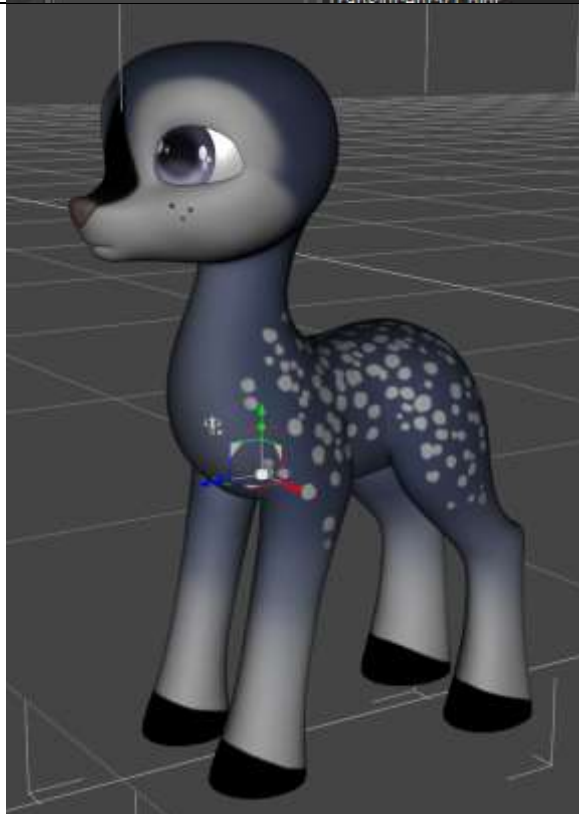


Easy Peasy!

Now for some ears. Let’s use the Gryphon Ears.

Drag and drop them onto the figure and then use either the ‘Deer Ears’ or the ‘Gryphon Ears’ BYO mat for them.

While we’re add it, why not add the Hawk Crest and the Horse nose. (Gryphon’s nose works the same way but you’d need to add the beak to the texture. I figure you know how to do that right? It was the top most layer)

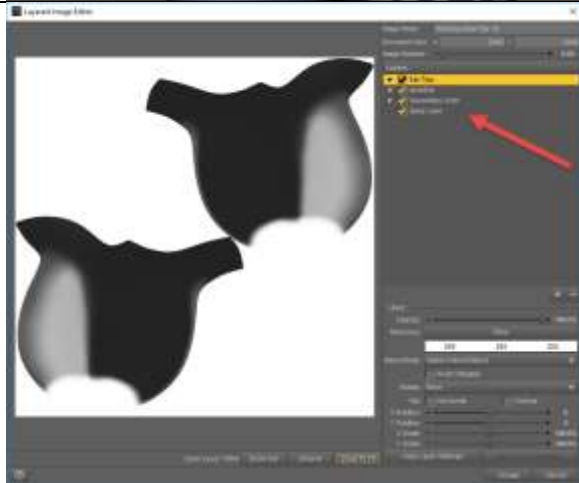


The ears don't match, so let's go into its texture layer and fix it to match up.



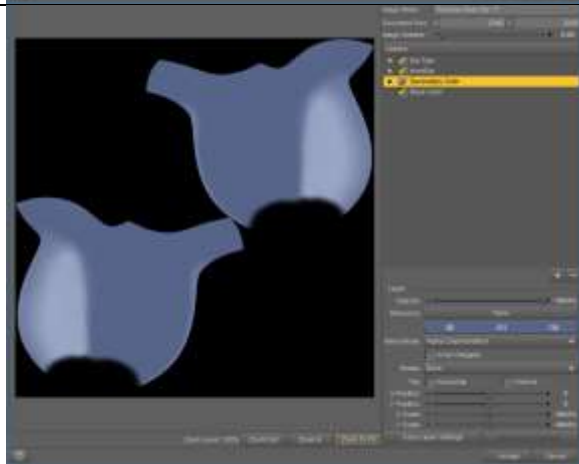
Base Color, Secondary Color.... look Familiar?

Yup, just plug in the colors here that you used in the skin. They'll still be in your swatches.



If you want the inner ear to have a lighter color, go for it. I like it to match the Belly Fade, so there we are. And the Ear tips I want Black this time I think.

Accept...



Boom!
And the Nostrils....

Just copy and paste the head texture onto them
and you're golden!

If it looks a bit funky when you copy and paste
(most often in 3Delight). Unfit the nostrils from
the figure, apply the Beak or NoBeak BYO mat to
it. Paste onto it your mat and Re-fit it to Precious
again. (Basically, it was missing the shader info
for 3Delight since it defaults in Iray).



So, it's pretty much as simple as that throughout.
Just remember:

- 1) Keep your swatches and keep them in order so that you can reapply them to the different pieces.
- 2) Don't set the transparencies to anything other than 100% or 0% unless you're confident in how to use them. Choose paler colors instead.
- 3) Remember that some grafted pieces have their own faders for certain effects.

Speaking of which, the Dragon Tail fader.

These are super easy to make materials for
because you do up your entire figure just like you
would normally.

Then when you get ready to do the Tail. There is
a section of the tail that is named for the 'Skin-
Default'. Paste your default in there....

HOWEVER!!!! Go in and swap out your Tail only
fades by setting the defaults to 0%, transferring
your color to the Dragon version and setting
them to 100%. Boom, fade fixed.

Then when you save out the mat, use Hierarchy
Materials to save Precious' settings and the Tail's
Setting and it won't get them mixed up when you
apply them... and it will only ever apply that
specific version of the texture to the Dragon Tail's
fade in.

Easy Peasy. Right?