

# UBND Ultimate Blood 'n Dirt for Genesis 3 Male(S)

by Tolero

Thank you for buying the Ultimate Blood 'n Dirt Package!

Get Bloody and Dirty with this very versatile and more customizable Texture Pack for Genesis 3 Male based Characters. You will find a lot of Materialpresets with fine graded options to get the exact desired look and feel. There is nearly no limitation of using this Product for any condition where Blood and Dirt is needed. Use your favorite Skintexture and Makeup and apply the Dirt or Blood via the Layered Image Editor which is intergrated in Daz Studio.

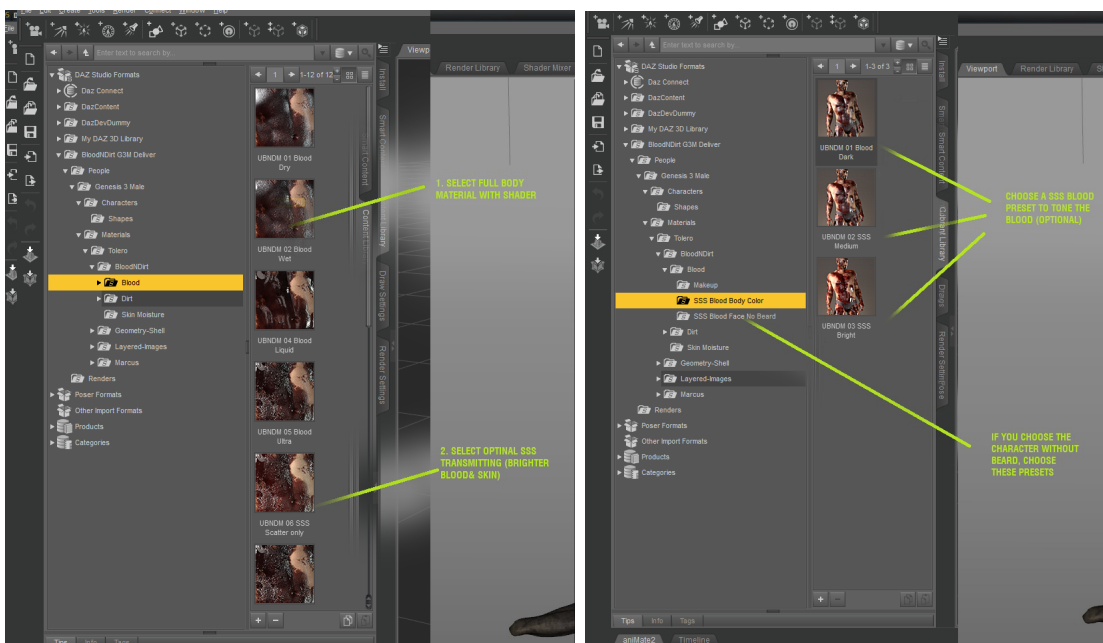
The Materials are high Quality and using the new possibilities and features of the Iray Shader. This gives an unique and distinctive look of ultra realistic Surfaces which is partially wet and liquid on thicker layers of Blood and more dry on tiny Bloodstreaks. Just like in reallife.

## The Blood & Dirt Workflow

In the following Examples, the recommended Workflow is described and explained. The Base for that will be the Folder Structure of the installed Content. With the arrangement of the Folder Structure, the Process will be easy top to down, but isn't restricted to it. The final Smart Content Structure may be ordered differently, but the Steps remains the same.

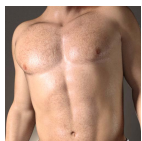
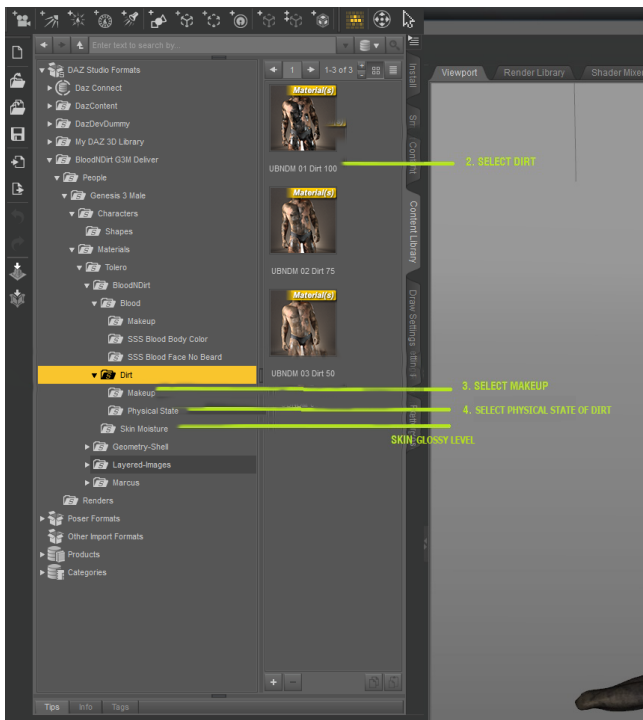
## Blood Workflow

To use the Blood Presets, just decide which Version of the Full Body Prests you will use Dry, Wet, Liquid or Ultra and apply it to your Figure. Optional Select SSS Presets for Blood tone and remove the Beard.



## Dirt Workflow

1. Choose your Figure
2. Apply the Full Body Preset of your like. 100%, 75%, 50%.
3. Select the Makeup which matches the Choice in Step 2.
4. Apply the Physical State of the Dirt. Dry, Wet, Liquid or Ultra.



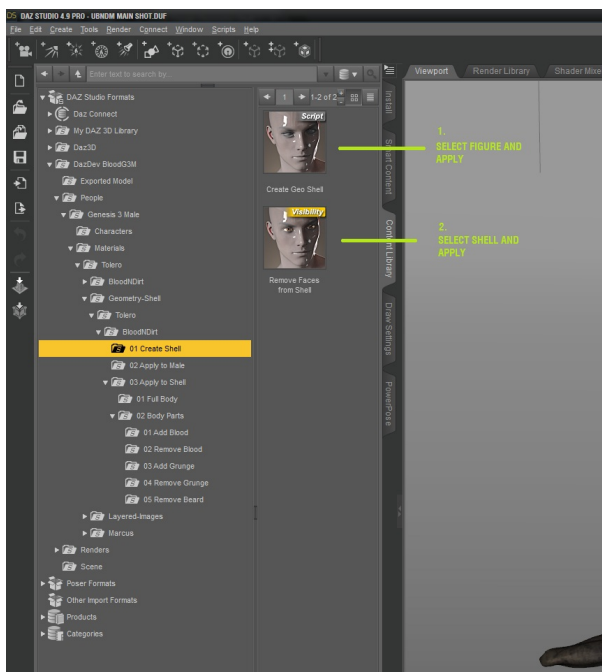
Skin Moisture Presets to tune the Skin humidity is placed under Dirt for your convenience. (Skin Glossy Level)

## Geometry Shell Presets

1. Select your Figure and create Shell (The original Script is from Daz3D [http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api\\_reference/samples/nodes/create\\_shell/start](http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/nodes/create_shell/start) ) Thanks Josh for the additional help!

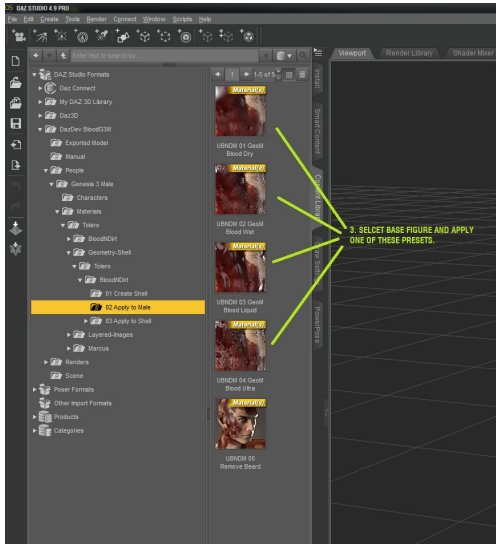
**Hint!** If your Shell is **offplace** from your Figure, check the Parameters/Transform Tab of the Shell and reset its position to default Values. This can occur, if you translate or rotate your Figure bevor you apply the Shell.

2. Select the Geo Shell and remove the unnecessary Faces with the second Preset.

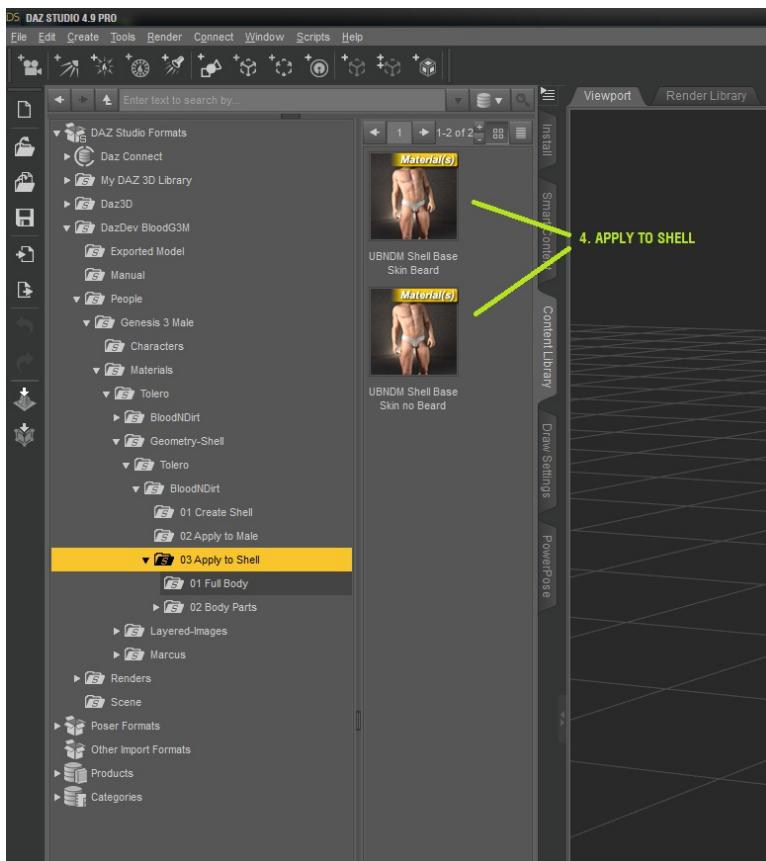


3. Select Base Figure and apply the desired Blood Presets.

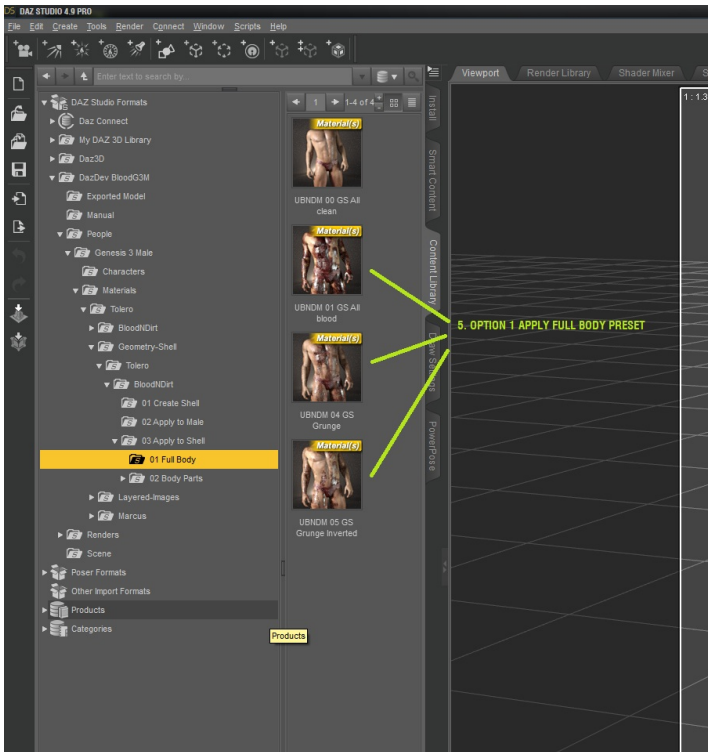
**Hint!** These Presets are different then these from the Blood Presets above! Use these for Geo Shells for optimal Results.



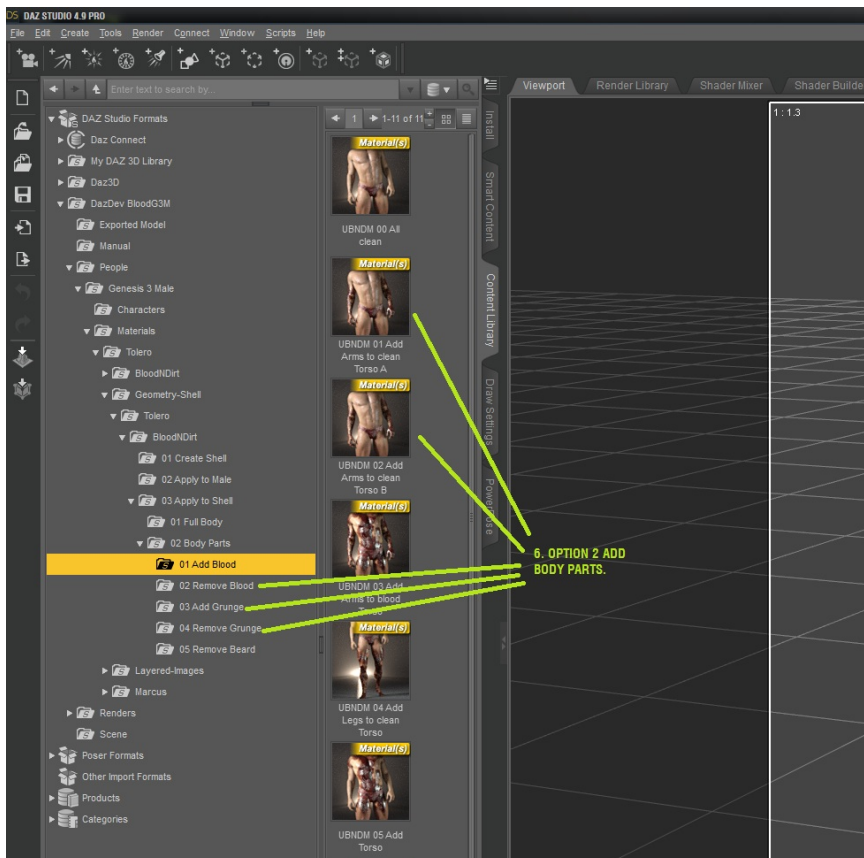
4. Select the Shell and apply the proper Skin on it.



5. Option 1, add a Full Body preset. These Presets cut the Shell, so the underlying base Figure (with the Blood) comes partially visible.

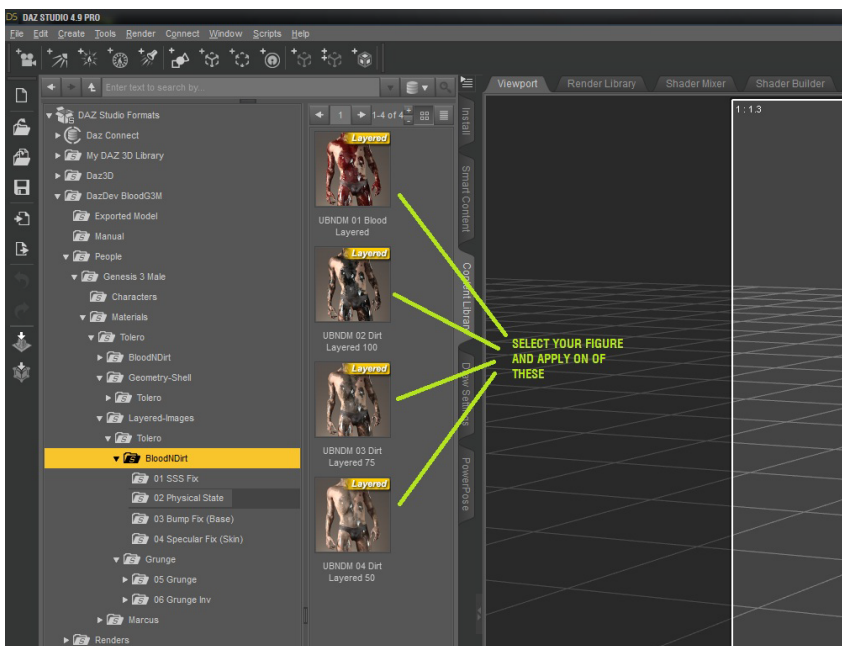


6. Option 2, add Bodyparts Presets. Consider the Workflow as follow:  
Either you start with a full bloody Figure and start removing parts of it, OR you starting with a clean Figure and adding bloody parts to it. It's that simple. With that in mind, no unwanted results occur. If something strage happens, just go back to the whole bloody or clean preset and start again.



# Layered Images Presets

Start with one of the four Presets. To select a different Preset, first reset the Material or hit undo in the Daz edit menu! Otherwise the more Layers get stacket over each other.



## 01. SSS Fixes

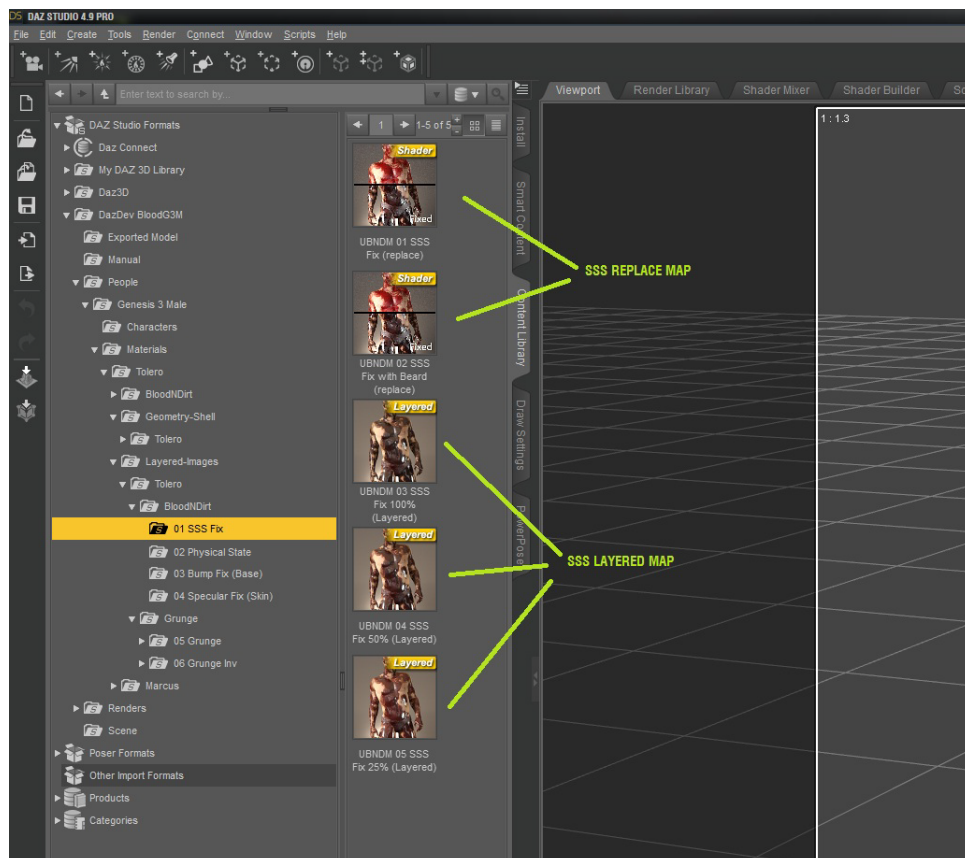
The first two SSS Fixes replaces the SSS Map of your Figure. Any pre existing Map will vanish.

If you have a Figure with Beard, chose the second Preset.

The three last Fixes changes the colortone of the Blood with adding a **layered** SSS Map above your existing Map.

**Hint!** It depends very on your selected Model, how the Bloodcolor turns out. In most cases these presets will do the job.

If the color still looks too dark or bright, try to change the color Value of the Translucency Color in the Surfaces Properties.



## 02. Physical State

Select the Physical State which you prefer. Optional choose Scatter only (absorbs less Lightenergy and the Model gets brighter) or Scatter and transmit. (absorbs more Energy and transmit it in the Skin)

## 03. Blood/Dirt Bump Fix (Base)

This replaces your existing bump map with the UBNDM ones.

**Hint!** Bump is also created in the Top Coat Layer, but if you think it is too less, here you go.

## 04. Blood/Dirt Specular Fix (Skin)

This Fix replaces the Glossy Color Map. So there is no more Skin shining in/through the Blood.

## **Grunge**

### 05. Grunge

A special Version of Layered Image Maps. It combines the Blood and Grunge Patterns.

Also with SSS Fix and Physical State Presets.

### 06. Grunge Inverted

A special Version of Layered Image Maps. It combines the Blood and Grunge Inverted Patterns.

Also with SSS Fix and Physical State Presets.

I HOPE YOU ENJOY THIS PRODUCT AND HAVE A LOT FUN AND SUCCESS WITH IT!  
WATCH OUT FOR TUTORIALS ABOUT IT ON YOUTUBE TO GET THE MOST OUT OF IT.  
THANKS AGAIN FOR YOUR PURCHASE.

TOLERO