

## Fantasy Skins For Genesis 8

You can build tons of different fantasy skins using the various folders included in Fantasy Skins for Genesis 8. The idea is either to use the Fantasy Skins Base Settings as they are proposed, or to combine the Base skins Settings with Advanced Effects. Not all Base Settings will be compatible with all effects, but this project has been designed so that a maximum of Base Settings is compatible with a maximum of effects. Incremental scripts acting on the volume effects and of gloss effects have been included to iteratively increase and decrease the amount of those effects if necessary.

Those presets have been made as robust as possible, but the result may differ from one figure to another, depending on the characteristics of the texture sets used by the figures.

### 1. Some folders will only act on the skin Tone of the figure.

They are the folders :

- **FS 01 With SSS**, which includes 61 skins presets, with variations of Blue, Green, Orange, Pink, Red, Violet and Yellow skin base Tones, as well as black skins and special skins settings (these last ones more for Orcs or Gobelins for instance). The presets included in these folders have their names beginning with FSG8\_01, FSG8\_02, up to FSG8\_09.

These presets have been conceived to [act only on the skin tone, and not on the skin gloss](#), meaning that they keep exactly the PBR model and the gloss settings that the artist who created the figure chose for it.

Those presets use a combination of base color and volume scattering properties to obtain the final effect, and these combinations have been made as robust as possible to be compatible with a lot of initial skin tones, a lot of original textures maps sets. In general, you should have [no problems with Caucasian and Asian Skin Tones](#), but with a few (not all) [African Skin Tones or dark texture sets, you may have to reduce the translucency amount](#). In brief, in case of the issue of the figure being to translucent (having parts looking to much like “candles”), simply select all Skin/Lips/Nails surfaces, and decrease the Translucency Weight in the Surfaces Editor Tab. This should not frequently happen, but this may occasionally be the case. If you don’t want to change the Translucency Weight this way, you can also use the script included in the FS 02 Translucency Colors, called “FSG8\_10\_TR\_0\_TranslucencyReducer”. This script also acts on the transmitted measurement distance, but clicking on it as many times as necessary should solve your issue. This is an “incremental” script, meaning that each time you click on it, the volume effects decrease.

[Applying one of these presets will automatically change all volume properties, including the Translucency Weight.](#)

Some rare artists use the Base Color Maps as a diffuse overlay, and/or the Base Color Maps as the Gloss Color. In this case, the visual effect of applying these presets will be drastically reduced, the solution being either to set the Diffuse Overlay Weight to 0, or to remove the colored maps from the Gloss related properties. But as in the previous case this is very rare.

The darkest presets may show issues on the eyebrows level – at the face skin / eyebrows transition - when the figure eyebrows are made using a Diffuse Overlay image map over the face for the eyebrows. In this case of figure, a folder containing eyebrows presets have been included to correct those issues. They can also be used in the case there is no issue with eyebrows using Diffuse Overlay, in order to change the color or those eyebrows. This will be detailed later on.

If you use [Make Up on faces](#), and that this makeup is not directly included in the Base Color Map, but added as a masked Diffuse Overlay Make Up, then you may have, depending on the preset and make up type you choose, to use the patch which will allow to transfer the base color to the diffuse overlay color, named:

“FSG8\_17\_OverlaidFaceMakeUpPatch.dse”

- **FS 02 Translucency Colors**, which include 19 Partial volume effects presets, and two scripts. Those two scripts act iteratively (the more you click on them the more you adjust the properties) on the Translucency Weight and Transmitted measurement distance, and can be used as corrective scripts after having applied one of the other presets of this folder.

Their names are:

FSG8\_10\_TR\_0\_TranslucencyReducer and FSG8\_10\_TR\_0\_TranslucencyBooster.

The 19 Partial Volume Effects included all use name beginning “with FSG8\_10TR”. They were conceived to act essentially on the color the light transmitted through the thinnest parts of the body, such as the ears mainly, and also the nose and the fingers. Yet, since transmitted light is globally linked to volume light, which is a part of the global skin tone, they may slightly or strongly alter the global skin tones. For most of the Fantasy Skins presets included, such as all the ones which keep a good lightness level, the difference of skin tone will be minor. For some specific presets, such as the “Black” ones and the “Special ones”, the difference of skin tone can be very important because they are very sensitive to any change, the reason being that the balance between the directly reflected light and the SSS light is different. In this specific case of a strong hue variation of the skin tone, use the script to reduce the Translucency already mentioned above.

Please also note that if you re-use a Fantasy Skin preset of folder FS 01 With SSS, or FS 03 Without SSS, then all the choices you made will be replaced by the ones figuring in this Fantasy Skins preset. This is why it is better to change the Translucency Color after you choose a skin preset with SSS,

Please also note that it is useless to use any of those Translucency presets on the skins presets included in the folder FS 03 Without SSS, because those last ones have been set up to ignore volume phenomena (scattering, transmission, SSS).

The orange strong preset – and orange ones in general - can have a huge effects, depending on many factors such as the texture maps and the fantasy skin tone on which you apply it, because of the fact that the light transmitted to the volume for scattering tends to be basically orangish (so this phenomenon tends to “amplify”). As usually, in this case, you can click as many times as you want on FSG8\_10\_TR\_0\_TranslucencyReducer to solve the issue.

- **FS 03 without SSS** are Fantasy Skins Presets which do not use internal volume scattering, i.e. the Translucency is null and there is not transmitted light. The render calculations for such presets are shorter. The colors which can be reached are more varied and more stable, and they can also reach more saturated colors than.

If you use very saturated colors and that the eyebrows are made using the “Diffuse Overlay” of eyebrows on the face surface, then it is possible to have troubles at the junction between the eyebrows and the rest of the face. In this case, what you have to do is to use one of the presets included in the folder “FS 08 Overlaid Eyebrows Helpers”. Their names begin with “FSG8\_16”. This will solve the problem, and if not, you can adjust yourself the Diffuse Overlay Color of the Face Surface in the Surfaces Editor Pane.

## 2. Other folders will act on additional reflection or “gloss” effects

**ADDITIONAL FILES HAVE BEEN ADDED IN UPDATE 1, mainly to counter eventual seams issues, PLEASE SEE UPDATE NOTES AT THE END OF THIS DOCUMENT.**

- **FS 04 Top Coat Effects** will add nice top coat effects on the figure. It includes 47 files, amongst them 2 scripts, 1 utility preset and 44 Top Coat Presets.

The 2 scripts and utility preset are:

- FSG8\_12\_TC\_Effect\_Booster : will iteratively boost the Top Coat Effect you use (the more you click, the more you boost). This script must be applied if you find that the top coat effect you use is not visible enough.
- FSG8\_12\_TC\_Effect\_Reducer: will iteratively reduce the Top Coat Effect you use (the more you click, the more you reduce). This script must be applied if you find that the top coat effect you use is too strong.
- FSG8\_12\_TC\_Effect\_Remove: will remove Top Coat Effects by setting Top Coat Weight to 0. It is a “reset” button.

The Top Coat Presets are built this way: you can access 11 base colors for the Top Coat Effects. If you want to you can access new colors in the Surfaces Editor Tab, select Skin/Lips/Nails and change Top Coat Color. **Those 11 base colors present 4 different distributions.**

- The presets for which the name ends with ‘a’ correspond to a “classical” Reflection will use a very classical roughness of 0.45, and is close to an additional colored gloss on a medium rough skin.
- The presets for which the name ends with ‘b’ correspond to a much higher roughness, ensuring a much more diffuse and global coverage of the skin by the Top Coat Effect. Those presets use a small anisotropy. Use the “FSG8 12 TC Effect Zero Anisotropy” to remove it and avoid seams issues if you have some.
- The presets for which the name ends with ‘c’ correspond to a very anisotropic Top Coat Effect, in the horizontal direction
- The presets for which the name ends with ‘d’ correspond to a very anisotropic Top Coat Effect, in the vertical direction.
- Those two last types of presets (c and d) can present some small issues at the seam lines of the figure, but this is due only to the way the Iray Uber Shader handles anisotropy, and since the effects obtained can be nice, the presets were worth

being kept. You can use the “FSG8 12 TC Effect Zero Anisotropy” to remove it and avoid seams issues if you have some, but then you lose all the visual interest of anisotropy on the rest of the figure.

Those effects will be more visible as the color you set them on, i.e. the color of the Fantasy Skin, is very different from the one you choose for the Top Coat Effect (adding a red Top Coat effect on a strong red skin will not change the visual aspect a lot). The same way, if the basic gloss of the figure is very strong, then adding a Top Coat may lead to too much global reflectivity. In this case, you can use the scripts provided in the FS 00 Gloss Boosters folder to correct this.

- **FS 05 Flakes Effects** will add nice flakes effects on – above - the figure. It includes 25 files, amongst them 2 scripts, 1 utility preset, and 22 Flakes Presets.

The 2 scripts and utility preset are:

- a. FSG8\_13\_Flakes\_Effect\_Booster : will iteratively boost the Flakes Effect currently used (the more you click, the more you boost). This script must be applied if you find that the top coat effect you use is not visible enough.
- b. FSG8\_13\_Flakes\_Effect\_Reducer: will iteratively reduce the Flakes Effect currently used (the more you click, the more you reduce). This script must be applied if you find that the top coat effect you use is too strong.
- c. FSG8\_13\_Flakes\_Effect\_Remove: will remove Flakes Effects by setting Flakes Weight to 0. It is a “reset” button.

The Flakes Effect Presets are built this way: you can access 11 base colors for the Metallic Flakes Layer. If you want to you can access new colors in the Surfaces Editor Tab, select Skin/Lips/Nails and change Metallic Flakes Color. [Those 11 base colors present 2 different distributions.](#)

- o The first 11 presets will add some shiny dots on the figure, it will be more glossy and maybe can even look a bit more wet, the difference between those presets being the color used.
- o The last 11 presets for which the name will end with “covers” will lead to something much less shiny, with a much more larger coverage of the whole skin surface by the effect.

Remarks:

- very exceptionally, some figure can use the Top Coat Layer or the Metallic Flakes Layer as the main component of their base gloss. In this case, activating them to add gloss effects will strongly change the base gloss
- if the initial shader used by the figure does not use PBR Metallicity/Roughness as the Base Mixing, the result of those effects may differ in intensity and repartition, from what they are supposed to be. This should not frequently happen.

- **FS 00 Gloss Boosters** is the first folder of the product and includes two script allowing to increase or decrease iteratively ALL the settings related to the skin gloss all together. These scripts can be used in different ways.
  - o FSG8\_00a\_Gloss\_And\_Effects\_Booster: can be used if, at any moment before or after applying a fantasy skin, you want to increase the all the glossy look of the skin and additional effects at the same time. It can be used before or after applying the Top Coat or Flakes Effects. If it is used before, it will boost only the base gloss settings that were initially used by the author of figure. If it is used after, it will also boost the currently used Top Coat and Flake effect.
  - o FSG8\_00a\_Gloss\_And\_Effects\_Reduced: can be used if, at any moment before or after applying a fantasy skin, you want to decrease the all the glossy look of the skin and additional effects at the same time. It can be used before or after applying the Top Coat or Flakes Effects. If it is used before, it will boost only the base gloss settings that were initially used by the author of the figure. If it is used after, it will also boost the currently used Top Coat and Flake effect.

It is an addition to the other scripts aiming at managing only the Top Coat Effects or the Flakes effects. This way, with all those scripts, you can iteratively adjust either the Base Gloss only (before applying the effects), or the effects intensity only (using their dedicated scripts – allowing to balance them with the base gloss), or the whole ‘base gloss + effects’, using the ‘Gloss\_And\_Effects’ scripts after you applied the effects.

### 3. Some folders are just additional Tools

This is the case for instance of the [Eyes Helpers](#) in which you can pick up special eyes presets to go with your figure, or the [EyeSocket Helpers](#) which will only act on the eye sockets parts, and may be useful for face close up purpose mainly. This is also the case for the [Overlayered Eyebrows Helpers](#) which will propose various options and corrections for the figures for which the eyebrows are built using the Diffuse Overlay Layer of the Face Surface.

- If you use a [diffuse overlay Make Up](#) on the face, then a patch allowing to transfer the Base Color to the Diffuse Overlay Color is included, for a better match of the makeup over the face if necessary. WARNING: some make up presets of a few figures also reset the while face/ear/lips shaders. This is why if you plan to use a make-up (using diffuse overlay or not), you have to remember that MAKE-UPS MUST BE APPLIED BEFORE APPLYING THE PRESETS OF THIS PRODUCT.

This script is named: FSG8\_17\_OverlayeredFaceMakeUpPatch

If you want to manually adjust the color of this kind of make-up, you have to change the Diffuse Overlay Color of the “Face” Surface in the Surfaces Editor Pane.

- You will find a tool allowing you to [transfer the skin shader](#) (the one used by the torso) to [any surface of any geo-graft element](#) of the scene, amongst them, [Genitalia](#). Only the colors values used for color properties, and the values for the other numeric properties are copied, and the maps are not copied.

The script is named: FSG8\_19\_Transfer\_To\_Geograft\_Tool

In this script, you have to select the source figure you want to copy the settings from (Torso surface will be used as the reference), then the Geo-graft you want to transfer the settings to (top box of the central area). Once the Geo-graft is selected in the interface, you have to select the surfaces of the Goe-graft you want to transfer the shader to (bottom box of the central area), and click on “Add Selected Surfaces To List”. The surface will be transferred to the list of the right box (List of Destination Surfaces). Once all your destination surfaces are in this list, you simply have to click on “Confirm List And Proceed To Transfer”.

If you want to use the skin shader on other surfaces which are not taken into account by this interface because they are not Geo-graft elements, here is the way you have to proceed.

- a. Select the “Torso” surface of the figure, and make File/Save As/Shader Preset
- b. Choose a destination folder and write a filename, then click on “Save”
- c. Click on the three lines at the top right of the interface which popped up and click on “Uncheck”, then “Uncheck all Images”, then click on “Accept”
- d. Select the surfaces you want to copy the skin shader to, and apply the shader you just created.

Fantasy Skins For Genesis 8 have been optimized for Genesis 8 figures, but can also be used on your Genesis 3 figures.

## 4. Commercial Use

The commercial use of the results obtained with Fantasy Skins For Genesis 8 is possible under the following conditions:

Cond 1. A preset coming from this set can ONLY be sold with a character. It means that you cannot sell Material Presets or Shader Presets products using any of these presets, but this is fine if you use it as the material preset of a figure you created, in the product including the figure.

Cond 2. A preset can only be sold as a FULL material preset, you cannot sell this as partial material preset which would apply only the base color or only the effects or only the translucency, or only one or several parts of the material, etc, etc. For instance, you cannot sell this as a material preset which would also not include the texture maps of the figure (the idea is that it cannot be reused as a "base material" on another figure).

Cond 3. There is a limitation of: 1 Base Preset + 1 Translucency Preset + 1 effect (Top Coat or Flakes) + 1 Nail + 1 Eye per product you create. As you understood after you create the skin preset this way, it must be saved so that the properties are all together in a single file, as a single full material preset (file/save as /material preset/ without any restriction filter).

Cond 4. If you use one of those presets in your product, we would like you to add in the ReadMe of your product that the "Material Preset as You Named It" was created using "Fantasy Skins For Genesis 8".

## 5. Updates Notes

March 2019 Update:

- The documentation was updated to include the commercial use terms, and the updated files.
- The Top Coat Effects now include a "FSG8 12 TC Effect Zero Anisotropy" preset, which will set the anisotropy settings of the Top Coat to zero. This can be useful if the presets for top coat effects whose names end with a "b" create seams issues. You can also apply them on the presets which ends with a "c" and a "d", but since their main interest rely on anisotropy, this is not recommended, even if it can produce interesting features too.
- We remind here that any anisotropic material will probably result in issues of seams discontinuity. This is due to the way anisotropy is handled in Iray.
- The Flakes Effects folder now includes several additional presets, named "FSG8 13 Flakes Effect Size A", "FSG8 13 Flakes Effect Size B", "FSG8 13 Flakes Effect Size C" and "FSG8 13 Flakes Effect Size D". These files were added so that, after you choose your Flake effect, you can change the size of the flakes on the whole body. There are several reasons. The way the settings (in term of flakes size) are initially made is that they look great on the various body areas "individually" (taken separately), and are generally fine for a "full body" rendering. Yet they can be responsible for seams issues, due to the difference of flakes size. In this case, if you are annoyed by the difference of size on the different surfaces of the body (feeling that you have a seam issue), then you can use the new presets included which will match the sizes much better between the different areas. If you change for a new full flake effect, the size will change again, and you will have to reapply the files changing the size.
- The Flakes Effect folder **now includes several Flakes density presets**, from low to high density.
- For all the new files included: They can be used after any of the Top Coat or Flakes effect is applied, and applying a new effect will change the values you set using these new presets included, so it requires that you re-apply them afterwards if necessary.
- It has been reported to our attention that some seam issues may be more visible as they were on the initial figure. This is because the Fantasy Skins Material tends to enhance all the details of the skins. If a seam issue pre-existed on the base texture set you use, then this issue will consequently also be enhanced, as all the rest of the skin details. Fantasy Skins does not use image maps, respecting totally the original maps of the original figure, and in no way, except if you use the anisotropic presets (c, d, and a bit b) of the top coat, or if you use the Flakes effect without the Flakes Size Files adjusting the Flakes sizes, it should create seams issues if they did not exist before.