

IDG Watercolor Tattoos User Notes

Applying the tattoos

IDG Watercolor Tattoos use Geometry Shells for the tattoos. To apply a tattoo you need to have the Genesis 8 figure you want to apply the tattoo to selected in the Scene Tab.

Geometry Shells

Mesh Offsets

Each Geometry Shell has a slider that will allow you to set the offset distance between the shell and the figure. If you have more than one Geometry Shell on a figure and the offset distance is the same (or within 0.0005 of each other) the shells will interfere with each other when the scene is rendered. Offset distances of .05 or greater can make the tattoo appear to be floating above the figure with the tattoo casting a shadow onto the figure. Sometimes this drop shadow effect is desirable but if not, you can decrease the offset distance to get rid of the shadowing. Geometry Shells do not accurately take into account height differences created by some morphs, displacement or normal maps. If the tattoo appears to be disappearing into the figure, you can increase the offset distance to bring the tattoo out from within the figure. By default, each tattoo in this set has its own unique offset distance so you can load them up in any configuration without creating any conflicts.

Maximum Number of Geometry Shells on a Figure

Stacking up large numbers of geometry shells on a figure can have a strange effect on how that figure appears when rendered. The exact number of geometry shells that will start giving you problems doesn't seem to be a fixed number, but it generally happens when the number of geometry shells is in the high teens or low twenties. Then the figure seems to get darker and darker as you add additional geometry shells, almost as if the light in your scene isn't reaching the figure any more. To help you stay below this limit there are a variety of tattoo sets available so that you can maximize the number of tattoos on a figure while keeping the number of geometry shells low.

Material Zones on Geometry Shells

When created, a geometry shell will have the same set of material zones as the parent figure. This set of tattoos only use the Arms, Legs or Torso material zones. All other material zones are set to 0% Opacity. Most of the tattoos only use one material zone but those named hip or shoulder cross over material zone boundaries and use two material zones (leg/torso or arm/torso respectively).

Aging Tattoos

As tattoos heal and age they begin to fade. This is especially true for the colors used in watercolor tattoos. To help simulate this you can adjust the opacity of the tattoo to create the look you are going for. By default, the tattoos are set to 80% but you can raise that to 100% for a brand-new look or lower it to whatever your render needs.

Maximizing Tattoo Realism

The tattoos in this set have been set up with generic specular and bump map settings. To help you achieve a more realistic look you can copy the bump and specular maps and settings of your base character onto the tattoo's geometry shell's material zones.

Integration with future Watercolor Tattoo sets

As of this writing there are several watercolor tattoo sets in production. Each of these sets is designed to be integrated with each other so you can pick and choose individual tattoo from multiple sets, maximizing your character's unique look. Each set will have around 30 hand painted tattoo designs, with 2-5 customized versions of each tattoo in different locations around the body.