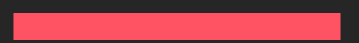








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FENIXPHOENIX | ESID

INDEX

		Introduction To the product
Installation Where to install and how to find the product.		
		LIE Iray Material Presets Folder Overview, including how to use the Sub-Division Scripts and tweak the parameter manually.
Removers An overview of how the LIE Remover work and how to remove a single Fibermesh eyebrow by using the Geometry Editor.		
		Tips & Tricks Some advice and information regarding how to get the best out of the product.
License Information pertaining the allowed usage of the product.		



INTRODUCTION

HD FACE BURNS for Genesis 8 Female(s)

HD FACE BURNS

"HD FACE BURNS for Genesis 8 Female(s)" is a collection of 17 facial burn scars created through the careful combination of HD morphs and LIE material presets for flesh texturing. In addition, we have included a mirror option for a total of 34 HD Morphs.

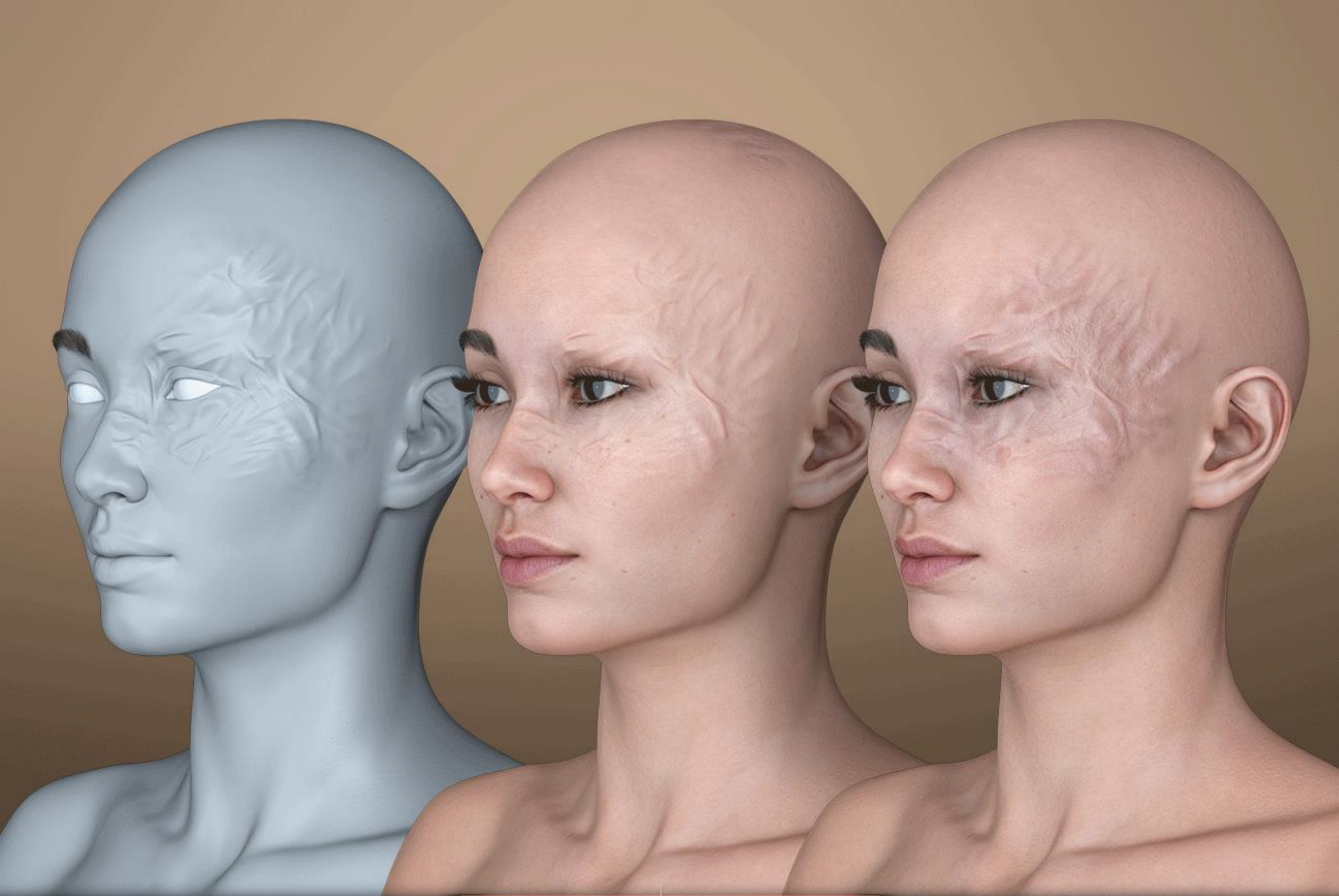
And because we know characters come in all colors, we have included three sets of 34 LIE Iray Material Presets each (Light, Midtone and Dark) to ensure a good blend with the underlying skin. In total, you get 102 LIE Iray Material Presets with the ability to mix, match and even stack them for even greater variation and intensity!

Like with our other packs, these can be combined to help add valuable subtext to your images, allowing you to build characters marked by hardships and pain. But who, ultimately, must wear the badges life has bestowed upon them... Whether they'll wear them with pride, shame or pain is up to you!

Note: As shown in the promos, a character's translucency values will play a BIG role in the texturing result. As such, we have included a brief PDF guide with tips on the different ways you can push this product as well as how to tweak the geometry of fiber mesh brows so you will be able to hide one of them.



In total, you'll get 34 HD morphs, 35 Shaping Presets, & 102 LIE Presets!



HONNI 8 + KAYO 8 SHAPE MIX, KAYO SKIN
SKIN TRANSLUCENCY MEDIUM (75%)

FACE BURNS

EYE
SUBD 4, LIGHT PRESETS APPLIED



Components



INSTALLATION

HD FACE BURNS for Genesis 8 Female(s)

INSTALLATION

Folder Structure

The following information details the folder structure for the HD FACE BURNS for Genesis 8 Male(s) product:

HD MORPHS:

You'll be able to access and apply the morphs via two methods:

1. Use the shaping presets to apply and remove burns. These should be located inside your content library:
 - *"People/Genesis 8 Male/Shapes/FenixPhoenix/HD Face Burns"*
2. You can also dial the HD Burns (using the percentages to play with the intensity of the scarring).
 - You'll find the **dials** located in the parameters or shaping tab under: **Actors > Head > Face/Neck/Ears > Burns**
 - You can also type **"MFB"** (Male Face Burns) in the **search box** within the parameter tab to easily access all the dials at once.

LIE (Layered Image Editor) MATERIAL PRESETS:

You'll find the LIE Presets folders in your "Content Library" under the following path:

- *"People/Genesis 8 Male/Materials/FenixPhoenix/HD Face Burns"*



LIE MATERIAL PRESETS

HD FACE BURNS for Genesis 8 Female(s)

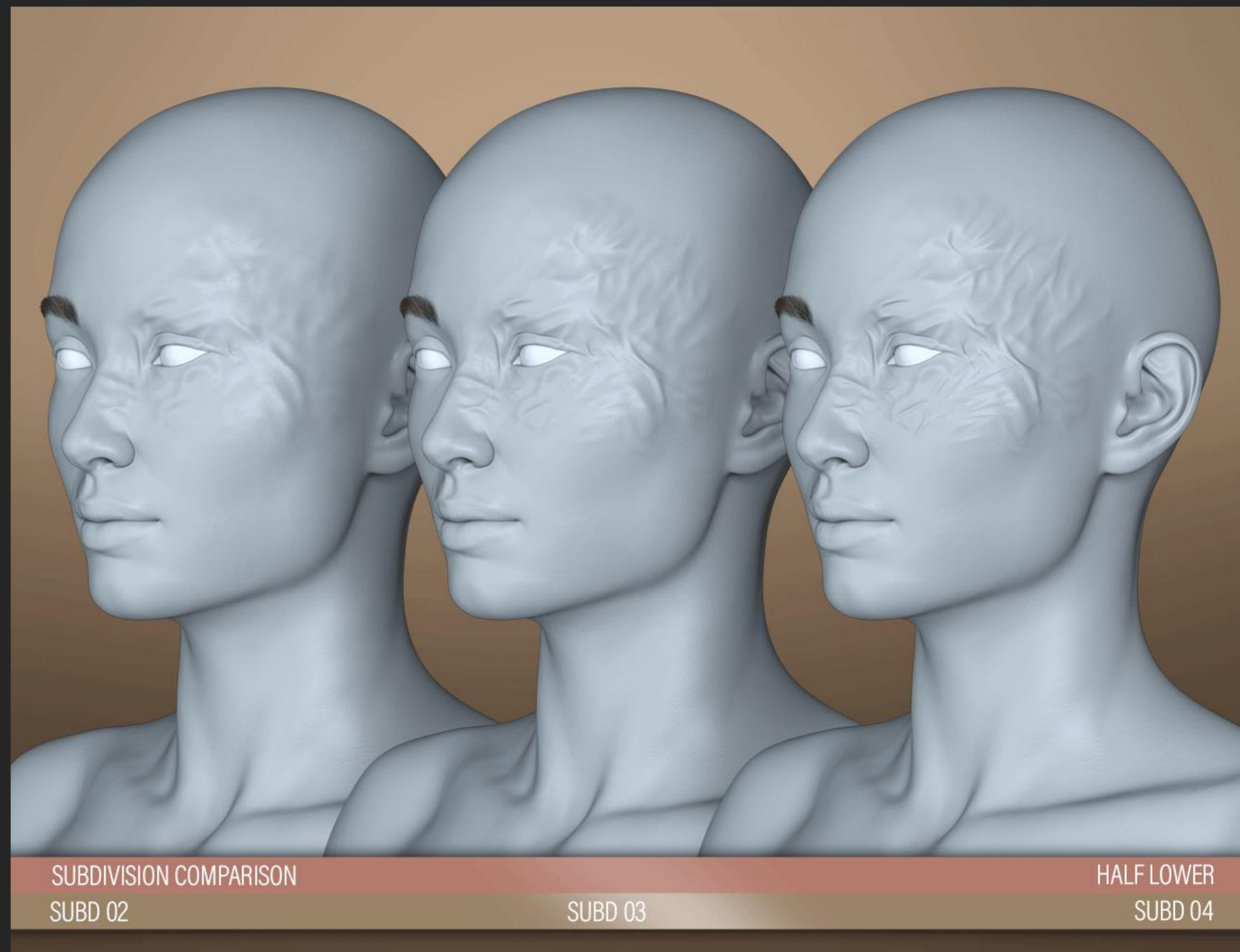
LIE MATERIAL PRESETS

Folder Overview

01 Set Quality

Contains three scripts to set your figure(s) Render SubDivision Level. Your SubDivision determines how many polygons your figure has.

With your character selected, click one of the icons to set the quality of your figure. **Keep in mind, the higher the SubD Level, the better the HD Morph will look at the expense of longer render times.**



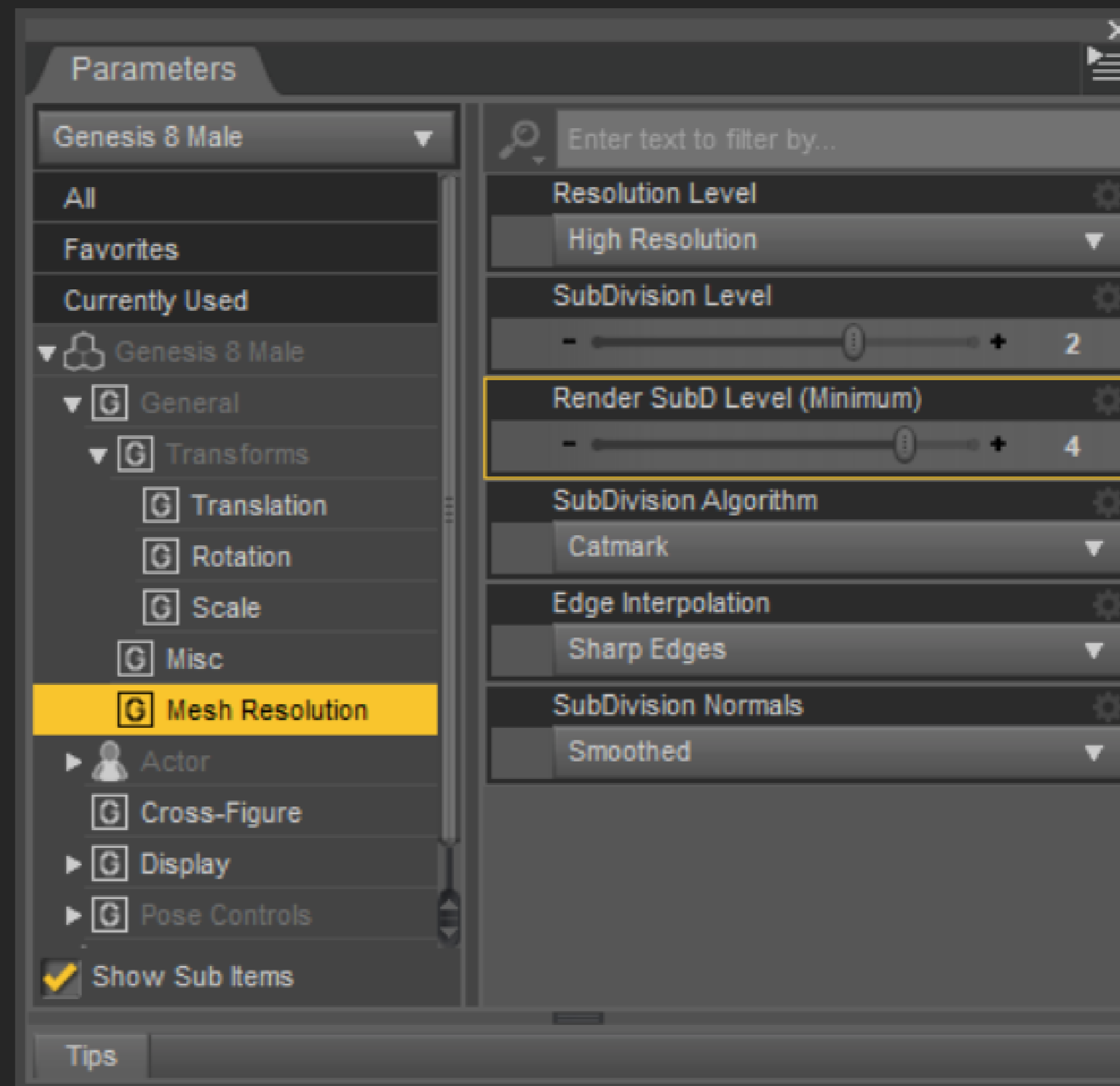
ABOUT OUR SUBD SCRIPTS

Parameter tab Overview

NOTE: Sub Division Levels

To load the parameters tab go to windows > panes > parameters. With your character selected, click on mesh resolution to see the dials which refer to SubDivision.

- Most characters load with a SubD (viewport) Level of 1 and a Render SubD Level of 2. Using our scripts will increase that to the correct values.
- However, some characters may load with a higher SubD Level (2-3). This will cause our scripts to add one more level to accommodate. So using our SubD 2 script will result in getting a Render SubD Level of 3.
- So be sure to check the parameters and manually adjust as necessary. We recommend keeping the Render SubD Level to 4 max & perhaps setting the SubDivision Level to 2 in order to see the morph through the viewport.



Recommended

ABOUT OUR TRANSLUCENCY MATERIALS

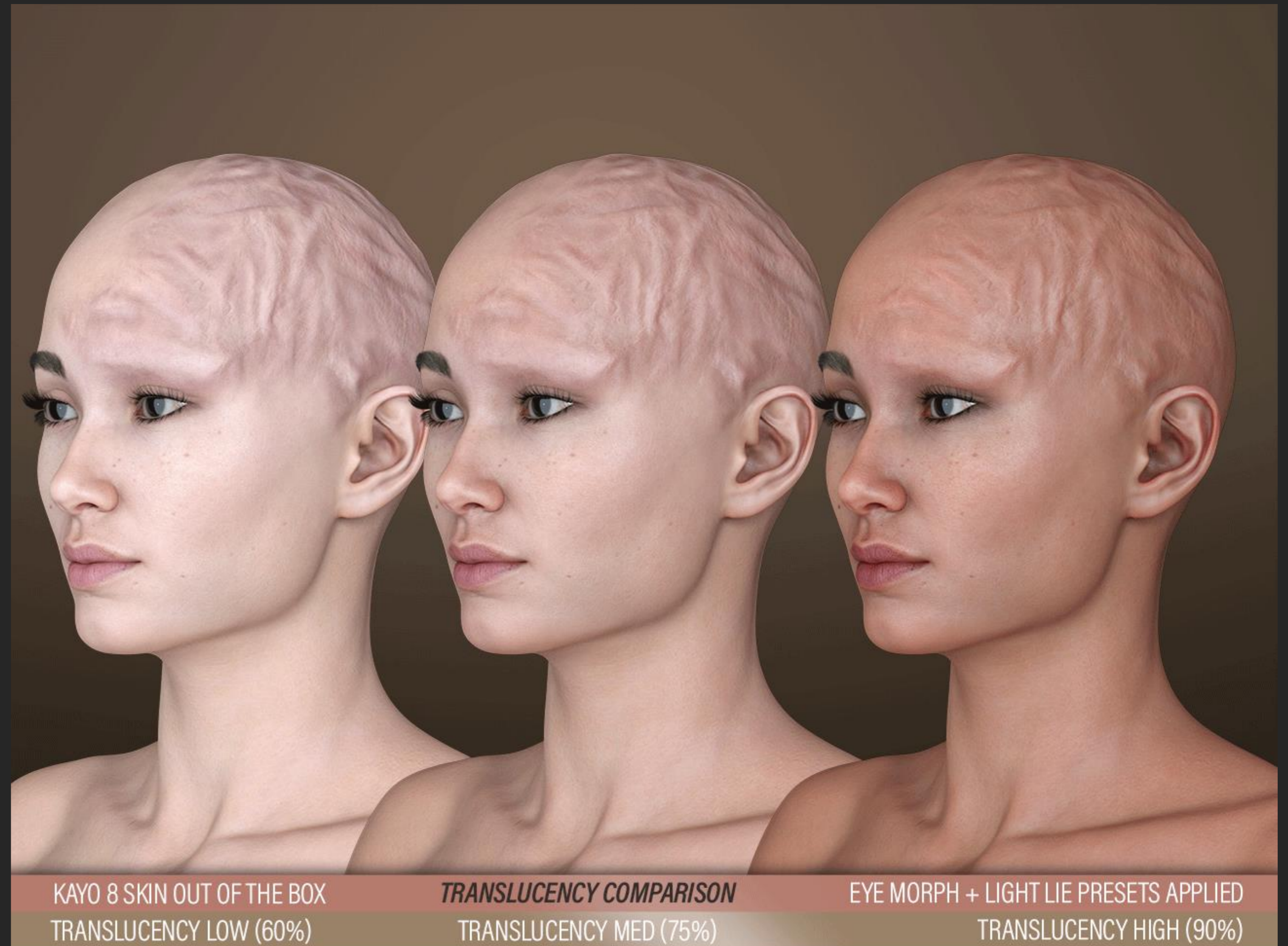
Iray Material Preset Overview

TRANSLUCENCY SETTINGS

The translucency setting of your character's skin will play a BIG role in the final look. That's why we've included some materials to quickly change the translucency to whatever fits your character the most.

Some things to consider:

- The higher the translucency on your character (which you can check inside the Windows > Panes > Surface Panel), the fainter the scar texture will show.
- Medium translucency (75%) will yield the best blend.



LIE MATERIAL PRESETS

Folder Overview

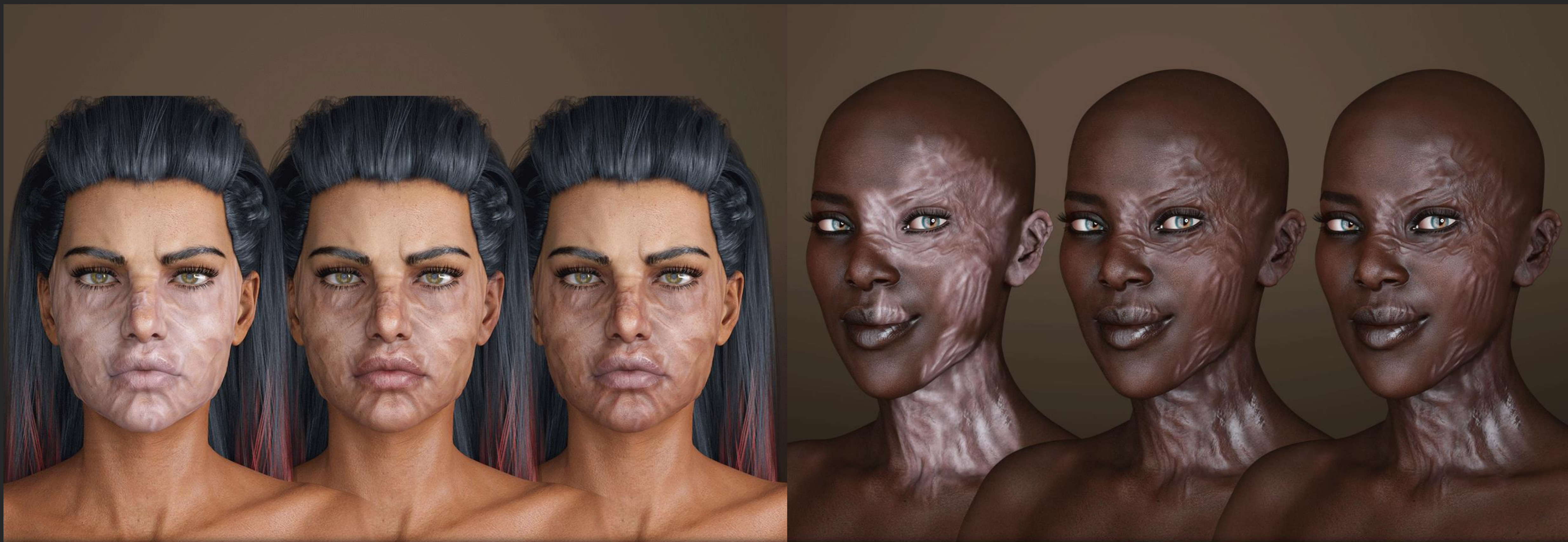
02 ADD LIE

Since these will layer textures atop your skin textures, any overlay color your character has will affect the final look. This may come into play when using these presets on monster characters.

Another thing to keep in mind is that the layer settings of your character will also impact the final look of the burns. *It's important to remember to apply the Empty Normal Map to characters that do not have normal maps already set in place.*

This time around, not only the presets applied but your character's *skin translucency* will affect the end result.





TWOSRET 8, TRANSLUCENCY MEDIUM (75%)

LIE PRESETS COMPARISON

SUBD 04

CELANI 8, TRANSLUCENCY MEDIUM (75%)

LIE PRESETS COMPARISON

SUBD 04

LIGHT LIE PRESETS APPLIED

MIDTONE LIE PRESETS APPLIED

DARK LIE PRESETS APPLIED

LIGHT LIE PRESETS APPLIED

MIDTONE LIE PRESETS APPLIED

DARK LIE PRESETS APPLIED



REMOVERS

HD FACE BURNS for Genesis 8 Female(s)

REMOVERS

OVERVIEW

03 REMOVERS

Here you will find a handy script to **remove all LIE layers** from your characters:

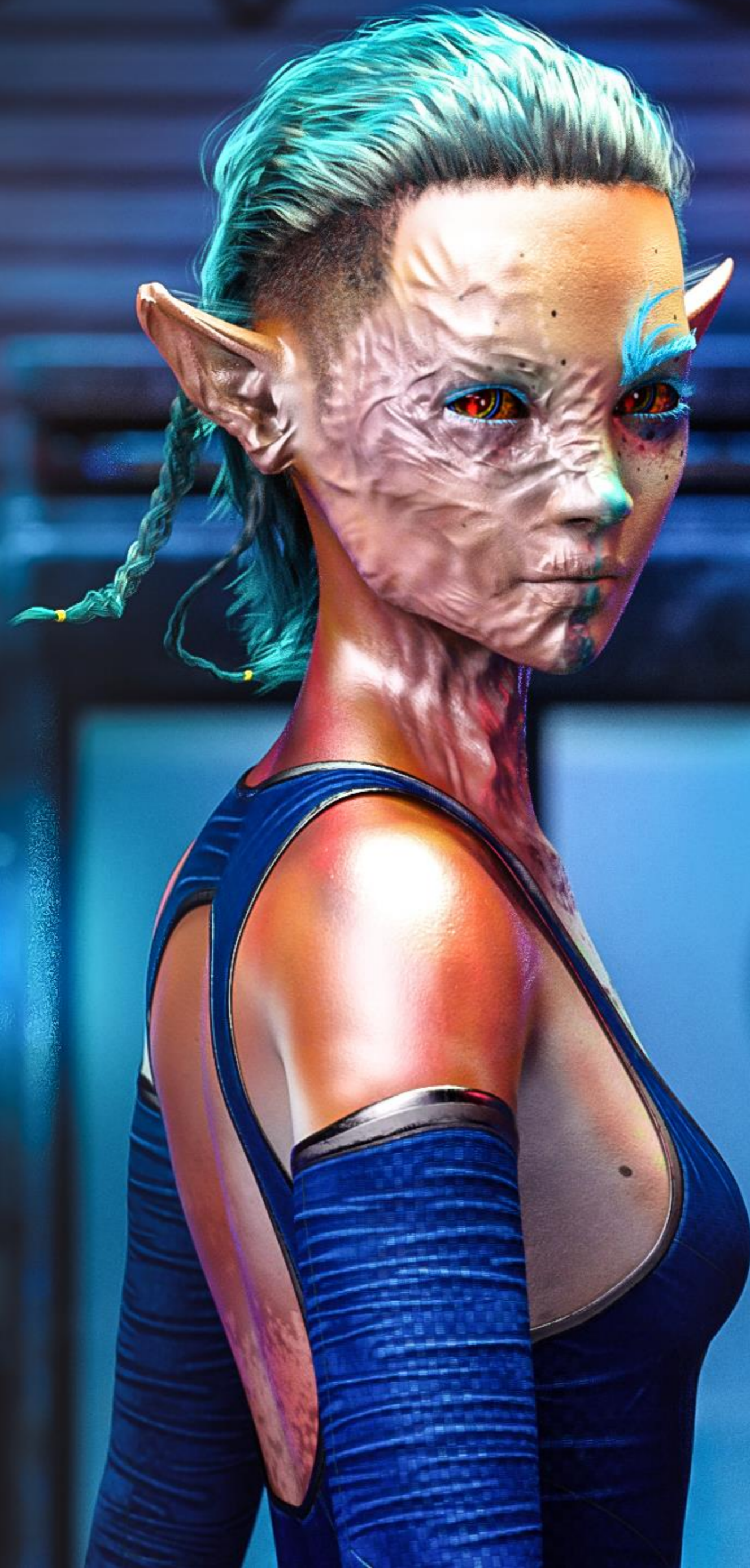
- Just select your character and apply.
- If you only want to remove the LIE scars from the torso, select the torso surface of your character and then use the script.
- Otherwise, the script will strip every LIE layer on your entire character.

You'll also notice a material preset to remove the maps from **"Glossy Layered Weight"**. This should only be used in cases where the parameter has a value set but no map. Which means that our preset will be creating seams.



MINI TUTORIAL

How to remove one
Fibermesh Eyebrow
Via the Geometry Editor.



REMOVING A FIBERMESH EYEBROW

Step by Step

Mini Tutorial Introduction

As you may have noticed in the promos, for some of these burns to look good, you'll need two things:

1. A browless skin (without painted brows).
 - Many generation 8 characters already come with a browless skin version. If not, you'll need to get rid of the eyebrows. [Zev0's Brow Remover](#) will do the job if you aren't good with photoshop.
2. Fibermesh eyebrows.
 - With these, you'll noticed that it's all or nothing. Either you get both brows visible or you get both invisible unless you venture into the geometry editor.
 - This short tutorial will show you the steps to create a face group with one of the eyebrows so you can hide it for your render:



REMOVING A FIBERMESH EYEBROW

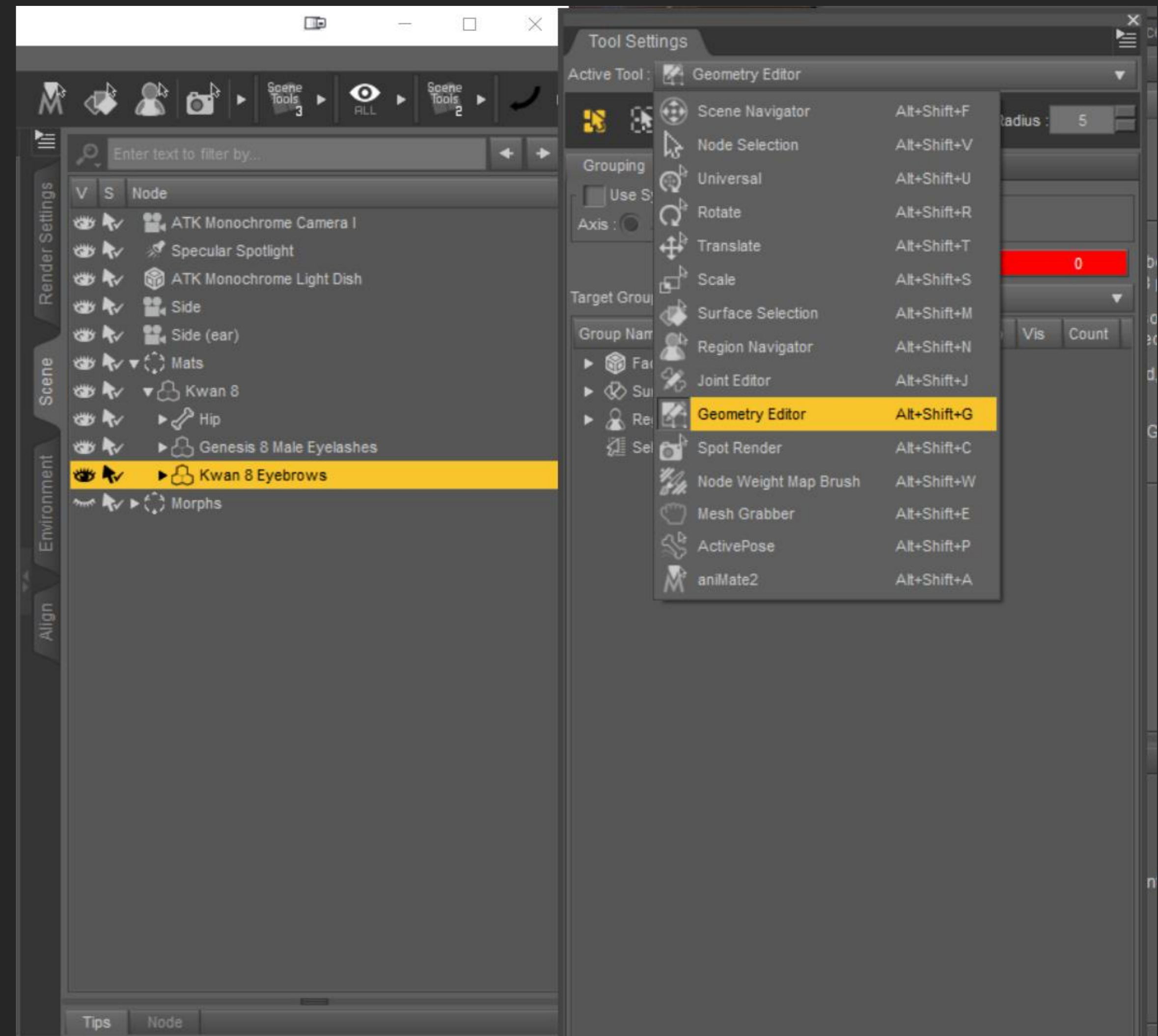
Step by Step

STEP 01 | Find the Geometry Editor

If you're unfamiliar with the UI, you'll want to open the tool settings panel by loading it via:

windows > panes > tool setting.

With your eyebrow selected, activate the Geometry Tool:



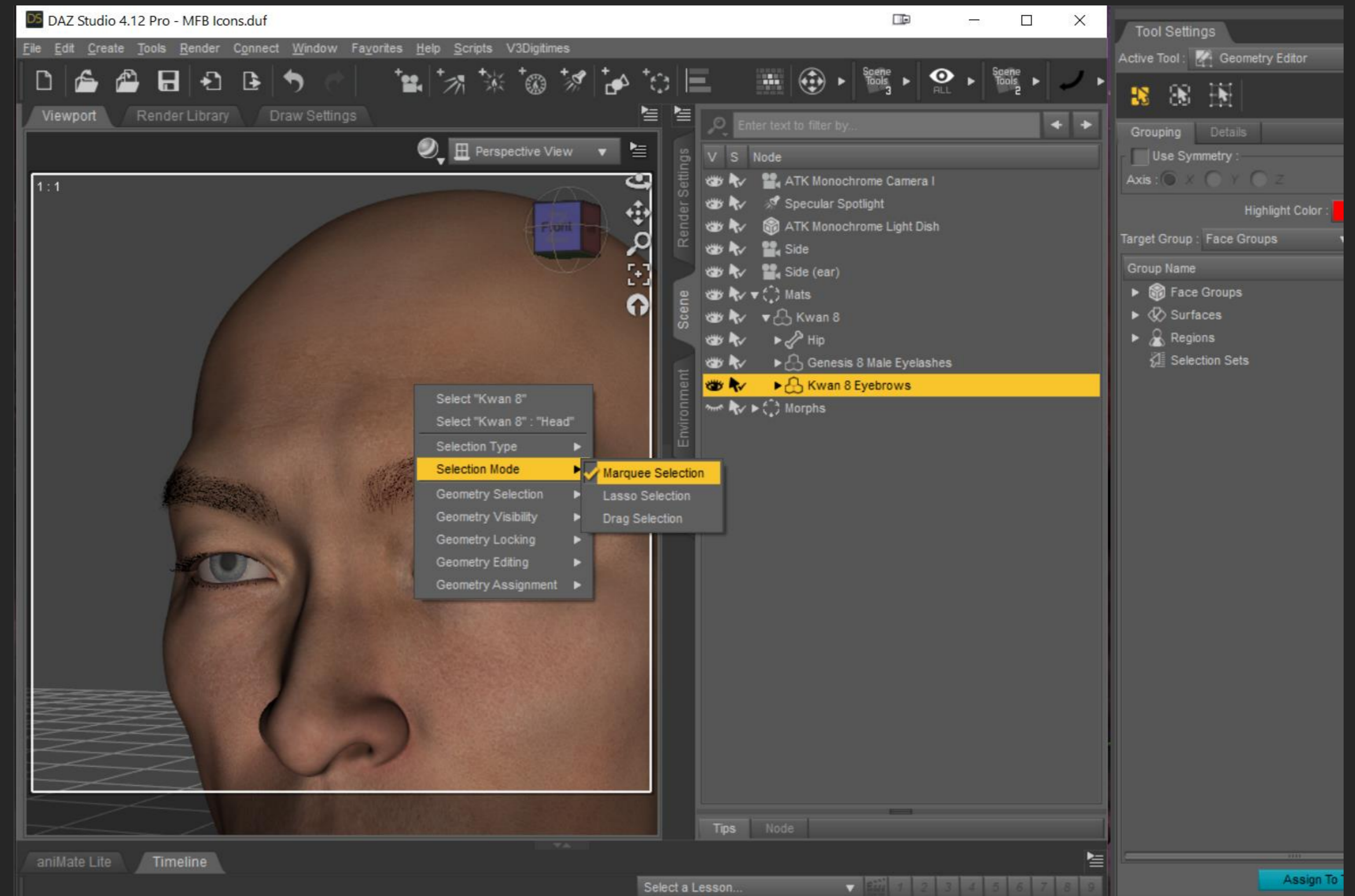
REMOVING A FIBERMESH EYEBROW

Step by Step

STEP 02 | SELECTION MODE

The next thing you want to do is to change the selection mode of the **Geometry Tool** by right clicking in the scene with your mouse to open a menu.

Then selecting **Selection Mode > Marquee Selection**.



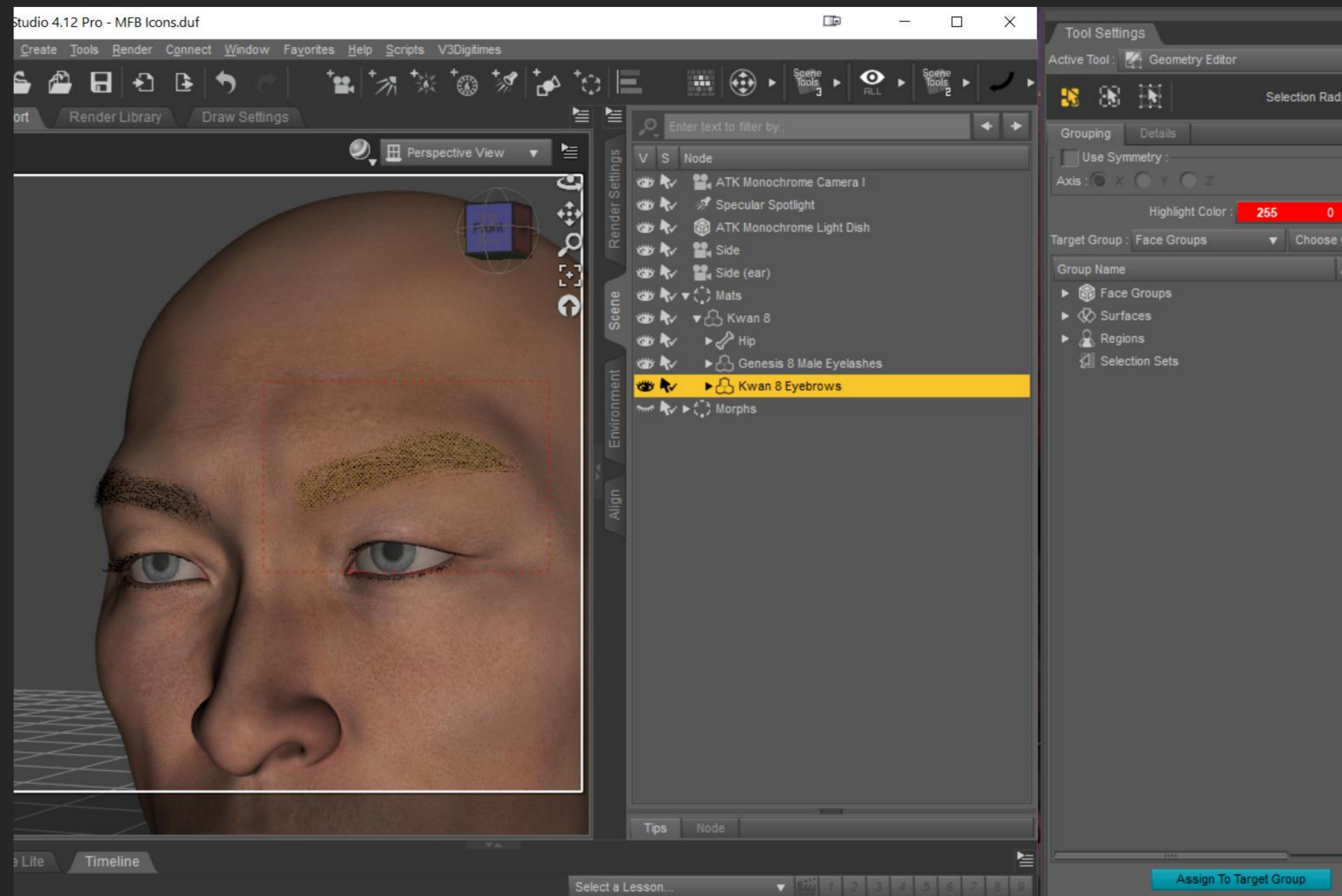
REMOVING A FIBERMESH EYEBROW

Step by Step

STEP 03 | SELECT POLIGONS

Now you can create a square by clicking on the scene and **dragging your mouse across the brow you want to hide.**

That will create a selection shown in yellow) of all the poligons.



REMOVING A FIBERMESH EYEBROW

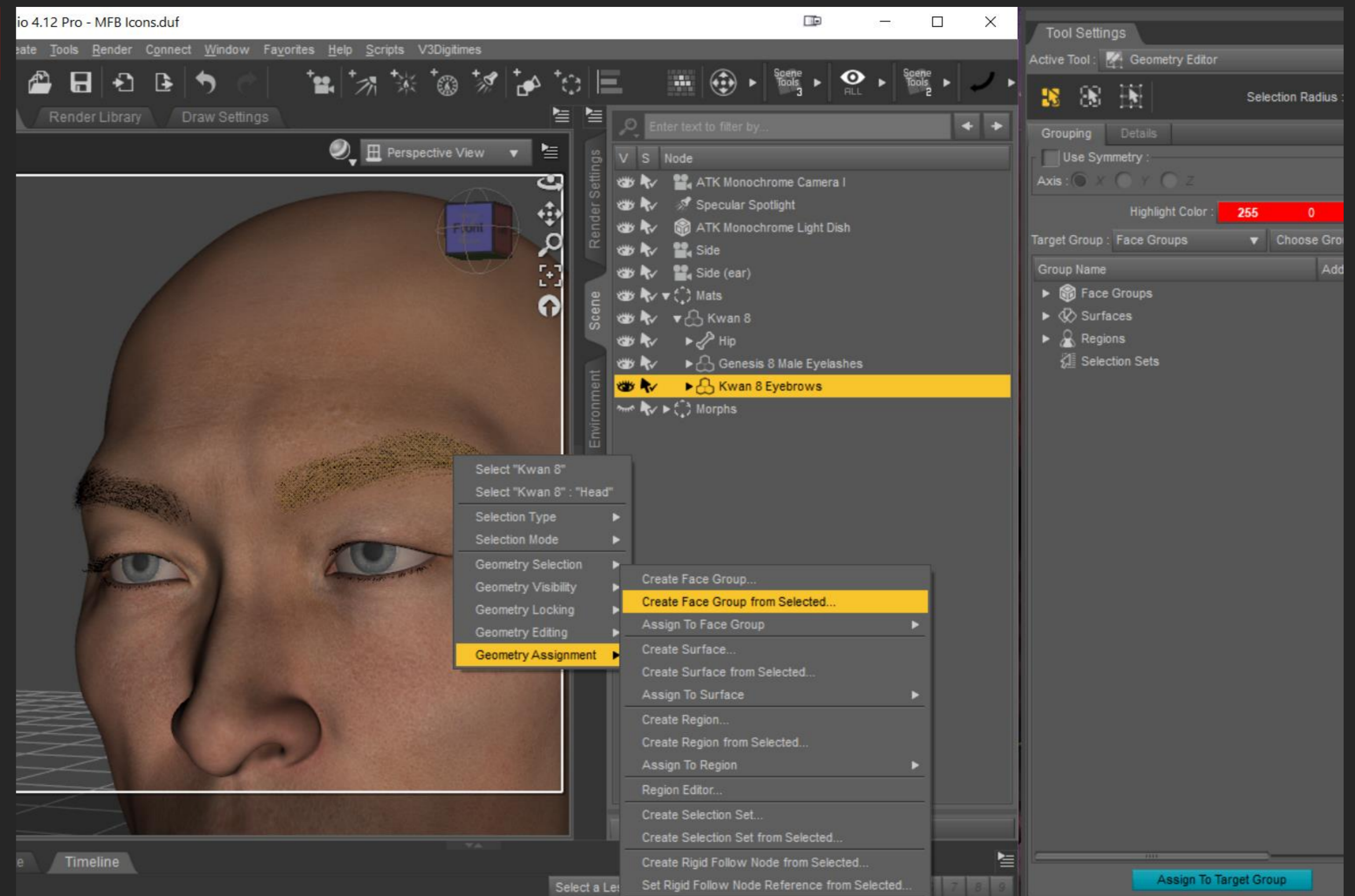
Step by Step

STEP 04 | CREATE A FACE GROUP

Right click on the selection to open a menu and go to:

Geometry Assignment > Create Face Group from Selected...

A pop-up will ask you to name the Face group. Use a name you'll remember (ex. Left Eyebrow)



REMOVING A FIBERMESH EYEBROW

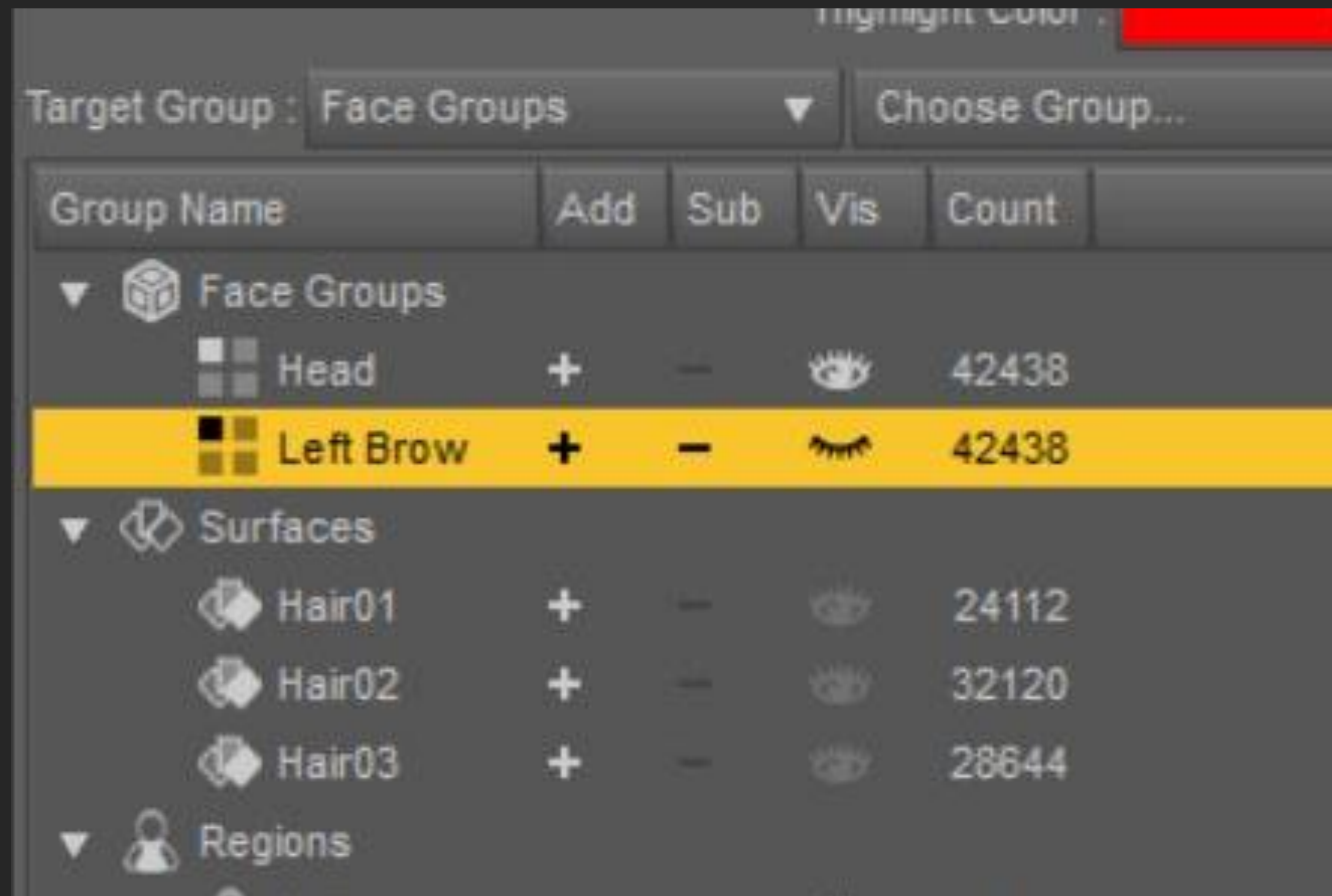
Step by Step

STEP 05 | HIDE THE EYEBROW

You can now find your new Face Group in the Geometry Editor Panel.

In order to hide the eyebrow, you'll want to click on the eye besides it. Keep in mind that once you close the scene, the eyebrow will revert back to normal (be visible again).

To hide the eyebrow again, you'll simply need to activate the **Geometry Editor**, find your **Face Group** and click on the little eye beside it again.





TIPS & TRICKS

HD FACE BURNS for Genesis 8 Female(s)

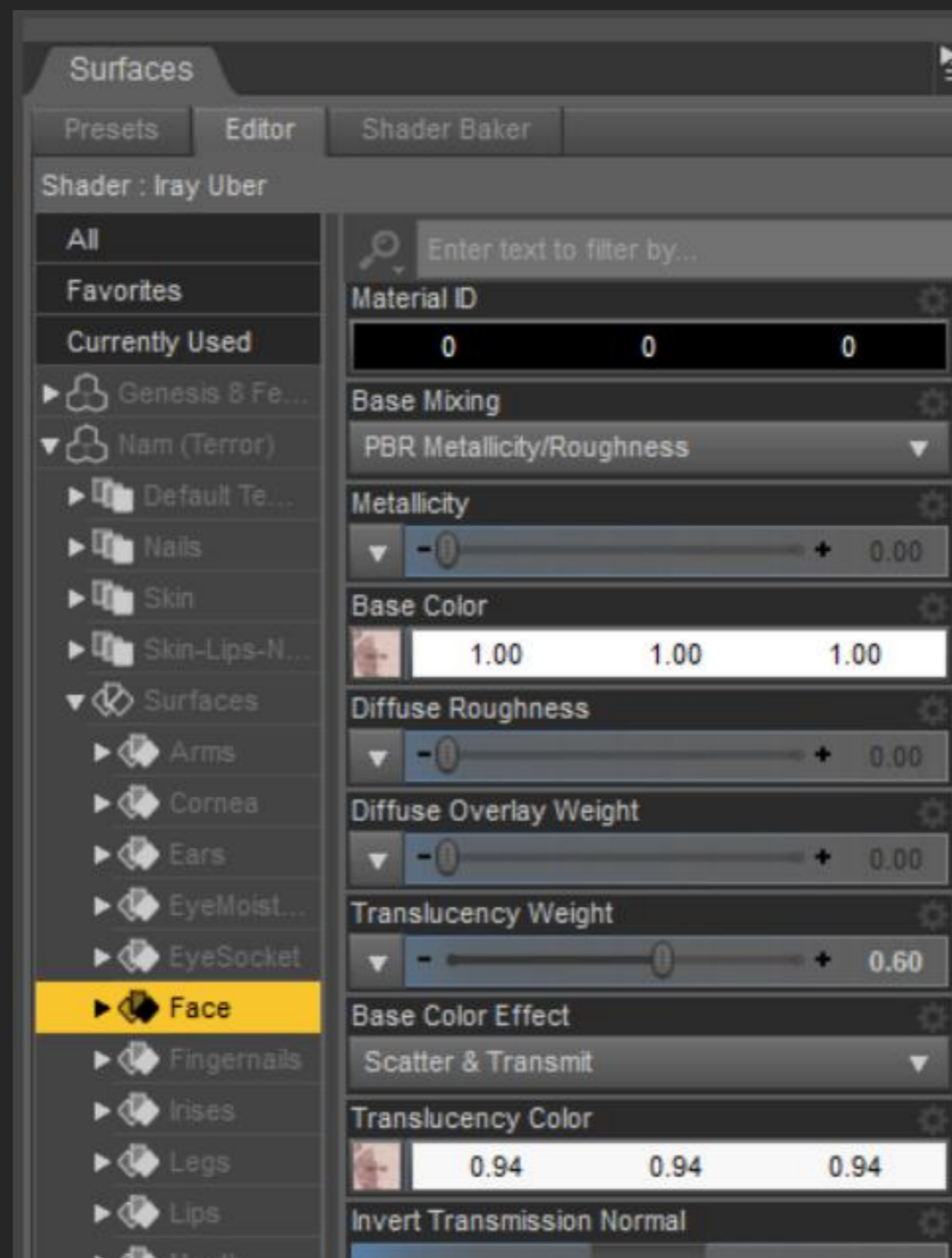
ADDING TRANSLUCENCY MATERIALS

Iray Material Preset Overview

TRANSLUCENCY SETTINGS

Tips, Tricks & Tweaks to refine your result:

- If your character has a high translucency and you do not wish to change that, you could try manually adding the burn texture to the translucency map via the Layered Image Editor. We recommend setting the layer at 40-60% transparency.
- You could try stacking the presets, but a high translucency will still nullify the effect. However, you will get a more intense normal map, which may be something to consider.
- Some characters **share the diffuse and translucency maps** (meaning, they use the same map). In that case, you can simply apply your new diffuse map (with the burns baked in, which you should be able to find in your temporal folder) to the translucency channel.



1) Click on this map to get the location (folder) where it's stored.



2) Then simply click on the translucency map and replace it with the Diffuse one.

LIE MATERIAL PRESETS

EXPERIMENTING

STACKING LIE PRESETS

Mix & Match for even greater variation! Stacking one preset over another will intensify the texturing in different ways.

- You can stack Midtone or Dark Presets over the Light Presets, but not the other way around. Since the Light Presets aren't meant to blend, they would end up showing very little variation.
- Stacking a Midtone Preset would keep the underlying preset from going too dark. But stacking a Dark Preset would darken the underlying texture.
- You can stack as many as you want, but usually **stacking two should be enough**.





KAYO 8 SKIN, TRANSLUCENCY MEDIUM (75%)
DARK LIE PRESETS

STACKING EXAMPLES



KAYO 8 SKIN, TRANSLUCENCY MEDIUM (75%)
DARK LIE PRESETS

STACKING EXAMPLES

De-Bugging

How to Remove a **Mysterious** “Oily Skin Effect” Which May Affect Some Characters When Using our LIE Presets.

Known characters to Cause this effect are:

- Nam Terror
- Fi for Daisy 8



REMOVING MYSTERIOUS EFFECT

Step by Step

Mini Tutorial Introduction

For reasons unknown (and baffling!) some characters end up getting an extremely shiny (or oily) look when our presets are applied, creating some nasty seams as shown to the left.

But worry not, the fix is simple even if the cause is not:

1. The first thing you want to do is to have access to the original Iray Skin Material which is showing the issue.
2. Apply all the LIE Burn Presets you want to use.
3. Once you are done applying the LIE, apply your original skin material, wiping out the LIE layers in the process.



REMOVING MYSTERIOUS EFFECT

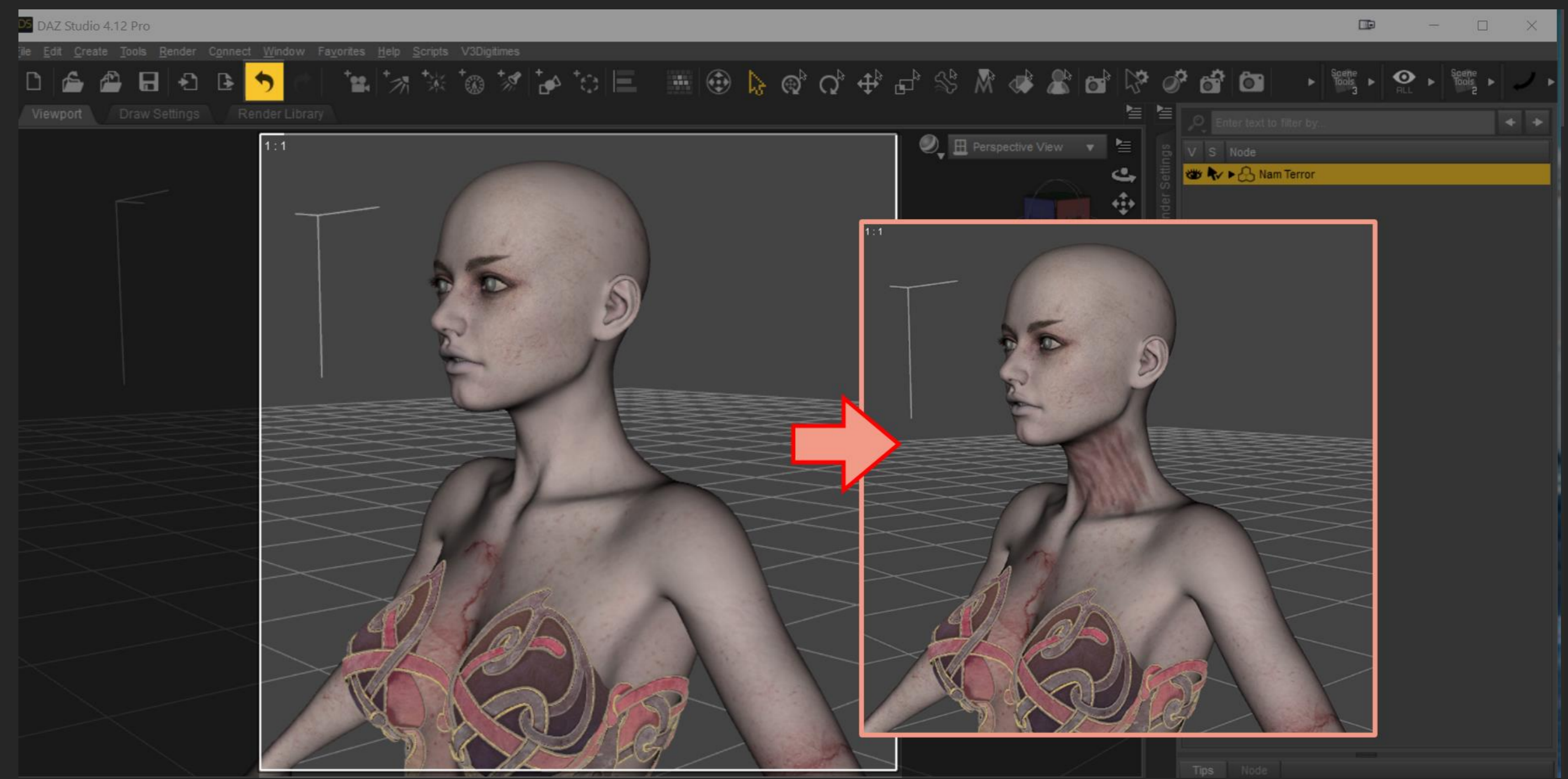
Step by Step

Mini Tutorial Introduction

4. Now simply do one of the following:
- Click on the “undo arrow”,
 - Go to Edit > Undo or
 - Use the shortcut Ctrl + Z.

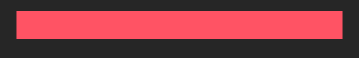
You'll notice that your LIE baked maps have been re-applied to your figure. But using Iray **Preview** you'll also find out that the mysterious oily effect (and the seams created) has now disappeared.

Although we do not know why this is caused, I hope that the fix is easy enough to bypass that!



REMOVING MYSTERIOUS EFFECT

Result





LICENSE

HD FACE BURNS for Genesis 8 Female(s)

LICENSE

Important!

VISIT OUR STORE

This is **NOT a merchant resource** or a freebie product. This product should be used in accordance to DAZ Studio's EULA which you can find here: <https://www.daz3d.com/eula>.

This means you cannot:

- Resell these textures or distribute them.
- Use the textures on a character you'll give away for free or sell, even baked into the skin.
- Use the textures to create Photoshop, GIMP or any type of scar/wound brush.
- Sell the HD morphs or embed them into a character you'll sell or give away for free.
- Alter the HD morphs in order to sell them as a product or distribute them in any way.





Get in touch

We have a [support thread](#) over at the
DAZ 3D forum
