# Genesis 9
# SKIN DETAILER

Readme and Merchant Resource License

**Thank you for purchasing 'Genesis 9 Skin Detailer' Merchant Resource.**

This product is for Adobe Photoshop or any other product that can load and handle PSD files in a similar way to Photoshop, such as GIMP and Paintshop Pro.

10 LIE presets are also included in the 'Materials Library' along with four bonus 'Head Bump' maps. These work best when adding them to a character that does not utilize the Bump Map Channel.

Please take the time to watch the instructional video that is included with the product. You can download this from your Daz3D product library.

First the legal stuff. Please read carefully...

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**The Genesis 9 Skin Detailer License...**

By purchasing this product you agree to the following:

This product is a Merchant Resource. You can only sell a product created with Skin Detailer if (a) you created the base textures yourself, or (b) you are using a merchant resource texture set that you have purchased a separate license to use.

You can use 'Genesis 9 Skin Detailer' as a commercial merchant resource as long as you are only using the provided material baked into your own Genesis 9 texture set or baked into a Genesis 9 merchant resource texture set that you have purchased a license for. By 'Baked' it is meant that the detail that you create with this product is saved together with your texture set as flattened JPG images that can not be extracted.

You are not allowed to commercially use this product as LIE (Layered Image Editor) files, Geoshell files, or distribute any transparent files such as PNG, Tiff or PSD files etc. However you may create LIE and Geoshell files for your own personal use or for personal testing to check how the end commercial product may look. The included LIE files used in the 10 presets may not be used as part of this merchant resource. Only the PSD Files may be used as a merchant resource.

You are also not allowed to use this product to create free products. Please do not upload this product to Warez download sites. Doing so only devalues the product and allows people to earn money from a product they have not legally purchased a license to use.

This product may only be used commercially on the Genesis 9 figure or any Daz3D future release of Genesis 9 that uses the Genesis 9 UV set in its official Daz3D release. You can not use a texture map converter to convert the content or the flattened baked content of this product (to use commercially) to any other figure such as Genesis 3 or 8 etc. However you may do this for your own personal use and for exhibition in online galleries.
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This product contains five PSD files for Adobe Photoshop. It does not cantain any skin texture sets for Genesis 9 as it is meant to enhance pre-made skin texture sets.

**CJ_Skin_Detailer_MR_Head_1001.psd**
**CJ_Skin_Detailer_MR_Body_1002.psd**
**CJ_Skin_Detailer_MR_Legs_1003.psd**
**CJ_Skin_Detailer_MR_Arms_1004.psd**
**CJ_Skin_Detailer_MR_Head_BUMPMAPS_1001.psd**

This product assumes that you have some knowledge of Photoshop and how to use layers and apply various simple edits with Brightness and Contrast, Hue and Saturation etc.

If you have watched the demonstration video included with Skin Detailer, you will see how simple the product is to use. Genesis 9 Skin Detailer is meant as a time saver for commercial character creators but also can be used by the casual user who just wants to add extra detail to almost any Genesis 9 character set they have in their Daz Studio library.

Since making the demonstration video I have added an extra PSD file of four bump maps for the Genesis 9 head. These should only be used on a Genesis 9 character that does not utilize the 'Bump Map' channel and looks best used in conjunction with the Normal map in the Normal map channel. They are designed on a middle grey background. This way the background has no bumping effect for the head of the figure. As long as the detail is within the head seam boundaries, there will be no bump map seams. These bump maps are meant to be used to create the illusion of pock marks or bumpy skin and to enhance pore detail etc.

If you wish to make your own bump maps from the Genesis 9 Skin Detailer files it is quite easy.

Firstly make a copy of the Genesis 9 Skin Detailer PSD you wish to work on. Fill the 'Base
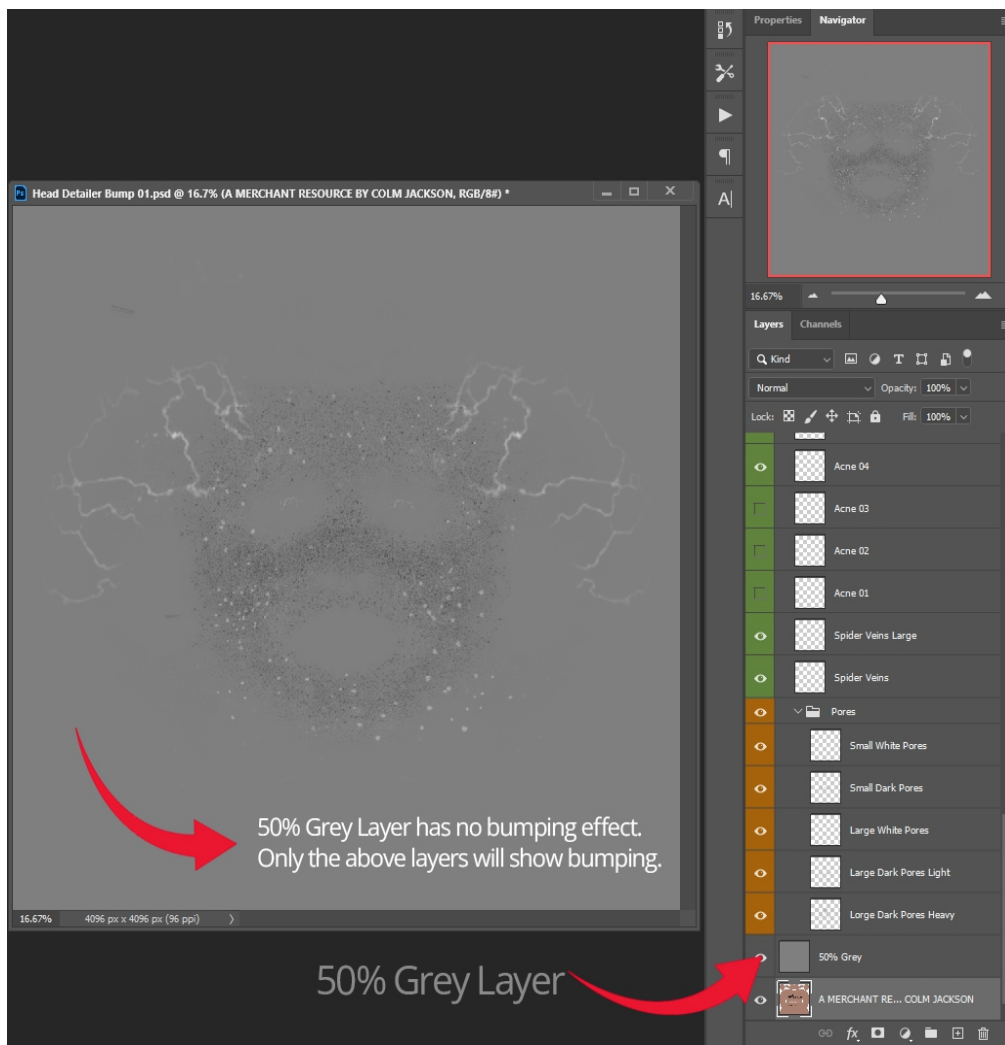
Layer' with a 50% grey. Turn on the layers you wish to use above the base layer and convert them to black and white or grayscale. Use the Hue and Saturation function in Photoshop to adjust whether the layer should be toned dark or light. Remember the whiter or brighter the detail is the more it will create a bump effect, and the darker it is the more it will create an indentaion or negative bump.

**NOTE:** If you wish to use any of the FB (Full Body) layers, you must also apply the same layer intensity, greyscale and Hue and Saturation effects to the matching layers on the Body, Arms and Legs. If you just wish to create a head bump map and avoid using the Full Body layers, you are good to go. Just save the bump map with the 50% gray background as a JPG file and add it to the Image slot in the Genesis 9 Bump Map channel on the surfaces tab in Daz Studio. I find that a setting of 1-3 works best.

If you wish, you may also use this mehod to enhance your actual textured bump maps. You would simply not use the 50% grey layer, and instead use your own bump map as the base layer.

**TIPS:**
Always make sure when using the FB (Full Body) layers that you match the intensity slider on all four textures. The same rule applies if you make any other changes. If you use these layers and they don't match, you will get seams on your character.

Items on many of the layers such as the moles and large freckles can be edited to your own liking. Please see the video for instructions on how to move/rotate individual moles etc.

You can errase or individually fade just parts of the layers using the erase tool at different opacities.

You can flip all layers apart from the FB layers on the horizontal axis.

You can use the 'Layer Blending modes' for different effects and looks.

Try duplictaing a layer to make it more pronounced. You can tripple or quadruple a layer if needed.

Change the colors of the larger items such as moles, age spots etc. if you are detailing an alien or creature skin. You can change the color of the mottling layers but make sure you don't get seams.

Blur, sharpen or invert layers for different effects.

If you are using Skin Detailer with a dark skin texture set, you may have to duplicate layers or use some Photoshop tools such as 'Hue and Saturation' and 'Levels' to color correct and give more detail to some of the layers.

I do hope you find Skin Detailer for Genesis 9 useful in your creative endevours.The main thing is to have fun while detailing your textures. I look forward to seeing the results of your work in the online stores and galleries.

Thanks again for your purchase.

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