Wet Body *for Michael, Victoria & Genesis with* **LIE Wet Map Creator**

Is a collection of specular maps that work with your favorite Victoria 4 & Michael 4 texture to turn it into a wet texture from a basic skin glow to full body droplets to rolling water for a drenched look. It also gives you the ability through DAZ Studio Layered Image Editor (LIE) to customize your wet look to your particular scene. So with this set you have several double click solutions, preset pose effects and the ability to detail your particular effect controlling water placement throudh Studio's LIE down to the drop level.

Place drops on the forehead of your character to create a nervous character or underneath the eyes to create a crying one. Give character to your wet render by having a drop of water come down from the nose bridge to the lip or have water coming out of the mouth. Make it sexy by having drops slide down from Victoria's back, neck or navel, Michael's chest, biceps or abs. You control your water scene by having the ability to place your water where you want it.

<mark>Its important that you know that specular effects are not visible in DAZ Studio's viewport, they are only visible at render time. When creating your own water designs you will be using extensibly your **spot render viewport tool** to preview your water and the **Layered Image Editor** which works similar to Photoshop layers to move your drops around.</mark>

Spot Render Viewport Tool
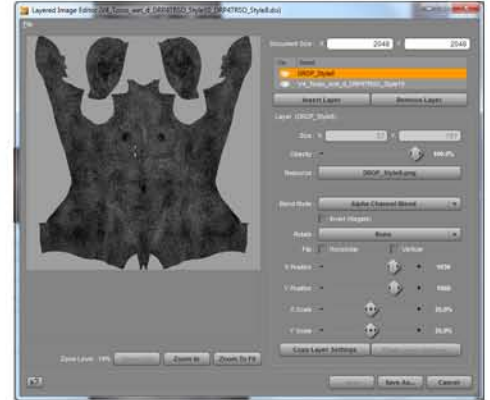
DAZ Studio Layered Image editor (LIE)

First step is selecting one of the four Prep Options available for Victoria & Michael 4.

Default Michael & Victoria 4 load without a specular map so you need to start loading one of these Prep Option poses in order for the LIE presets and drops to work. The Elite textures have their own specular maps, but its recommended to use the Prep Option specular maps for better water visibility.

The Prep Option poses also serve as a reset button to erase all your character drops and start all over. A way to clean up your canvas and start all over.

Prep Option 1 will load a Specular Map to allow the several LIE (Layered Image Editor) presets & drop layers to work with your character. It also sets up the specular channel for better visibility of your water.

Prep Option 2 loads a specular map that simulates Full Body Droplets (FBD) covering the entire surface of your character's skin.

Prep Option 3 loads a specular map that simulates Full Body Droplets (FBD) covering the entire surface of your character's skin plus a faint rolling water down the skin effect.

Prep Option 4 loads a specular map that simulates Full Body Droplets (FBD) covering the entire surface of your character's skin plus a rolling water down the skin effect that is darker/ stronger than Option 3.

Then you can modify the Prep Option poses with two Option Modifier poses:

FBD Sweat Drenched can be used with Options 2 only; for a stronger more visible droplets specular channel.

Glossy Skin Specular 2 gives you a second specular channel and sets it up with an additional glossy surface skin effect. For some reason making the second specular channel visible in the surface tab turns off the bump maps so be sure to turn those on again.


Next you have 13 drops (DPS) presets that load rolling drops throughout the entire body or in selected face/body areas.

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Finally we have the **LIE Wet Map Creator** presets consisting of 12 specular drop designs that you can load as layers on top of your

specular map and move around their corresponding texture map assignment in the Layered Image Editor.
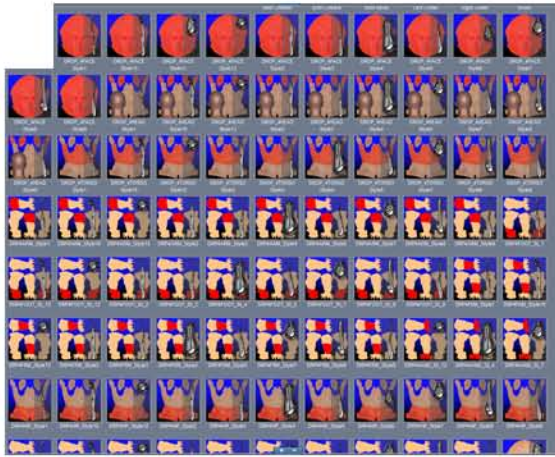

Victoria & Michael as well as Genesis use several textures that are grouped in sections in DAZ Studio's Surface Tab and that

correspond to areas in yout figure's 3D human body. For example all the face surface excluding the ears is assigned to a group named

_SkinFace in your surface tab. You have 12 drop styles that will load via pose presets into that particular group and that you can move

around the face to scale or position wherever you might need it.
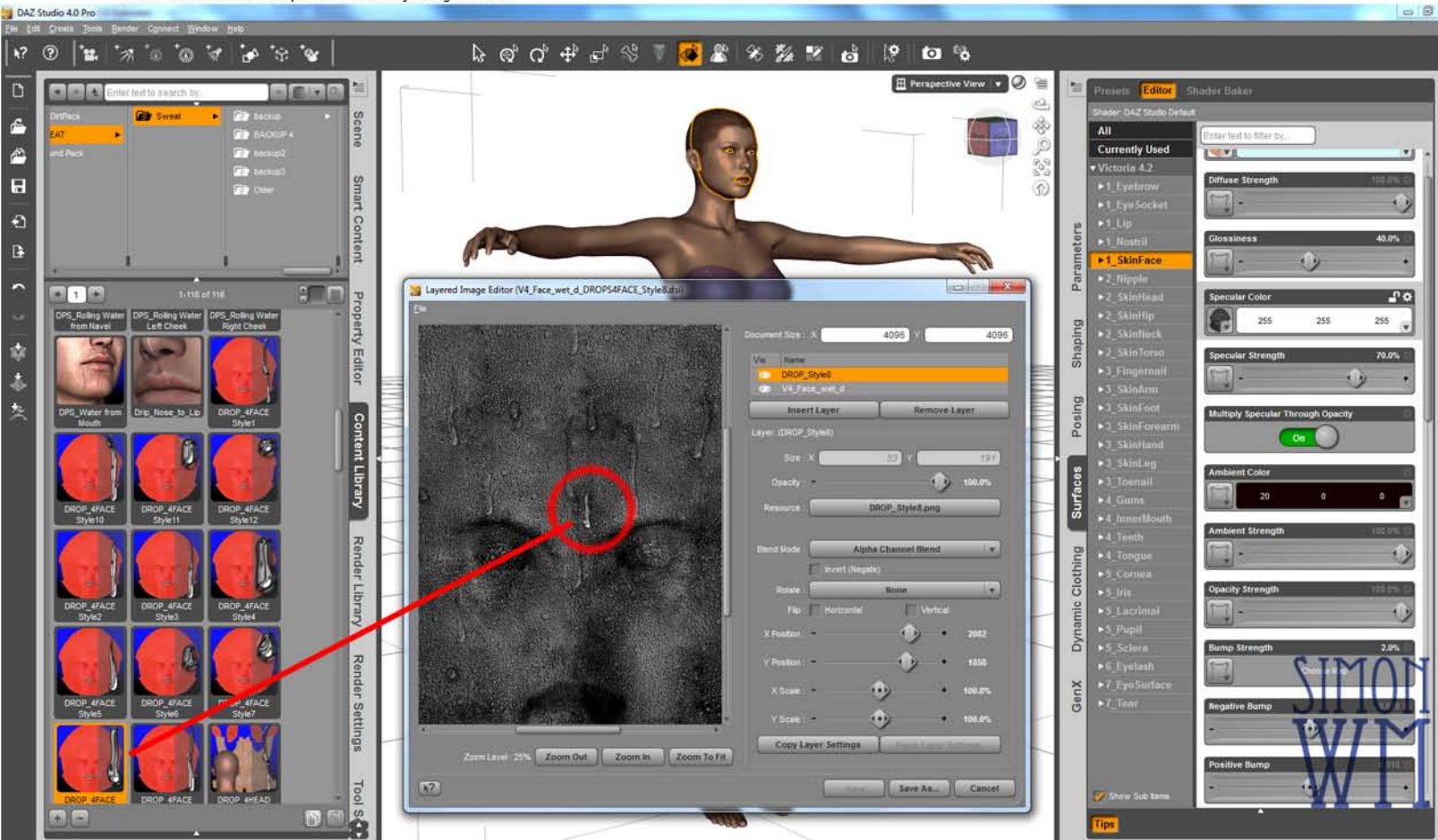
Each surface group:

_Lip
_Skin Face
_Nipple
_SkinHead
_SkinHip
_Skin Neck
_Skin Torso
_SkinArm
_SkinFoot
_SkinForearm
_SkinHand
_SkinLeg

will have a corresponding set of drop design poses. The pose icon shows in red the area in the Layered Image Editor (LIE) where your

water drop will be visible. Positioning the water drop outside of this area will make your water invisible to the renderer.
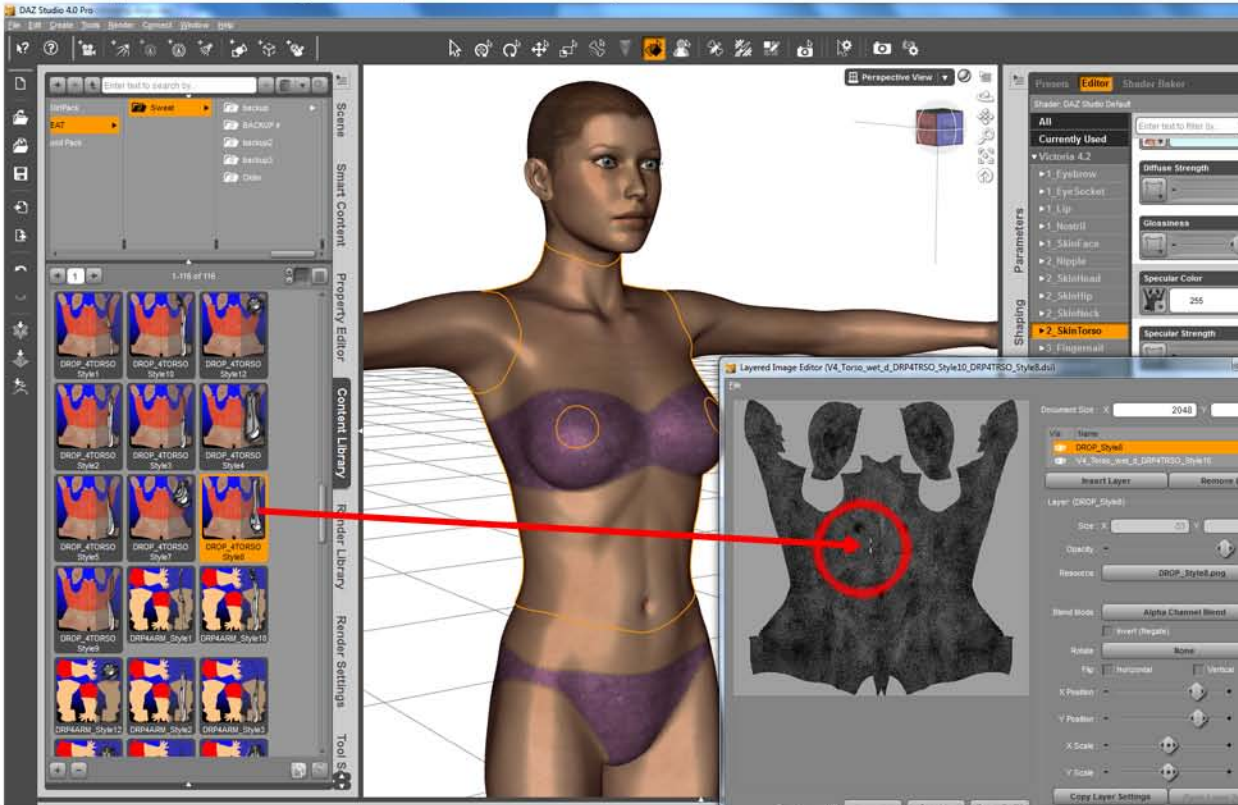

Water drop style poses load single drops on the front of your character or on the right side for limbs. The head group of drops that cover

the back of the head, upper neck and ears load on the back - icons for these poses have an extra head rendered at the left side of the

icon.

You will want to use the Spot Render Viewport Tool to get feedback of your drop placement in your figure as you work back and forth within the
Layered Image Editor (LIE).

Spot Render Viewport Tool
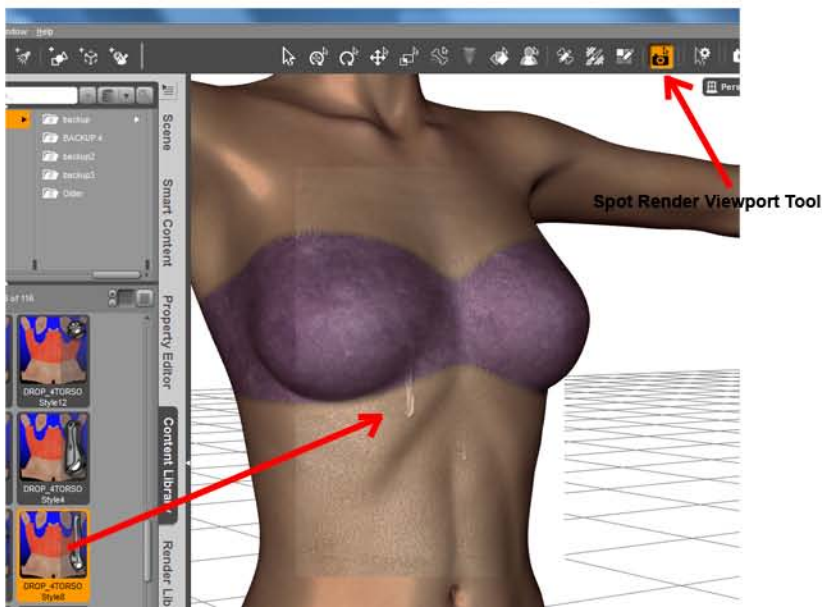
As you work your water arrangemets in each surface group the Layered Image editor needs you to save it as a .dsi file that will be saved in the same folder as your Specular map by default.
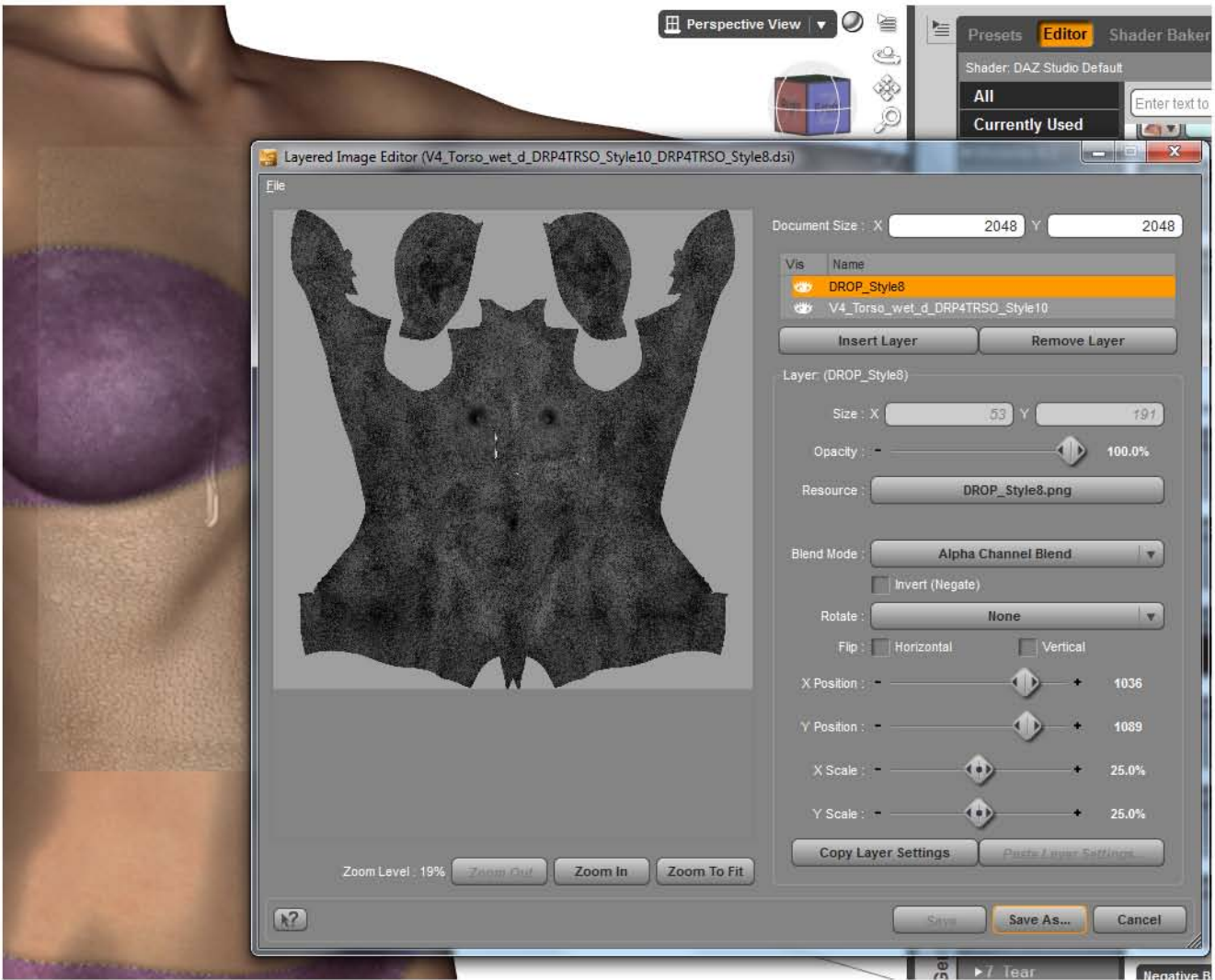
You can also save your water body surface arrangements as a Layered Image Preset poses in your library for use in future projects and even build your own library of presets for Genesis, Victoria & Michael 4.
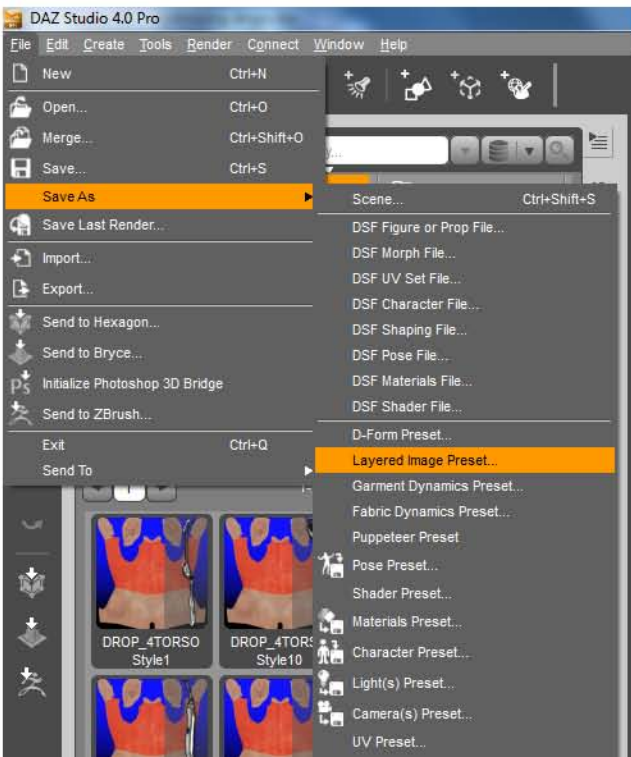
USING WET BODY with REALITY

This set is compatible with the Reality renderer for DAZ Studio. You need to refer to your Glossiness / Specular settings in your Materials in the Reality popup window.

Depending on your "Specular Color" and your "Glossiness strength" you will get different results. When setting up a render with Reality, CTRL select all of your skin materials and play with Specular Color and Glossiness strength and test render until you get a setting you are satisfied with. The use of small mesh lights is recommended.
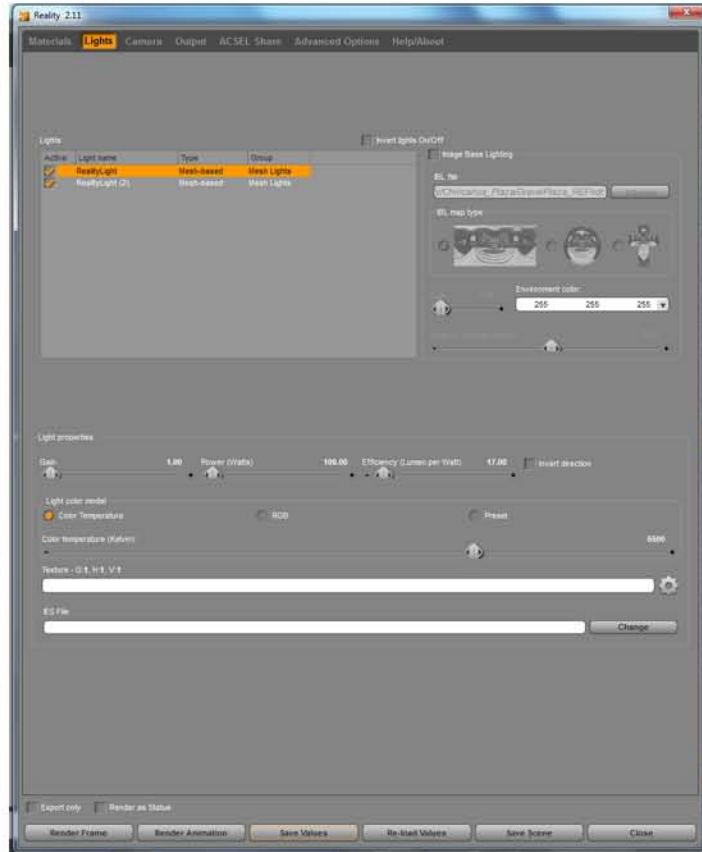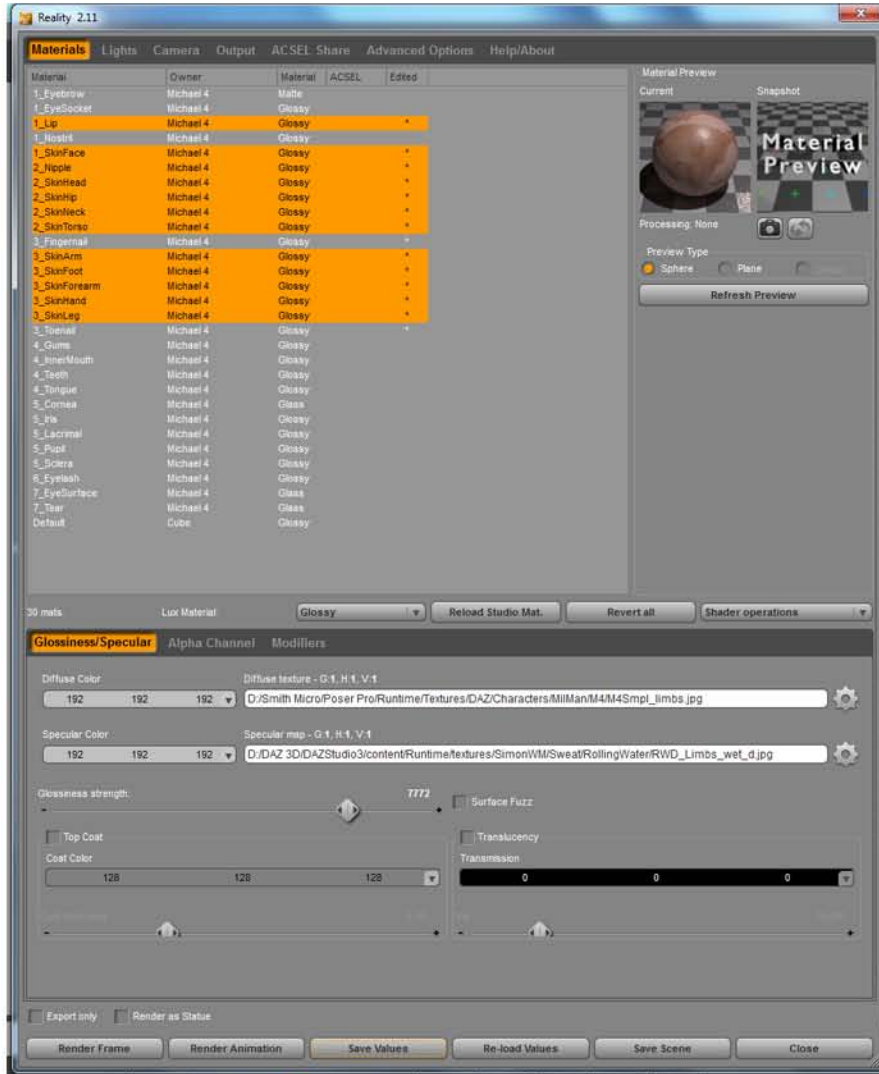
I've found that setting both diffuse and specular colors at 192, 192, 192 for the skin surfaces make very visible the wet effects of Wet Body in Reality.