

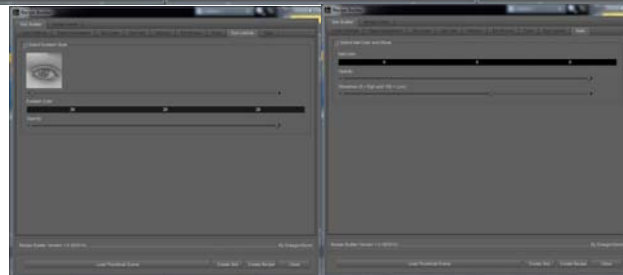
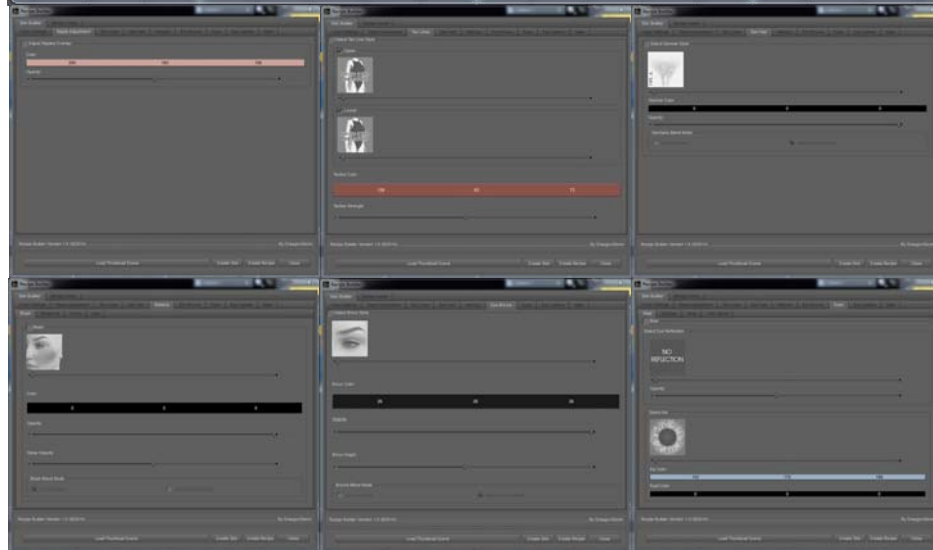
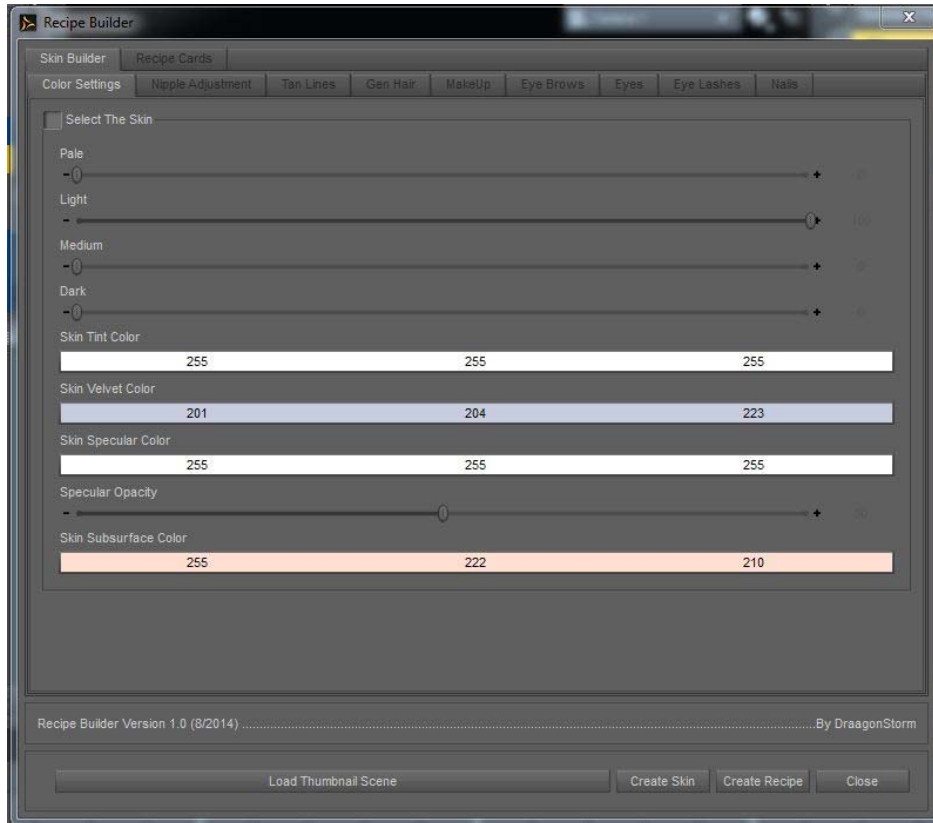
Save and Share for Skin Builder



First, thank you for purchasing ***Save and Share for Skin Builder***.

This product will give you the ability to set and create different character skins using the textures included in Skin Builder, in the same way that you do using the different scripts included in Skine Builder. By using Recipe Builder to create the settings you will also be able to save those settings in what I call a Recipe Card. This is a file that contains data in a format that this script can then read in.

Skin Builder Tabs



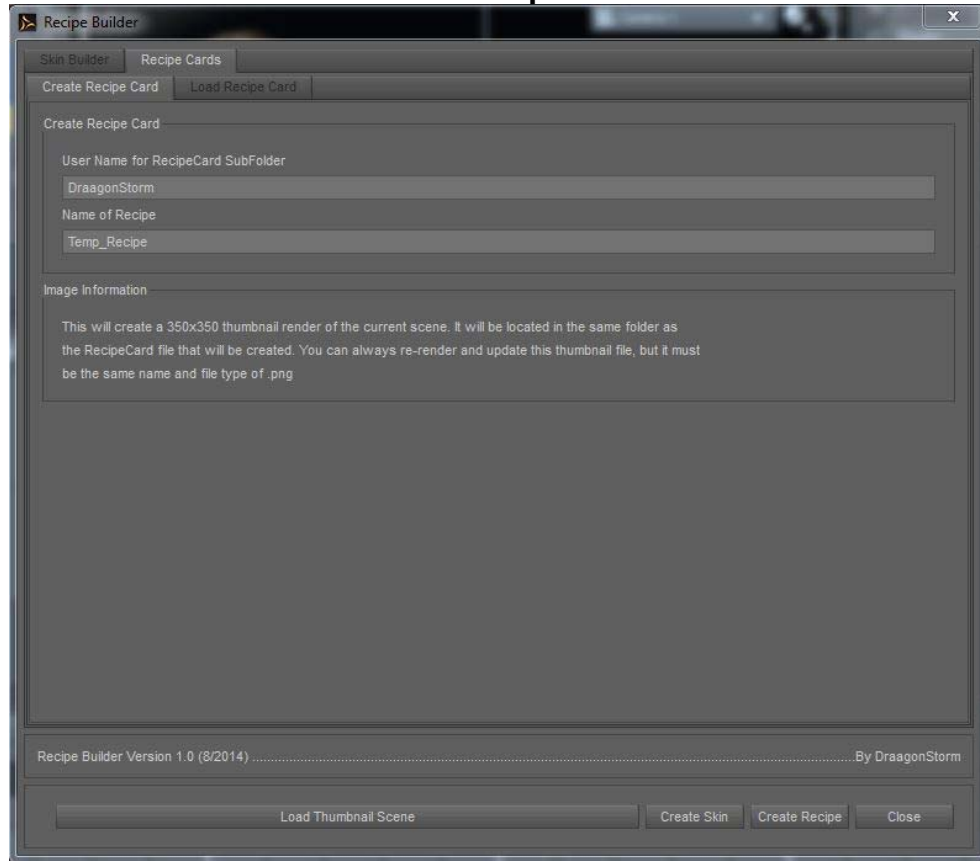
In Recipe Builder you will be using the Skin Builder tabs in the Recipe Builder Script just as you have been using the scripts in Skin Builder. (to be able to save the settings from the different Skin Builder scripts they all needed to be in one place and set at the same time.) Note that skins created outside of this script can not be saved, shared or loaded.

If you have the basic version of Skin Builder the following tabs will be disabled: Tan Lines, Gen Hair, Makeup and Eyes.

After assigning all your settings you can apply them to Genesis or Genesis 2 Female by press the Create Skin button. Please be patient as this will take awhile to processes all of the layered images.

Recipe Cards Tabs

Create Recipe Card



After you have all your settings the way you want them, you can save the settings (A Recipe Card) using the tab Create Recipe Card in the Recipe Cards tab.

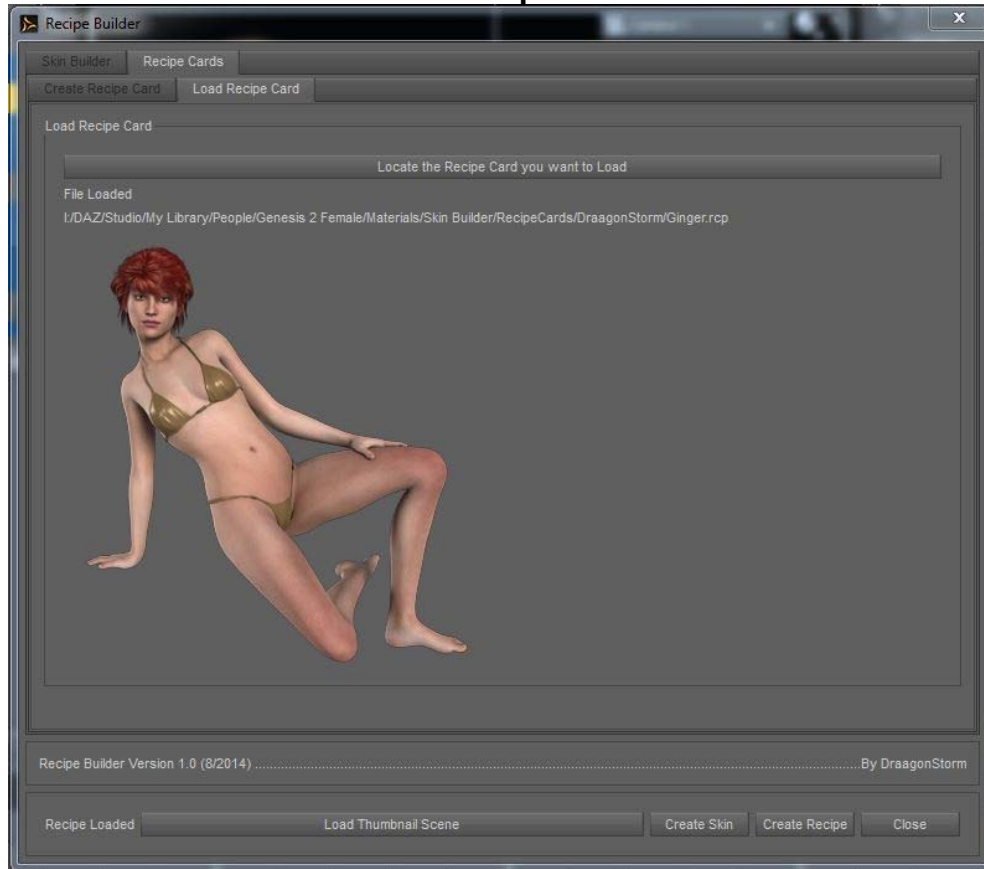
The script will get the name you registered as when you installed DAZ Studio for the User Name that will be used to create a subfolder of the RecipeCards folder in the Skin Builder folder. You can change the name if you want. (The default at startup will always be your registered name)

Then you will give the Recipe a name, the default is Temp_Recipe. The Recipe Card (rcp) will be saved in the ../Skin Builder/RecipeCards/{username} folder.

Depending on how you want to handle the 350x350 thumbnail that will be created will depend on you. The script will render the current screen at 350x350. You can load the included thumbnail scene which will load either Genesis or G2F depending on where your running Recipe Builder from with everything set to white. (If you load that at this point, you will want to run Create Skin). Or just let it

render what is there... You can always go back later and create or update a thumbnail file and render it in DS and overwrite the thumbnail that this will create.

Load Recipe Card



You can load a saved recipe from the Load Recipe Card tab in the Recipe Cards tab.

By clicking on the "Locate the Recipe Card you want to Load" button, which will open up a window that will show the .png files in the folder. The first time you use this button it should default to the ..Skin Builder/RecipeCards/DraagonStorm folder which has the included 6 saved recipes. If you have saved or shared Recipes you can navigate to those files and select one of them. The script will remember the last place you loaded a Recipe Card from. When you select a Recipe Card it will read the file and change the settings under the Skin Builder tab. You can either go with those settings or make your own adjustments and use/save that as an update or new Recipe Card.

Saved Recipe Cards can be used with both Genesis and Genesis 2 Female, it just depends on from which location the script was run from.

Packaging up the Recipe Cards

The reason there is a subfolder created with your user name (or what ever user name you may change it to) is so that if you create a Recipe you call Suzy and someone else creates a different Recipe they call Suzy... One will not over write the other.

You can save the Recipe using Genesis or Genesis 2 Female, and the Recipe Card will work on either one. So when packaging you should package for both.

Best/Recommended folder paths should be:

People/Genesis/Materials/Skin Builder/RenderCards/{*username*}
People/Genesis 2 Female/Materials/Skin Builder/RenderCards/{*username*}

These can be zipped up together and published/shared as you like.

Remember you are only saving and sharing the settings values, and not the texture files. So the other person will also require the original Skin Builder product from DAZ3D.



By DraagonStorm