Real Eyebrows for Genesis 3 Female
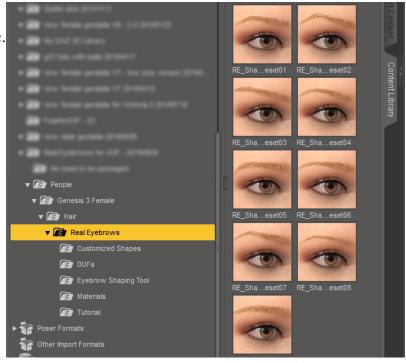
<div align="right">

by iWave

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Summary

In this tutorial, I will first introduce the basic informations about the Real Eyebrows for Genesis 3 Female. Then we will do some preparatory work before using this prop. Here, I will tell you two ways to remove the original eyebrows from a Genesis 3 Female character. Next, I will teach you how to use the shape presets of Real Eyebrows for Genesis 3 Female and how to customize a new eyebrow shape you need. At last, I will show you how to add makeup effect for the eyebrows in DAZ Studio.

After installing the Real Eyebrows for Genesis 3 Female, open DAZ Studio, go to the Content Library pane. Browse to "People > Genesis 3 Female > Hair > Real Eyebrows", you will see the icons of 9 pre-set eyebrow shapes and 5 subfolders.

- Customized Shapes: This folder is now empty. If you use the Eyebrow Shaping Tool to create a custom eyebrow shape, then it will appear in this folder.

- DUFs: This folder is used to store the duf file of the Real Eyebrows for Genesis 3 Female. Normally users do not need to use this file.

- Eyebrow Shaping Tool: In this folder there is a DAZ Script called "Eyebrow Shaping Tool". Users can use this script to create custom eyebrow shapes (see page 11 "Custom Eyebrow Shaping").

- Materials: In this folder you can see 4 different material presets, they can be used to change the color of eyebrow hairs.

- Tutorial: There is a DAZ Script called "Open Tutorial" in this folder, users can double-click on it to open this tutorial from inside DAZ Studio.
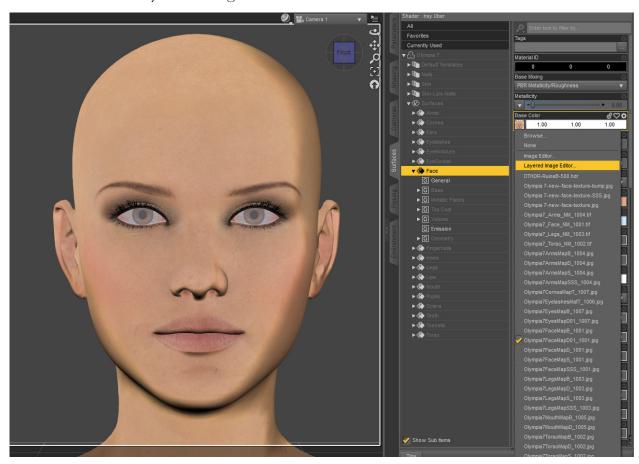
The original eyebrows of All the Genesis 3 Female character are generated by their textures. So before start using the Real Eyebrows for Genesis 3 Female, you must manually remove the eyebrows from corresponding face textures. Please note that in this tutorial, I assume your characters use Iray Uber Shader. Therefore, all the surface parameters mentioned in the tutorial are only for Iray. If your character uses Iray Uber Shader, the textures you need to modify are the Diffuse map, the Bump map and the SubSurface Scattering (SSS) map.

"Erasing" the original eyebrows within DAZ Studio

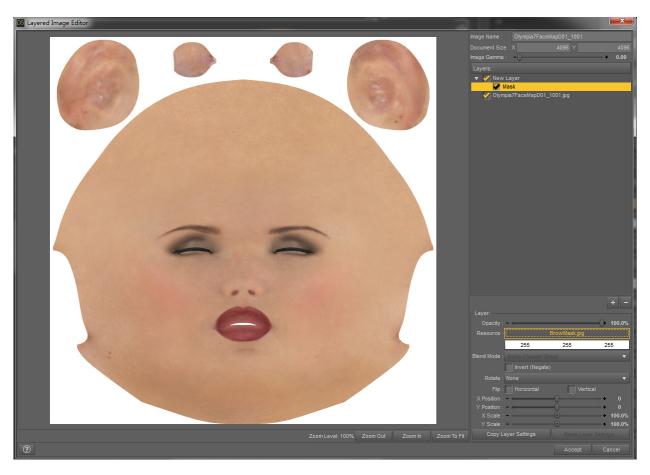To remove the eyebrows in DAZ Studio, you must use the "Layered Image Editor".

1. Load your character and ensure it is selected. Go to the Surfaces Tab, and then select the Face surface.
2. Move the mouse over the texture of the Base Color, click the left button and then select "Layered Image Editor..."
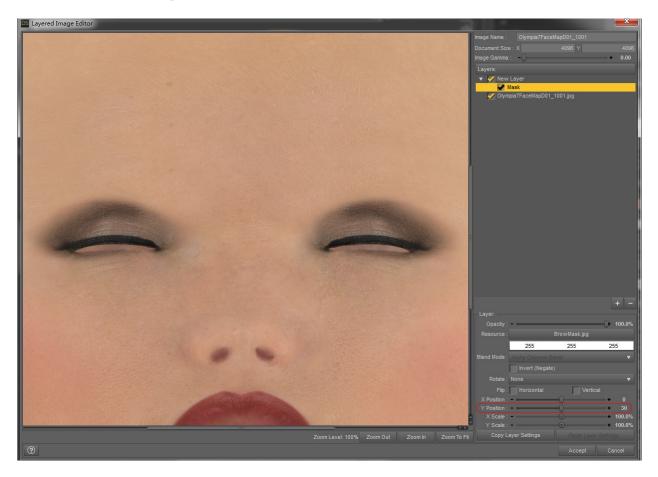

3. In the Layered Image Editor dialog, click the "+" button and choose "Add Layer". A "New Layer" will appear in the Layers list.

4. With the "New Layer" selected, click the button next to "Resource:". Select "Browse..."
5. In the "Open Image" dialog, browse to the face diffuse texture of your character and then click "Open" button.
6. With this "New Layer" selected, click the "+" button again. Choose "Add Mask". In the Layers list, you will see "Mask" appears under the "New Layer".
7. With the "Mask" selected, click the button next to "Resource:". Select "Browse..." to open the file "BrowMask.jpg". It is located in: My Library/Runtime/Textures/iWave/RealEyebrowsforGenesis3Female/
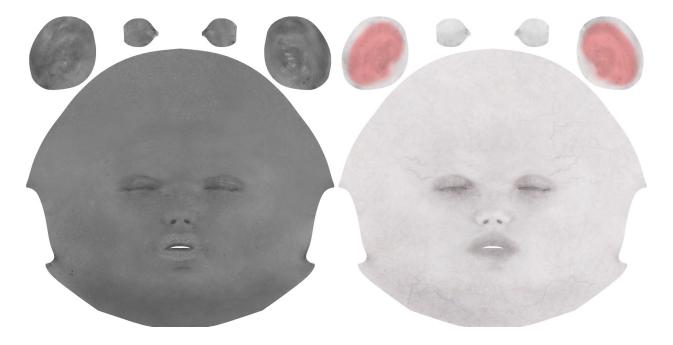
8. Slightly adjust the "Y Position" of the "New Layer" and "Mask", until the eyebrows is completely covered.

9. Click the Accept button of the Layered Image Editor dialog to save and exit. You will now see that the eyebrows of the character have been removed.
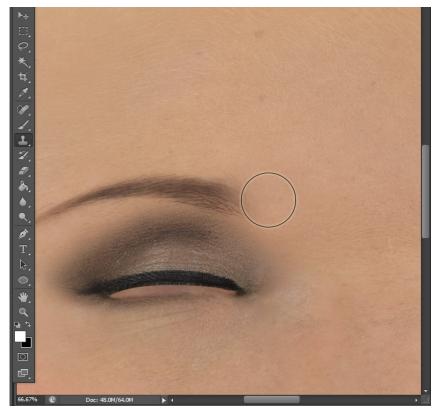
10. Use the same steps to process the textures of Base Bump and Translucency Color, then the eyebrows of this character will be completely removed.

Use Photoshop or GIMP to remove the original eyebrows

For some of the more advanced users, you may find that using either Photoshop or GIMP may be easier to remove the original eyebrows. The "Clone Stamp Tool" can do this easily.

1. Use Photoshop or GIMP to open a texture need to be modified.
2. Select the Clone Stamp Tool, and choose an appropriate brush for it.
3. Hold down the Alt key, move the cursor to the place where is no hairs, and then click the left mouse button.
4. Create a new layer, hold down the left mouse button and slowly smear, until the eyebrows is gradually covered.
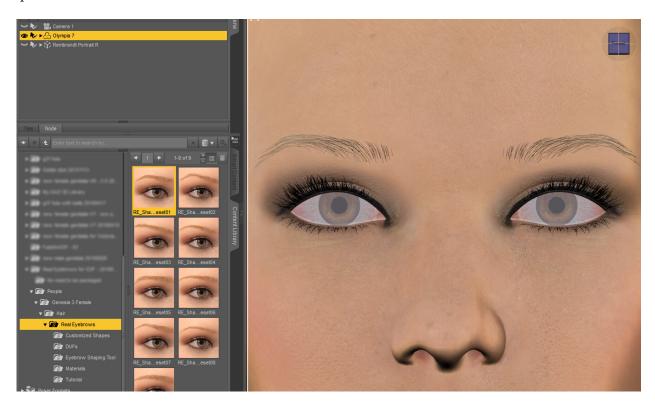5. Save As a new texture. Please be careful not to overwrite the original file.

The following are the before and after eyebrows removal from the Diffuse, Bump and SubSurface Scattering (SSS) maps.

Since the original eyebrows have been removed, now it is time to use the Real Eyebrows for Genesis 3 Female. Remember to have your "eyebrow-less" character selected when loading.

Using the shape presets

Go to the Content Library pane, browse to "People> Genesis 3 Female> Hair> Real Eyebrows". Double-click one of the eyebrows shape preset. It will be added to the character. If you want to switch to other shapes, just double-click the other presets.
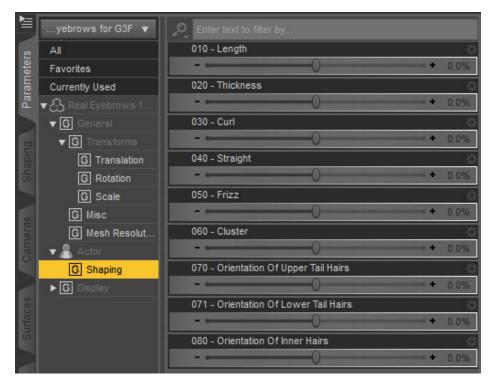
Using the shaping morphs

After applying the Real Eyebrows for Genesis 3 Female to your character, select it in the Scene Tab. Go to the Parameters Tab, browse to "Real Eyebrows for Genesis 3 Female > Actor > Shaping". You will see all the shaping morphs for the Real Eyebrows for Genesis 3 Female. These morphs can be used to adjust the shape of the eyebrows. (Note: the numbers in front of the names of the shaping morphs are for organization only. They do not refer to anything within the morph.)

- Length: Control of the length.
- Thickness: Control of the thickness.
- Curl: Control of the curliness.
- Straight: Makes the hairs straighter.
- Frizz: Makes the hairs messier.
- Cluster: Makes the hairs closer together.
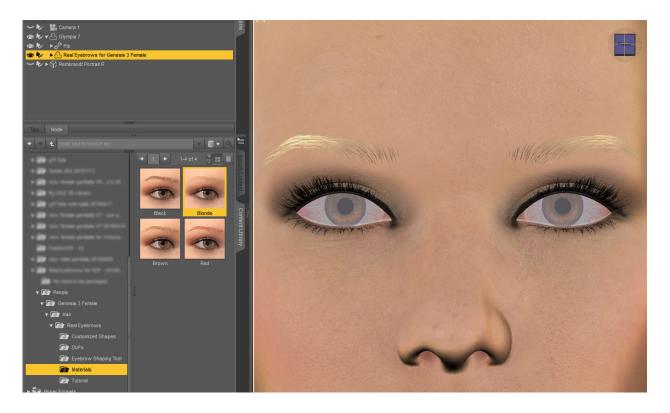- Orientation Of Upper Tail Hairs: Adjust the direction of the upper eyebrow tail hairs.
- Orientation Of Lower Tail hairs: Adjust the direction of the lower eyebrow tail hairs.
- Orientation Of Inner Hairs: Adjust the direction of the inner eyebrow hairs.

Choosing the color

To adjust the color of the eyebrows, select "Real Eyebrows for Genesis 3 Female" in the Scene Tab, and then in the Materials folder, double-click the desired hair color.

Note: It is also possible to create your own custom eyebrow shape. The following section is only for those with advanced ability in Photoshop, GIMP or other image editing programs. If you feel that you do not need to create your own custom eyebrows shapes, then you can skip to page 19.

Create custom eyebrow shape

You must first create a black and white image for the new eyebrow shape. Don't worry, you don't have to create one from scratch. A Photoshop file is provided, which means your image editing program must be able to open a .psd file with layer editing abilities.

The image should be mostly black and white, with a small amount of gray allowed where the black and white meet. The hairs will be generated in the black and dark gray areas. You can look at the black and white images I used when I created those shape presets. They are in the folder:

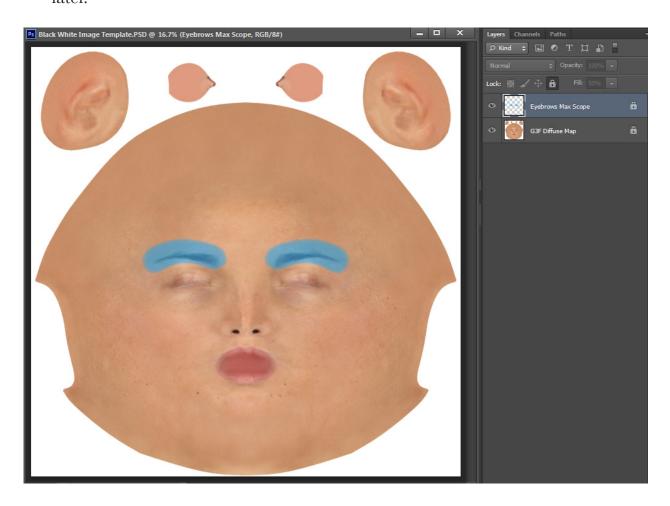"My Library/Runtime/Textures/iWave/RealEyebrowsforGenesis3Female/ BaseFemale"

Looking at them will help you see what types of black and white images are used to define the eyebrow shapes.

(Note: if you don't have Photoshop, GIMP or another image editing program that can edit a .psd file with layers, you can duplicate one of these existing images and manipulate it in a way described below. The goal would be to have a similar ending file.)
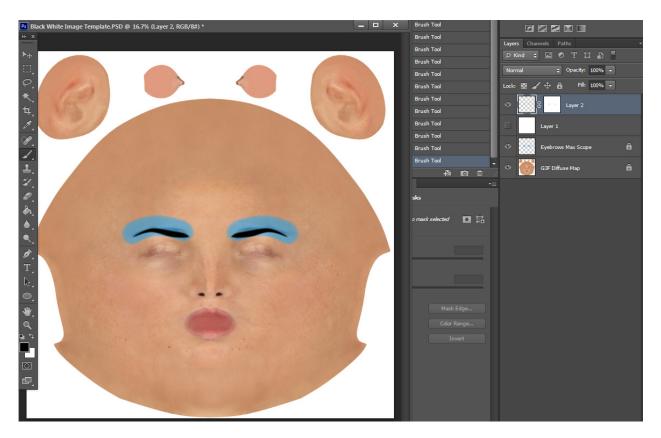
1. Open the file named "Black White Image Template.PSD" in the ReadMe's folder with Photoshop, GIMP or another image editor that can manipulate Photoshop's layers.

2. The file contains two layers. The bottom layer is the Diffuse texture of Genesis 3 Female, and the layer above it marks the maximum scope of hairs growth with light blue color. Create a new layer. Here, I called it 'Layer 1'. Fill this new layer with white. Now make the same layer not visible. We will be using it later.

3. Create another new layer. I called it 'Layer 2'.

4. Select the Brush Tool and choose an appropriate brush for creating your new eyebrow shape.

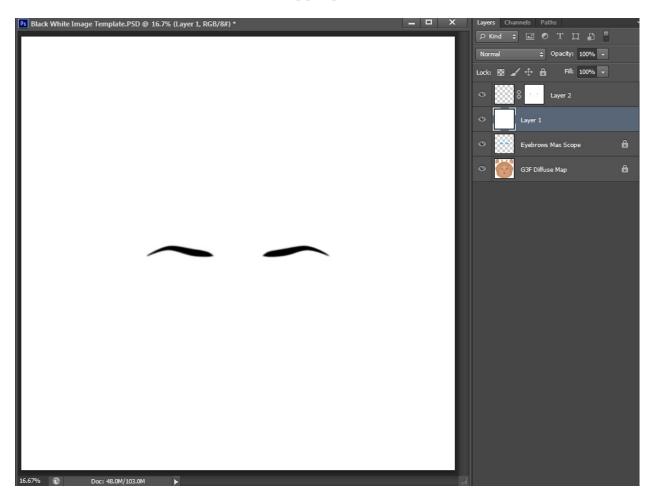5. Set the foreground color to black and the background color to white.

6. Draw the eyebrow shape you need in this 'Layer 2'. Note that anything outside the blue area will not be used.
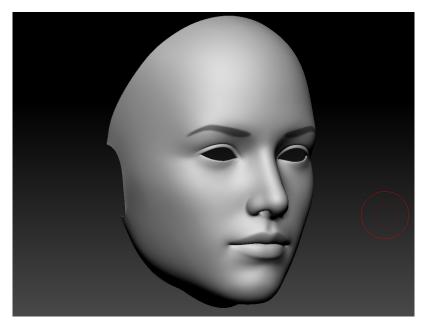
7. Once you are satisfied with your new eyebrow shape, make 'Layer 1' visible.
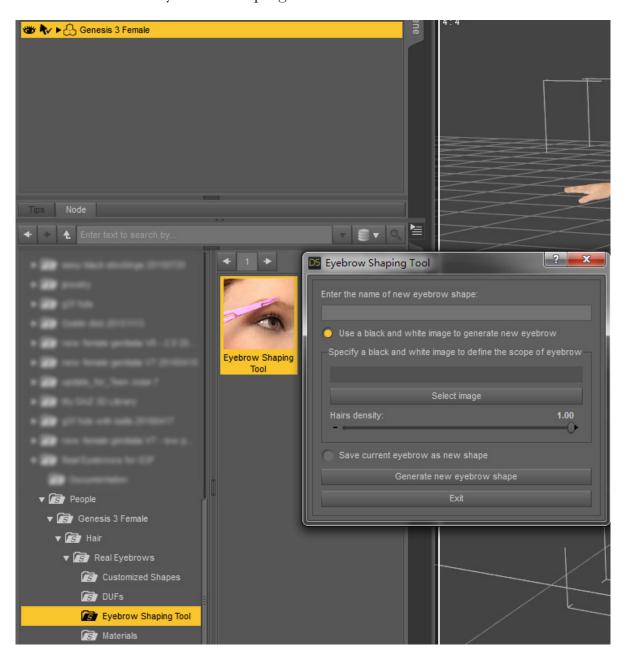
8. Now do a 'Save As...' and save it as a .jpg file. Quality/compression is up to you. Remember to save it in an appropriate folder that you will remember.
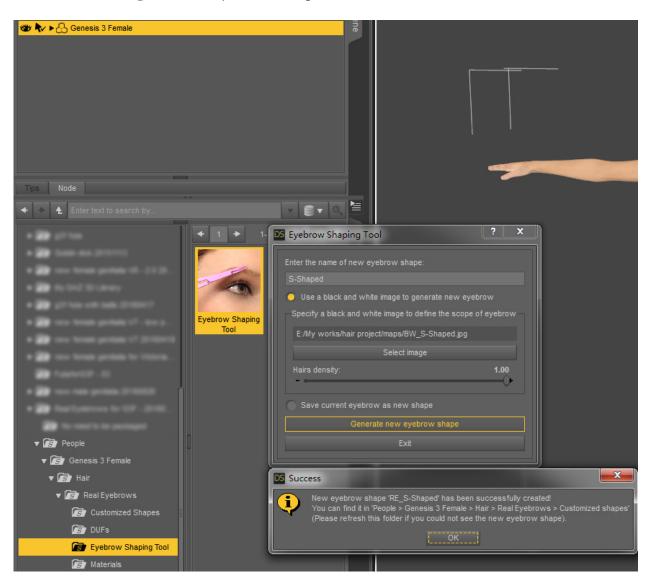

Tip: You can also use Zbrush or Mudbox to create the black and white image. They can provide more accurate and intuitive results.
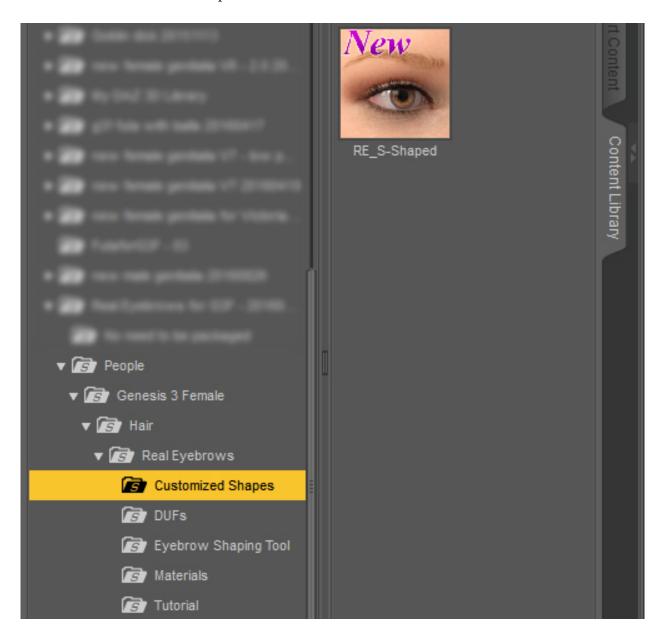
9. To generate your new custom eyebrow shape, first select the Genesis 3 Female based character with the Real Eyebrows for Genesis 3 Female already applied in the Scene Tab. Double-click the icon of the "Eyebrow Shaping Tool". It's in the Eyebrow Shaping Tool Folder.

10. First enter the name of your new eyebrow shape. Of course you should name it something different from the preset names to avoid confusion.

11. Now you can use the .jpg file you saved in step 8 by clicking on "Use a black and white image to generate new eyebrow". Click the "Select image" button, select the black white image you saved in step 8. Drag the slider to adjust the density of hairs if needed.

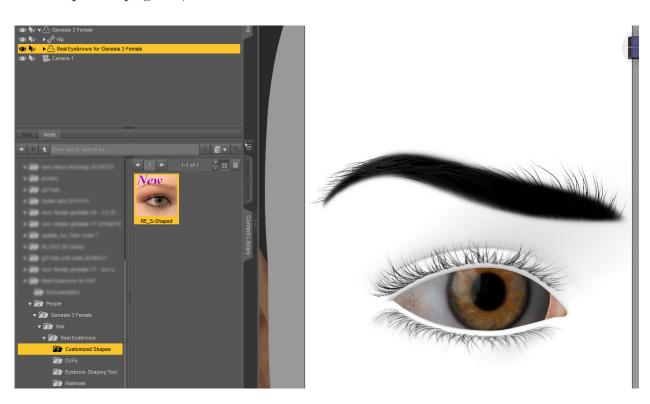12. After you are satisfied, click on the "Generate new eyebrow shape" button to start creating the new eyebrow shape.

13. After clicking on the "OK" button, your new custom eyebrow shape will be in the "Customized Shapes" folder.

Adjust and trim the shape of the current eyebrows

Whether you are using a shape preset or one of your custom shapes, you can still modify and "trim" individual hairs of the Real Eyebrows for Genesis 3 Female within DAZ Studio, and then save them as new shapes. Just like real people shaping their eyebrows, you will be virtually plucking hairs. For those who skipped making custom eyebrows, you can continue with one of the shape presets.

1. Apply the new eyebrow shape you created in previous section to Genesis 3 Female based figure. Select "Real Eyebrows for Genesis 3 Female" in the Scene Tab.

2. Use the shaping morphs to adjust its shape and hairs direction (refer to page 9). Here, you can temporarily replace the diffuse texture of your figure's face with the black and white image you used to create the new eyebrow shape (in Step 8 on page 15).
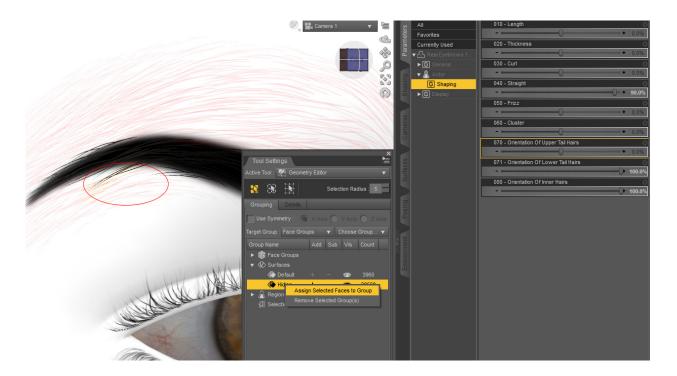

Real Eyebrows for Genesis 3 Female

3. Shape your new eyebrows as to the shape you are going for. Get them close as possible to what you want. The less stray hairs you have, the less 'virtual plucking' you will have to do.
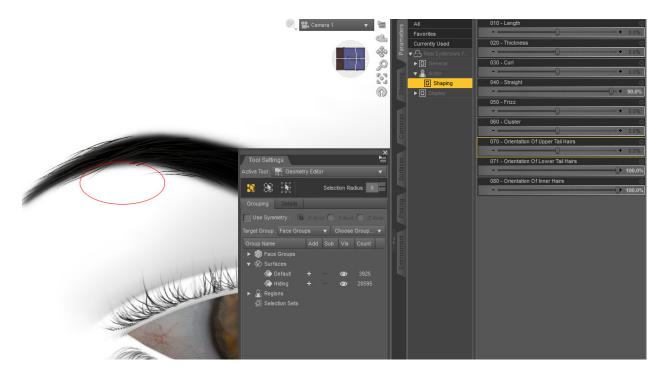
(Advanced DAZ Studio users may already know how to do the following but for clarity for novices, each step is stated.)

4. Once you are satisfied with the overall shape of your new eyebrows, you will need to have the Tool Settings Tab opened. If you don't have the Tab available already, go to the top Menu listing in DAZ Studio. Click on ' Windows' and select 'Panes (Tabs)' and find the 'Tool Settings'. Select it and it should open a new 'Pane' called 'Tool Settings'. Move the pane's tab to your c hoice of Tab locations.

5. With the Tool Settings Tab open, go under the Menu listing in DAZ Studio and go to 'Tools' and select 'Geometry Editor'. The Geometry Editor allows you to select individual polygons. In this case, you will be selecting polygons of hairs on your new eyebrows.

6. Each hair of the Real Eyebrows for Genesis 3 Female has 10 faces (polygons). Try to zoom in on the hair you want to remove. You do not need to zoom in on the individual hair, just close enough to select one of it's faces/polygons.

7. Now before you select a hair, notice the Tool Settings Tab. Make sure you have "Real Eyebrows for Genesis 3 Female" selected in the Scene Tab. You should see three triangles that hold 'Face Groups', 'Surfaces' and 'Regions'. Leave 'Face Groups' and 'Regions' alone but go ahead and open the triangles for 'Surfaces'. 'Surfaces' means what you think. It helps in selecting surfaces. Under it are two groups. One is 'Default' and the other is 'Hiding'.

8. Now click on top of one of the hairs you don't want. If you can't tell if you selected a face/polygon, look in the Tool Tab and check to see if the 'Default' group's plus and minus symbols turned gray. If they did, you selected a face/ polygon. Most important is that you don't select any part of any hair you want
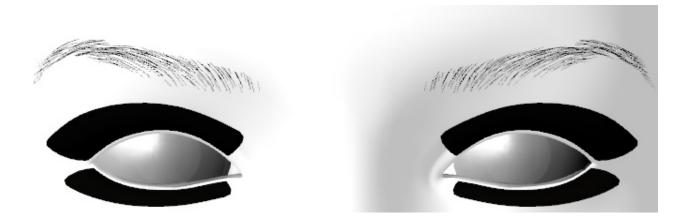
to keep. If you think you have selected a face/polygon on more than the hair you want to 'pluck' go to the Tool Tab and click on the minus signs of the 'Default' group. After you hit the minus sign, click in a blank area of the Tool Tab to clear any selections.

9. After you know you have selected a face/polygon from the hair you want to 'pluck', you need to select all of the hair's faces/polygons. Don't worry, it is easy. Let go of your mouse. Hold the Ctrl key down and hit your "+" key on your keyboard. You just need to hit the "+" key one time but to be on the safe side hit that key a few more times. Now you should have all the face/polygons of the unwanted hair selected.

10. Now use your mouse again and left click on "Hiding". Once it is highlighted, right click on it and choose "Assign Selected Faces to Group". Again, click on a blank area in Tool Settings Tab to clear any selections.

The selected hair you wanted 'plucked' is now in the 'Hiding' group and has disappeared.

11. Repeat until all unwanted hairs are 'plucked' meaning, they are assigned to the 'Hiding' group under Surfaces in the Tool Settings Tab.

Save the current eyebrows as a new eyebrow shape

If you are satisfied with the shape of the current eyebrows, open the Eyebrow Shaping Tool dialog, enter the name of the new eyebrow shape (Step 9, Page 16 for reference). Choose "Save current eyebrow as new shape" and click the "Generate new eyebrow shape" button. The new shape will appear in the Customized Shapes folder.

Note: when saving current eyebrow as a new eyebrow shape, the Eyebrow Shaping Tool will also save any of the changed values of all the shaping morphs. When you apply your new eyebrow shape to a character, all the shaping morphs of the Real Eyebrows for Genesis 3 Female will be exactly the same values when you saved this new eyebrows.

Deleting the custom eyebrow shapes

If you want to delete a custom eyebrow shape, just go to your DAZ library directory:

My Library/People/Genesis 3 Female/Hair/Real Eyebrows/Customized Shapes/

In this directory you will see scripts (.dsa) and icons (.png) of eyebrows you have saved as customized shapes. Delete the files of the eyebrow names with the corresponding .dsa and .png. (For example: badeyebrow.dsa and badeyebrow.png)

Now go to this directory:

My Library/data/iWave/Real Eyebrows for Genesis 3 Female/User/

Find the data (.DAT) file of this shape you want to delete. Throw that file in to the waste bin/trash. (For example: badeyebrow.dat).
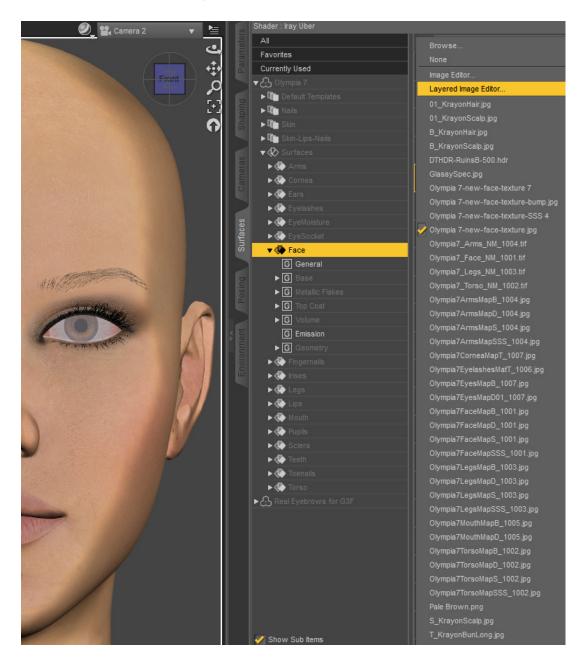
If you had DAZ Studio open, just refresh the folder view for Customized Shapes. If you didn't have DAZ Studio open, the 'badeyebrow' shape will be gone the next time you launch DAZ Studio.

Eyebrows Makeup

Real people think that sometimes even after 'plucking' some hairs, their eyebrow shapes are still not perfect. So they use makeup to solve this problem. In DAZ Studio, we also can do almost the same thing.
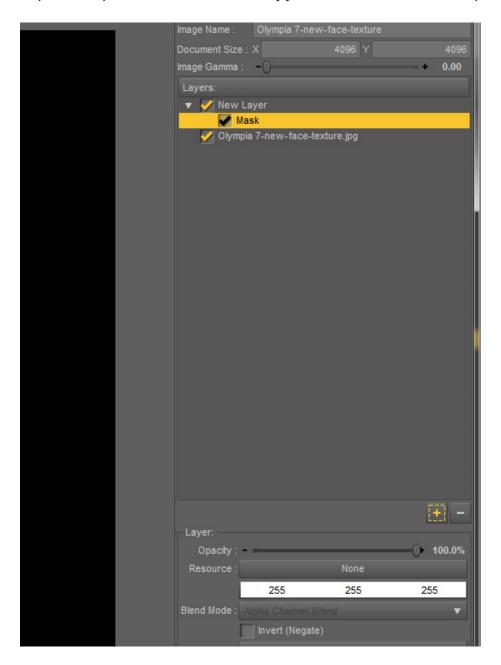
1. After adding a shape preset or one of your custom shapes to a Genesis 3 Female based character, select the character in the Scene Tab, and then select Face surface in the Surfaces Tab.

2. Move the mouse over the texture of 'Base Color', click the left button, and then select "Layered Image Editor..."

3. In the Layered Image Editor dialog, click "+" button, choose "Add Layer". Then you can see a "New Layer" appears in the Layers list.
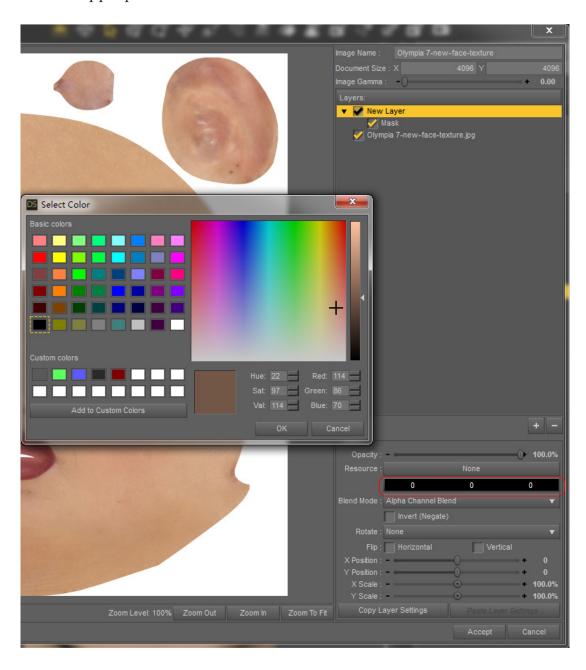
4. Select this "New Layer", click "+" button again, This time choose "Add Mask". In the Layers list, you can see a "Mask" appears under the "New Layer".
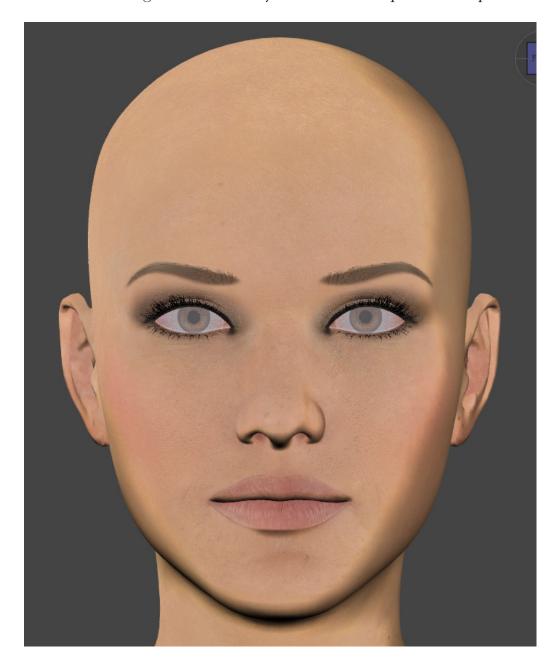
5. Select the "Mask", click the button next to "Resource:", select "Browse..." In the Open Image dialog, browse to the black and white image corresponding to this eyebrow shape and open it.
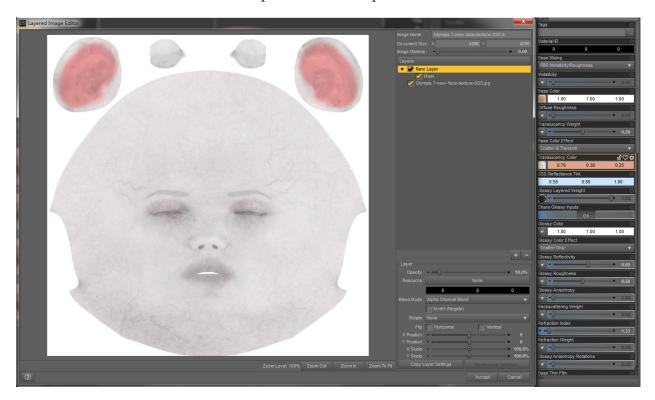
6. Check the "Invert (Negative)" below the "Blend Mode:"

7. Go back and select the "New Layer".

8. Click the color widget below the "Resource:" and in the Select Color dialog, select an appropriate color and then click the OK button.

9. Click the Accept button of the Layered Image Editor dialog to save and exit. You have now superimposed a new color onto the diffuse map of your character. In the Viewport, you can see that the skin color of the eyebrow area has been changed to the color you chose in the previous step.

10. In general, if the Translucency Color of Face surface is given a texture, then this texture (typically the subsurface scattering/SSS map) will also affect the 'makeup'. You can follow the above steps to superimpose a light gray color onto this texture. It will deepen the makeup effects .

11. Use the Layered Image Editor to repeatedly revised the textures of Base Color and Translucency Color, until you get a satisfactory final render.