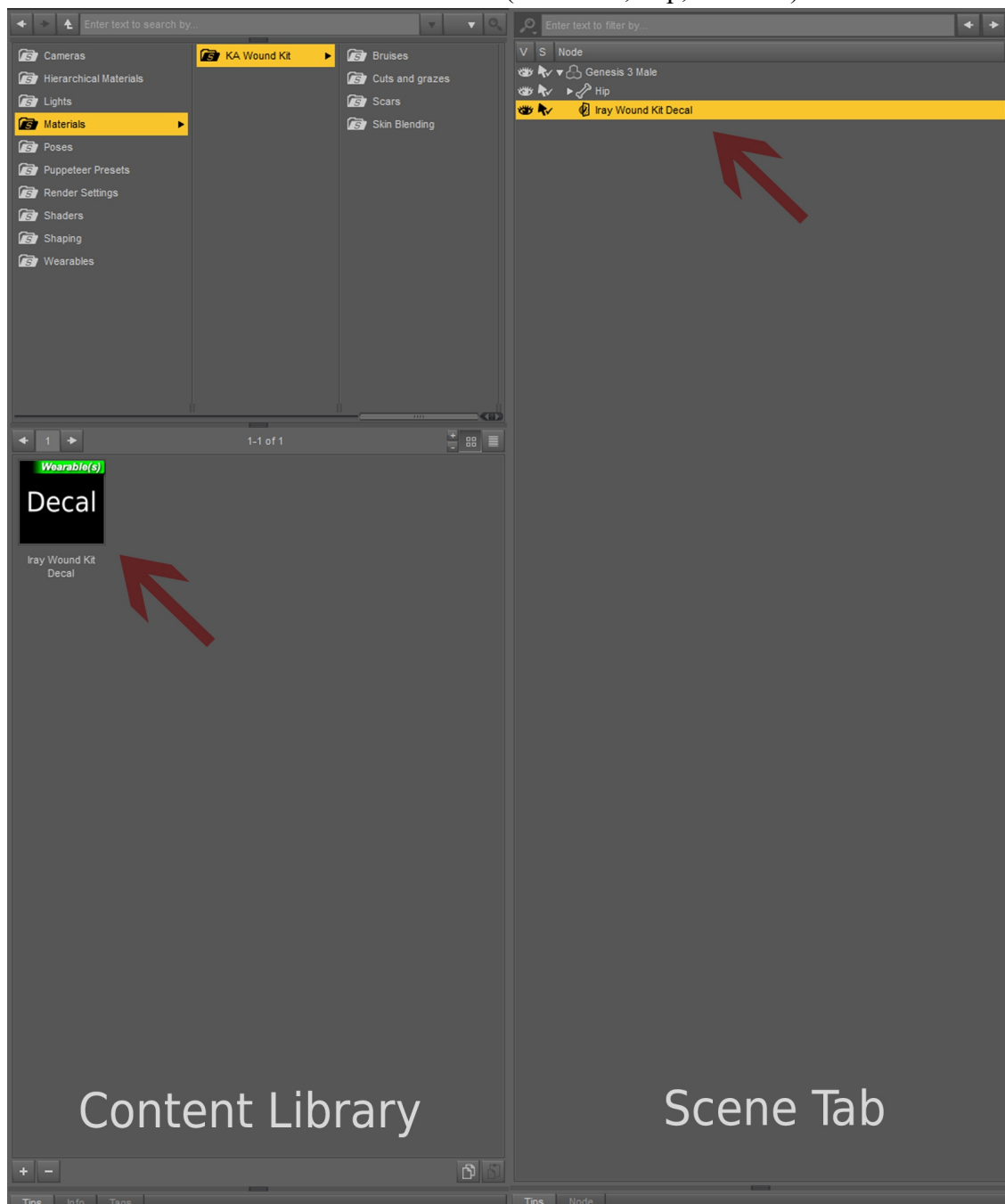




Iray Wound Kit

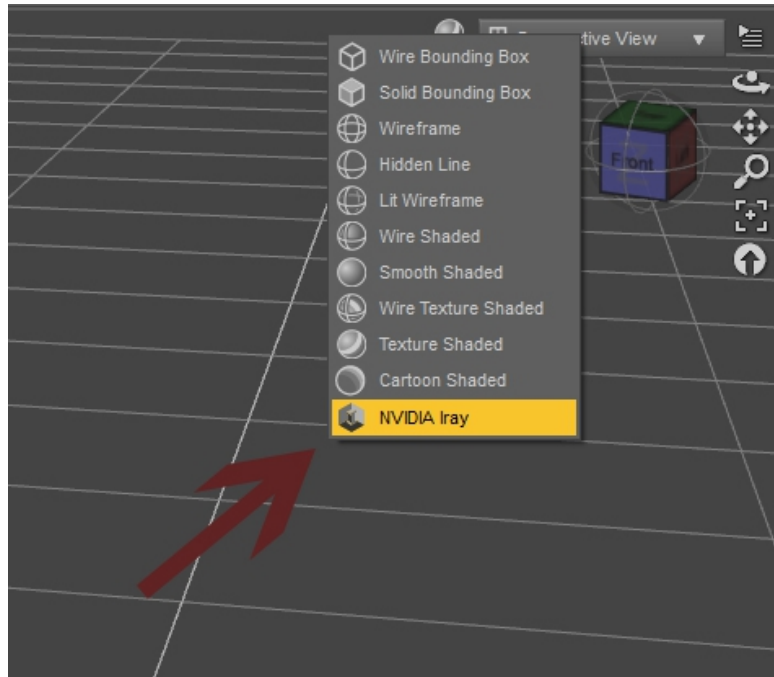
Loading the Decal

Firstly, select and load whatever figure you wish to work with. Now navigate to the **KA Wound Kit** folder inside **Presets/Materials** and with your character selected in the scene, load the **Iray Wound Kit Decal**. If you look in the scene tab, there should now be a decal node attached to your figure, near the abdomen area. If you would like the decal to move with a specific body part, simply drag the decal onto a local bone (E.G. Arm, Hip, shin etc.)

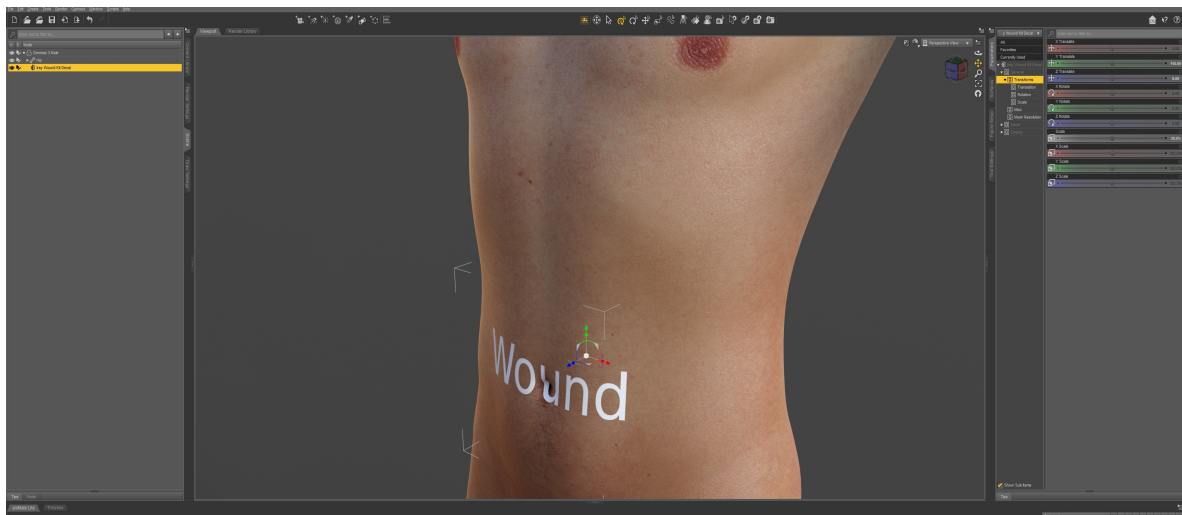


Manipulating the Decal

To view and manipulate the decal, you will need to use the Iray interactive viewport, which can be toggled on and off using the drop-down menu in the top right hand corner of your viewport.

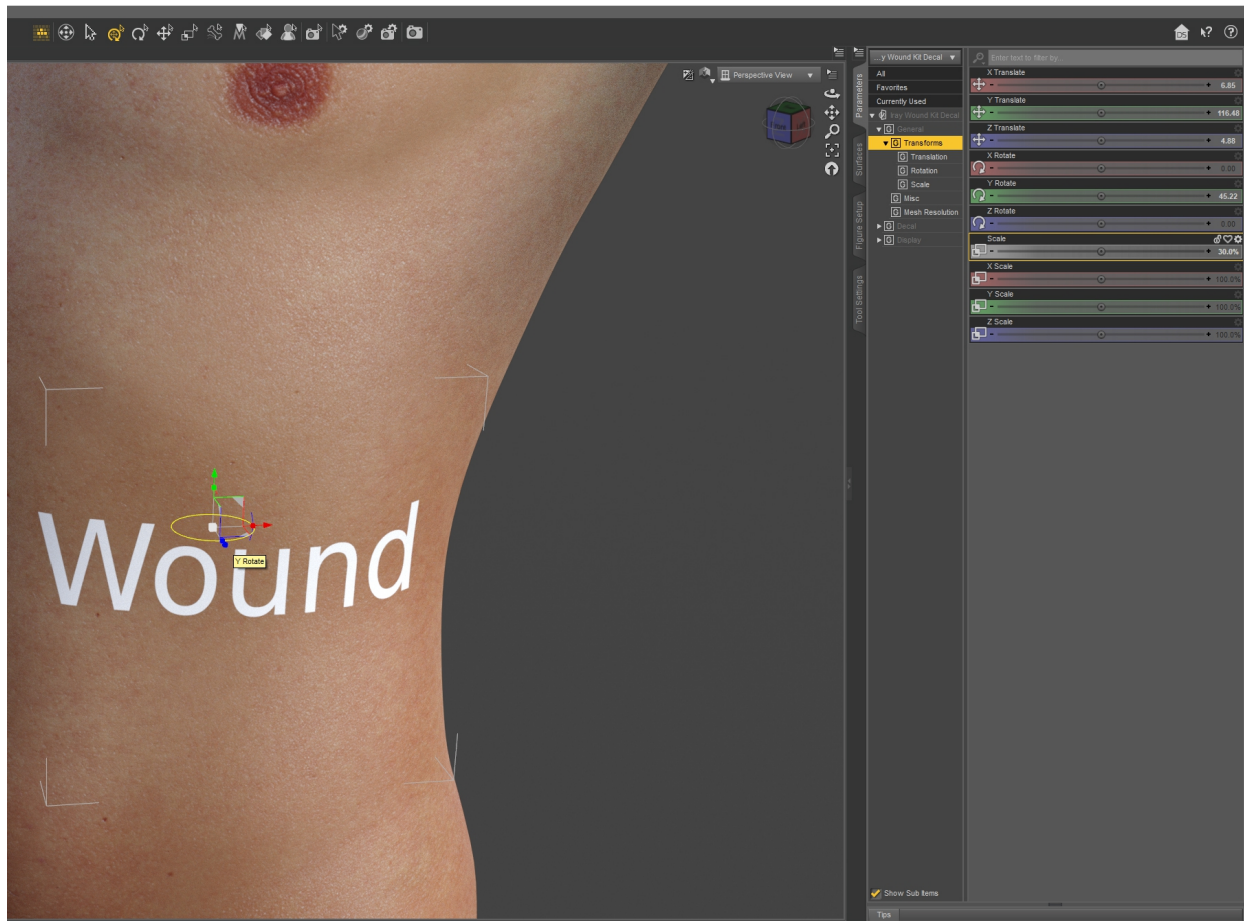


Now that you've activated the Iray interactive viewport mode, you should be able to see the decal with its bounding box around the abdomen area of your figure.



If you are using an oddly shaped character, or a very large/small character, you might not be able to view the decal. This is not a problem, you can simply move the decal bounding box to an area where the decal will be able to project onto the character mesh.

To move the decal, you can do so just like you would with any other object, being mindful of where the bounding box is, and how it is projecting onto the figure. Use the universal gizmo or translation/rotation/scale controls in the parameters panel to manipulate the decal however you wish.

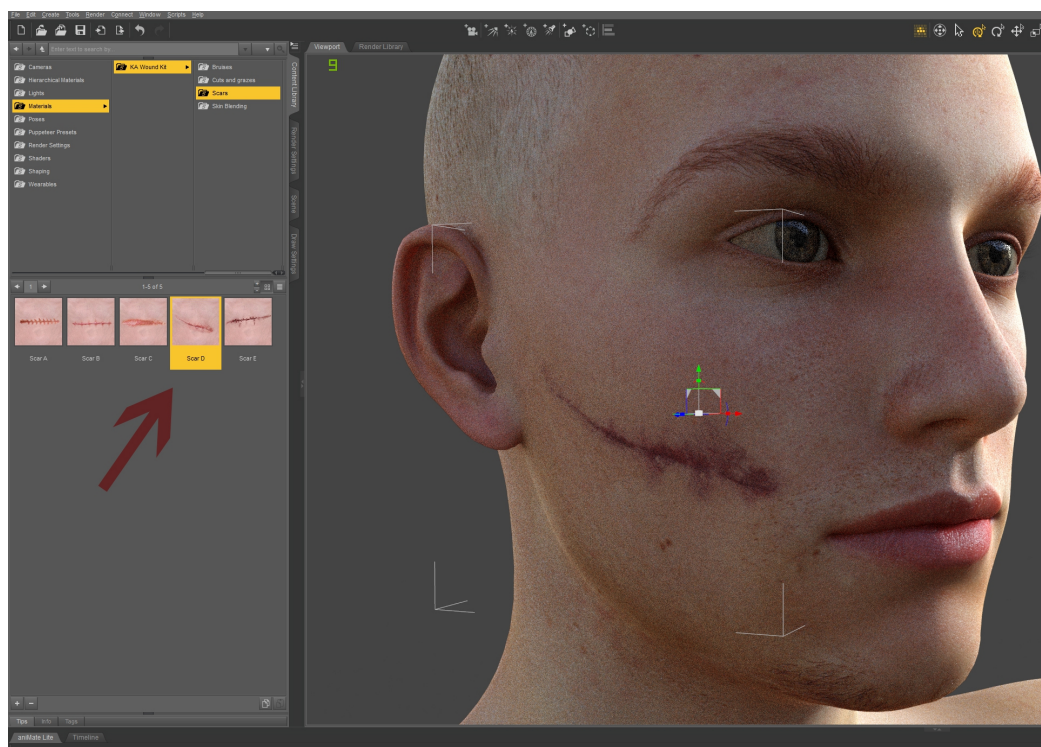
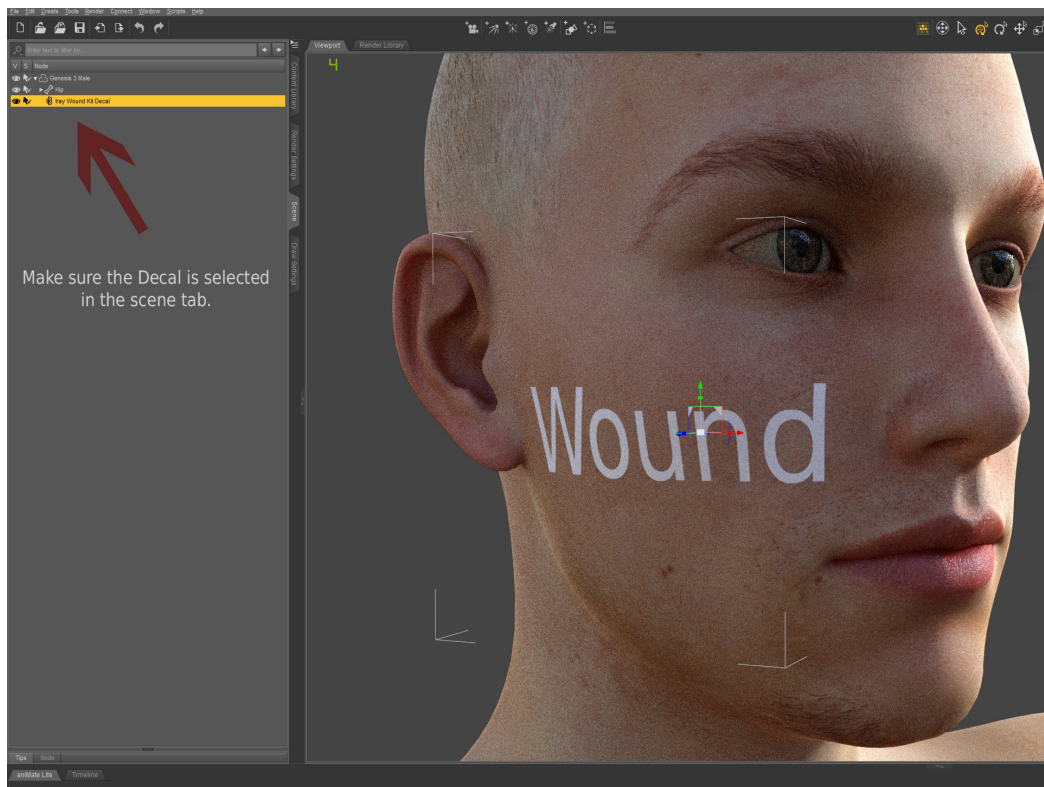


As you can see in the above image, the decal has been moved to the side of the abdomen, which means the decal bounding box required slight rotation on the Y axis in order to project properly onto the figure without distortion. Decals can project onto curved areas and odd surface shapes, but they do need to be properly rotated in order to project onto a given area



Applying Presets

Once your decal is loaded onto your character, and placed appropriately, it's time to apply a preset. The presets are categorized into different folders within **Presets/materials/KA Wound Kit**. Once you've chosen a desired preset, make sure the decal node on your character is selected, and then simply double-click the preset to apply it to the decal. Make sure that the decal is selected and not your character when applying presets, otherwise the preset will be ineffective.



Skin Blending

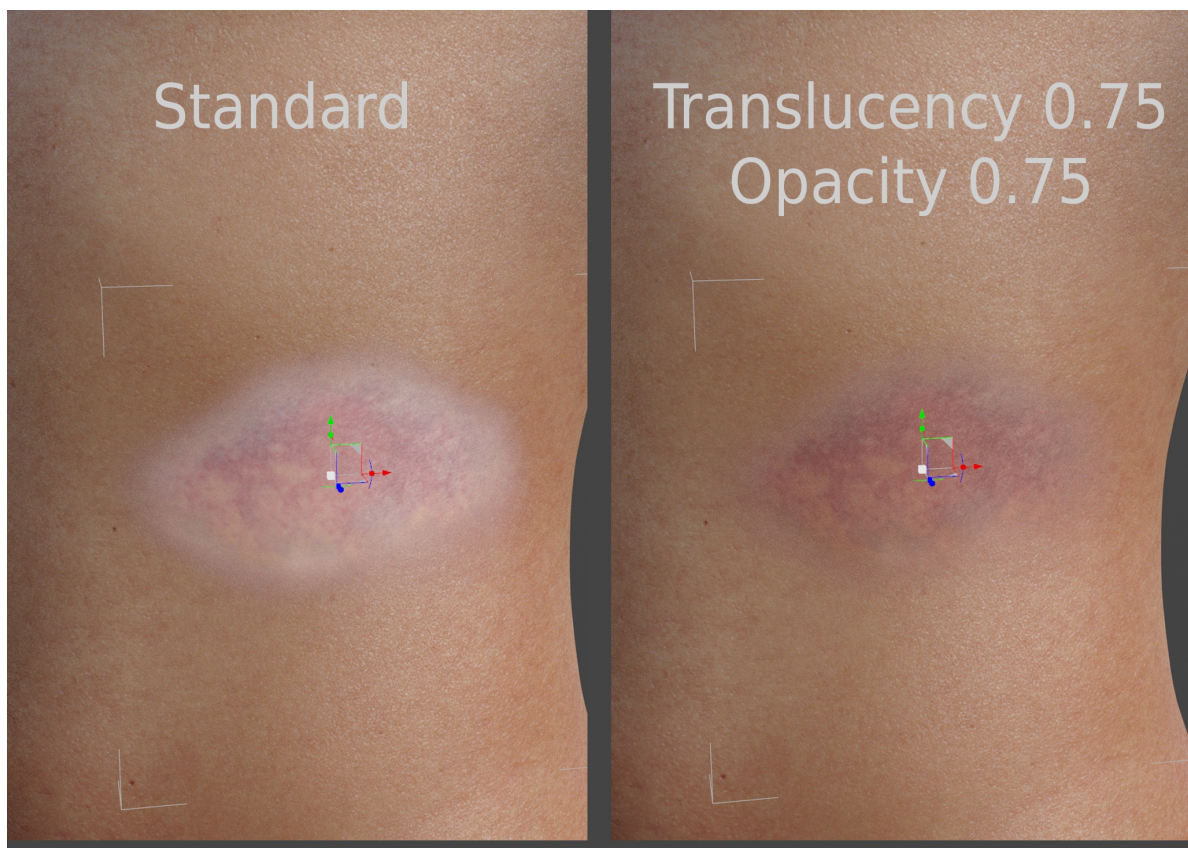
Although the presets are designed to be neutral, some retain partial skin texture for better edge fall-off. This can be troublesome for very pale or more tanned characters. Utilities have been provided to better blend the decals onto the skin, and are located in the **Skin Blending** folder within **KA Wound Kit**.

Translucency

A Higher translucency will blend more effectively onto darker/tanned skins. Lower translucency will blend more effectively onto paler, more washed out skins. This is a good rule of thumb, and should help you integrate the decals with most skin tones. If you're still having difficulties, you can move on to opacity controls.

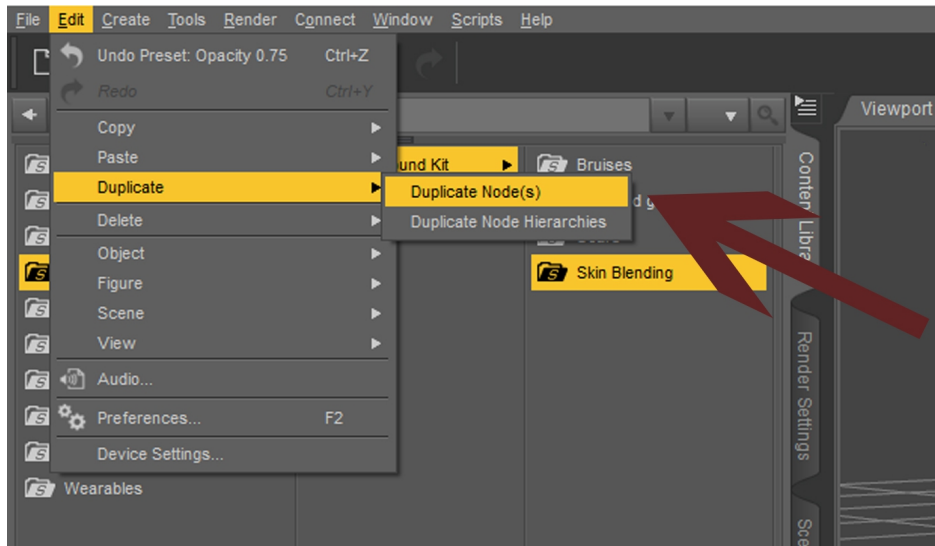
Opacity

Opacity controls the overall visibility of the decal on the skin. A lower opacity will make the decal less visible, for a more subtle effect. A higher opacity will show the decal in full, with none of the underlying skin texture visible. Opacity is also useful for blending onto more challenging skin tones. A mix of opacity and translucency controls can blend your decal onto most (if not all) skins.

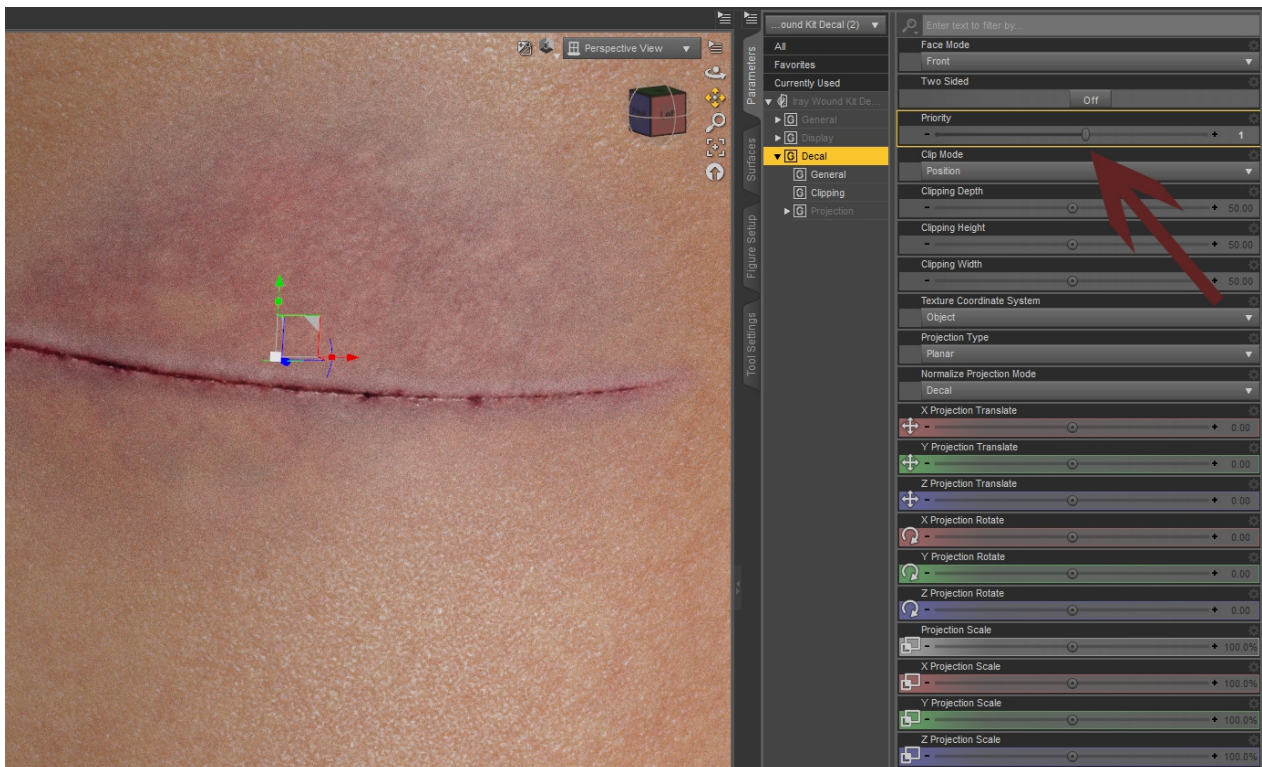


Stacking Decals

It is possible to stack decals on top of each other, and it's quite simple to set up. Once you've placed your first decal, go to **Edit/Duplicate/Duplicate Node(s)**. This will duplicate the decal node and place it on top of your existing decal. Now you can select the preset you desire, and apply it to the new node. You may have to fiddle with skin blending in order to have the two decals work together.



Another thing to note is decal priority. Select one of your decals and go to the parameters tab. Under the **Iray Wound Kit Decal** rollout, you'll find a **Decal** section. There will be a **Priority** slider in this section which denotes what priority the decal currently has. So if for instance you would like a cut on top of a bruise, you would need to set the bruise decal priority to 0, and the cut decal priority to 1. The more you stack decals, the higher there priority needs to be.



Contact

Thank you for purchasing Iray Wound Kit. If you are experiencing issues or would appreciate more guidance, you can contact me via PM on the forums or email me at Dazkindredarts@gmail.com. I'm always happy to help!