MRL Mutations, Aliens and Angels

Mutations: Aliens, Angels and Others

Fantasy Wounds Pack for Genesis 3 and Genesis 8

MRL Mutations, Aliens and Angels

Following on from the original 'MRL Mutations' pack, this product is a wounds pack for your mutants, angels, bodysnatching aliens, demons, goddesses, Egyptian sky gods, mummies, zombies, fairies, sorcerers and anything else you can imagine...

Like MRL Mutations, this product is a toolset designed to enable you to push the boundaries of what is possible with Iray Character Shaders. It breaks a few rules but sometimes you get the best results that way...

This product is a standalone product but can also be used with the skins from the original 'MRL Mutations' pack.

Quick Tip
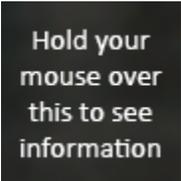
If you hold your mouse over the information thumbs, the pop up will provide a helpful hint on how to use these tools.

## Quick Start

What do you want to do?

- If you just want to add a full Mutant/Alien skin to your Genesis 3/Genesis 8 Female character, then these skins can be found in the 'Skins' folder.

- If you want to have your character's wound(s) reveal your mutant's skin underneath, then this is done by applying the inner shell from the 'Skins' folder to your already loaded and selected character. Note that this loads INSIDE your character, so unless you have an open wound already applied to your character you won't see it, though you can check it's loaded and parented to your character by checking in the scene tab.

- You then apply your wound (s) to your character and your mutant skin to your inner shell.

- Layered image presets load **slowly ...** (zzz)...

- Note you will need to make sure you're selecting the correct item from the scene tab when applying materials etc. Provided you have your character selected, the geometry shell will load already conformed to Genesis 3/Genesis 8 Female. If you load the geometry shell from the 'Skins' folder, it has been adapted to hide things like the eyes, mouth and nails. It loads with the

name 'Blank Genesis 3 Female shell -0.10' (or Genesis 8 if you're using Genesis 8) and you need to expand Genesis 3 Female base in the scene tab to see it.
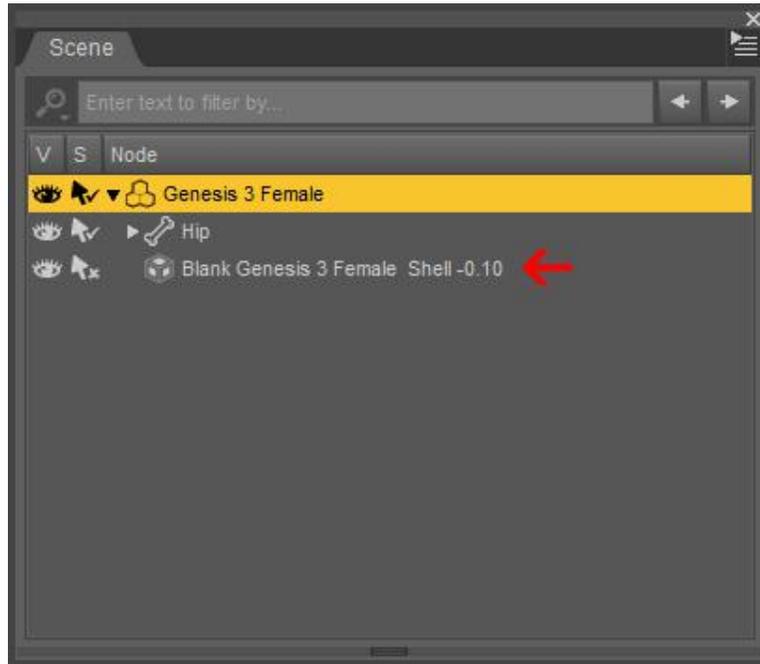

Applying more than one wound to the same material zone.

- If you want to apply more than one wound to a single material zone, say, both arms, then you will find that loading the second wound removes the cut-out map from the first wound. This is easily rectified.
- First open the layered image preset for the 'cutout opacity' map, this is found by clicking on the cut-out map in the surface pane. This opens a list of options, 4th one down is the layered image editor.
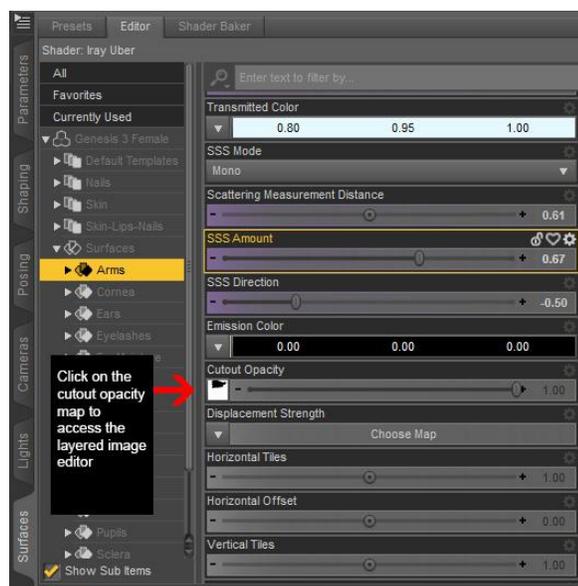
- In the Layered Image Editor, you will see the layers of cut-out maps one over the other. Select the top map and change 'Alpha Channel Blend' to 'Multiplicative Blend.' Then close the window.

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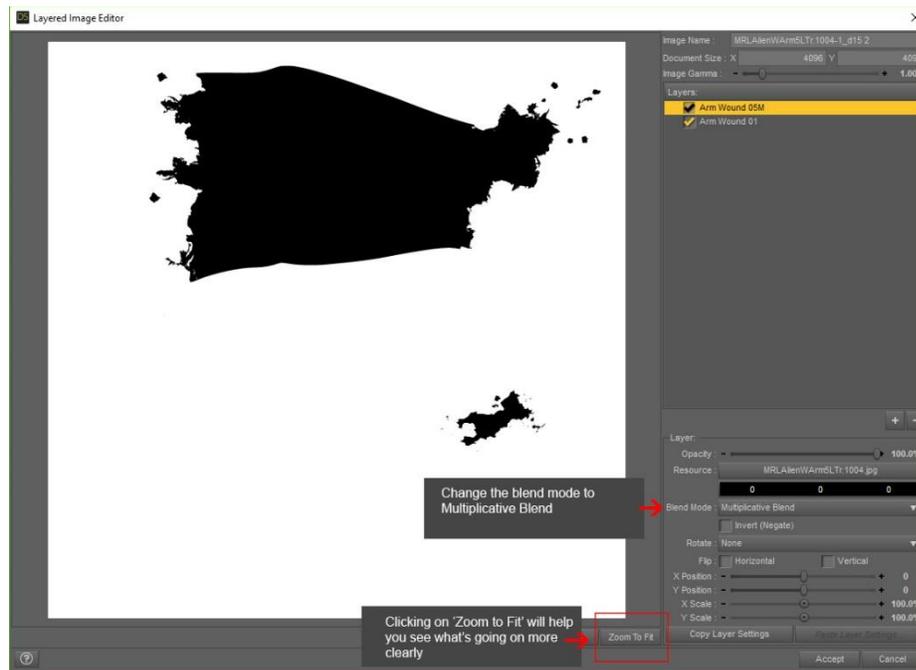
Tips and tricks with Translucency:

- Anyone who's tried applying a cut-out map to a character's skin will know that this can disrupt the character's shader to produce a seam. I tried this product in several different light sets using the shader on Mihrelle character's, (and the compatible shaders provided with this product) and it was unusual (but not impossible) for a seam to be produced. If you do get a seam, just use the 'translucency to zero' option for the shaders and this will deal with the problem, **however**…

- Some of the most interesting effects on the promotional images for this product were produced with translucency left **ON**.

- The blue Angel image for instance has the translucency weight set to 12% which is why you see the power surges passing through her skin as well as through the open wound - **but** only where her skin is in shadow – cool or what!

- Something else really cool, translucency isn't transparency, which means the color that passes through the skin is not the color of the underlying emissions (even though it takes on that pattern) but is instead the colour you have in 'translucency color' in the surfaces pane. In the case of the 'blue angel' the translucency color was changed to a mid-blue color (R93 G127 B208). This opens up the possibility for some really interesting effects.

- The intensity of the color projecting through to the skin can be very finely tuned either by changing the luminance setting on the inner shell or by changing the level of translucency or changing the intensity of the translucency color on your character's skin.

- If you **don't** want the emissions to come through the skin at all, click on 'Translucency to zero' with your character selected. This option can be found in the '01 Compatible Skins MAT' folder.

Compatibility:

- This product is compatible with all Mihrelle characters to date and you don't need to do anything to use these with this product.
- There are also compatible Iray skin MATs included for Genesis 3, Victoria 7, Genesis 8 and Victoria 8. Please note though that you will have to load the maps for lip color and make-up by hand (otherwise this pack would have become very overloaded with MATS). When you load the makeup onto Victoria 8 you will have to double check that Daz hasn't changed the gamma - if her eyebrows turn white that's why. See additional information below.
- When applying the included 'compatible skin MATS', it's recommended that you apply the 'Apply to clear previous shader button' first. This is just a duplication of Genesis 3's '3Delight' MAT which just works to make sure you're starting fresh when you apply the included Iray skin MATS.
- The MAT's link to the images for the original pre-installed character so if you don't have Victoria 7 installed for example, the MAT won't load.
- If you want to try this product with other characters, then linking the compatible shader to your other character's image maps will usually work, though it can considerably lighten the skin tone . This means you usually have to apply a color to the base color in the surfaces tab in order to color match to the original character. See the compatible shaders as examples.

Additional Information:

- Occasionally Daz can change the gamma on an image - it's a general issue that you may have seen mentioned on the forums. When the gamma on an image has been changed, your character's skin can look silvery or a silvery seam can be produced. It shouldn't happen with this product as the gamma on the wounds has been specifically set to work with Mihrelle characters and the included skin shaders. If, however, you see this silvery effect then it may still be advisable to check the gamma. To correct this, click the map in the surfaces tab, select and open the 'image editor' and change the gamma setting so it matches that on the other material zones.

- **The Eyes folder:** The blank shell loads with eyes, mouth and nails hidden, already pre-set using the settings in 'Shell: Visibility' in the parameters pane. In contrast, the 'Hide and Show MATS' use shader/texture settings to produce hide and show combinations. This means that when you're trying to hide and show the eyes on the blank shell i.e. you want one eye visible, you have to first reveal them using the 'show shell eyes' before the MATS will work. (I know this

seems odd, but setting things up this way means the skins load 'with' eye MATS on the base figures and 'without' eyes on the shell, which is the best starting point in each case.) The same applies to the lashes for the Genesis 3 Female shell.

- If you want 2 totally different eye MATs on your figure, apply one MAT to your shell, the other to your character, and use the hide MATS to hide the left eye of one and the right eye of the other.

- In the skins folder, there are presets to 'hide skin fingernails' and 'hide skin toenails'. This is for close-up renders where part of the underlying shell could potentially be exposed around the character's fingernails. (I only actually noticed this on Victoria 8 but I've included presets for Genesis 3 as well just in case.) This preset isn't really recommended for middle distance renders as it increases the scene file size and the overlap isn't visible at a longer distance anyway.

- A lot of these skins use specularity settings which change according to light. This makes light settings particularly important. I've personally found that I have excellent results with lights by Sveva and Khory. Khory, in particular, includes the render settings with her 'Shanghai' and 'Scintillant Portrait' light sets, which is especially useful for getting the best results. I also use Colm Jackson's 'PRO-Studio HDR Lighting System' with Tone mapping adjustments (see below). In all probability though, you may prefer to tweak these shaders to your own personal taste but they make a useful starting point.

- Useful tip on Lighting. This is just a general tip I find really useful. If you render a scene and you find it generally too light or too dark, then instead of trying to alter your lights (and perhaps disturbing the balance between the individual lights) just alter instead the 'Exposure Value' on your Iray Render settings. Far easier, faster and just a point either way can make all the difference. This 'Exposure Value' can be found under 'Tone mapping' in the render settings pane.

- Models used in Promos:
  - Alien Police Officer – Victoria 8
  - Angel, Dark Angel and Demon – MRL Brienne
  - Egyptian Mummy and Sky God - MRL Eden Morph (Head 100%, Body 50%) with MRL Isabis skin
  - Fairy - MRL Ling skin and head morph combined with Teen Josie 7 Morphs and Sunny 7 elf ears

Please note that this pack is **not** a merchant resource.

Thank you for purchasing this product and have fun !