So, you want to make your own custom colors for your new Precious pack?
You've seen all the cool colors other people are doing and want to make your own?
Well I'm about to show you, and it's super easy.

I've already set things up and made it as simple as possible to use.
That said however, as this is a 'Limited' version of the Build Your Own Textures. The Limited version only applies to the pack it came with and not to other products. Future expansions to the Full Build Your Own Textures will address this.

In this tutorial I am addressing the Lynx, however this is really just a discussion of how things work in general and the basic steps of changing colors are the same for all. The Lynx is the most complicated to date with spots layers and nose color and shading, so it was the one chosen to show the 'how to' on.

If you have any problems, please don't hesitate to contact me!

So, you ready for this? I promise, it's super easy. If you can navigate a color picker and save a color swatch, you're going to do fine.

First step, let's load up the Lynx and apply her default material. I've set up the Build Your Own Texture styles in the default, this won't work in previous character releases.

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Go to the Surfaces tab, and with Precious selected, look in her available surfaces.

It will list every material including the materials attached to her grafts.

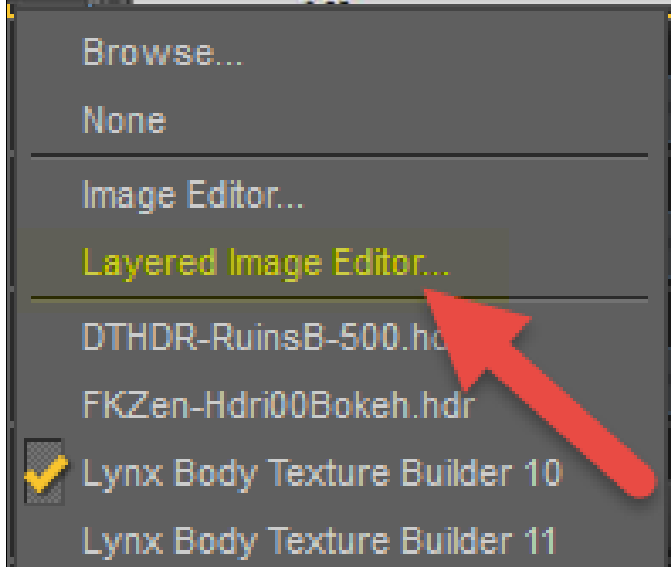We're only really concerned at the moment with this one that is inside her body…

Skin-Head

Within 'Skin-Head' there is an option for Base Color (Diffuse Color if using 3Delight).

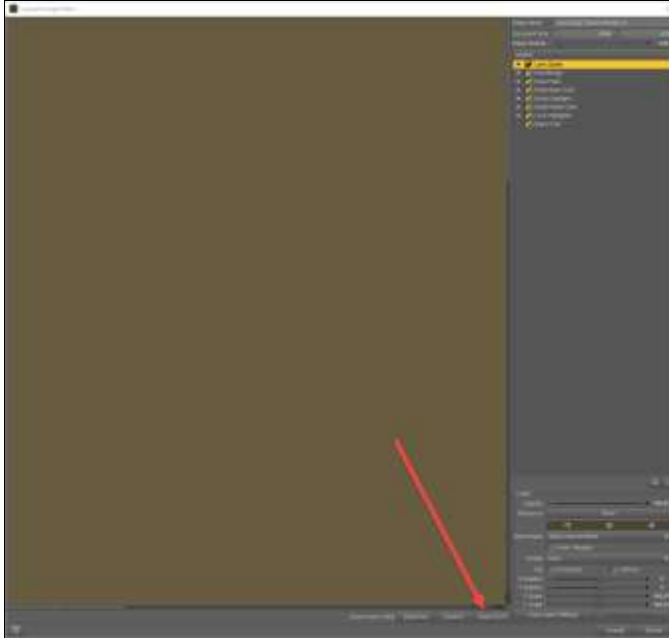You'll see it has an itty-bitty-tiny little icon below it that looks kinda like a texture map.

Click on that.

What you want is right here…

Layered Image Editor

Click on that and it's going to bring up a new window.

Now you're first glance is probably going to seem uninspiring, but that's because due to the spots the texture is extreme high res.

What you want to do is go down here towards the bottom right hand of the big view port full of nothing.

See 'Zoom to Fit'?
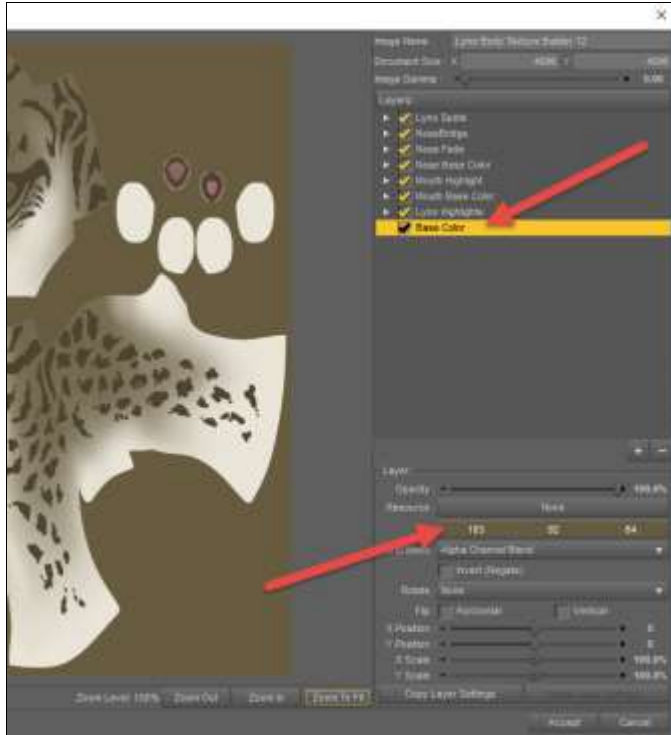Click it.   May take a second since this is a lot of data.
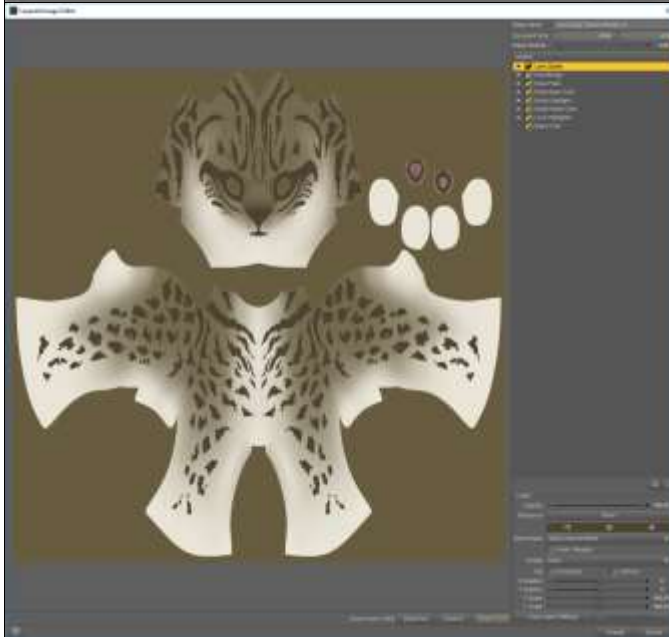
Better!

Okay, now that we can see it, let's play!

Have an idea of what color you want to make it?

Like the Purple one I did (btw, I saved it under the Build Your Own Textures as a Purple Lynx Color Scheme)

Well let's do that one so you can see how it works.

First we need to do the overall fur color.
So go to the bottom most layer called 'Base Color' and click on it.

Down here at the bottom you'll see a lot of options, but you don't need to worry about anything but the color since I already set everything up!

Click the brown and it'll bring up a color picker just like any other color picker you've ever dealt with. 😉
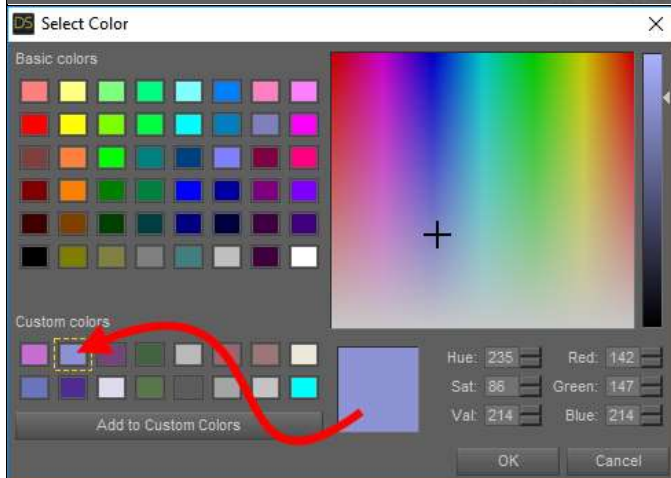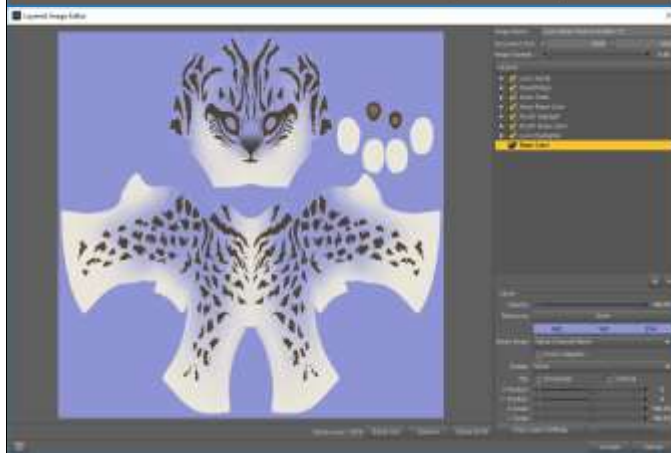

Now all you have to do is pick your color for the base fur….

BUT!!!!
Before you hit okay, go down to this swatch here… the big one….

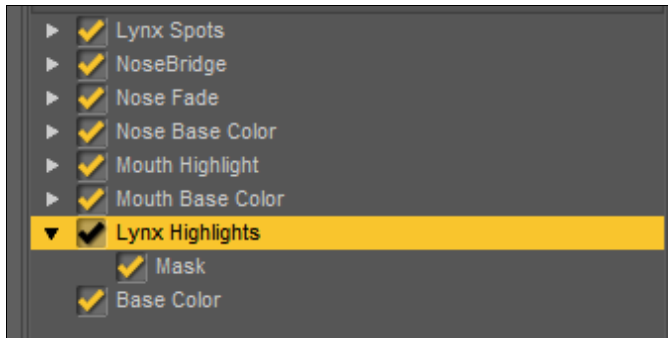Click on it and drag it over to the small swatches.

You're going to need this color again so best save it now!

Now you can press okay and poof!
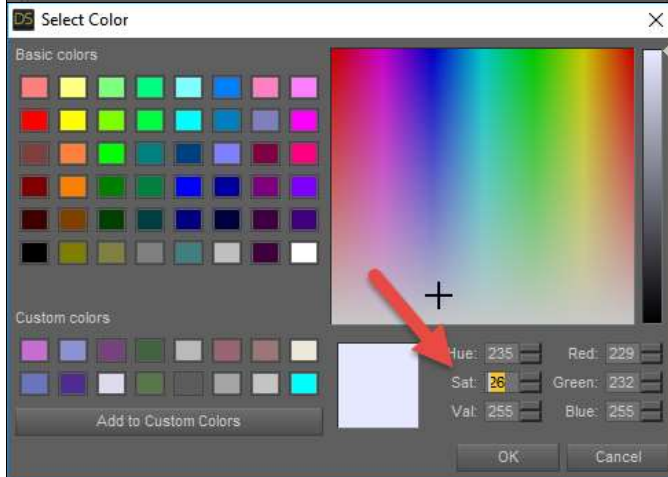Base color is now purple, or whatever you decided!

So the paler belly and chin colors?
That's the 'Lynx Highlights' layer.

Go ahead and click it.

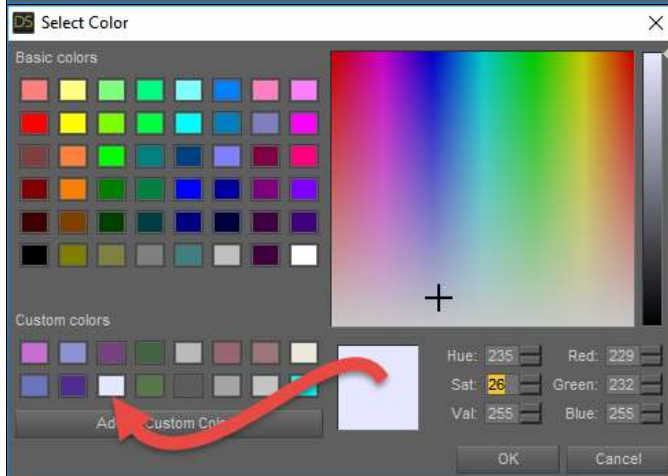|	
▶ ✓ Lynx Spots ▶ ✓ NoseBridge ▶ ✓ Nose Fade ▶ ✓ Nose Base Color ▶ ✓ Mouth Highlight ▶ ✓ Mouth Base Color ▼ ✓ Lynx Highlights 　　✓ Mask ✓ Base Color	You may see 'mask' layers below the main layers. These are the inner workings of this so unless you're comfortable working with alpha channels I'd recommend you leave these alone. If you are comfortable working with alpha channels, then these should be pretty obvious. 😉
Select Color dialog — Hue: 235, Sat: 26, Val: 255, Red: 229, Green: 232, Blue: 255	So, let's do the same for the Highlights and pick a paler color for the belly. Could go with another color entirely but I'm going for a periwinkle purpleish thing, so staying in the same color family… Want a fast way to do this without guessing? Crank the Val (Value) to as 255 (as high as it will go) and then lower the Sat (Saturation) until you like it. It'll keep it the same hue but give you a pale pastel version.
Select Color dialog — Hue: 235, Sat: 26, Val: 255, Red: 229, Green: 232, Blue: 255	REMEMBER to save your swatch before you do OK! Otherwise you're going to be coming back here to find your color again. Save it in a different slot near your first color so you can keep track of it easily.
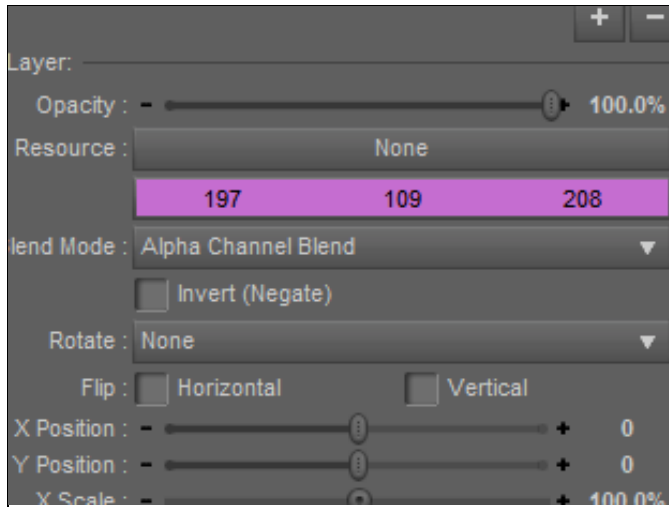
Now if you want to change the color of the mouth and nose you can, I personally think the nose is a little brown for this shade of purple-blue, so I'm going to pink it up…

The base color should be the main color you want, the fade is the color it goes into the closer it gets to the mouth, so a tiny bit darker might be good.

Saving these swatches may be good because you might want to use them for the toe pads later or help with getting the fade to match.
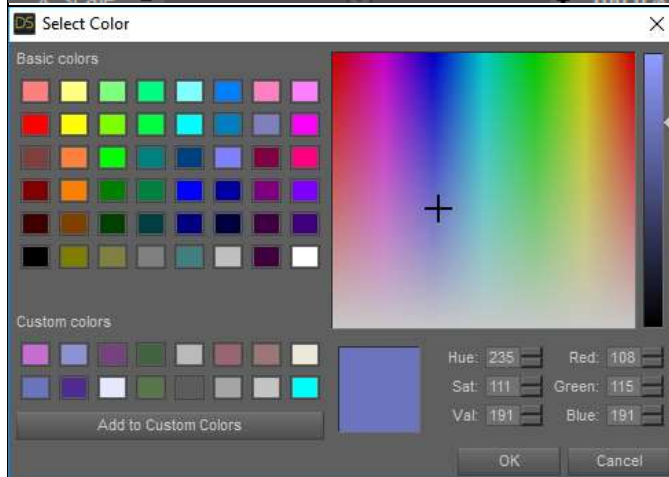
The 'Nose Bridge' is the fuzzy top of the nose along the muzzle that is slightly darker than the rest of the face.

For this I did pretty much the same trick as the pastel, only I went in the other direction.

I dragged the value down to 191 and raised the saturation to around 111.
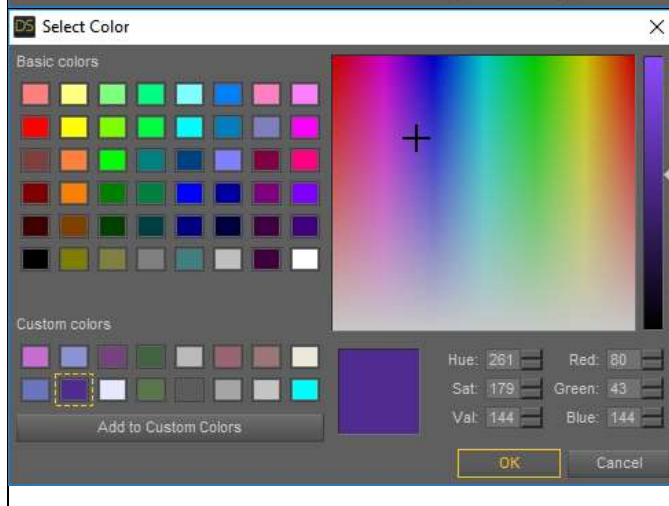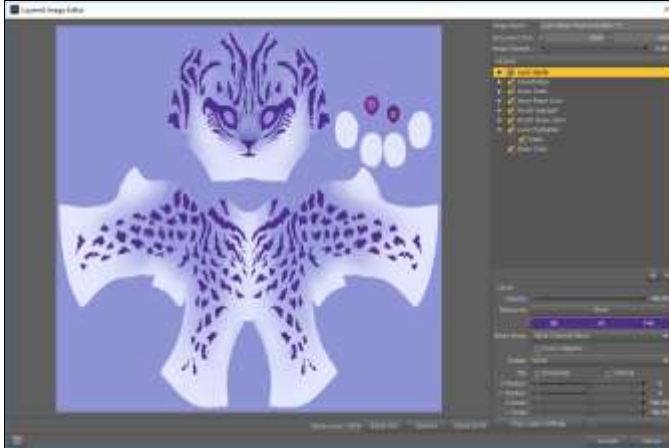

And lastly, Spots!

For this I wanted to go significantly darker and slightly bluer.

So, Crank the Saturation to around 180, and drop the Value to around 144.

From there I played with the hue just a bit.

Now you could do all this from the color picker but it tends to be hit and miss… easier to just dial it once you have a base color. Remember to save your swatch!!!!!

So, like your setup so far?

Remembered to save your swatches?

Well then hit the little accept and watch it work!

Soooooo the head got done but what about the rest of it?

Well that is easy.

Go over to your surfaces tab again.

Click on Skin-Head to select it.
Right Click over Skin-Head to bring up a small menu.
Choose Copy Selected Surfaces.

Now, click on the Skin-Default to select.
Right click over it and 'Paste to selected'.

There we go….

Do the same for the nose and the Mouth and you've got the base covered.

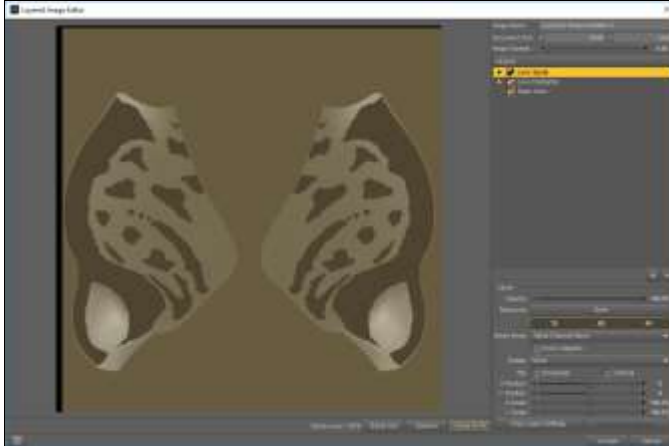Now we need to take care of the other graft parts…. Which is pretty easy,

Go through and anywhere you see Skin-Head, Skin-Default or Skin-Ruff, paste over it.

Don't worry about the lashes, those can stay black.

But this is going to leave the ears, tail and paws that still need fixing.
This is where the swatches come in.

Go to the Ears and look for Skin-LynxEars.

There is a base color under that, just like the body.

Open the layer editor on it.

The layer names should look familiar.

Just select each layer and place the swatch of color on the right layer.

Poof! All fixed

This is why the swatches are VERY important!

If you don't save your swatches, and try to guess to match the seamlines are going to be incredibly obvious and it's going to look weird.

This makes it completely seamless!

Do the same for the tail.

However… the feet are a tiny smidgen different, but because they both use the same UV/Texture Map, they're not that bad.

Select both the front and back feet's Skin-SoftPaws.

Go to their base layer and into the Layered Image Editor.

(Yep, you can edit them both at the same time. You can do that with all the body textures too but didn't want to confuse you.)
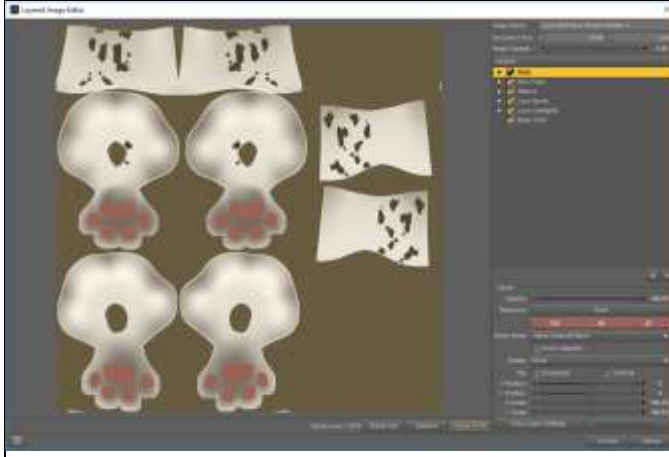
Most of the same texture layers are here, however there are 3 new ones.

Mittens…. Which is the fade into just the feet in case you had a pale blue belly and wanted to fade into white feet, that's what you use.

Paw fade… This is just for the base of the paws themselves. I use them for that hint of discoloring on the paw fur that makes them look like they use their feet.

And Pads, for those itty bitty Toe-beans
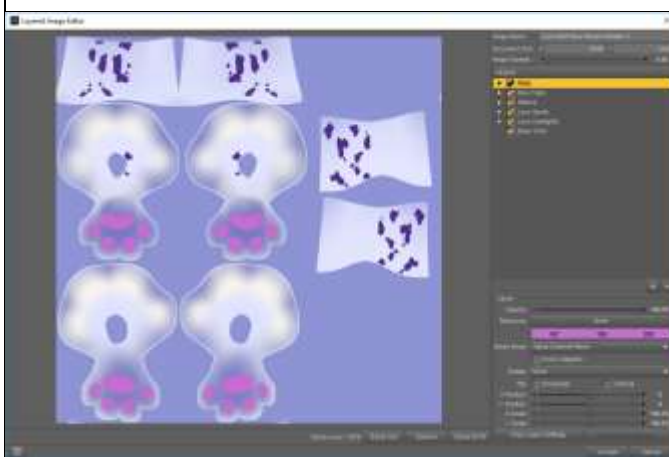
Fill in the colors as you like, accept and….

Purrrrrr-fect!

Though….. those green eyes just clash, need fairy eyes for this lovely….

Let me show you how I accomplished this.

Open the Layer Image Editor on the Eye Base Color. You can do both eyes at the same time or mix and match or paste, totally up to you.
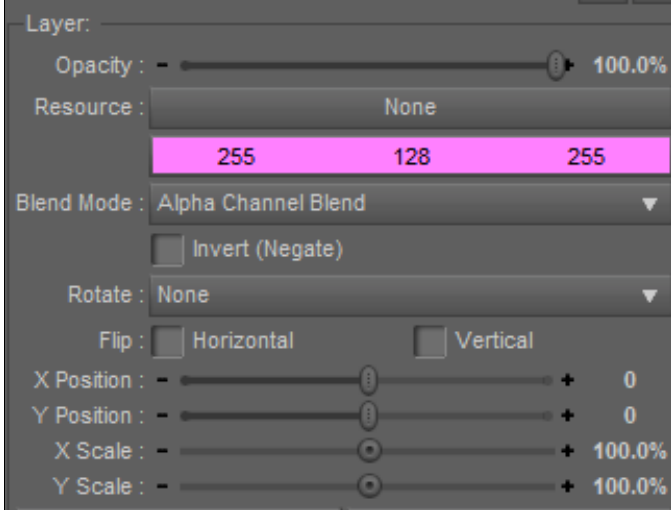
The Background I left alone.

But the 'Color' I changed to a rosy pink.

Layer:

Opacity :	100.0%
Resource :	None

255	128	255

Blend Mode : Alpha Channel Blend

☐ Invert (Negate)

Rotate : None

Flip : ☐ Horizontal   ☐ Vertical

X Position : − ⊕ + 0
Y Position : − ⊕ + 0
X Scale : − ⊙ + 100.0%
Y Scale : − ⊙ + 100.0%
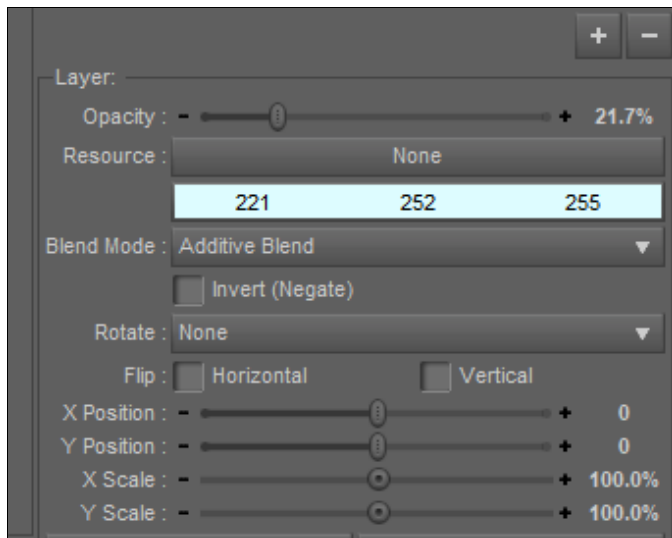
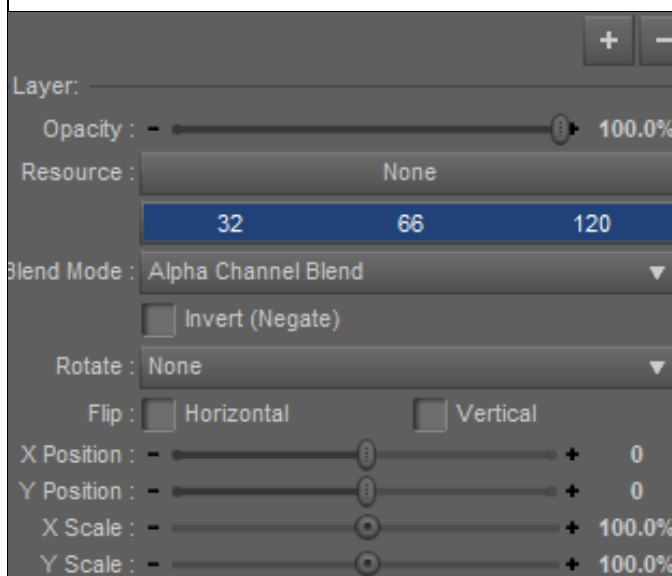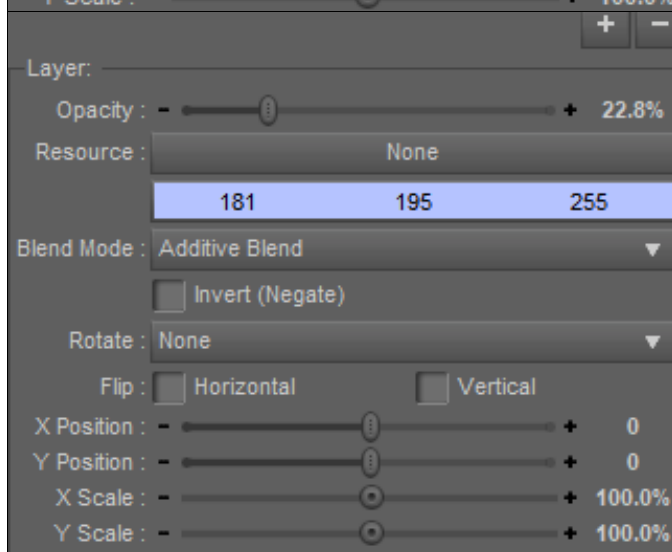|	
Layer: Opacity : 21.7% — Resource : None — 221 252 255 — Blend Mode : Additive Blend — Invert (Negate) — Rotate : None — Flip : Horizontal / Vertical — X Position : 0 — Y Position : 0 — X Scale : 100.0% — Y Scale : 100.0%	For the Iris Halo-Slit (Slit refers to the pupil style), I went with a pale pale blue to highlight the edges of the pupil. I also set the blend style to 'Additive Blend'. The normal style is 'alpha' which is basically paint over. Which sort of works, but it doesn't pick up the colors underneath. Using additive takes up the color underneath and adds the base color to it just a little depending on the opacity slider. Generally this will make colors brighter, but use it with caution as it can really make them extreme fast.
Layer: Opacity : 100.0% — Resource : None — 32 66 120 — Blend Mode : Alpha Channel Blend — Invert (Negate) — Rotate : None — Flip : Horizontal / Vertical — X Position : 0 — Y Position : 0 — X Scale : 100.0% — Y Scale : 100.0%	For the Iris Shading, I went with a medium blue that has some saturation to it to keep it a brighter color. This blends well with the pink to drag the edges and the pupil down while clashing with the base color enough to draw attention to the difference.
Layer: Opacity : 22.8% — Resource : None — 181 195 255 — Blend Mode : Additive Blend — Invert (Negate) — Rotate : None — Flip : Horizontal / Vertical — X Position : 0 — Y Position : 0 — X Scale : 100.0% — Y Scale : 100.0%	Lens Shine, I went with a medium periwinkle… which is kind of a mid way between the pink and purple but pastel but not bright bright. And I set it to additive. This takes the layers beneath it and adds some more white and some more purple to them and makes them look shiny. A little bit does it here remember! The others can stay pretty much where they are unless you want to adjust the iris shine to a more lavender or lighter intensity.

End result… there we go… fairy eye.

 And now we have a lavender Lynx. 😉

So you want to save this so you don't lose it or want to share the settings?

Easy enough.
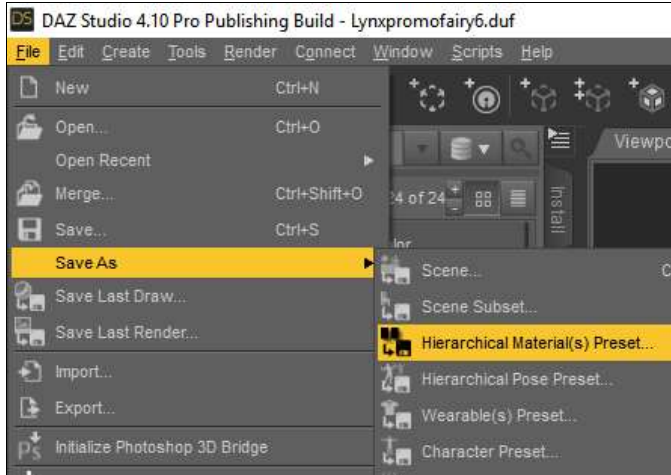
Select the Precious Base.

Go to File> Save As > Hierarchical Material(s) Preset..

Give it a name and a place to save it…
I recommend under Precious' Materials so you don't loose them.

And It should default as trying to save all the mats attached to Precious and all the Grafts attached to her at the time.

You're welcome to sell or distribute the new color mixes you make out of this, but you MAY NOT distribute the alphas themselves, that is to say the pngs in my texture folder.

Beyond this, just have fun and I hope you enjoy making your own Critters!