SF-DESIGN

DIGITAL CREATIONS

EYEBROWS COLLECTION FOR GENESIS 8 MALES

How to change the eyebrows color to any RGB color

You can change the color of the eyebrows to any RGB color, regardless if you use the LIE presets or the Diffuse Overlay presets.

Changing the eyebrows color using Diffuse Overlays:

After you have applied on of the presets you need to open the *SURFACES* pane and select the *FACE* surface of the character you are using.
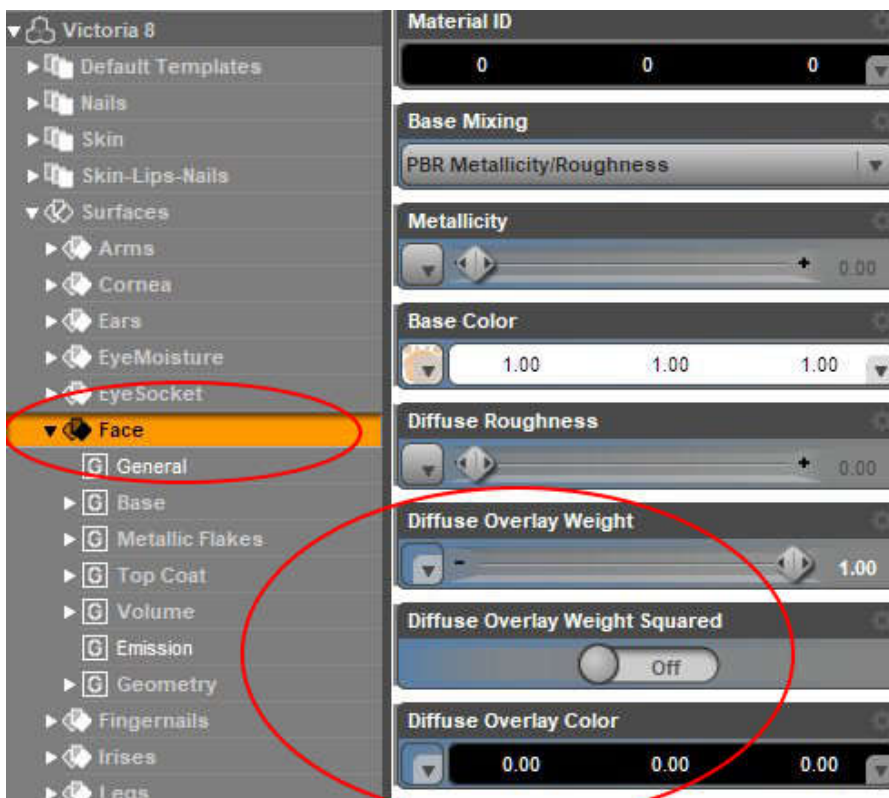
On the right side you see the two important channels for the overlay: DIFFUSE OVERLAY WEIGHT and DIFFUSE OVERLAY COLOR.

The important one now is the DIFFUSE OVERLAY COLOR channel. The color is already set according to the preset you have used.

To change the color of the eyebrows simply click on the color selection box and change the color.

Changing the eyebrows color using LIE:

Changing the color with LIE is a bit more complicated and more steps are required.

After you have applied on of the presets you need to open the *SURFACES* pane and select the *FACE* surface of the character you are using.
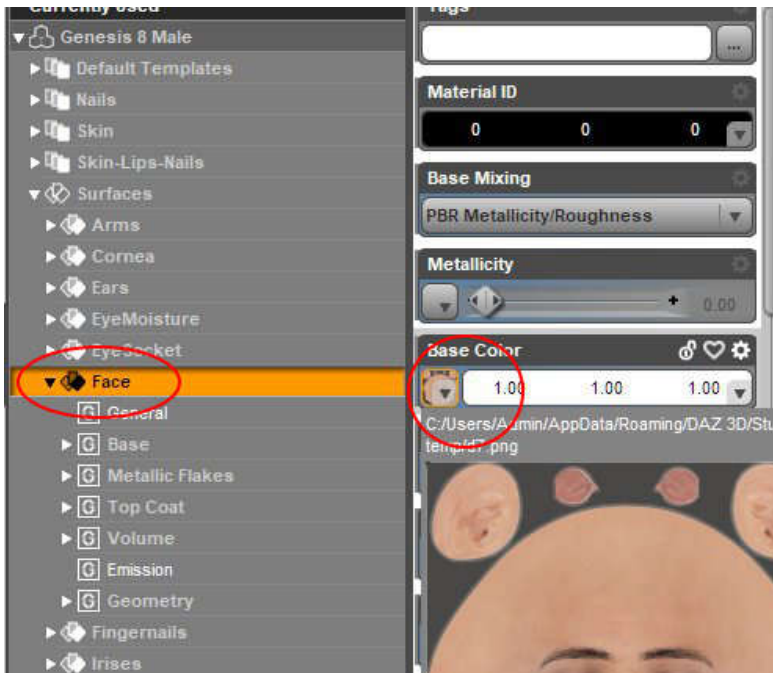
Now click on the small squared icon under the label BASE COLOR. In the popup dialogue click on LAYERED IMAGE EDITOR and the editor pops up.

First click on ZOOM TO FIT to see the whole image map. Highlight the layer labeled EYEBROWS. Make sure you are highlighting the first layer and not the child layer of it. Change the color using the color selector (under resources). As last step click on ACCEPT to apply your changes. The color should have changed now.
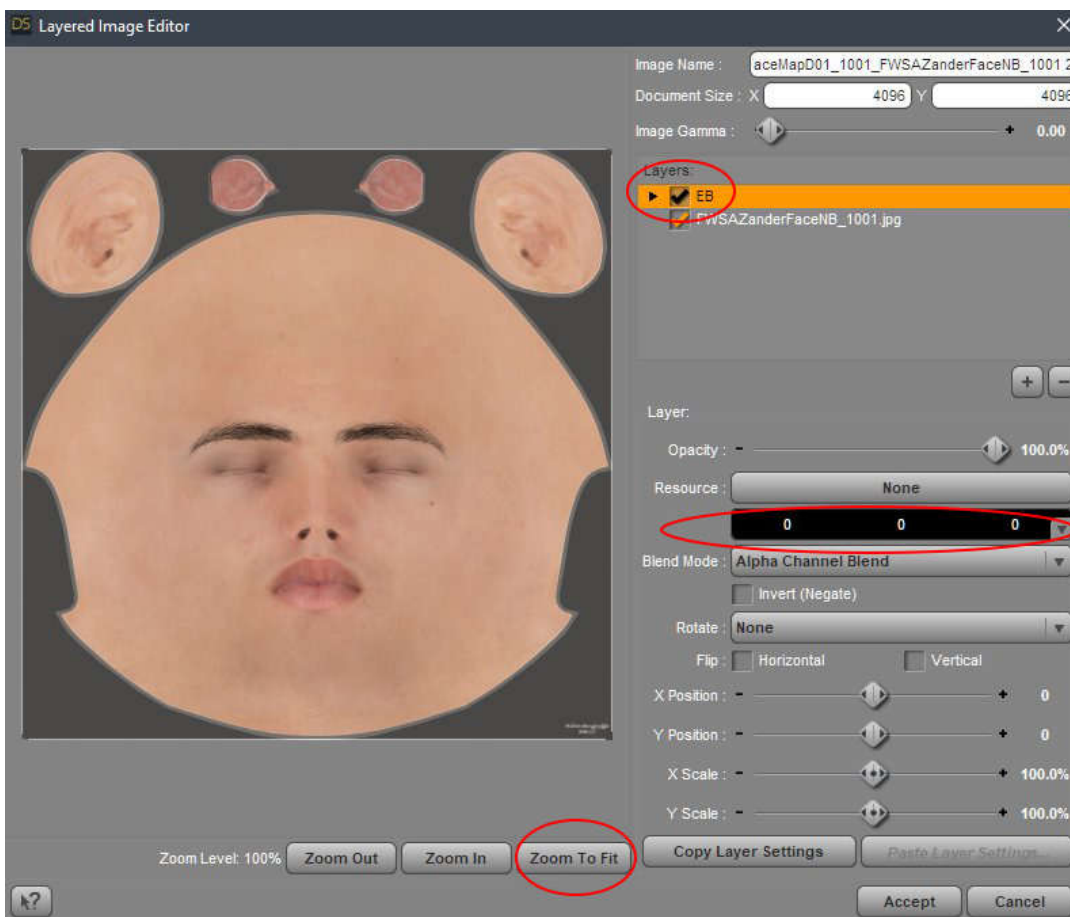
Since we are using also the TRANSLUCENCY COLOR channel it is required that you repeat the above steps for that channel as well.

Please note that the results may vary depending on the color chosen. Too bright colors may look not that good. Used lights and environment also affect the final results.

LIE or Diffuse Overlay?

Both solutions have advantages and disadvantages. Diffuse Overlay are only visible in Iray Mode or the actual render but they load way faster than LIE. The LIE presets have more depth because they also use the bump channel. Color changes are easier and quicker when using the overlays.

When you are already using other Diffuse Overlays like Make-Up, you need to use the LIE presets.

So it is really up to you what you prefer and like better. Just try it out.
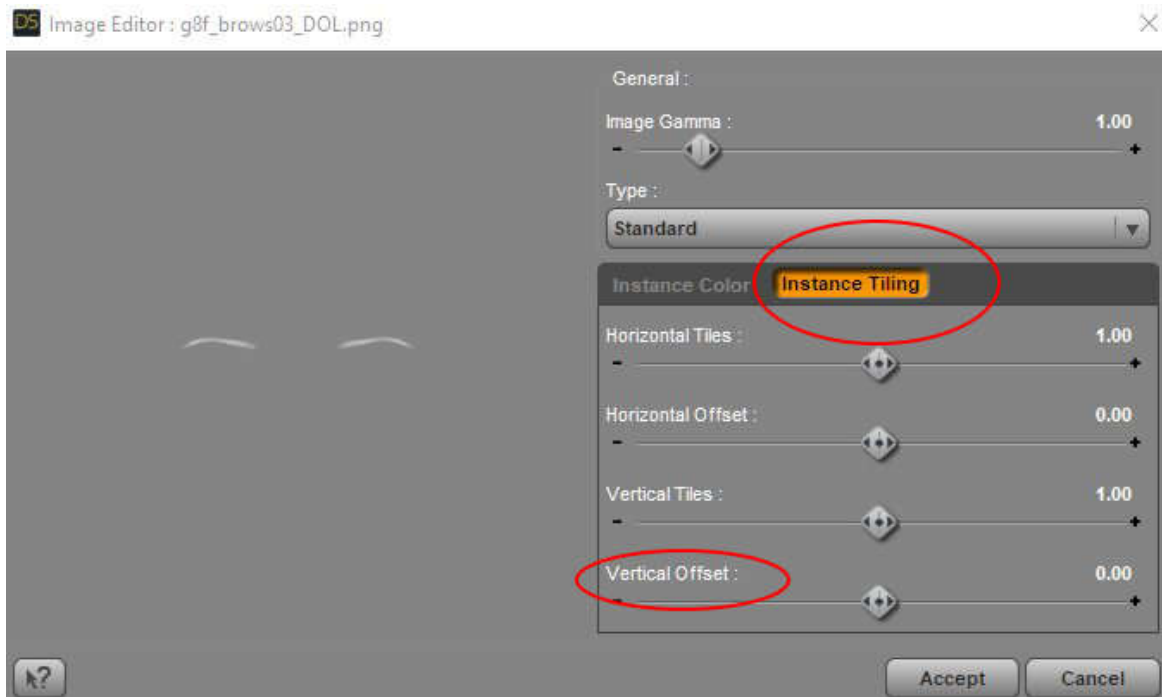
Other Adjustments

The position of the eyebrows can be also adjusted a bit. This is done in the LIE Editor with changing the X and Y position of the layer. Please remember to do the same changes for the TRANSLUCENCY channel.

When you use the Diffuse Overlay the position is adjusted in the IMAGE EDITOR. In the TILING tab you can change the OFFSET to translate the eyebrows.

Please note that you only adjust slightly, even 5 pixels for instance cause a change here.

We placed the eyebrows at the default position of the Genesis 8 Male Base character. Other characters might need some adjustments or you just want to move the eyebrows a bit up or down. Please do not change other parameters in the image editor, in particular not the gray-scale from mode. Regarding the Diffuse Overlays the changes need to be done for the DIFFUSE OVERLAY WEIGHT and DIFFUSE OVERLAY COLOR channel. As to LIE, you need to adjust the layers for the BASE COLOR, TRANSLUCENCY and BUMP channels. In both cases the exact same adjustments need to be made!

DIFFUSE LAYERS Image Editor

LIE Image Editor