



HD FACE WOUNDS 2

FOR GENESIS 3 & 8 MALE(S)

Is a collection of 11 open facial wounds created through the careful combination of HD morphs and LIE material presets for flesh texturing and optional blood layering. In addition, we've included a mirror option for ten wounds, totaling 21 HD Morphs, 42 Wounds LIE Preset and 42 Blood LIE Presets per generation (extra Iray presets have been included for use on dark skin characters)!

These wounds were sculpted taking our *LIE FACE SCARS 2 for Genesis 3 & 8* as reference in order to help with your storytelling. In this way, you can use these wounds to show how your character got the scars that forged him.

Like with our other packs, these can all be combined to help add valuable subtext to your images, allowing you to build characters marked

by hardships and pain. But who, ultimately, must wear the badges life has bestowed upon them; whether they'll wear them with pride, shame or pain is up to you!

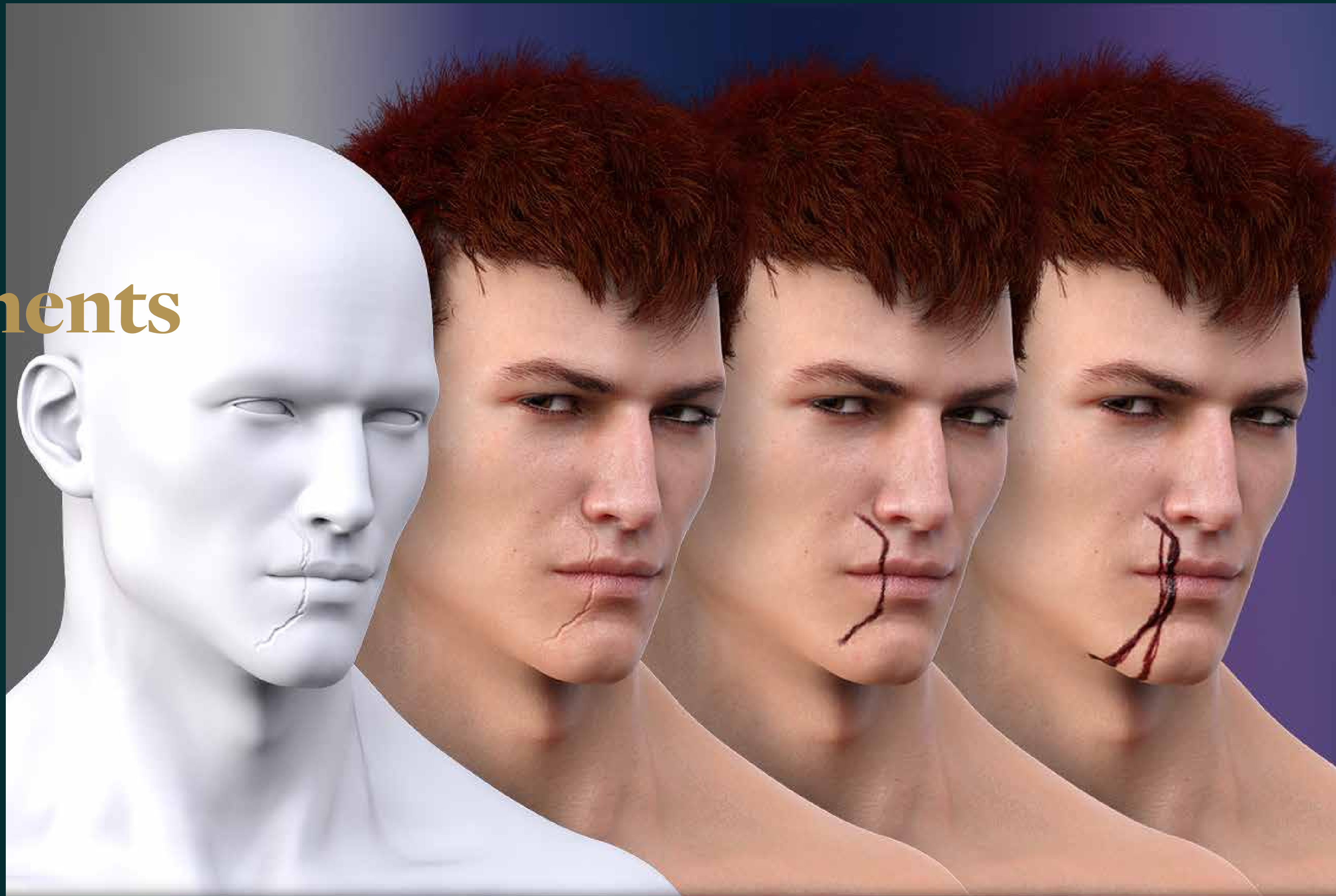
IMPORTANT NOTE:

Because each wound was hand-sculpted, expect **slight variations** between the HD morphs for Generation 3 & 8. It's vital that you apply the correct LIE Preset for the Generation you're using, as they account for the sculpt variations as well.

In addition, as show in one promo, the LIE presets may **not** apply correctly to some core Generation 3 characters since they've been designed to work only with the Base Genesis 3 & Genesis 8 UVs.

In total, you'll get 42 HD morphs, 84 wound LIE Presets and 84 Blood LIE presets!

Components



HD MORPH CLAY + NIX 8 MATERIALS* + LIE WOUND TEXTURE PRESET + LIE BLOOD LAYER PRESET

NIX 8 SKIN MATS* **NOT INCLUDED**

HD FACE WOUNDS 2

INSTALLATION

The following information details the folder structure for HD FACE WOUNDS 2 for Genesis 3 & 8 Male(s) the product:

HD MORPHS:

You'll be able to access and apply the mophs via two methods:

1. Use the shaping presets to apply and remove wounds. These should be located inside your content library:
 - People/Genesis 3 Male/Shapes/FenixPhoenix/Face Wounds 2
 - People/Genesis 8 Male/Shapes/FenixPhoenix/Face Wounds 2
2. You can also dial the HD Wounds in (using the percentages to play with the depth of the wound).
 - You'll find the dials located in the parameters or shaping tab under Actors > Head > Face > Wounds > Pack 2

LIE (Layered Image Editor) MATERIAL PRESETS:

You'll find the LIE Presets folders in your "Content Library" under the following paths:

- People/Genesis 3 Male/Materials/FenixPhoenix/Face Wounds 2
- People/Genesis 8 Male/Materials/FenixPhoenix/Face Wounds 2

LIE MATERIAL PRESETS

FOLDER OVERVIEW:

01 Set Quality | Contains three scripts to set your figure(s) **Render SubDivision Level**. Your SubDivision determines how many polygons your figure has.

- With your character selected, click one of the icons to set the quality of your figure. Keep in mind, the higher the SubD Level, the better the HD Morph will look at the expense of longer render times.

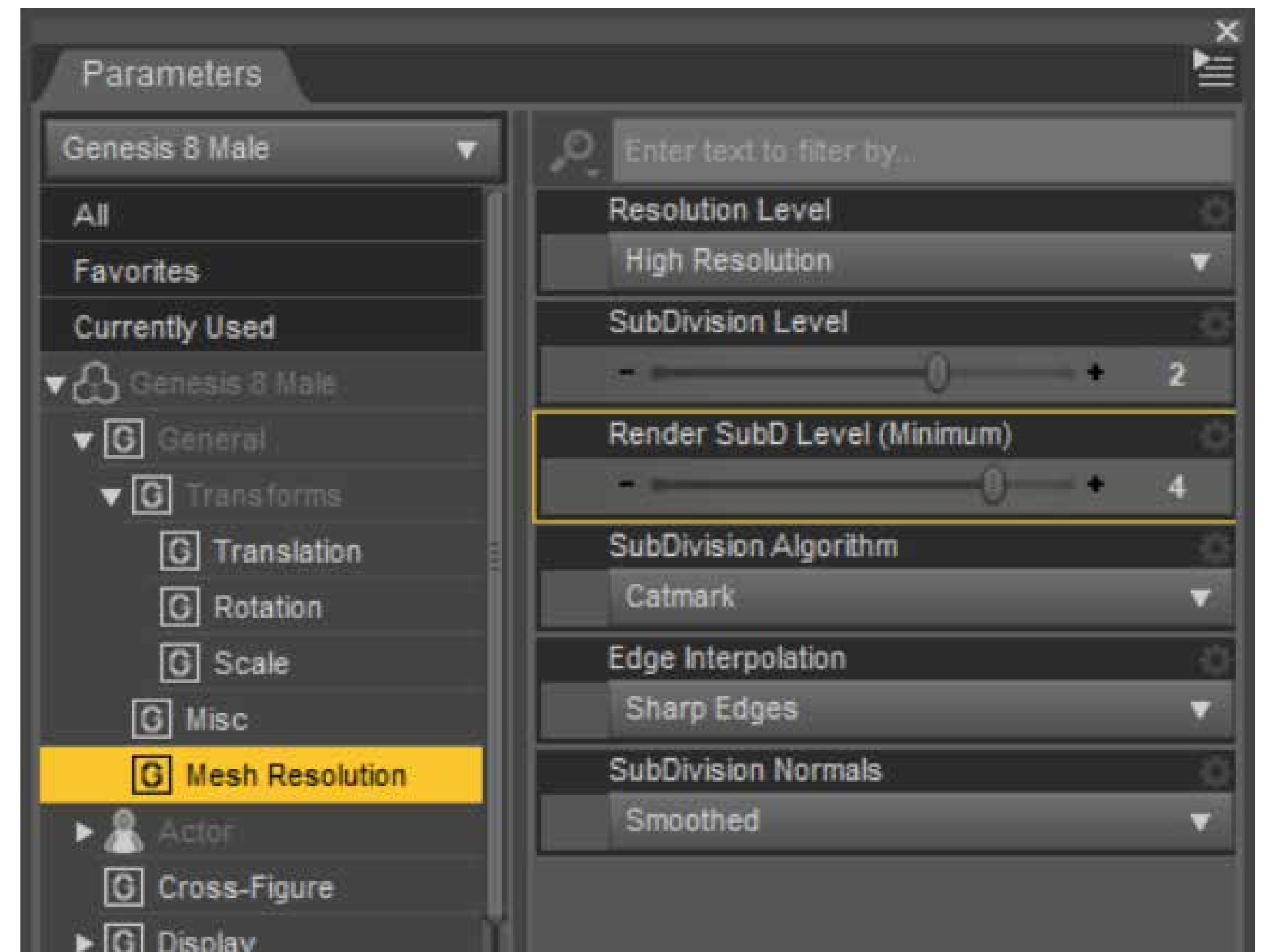


ABOUT SUBD PRESETS

PARAMETER TAB OVERVIEW:

SUB DIVISION LEVELS | To load the parameters tab go to windows -> panes -> parameters. With your character selected, click on mesh resolution to see the dials which refer to SubDivision.

- Most characters load with a SubDivision Level of 1 and a Render SubD Level of 2. Using our scripts will increase that to the correct values.
- However, some HD characters and even core characters (like Darius 8) may load with a higher SubD Level (2). This will cause our scripts to add one more level to accommodate. So using our SubD 2 script will result in getting a Render SubD Level of 3.
- So be sure to check the parameters and manually adjust as necessary. We recommend keeping the **Render SubD Level to 4 max** and perhaps setting the SubDivision Level to 2 in order to see the morph through the viewport.



LIE MATERIAL PRESETS

FOLDER OVERVIEW:

02 Add LIE Wound | These will add texture to the wound.

- Since these will layer textures atop your skin textures, we highly recommend that you save your character's skin first (**File > Save As... > Material Preset**), especially if you've tweaked your skin.
- Once you've done that, you can proceed to add as many LIE presets as you'd like. Keep in mind that the only way to revert back to your skin is to **Edit > Undo** the steps or apply your skin material preset.



LIE MATERIAL PRESETS

FOLDER OVERVIEW:

03 Add LIE Blood | These presets will apply a layer of blood on top of the textured wound.

- You'll also find a folder called **Dark Skins** which contains presets recommended for dark skinned characters. Those will load blood which will blend better with your character's skin.



THE DARK PRESETS WILL SHOW MORE OBVIOUS VARIATIONS WHEN APPLIED TO DARK SKIN CHARACTERS.

CHARACTERS ARE *NOT INCLUDED & SHOWN OUT OF THE BOX UNDER THE SAME LIGHT CONDITIONS.

Comparison



LIGHT PRESETS APPLIED TO DARIUS 7*

SKIN COMPARISONS

DARK PRESETS APPLIED TO DARIUS 7*

UVs OVERVIEW

GENERATION 3 OVERVIEW:

Unlike with Generation 8 Male Characters which share the same UVs, Generation 3 Male Core Characters each were built with their own unique UVs. As a result, LIE presets may **not** apply correctly to UVs which are vastly different to the Generation 3 Base Male UV.

- As the promo on the right shows, LIE presets work on **Darius 7** but not on the highly stylized **Kenji 7**.



IMPORTANT

LICENCE

This is **NOT** a merchant resource or a freebie product.

This product should be used in accordance to DAZ Studio's EULA which you can find here:
<https://www.daz3d.com/eula>.

This means you cannot:

- Resell these textures or distribute them.
- Use the textures on a character you'll give away for free or sell, even baked into the skin.
- Use the textures to create Photoshop, GIMP or any type of scar/wound brush.
- Sell the HD morphs or embed them into a character you'll sell or give away for free.
- Alter the HD morphs in order to sell them as a product or distribute them in any way.

Visit our store:

<https://www.daz3d.com/fenixphoenix>

