

# HD BODY WOUNDS

FOR GENESIS 8 MALE(S)

Is a collection of **25** open body wounds created through the careful combination of HD morphs and LIE material presets for flesh texturing and optional blood layering. In addition, we have included a mirror option for 20 wounds, rounding it up at 45 HD Morphs.

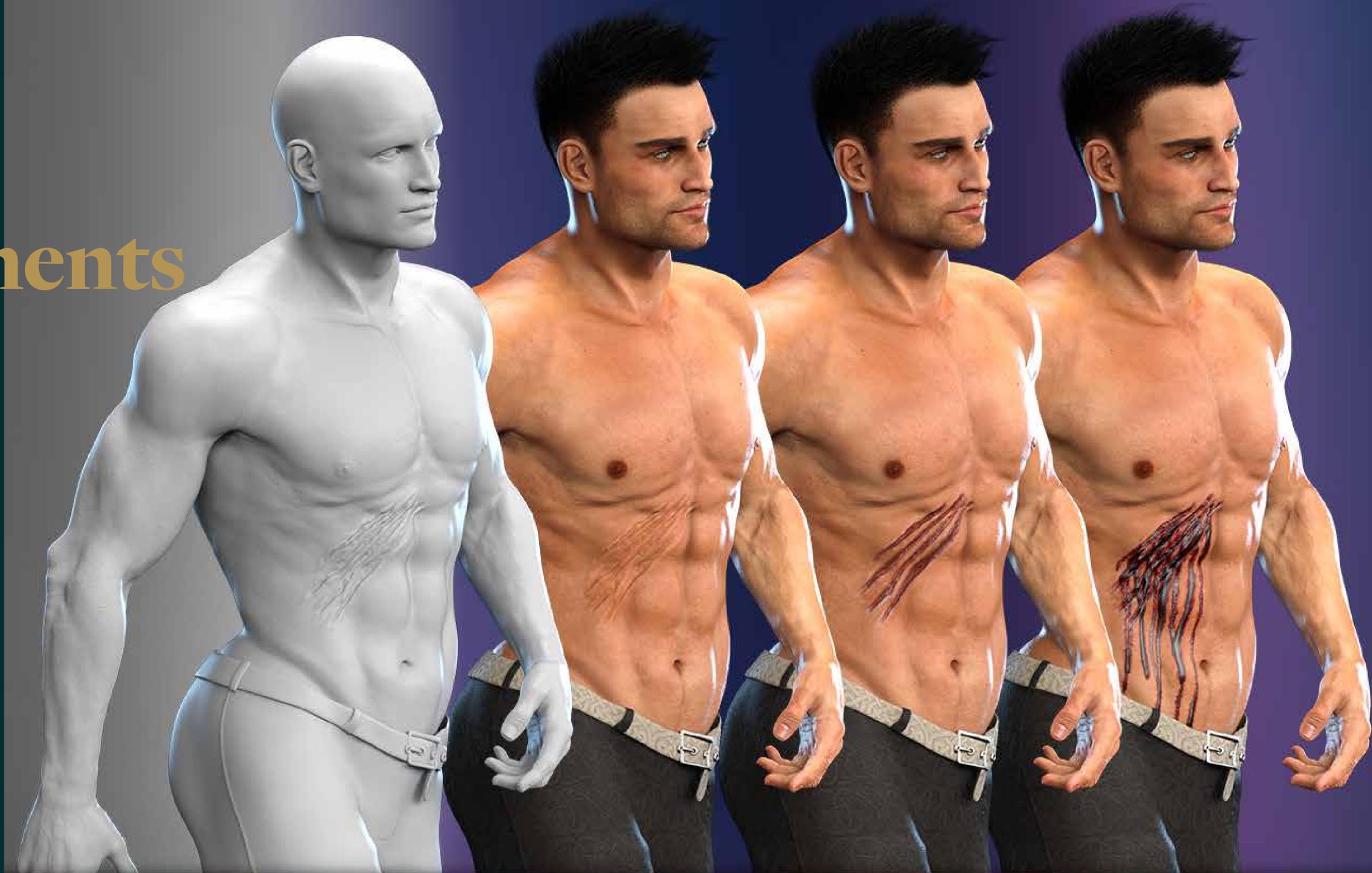
**In total, you get 45 HD morphs, 46 Shaping Presets, 90 wounds LIE Presets, and 90 Blood LIE presets** (since extra LIE presets have been included to use on dark skin characters)!

These wounds were sculpted taking our [LIE BODY SCARS for Genesis 3 & 8 Male\(s\)](#) as a reference to help tie both products in with your storytelling. Now you will be able to show how your character got the scars that forged him.

Like with our other packs, these can 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!

*In total, you'll get 45 HD morphs, 46 Shaping Presets, 90 Blood LIE Presets and 90 Blood LIE presets!*

# Components



HD MORPH CLAY + RAVI HD MATERIALS\* + LIE WOUND TEXTURE PRESET + LIE BLOOD LAYER PRESET

RAVI HD FOR GENESIS 8 MALE \* NOT INCLUDED

## HD BODY WOUNDS

# INSTALLATION

The following information details the folder structure for HD BODY WOUNDS for Genesis 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 8 Male/Shapes/FenixPhoenix/Body Wounds

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 > Body > Back, Chest, Head > Neck, Hip &/or Waist > Wounds
- You can also type "BWM" in the search box within the parameter tab to easily access all the dials at once.

## **LIE (Layered Image Editor) MATERIAL PRESETS:**

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

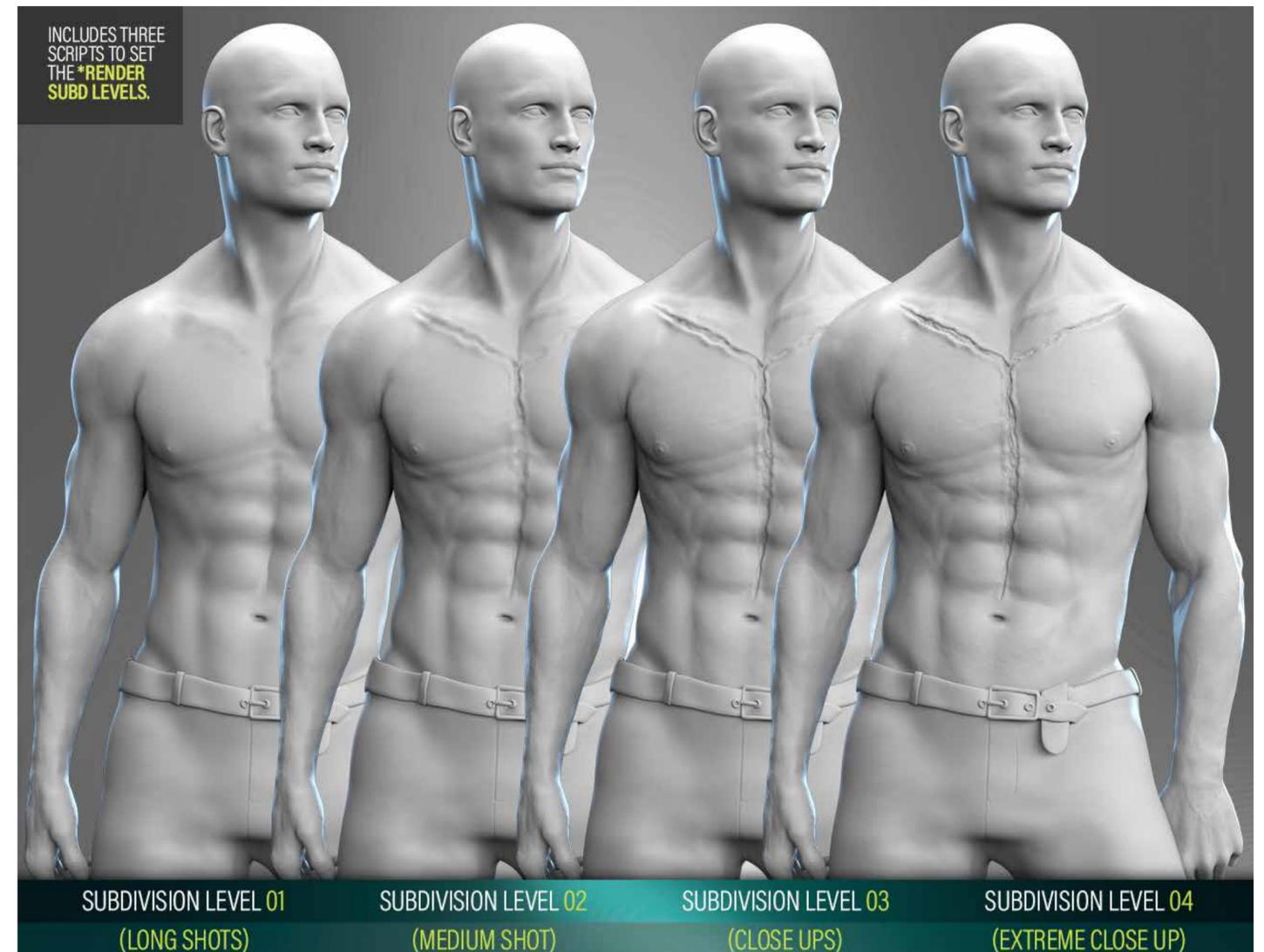
- People/Genesis 8 Male/Materials/FenixPhoenix/Body Wounds

# 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.

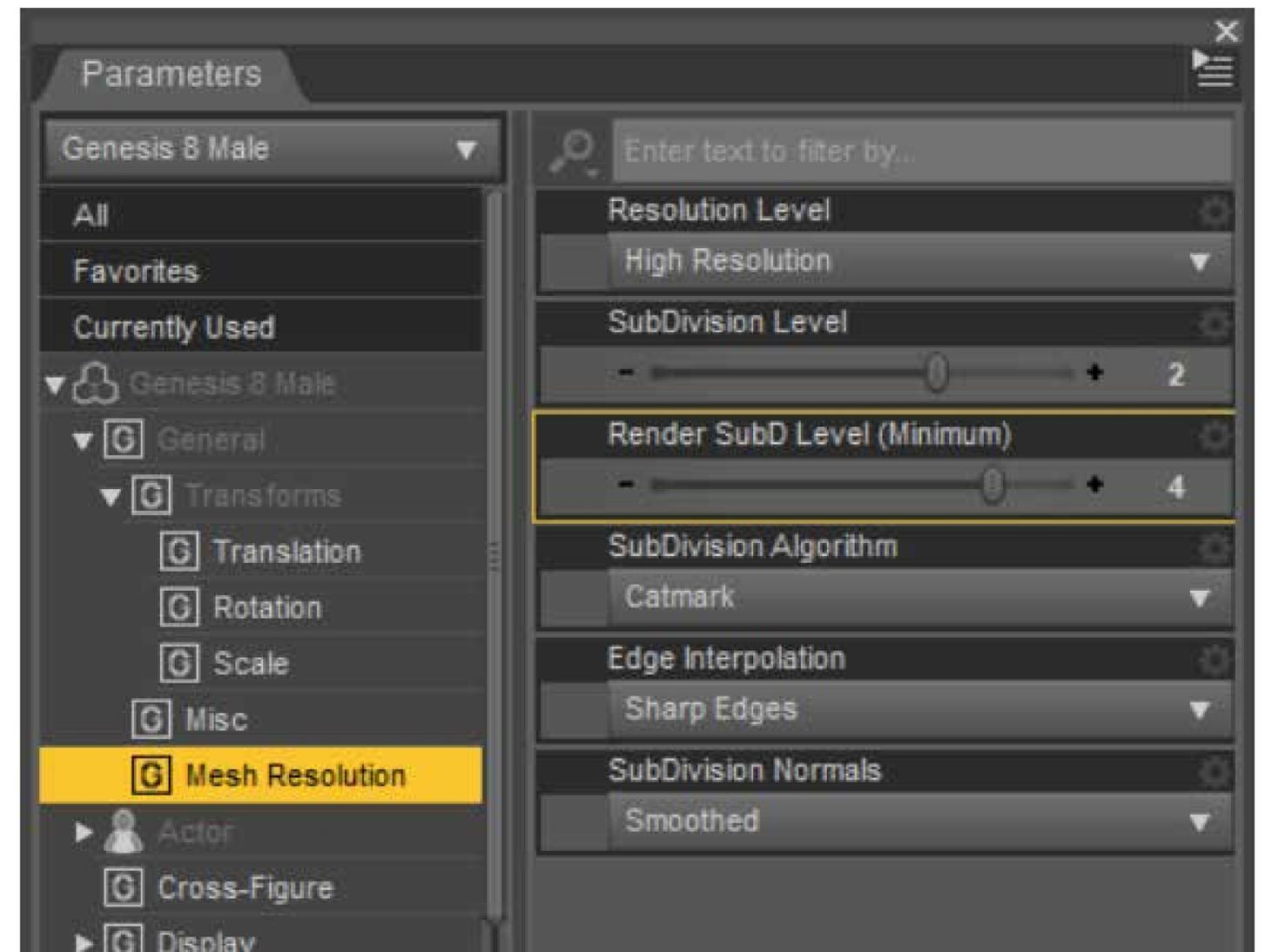


# ABOUT SUBD PRESETS

## 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, any overlay color your character has will affect the final look. This may come into play when using these presets on monster characters.
- You'll also find a folder called **Dark Skins**. These presets are also recommended to use on unconventional skin colors (red, greens, blues, etc.) since they'll blend better with the skin below.
- You can 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, re-apply your skin material preset or use the remove lie script we've included (more on that later on).



# LIE MATERIAL PRESETS

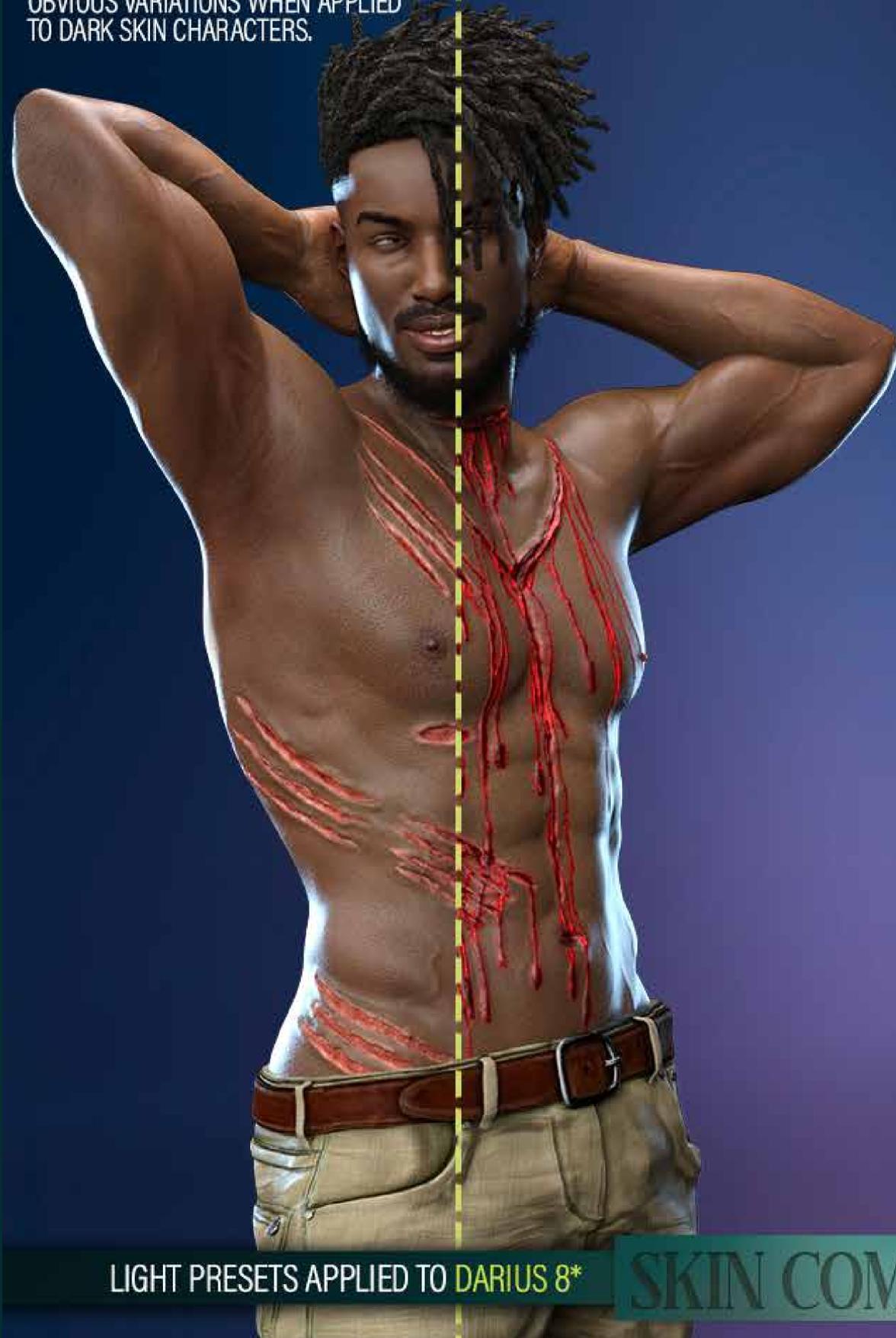
## FOLDER OVERVIEW:

**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.



LIGHT PRESETS APPLIED TO DARIUS 8\*

## SKIN COMPARISONS

DARK PRESETS APPLIED TO DARIUS 8\*

# REMOVE LIE SCRIPT

## FOLDER OVERVIEW:

**04 Remove** | Here you will find a handy script to remove all LIE layers from your characters.

- Just select your character and apply.
- If you only want to remove the LIE scars from the torso, select the torso surface of your character and then use the script.
- Otherwise, the script will strip every LIE layer on your entire character.



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>

