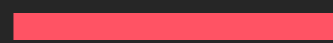


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FENIXPHOENIX | ESID

INDEX



Introduction

To the product



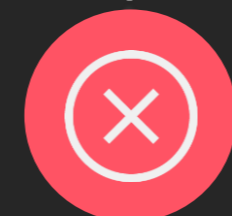
Installation

Where to install and how to find the product.



Product Overview

Folder & Presets Overview, including information on best uses.



Removers

Overview regarding the removers.



License

Information pertaining the allowed usage of the product.

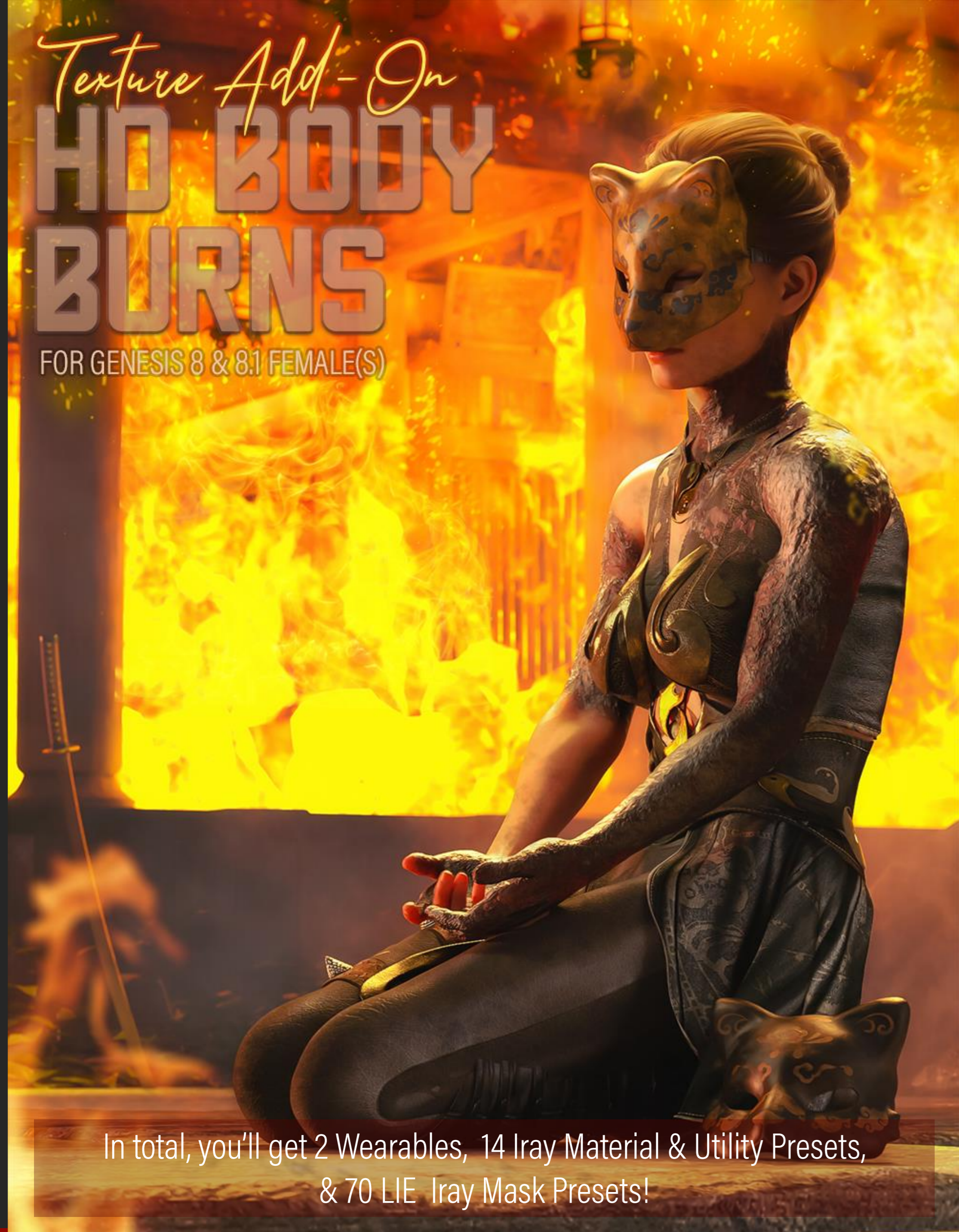


INTRODUCTION

HD BODY BURNS ADD-ON

for Genesis 8 & 8.1 Females

Texture Add-On
HD BODY BURNS
 FOR GENESIS 8 & 8.1 FEMALE(S)



In total, you'll get 2 Wearables, 14 Iray Material & Utility Presets, & 70 LIE Iray Mask Presets!

Texture Add-On
HD BODY BURNS

Is an expansion of textures to make **HD Body Burns for Genesis 8 & 8.1 Females** (base product) appear: Raw, Carbonized and Charred.

And because we know characters come in all colors, we have included material settings to be applied to the Geoshell to ensure the textures will blend with Light, Midtone, and Dark-skinned characters in a non-destructive way. Since the textures are applied to a Geoshell Wearable with even UVs, we have included utility presets to tweak the results in order to achieve your vision.

Note: Since the textures are 8K in resolution, we built the product with the idea of reducing system resources by having a single map per channel containing all the textures and then using LIE to only build the opacity mask (with a mask corresponding to one of the burn morphs). For your convenience, we have also included several pre-made masks so you can quickly apply all the burns or burn the entire arm(s) of your character.

While this product works best as an add-on, it can be used as a standalone pack of textures if you so wish.

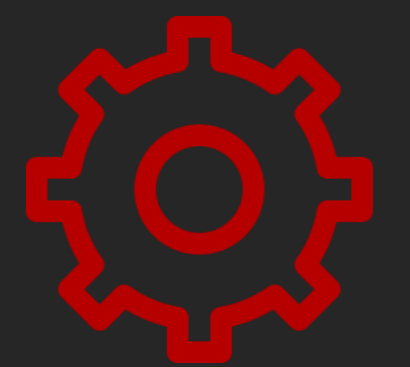
Texture Add-On
HD BODY BURNS
*CHARACTER(S) NOT INCLUDED

LIE PRESETS SHOULD BE
APPLIED TO A GEOSHELL
(FBBA BODY BURNS).



3 DIFFERENT IRAY MATERIALS: CHARRED, CARBONIZED & RAW

FBM MORPHS 100% + FBBA GEOSHELL + APPLY ALL BURNS MASK



Components



INSTALLATION

HD BODY BURNS ADD-ON

for Genesis 8 & 8.1 Female(s)

INSTALLATION

Folder Structure

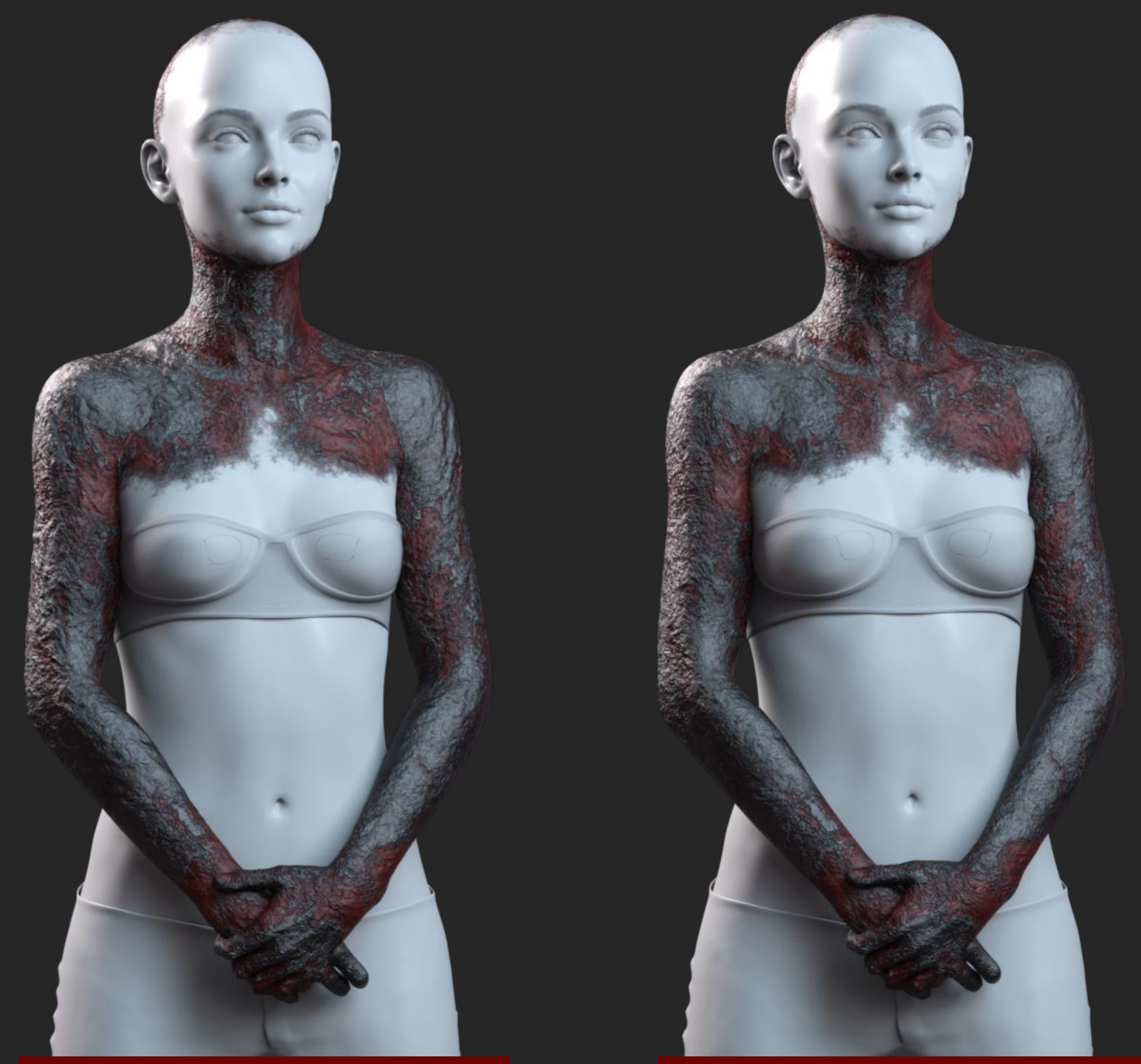
The following information details the folder structure for the HD FACE BURNS for Genesis 8 Male(s) product:

IRAY & LIE (Layered Image Editor) MATERIAL PRESETS:

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

- "People/Genesis 8 Female/Materials/FenixPhoenix/Body Burns Texture AddOn"

While this product is an Add-On designed to complement "HD Body Burns for Genesis 8 & 8.1 Females", the textures contained here can be used as a stand-alone. Meaning, everything will load as expected without the need of using the base product (though the burns will look best in combination with the morphs, especially the raw materials).



With FBB Morphs

Without FBB Morphs

Texture Add-On
HD BODY BURNS
*CHARACTER(S) NOT INCLUDED

*TEXTURE PRESETS IN THIS PACK CAN BE
USED WITHOUT THE MORPHS INCLUDED IN
THE **BASE PRODUCT**.



3 DIFFERENT IRAY MATERIALS: CHARRED, CARBONIZED & RAW

FBB MORPHS 100% (RIGHT) VS NO MORPHS* (LEFT) COMPARISON



IRAY MATERIAL & UTILITY PRESETS

HD BODY BURNS ADD-ON

for Genesis 8 & 8.1 Females

WEARABLES

Iray Material Preset Overview

01 Geoshells

You will find two wearable presets (8 and 8.1) which will apply a Shell around your character.

Every other preset in this pack should be applied to the **FBBA "Body Burns AddOn"** Geoshell from here on out. So, remember to keep the Geoshell **Wearable Selected**.

Some things to consider:

- The Geoshell uses a custom UV set that ensures even density across the maps.
- You will not see anything visible in the viewport, as the Geoshell loads with no Opacity. You will only detect it visually once you apply a mask. More on this later.
- Also, make sure to change the collision setting of your clothing to the Geoshell to minimize pokethrough.



Over Clay



Over Skin Textures

GEOSHELL STYLE

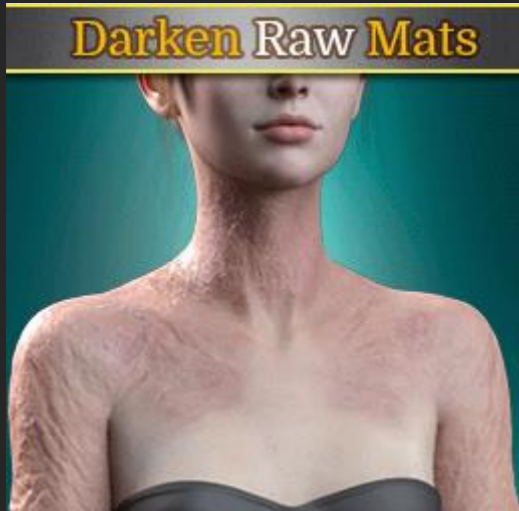
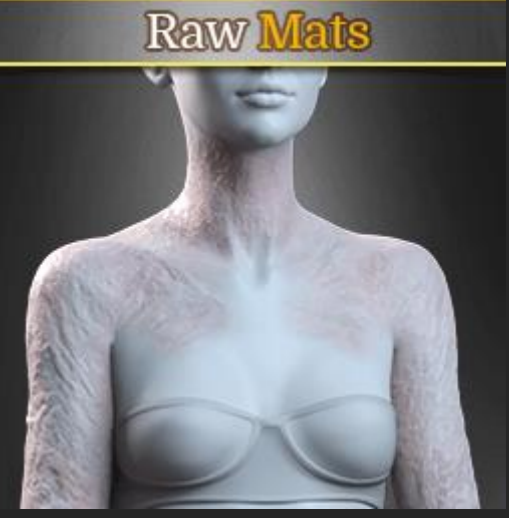
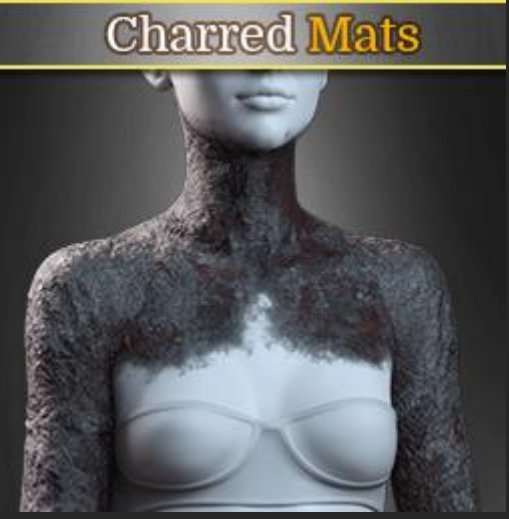
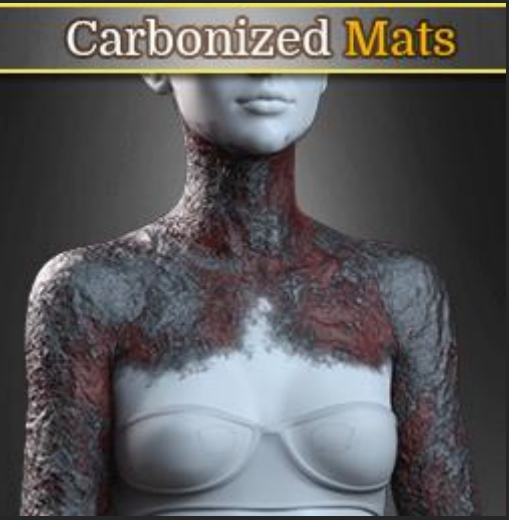
Iray Material Preset Overview

02 Iray Material Presets

These Material Presets should be applied to the Geoshell to set the look of the burn. You have three options to choose from: Charred, Carbonized and Raw.

We included additional presets to tweak the Raw Materials. One is "Darken Raw" ensure a better blend with darker skin (avoiding a jarring change of tone).

The "Apply More Gloss" preset will give the burn a more glossy look.



RAW
SOFT MASK



RAW + DARKEN
SOFT MASKS



Texture Add-On
HD BODY BURNS
ALAWA 8 NOT INCLUDED

Darken Raw Mats



RAW
SOFT MASK

Texture Add-On HD BODY BURNS

JADA 8.1 NOT INCLUDED

RAW + DARKEN
SOFT MASKS

Darken Raw Mats



RAW + DARKEN
SOFT MASK X2

Texture Add-On HD BODY BURNS

JADA 8.1 NOT INCLUDED

RAW + DARKEN + EXTRA GLOSS
SOFT MASKS X2



Gloss

YOU CAN APPLY EXTRA GLOSS TO THE
RAW MATERIALS VIA A PARTIAL
MATERIAL PRESET.



LIE MATERIAL MASKS PRESETS

HD BODY BURNS ADD-ON

for Genesis 8 & 8.1 Females

LIE BURN MASKS PRESETS

Folder Overview

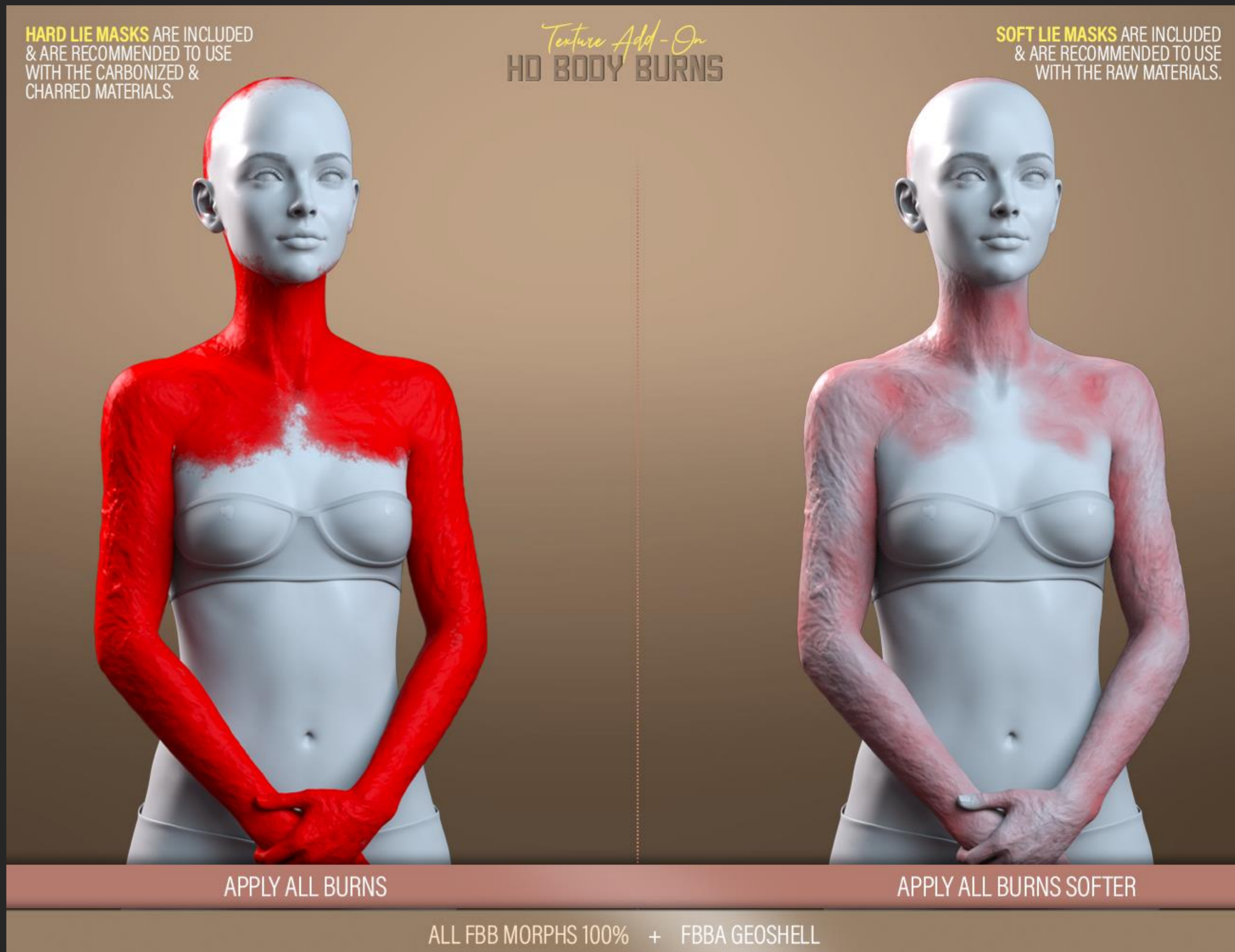
03 ADD OPACITY MASKS

As we established earlier, to keep system resources low when using this pack, we created the product it in such a way that the only thing being built within DAZ LIE Editor are the Opacity Mask (aside from the burn intensifier, that is). This will make applying them faster as well.

So the following two folders contain the LIE Presets to build your Opacity Masks. We recommend using the **Softer Masks Option with the Raw Material Presets**.

Things to consider:

- It is important that you select the FBBA "Body Burns AddOn" Geoshell before applying these, or strange things will happen!



LIE BURN MASKS PRESETS

Masks Overview

03 TYPE OF MASKS

You will find two folders next:

03 LIE Hard Masks

These masks are recommended to be used with the Charred & Carbonized material, as they have a harder and more defined edge to them.

03.2 LIE Soft Masks

These masks are recommended to use in combination with the Raw Materials. While the soft masks are subtle, unlike the hard Masks, they can be applied several times (stacked) to increase their intensity.



Hard Mask



Softer Mask

Texture Add-On
HD BODY BURNS

***SOFT LIE MASKS** ARE INCLUDED
& ARE RECOMMENDED TO USE
WITH THE RAW MATERIALS.



Texture Add-On
HD BODY BURNS

***SOFT LIE MASKS** ARE INCLUDED
& ARE RECOMMENDED TO USE
WITH THE RAW MATERIALS.

APPLY ALL BURNS

APPLY ALL BURNS SOFTER

APPLY ALL BURNS

APPLY ALL BURNS SOFTER*

ALL FBB MORPHS 100% + FBBA GEOSHELL + APPLY ALL BURNS LIE MASK + **CARBONIZED MATERIALS**

ALL FBB MORPHS 100% + FBBA GEOSHELL + APPLY ALL BURNS LIE MASK + **CHARRED MATERIALS**

Texture Add-On
HD BODY BURNS

***SOFT LIE MASKS** ARE INCLUDED
& ARE RECOMMENDED TO USE
WITH THE RAW MATERIALS.



APPLY ALL BURNS



APPLY ALL BURNS SOFTER



APPLY ALL BURNS



APPLY ALL BURNS SOFTER

Texture Add-On
HD BODY BURNS

***THE DARKEN RAW MATERIAL PRESET**
WILL ALLOW THE RAW MATERIALS TO BLEND
BETTER WITH DARK SKIN CHARACTERS.

ALL FBB MORPHS 100% + FBBA GEOSHELL + APPLY ALL BURNS LIE MASK + **RAW MATERIALS**

ALL FBB MORPHS 100% + FBBA GEOSHELL + APPLY ALL BURNS LIE MASK + RAW MATERIALS + **APPLY DARKEN RAW***





HEAD BACK

(FBBA) HD BODY BURNS *Texture Add-On*



NECK FRONT

(FBBA) HD BODY BURNS *Texture Add-On*

NECK BACK

SHOULDER BACK

(FBBA) HD BODY BURNS *Texture Add-On*

SHOULDER FRONT



ARM INNER

(FBBA) HD BODY BURNS *Texture Add-On*

ARM OUTER



BICEP

(FBBA) HD BODY BURNS *Texture Add-On*

TRICEP





FOREARM OUTER

(FBBA) HD BODY BURNS *Texture Add-On*

FOREARM INNER

HAND

(FBBA) HD BODY BURNS *Texture Add-On*

HAND PALM

CHARRED
HARD MASK



Texture Add-On
HD BODY BURNS
ALAWA 8 NOT INCLUDED

CARBONIZED
HARD MASKS

CHARRED
HARD MASK



Texture Add-On
HD BODY BURNS
JADA 8.1 NOT INCLUDED

CARBONIZED
HARD MASKS



CHARRED
HARD MASK

Texture Add-On
HD BODY BURNS
XELORIA HD FOR ZELARA 8 *NOT INCLUDED*

CARBONIZED
HARD MASKS



LIE BURN MASKS PRESETS

Folder Overview

03.2 SOFTER MASKS

The Softer Masks are best used with the RAW materials, but –ultimately—you can use them however you want. It is worth noting that these masks can be stacked to accentuate the effect. However, the hard masks are not worth stacking since they are solid already.

Note that you can apply as many masks as you want to your Geoshell and then go back to the 02 Apply Material Folder to better view and refine the burn textures.

You can non-destructively switch to different burn materials without the presets affecting the applied opacity mask.



RAW
SOFT MASK
RIGHT SIDE
MORPHS APPLIED



Texture Add-On
HD BODY BURNS
CHARACTER NOT INCLUDED

RAW
SOFT MASKS X2
LEFT SIDE
MORPHS APPLIED



RAW + DARKEN
SOFT MASK
LEFT SIDE
MORPHS APPLIED



Texture Add-On
HD BODY BURNS
CHARACTER NOT INCLUDED

RAW + DARKEN
SOFT MASKS X2
RIGHT SIDE
MORPHS APPLIED



Stack
YOU CAN APPLY THE **SOFT MASKS** MORE THAN
ONCE TO STACK THEM & INCREASE THEIR
INTENSITY.

THIS PACK CAN BE USED WITH OR WITHOUT
THE BASE MORPHS INCLUDED IN
HD BODY BURNS FOR GENESIS 8 & 8.1 FEMALES

Stack
YOU CAN APPLY THE **SOFT MASKS** MORE THAN
ONCE TO STACK THEM & INCREASE THEIR
INTENSITY.

THIS PACK CAN BE USED WITH OR WITHOUT
THE BASE MORPHS INCLUDED IN
HD BODY BURNS FOR GENESIS 8 & 8.1 FEMALES

RAW
SOFT MASK



Texture Add-On
HD BODY BURNS
ALAWA 8 NOT INCLUDED



RAW + DARKEN
SOFT MASKS



RAW
SOFT MASK



Texture Add-On
HD BODY BURNS
JADA 8.1 NOT INCLUDED



RAW + DARKEN
SOFT MASKS



RAW
SOFT MASK X2



Texture Add-On
HD BODY BURNS
ALAWA 8 NOT INCLUDED



Stack
YOU CAN APPLY THE **SOFT MASKS** MORE THAN
ONCE TO STACK THEM & INCREASE THEIR
INTENSITY.

RAW + DARKEN
SOFT MASKS X2



RAW
SOFT MASK X2



Texture Add-On
HD BODY BURNS
JADA 8.1 NOT INCLUDED



Stack
YOU CAN APPLY THE **SOFT MASKS** MORE THAN
ONCE TO STACK THEM & INCREASE THEIR
INTENSITY.

RAW + DARKEN
SOFT MASKS X2



RAW
SOFT MASK

Texture Add-On
HD BODY BURNS
XELORIA HD FOR ZELARA 8 *NOT INCLUDED*



RAW + DARKEN
SOFT MASKS

RAW + DARKEN + GLOSS
SOFT MASK

Texture Add-On
HD BODY BURNS
XELORIA HD FOR ZELARA 8 *NOT INCLUDED*

RAW + DARKEN + GLOSS
SOFT MASKS X2

Stack



LIE BURN MASKS PRESETS

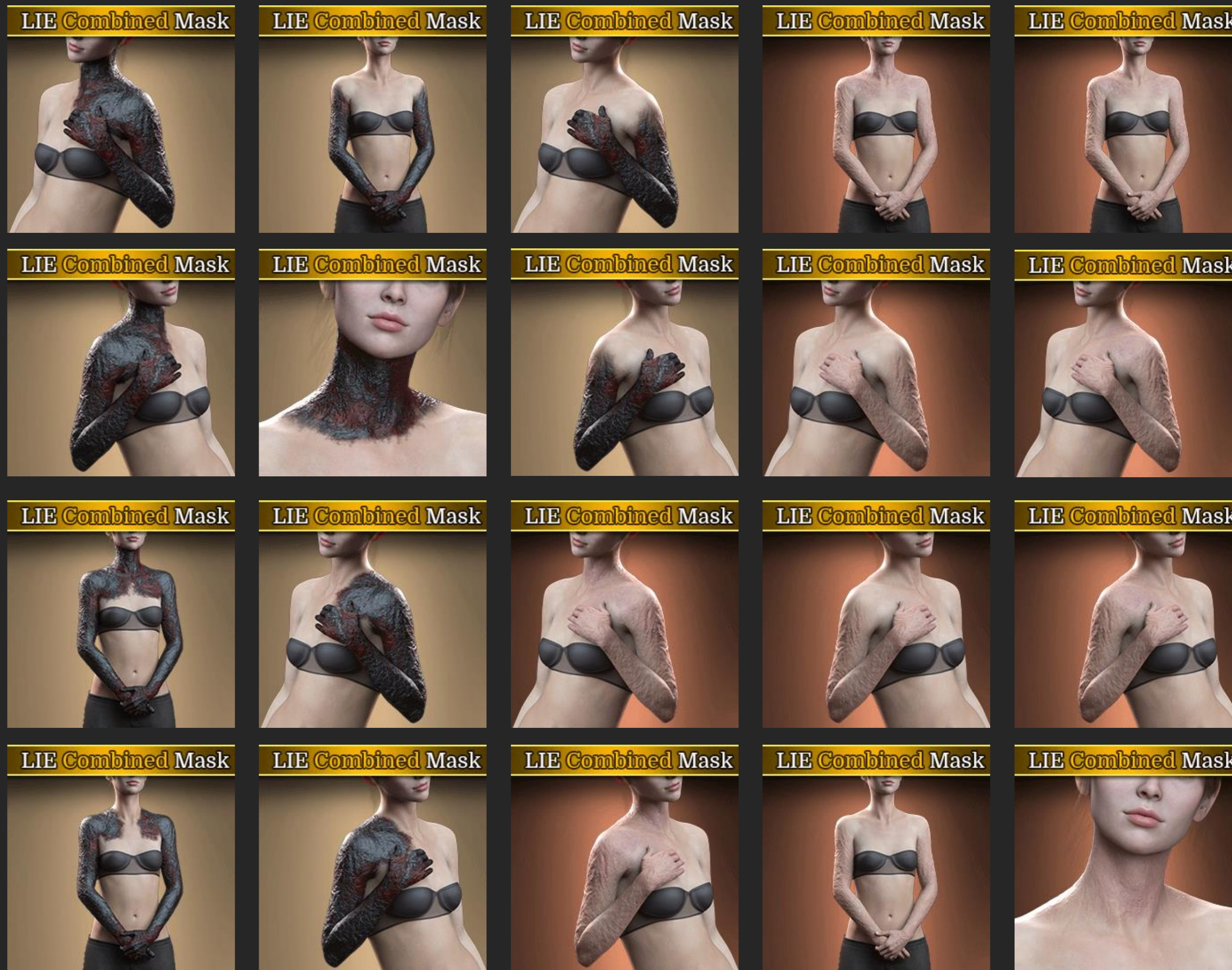
Folder Overview

03-03.1 COMBINED MASKS

We also included some pre-made masks for your convenience which will keep you from having to apply a lot of LIE Presets.

These masks are also different from applying the individual Masks, as they ensure a better transition between the individual masks.

We have included these combined preset masks in both the hard and the soft opacity versions.





REMOVERS MATERIAL PRESETS

HD BODY BURNS ADD-ON

for Genesis 8 & 8.1 Females

REMOVERS

OVERVIEW

04-04.2 REMOVERS

Here you will find a Iray Material Preset **that will wipe away all the Opacity Masks** from your FBBA “Body Burn AddOn” Geoshell:

- Just **select your Geoshell** and apply.

(04.1) Next, you will find some handy **opacity effects** to refine the effect of the FBBA Body Burns Geoshell on your character and help to blend the burn textures with your underlying character’s skin.

(04.2) These next presets will **turn off the displacement maps** of the Geoshell. These can help with render times if you are not doing close-ups.



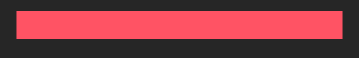
Carbonized + Morphs



Displacement OFF

REMOVERS

OVERVIEW



Carbonized + Morphs

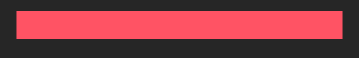
Displacement OFF

Carbonized + No Morphs

Displacement OFF

REMOVERS

OPACITY



Charred + Morphs



High Opacity



Medium Opacity



Low Opacity





LICENSE

HD BODY BURNS **ADD-ON**
for Genesis 8 & 8.1 Females

LICENSE

Important!

VISIT OUR STORE

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.
- Sell or Give away the UV set.
- Etc.





Get in touch

We have a [support thread](#) over at the
DAZ 3D forum

