





Lie **GEOMETRIC**
SCARIFICATION
Body Tattoos

READ ME

FENIXPHOENIX | ESID



INDEX

		Introduction To the product
Installation Where to install and how to find the product.		
		Iray Material Presets Folder Overview, including how to use the Sub-Division Scripts and tweak the parameter manually.
Removers & Extra Info An overview of how to remove LIE & Extra Information that may be relevant to the product.		
		License Information pertaining the allowed usage of the product.



INTRODUCTION

LIE GEO SCARIFICATION BODY TATTOOS

for Genesis 8 Males

Lie **GEOMETRIC** SCARIFICATION *Body Tattoos*

A set of LIE presets that will help you customize your Genesis 8 Male Characters. These Body Tattoos were designed using a triangle as a starting point and are meant to follow a similar style; perfect for when you want to group people into a clan, society, religion or even a gang.

The pack consists of 43 different designs, 32 Mirrors and 5 pre-made Combinations for a total of 80 design presets. But since each tattoo can be applied in four different ways (Ink, Old Ink, Emission and Scarification), the pack contains 320 LIE Presets. We also included 22 Utility (partial material) presets to further refine your results. This pack should give you enough presets to combine and build an infinite number of variations!

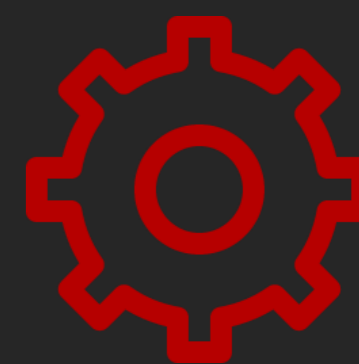
Note: While the presets were built on Genesis 8 Male, the presets should also work with Genesis 3 Male Characters (so long as they use the Base Genesis 3 UVs). The tattoos that do not cross seams can also be applied to Core Generation 3 Characters (such as Kenji 7, Michael 7, etc.) but positioning may vary.

In total, you get 320 LIE Presets & 22 Utility Presets!

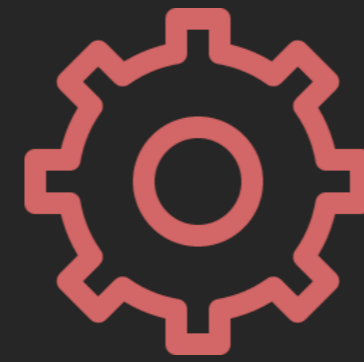




EACH TATTOO CAN BE APPLIED FOUR DIFFERENT WAYS: EMISSION | OLD INK | INK | SCARIFICATION



Components



INSTALLATION

LIE GEO SCARIFICATION BODY TATTOOS

for Genesis 8 Males

INSTALLATION

Folder Structure

The following information details the folder structure for the LIE Geo Scarification Body Tattoos for Genesis 8 Males product:



IRAY MATERIALS & LIE (*Layered Image Editor*) PRESETS:

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

- *"People/Genesis 8 Male/Materials/FenixPhoenix/LIE Geo Scarification Tattoos/Body"*

You can also locate the presets by typing into the search bar: **"LGSTM"**.

TEXTURES (*pngs*):

You'll find the texture folders under the following paths:

- *"Runtime/Textures/FenixPhoenix/LIE Geo Scarification Tattoos Males"*



IRAY LIE MATERIAL & UTILITY PRESETS

LIE GEO SCARIFICATION BODY TATTOOS

for Genesis 8 Males

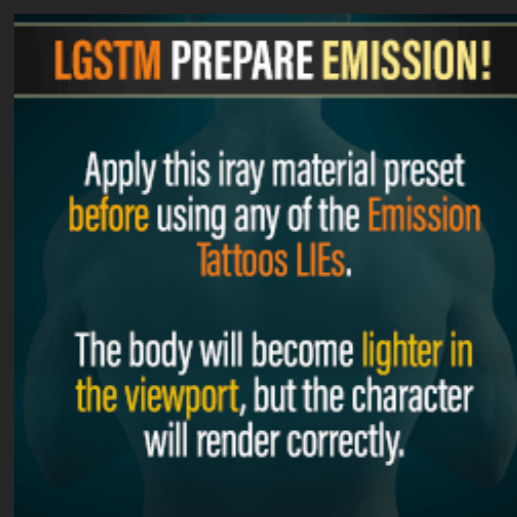
IRAY MATERIAL PRESETS

Emission Overview

EMISSION | STEP 01

The Emission Folder has steps that must be followed for the presets to work:

- It's important that you first apply the "LGSTM Emission Tattoo 00 Prepare Body Emission" to your character.



- This preset will set the emission values and add an **empty texture map** that's needed to build the **emission mask via the LIE Presets**.
- If you do not apply this preset, you will get seams and things won't work as expected.



IRAY LIE MATERIAL PRESETS

Emission Overview

EMISSION | STEP 02

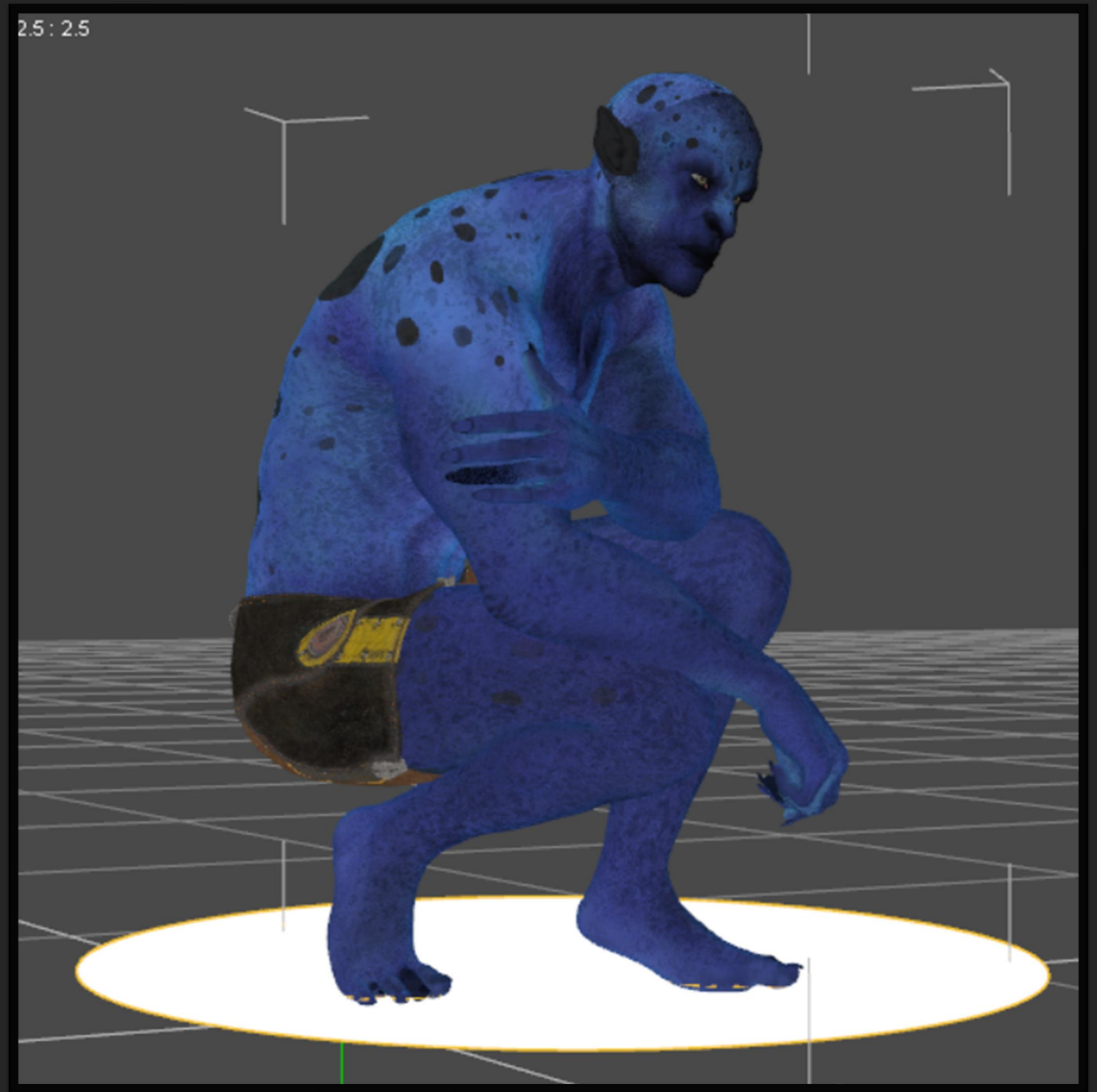
In viewport, you'll notice that your character's body skin is lit up like the graphic on the right.

Don't worry, this just means that emission has been turn on. Regardless of the viewport weirdness, the skin will render correctly.

Now that you have set up emission, you can start applying the LIE Presets.

Some things to consider:

- The Emissive Tattoos will **not be visible in viewport**. To see the presets, you will need to either render or use Iray Preview.



IRAY MATERIAL PRESETS

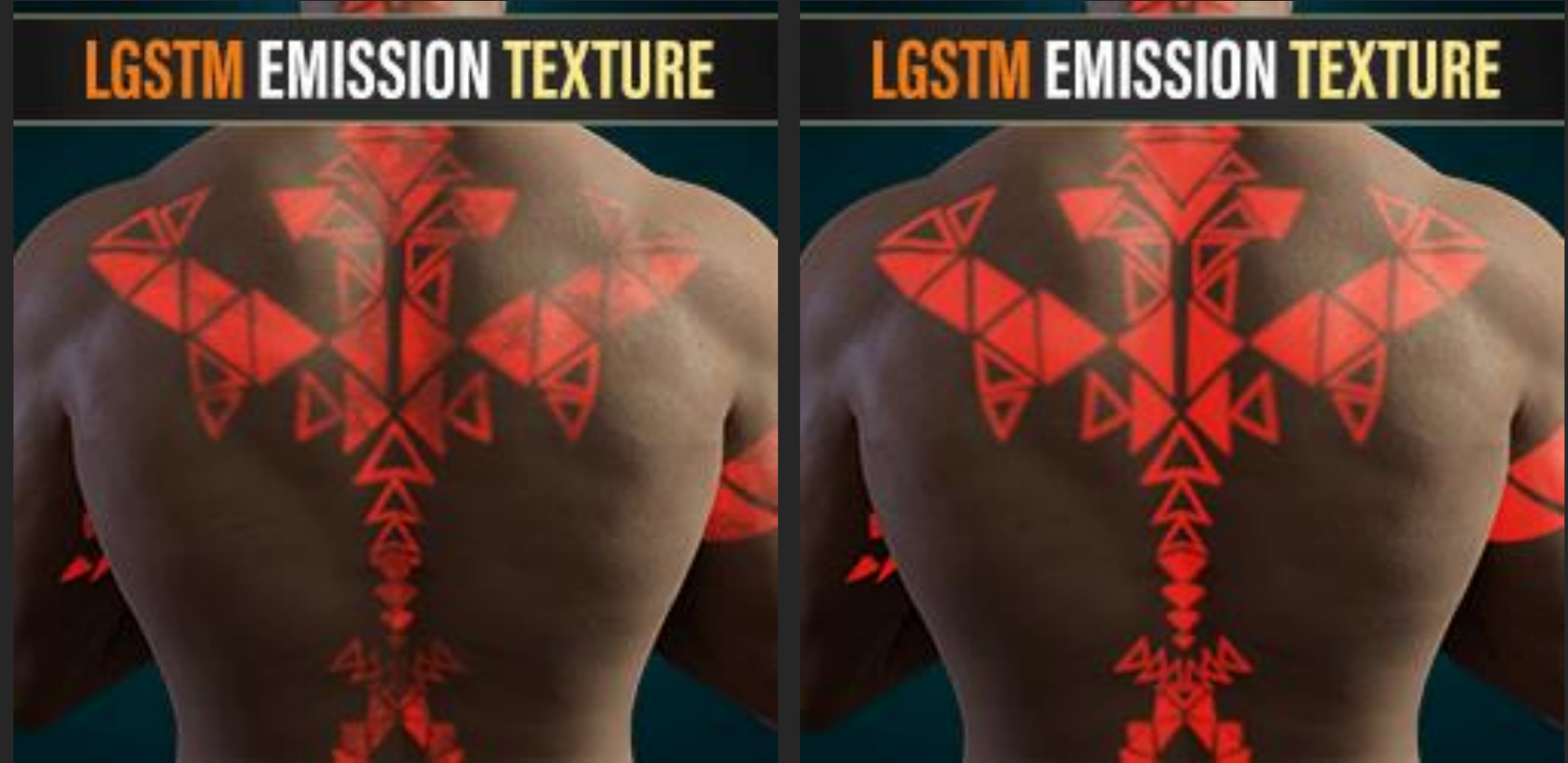
Emission Overview

EMISSION | STEP 03

Once you have selected your emissive tattoo(s) you will notice that there's texture to them.

We have included a preset to get rid of it and have the emission come through as a solid color.

If you prefer the textured version, you can always use the "restore" preset to set it back to the original.



EMISSION CAN BE APPLIED WITH TEXTURE (LEFT) OR AS A SOLID COLOR (RIGHT).

IRAY MATERIAL PRESETS

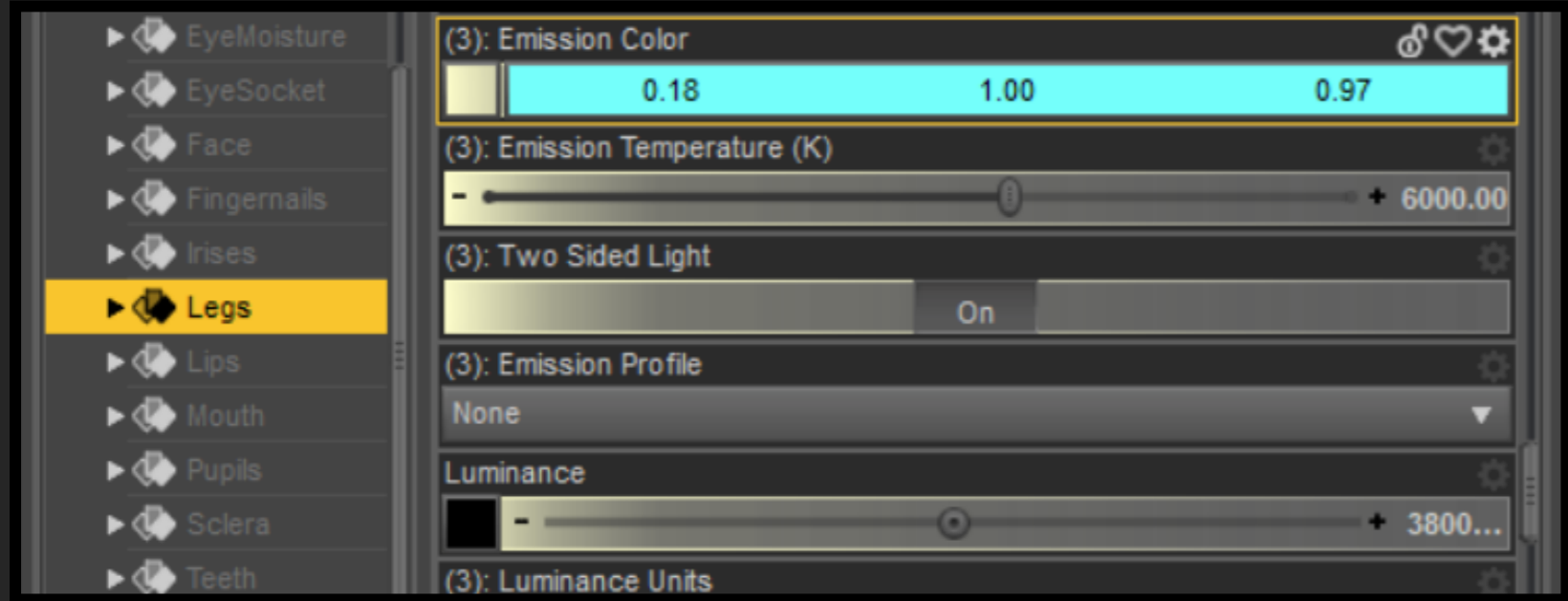
Emission Overview

EMISSION | STEP 04

Use the presets called "LGSTM Emission Tattoo 04" to change the color of the emission.

While we provided some range, you can always use the surface pane ([windows > panes > surfaces](#)) to change the emission to whatever color you'd like.

Just make sure to select the **Arms**, **Torso**, and **Legs** surfaces, then locate the "Emission Color" channel and set any color you'd like.



IRAY MATERIAL PRESETS

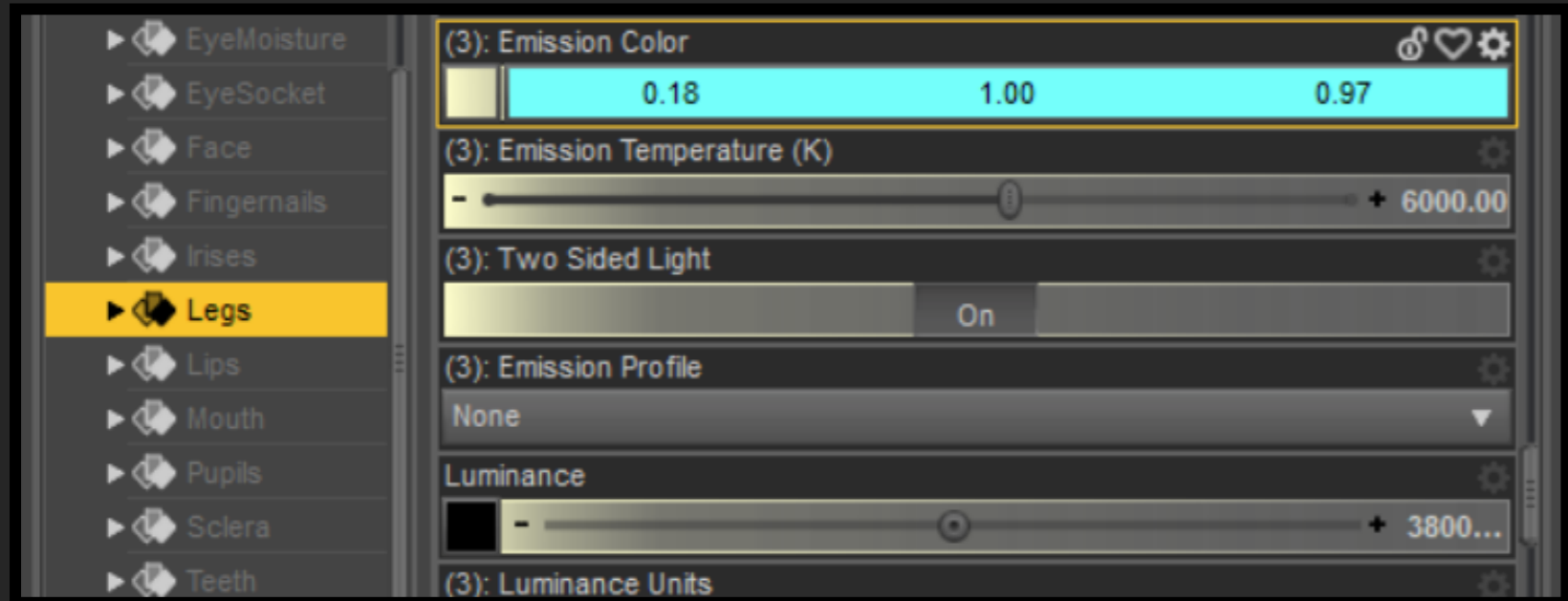
Emission Overview

EMISSION | STEP 05

We also included presets to **increase or decrease the intensity of the emission.**

Getting rid of the textured emission might require you to lower the intensity of the emission.

Of course, you can use the surface panel to increase or decrease the **luminance values** even more. Just make sure to select the **Arms, Torso,** and **Legs** surfaces!



EMISSION INTENSITY PRESETS HAVE BEEN INCLUDED: **HIGH** (DEFAULT) | **MID** | **LOW**

IRAY MATERIAL PRESETS

Emission Overview

EMISSION | STEP 06-07

You'll notice here three different removers.

LGSTMEmission Tattoo 06 **Body Clear Emission LIE**

- This will wipe only the mask built with the LIE. You should use this if you aren't happy with the combination of tattoos and wish to start over.

LGSTMEmission Tattoo 06 **Body Turn Emission OFF**

- This preset will turn off the emission but will leave the mask intact in case you still plan to use it later (basically it colors the emission black). **To turn it back on, simply apply a color emission preset.**

LGSTMEmission Tattoo 07 **Body Remove Emission**

- This preset will completely remove all textures off the emission channel. So if you use this and later you want to apply an emissive tattoo, you'll need to apply the "Prepare Emission" preset again and rebuild your LIE mask.



LGSTM CLEAR EMISSION LIE

Select your character and click here to...

RESET THE EMISSION
(WIPE EMISSIVE TATTOOS)

LGSTM TURN OFF EMISSION

Select your character and click here to...

DISABLE THE EMISSION
(YOU'LL TURN IT OFF, BUT LEAVE THE LIE MASK)

LGSTM REMOVE EMISSION

Select your character and click here to...

REMOVE THE EMISSION
(USE TO COMPLETELY GET RID OF THE EMISSION)

IRAY LIE MATERIAL PRESETS

Ink & Old Ink Overview

INK & OLD INK

The presets in this folder need no preparation. Old Ink will apply a faded version of the ink tattoo with a slight blue tint.

These have been set with the most used skin translucency values in mind, so they should look good on any character's skin. They have also been designed to blend with the underlying skin regardless of color.

Some things to consider:

- Old Ink Presets can be applied more once in order to stack them and, in so doing, intensify the presets.



*OLD INK PRESETS CAN BE APPLIED MORE THAN ONCE TO INTENSIFY THEM.



△
INK OLD

△
INK OLD [STACKED X2]*

△
INK

LieGEO-SCARIFICATION *Tattoos*

IRAY MATERIAL PRESETS

Scarification Overview

SCARIFICATION | STEP 01

There are two presets included to “prepare” your character before applying any LIE Scarification presets.

LGSTM Scarification Tattoo 01 Apply Empty Normal

- You only need to apply this preset if your character **doesn't have normal maps**, otherwise you will get bleeding on the seams.
- Most Genesis 8 Characters have normal maps, so you would skip this one.
- However, Genesis 8 Base Male & Female and most Genesis 3 characters will require you to apply this preset first.

LGSTM Scarification Tattoo 01 Prepare Displacement

- This preset will add an empty displacement map (which will give the scar a bumpy look) to create the mask via LIE. **Displacement can cause pokethrough with clothing once you render, so keep that in mind.**



LGSTM APPLY EMPTY NORMAL!

Apply this iray material preset to any character that doesn't have **Normal Maps**.

Check the normal map channel under skin surfaces (window > skin > surfaces).

LGSTM PREPARE DISPLACEMENT!

Apply this iray material preset **before** using any of the **Scarification Tattoos LIEs**.

This preset will set the displacement presets. If you don't want it, you can wipe it off later.

IRAY LIE MATERIAL PRESETS

Scarification Overview

SCARIFICATION | STEP 02

Once you've prepared your character by following STEP 01, you can start to apply your LIE Scarification Tattoos (marked with a "02").

Some things to consider:

- The bumpy look will only be visible once you render or if you use Iray Preview.
- You can stack Scarification with Ink, Old Ink, and even Emission Presets for more variation! However, we recommend that you apply the scarification presets first.



M & M Match

*DARIUS 8 NOT INCLUDED.



EMISSION [RED + LOW INTENSITY]



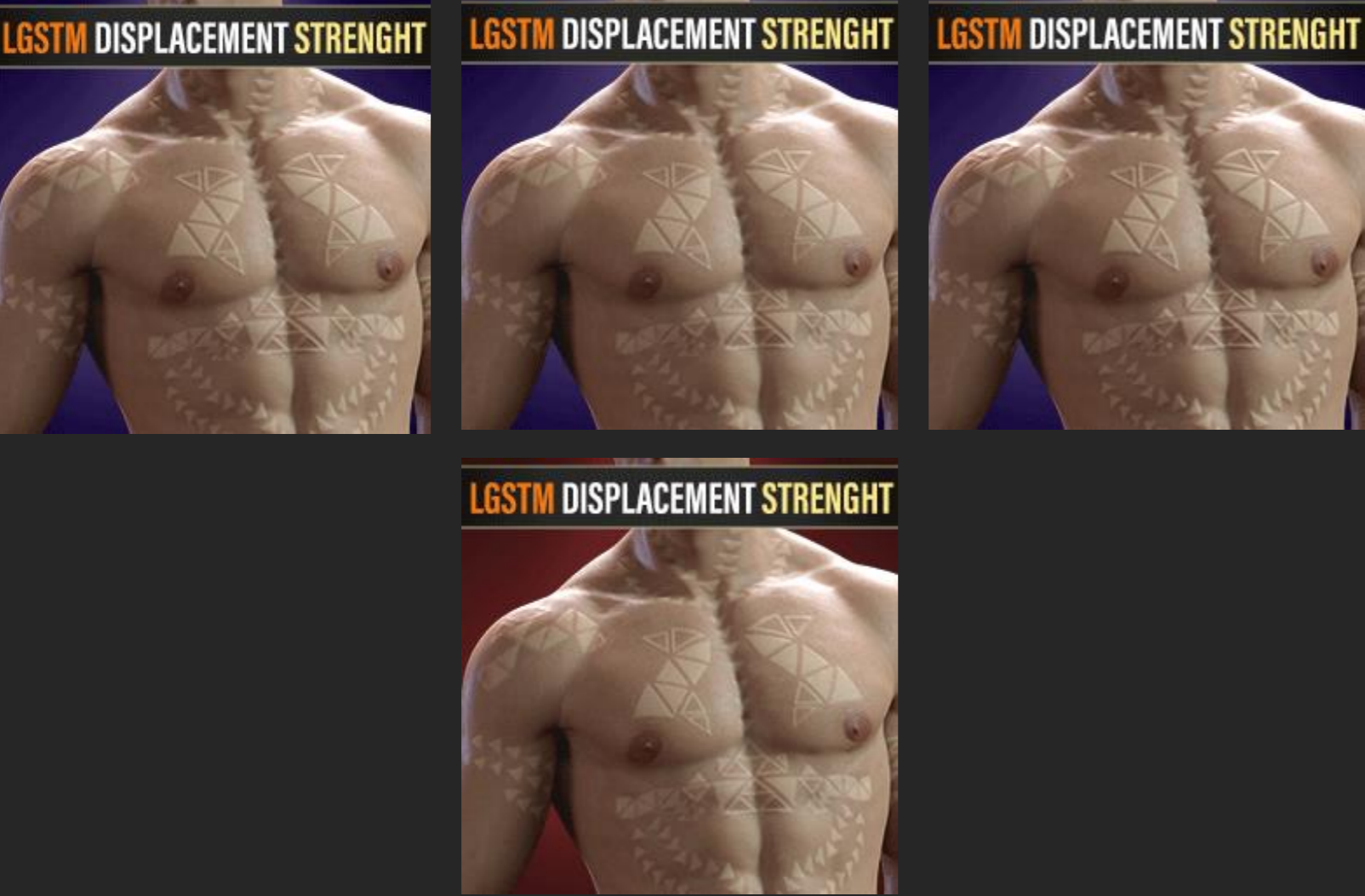
SCARIFICATION + EMISSION [RED+ HIGH INTENSITY]

IRAY MATERIAL PRESETS

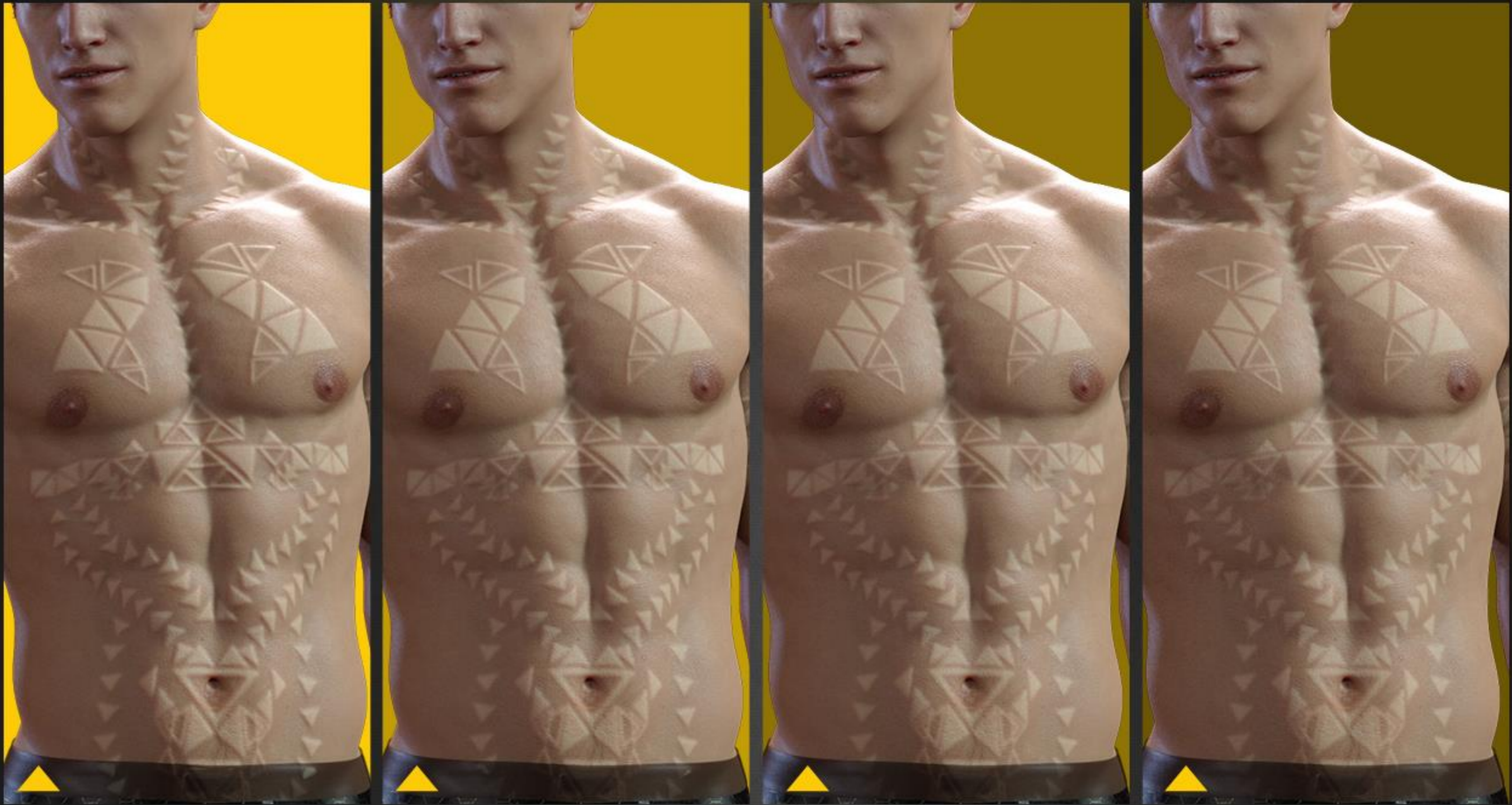
Scarification Overview

SCARIFICATION | STEP 03

If you feel the scars are too bumpy, you can use the presets marked with a "03" to lower the displacement intensity. We also added a restore preset to revert to the original/default and an "OFF" preset to turn off the displacement (more on this on the next page).



Displacement Adjustments



Default Lower Lowest OFF

DISPLACEMENT CONTROLS THE "BUMP" EFFECT OF THE SCARIFICATION.

IRAY MATERIAL PRESETS

Scarification Overview

SCARIFICATION | STEP 03-04

There are two Displacement Presets that may need a bit more clarification:

LGSTM Scarification Tattoo 03 Displacement OFF

- This preset will turn off displacement but leave the mask intact in case you change your mind later and want to restore the displacement.

LGSTM Scarification Tattoo 04 Displacement Remove

- If you do not want to use displacement at all, then you can this preset to **remove the created mask and turn off displacement**.
- This means that if you later change your mind and want to use displacement, you will need use the "LGSTM !Remove All LIE" script to wipe all LIE and start over.

LGSTM Scarification Tattoo 05 Nail Fix

- Vendors may include normal maps for the skin but not the nails. So if you see a visible change when you apply the LIE scarification presets, use this to get rid of the normal map there.



Default Displacement

Remove Displacement

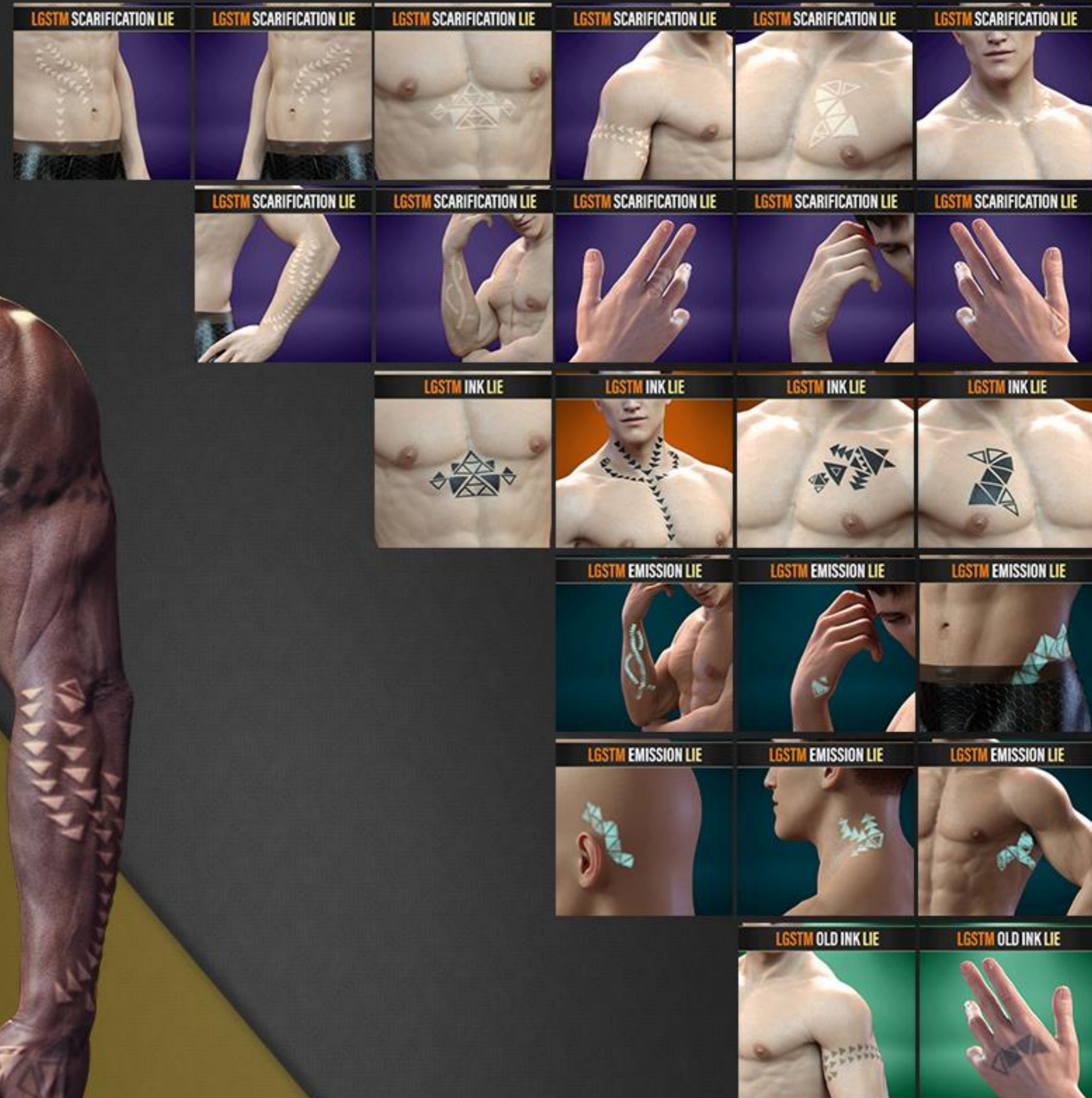


LIE MATERIAL MASKS PRESETS

LIE GEO SCARIFICATION BODY TATTOOS

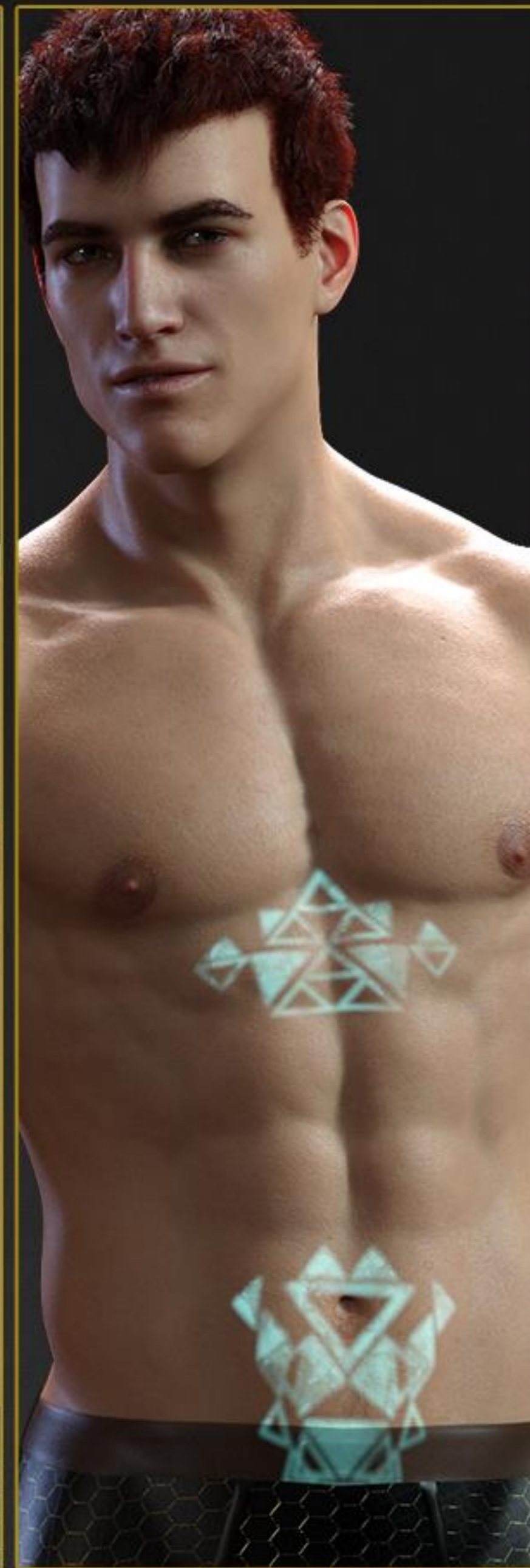
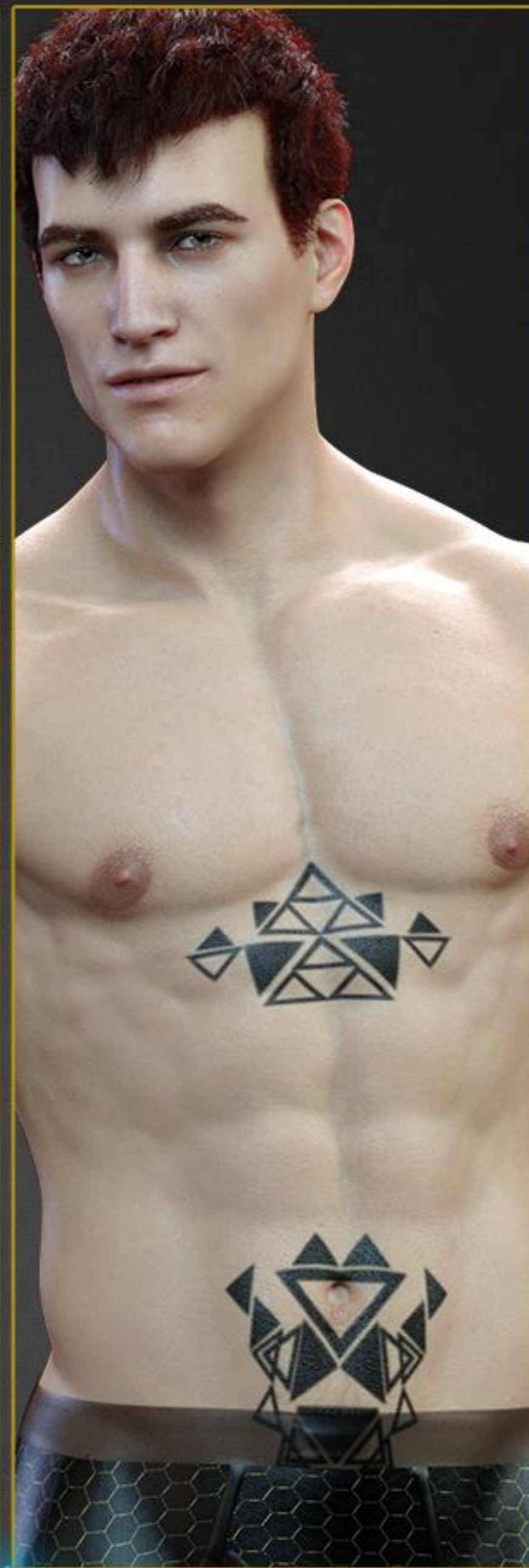
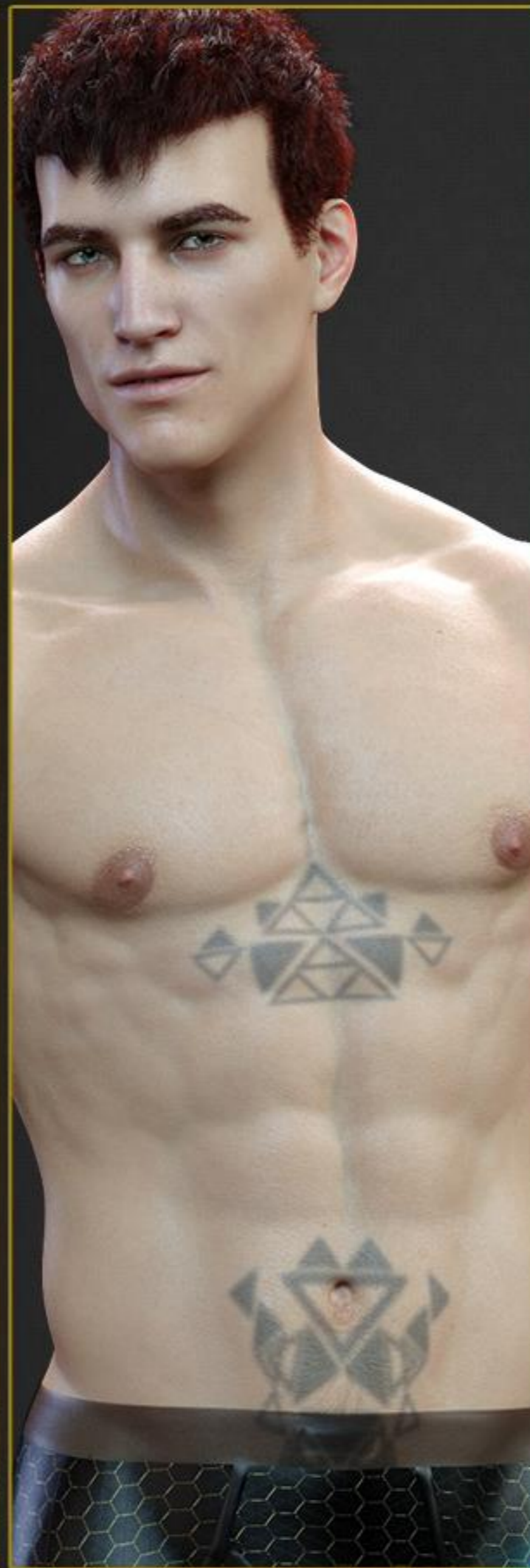
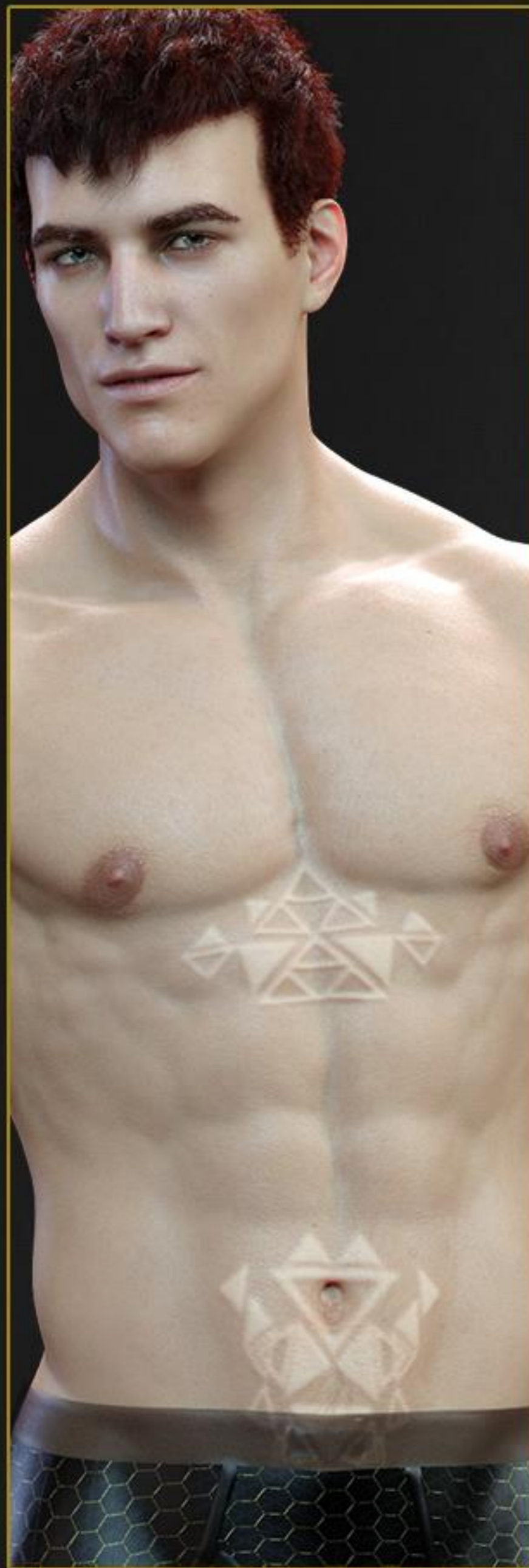
for Genesis 8 Males

DARIUS 8 HD, SUBD 4, WITH THE FOLLOWING PRESETS APPLIED:



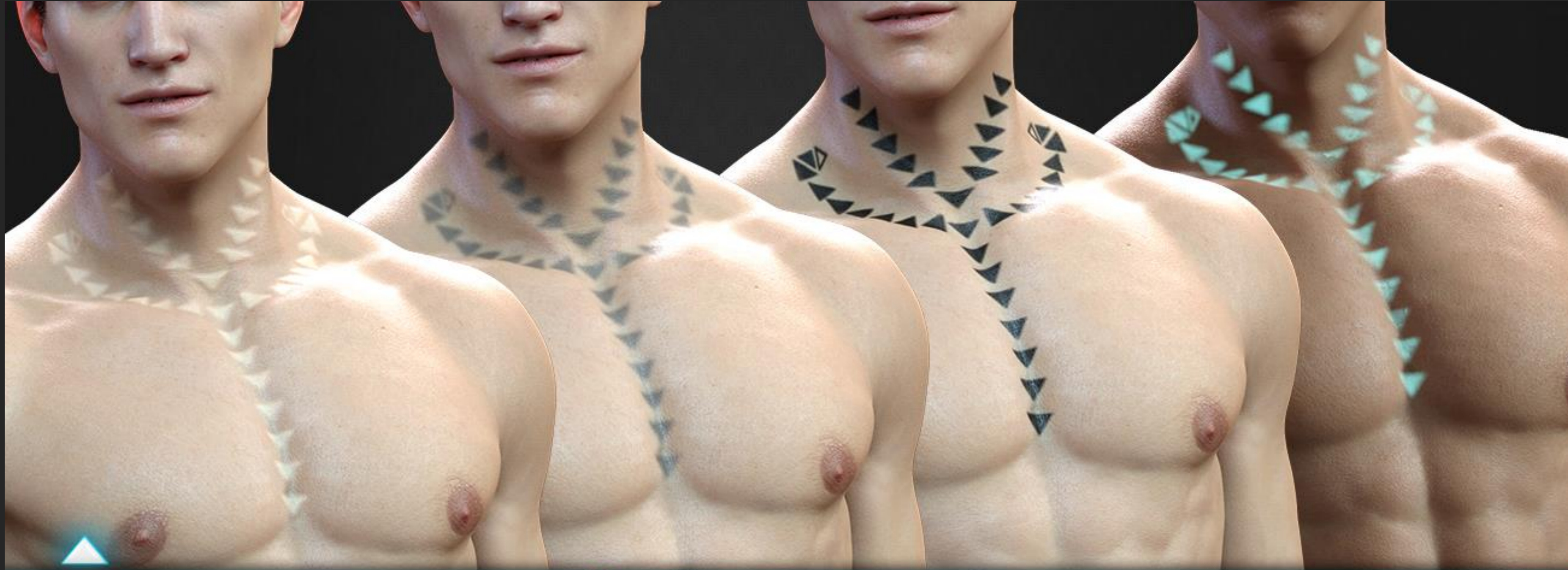
THE TATTOOS CAN ALSO BE COMBINED & EVEN STACKED FOR EVEN MORE VARIATION!

LieGEO-SCARIFICATION *Tattoos*



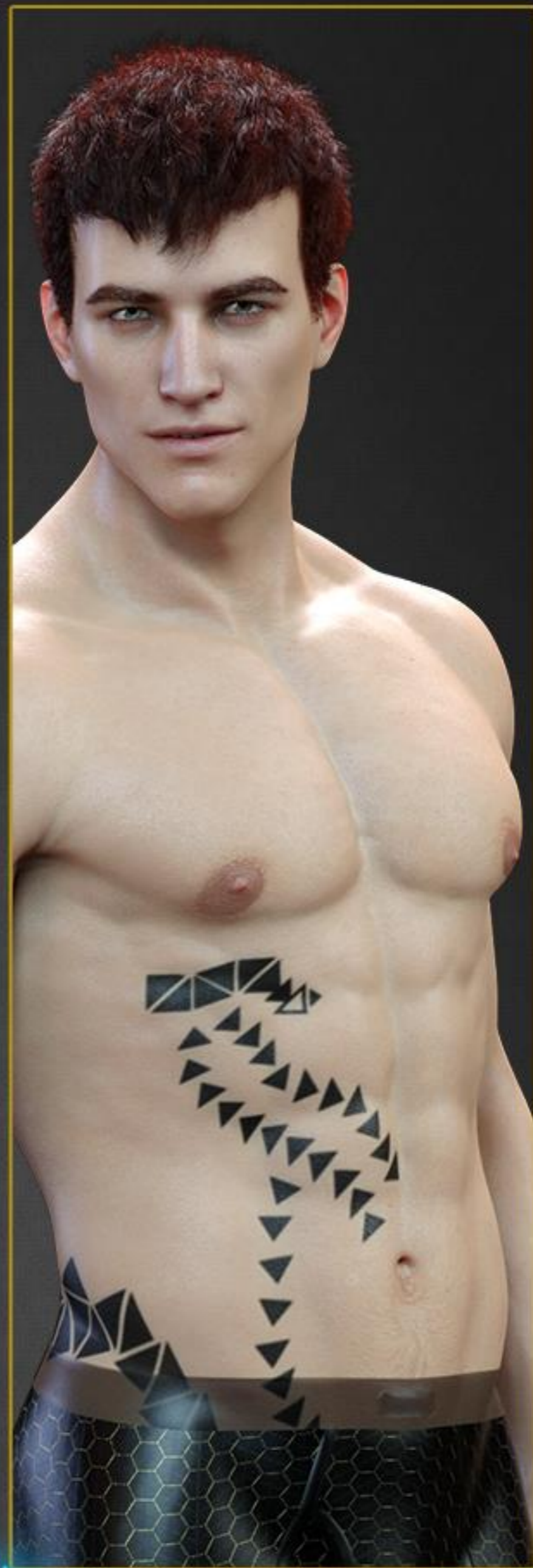
ABS UPPER & BELLY

LieGEO-SCARIFICATION *Tattoos*



CHEST 01 = NECK FRONT + CHEST 02 + CHEST SIDE(S) *LieGEO-SCARIFICATION Tattoos* CHEST 02, NECK FRONT, CHEST PEC 01, & CHEST PEC 02





ABS UPPER SIDE, ABS SIDE, & HIP



SHOULDER

LieGEO-SCARIFICATION *Tattoos*

SHOULDER BACK 02

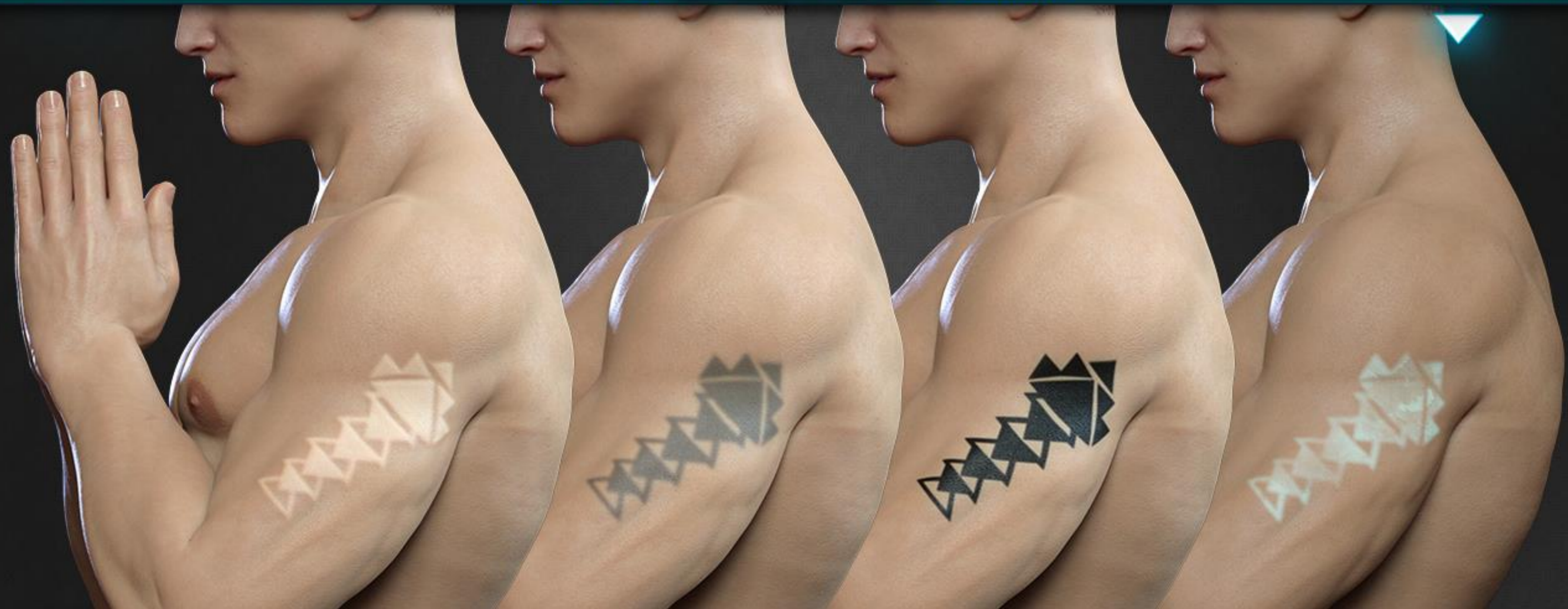


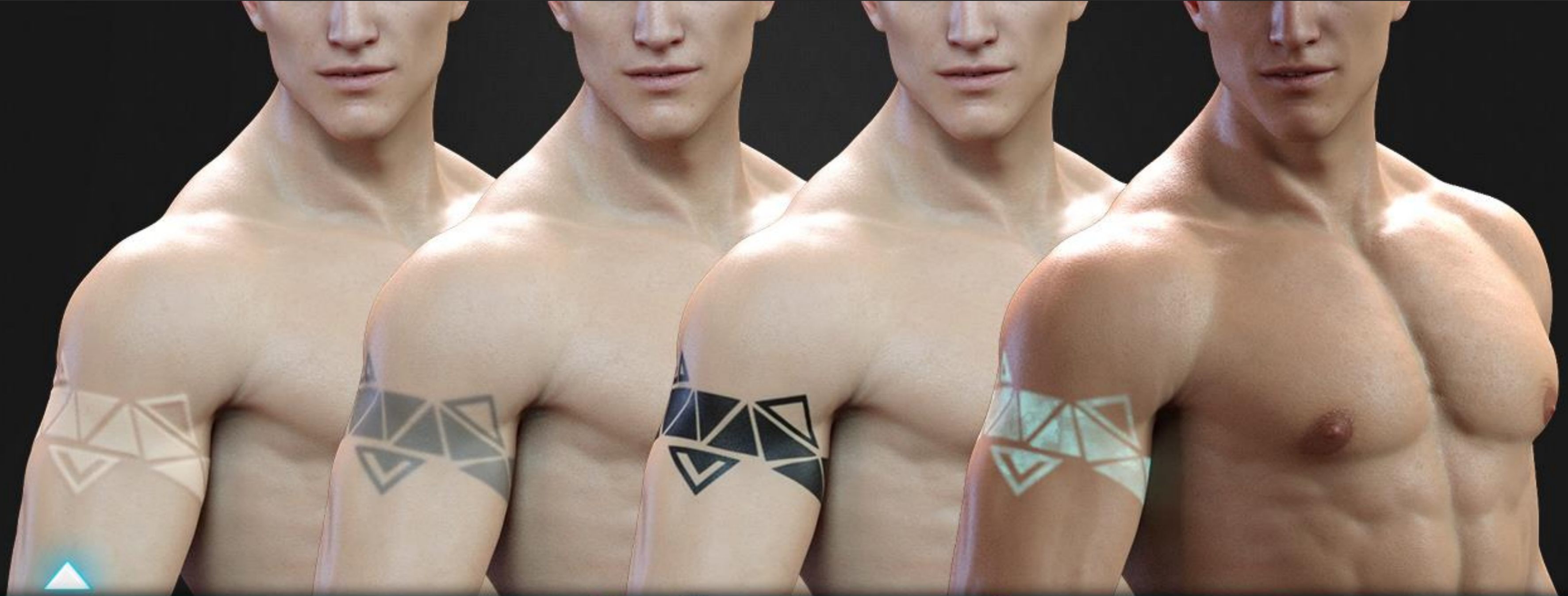


HEAD, NECK SIDE & SHOULDER BACK 01

LieGEO-SCARIFICATION *Tattoos*

UPPER ARM 01





ARM UPPER 02

LieGEO-SCARIFICATION *Tattoos*

ARM UPPER 03





BICEP

LieGEO-SCARIFICATION *Tattoos*

WRIST





RIBS + SHOULDER FRONT + FOREARM 03

Lie GEO-SCARIFICATION *Tattoos*

FOREARM 02 + HAND 02





FOREARM 01, FINGER, HAND 01, HAND 03, & HAND 04



BACK UPPER & BACK LOWER



BACK MIDDLE 02 & COCCYX



BACK MIDDLE 01, BACK UPPER [RIGHT] SIDE, & NECK BACK



LEG SIDE, THIGH 01, & THIGH 02



THIGH FRONT

LieGEO-SCARIFICATION *Tattoos*

ANKLE

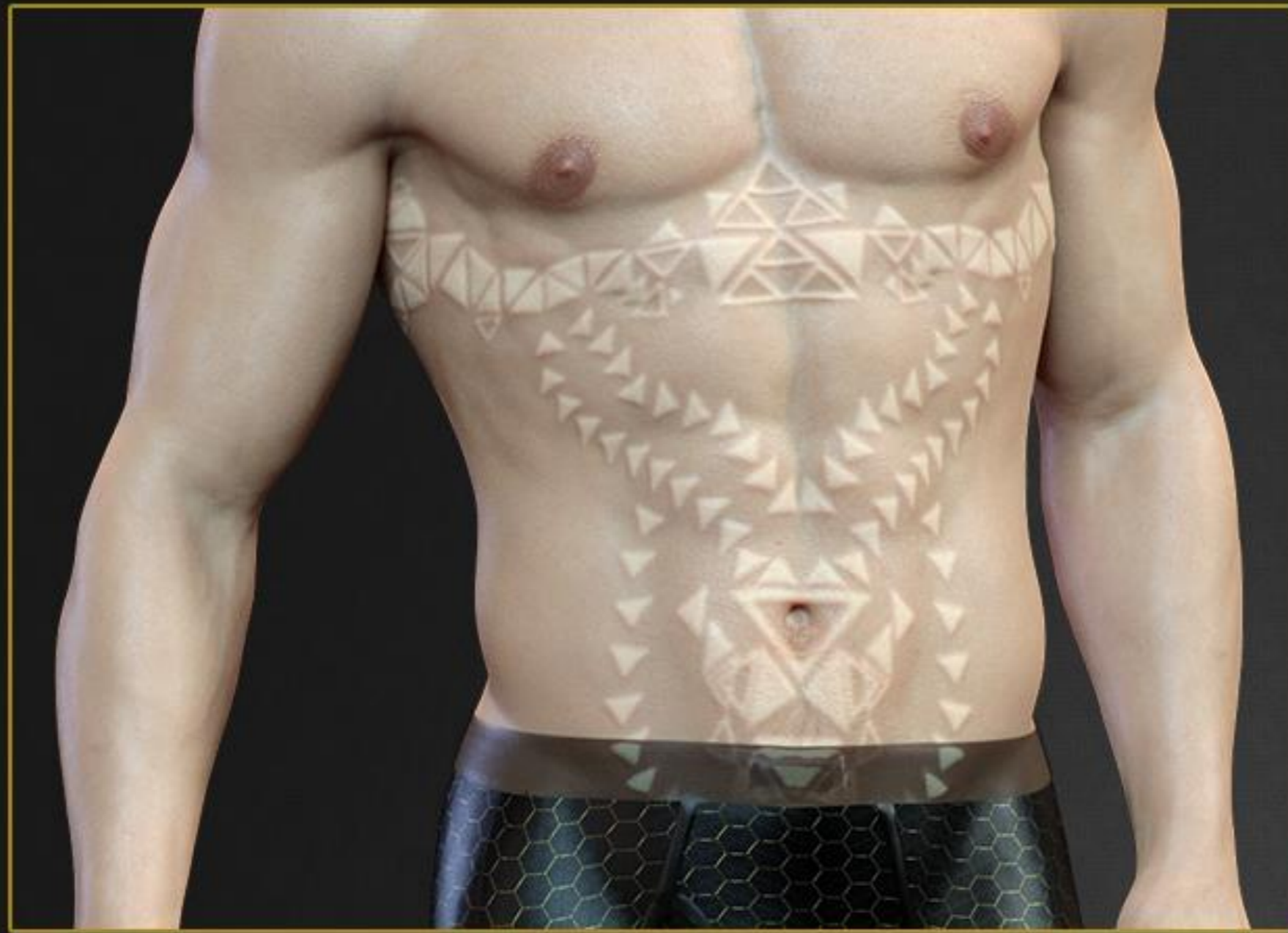




LIE MATERIAL [Pre-Combined] PRESETS

LIE GEO SCARIFICATION BODY TATTOOS

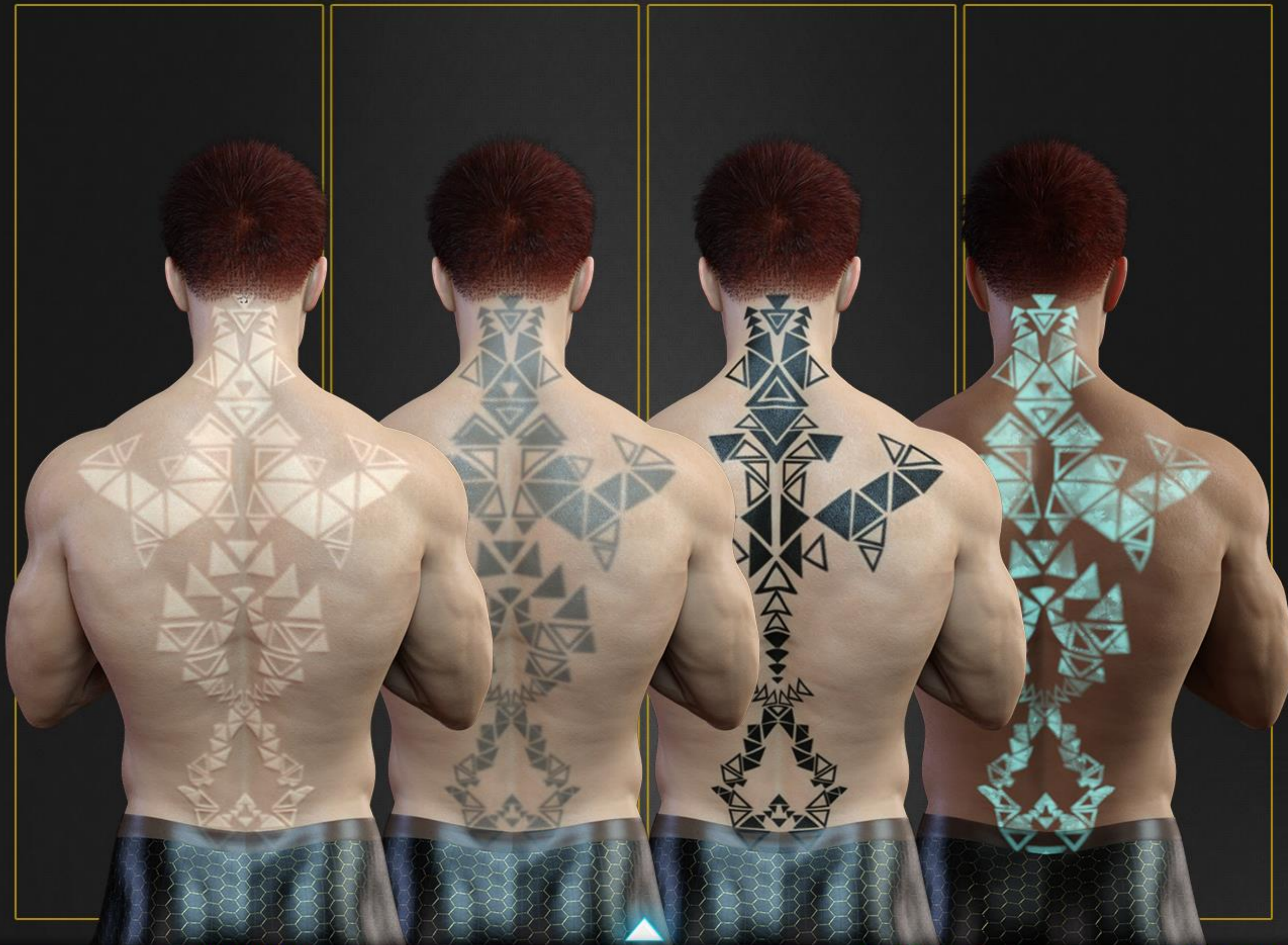
for Genesis 8 Males





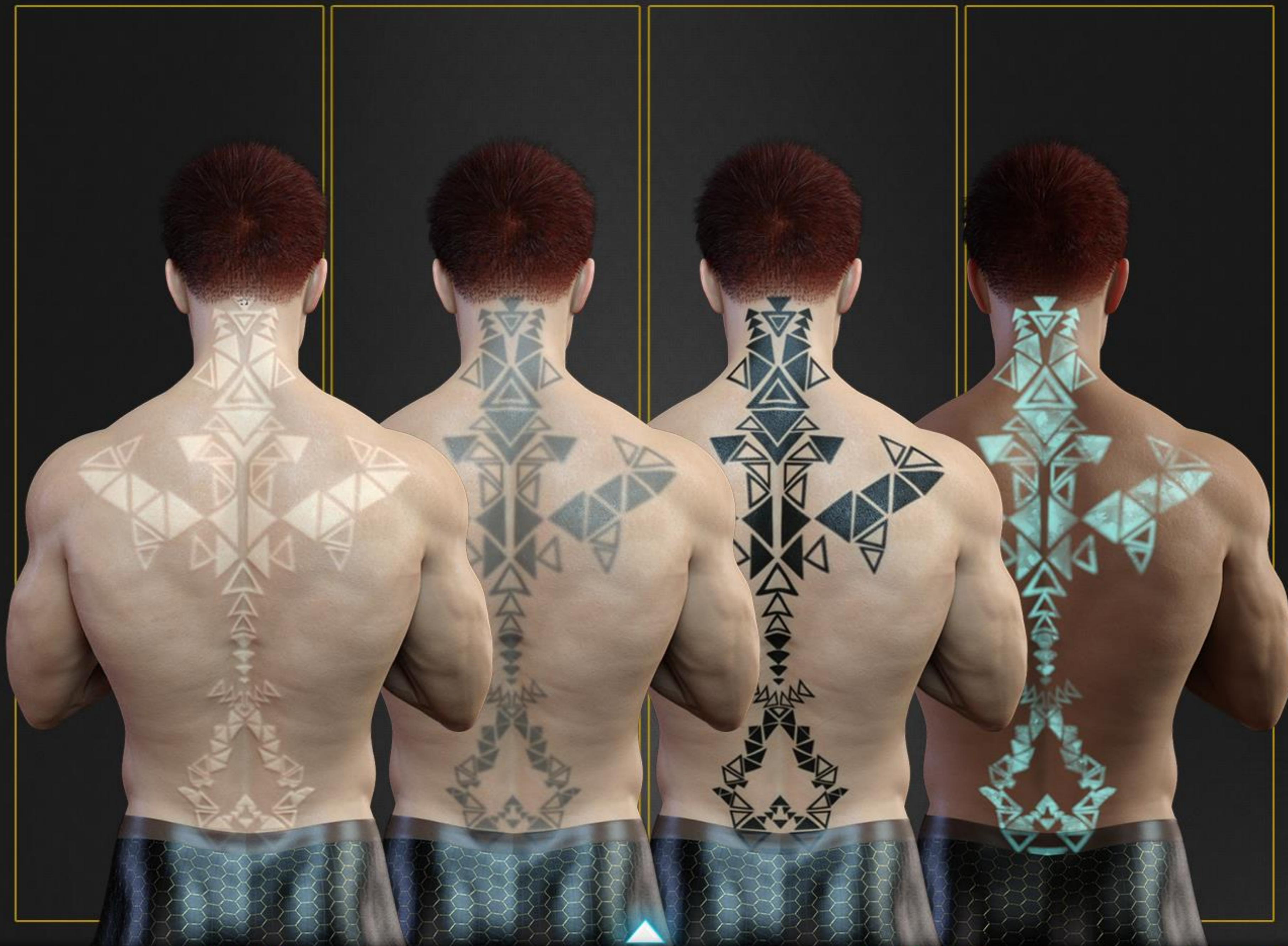
PRECOMBINED PRESET | !ALL CHEST

LieGEO-SCARIFICATION *Tattoos*



PRECOMBINED PRESET | !ALL BACK 01

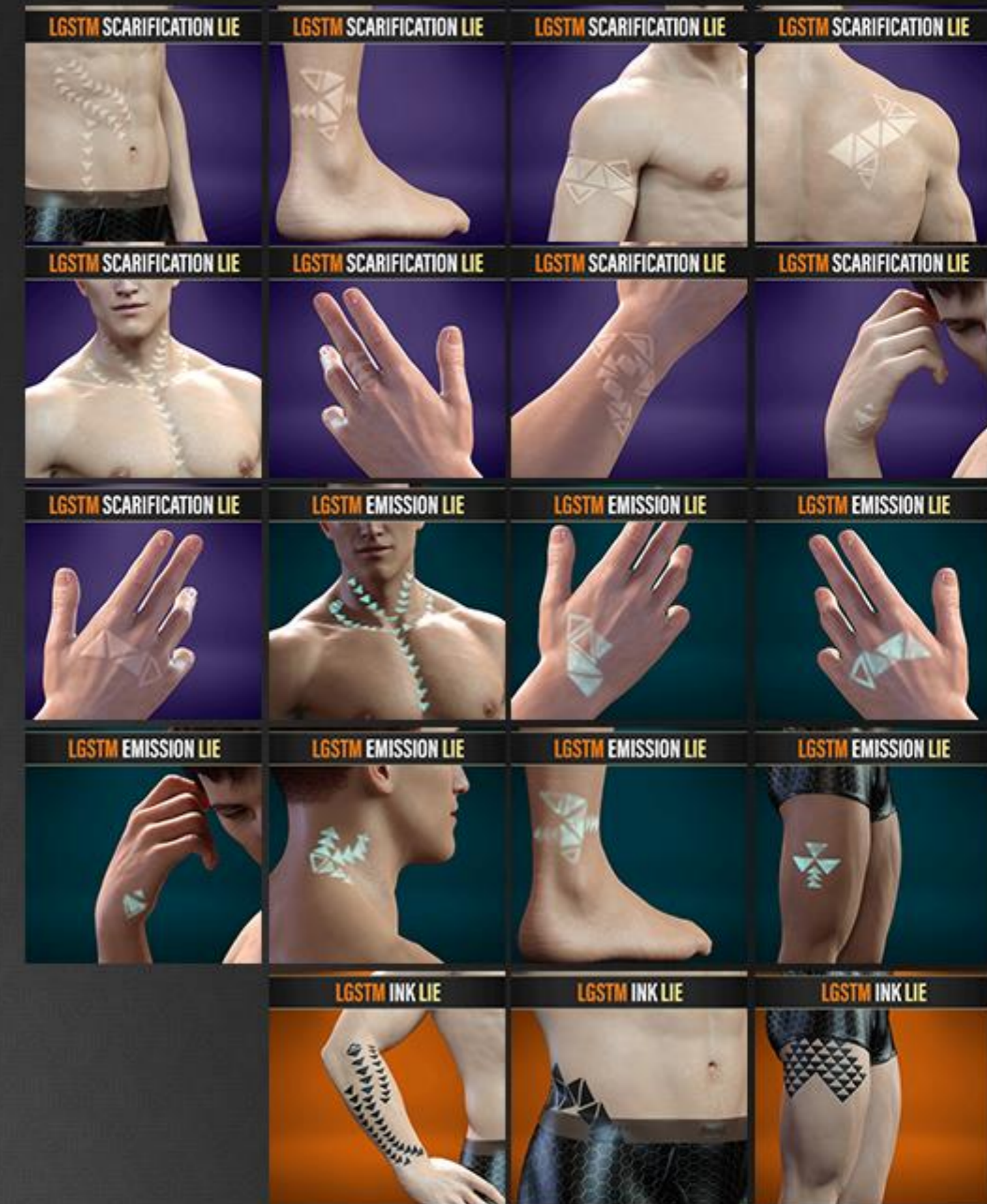
LieGEO-SCARIFICATION *Tattoos*



PRECOMBINED PRESET | !ALL BACK 02

LieGEO-SCARIFICATION *Tattoos*

Perfect Blend



*CHARACTER & SKIN NOT INCLUDED.

THE LIE PRESETS HAVE BEEN DESIGNED TO BLEND WITH ANY SKIN COLOR!

LieGEO-SCARIFICATION *Tattoos*



REMOVERS

LIE GEO SCARIFICATION BODY TATTOOS

for Genesis 8 Males

REMOVERS

Script

LGSTM!Remove All LIE

We have included a handy script to wipe out all the LIE layers. Select your character but ensure no individual surface is selected, then use the script.

Some things to consider:

- This will get rid of all LIE Layers. So, if you're using LIE Makeup or other LIE effects, this script will get rid of them too.
- If you have a surface selected, the script will only get rid of the LIE applied to that surface.





Compatibility

LIE GEO SCARIFICATION BODY TATTOOS

for Genesis 8 Males

COMPATIBLE WITH GENESIS 3

Compatibility Info

GENESIS 3

While the presets were built on Genesis 8, the presets will work with Genesis 3 character out of the box.

However, it's important to understand that these will work as intended **ONLY** on characters that use the Base Genesis 3 Male UVs.

While presets can be applied to Core DAZ Figures (Michael 7, Lee 7, Leo 7, etc.) with their own individual Uvs, they may not all match on the seams and positioning may vary slightly.



ALL PRESETS IN THIS PACK ARE COMPATIBLE WITH GENESIS 3 CHARACTERS*

*FOR BEST RESULTS, CHARACTERS NEED TO USE THE BASE GENESIS 3 UVS.

LieGEO-SCARIFICATION Tattoos



LUCAS FOR GENESIS 3 MALE SKIN [BASE MALE UVS]

Compatibility

*TATTOOS THAT DON'T CROSS SEAMS SHOULD APPLY TO MOST GENESIS 3 UVS.



KENJI 7 SKIN [KENJI 7 UVS]

NOT FULLY COMPATIBLE WITH GENESIS 8.1

Compatibility Info

GENESIS 8.1 (UNSUPPORTED)

Because the presets were built on Genesis 8, tattoos applied to the "Torso" surface will not work on Genesis 8.1 characters out of the box.

You can, of course, apply some of them yourself using the LIE Editor inside of DAZ studio. Those on the upper body, however, will not match with Genesis 8.1 unique UV set.

Alternatively, if you're using a Genesis 8 Skin on an 8.1 Character, you'll want to load the same skin on a Genesis 8 character to build the LIEs. Then you could simply copy the maps from one character to the other. Applying whatever's in "Torso" to both the "Head" and "Body" Surfaces in 8.1.

Also, the **Emissive Tattoos** cannot be applied to Genesis 8.1 Characters using **DAZ's PBR Skin Shader**.





LICENSE

LIE GEO SCARIFICATION BODY TATTOOS

for Genesis 8 Males

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.
- Etc.





Get in touch

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

