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Simple Face Makeup

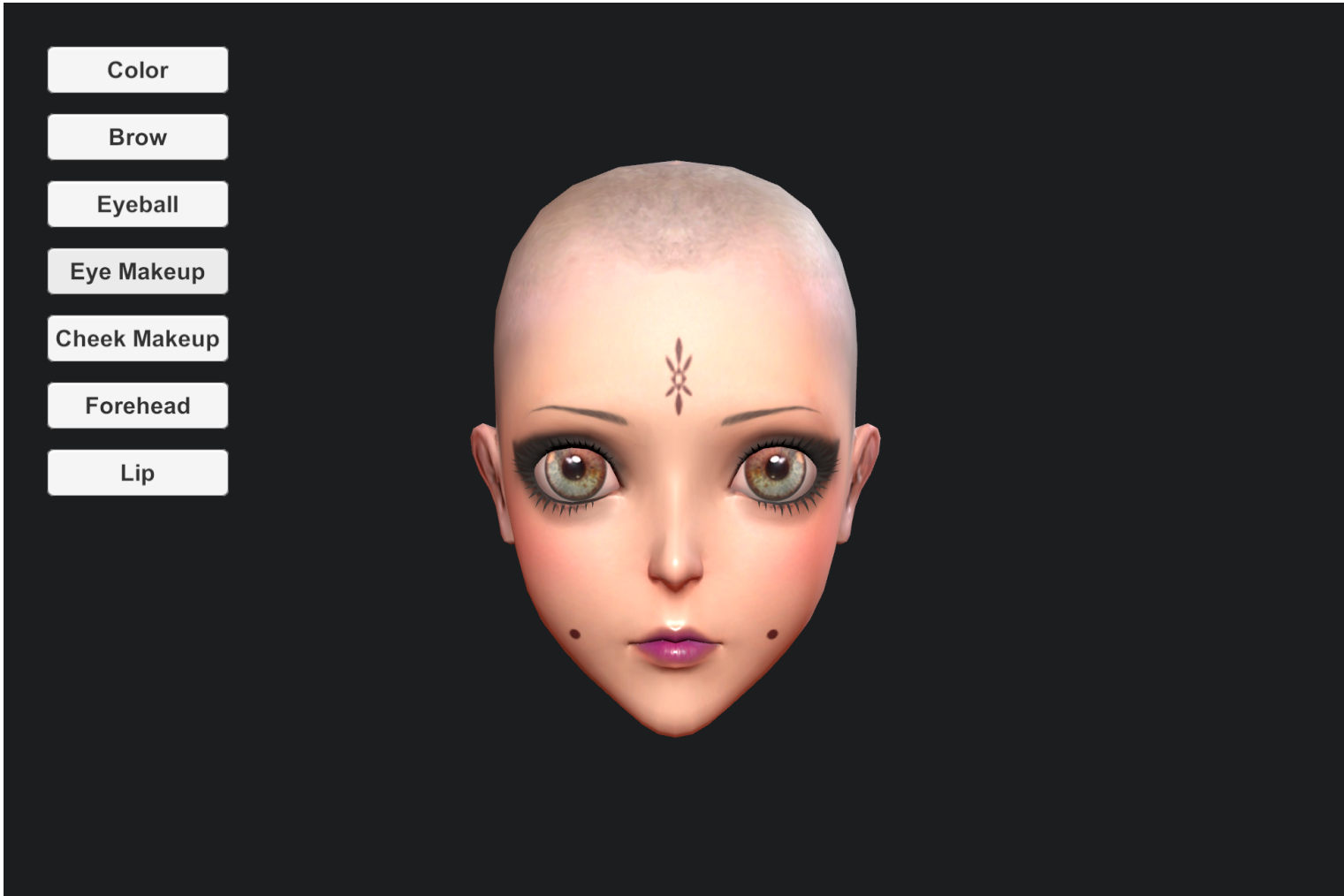
Simple Face Makeup



This is a **face makeup** tool used for [The Pretty Girls](#).
You can **change makeup** easily, and there are **6 brow textures**, **6 cheek textures**, **6 eyeball textures**, **6 eye makeup textures**, **6 forehead textures**, **6 lip textures** for you to choose.
You can also adjust **face color**, face color and makeups are finally combined to **one texture** and rendered in **one drawcall**.
Furthermore, a **customized shader** is supplied for **face rendering**, which is also used by [The Pretty Girls](#).

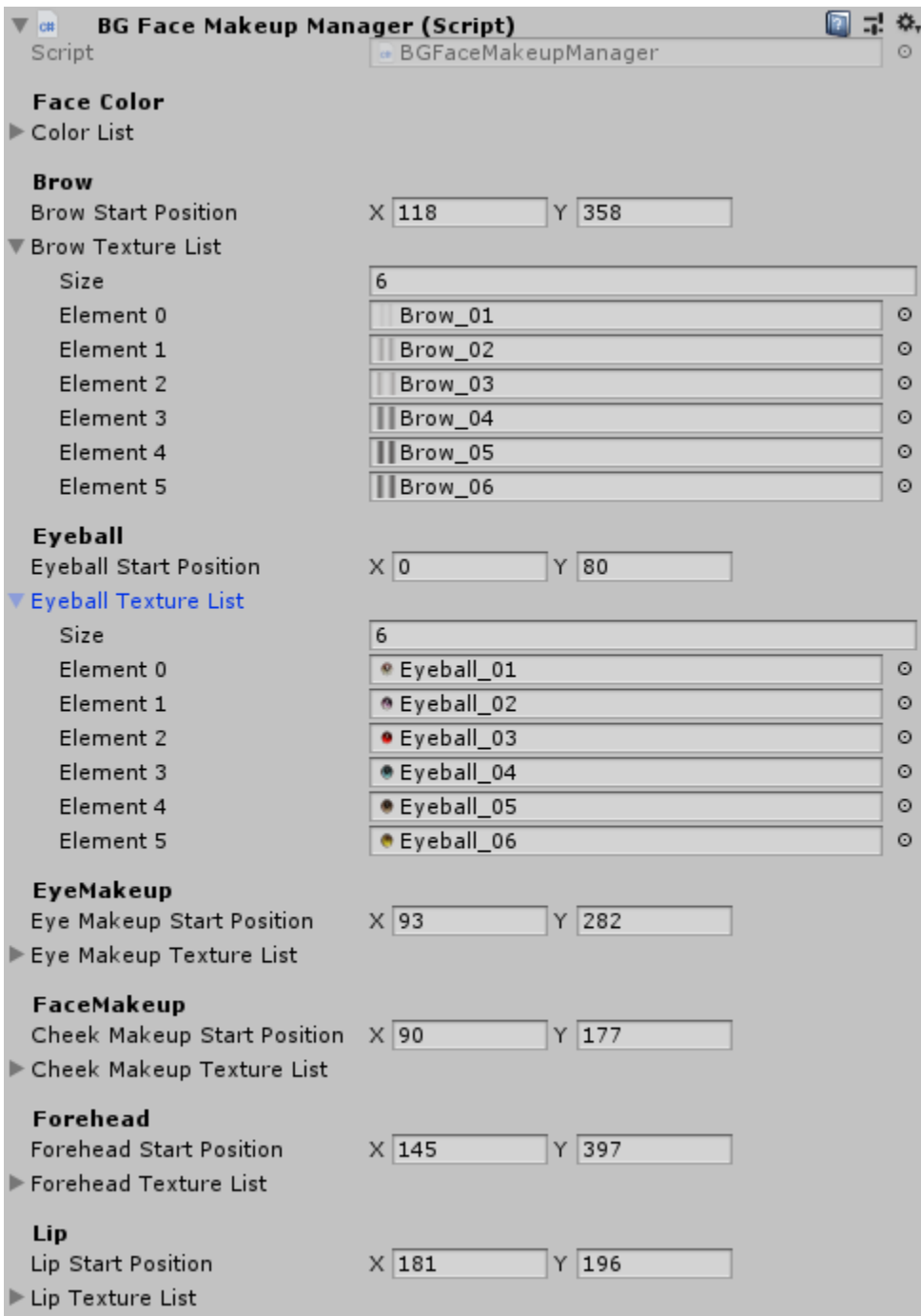
How to use

You can find a demo scene **test.unity** in the examples folder which shows how to use the tool.

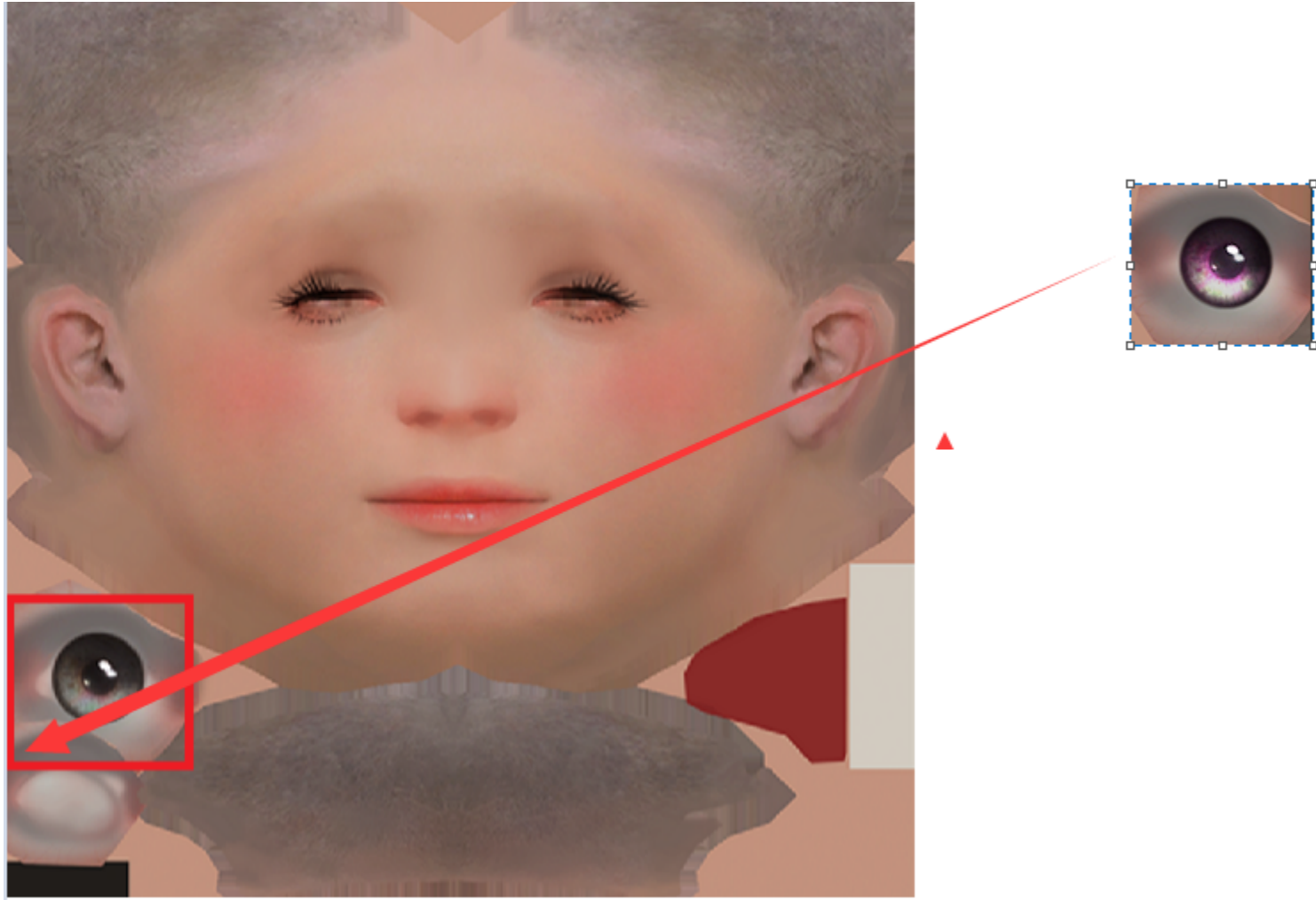


BGFaceMakeupManager

Drag **FaceMakeupManager** prefab to your scene, and you will find **BGFaceMakeupManager** component attached.
It's a manager of all makeup textures used for different face parts.



And you have to specify the **start position** of the makeup texture relative to **face base texture**.
For example, check the eyeball's start position: **0, 80** , it's the **left bottom** position of the **face base texture**.



BGFaceMakeup

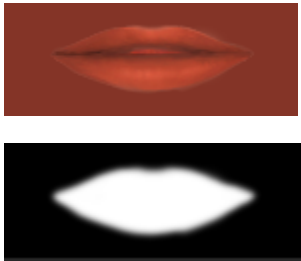
Add **BGFaceMakeup** component to face renderer, and then we can adjust the makeup.



We can adjust **face color** and **6 makeup parts** of the face: brow, eyeball, eye makeup, cheek, forehead and lip.
For example, if we want to change lip texture to **FaceMakeupManager's** lip **Element 4**, then we set **BGFaceMakeup's** **Default Lip Index** to **4**, and it will work.

Makeup Texture

The face base texture and the makeup texture need **read/write enabled** toggled.
And if you adjust base texture's size, you should also adjust makeup texture's size and readjust the start position.
Makeup texture's alpha channel is used as a mask.



Only white area can be applied to base texture.

About the shader

The shader **BadDog/BGStandard** is used for face rendering.
Check [The Pretty Girls](#) for details.

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