BODY BRUISES MORPHS

FOR GENESIS 8 FEMALE(S)

Is an *add-on collection of body morphs for our LIE Body Bruises for Genesis 3 & Genesis 8 Female(s) pack. The morphs allows you to swell any Generation 8 female character's body via a set of **63** morph dials which correspond with 63/65 LIE Presets from the base product.

Although this product can work on its own, we recommend getting the LIE presets to really take advantage of the morph's enhancements. If you already have the product, using the dark skin or dark blend presets will help you give an extra dose of pain to your character(s), though any presets will work as shown in the promos.

In addition, we have included 64 shaping presets for ease of use to quickly build the swelling as well as a preset to zero out the bruises with a click.

Use this pack to deform your character(s), showing the freshness of the pain received. Whether because they love to fight or simply ventured into the wrong side of town, this morph pack in combination with the LIE bruises will help you portray the story!

In total, you'll get 63 HD morphs & 64 Shaping Presets!

*This product is an add-on, so it does not include any textures or LIE Presets.

Components

KAYO 8* + **HD BODY BRUISES** SHOULDER MORPH + LIE BODY BRUISES FOR GENESIS 3 & 8 FEMALE(S)*

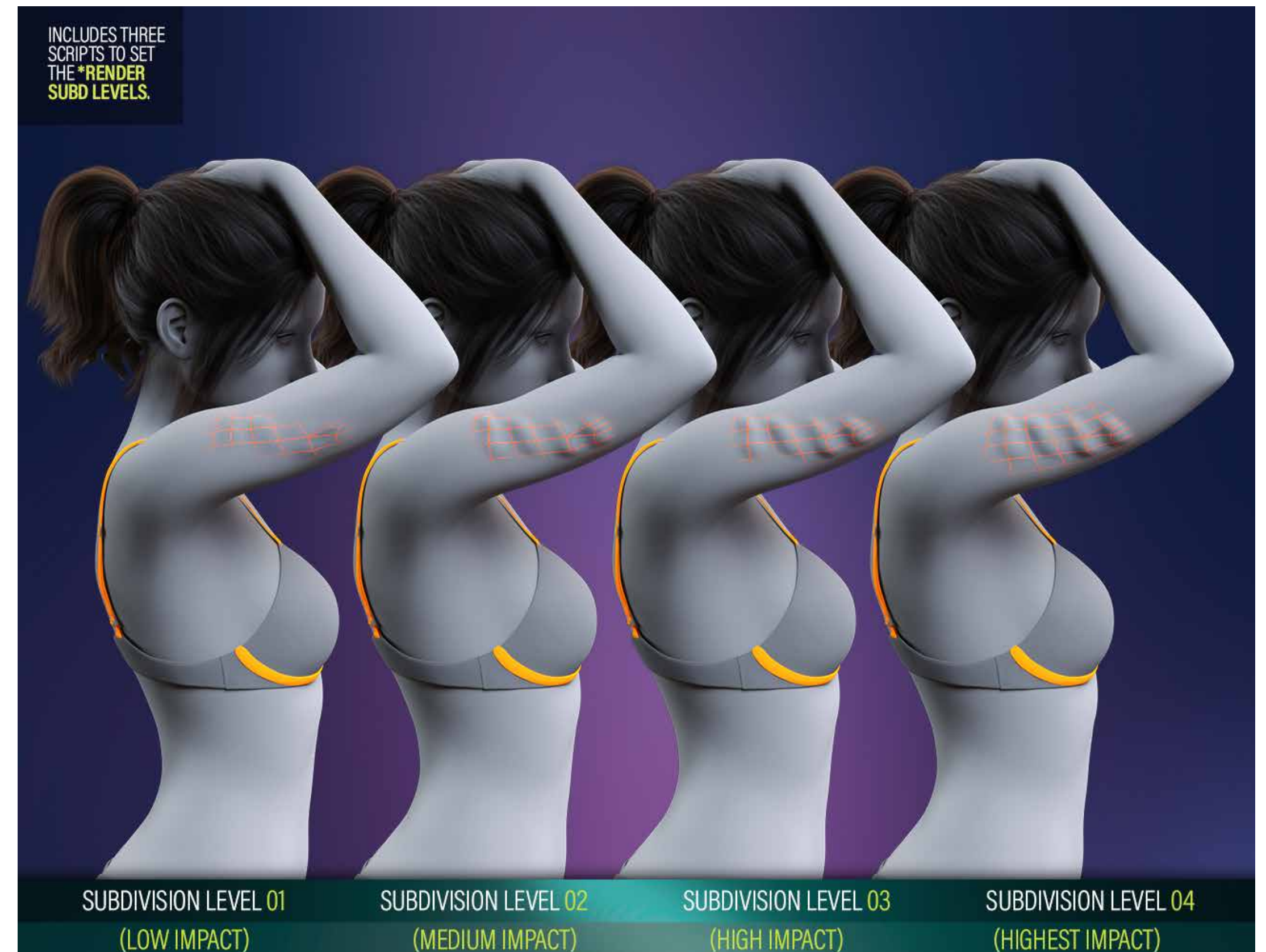SKIN & BRUISES TEXTURES * **NOT INCLUDED**

HD BODY BRUISES

INSTALLATION

The following information details the folder structure for BODY BRUISES MORPHS for Genesis 8 Female(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 Female/Shapes/FenixPhoenix/Body Bruises

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, Arms, Hands, Feet, Head > Neck, Hip & Waist > Wounds

    • You can also type "BBF" in the search box within the parameter tab to access all the dials at once.


INCLUDES THREE SCRIPTS TO SET THE *RENDER SUBD LEVELS.

SUBDIVISION LEVEL 01 (LOW IMPACT)   SUBDIVISION LEVEL 02 (MEDIUM IMPACT)   SUBDIVISION LEVEL 03 (HIGH IMPACT)   SUBDIVISION LEVEL 04 (HIGHEST IMPACT)

SHAPING 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.
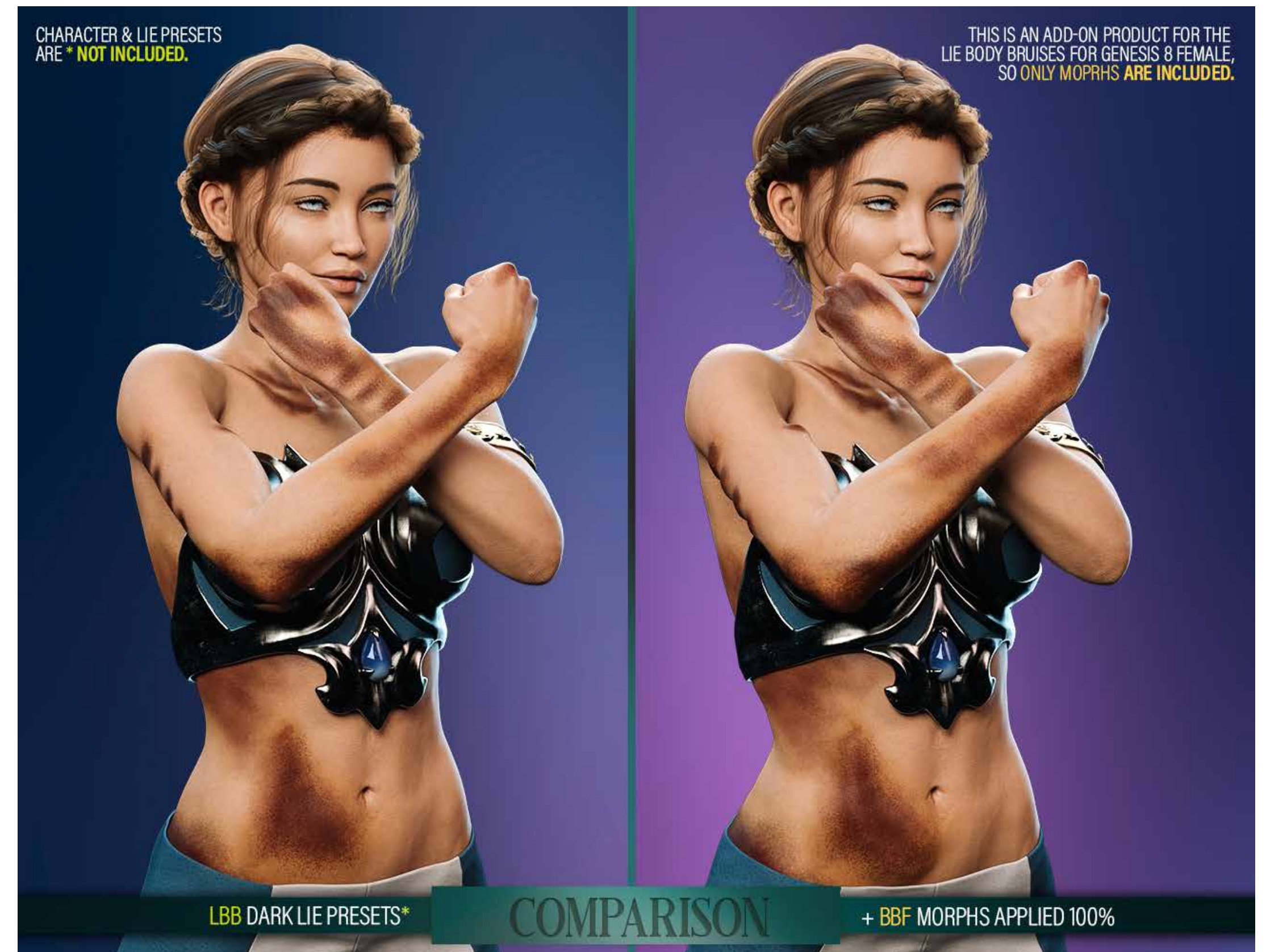
ABOUT SUBD PRESETS

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 accomodate. 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.
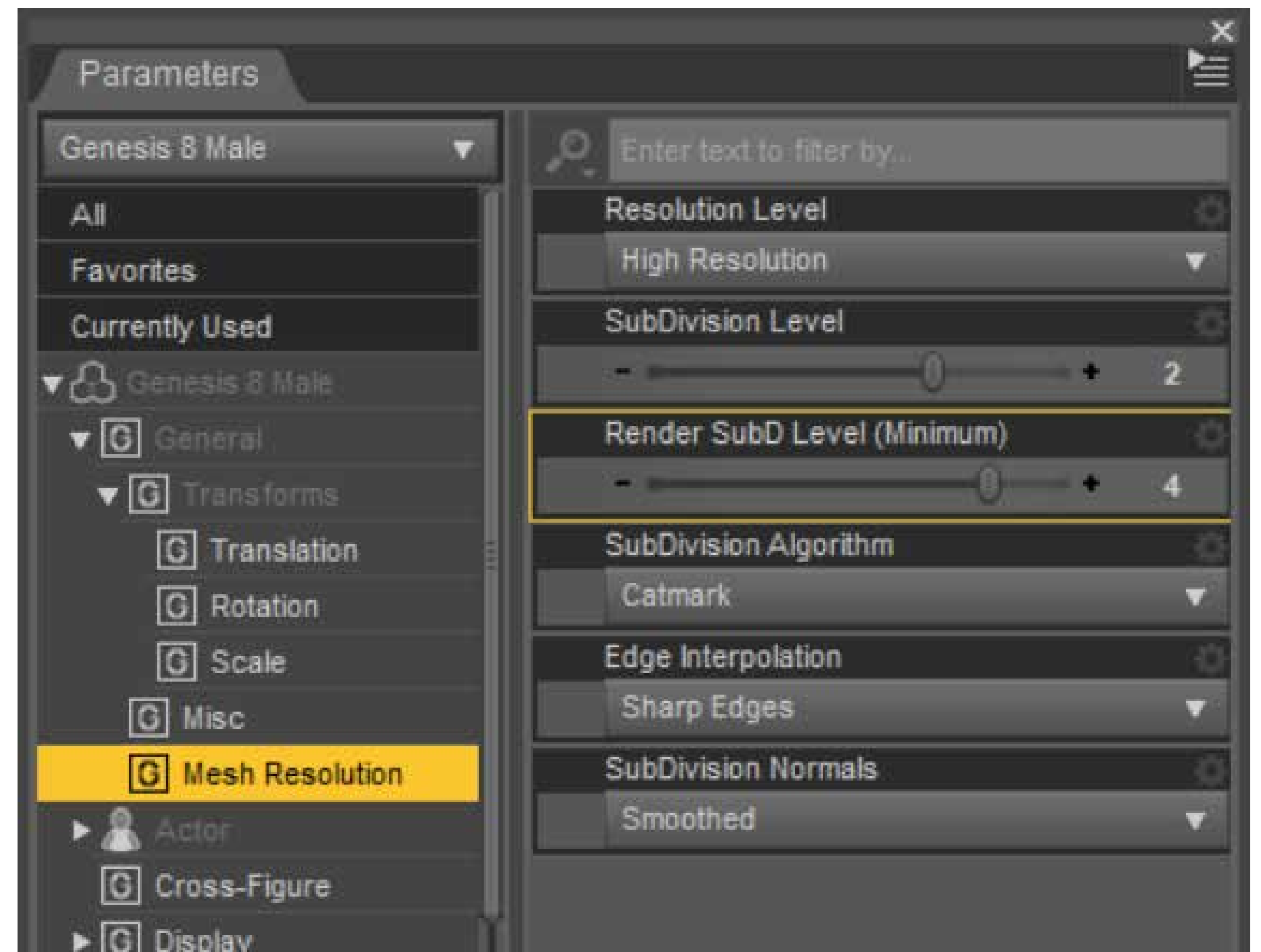
LIE BODY BRUISES PRESET*   COMPARISON   + BODY BRUISES HD MORPHS APPLIED

SHAPING PRESETS

HD BODY BRUISES — NECK & TORSO MORPHS FOR GENESIS 8 FEMALE(S)

HD BODY BRUISES — TORSO, BACK & LEG MORPHS FOR GENESIS 8 FEMALE(S)
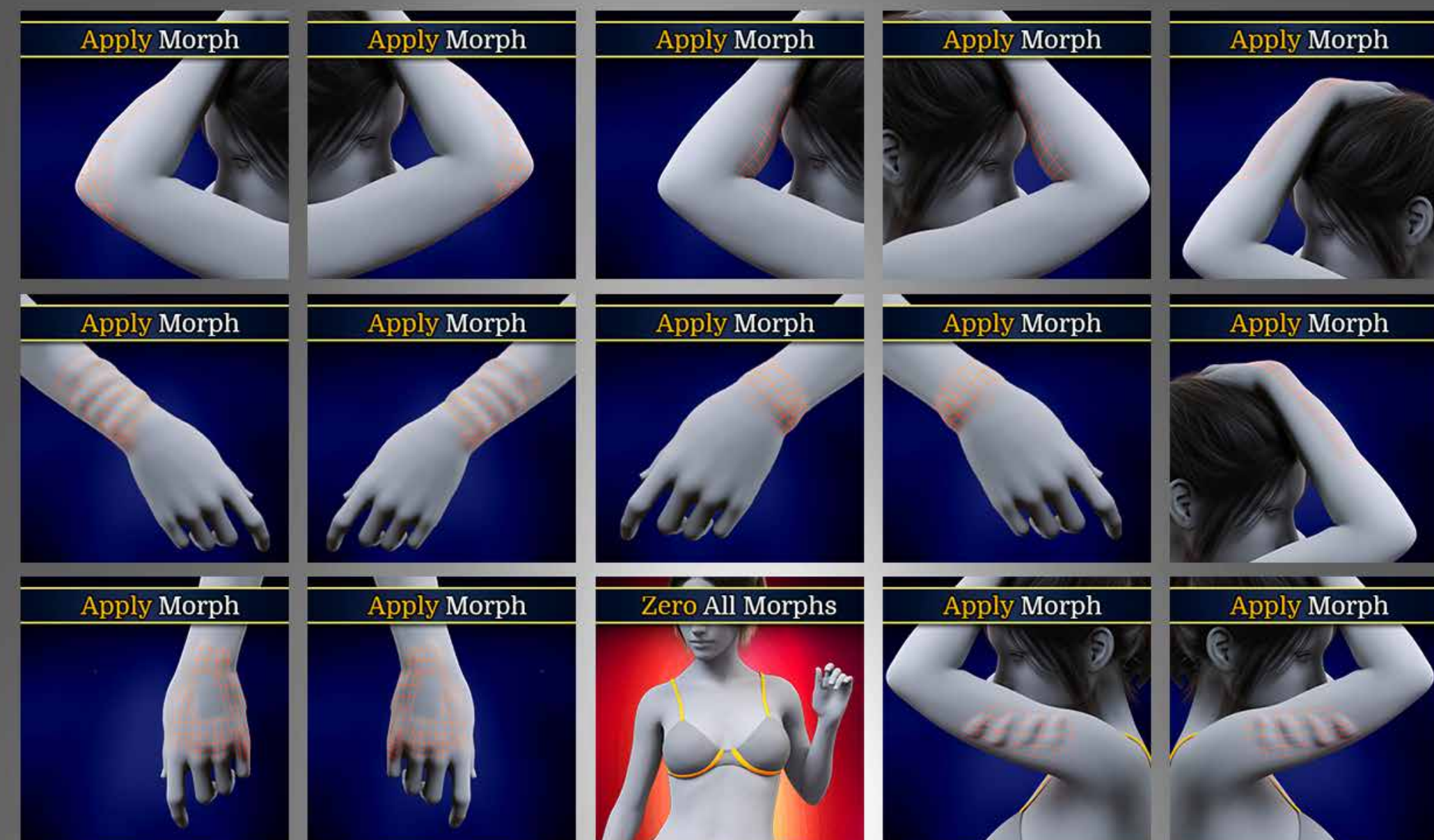
SHAPING PRESETS

CHARACTER & LIES
* NOT INCLUDED.

ZELARA 8*   HD BODY BRUISES   LIE BODY BRUISES*
          +   (MORPHS)   +   (LAYERED IMAGE EDITOR PRESETS)

IMPORTANT

LICENSE

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:

- 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