WELCOME TO THE SKIN BUILDER 8 TUTORIAL

Thank you for your support. Let's get started and cover some of the basics.

When you first open Skin Builder 8 you see the following interface.

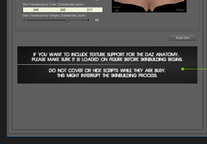
Before you get started, step one is to assign the file location for all your temporary textures.

Whenever you generate an option inside Skin Builder 8, the results will be stored in the chosen location until you close the tool. Once you close the tool, all the results are saved out to your final results, the temporary files will remain, be sure to clean out these temporary files occasionally because it they can eventually take up large amounts of drive space.

Very important You can mess up your skin if you apply 3Delight materials to an Ray Shader or vice versa, so always make sure you have the proper settings selected in the tickbox and remember which shader your source skin is based on.

Building your skin base

This is the Skin Tab. This is where you build the base color for your skin. By default the skin is set to the Diffuse option. You then stack on top of that if you wish to change the base color, or add more results for blending. You can also adjust the color of the base by changing the tint and you will get a live preview of your results. Every base tickbox inside Skin Base 8 can be undone after you've set it to blend, the base all the generated files are stored in your temp folder. You can also redo a function if you do not like your initial results. If you will switch to 3Delight mode by unchecking the use 8sp settings tick box you will see the skin options change.



3Delight skin options

What happens if I do hide the script while it is processing?

If you run this script but decide to surf the internet or the script is not running in the active tab, it might stop running. The script will resume once it is again in the active tab. You can monitor what the script is doing by looking at the lower left corner of Studio. This is how you know it is busy with a function when you see activity happening.

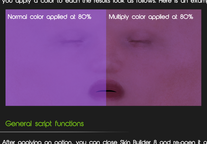
General options in scripts

Option Flip Horizontally - Where this is available, it allows you to change the selected overlay by swapping it left to right or vice versa. This allows for more variation.

Option Colors - This basically changes the color of the selected design. For example, if you select purple, the overlay details will appear purple on top of the skin.

Option Visibility Strength - This determines how visible (opacity) your selected overlay will appear.

In the scripts you will see some of them will give you the ability to change blend modes. So what is the difference? Normal blend is like placing a solid color over the base skin, multiply is like placing a sea through color over the base skin. In normal blend, white is solid, and in multiply white is see through. When you apply a color to each the results look as follows. Here is an example of a pink color applied.



Normal color applied at 80%

Multiply color applied at 80%

So, if you want white eyebrows or blush on seven fatalities, you would choose normal blend because multiply will not show white.

In most scripts the blend option is locked because the design was only meant to work with a specific blend.

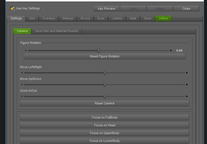
General script functions

After applying an option, you can close Skin Builder 8 and re-open it and continue working where you left off. All your current work and everything loaded on the active figure is saved in the assigned temp folder. However if this is done, Skin Builder 8 will not be able to undo/redo any current states and you will have to use the tools option via Studio itself. Skin Builder 8 can only remember the undo and redo states if the script remains open while that particular option has been applied.

Script camera

Unfortunately scripts inside Daz Studio cannot be minimized. Therefore we included a script camera so you can view or move your figure around and focus on specific areas you wish to modify without having to close Skin Builder 8.

Everytime the script is opened it will generate a temporary camera that you can move around. When Skin Builder 8 is closed, the temporary camera will be deleted and the scene will revert back to previous state. This is handy for scenes where camera angle is set and the user does not wish to adjust it to use the script. We designed the temporary camera in a way where it leaves no trace in your existing scenes.



Modifying and adding in options + Rundown of script map applications

Skin Builder 8 was designed to be fully customizable allowing you to add in additional script options into the scripts on your own. Here is a brief description of how most of the scripts work.

Each script option has icon files, and linked to those are texture maps which the icon looks for. The scripts are designed to load icons if they are named in a specific way. They are all numbered in order as well.

The script icon files are located in People/Genesis 8 Female/Materials/Skin Builder 8/Resources

For example, Brow_OQ.png icon will look for textures in Runtime/Textures/SkinBuilder/G8F/Brows, which are assigned to the matching icon number. If you wish to add in more options, look at the last number among the icons and add other that. Some of the additional textures which it will link to.

In the texture folder when looking at the texture resources you will see that most contain M and B maps. M maps will apply to color channels such as diffuse and subsurface in 3Delight or to base color and translucency in Iray. B maps apply details to bump and spec channels. Not every script uses the maps the same way. Eg. some will apply the B map to bump normally, and in spec the script will invert it, but both will use the same map. Scripts which do not apply details to bump or spec will not contain B maps.

Below is the basic structure of how the scripts work, and the relation between icons and resource textures.

Icons folder

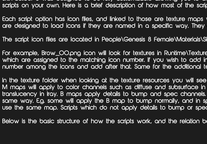
Texture folder

Color and Subsurface

Spec & Bump channels

Explaining the gens tab

If indicating Anatomy textures is part of your character, please make sure the Daz anatomy is loaded on the figure before the skinbuilding process begins. This will help Skin Builder assign the correct textures to the default UV.



We have included a new Tarso UV for the Daz Anatomy. The UV map can also be used on any skin set for Genesis 8 Female using the base UV. It comes in handy on skin sets that lack dedicated texture support for the Daz anatomy. Regarding setting, this means you can set the generated maps after an anatomy material preset has been loaded and not allowed to distribute to the base Tarso UV with your character. You will have to include the UV in order for the saved preset to work. It's possible to

/data/Daz 3D/Genesis 8/Female Genitalia/UV Sets/Jay-Cr/Skin Builder 8/088 Tarso UV.duf

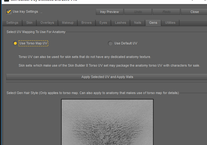
The path must remain as shown above in you characters data folder when packaging. If you do a manual download of the product, you can just copy the data folder from Skin Builder 8 to your character folder.

The pubic hair in Skin Builder 8 is only compatible with the UV set, if your character wants to include hair, then this UV is needed as it is not compatible with the default UV. Make sure anatomy is loaded on figure, apply the chosen hair, make sure Tale Tonic Map UV is selected, then click on the "apply Selected UV and Apply matd" button. This will update the current tonic details onto the anatomy.

So in summary, using the Tarso UV allows you to add pubic hair from Skin Builder, and also copies tonic detail from any skin set, and the default UV is only compatible with skins generated inside Skin Builder 8. If you do not have any anatomy loaded, the pubic hair can still be used but will only appear on the characters skin without anatomy loaded.

Saving your results

This is where you save out all your skins or modifications. In order for this to work you must set a texture path, a prefix (such as your name), and a character name for the skin. The script will not allow you to save material presets if these are not set. These are required in order for Skin Builder 8 to structure everything correctly. You can browse to the locations of your saved textures that have been saved as well as the material presets you created. In the sample below I have filled in the details as an example.



Set your texture output folder destination. This takes you to where your textures have been saved.

Material presets are saved here. This will take you to where your material presets have been saved. You can edit the thumbnails or rename the preset if you wish. It will not break anything.

Skin Builder 8 allows you to save presets that only involve certain groups. Eg. If I want to save a lipstick preset, I would create my lipstick and use the lips material preset. This enables you to have different options for your skin without involving unused maps. If you want to revert back to the normal lips of the skin, save a preset before creating the lipstick, then create the new one that contains lipstick. This will enable you to swap between the two via the different saved presets. The same workflow can be done for other groups if you want to have multiple options

Added Product support

If you wish to ask any direct questions regarding the product, please click on the product support icon. It will take you to the official product support thread. We will try to answer any questions as quickly as possible.

Thank you for your support and we hope you enjoy the product and create some amazing stuff. The Skin Builder 8 team.