

# Body Texture.

*(Screenshots are taken from unity but the steps are the same even if you work in Unreal 5).*

## Body Texture

While the bodies I create are sculpted entirely from scratch (if not stated otherwise at the start of the project), I design their UV maps to match those of some of the most popular figures currently available. This approach ensures compatibility with a wide range of existing textures on the market.

What this means for you is that you'll have the flexibility to acquire additional textures in the future to further customize your character without being limited to custom-made or exclusive assets. By aligning the UVs with well-known figures, I'm essentially opening up an ecosystem of options for you, whether it's for new outfits, skin tones, or other enhancements.

This not only adds value to the character but also ensures that your investment remains versatile over time.

By default, my anime characters are made compatible with VROID textures. These textures are widely supported, and you can find many creators offering both paid and free versions on various platforms, such as the following:

<https://booth.pm/en/search/vroid%20texture>

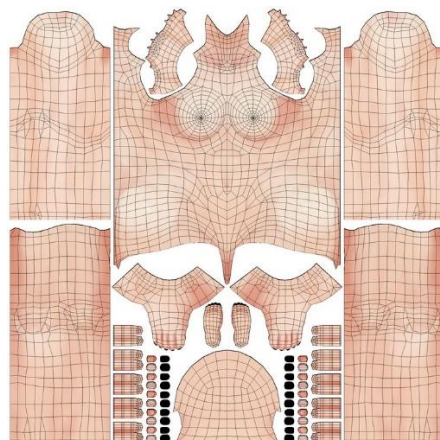
<https://www.deviantart.com/search?q=vroid+texture>

If you already have a body, applying a texture is simple—just drop it into the diffuse or color map slot of your material. If the colors align with your vision, you can leave the base color value set to white. However, if adjustments are needed, you can tweak the saturation slightly until the tone matches your desired look.

For those working in Unity, I personally recommend using [liltoon shader], as it provides excellent results for anime-style characters. I'll also include a material setup using this shader as part of your Unity project when I deliver the final files.

You may get the shader for free here:

<https://github.com/lilxyzw/lilToon/releases>

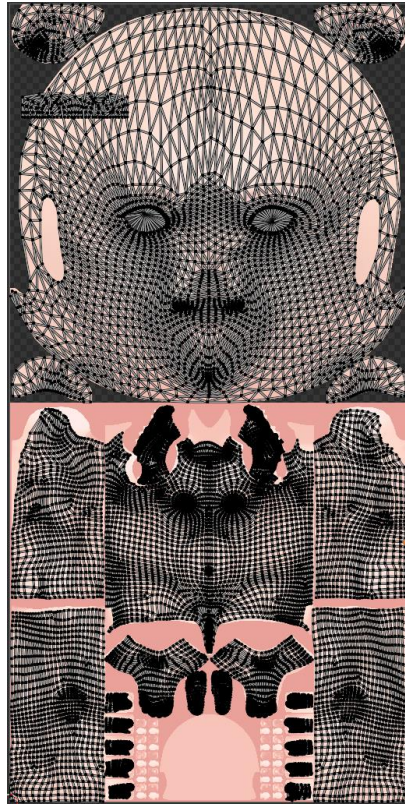


*Example of VROID UV layout*

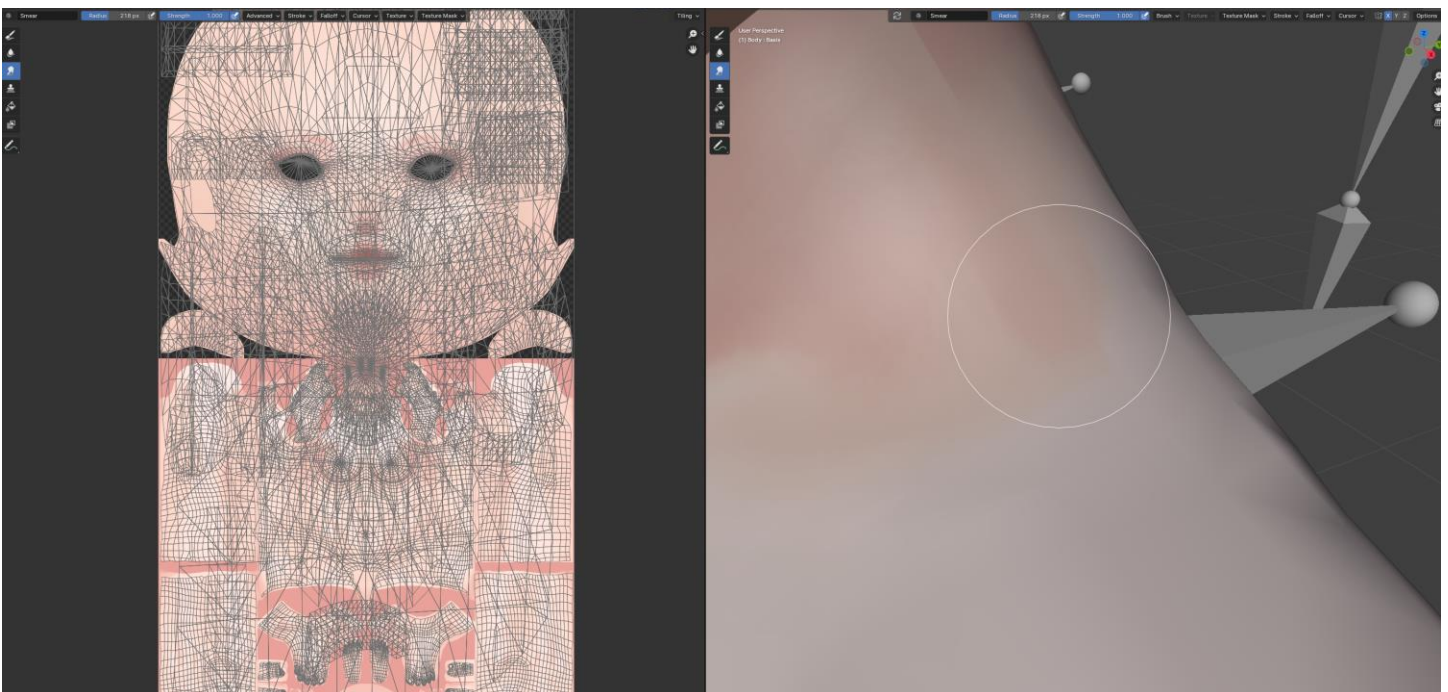
## Face Texture

The approach for the face texture is the same as for the body. I design their UV maps to align with those of some of the most popular figures available, ensuring compatibility and flexibility.

If you've ordered both a head and a body, I'll combine their textures into a single 2Kx4K map.



Why combine them? This method makes it easier to correct any rough seams between the neck and the head, even directly in Blender, using the Smear tool in Texture Paint mode.

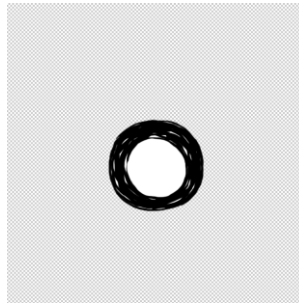


## Special Eye Expressions.

*(Screenshots are taken from unity but the steps are the same even if you work in Unreal 5).*

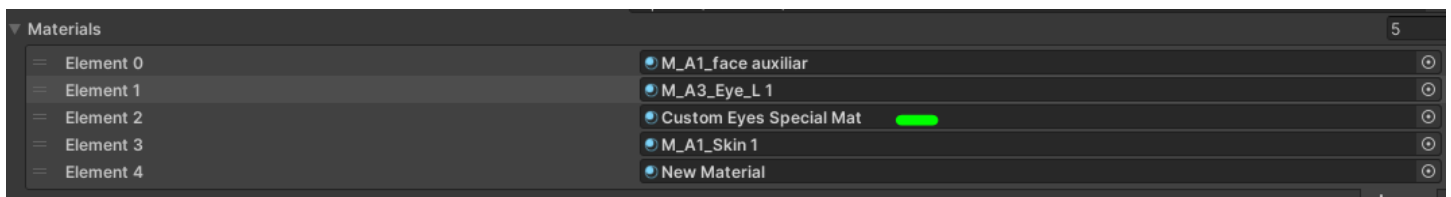
To apply a custom eye expression for effects like the one shown, follow these steps:

1. **Create a PNG Texture:** Design a PNG with dimensions similar to those of the irises. Customize the eye design as desired, ensuring the background is transparent.

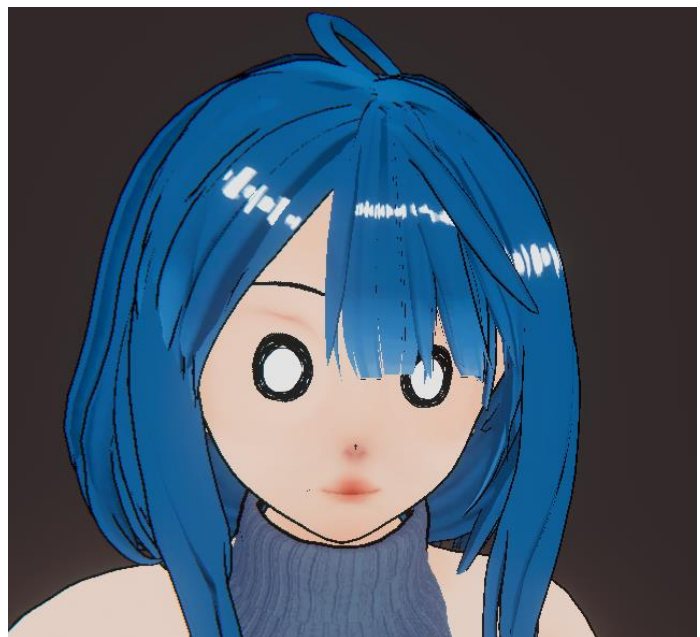
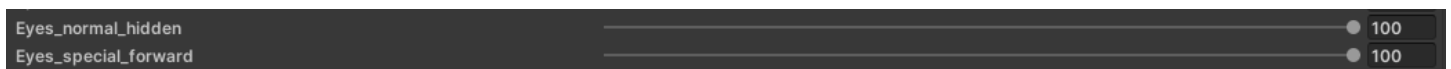


*(Assume the gray area is transparent)*

2. **Set Up the Material:** Create a material similar to the one used for the auxiliary face, but apply your new eye texture. Assign this material to the appropriate material slot on the character.



3. **Test the Expression:** To see the full effect, set the relevant blend shapes or morph targets to 100%.





## F.A.Q.

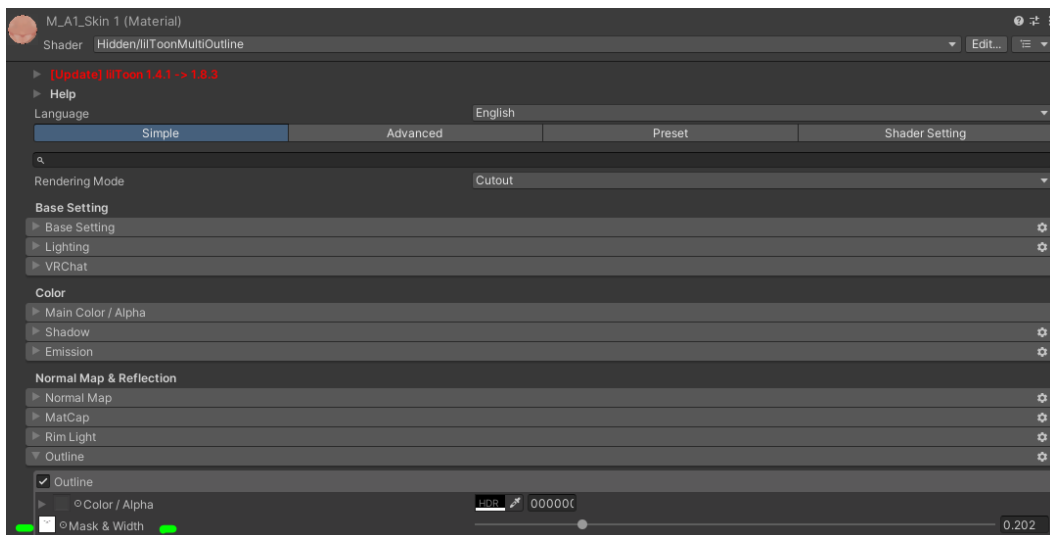
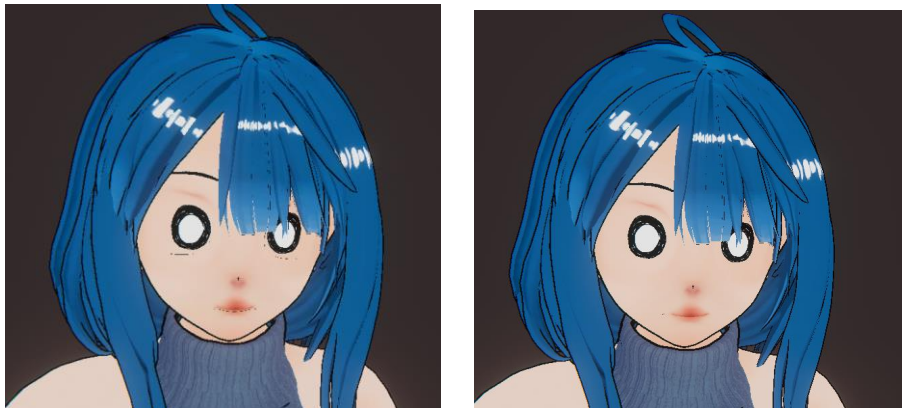
The special eye looks too small.

You may need to adjust the scale in your preferred image editing software until the proportions look right.



There are subtle, strange outlines around the special eyes where the normal sclera and eyelids were.

If you're using a shader with an outline effect, consider using a mask map to avoid outlines around the eye cavities.



When pushing the normal eyes back to hide them, there are strange shadows or color changes in that area.

This may be due to painted shadows around the eye area on your body or head texture. Consider one of the following solutions:

- Implement a method to switch between textures when setting up a special eye expression.
- Permanently modify your body or head texture to remove these shadows.



## Files Delivery.

*(Screenshots are taken from unity but the steps are the same even if you work in Unreal 5).*

Either if your target platform is Unreal or Unity you will always receive the following files:

- Textures. Either customized, basic ones or placeholders.
- A blender file to further edit.
- FBX files fully rigged.

Additionally, if your target platform is Unity (either for gamedev or VRC) you will also receive these files:

- Liltoon shader pack
- Unity Project pack containing:
  - o Materials setup with shaders and textures.
  - o Prefab of the character.
  - o Scene with the character prefab
  - o Necessary setup if your final target is VRC.

*\*Any listing is subject to changes and specific requests.*