# Battle Magistress

Instructions

PSD file content

Inside unity package I provide original PSD texture file containing all of the paint layers with all the effects unmerged, for you to be able to tweak textures for your needs.

But the main advantage of this PSD is "COLORING" group, containing masked sets of layers for colorizing almost every part of the model to different color.

In every group it's intended to leave visible only **one** colorizing as you may see on the picture below for character's hair. Combining several colorizing layers may provide undesirable results but yet is possible.

You are also welcome to create your own colorizing layers that would fit your particular needs.
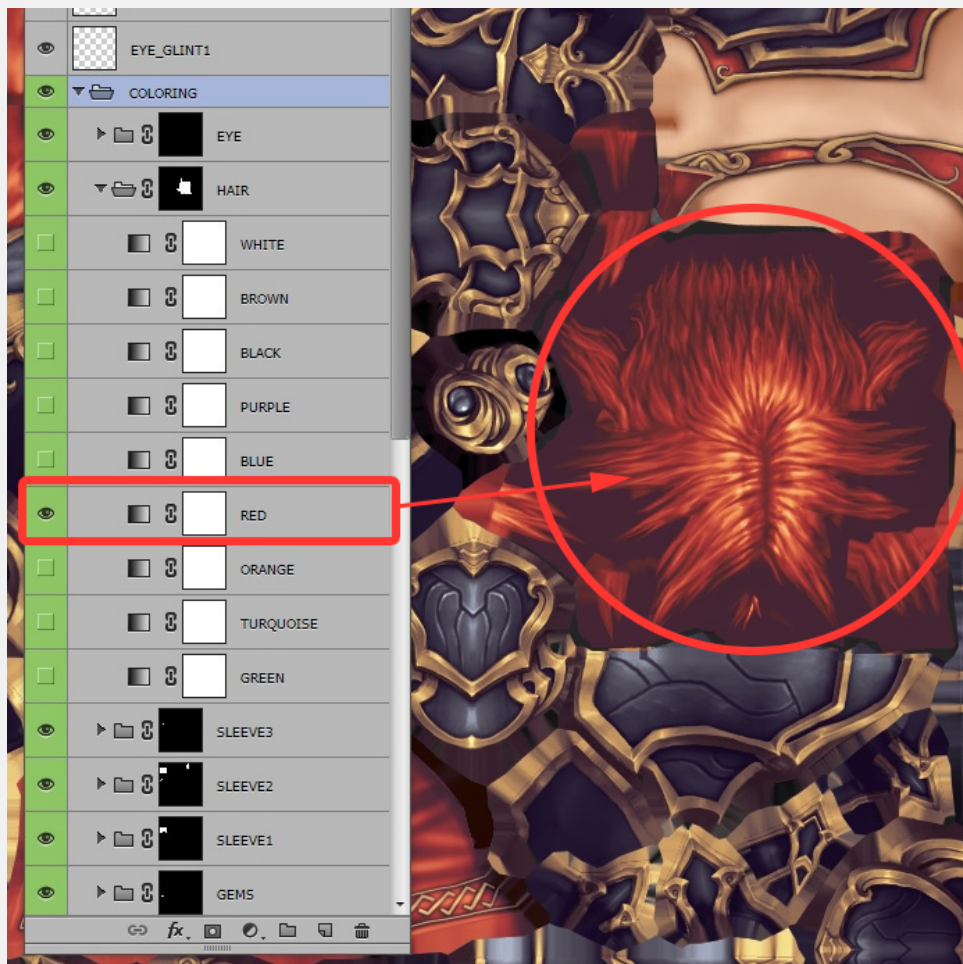
Here are some random variant I've made for preview.

You may also want not to use all of the armor and delete some of it. There is such possibility but then you have to check "AMBIENT_OCC" folder inside the PSD and hide ambient occlusion for the deleted parts. It's easy to find out the layer you need by switching it on/off.

Here's an example with larger shoulderplate.