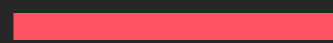


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To the product



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Where to install and how to find the product.



Iray Material Presets

Folder Overview, including how to use the Sub-Division Scripts and tweak the parameter manually.



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License

Information pertaining the allowed usage of the product.



INTRODUCTION

HD Gunshot Wounds for Genesis 8 & 8.1 Female(s)

HD GUNSHOT WOUNDS

A collection of 45 HD Gunshot Wounds (23 Wounds + 22 Mirrors) from a low caliber weapon (handgun).

To ensure the textures remains as envisioned regardless of the character its applied on, the wound texturing is built atop a Geoshell (MGW Wound Geoshell Wearable). A second Geoshell is used to add a blood layer (MGW Blood Geoshell Wearable) which allows a higher displacement to lend substance to the blood without affecting the character's original skin (and creating seams).

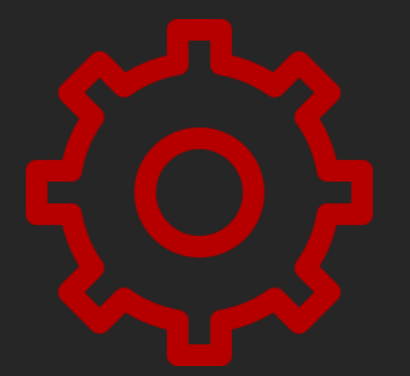
Three Materials Presets for each Geoshell have been included (light, midtone and dark skin). Since the LIE is built on these Geoshells, the time it takes to load is substantially reduced. If you find the blood too glossy, we have also included a preset to lower that. Though since this is built on a Geoshell, you can always change the settings to whatever works best for you without messing your character's skin.

In addition, we have included a "Wound to Scar" material preset as a bonus that will add Opacity and change the translucency of the MGW Wound Geoshell to fade the textures. The Bonus Geoshell's textures, however, are built through LIE.

In total, you'll get 45 HD morphs, 4 Wearables, 46 Shaping Presets, & 162 Iray Material, LIE & UtilityPresets!



FGW MORPHS 100% + WOUND GEOSHELL W/ LIGHT PRESETS + BLOOD GEOSHELL W/LIGHT PRESETS



Components



INSTALLATION

HD Gunshot Wounds for Genesis 8 & 8.1 Female(s)

INSTALLATION

Folder Structure

The following information details the folder structure for the HD Gunshot Wounds for Genesis 8 & 8.1 Female(s) product:

HD MORPHS:

You'll be able to access and apply the morphs via two methods:

1. Use the shaping presets to apply and remove gunshot wounds.

These should be located inside your content library:

- *"People/Genesis 8 Female/Shapes/FenixPhoenix/Gunshot Wounds"*

2. You can also dial the HD Burns (using the percentages to play with the intensity of the scarring).

- You'll find the **dials** located in the parameters or shaping tab under: **Actors > Head/Arms/Hand/Back/Chest/Feet/Hip/Legs/Waist > Wounds > FGW**
- You can also type **"FGW"** (Female Gunshot Wounds) in the **search box** within the parameter tab (Windows > Pane > Parameters) to easily access all the dials at once.
- We have added a bullet hole icon for easy identification on the dial.

IRAY & LIE (*Layered Image Editor*) MATERIAL PRESETS:

You'll find the LIE Presets folders in your "Content Library" under the following path:

- *"People/Genesis 8 Female/Materials/FenixPhoenix/Gunshot Wounds"*



IRAY MATERIAL & UTILITY PRESETS

HD Gunshot Wounds for Genesis 8 & 8.1 Female(s)

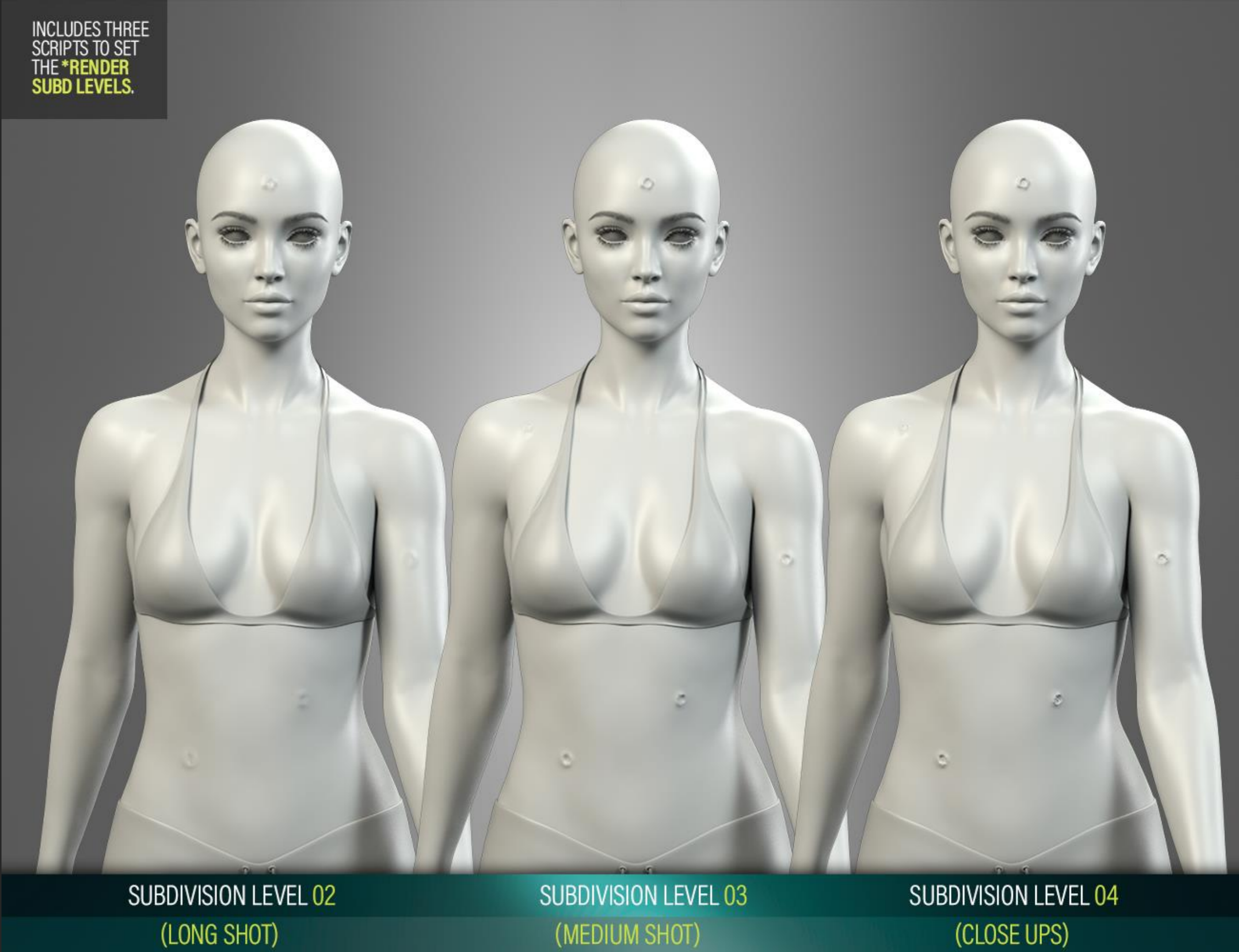
IRAY MATERIAL PRESETS

Folder Overview

01 Set Quality / Subdivision

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.**



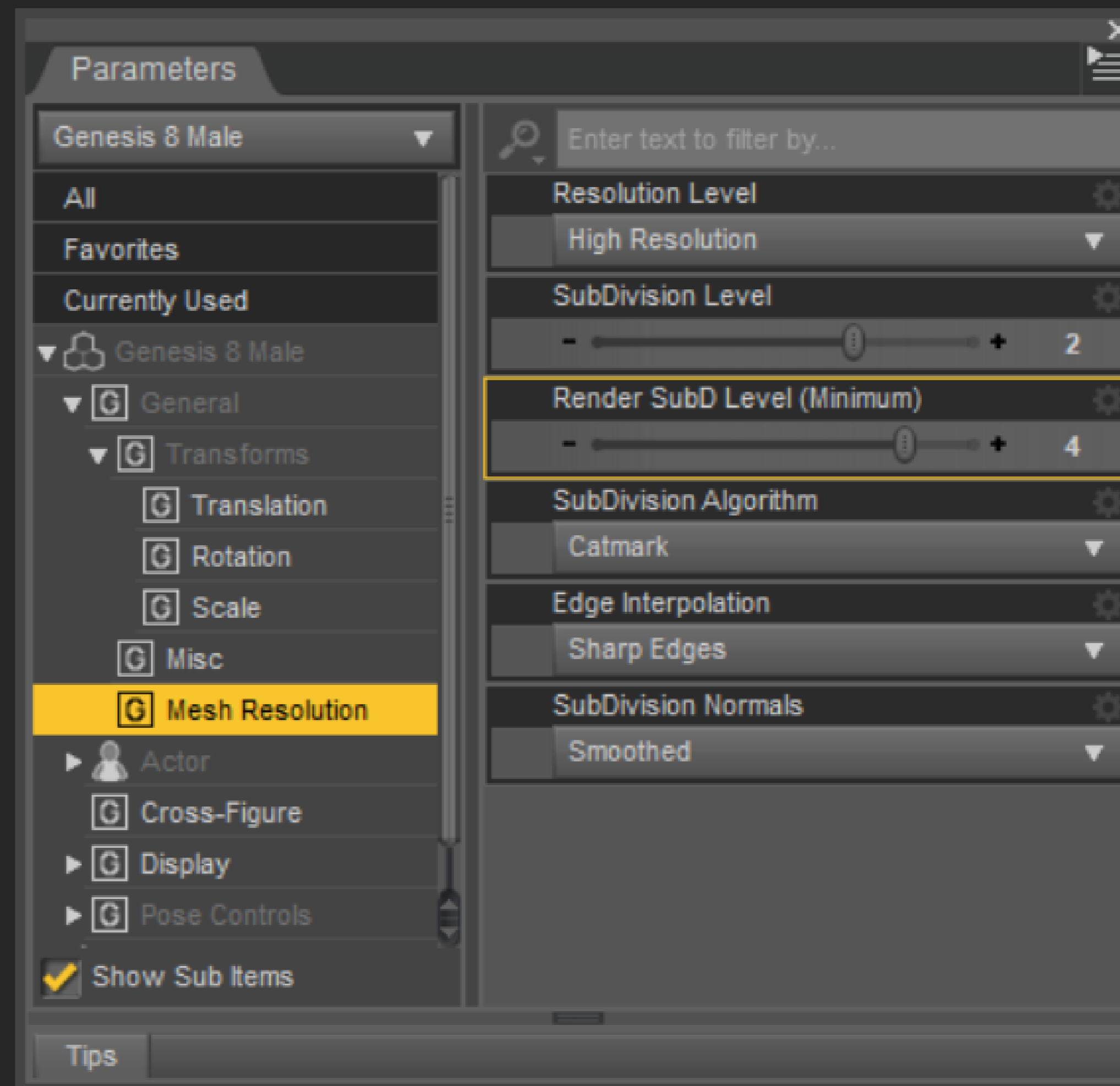
ABOUT OUR SUBD SCRIPTS

Parameter tab Overview

NOTE: 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 SubD (viewport) Level of 1 and a Render SubD Level of 2. Using our scripts will increase that to the correct values.
- However, some characters may load with a higher SubD Level (2-3). This will cause our scripts to add one more level to accommodate. 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 & perhaps setting the SubDivision Level to 2 in order to see the morph through the viewport.



Recommended

WEARABLES

Iray Material Preset Overview

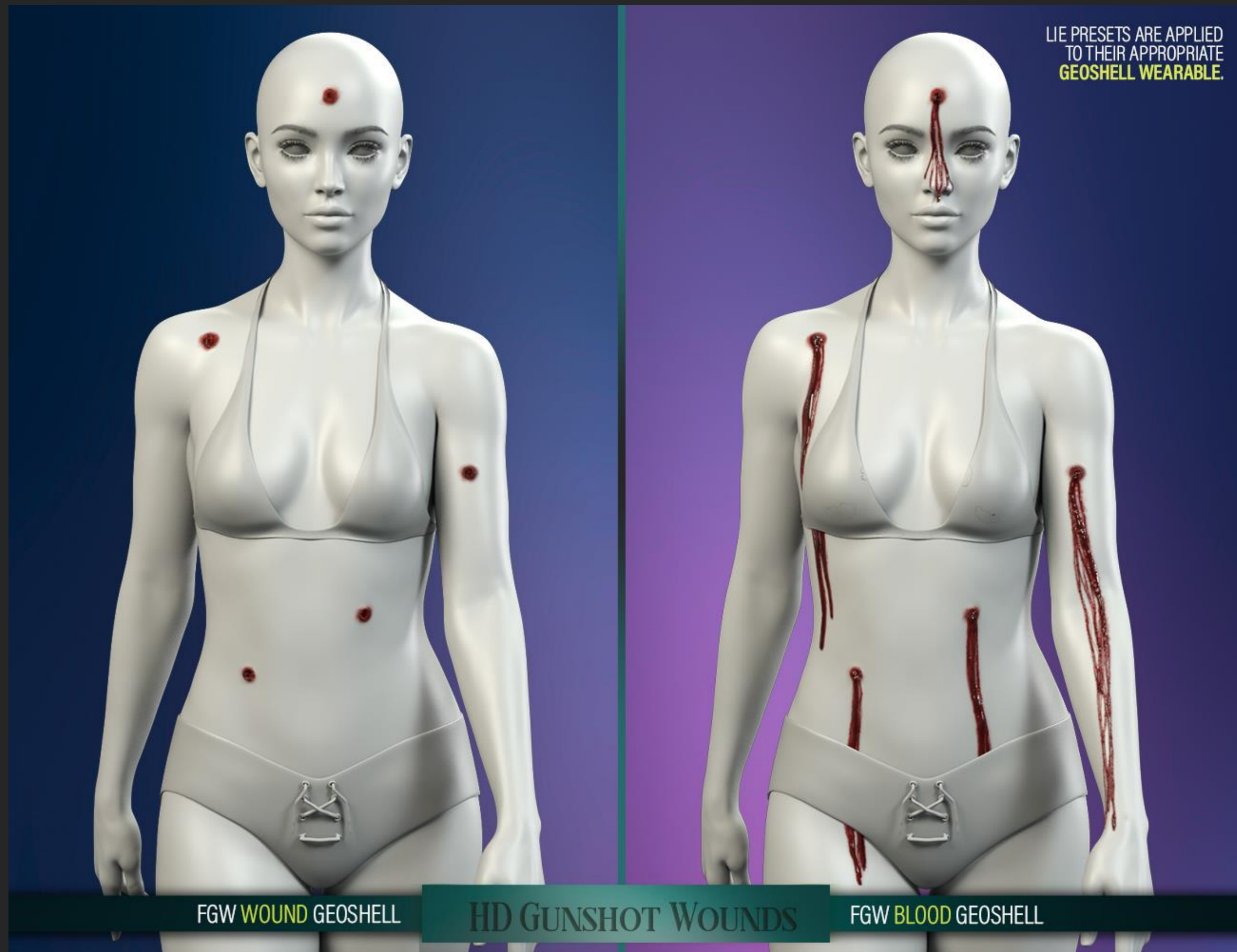
01 Geoshells Wearables

You will find **four** wearable presets (two for 8 and two for 8.1) which will apply a Shell around your character.

Every other preset in this pack should be applied to the **"FGW Wounds"** and/or **"FGW Blood"** Geoshell(s) from here on out. So, remember to keep the Geoshell(s) Wearable Selected.

Some things to consider:

- The Geoshell uses a custom UV set that ensures even density across the maps.
- You will not see anything visible in the viewport, as the Geoshell loads with no Opacity. You will only detect it visually when you apply a mask. More on this later.
- Also, make sure to change the collision setting of your clothing to the Geoshell in case there is clipping.



FGW WOUND GEOSHELL

HD GUNSHOT WOUNDS

FGW BLOOD GEOSHELL

SKIN COLOR SETTINGS

Iray Material Preset Overview

01.1-.2 Skin Material Presets

The next set of Presets will apply different material settings (Light, Midtone or Dark) to your **FGW Wound and/or Blood Geoshell(s)**.

Select the one that best fits your character's skin.

Some things to consider:

- You can always apply a **LIE Preset** to the Geoshell **first** to see the result and then come back and apply the different materials settings to better test the effects and select the one that best suits your vision.



KAYO 8 SKIN & MIXED SHAPE
*NOT INCLUDED.

BLOOD GEOSHELL **STACKED**
OVER WOUND GEOSHELL.
WEARABLE PRESETS
ARE INCLUDED.



WOUND GEOSHELL WITH LIGHT SKIN PRESETS

HD GUNSHOT WOUNDS

WOUND GEOSHELL WITH MIDTONE SKIN PRESETS

BLOOD GEOSHELL WITH LIGHT SKIN PRESETS

HD GUNSHOT WOUNDS

BLOOD GEOSHELL WITH MIDTONE SKIN PRESETS



KALA 8* NOT INCLUDED
& SHOWN OUT OF THE BOX.



BLOOD GEOSHELL **STACKED**
OVER WOUND GEOSHELL.
WEARABLE PRESETS
ARE INCLUDED.

WOUND GEOSHELL WITH LGHT SKIN PRESETS

MIDTONE SKIN PRESETS

DARK SKIN PRESETS

BLOOD GEOSHELL WITH LGHT SKIN PRESETS

MIDTONE SKIN PRESETS

DARK SKIN PRESETS

MONIQUE 8* **NOT INCLUDED**
& SHOWN OUT OF THE BOX.

BLOOD GEOSHELL **STACKED**
OVER WOUND GEOSHELL.
WEARABLE PRESETS
ARE INCLUDED.



WOUND GEOSHELL WITH LGHT SKIN PRESETS

MIDTONE SKIN PRESETS

DARK SKIN PRESETS

BLOOD GEOSHELL WITH LGHT SKIN PRESETS

MIDTONE SKIN PRESETS

DARK SKIN PRESETS



LIE MATERIAL MASKS PRESETS

HD GUNSHOT WOUNDS for Genesis 8 & 8.1 Female(s)

LIE WOUNDS

Iray Material Preset Overview

02 LIE Wound Presets

The LIE Presets with a "FGW 02" at the start of their name are meant to be applied to the **FGW Wound Geoshell Wearable**. These will add the gunshot entry/exit wound texture.

Some things to consider:

- Depending on your specs, they may take a while to apply.
- DO NOT apply to your character, as they will apply an opacity preset that will render him invisible. Always apply to the Geoshell Wearable.
- We have included 8.1 torso LIE Iray Presets to ensure the pack works with Generation 8.1. So, keep an eye out for those and be sure to apply them if you are working with a character that uses the surfaces of Genesis 8.1



LIE BLOOD

Iray Material Preset Overview

03 LIE Blood Presets

The LIE Presets with a "FGW 03" at the start of their name are meant to be applied to the **FGW Blood Geoshell Wearable**. These will add the gunshot entry/exit wound texture.

Some things to consider:

- Depending on your specs, they may take a while to apply.
- DO NOT apply to your character, as they will apply an opacity preset that will render him invisible. Always apply to the Geoshell Wearable.
- We have included 8.1 torso LIE Iray Presets to ensure the pack works with Generation 8.1. So, keep an eye out for those and be sure to apply them if you are working with a character that uses the surfaces of Genesis 8.1





HEAD MIDDLE



FGW



HEAD SIDE



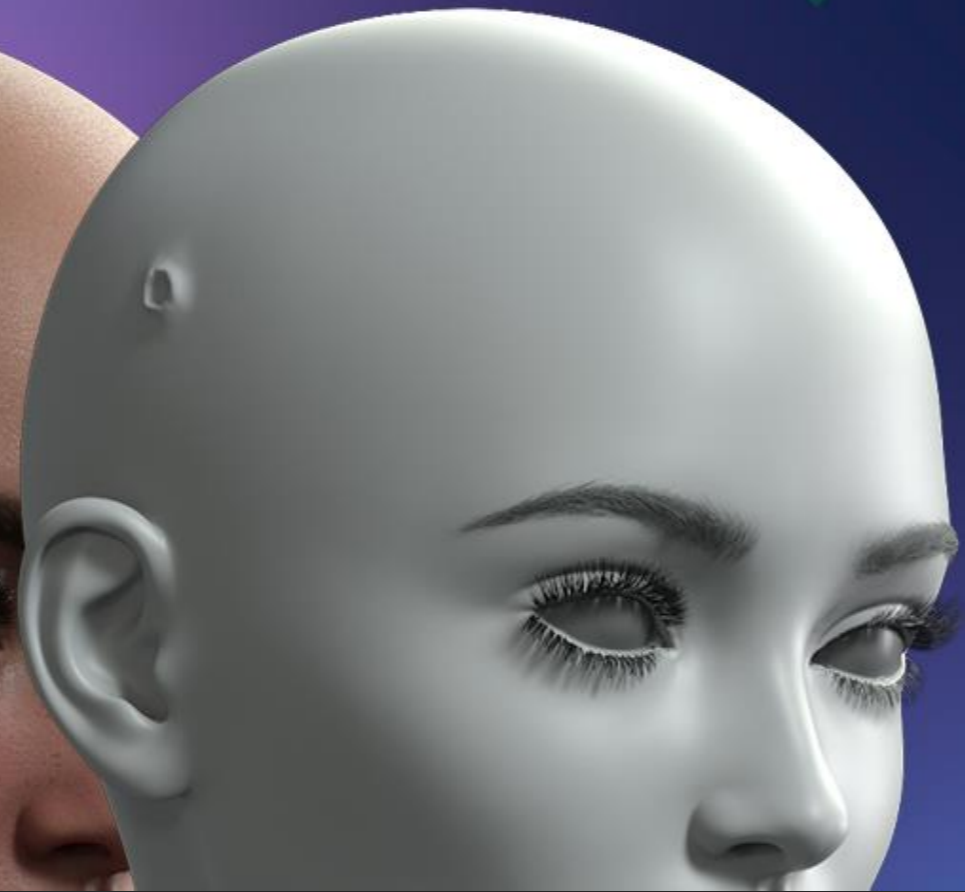
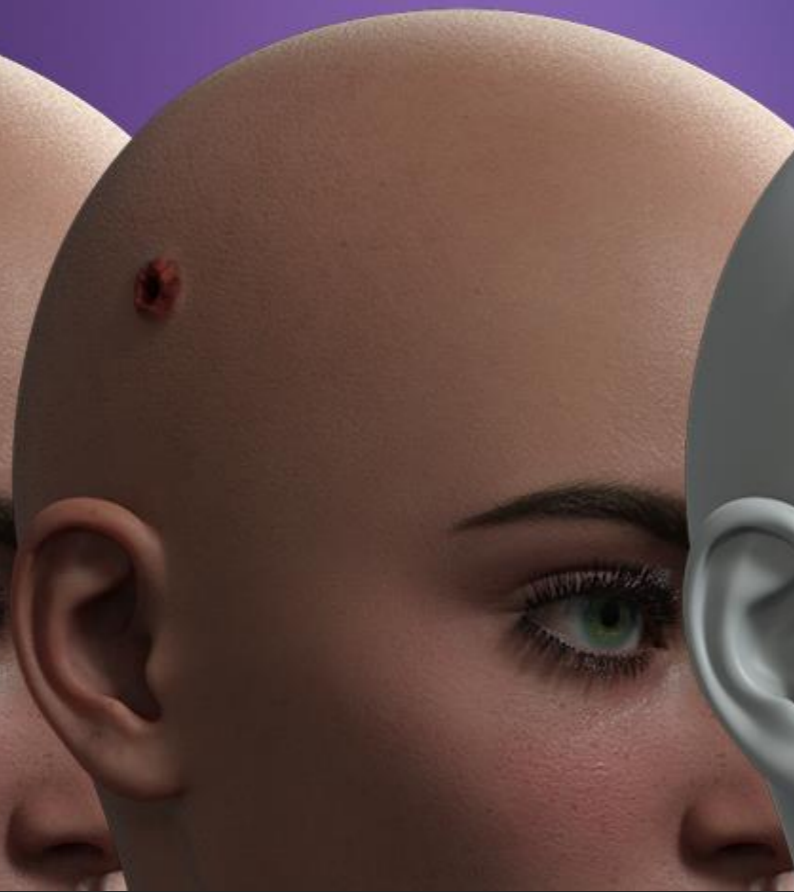
HAND ENTRY



FGW



HAND EXIT





CHEST ENTRY

FGW

CHEST EXIT

SHOULDER ENTRY

FGW

SHOULDER EXIT



BICEP ENTRY

FGW

BICEP EXIT

ABS LOWER ENTRY

FGW

ABS LOWER EXIT





ABS UPPER ENTRY

FGW

ABS UPPER EXIT

BACK LOWER ENTRY

FGW

BACK MIDDLE ENTRY







LEG LOWER ENTRY

FGW

LEG LOWER EXIT

FOOT ENTRY

FGW

FOOT EXIT



REMOVERS & EXTRAS

HD Gunshot Wounds for Genesis 8 & 8.1 Female(s)

REFINEMENTS

Iray Material Preset Overview

04 Extra Presets

In the last folder (04) you will find a handy script to remove all LIE layers from the Geoshells. Just select a Geoshell, ensure no surface is selected, and apply.

We have also included additional Iray Material Presets to lower the Blood Displacement (which can fix some of the blood poking through clothes).

Lastly, you'll find a Iray Material Preset to fade the Wound Textures (apply to WMG Wound Geoshell) and turn them into scars. And, in case you didn't like the look, you can always use the restore preset to turn them back into wounds.

A PRESETS HAS BEEN INCLUDED TO TURN THE WOUND INTO A SCAR!



MIXED SHAPE +VICTORIA 8.1 SKIN WITH FGW WOUNDS LIE PRESETS + FGW MORPHS.
WOUNDS + 100% MORPHS APPLIED WOUND TO SCAR APPLIED + 50% MORPHS APPLIED



BLOOD GEOSHELL WITH **DEFAULT GLOSS**

HD GUNSHOT WOUNDS



BLOOD GEOSHELL WITH **LOWER GLOSS**

A PARTIAL PRESET TO
LOWER THE GLOSS
OF THE BLOOD
IS INCLUDED.

PRESETS INCLUDED TO WORK WITH
GENESIS 8.1!



DEFAULT BLOOD GEOSHELL

HD GUNSHOT WOUNDS



WITH **LOWER DISPLACEMENT**

A PARTIAL PRESET TO
LOWER THE BLOOD
DISPLACEMENT
IS INCLUDED.





LICENSE

HD Gunshot Wounds for Genesis 8 & 8.1 Female(s)

LICENSE

Important!

VISIT OUR STORE

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:

- Resell these textures or distribute them.
- Use the textures on a character you'll give away for free or sell, even baked into the skin.
- Use the textures to create Photoshop, GIMP or any type of scar/wound brush.
- 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.
- Sell or Give away the UV set.
- Etc.





Get in touch

We have a [support thread](#) over at the
DAZ 3D forum

