



AFTER

BEFORE

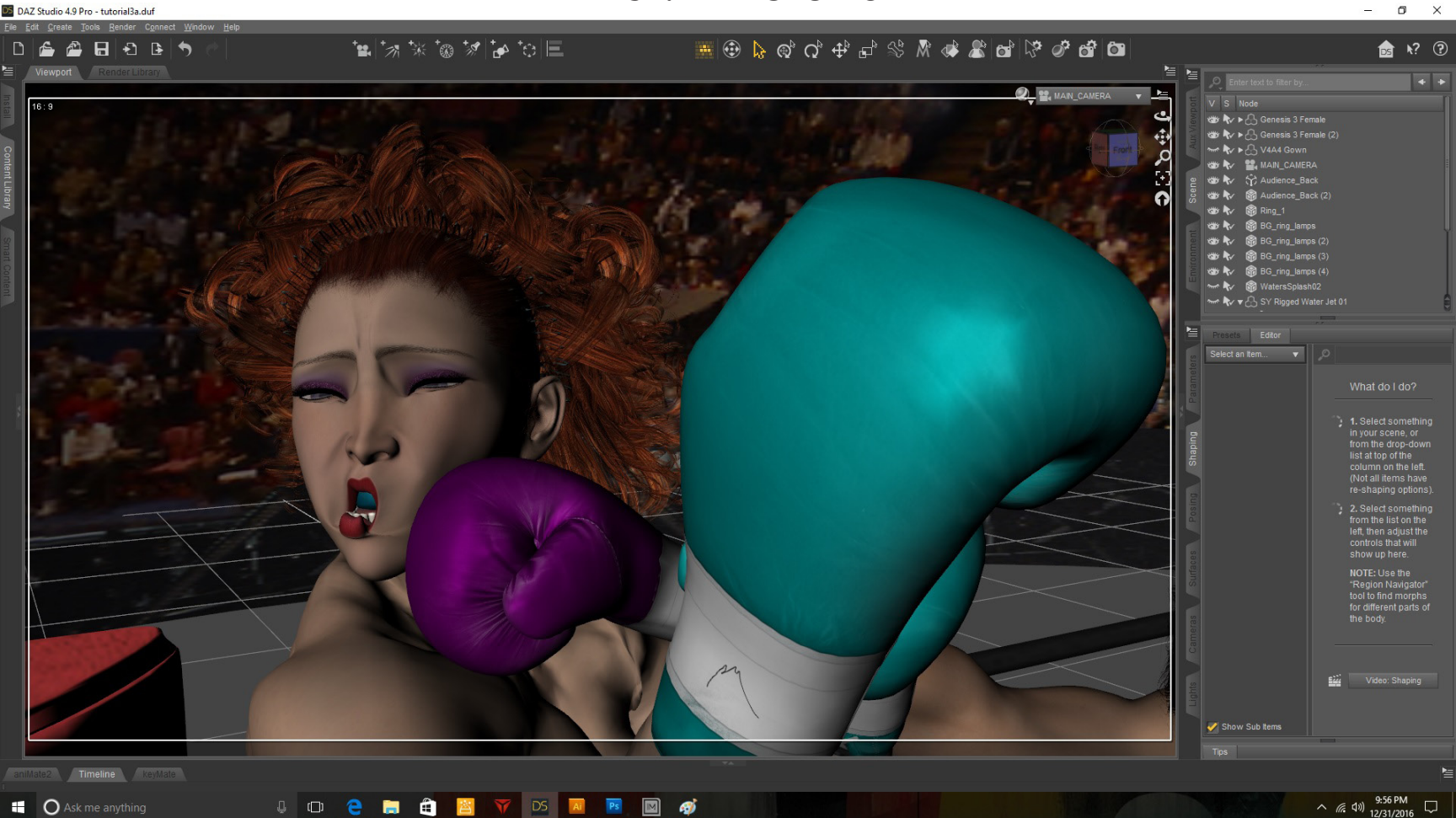
TUTORIAL 3: DOING DAMAGE

One of the *other* things I'm asked most often is how I do blood, bruises and sprays of sweat for my images. This tutorial will go over the products I use in Daz Studio, and how to change the surface of a figure in Photoshop or most other image editing programs.

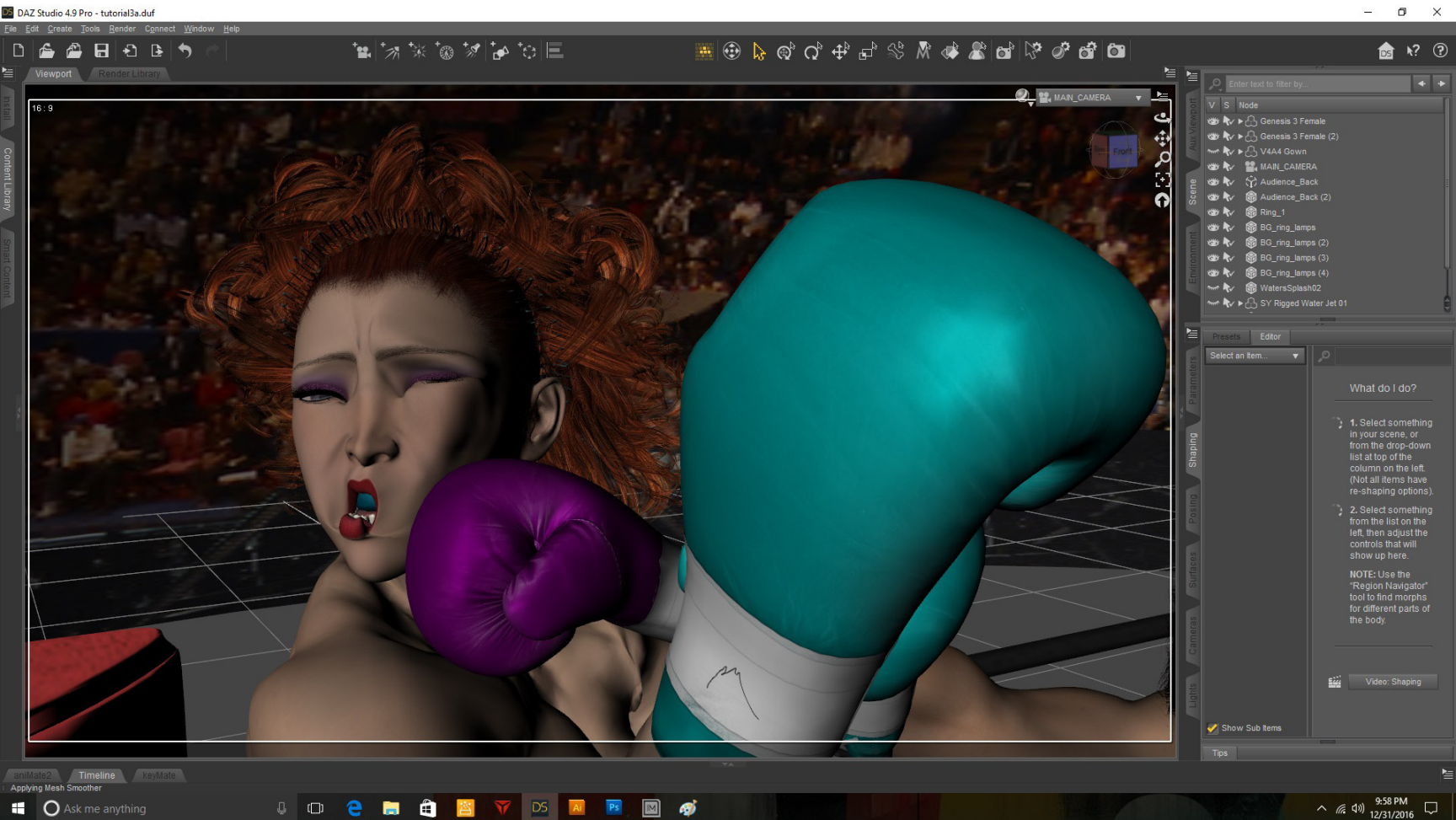


Now, our “volunteer” for today’s tutorial is Bianca “The Prom Queen” Peterson, standing above on the left. You may have seen her as a cornergirl in my last fight between Barbara and Elodie. Bianca and Melly Parker, above on the right, graduated high school together last year and do not like each other at all. So, they’re going to be facing off in the first match of my next collection of fights that will start later this year. I haven’t shown any fight images of Bianca yet, and figured this tutorial would be a good opportunity to create a bruised and bloody face that I can use later on.

FIRST: DAZ STUDIO

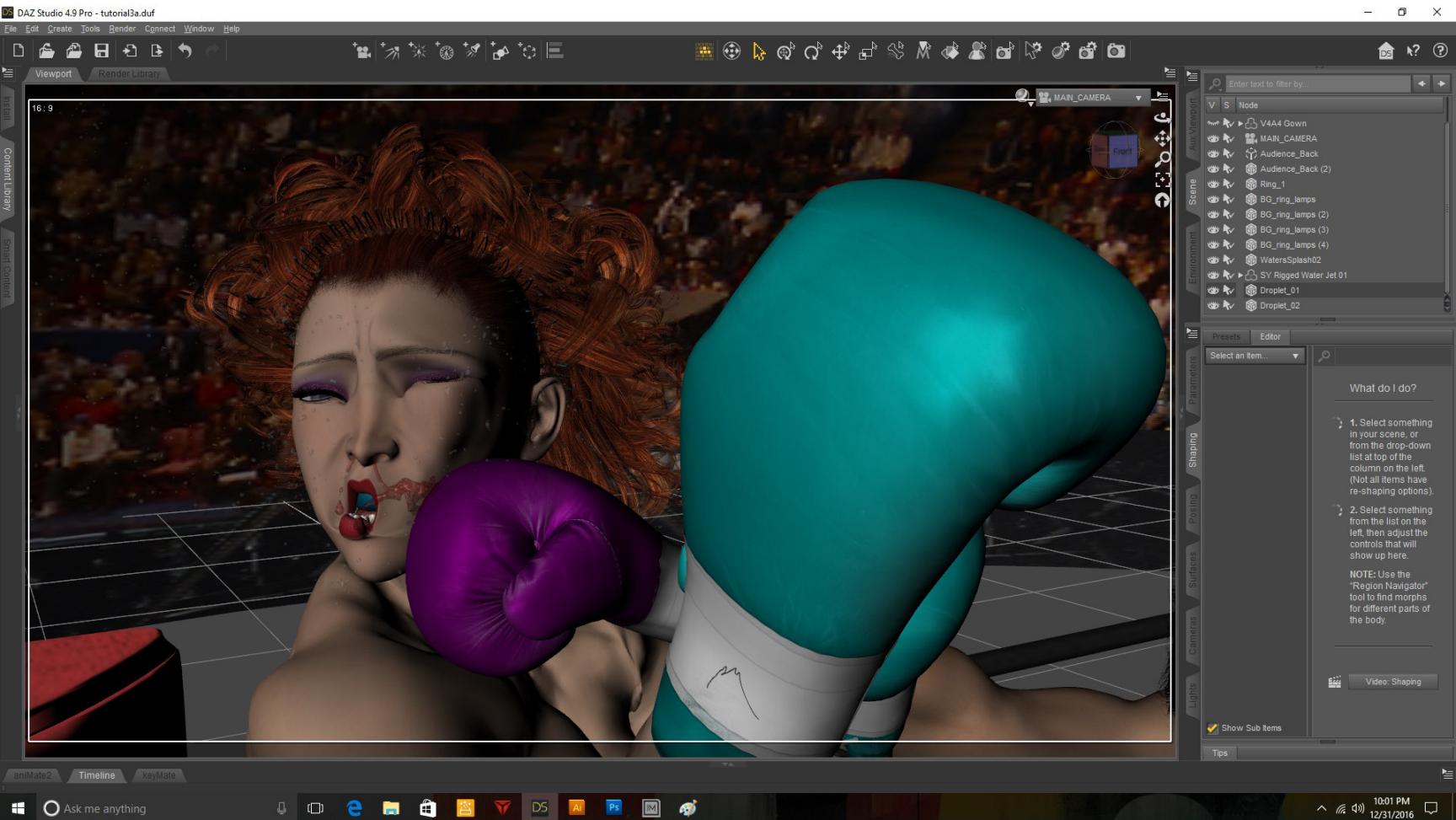


So we have Bianca in Daz Studio, and I've posed the figures and placed the camera where I want it to be. Next, we're going to be adding morphs and props.



First, we add swelling to the left eye. I do this using a morph I made in Hexagon, a program that you can use to make clothing and objects for Daz Studio, or create a morph that will change the shape of an object or figure. To learn how to make morphs I purchased this book:

<https://www.renderosity.com/mod/bcs/morphing-genesis-figure-with-daz-studio-and-hexagon/99542> and I do recommend it.



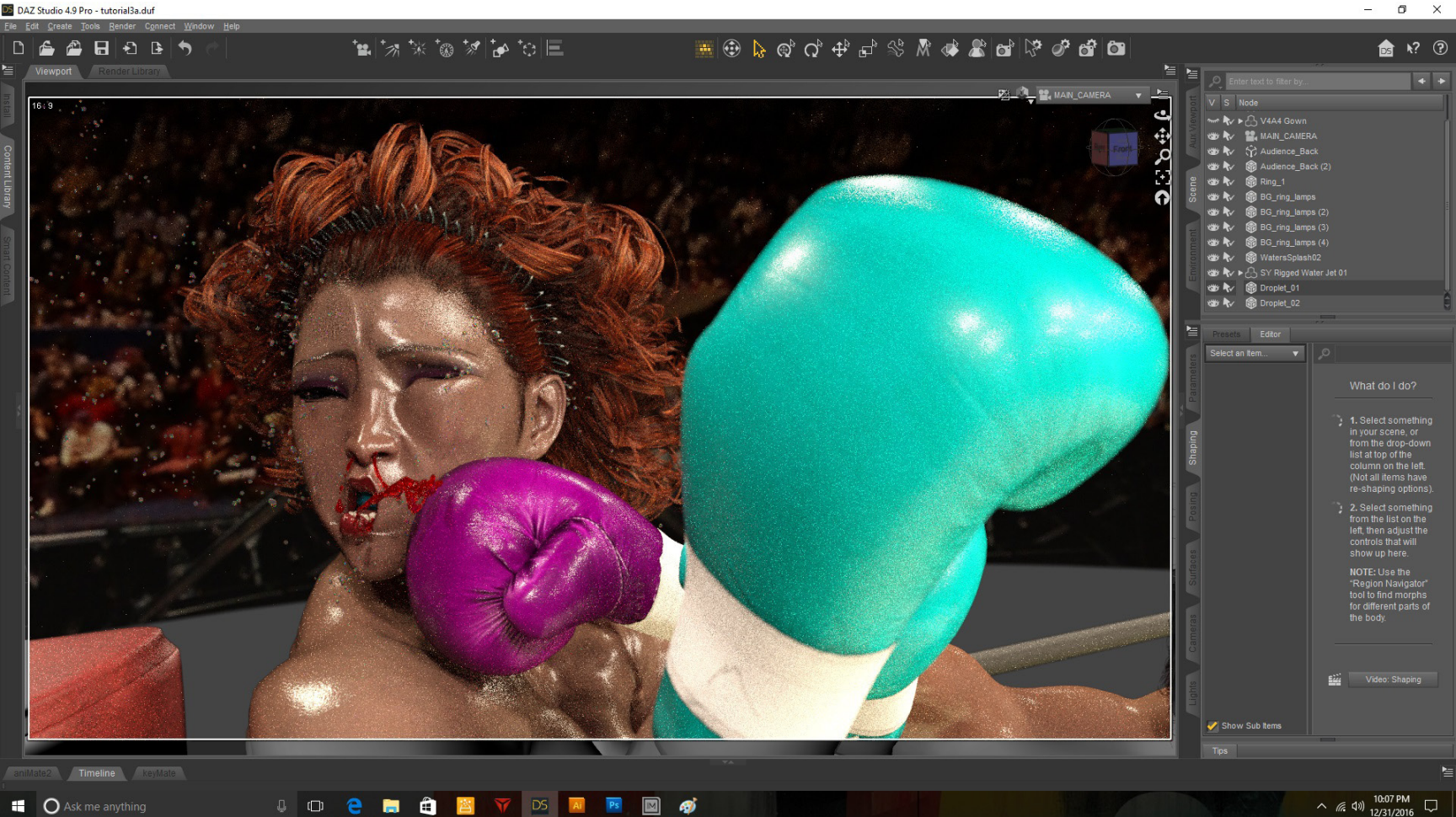
Next, I merge in a saved scene that has some liquid objects that are already scaled and had the correct shaders applied to look like blood and water. It's a combination of objects from 3 different DAZ3D products:

<http://www.daz3d.com/liquid-pack>

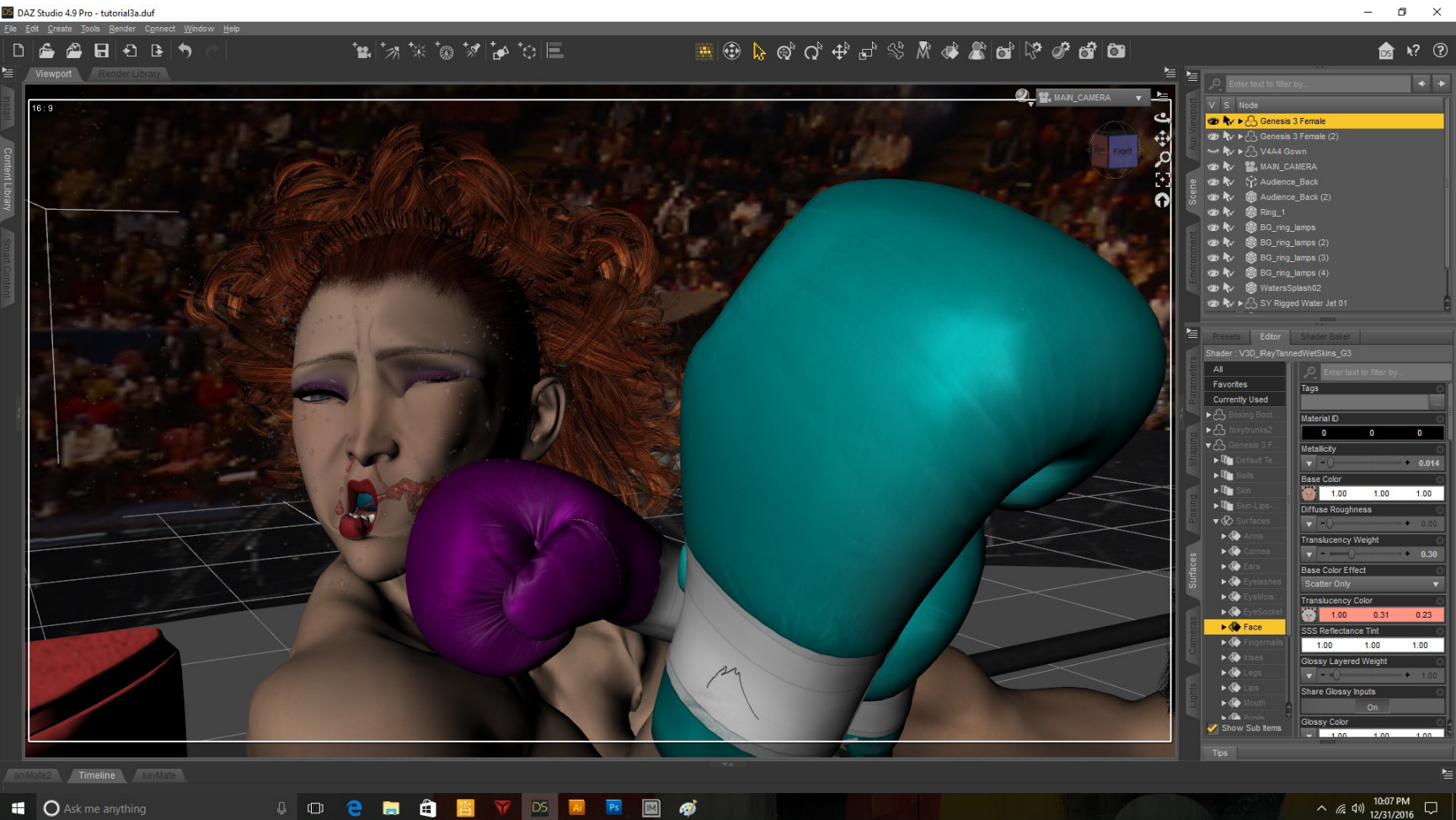
<http://www.daz3d.com/creative-water-3d-watersplashes>

<http://www.daz3d.com/rigged-water-iray>

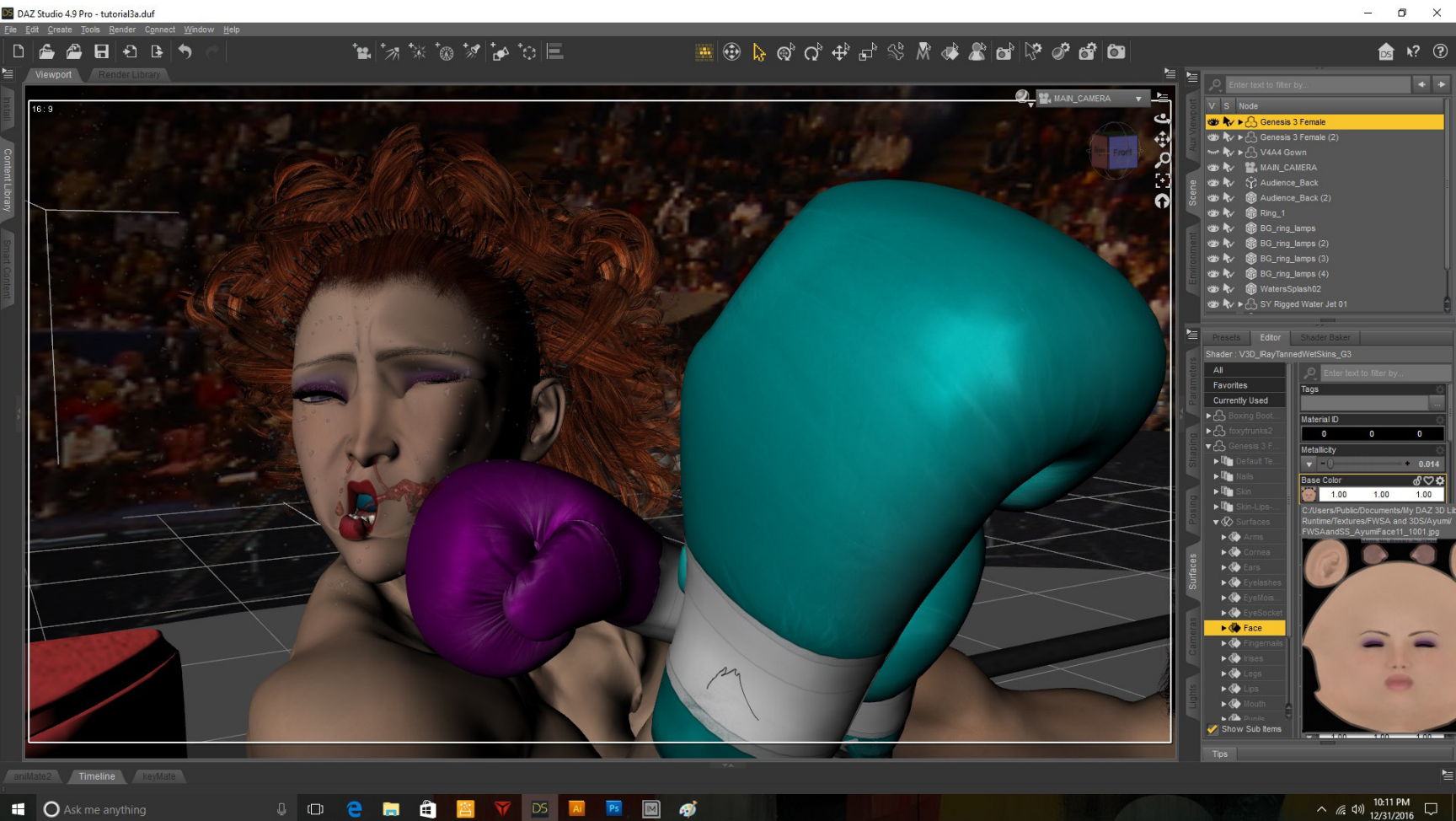
A quick test to see how it looks in Iray:



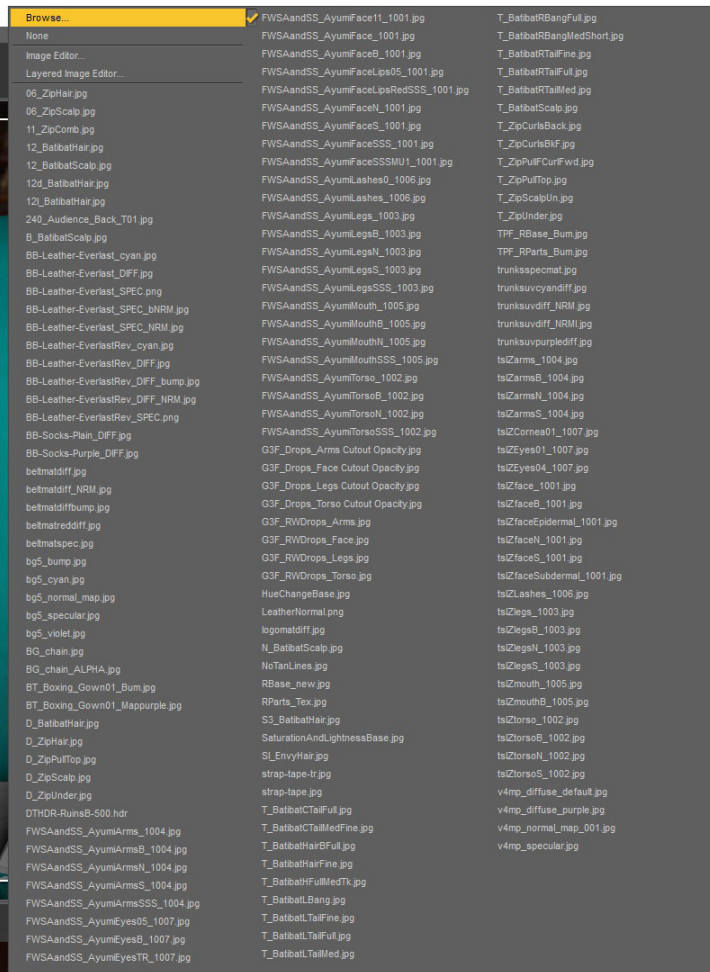
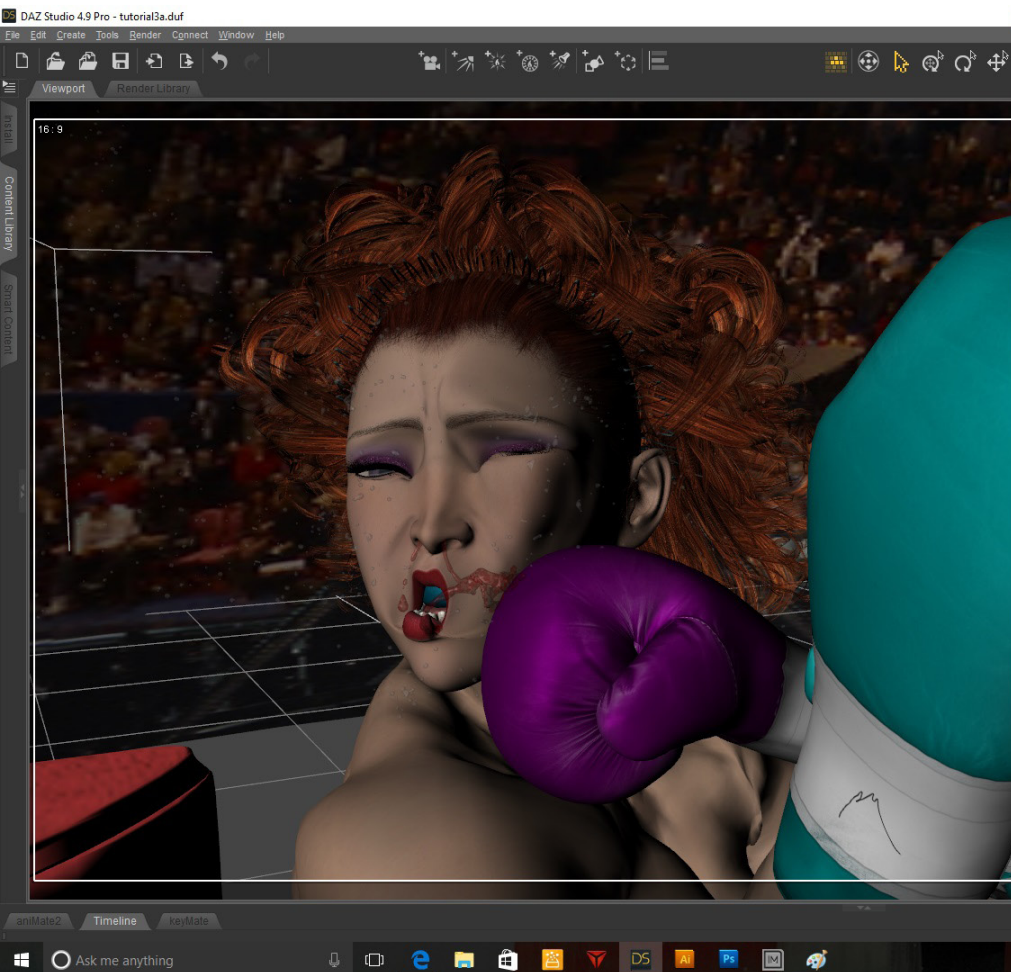
And everything looks good! Now it's time to change the skin.



With the figure selected, go to the surfaces tab on the right hand side of the screen, then under editor go to Genesis 3 female>surfaces>face. Click on it and the column on the right will show the settings for that section of skin. We're going to be working with the Base Color setting.

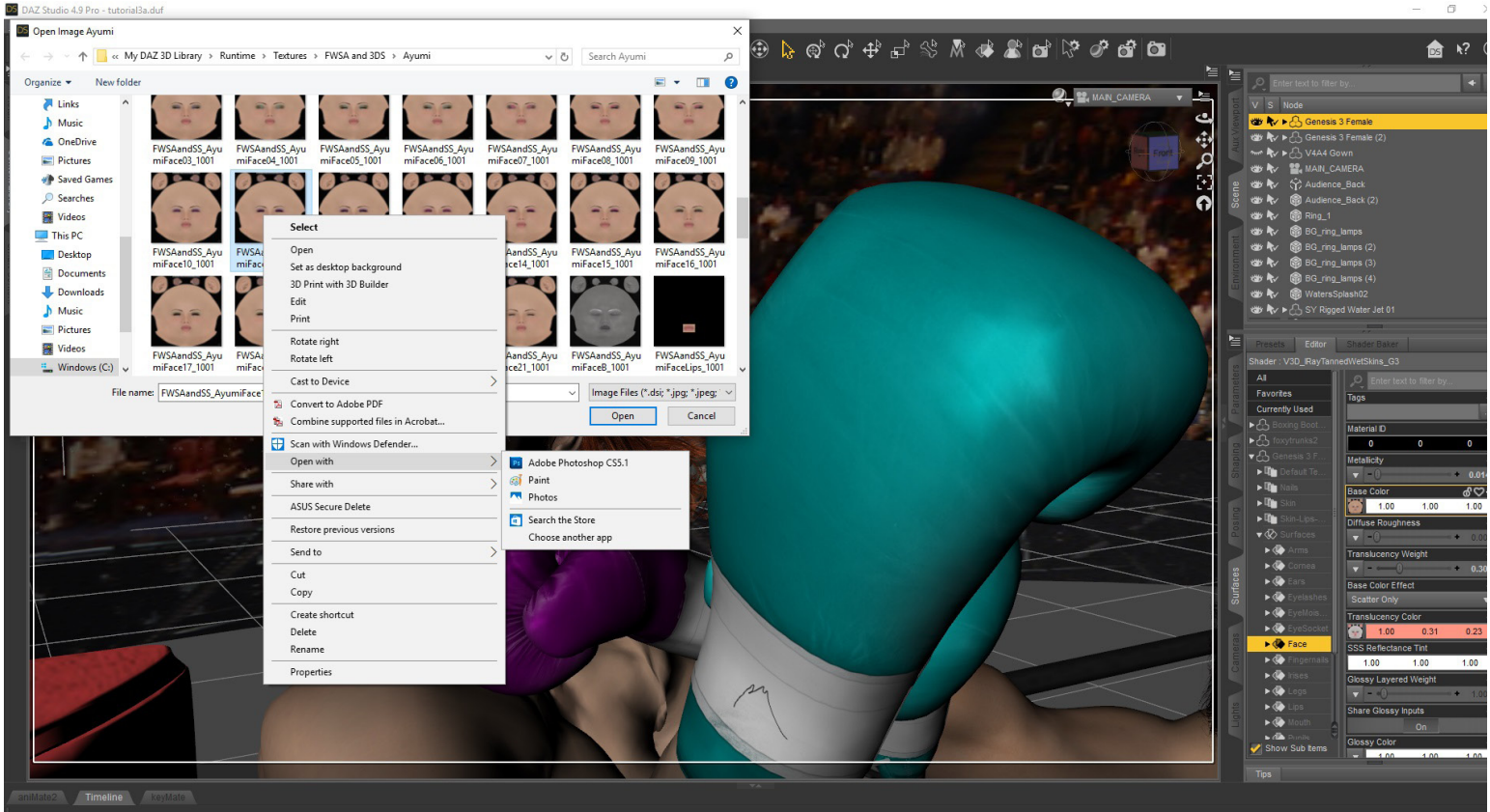


Hold your mouse over the tiny picture under where it says “base color” and it will pop up with a larger version of the image and the name of the file and where it is on your computer.

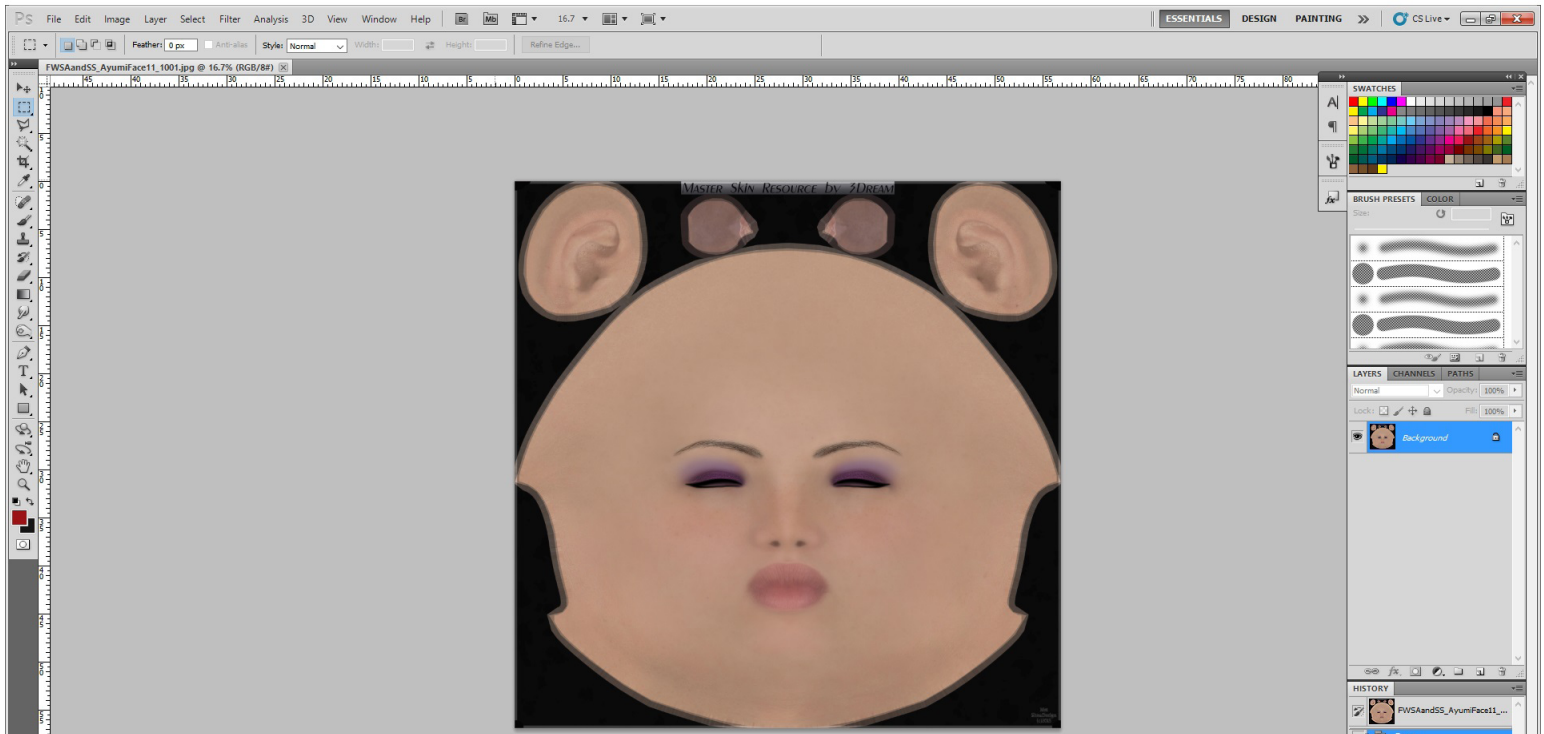


Click on that little image and this list will pop up with every image being used to make your scene, with a checkmark by the one that's currently being used. Note the name of the file then click on "Browse."

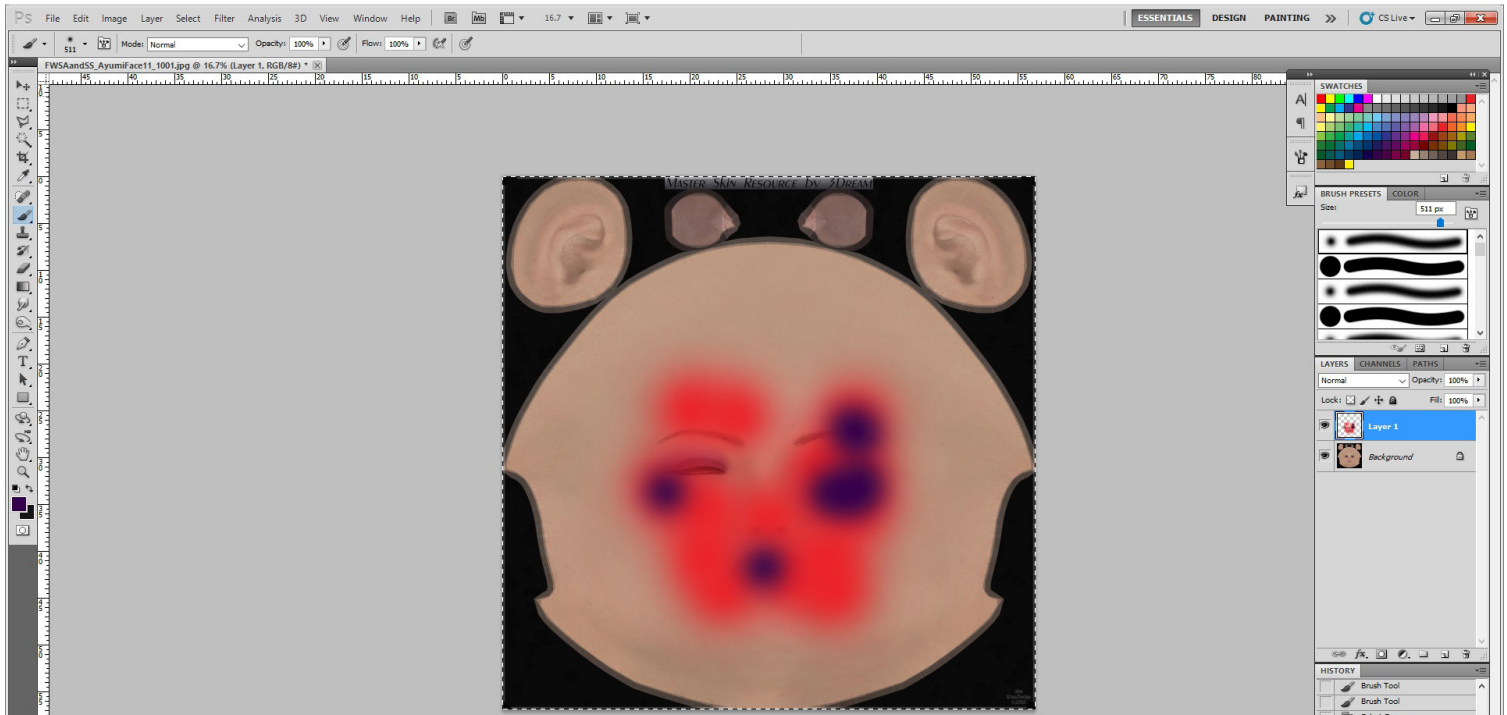
NEXT: PHOTOSHOP



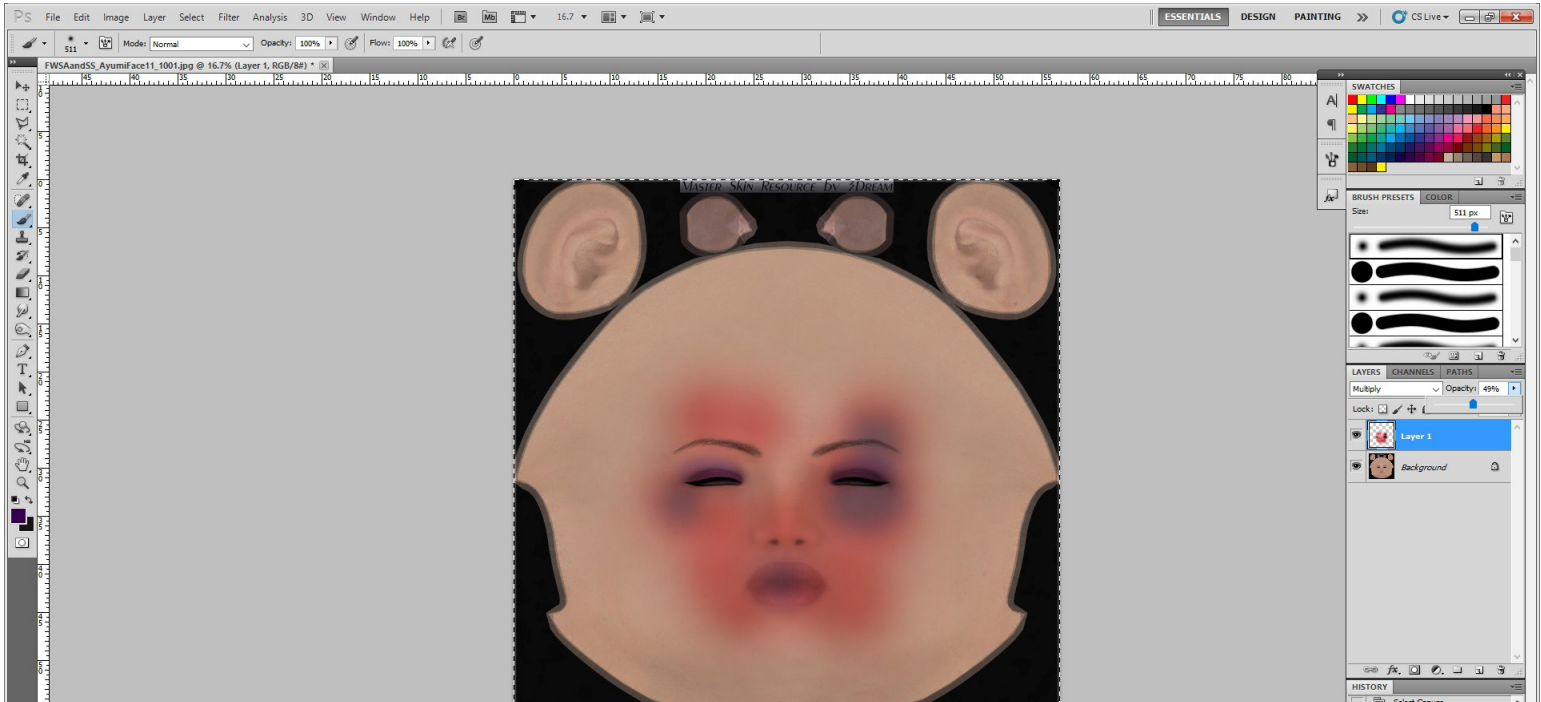
A window is going to open that is the folder where your current surface is located. Scroll down till you find the right_surface (This is why you want to note the file name) then right-click on it and go to “open with.” I use Photoshop, so that’s what I’m going to show you, but most photo editing programs will work.



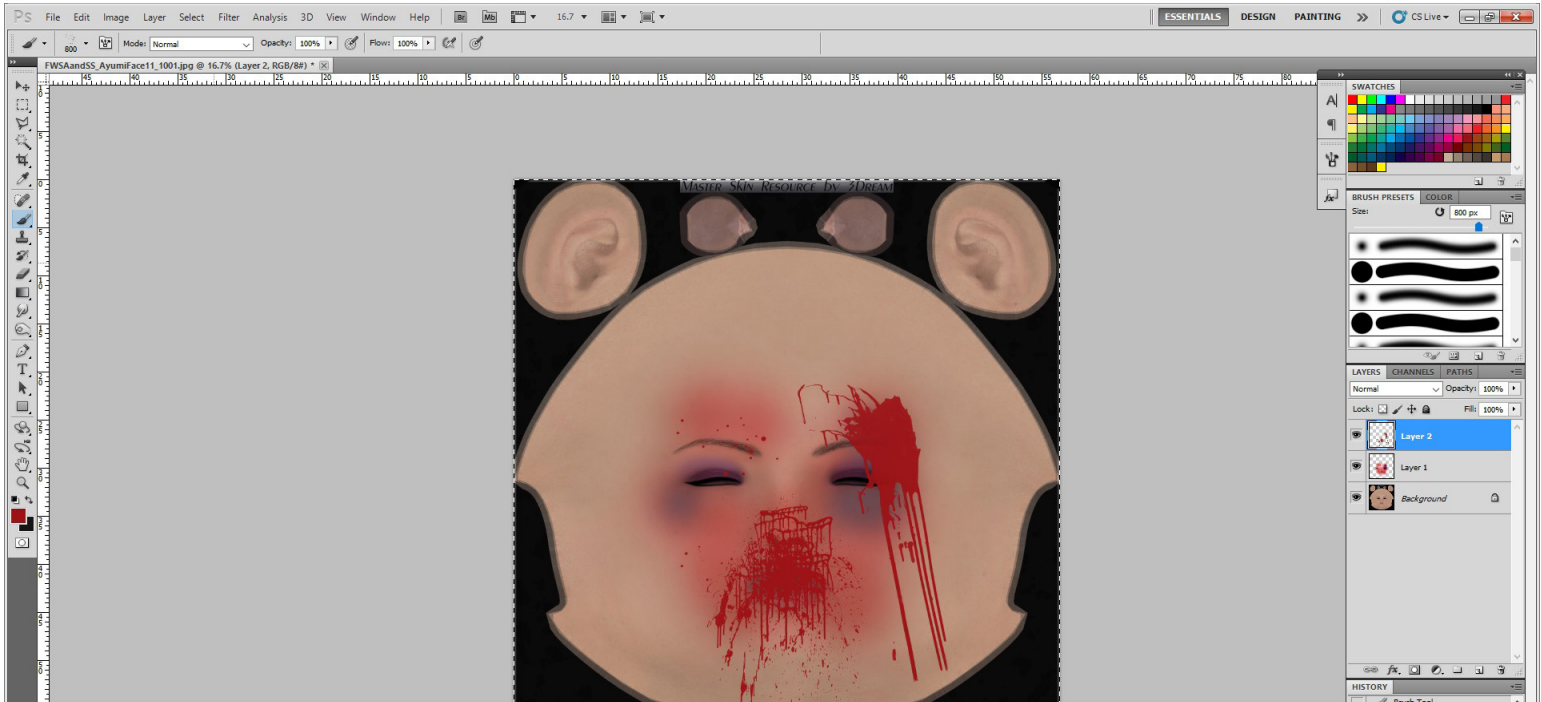
So now we have that surface opened in Photoshop. First, we're going to add bruises.



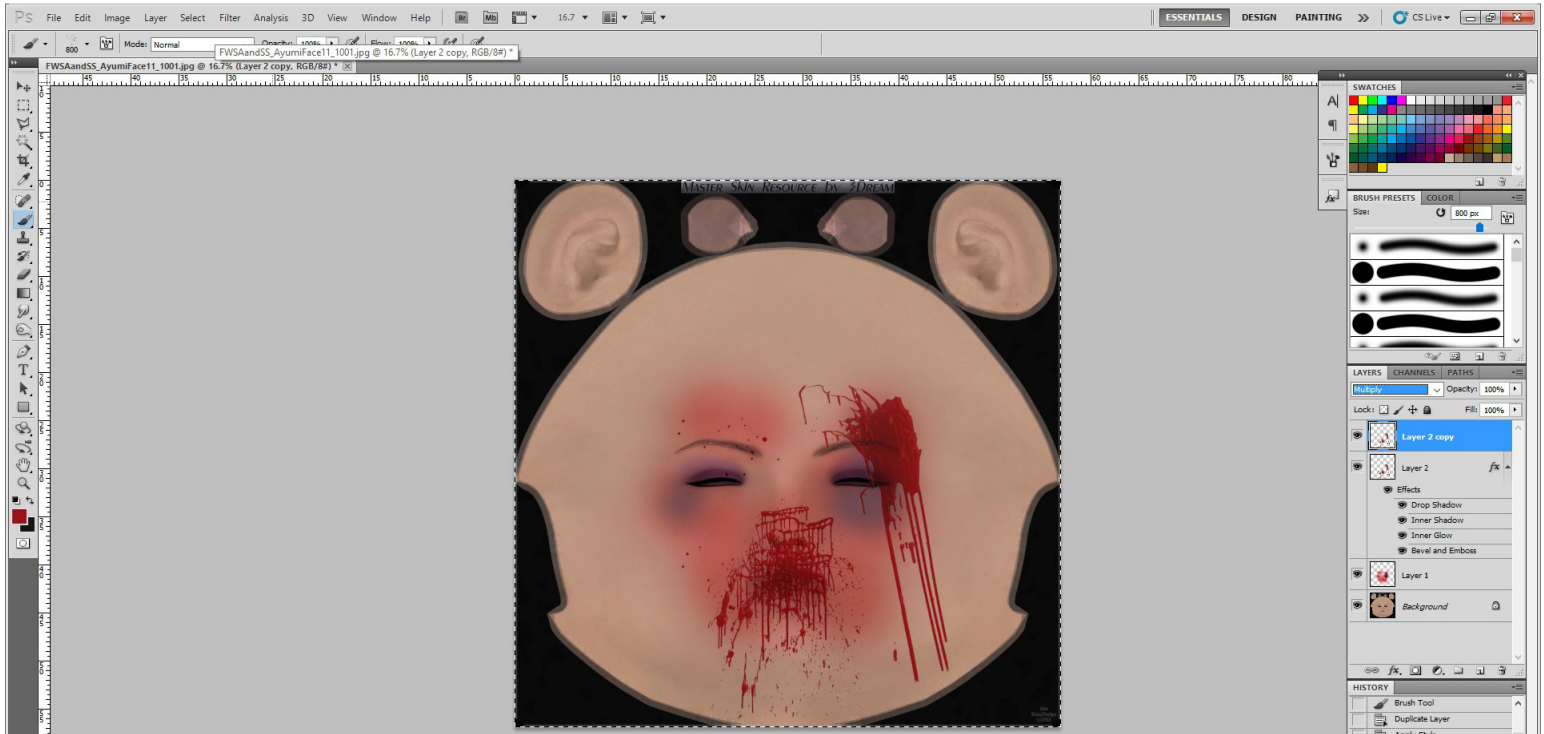
First, create a new layer so you don't change the main image. On that new layer, using an airbrush setting, I'll use a large-diameter brush and cover most of the face in bright red. Then, I'll shrink the brush and add some darker red areas, then I'll shrink the brush again and add some purple.



Now I'll change the layer to multiply and drop the opacity down to 40-50%. Now you can see the face underneath and it looks like bruises instead of facepaint.

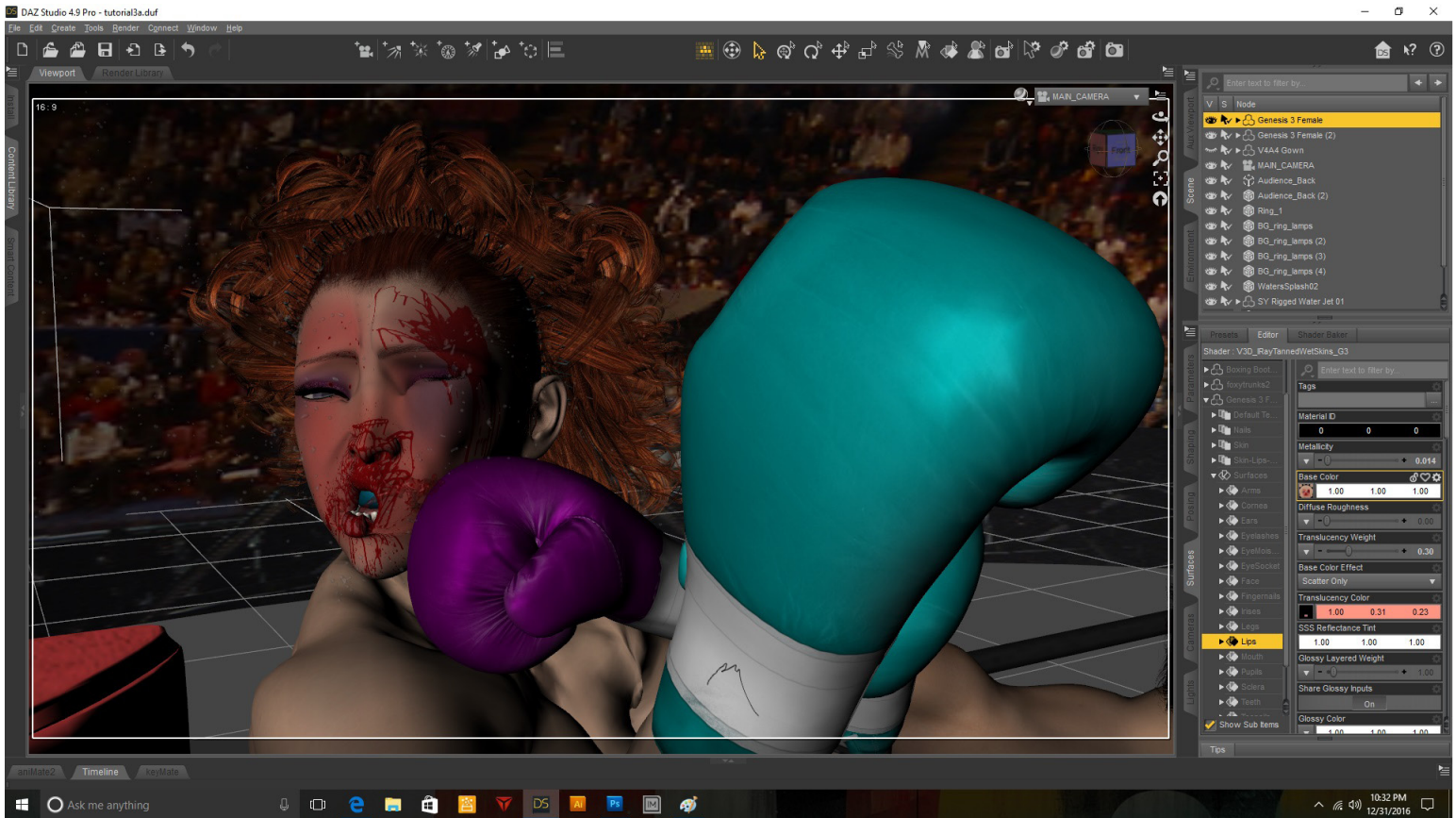


Now for the blood, I create another new layer. I actually have brushes in Photoshop that are shaped like blood splatters and stains so I use a couple of those, one over the eye and one on the nose and mouth.



Next we're going to change the blood layer to "multiply" as well, but keep it at 100% opacity. I also make a copy of the blood layer and apply a layer style that makes everything on that duplicate layer look like clear liquid, so the blood has a more 3-dimensional look to it, but that may only work in Photoshop.

So, now we're ready to save our new beaten up face so we can open it in Daz Studio. I'll save the layered image as a photoshop file so I can add more injuries as a fight goes on, but you'll need to flatten the image so it can be saved as a JPEG. Now, this is most important: **DO NOT SAVE OVER THE ORIGINAL FACE! ALWAYS GO TO SAVE AS... SO IT CAN BE SAVED UNDER A DIFFERENT NAME.** I recommend setting up a folder on your computer called "bruises" and saving the damaged skins in a folder for each of your characters. That way, if you move to a new PC, you have everything in one place.



So, now we go back to Daz Studio, click on “base color” then “browse,” but now you use that file explorer window to go where you have the new bloody face saved and select it. You’ll have to do it again for the lips as well. So now the bloody face is loaded and the scene can be rendered...



... and here is the final result!

And that ends my damage tutorial. Thank you for your support on Patreon!