
Product Name: Texture Exchanger for G8M Genitalia
Author: 3feetwolf
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Email: 1033085906@qq.com

Compatibility:
Not tested on Mac
Only works in Daz Studio 4.10.0.107 or higher

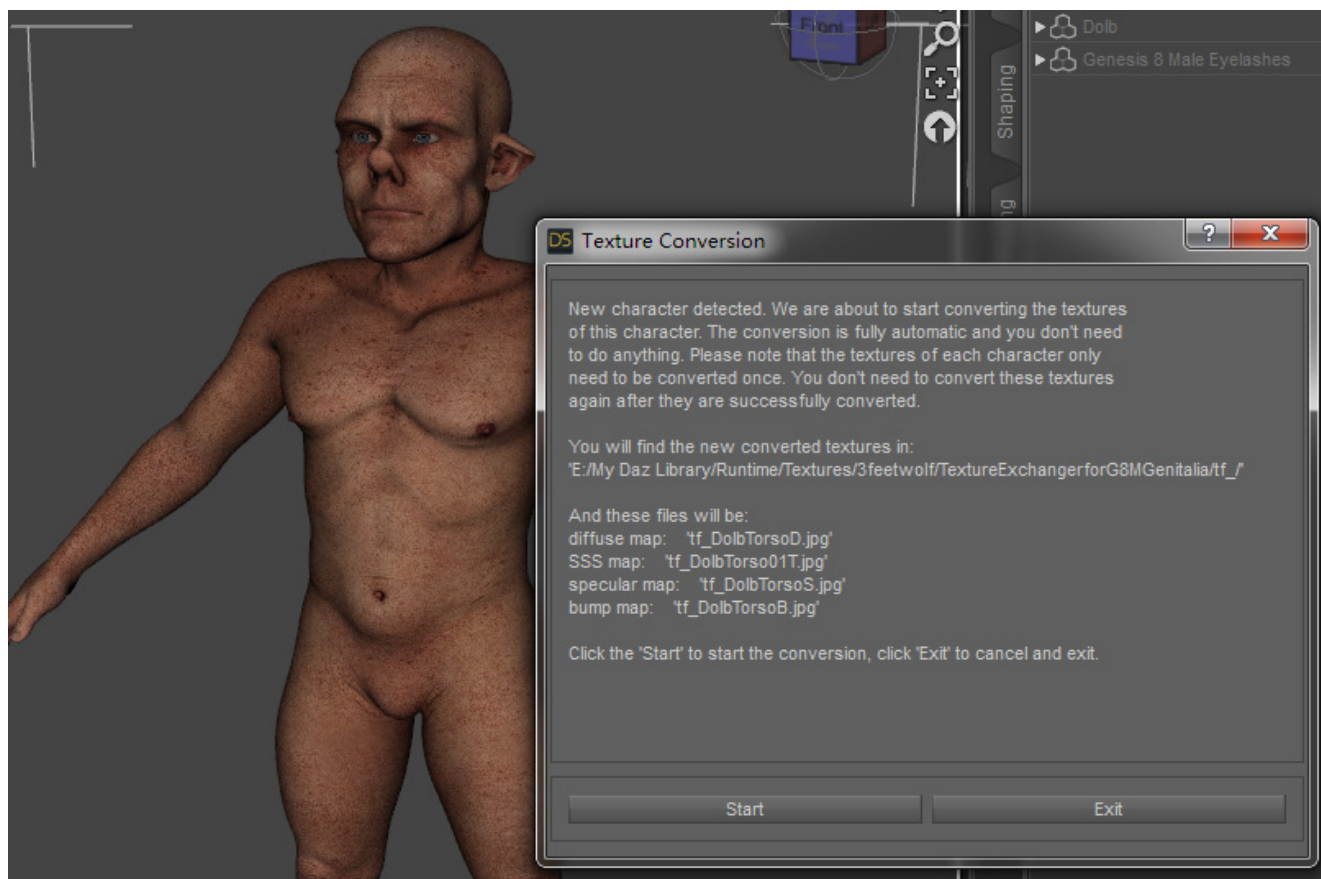
Usage Instructions:

1. Textures Conversion

After installing the Texture Exchanger, you should see the corresponding files under 'People > Genesis 8 Male > Anatomy > Texture Exchanger for G8M Genitalia'.

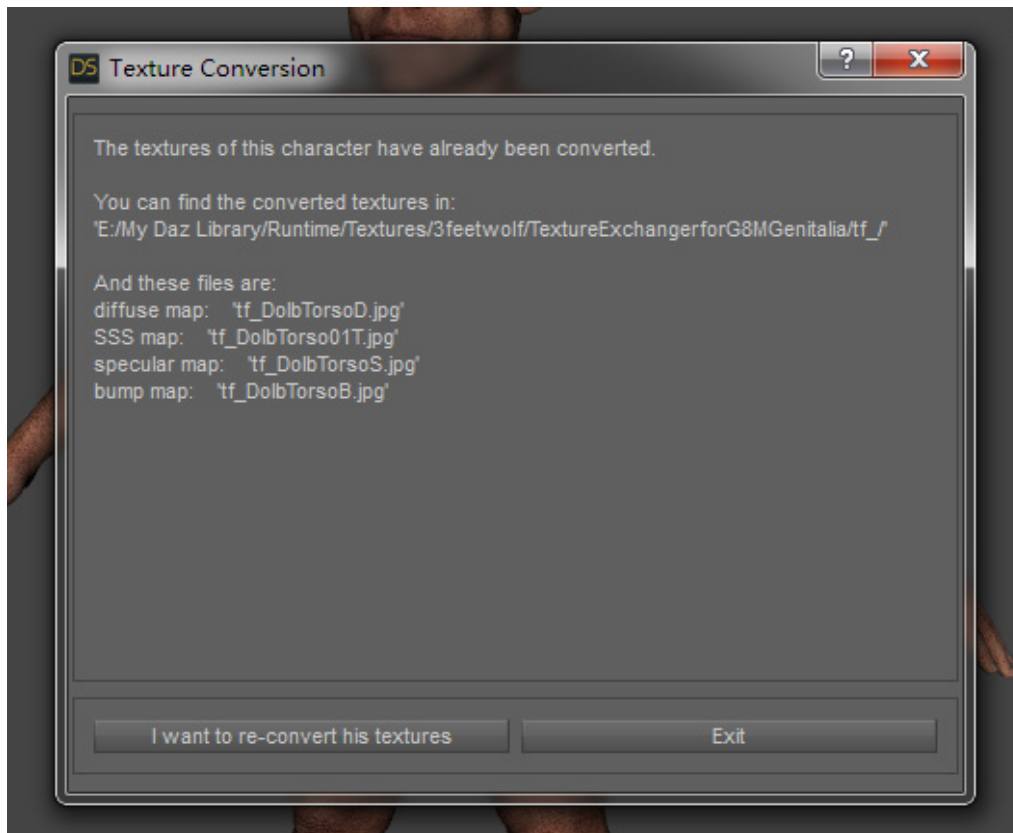


First you need to select a character in the scene, and then double-click the 'Convert Textures' icon, a prompt window will pop up.



1.1 This window tells us three pieces of information:

a. The textures of each character only need to be converted once. You don't need to convert these textures again after they are successfully converted. Only when you change the textures of the character, then there is a need to re-convert. The following image shows the changes of the prompt window when you run the Convert Textures script again after converting the textures of a character.

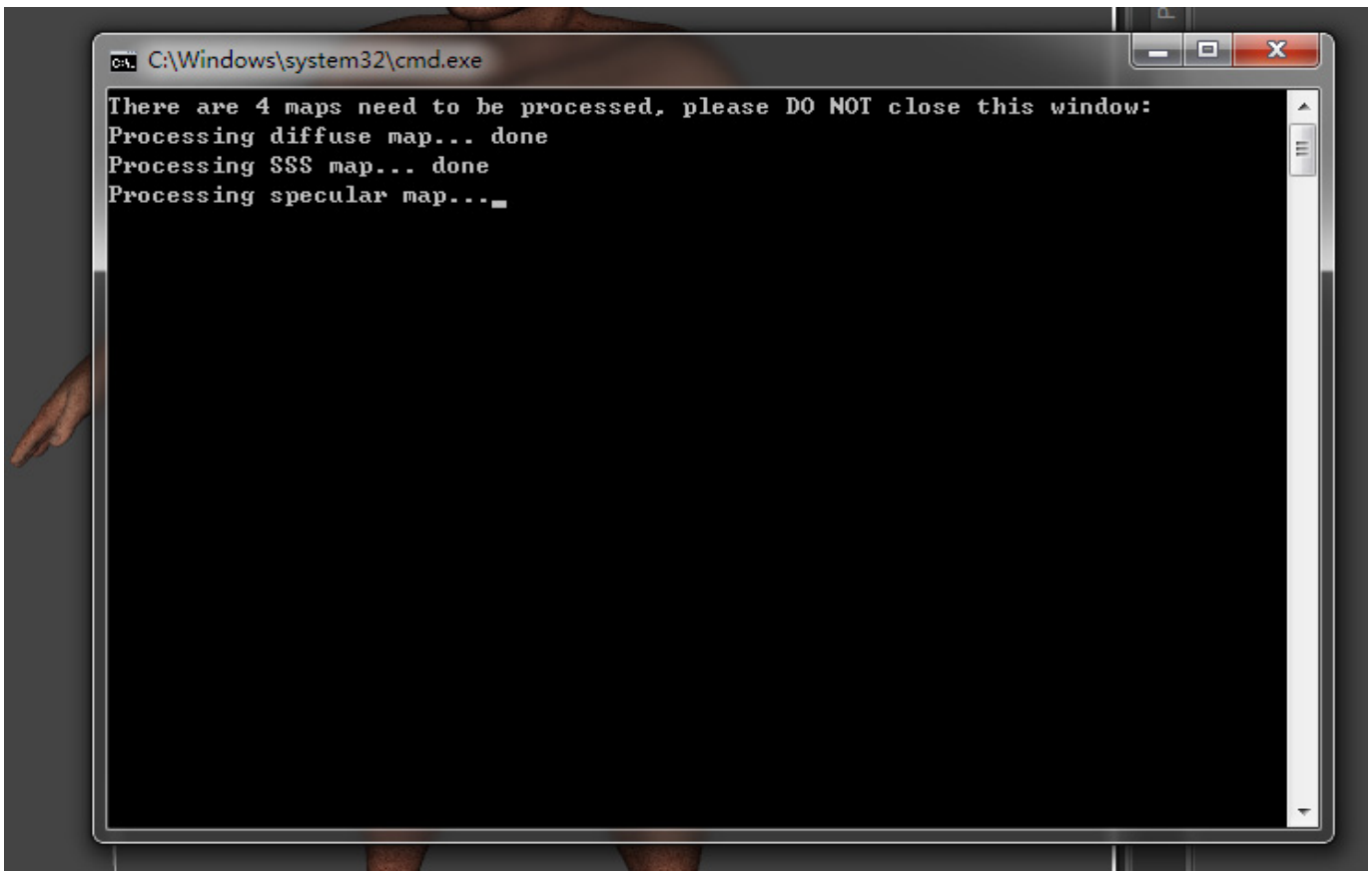


b. The converted textures are stored in '\\Runtime\\Textures\\3feetwolf\\TextureExchangerforG8MGenitalia\\tf_'. This is a temporary storage folder. You can keep all the converted textures in this folder, or move them to other places after the conversion is successful. Just note that the Texture Exchanger determines if the textures of a character have been converted by checking if there are corresponding converted textures in this folder. So after you move or delete the converted textures corresponding to a character, the Texture Exchanger will assume that the textures of this character have not been converted.

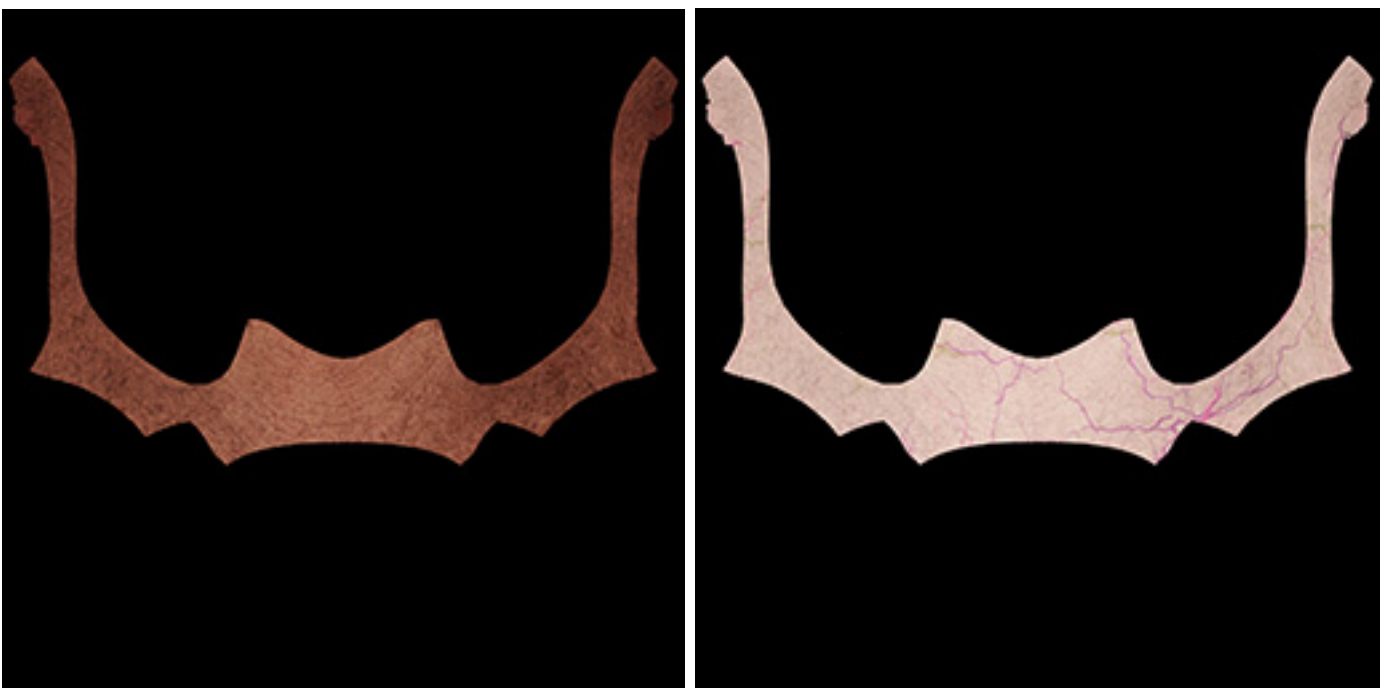
c. You can see the file names and texture types of all the converted textures. This helps you find and identify these textures in subsequent processing. The converted textures naming convention is: 'tf_' + the original texture file name. As for which types of textures will be converted, the Texture Exchanger currently supports diffuse map, bump map, specular map and SSS map. Other textures used by the character, such as displacement map, will be ignored.

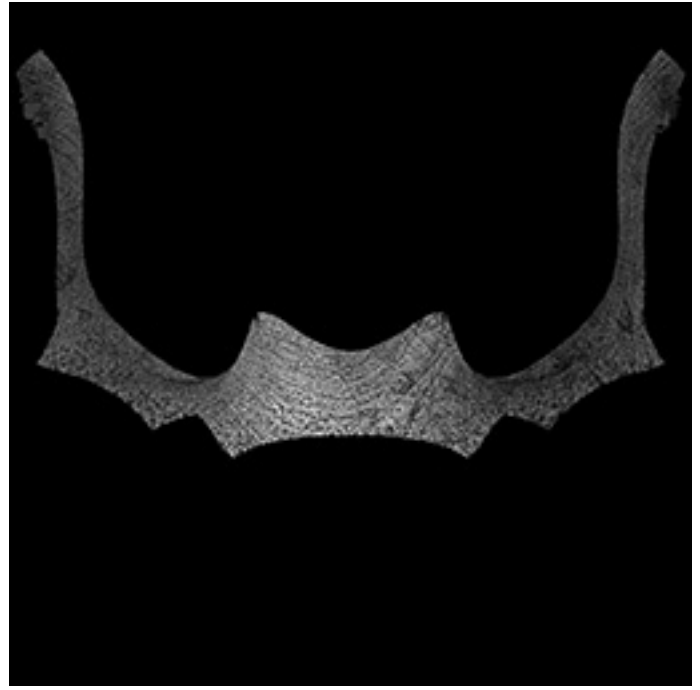
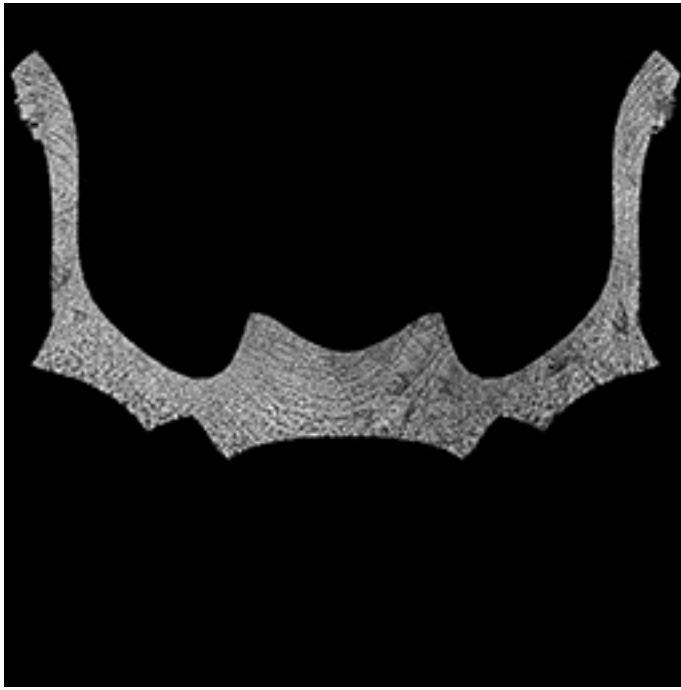
1.2 Start the conversion

Now click the 'Start' button. The prompt window will close and a cmd window will open.

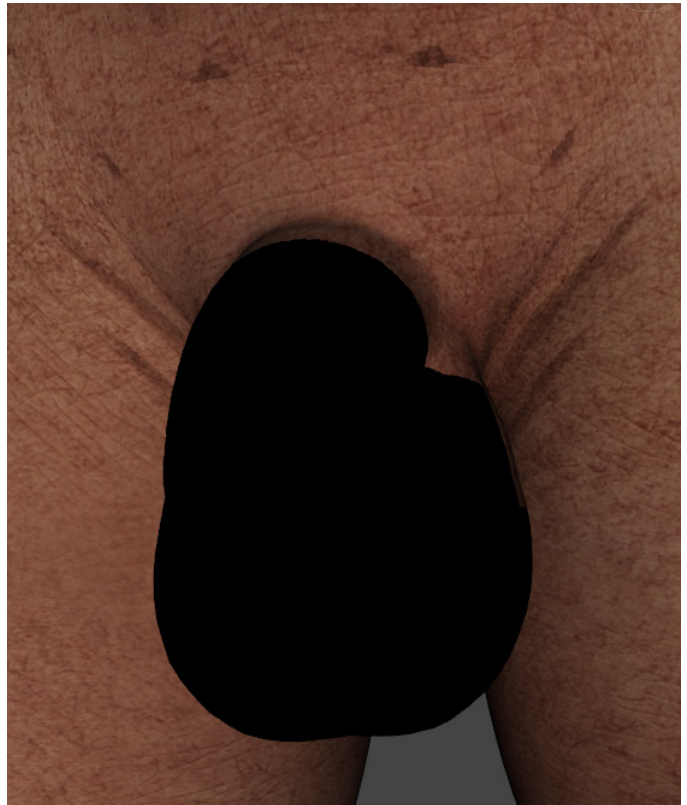
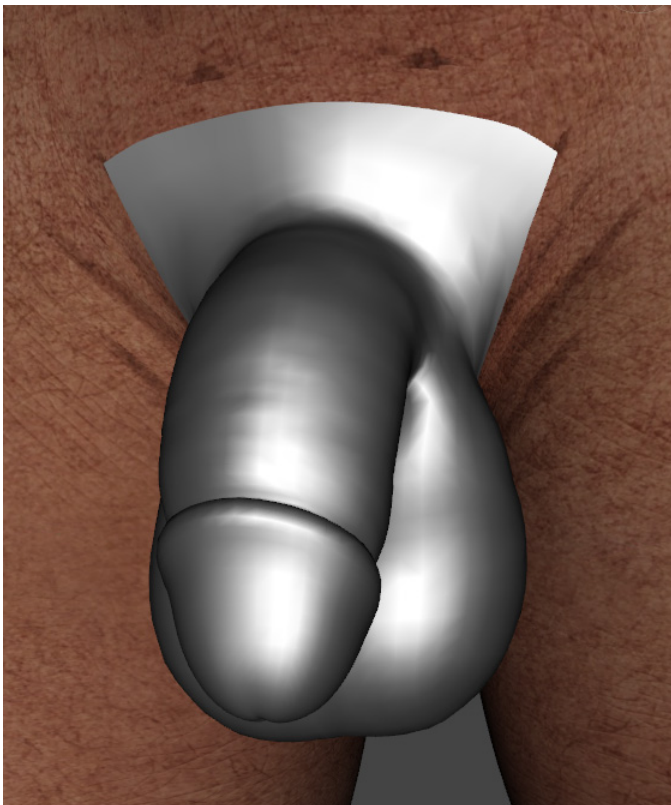


Don't close this window and wait a few minutes (usually 3 minutes on my computer). It will complete the conversion of all textures and close automatically. Then you can see the converted texture in '`\Runtime\Textures\3feetwolf\TextureExchangerforG8MGenitalia\tf_`'.





Obviously, these converted textures do not meet our needs. Then why do we need them? Please see the two figures below. On the left is the Basic G8M Genitalia without any textures. On the right is the Basic G8M Genitalia which is assigned the converted texture. We can see that after we have assigned the converted textures to the Basic G8M Genitalia, it has been seamlessly connected to the surrounding skin. This is the purpose of texture conversion.

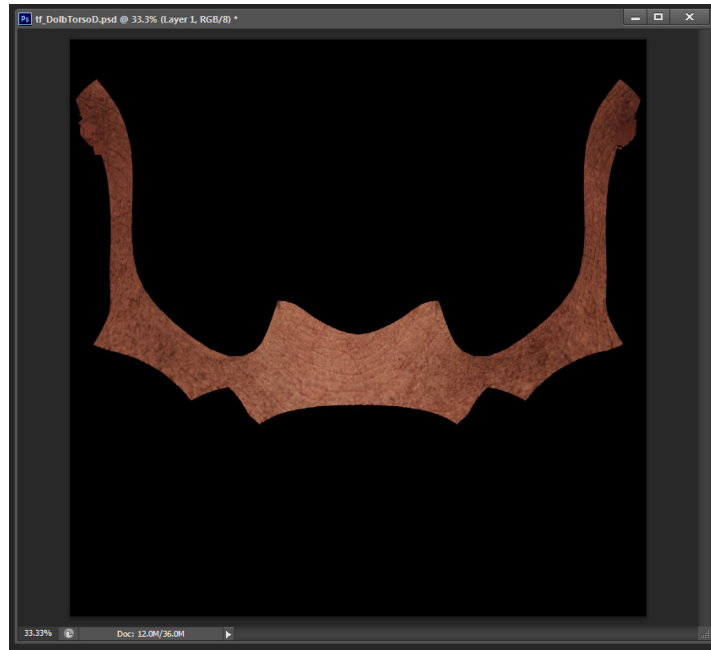


2. Adding details in image editing tool

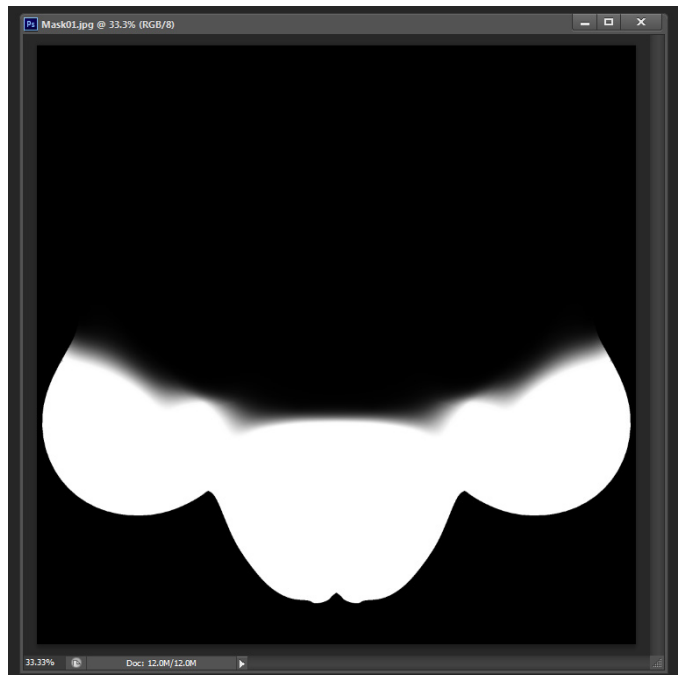
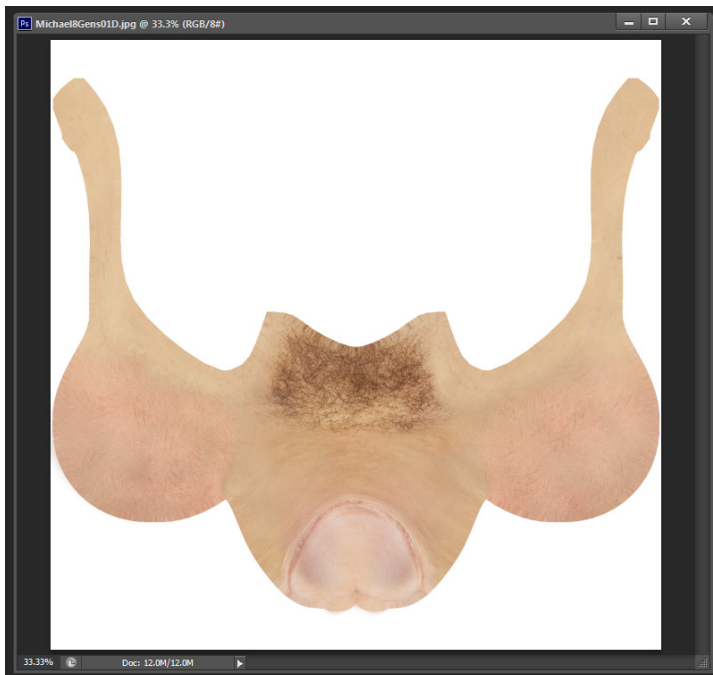
Now the remaining problem is to add details to the penis and scrotum. This problem is very easy to solve. Many characters have gens maps. We can pick the gens maps of a character and then overlay them with the converted textures in the image editing tool.

Next, I will use the diffuse map as an example to explain how to make the final textures.

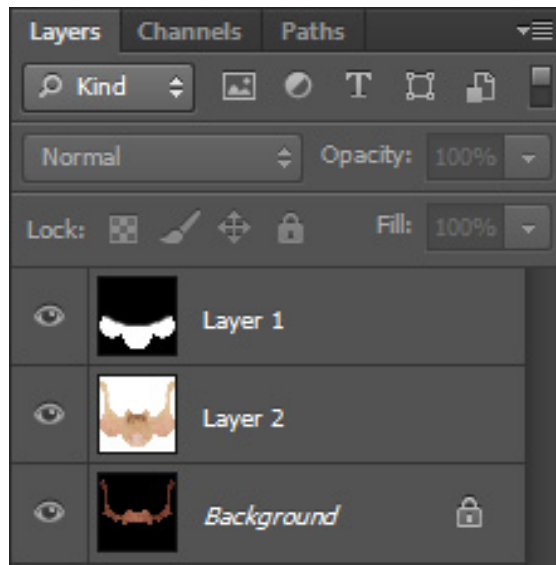
According to the information that Texture Conversion told us, we can know that the file name of the converted diffuse texture is 'tf_DolbTorsoD.jpg'. So I go to '\\Runtime\\Textures\\3feetwolf\\TextureExchangerforG8MGenitalia\\tf_' to find and load it with photoshop.



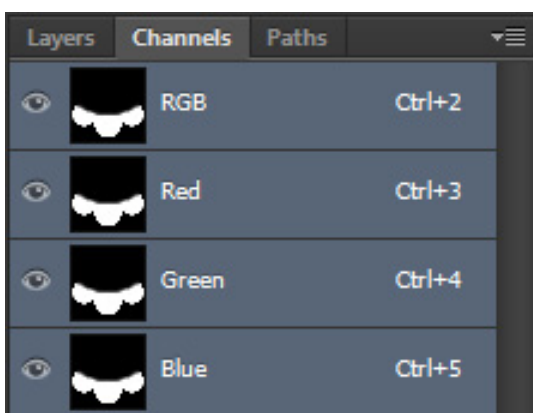
I also load the diffuse gens map of Michael 8, and load the mask file in '\\Textures\\3feetwolf\\TextureExchangerforG8MGenitalia\\Masks'.



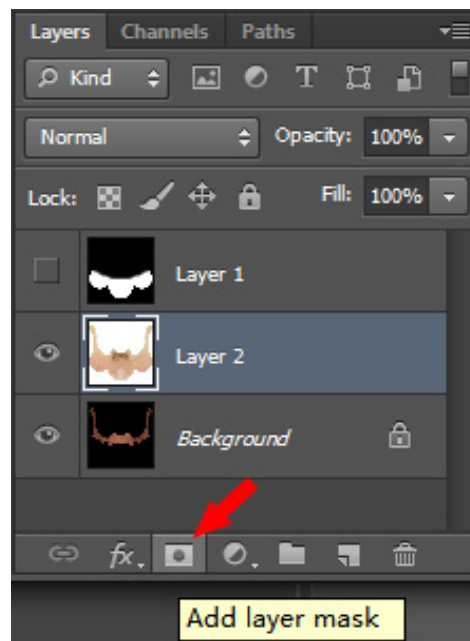
Then I drag them together.



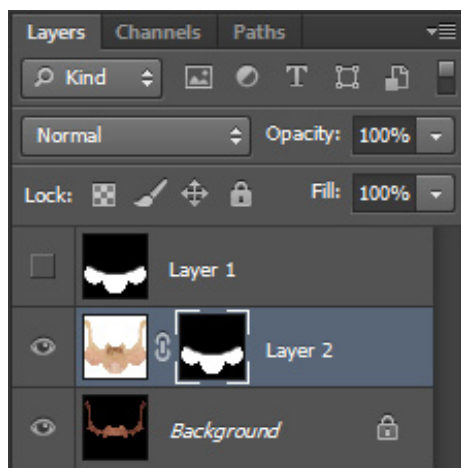
Select Layer 1. Switch to 'Channels' tab. Press the Ctrl key + left-clicking on a channel to load selection.



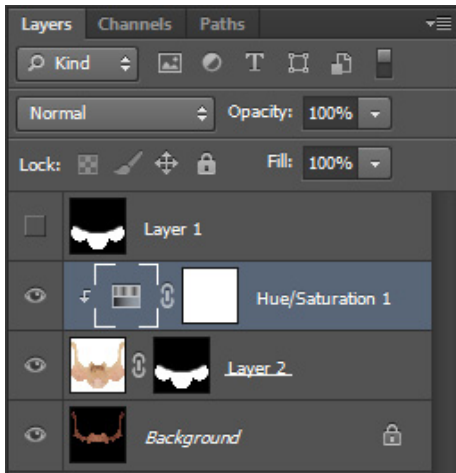
Select Layer 2 and make Layer 1 invisible, then click on 'Add layer mask'.



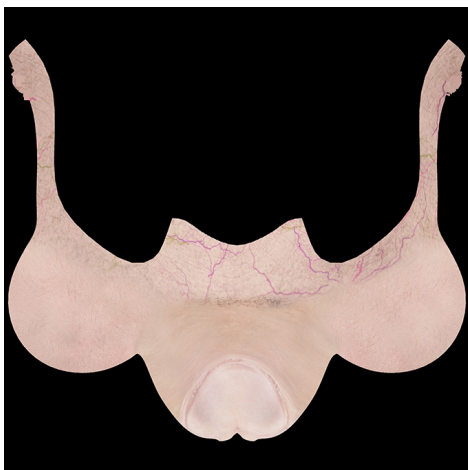
Then we get the following result.



The colors look inconsistent. But don't worry, there are many ways to fix this issue in the image editing tools. Here, I simply add a Hue/Saturation to Layer 2.



Now the final diffuse gens map has been created. We just need to use the same process to create the SSS map, the bump map and the specular map.



Apply these new maps to the Basic Genesis 8 Male Genitalia for testing.

