

FemCarver User Guide



This is a sophisticated branding tool that can synthesize any custom shape the user provides into a branding iron. It is a battery-powered handheld device.

Now anyone can easily brand his girls with personal initials or whatever icon is appropriate to make them remember who is master and what is their purpose. No more bending nails into form and messing around with lighters trying to get the temperature right. The FemCarver was designed specifically for this purpose. It is reliable, customizable, safe and simple to use for everyone.

The set includes the Tool, a Wireless Charger and various Skin Brandings. A procedural generator is included that enables users to create their own texture sets by importing an image. This can show an icon or short text.

The presets that come with this product are made for Genesis 8 Male and Female based characters. The product can also be used with other figures but that requires additional tweaking.

Installing the Product

1. Copy the content package ‘...FTDFemCarver.zip’ to the Downloads directory of the DAZ Install Manager (DIM).

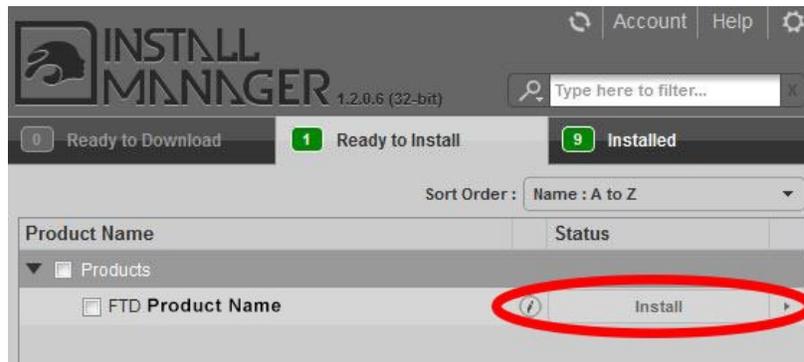
Its default location on Windows is:

‘C:/Users/Public/Documents/DAZ 3D/InstallManager/Downloads’

You can find your Downloads directory by opening the DIM, clicking on the little ‘gear’ icon in the top right (Settings) and switching to the ‘Downloads’ tab:



2. Open DAZ Install Manger (DIM) and select the tab ‘Ready to Install’.
3. Click ‘Install’ next to the product name ‘FTD FemCarver Branding Set’. If it doesn’t show up click the ‘refresh’ icon on the top right.



4. (optional) In case of problems with this automatic installation you can do a manual installation. Check the readme document ('FTD_FemCarver_readme.txt') for that.

Using the FemCarver Tool

First you should open your product on the 'Smart Content' pane. Here, all of its components are presented neatly.



There are six different options to load a FemCarver Tool into the scene: Two scene subsets load the tool as a simple prop. One of them includes the wireless charger, the other loads only the tool. Find them in 'Smart Content' under 'Props/Tools/Base'.

There are four wearable presets that load the FemCarver Tool as a smart prop for a Genesis 8 Male or Female figure held either in the right or left hand. Also the figure's arm and hand is posed correctly. Find these presets under 'Props/Tools/G8M' and 'Props/Tools/G8F'. You have to select the figure first on the 'Scene' pane before double-clicking the preset.

For more detailed instructions on how to use the tools provided by DAZ Studio you can refer to the official documentation and tutorial videos:

<http://docs.daz3d.com/doku.php/public/software/dazstudio/start>

Appearance of the Tool

The tool's appearance can be adjusted in many ways. You will find all the options in 'Smart Content' under 'Materials/Iray/Props':

- There are 11 presets for the icon that the tool is forming (e.g. 'Barcode' or 'Recycle'-symbol). The icon is formed based on displacement. This means its three-dimensional form is not visible in the OpenGL based viewport. It will only be visible in the Iray render or if the viewport is set to Iray mode.
- There are four color presets for the tool body and four options for screen content.
- The tool front (where the branding iron is formed) can be switched on and off, hot and cold.
- There are also presets for the wireless charger. Try out all the options.
- To activate any of these material presets, select the tool first on the 'Scene' pane, then double-click the preset on the 'Smart Content' pane.

ERC Properties of the Tool

The tool offers a number of ERC properties. To find them, select the Tool on the 'Scene' pane, then select 'Actor' on the 'Parameters' pane. Here you can:

- Rotate, scale and shift the icon, that is formed on the front.
- Pull the trigger.
- Adjust the safety switch on the side of the tool.

Using the Skin Brandings

The Skin Brandings can be loaded using nine wearable presets for Genesis 8 Female and 5 presets for Genesis 8 Male. They are found in 'Smart Content' under 'Anatomy/External/'. Each preset loads the brand to a specific location on the figure's skin, e.g. 'Left Buttock' or 'Neck'. Select the figure on the 'Scene' pane, then double-click a preset on the 'Smart Content' pane.

The brand comes into the scene parented to a certain bone of the figure. It uses an Iray decal node which will only be visible in the Iray render or in the viewport if it is set to Iray mode. In the OpenGL viewport the brand is represented by a visual guide. This will not show up in the render. Its purpose is to help adjusting the brand in the viewport. This way you see what you are doing.

You can move, scale and rotate the 'FTD Branding Controller' to adjust the brand's position etc. on the figure's skin. Also, feel free to re-parent it to another bone if you move it to another part of the body. This way it will move with the figure. The visual guide and the real branding (decal node) are parented to the 'Branding Controller' and will move with it.

There are also two ERC properties for the 'Branding Controller'. Find them under 'Actor' on the 'Parameters' pane with the 'Branding Controller' selected.

Appearance of the Brandings

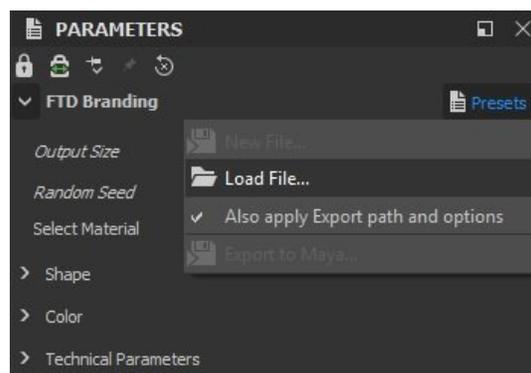
You will find the material presets for the brandings in ‘Smart Content’ under ‘Materials/Iray/Skin’:

- 11 presets for the branding icon (e.g. ‘Barcode’ or ‘Recycle’-symbol).
- 2 presets to adapt the branding to the skin type of the figure: ‘Toned Skin’ and ‘Dark Skin’. These adjust the branding’s translucency settings for toned skin and dark skin respectively. To reset the settings (for pale skin), reload the branding icon preset.
- To activate any of these presets, select the ‘Branding Controller’ first on the ‘Scene’ pane, then double-click the preset on the ‘Smart Content’ pane.

Creating custom texture sets for the Tool and Brandings

The product contains the procedural generator ‘FTD_Branding.sbsar’ which is packed into ‘FTD_FemCarver_branding_generator.zip’. Unpack this archive to any location you want. To open it you have to download and install the free 3rd party software ‘Substance Player’ by Adobe. This can be found here: <https://www.substance3d.com/buy/download> It is available for Windows, Mac and Linux. No subscription is required for ‘Substance Player’. Also, it is not limited to a 30 day trial license like the other substance apps. You can freely use it indefinitely. But you have to create a free account first to enable downloading.

Once that program is installed, open the generator file ‘FTD_Branding.sbsar’. First you should load the included export preset: ‘FTD_Branding_export_settings’. To do this, click on ‘Presets’ on the top right, under ‘Parameters’ and select ‘Load File’. Then select the preset file ‘FTD_Branding_export_settings.sbsprs’ that is included in the zip-archive. You have to activate this preset by clicking the newly appeared option ‘FTD_Branding_export_settings’ in the same menu. This will set the resolution to 2K and set some parameters for exporting the textures later.

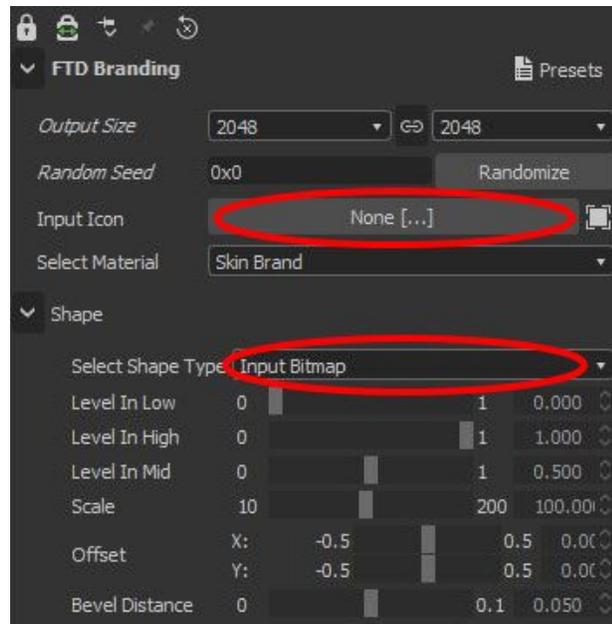


Loading a user icon

On the right side of the screen, on the ‘Parameters’ pane you see all the settings that this procedural generator offers. Most can be left at default.

To load your own image, unfold the 'Shape' block and select 'Input Bitmap' under 'Select Shape Type'. The option 'Input Icon' appears a few lines above. Click next to it and browse for your image.

This should be a black and white image. Ideally, it is black and white only, no grayscale values. It should be square (1 by 1 aspect ratio). The optimal resolution is 1024x1024. Some details can be too small to show up properly on the textures. This means the brandings cannot reproduce very fine details. They don't work like tattoos. You can optimize your image first using Photoshop or Gimp or any other image processing tool. Also, there is an input levels filter here in the procedural generator. Adjust 'Level In Low', 'Level In High' and 'Level In Mid' to maximize the contrast of the image and get rid of the gray values.



Customizing settings

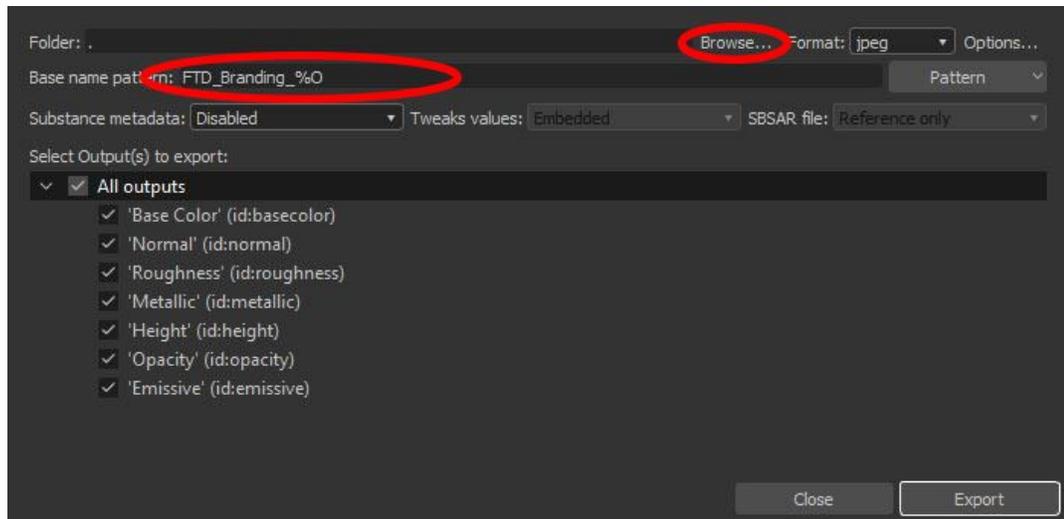
All settings are preconfigured so you can just use the default settings if you like. Sometimes it is useful to customize them. Feel free to play around. The most important setting is the 'Bevel Distance' under 'Shape'. For images that contain finer details this can be reduced.

You can switch between viewing the 'Skin Brand' and the matching 'Tool Head' by using the drop down list called 'Select Material' right above the 'Shape' group. The 'Tool Head' is the front part of the FemCarver Tool where the branding iron is formed.

To see the materials correctly inside of Substance Player, the parameter 'Normal Format' (under 'Technical Parameters') should be set to 'DirectX'. This is useful for previewing here. However, before exporting the textures (to be used in DAZ Studio) 'Normal Format' has to be set to 'OpenGL'. DAZ Studio expects OpenGL normal maps.

Export procedure

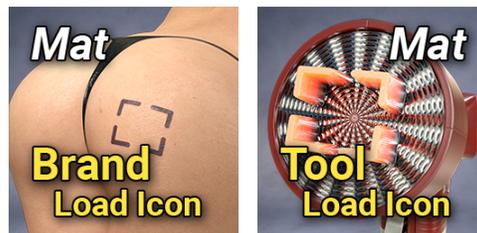
Make sure that you activated the export preset 'FTD_Branding_export_settings'. Clicking it again however will reset all your settings. This should always be done first. When you are happy with all settings:



- Set 'Select Material to 'Skin Brand'.
- Click 'Export as Bitmap' on the top menu bar.
- Under 'Base name pattern' enter a name for your texture set followed by '_Branding' (indicates this is the skin branding, not the tool). You have to append '_%O' which will be replaced by a string identifying each texture (e.g. 'Base_Color' or 'Normal'). Here is an example pattern: 'MyFemCarverMaterial_Branding_%O'
- Browse to the folder location where you want to export your textures.
- Click 'Export'.
- Repeat the process for the 'Tool Head' by selecting it under 'Select Material' and clicking 'Export as Bitmap' again.
- For the naming pattern, you have to replace 'Branding' with 'Tool'. Example: 'MyFemCarverMaterial_Tool_%O'.
- You can export to the same location or choose another folder.

Loading textures in DAZ Studio

There are two scripts that help loading texture sets exported from Substance Player onto the Tool and the Branding:



'...Branding_load_texture_set.dse' and '...Tool_load_texture_set.dse'. Find them under 'Utilities/Scripts' in 'Smart Content'. To load the textures via script:

- Select the item that you want to load the texture set on in the 'Scene' pane. This is either a 'FemCarver Tool' or a 'FTD Branding Controller'. Then double-click the appropriate script. A popup window opens.

- Here, you specify the location on the hard disk where you exported the textures from Substance Player.
- You also have to enter the name of the texture set. This is the part of the filename without the extension that all textures of the set have in common, meaning the part before ‘_Base_Color.jpg’, ‘_Normal.jpg’, ‘_Roughness.jpg’ etc. If the ‘Color’ texture is called ‘MyFemCarverMaterial_Tool_Base_Color.jpg’, then the texture set name is ‘MyFemCarverMaterial_Tool’.
- Clicking ‘OK’ will load the entire texture set onto the appropriate surface zone. The same can also be done manually via the ‘Surfaces’ pane.