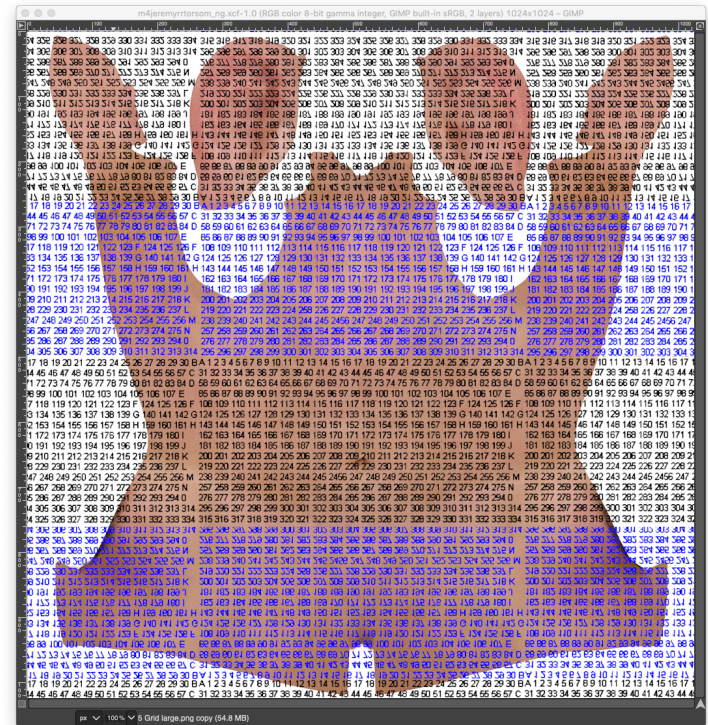


In Gimp® open the actor's torso texture.  
m4jeremyrrtorsom\_ng.jpg



Add a transparent grid layer over the torso texture.  
Save as m4jeremyrrtorsom\_ng-grid.xcf  
Image/Duplicate



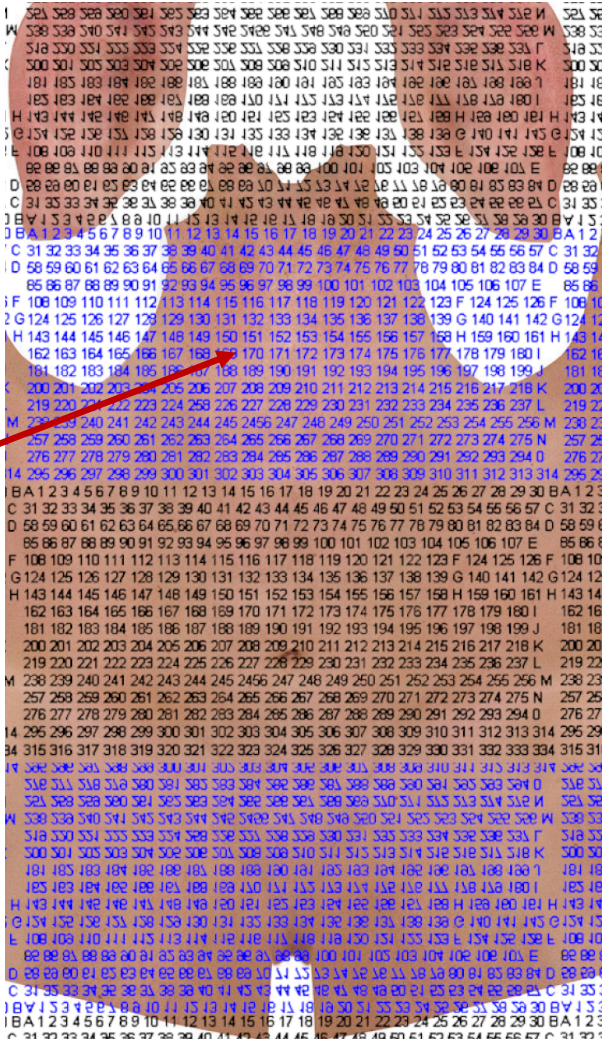
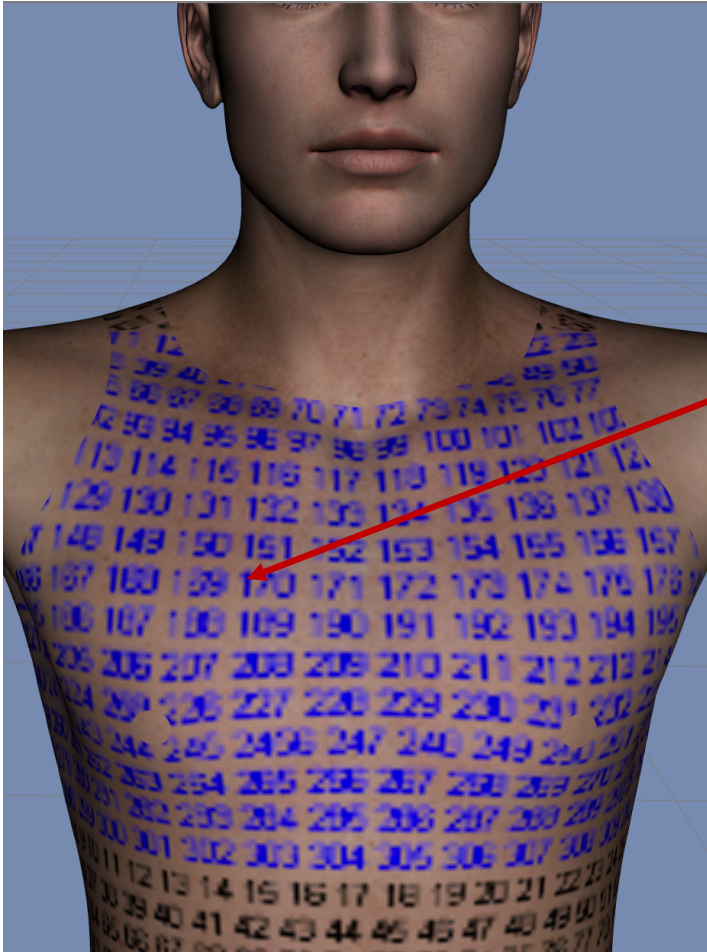
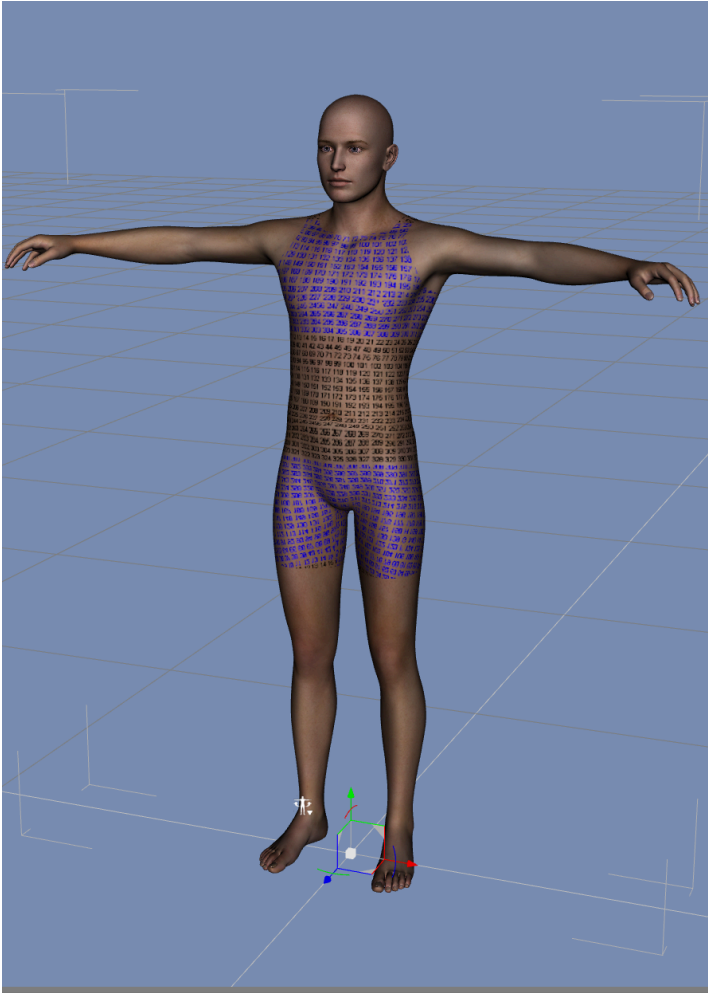
Using the duplicate image:  
Image/MergeVisibleLayers  
Export this texture: m4jeremyrrtorsom\_ng-grid.jpg





Based on case data, find the location of the wound(s) on the actor.

Note the configuration of numbers at the wound location. Find the same number configuration on the torso-grid texture.





[illegible]

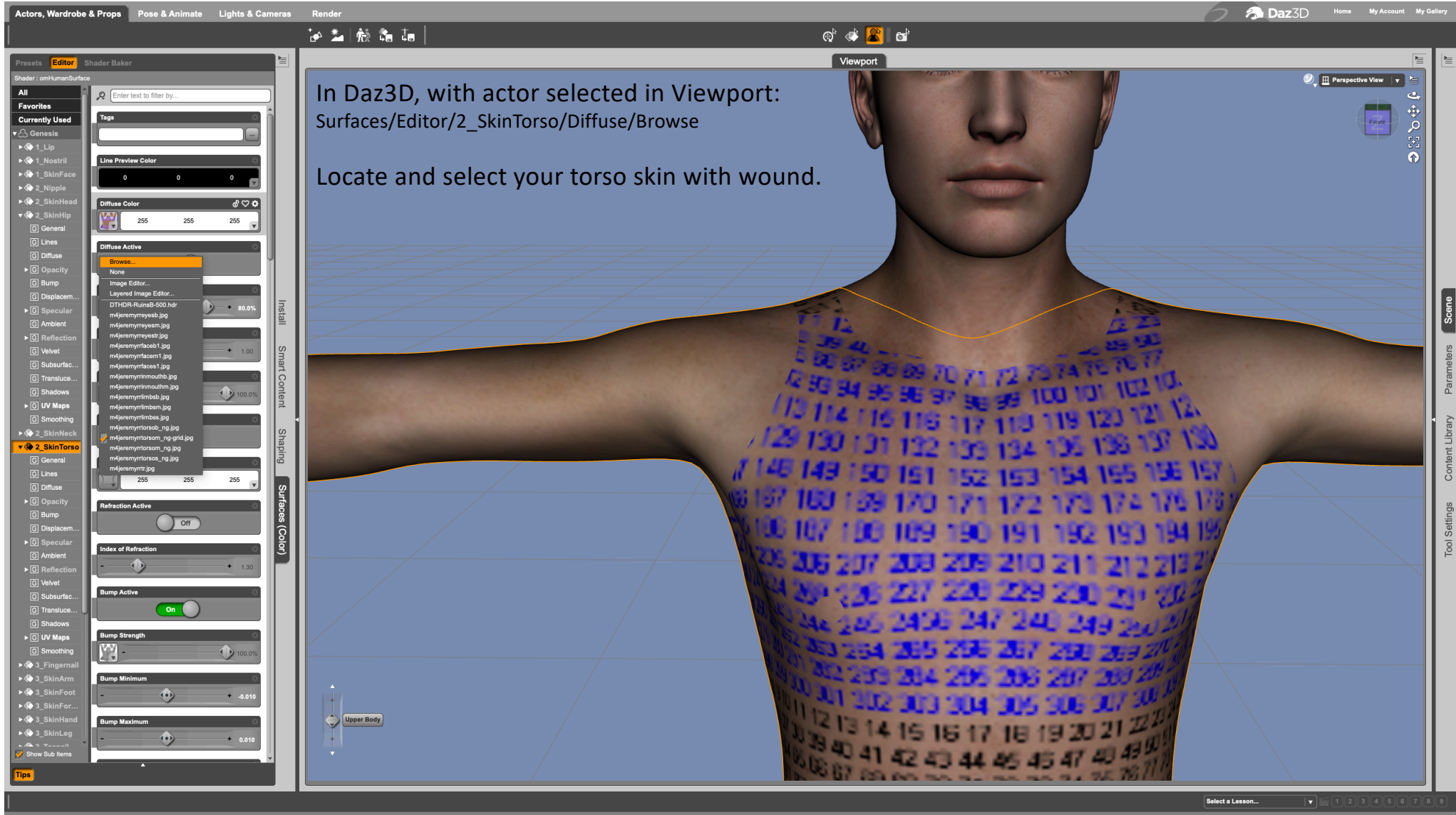
5 306 307 308 309 310 311 312 313 314 295 296 297 298 299 300 301 302 303 304 305 306 307 308 309 310 311 312 313 314 295 296 297 298 299 300 301 302 303 3  
5 326 327 328 329 330 331 332 333 334 315 316 317 318 319 320 321 322 323 324 325 326 327 328 329 330 331 332 333 334 315 316 317 318 319 320 321 322 323 3

Wound is in proper location on torso skin.

Export as: rename file to be identifiable to you. m4jeremyrrtorsom\_ng-wound1A.png







In Daz3D, with actor selected in Viewport:  
Surfaces/Editor/2\_SkinTorso/Diffuse/Browse

Locate and select your torso skin with wound.



