

Using Daz3D, load a Basic Male Figure into Viewport.
Files/Figures/People/Actor Basic Male



Presets Editor Shader Baker

Shader: om:HumanSurface

All

Enter text to filter by...

Favorites

Currently Used

- Genesis
- 1_Lip
- 1_Nostril
- 1_SkinFace
- 2_Nipple
- 2_SkinHead
- 2_SkinHip
- 2_SkinNeck
- 2_SkinTorso**
- 3_Fingernail
- 3_SkinArm
- 3_SkinFoot
- 3_SkinForea...
- 3_SkinHand
- 3_SkinLeg
- 3_Toenail
- 4_Gums
- 4_InnerMouth
- 4_Teeth
- 4_Tongue
- 5_Cornea
- 5_Iris
- 5_Lacrimal
- 5_Pupil
- 5_Sclera
- 6_Eyelash
- 7_Tear

General

Lines

Diffuse

Opacity

Bump

Displacement

Specular

Ambient

Reflection

Velvet

Subsurface ...

Translucency

Shadows

UV Maps

Smoothing

Opacity Active

Opacity Color

Refraction Active

Index of Refraction 1.30

Bump Active

Bump Strength 100.0%

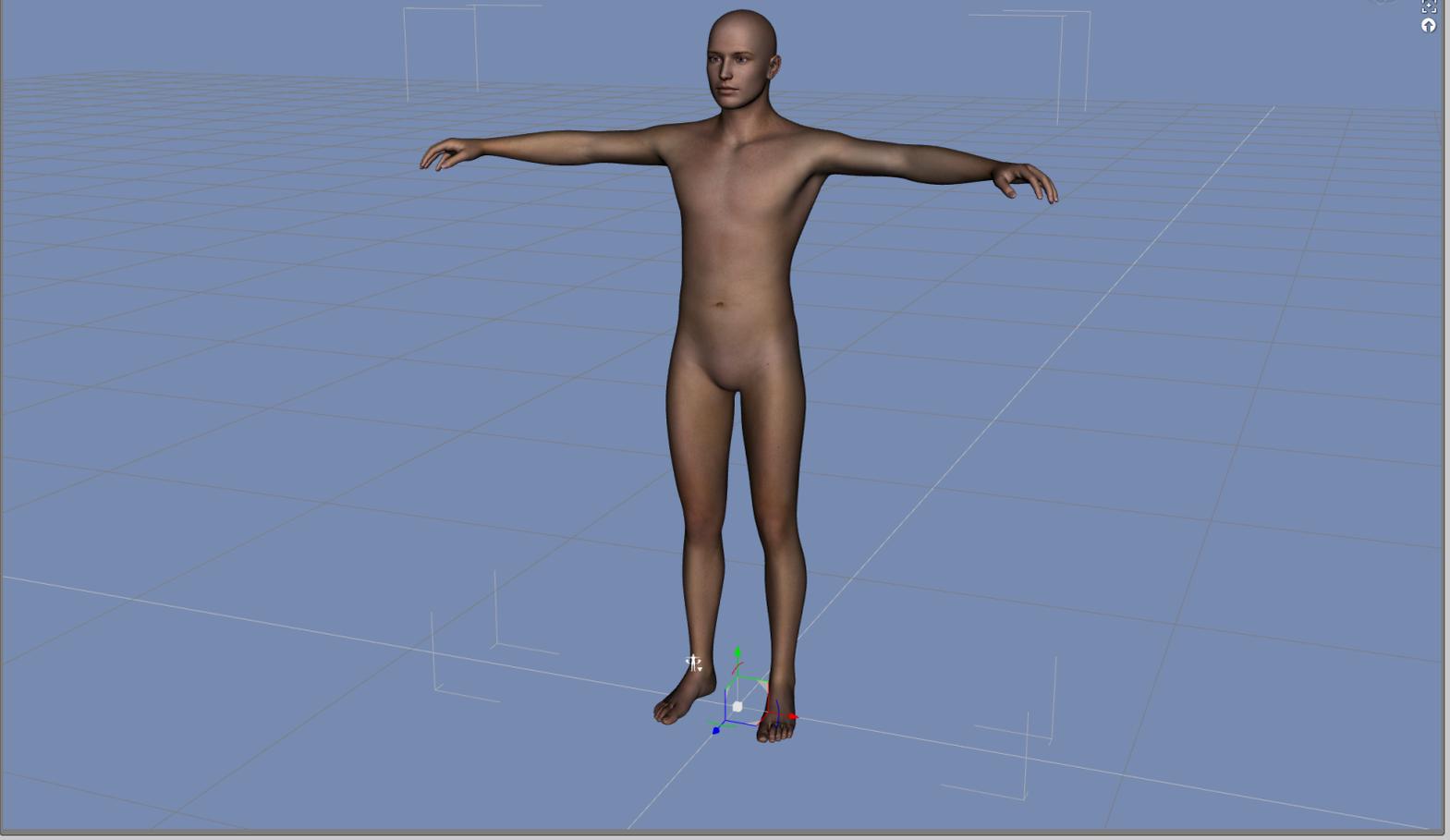
Bump Minimum -0.010

Bump Maximum 0.010

Show Sub Items

Tips

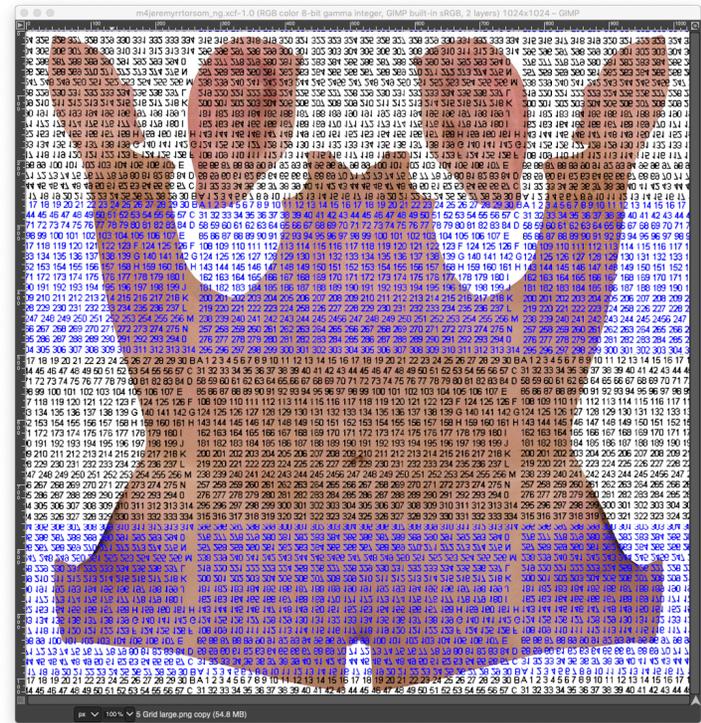
Locate the file name for the actor's texture.
With Actor selected in the Viewport, Surfaces/Editor/Genesis/2_SkinTorso/DiffuseColor



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

Presets Editor Shader Baker

Shader: om:HumanSurface

All

Enter text to filter by...

Tags

Line Preview Color

Diffuse Color

255 255 255

Browse...

None

Image Editor...

Layered Image Editor...

DTHDR-RuinsB-500.hdr

m4jeremyeyesb.jpg

m4jeremyeyesm.jpg

m4jeremyeyesr.jpg

m4jeremyface01.jpg

m4jeremyface1.jpg

m4jeremyface1.jpg

m4jeremyrimmouthb.jpg

m4jeremyrimmouthm.jpg

m4jeremyrimbmb.jpg

m4jeremyrimbms.jpg

m4jeremyrimbs.jpg

m4jeremytorso_b.jpg

m4jeremytorso_m.jpg

m4jeremytorso_r.jpg

m4jeremytr.jpg

Opacity Color

255 255 255

Refraction Active

Off

Index of Refraction

1.30

Bump Active

On

Bump Strength

100.0%

Bump Minimum

-0.010

Bump Maximum

0.010

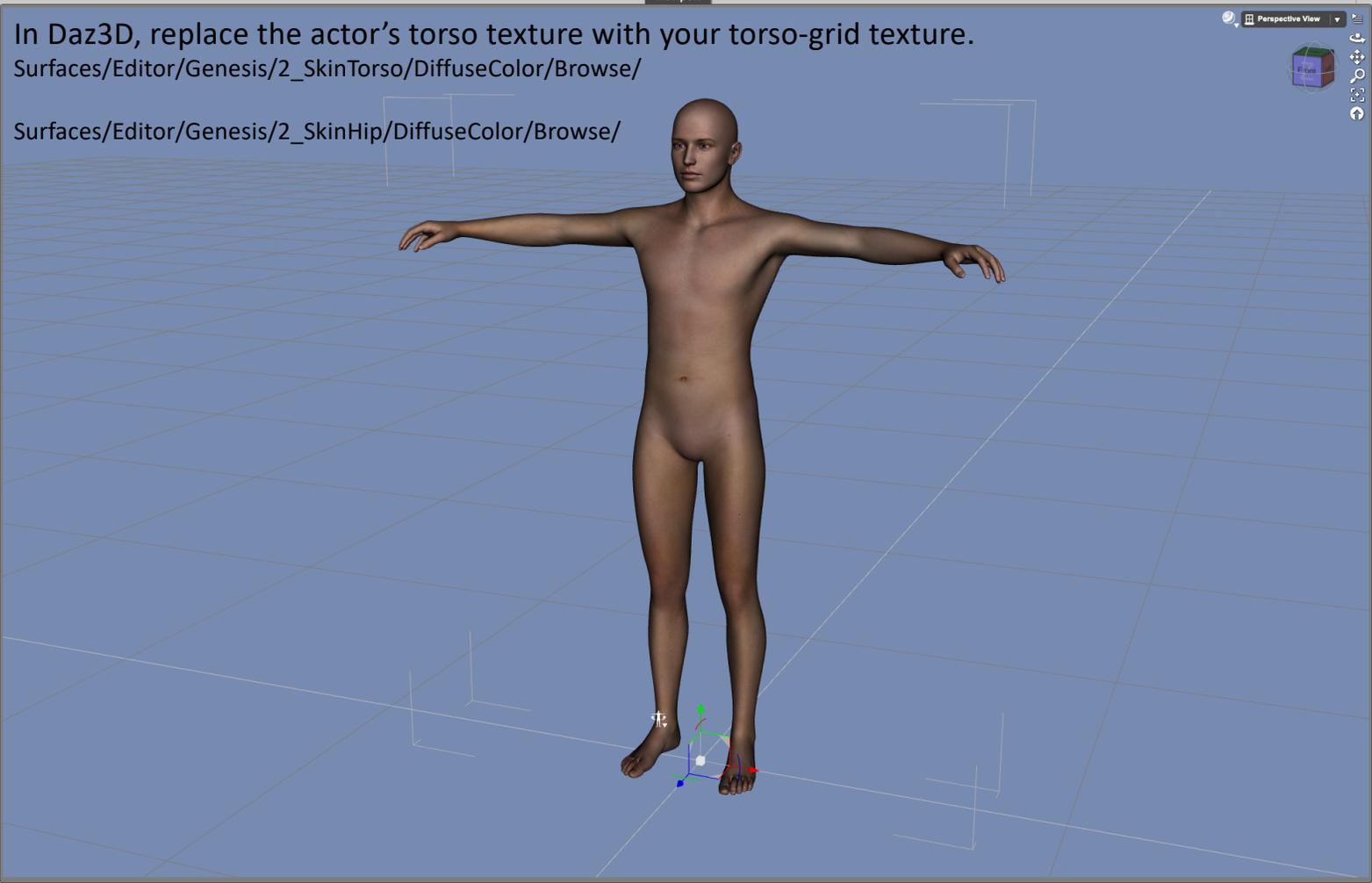
Show Sub Items

Tips

In Daz3D, replace the actor's torso texture with your torso-grid texture.

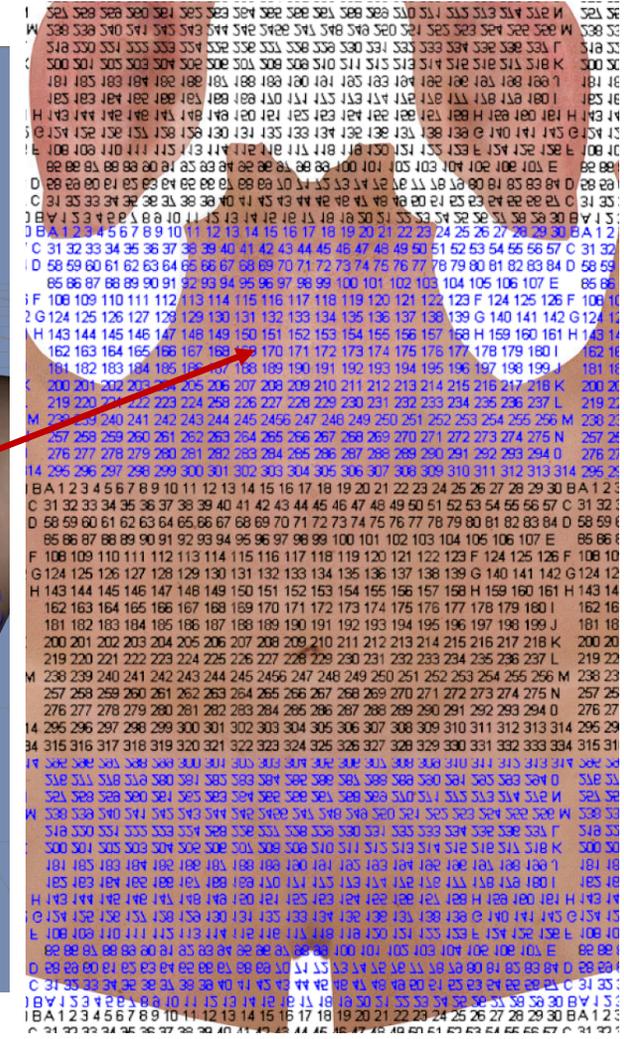
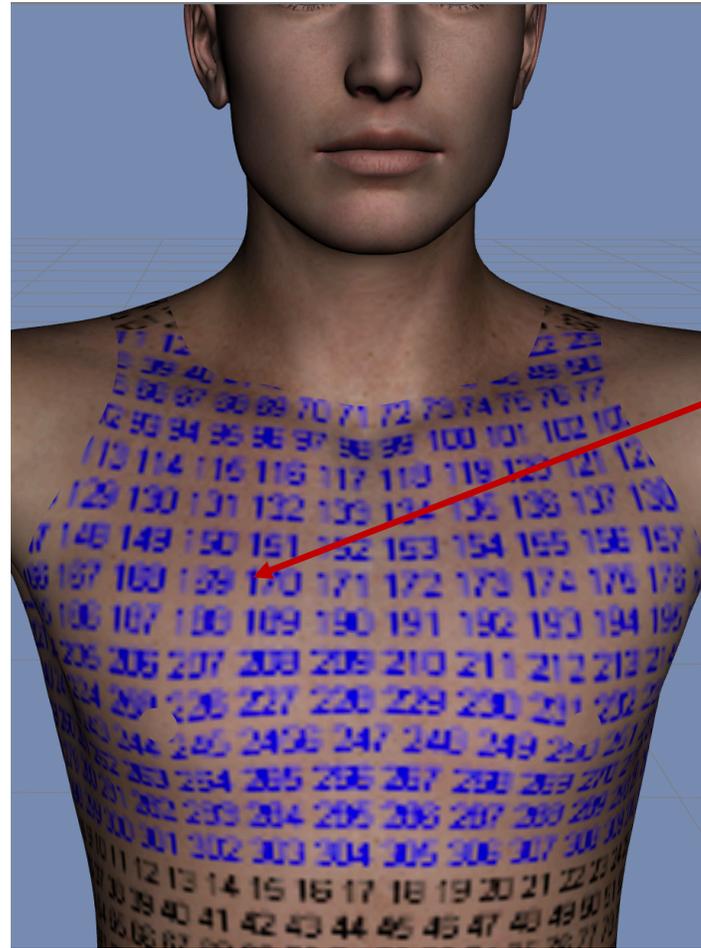
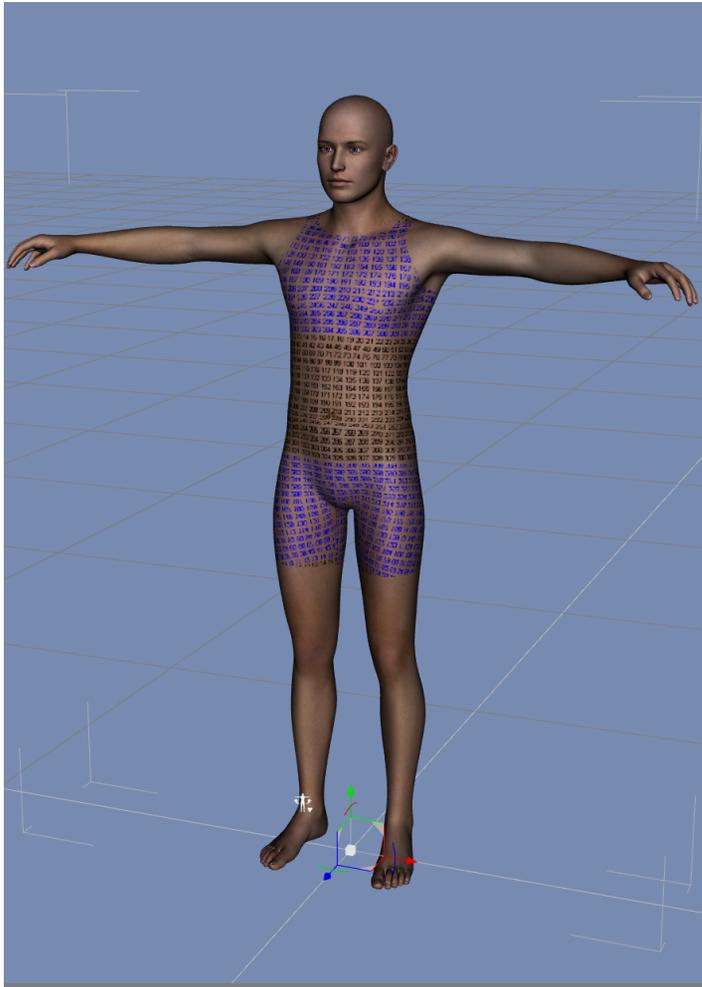
Surfaces/Editor/Genesis/2_SkinTorso/DiffuseColor/Browse/

Surfaces/Editor/Genesis/2_SkinHip/DiffuseColor/Browse/



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.



Wound is in proper location on torso skin.

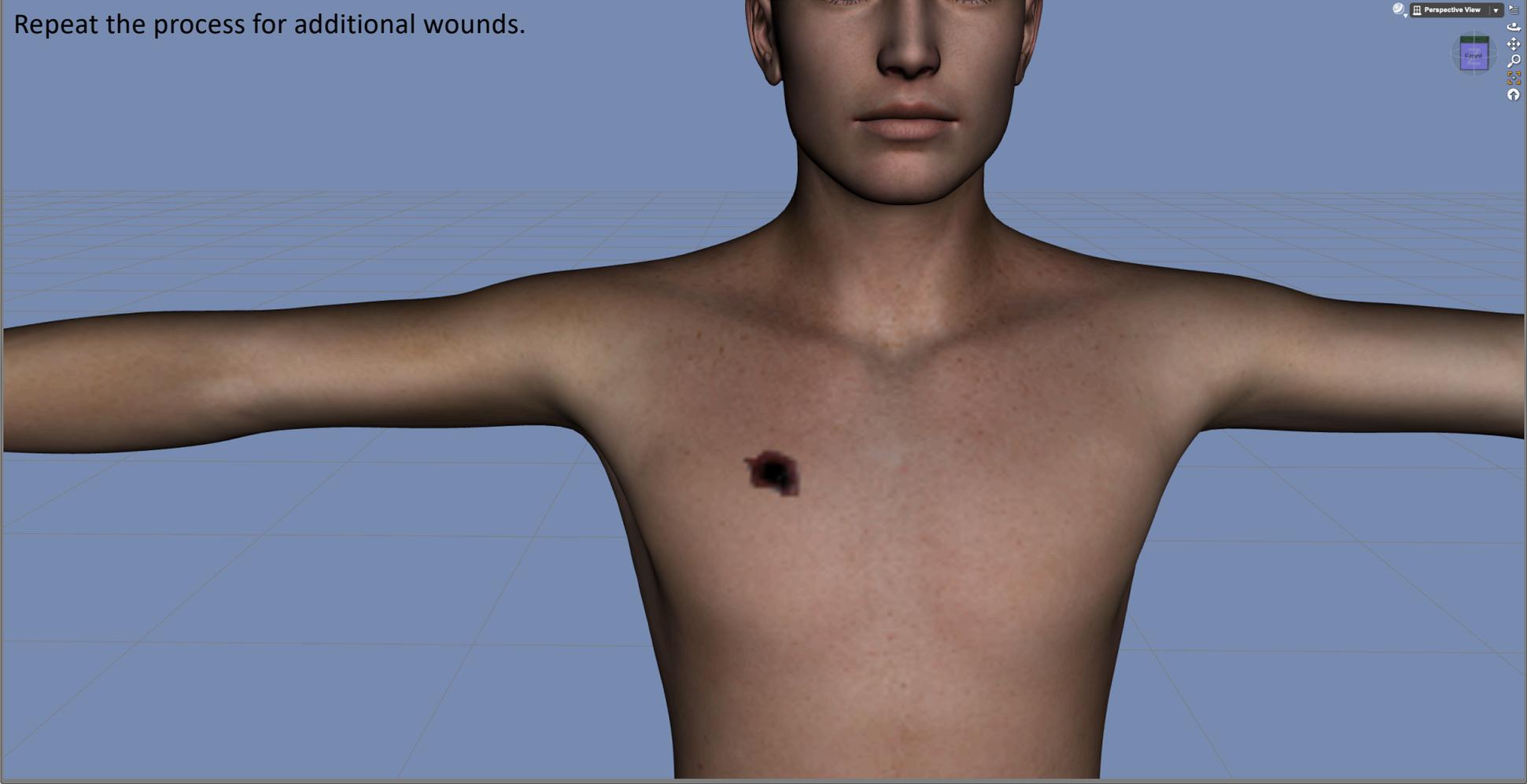
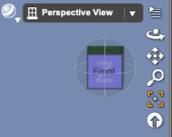
Export as: rename file to be identifiable to you. m4jeremyrrtorsom_ng-wound1A.png





Viewport

Repeat the process for additional wounds.



Install Smart Content Shaping Surfaces (Color)

Scene Parameters Content Library Tool Settings