

TEXTURE WIZARD SETUP EXAMPLE

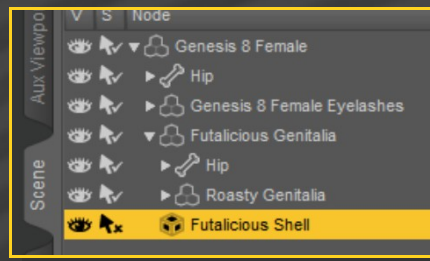
~~Mini-tutorial~~

Following instructions are for a full texture setup, the first time you use Texture Master.

Remember to use only Dicktator or Futalicious updated to v3 version, otherwise Texture Master won't work!

In this example we are loading presets from the '*Dicktator UV set*' folder. Do not mix them with presets from '*Genesis UV set*' or '*M4 UV set*' folders! We need to work one UV set at a time.

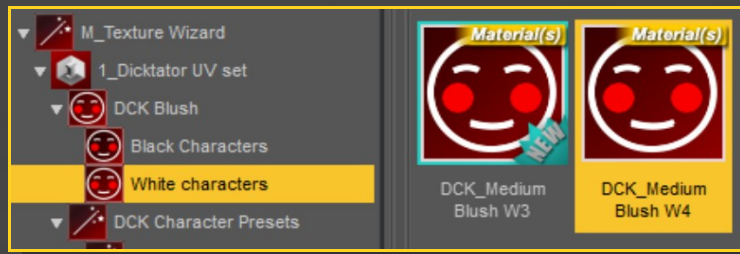
1. Load your Genesis character, a texture preset on it (here we are using G8F with Alexandra 8), and set up Futalicious, Roasty and Dicktator v3 as usual:



2. Select the shell in the scene tab, and load a texture preset on it. We are choosing the matching Alexandra 8 preset.:



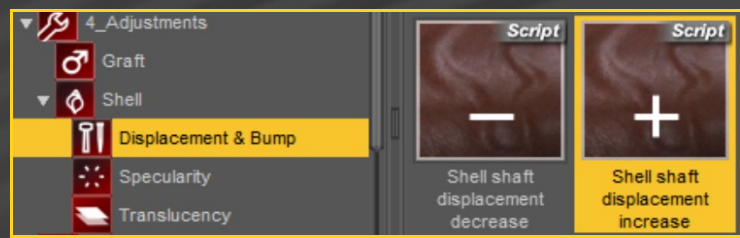
3. With the shell selected in the scene, load a blush preset (optional):



4. With the shell selected in the scene, load one or more displacement presets (optional):



5. You can increase or decrease the displacement with the scripts included in the '4_Adjustments' folder. Select your Genesis character before loading any of them;



6. Optional, following steps are if you want to load a wet preset. Select your Genesis figure and load the wet shell:



7. Select the wet shell in the scene tab and load a wet shell preset:



8. Select your Genesis character and load the 'Copy Bump and Displacement' script:



9. If Roasty is loaded on Futalicious, with the wet shell selected in the scene tab, load 'Fix Shell_Roasty Gen':



10. Here is the result:

