Second Skins using Procedural Textures

Author: Tkrain	Printable Version	Tools Needed
Step 1: Load Sydney		* **Poser 7**
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Step 3: Create a cloud node		Support Files
Step 4: Add your clothing mask		* **overlays.zip**
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Introduction

I'm sure we've all seen the excellent 2nd Skin resources out there on the net, but generally speaking, they all require the same thing, for your character to be locked down to one specific skin texture and one specific clothing texture. This would then have to be saved as a file, adding another texture map to your runtime which contains information already IN your runtime. This tutorial will use Poser 7's Sydney (included with Poser 7)to demonstrate using the default texture map for Sydney along with a very simple layer mask (see support files, above) to blend together a texture within Poser. These same techniques can be applied to any character, though obviously the layer masks and which textures to modify would need to be changed.

Step 1 - Load Sydney

First things first, Load Sydney into Poser.

Once Sydney is loaded,head to the Material Room and make sure her Body texture is selected. You should see something like this
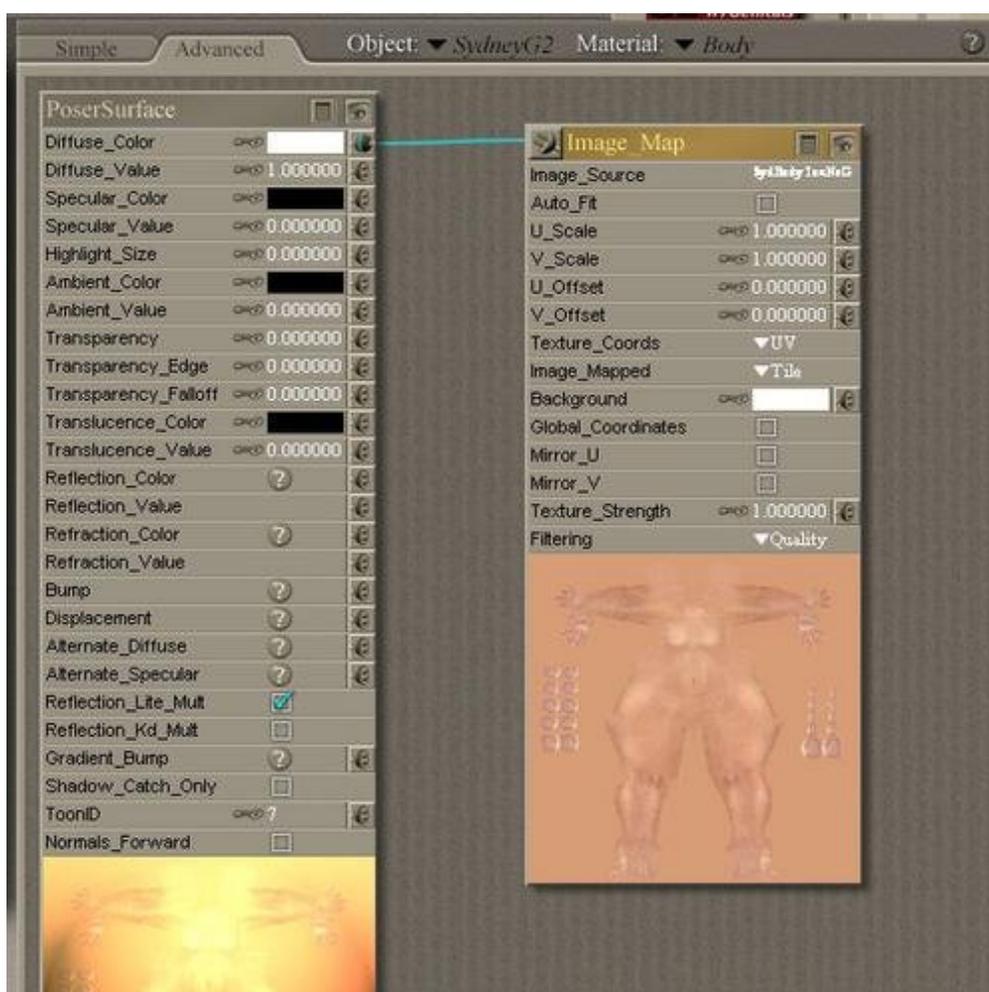
, with her default texture plugged into the Diffuse channel.

Special note: You can use ANY valid Sydney body texture at this point. If you've created or purchased a killer body texture, this would be a good time to load it into the Diffuse channel. Complex textures that use a lot of special effects channels won't plug directly into this system, however. (For these, you'll have to create similar blenders for EACH channel on the Posersurface and plug them in separately).

Step 2 - Create a Blender node

Click on the plug next to the diffuse channel. A pop up will appear, select New Node, and follow the popups to select Math, and then Blender.

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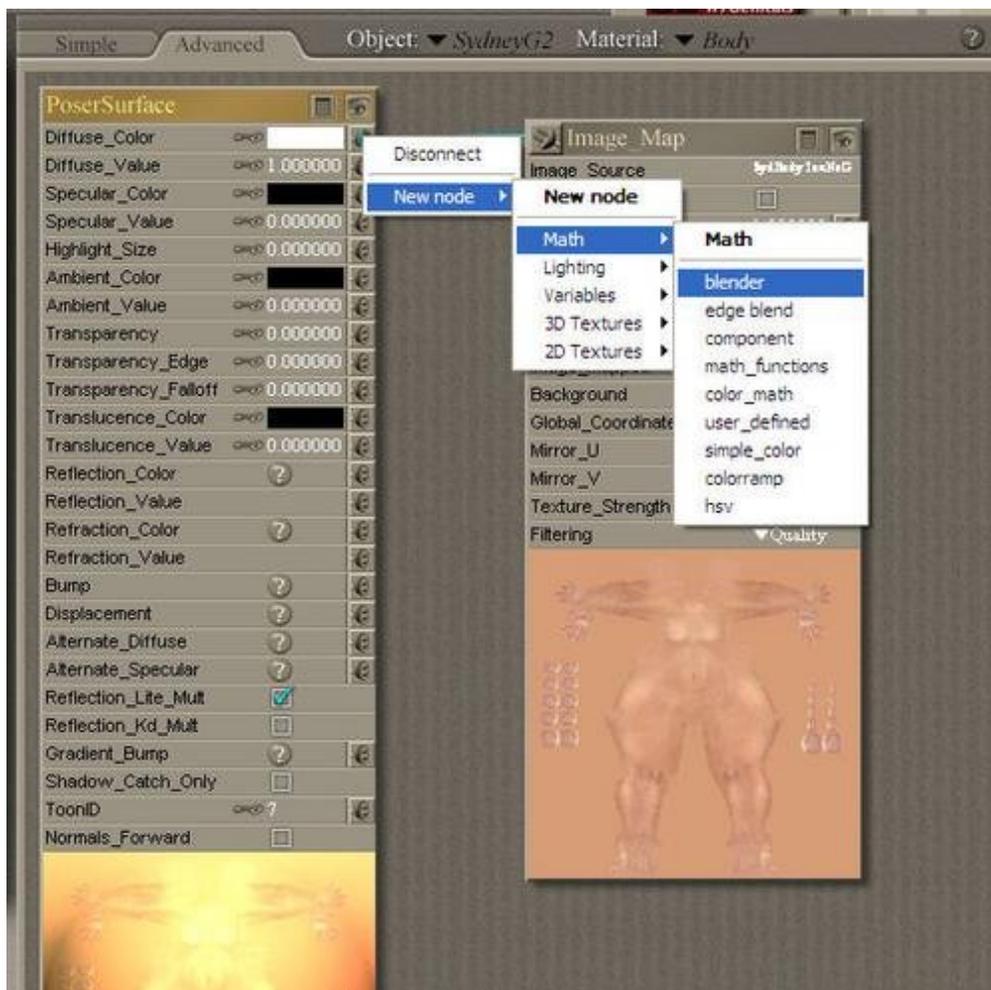
Once you have done this, the default body texture will be disconnected. Drag a wire from the default body texture to the new Blender Node's "Input 1" channel.
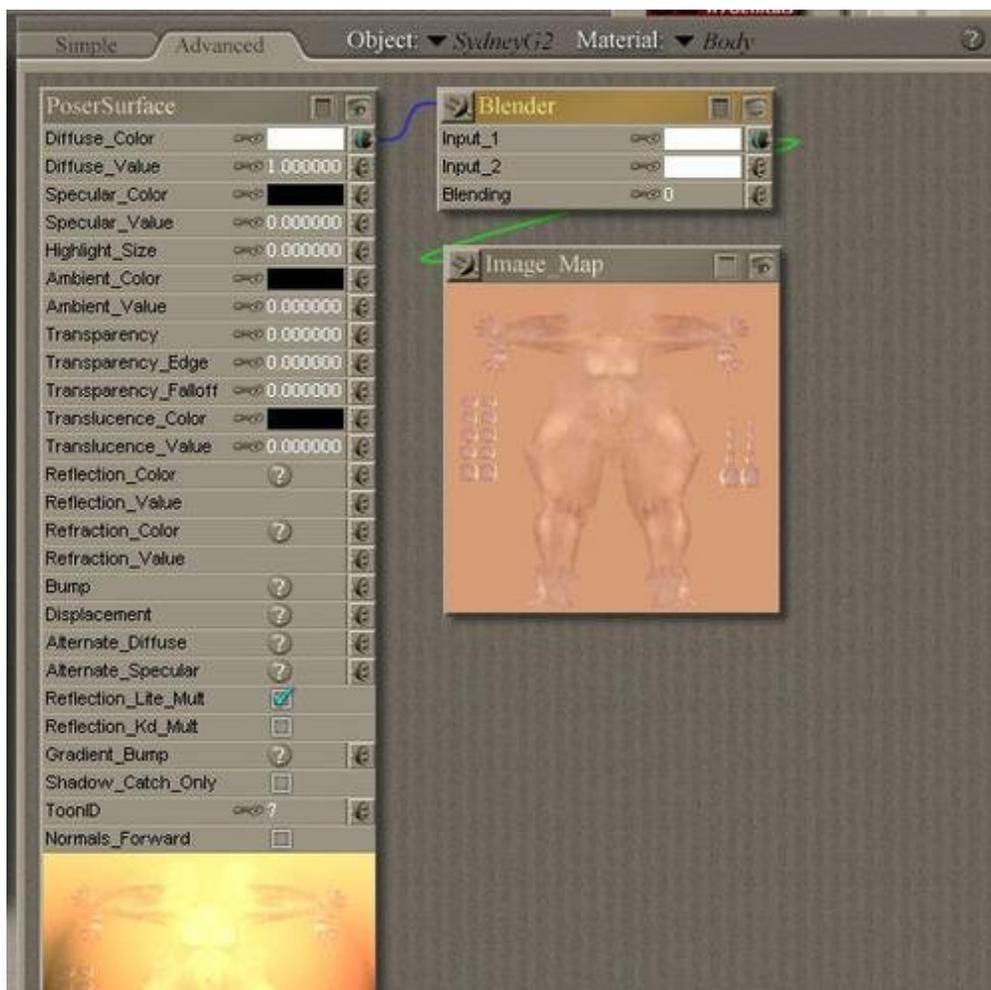
Step 3 - Create a cloud node

Now, we want to create a texture that will be the second skin. To keep the tutorial simple, I chose a simple cloud node.
Click on the Input2 plug of the Blender, and select New Node, 3D Textures, Cloud.
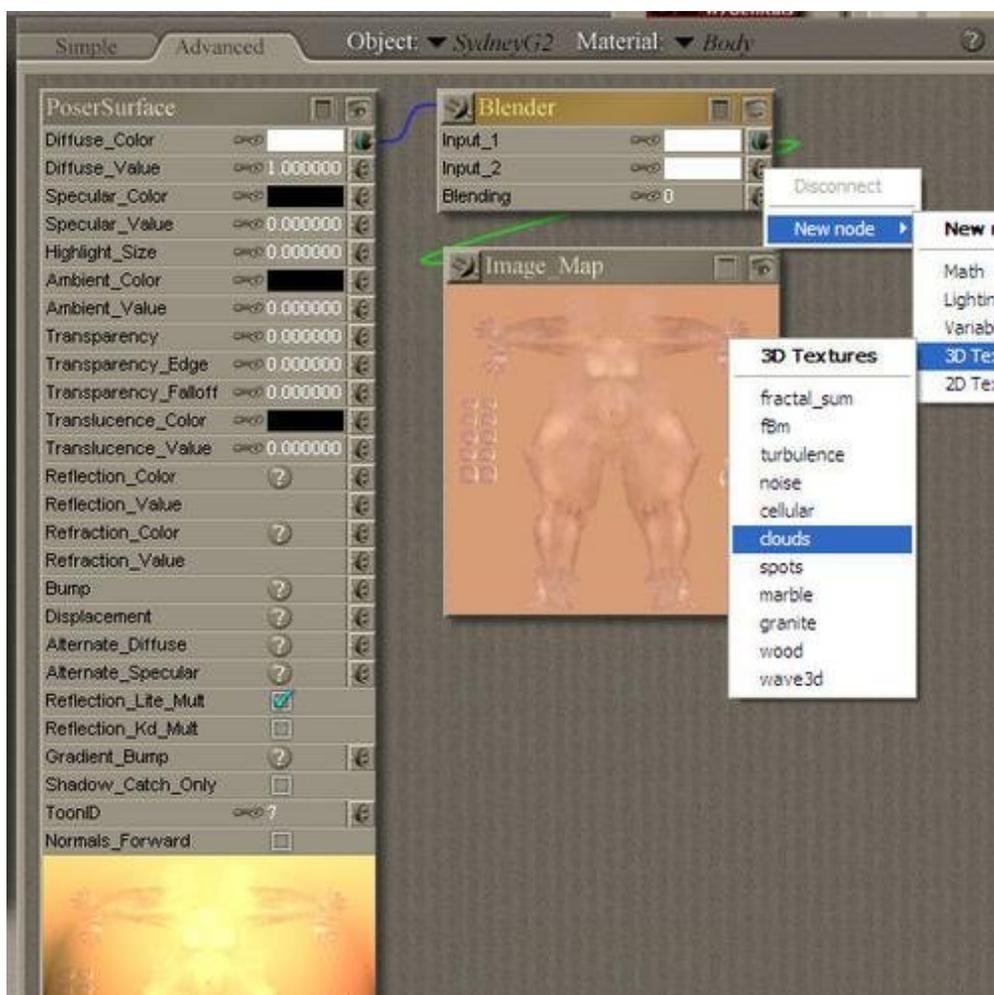
. Your material room should now look something like this.
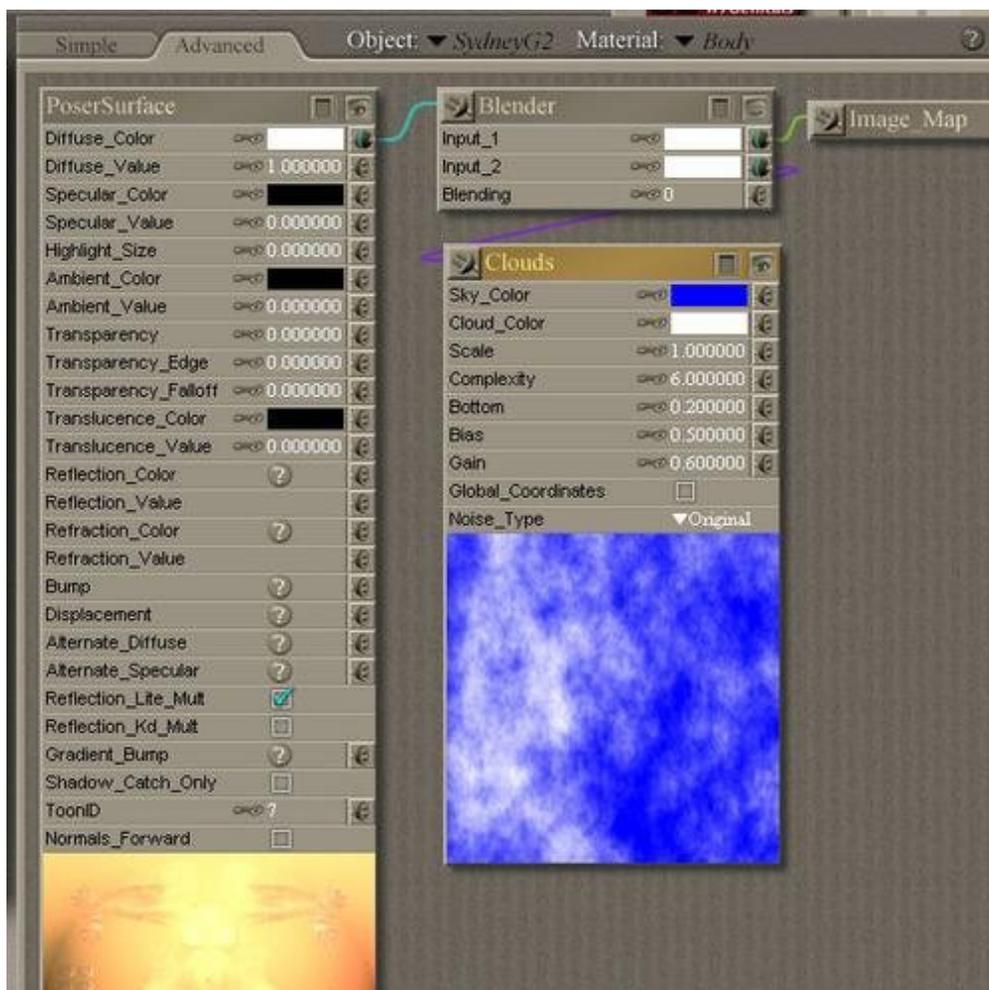
Note: You can use virtually any shader nodes or textures you can think of, simply plugging them into the Input2 channels. Keep in mind that complex shader combinations that use different channels on the PoserSurface will each need their own blender to work properly. The clouds surface was chosen for speed and simpliciy.

Step 4 - Add your clothing mask

Now for the fun part, adding the clothing mask.
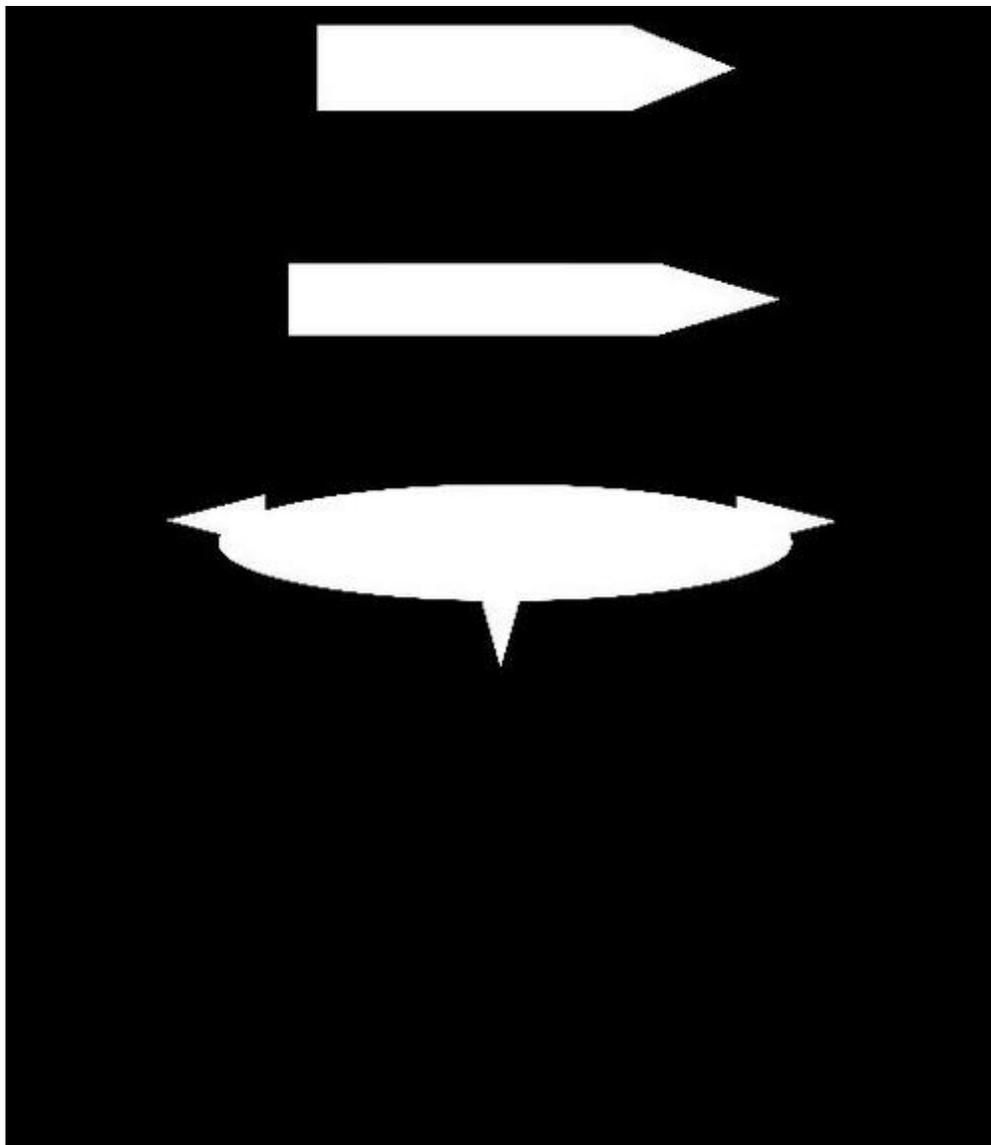
I've included a couple of very simple swimsuit masks for SydneyG2. They are very simple, very rough, and you are welcome to do anything you wish with them. The important thing about the masks is that they are all black for the sections you want regular skin textures, and all white for the sections you want to use as the second skin. For interesting effects, you can create a mask with some gray areas or patterns, and these will simulate semi-transparent lace effects very nicely.

To add the mask, click on the blender's Blending plug, and select Add Node, 2d Textures, Image Map.
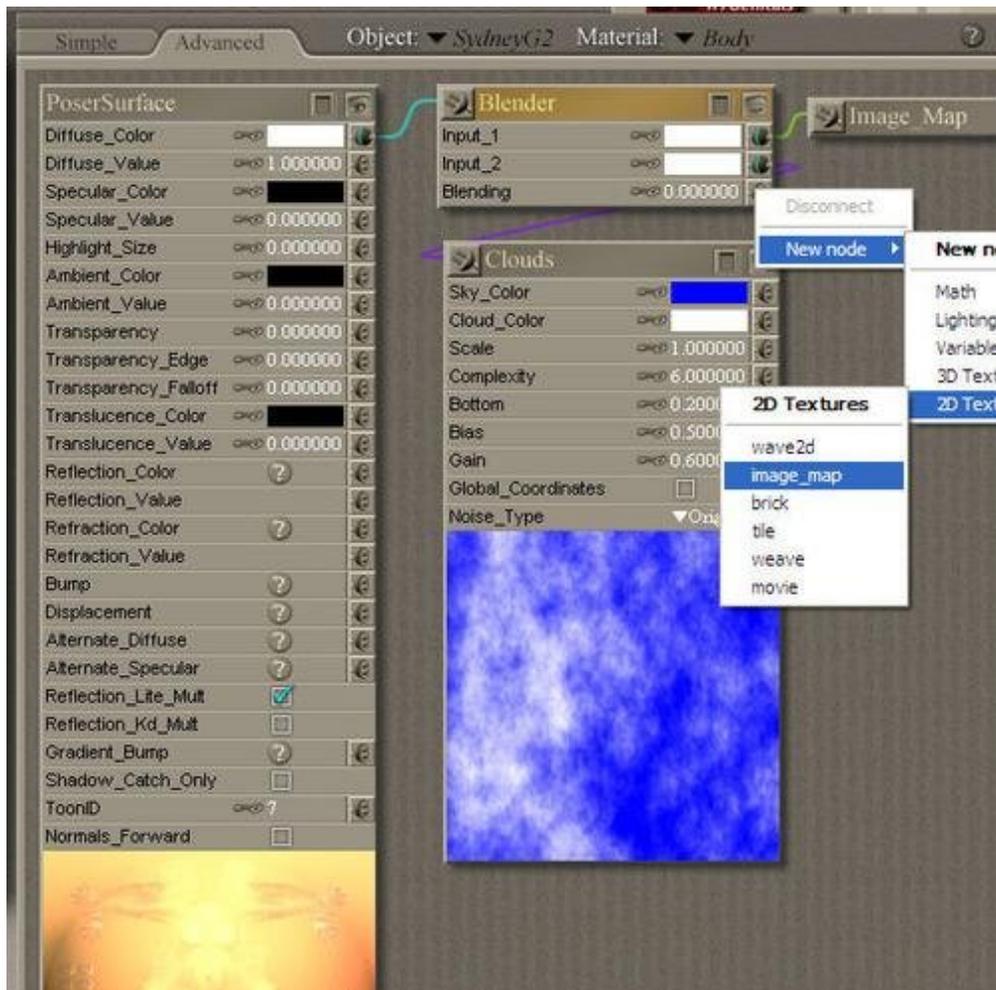
Then click on the image map's Image Source and Browse for the mask (this tutorial used the "simpleoverlayblcksmall.jpg" found in the resource file of this tutorial. A higher resolution version of this is included in the resource, though I highly recommend you make your own masks or purchase some of the excellent merchant resource 2nd skin overlays that are out there.
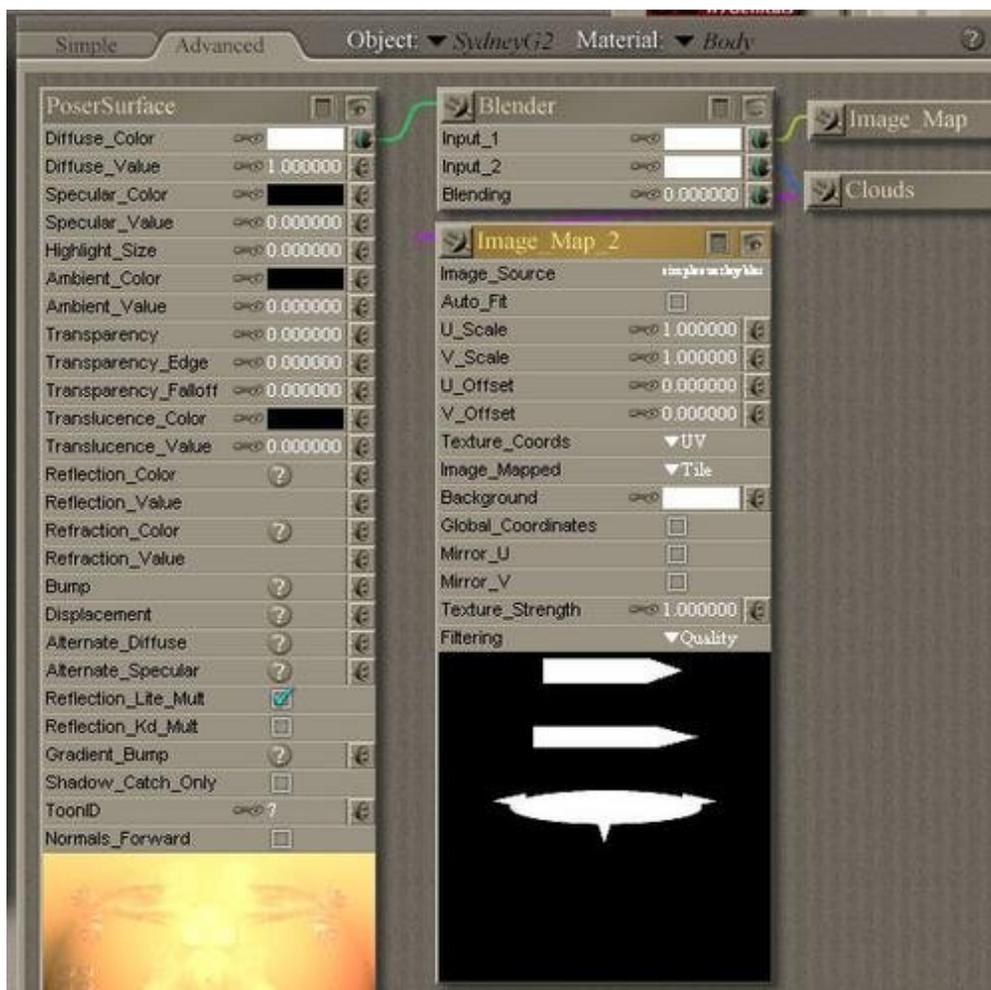
Once you have selected the mask, make sure the Blender's Blending level is set to 1.0. This will make all black areas the default skin texture, and all white areas the second skin texture.

Step 5 - Render and enjoy!

Render the image, and you'll see you now have a swimsuit applied to Sydney.

It is very important to note that due to the way Poser handles preview textures, you will not be able to SEE the swimsuit in the preview, you'll see the nude Sydney. It isn't until the image is rendered that you'll be able to see the new clothing. Poser7 is supposed to have a Shader Preview mode, when used with certain advanced graphics cards. I don't have one of those cards. It's possible with the advanced cards you'd be able to see the preview properly.

Feel free to play around with the nodes to create even better effects.

For added realism, plug the layer mask into the Displacement channel with a relatively LOW displacement value (say... .001 or less). This will create the illusion that the second skin is actually a separate model.

This system will work with any character you wish, just be sure and use skin textures and layer masks designed to go with that character.