Seapearls bonus Package

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Contents

Introduction

The bonus of the *Seapearls* package consists of several PSD-files with multiple layers.
You will find

- one PSD for Ywarline's head,
- one PSD for Ywarline's body,
- one PSD for Llearval's head,
- one PSD for Llearval's body,
- one PSD for the jewel belt for the Mertail and
- one PSD for the eye textures

if you downloaded the complete package.

Features

The layers on the head and body textures are arranged similarly for both characters. For the head they contain the skin, the eyeshadow and the cameo layer seperately. You can mix and match head and body maps from other characters or simply try the *Seapearls* without their skin patterns. Ywarline without patterns is shown above.

You might want to try another look for your deep sea characters. Perhaps some makeup or tattoos to include. Play a little and decide what you like best ;-)

The next few pages will explain some features of the PSD files and their intended use.

The headmaps are composed of three layers. One for plain skin, the second for the cameo pattern and the third for the eyeshadow.
Male and female map are composed of similar layers.
Switching off one layer to save the newly created texture might result in interesting effects. The other option is to manipulate the layers in colour, contrast or brightness or to apply one or several artistic filters.
Note that colour changes to the bottom skin layer will affect the whole character. You'll have to make similar changes to the body map as well or the textures won't match.

The default maps for the seapearls show pretty pale and flawless skin. Perhaps you want to try another look with darker, freckled skin and the same or manipulated pattern overlay.

The body maps are composed of similar layers and there is not much to say abozutb them but one extra feature.
The skin in either side of the spinal column shows gills and they can be ,opened' or ,closed' by a special layer over the skin background.
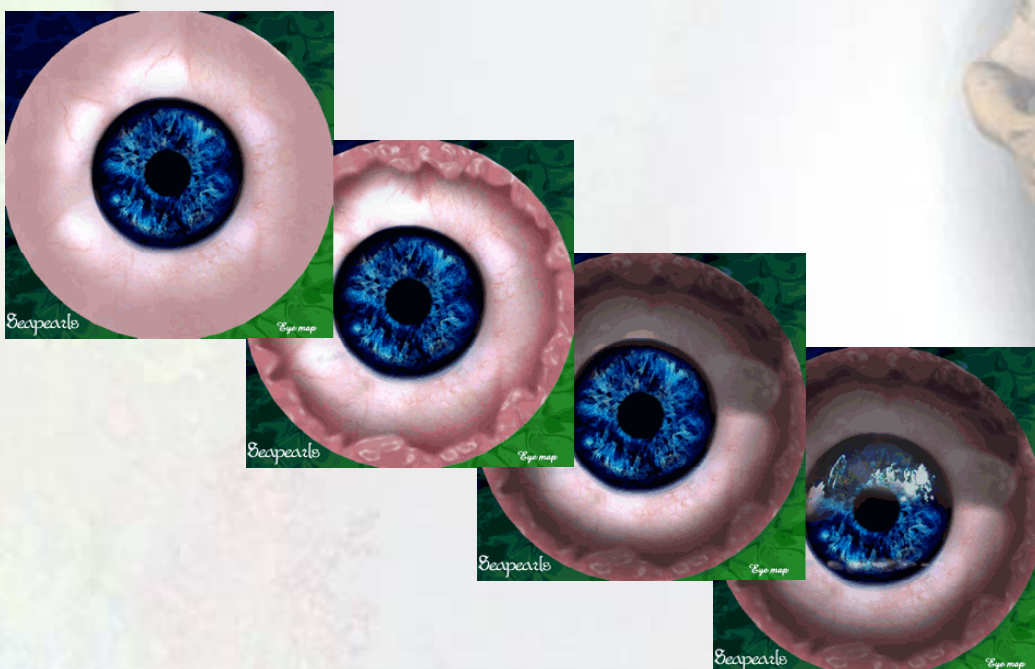
The picture above shows the two gill options:
- on the left the closed ones,
- on the right the open ones.

Eye maps

The eye PSD contains new layers for a more realistic looking eye socket which might show up in extreme positions of the eyeball when looking up, down or to the sides.
The other layers mimic shadows from the eyelid and a special reflection map over the iris.
Of course you can manipulate those layers as well and turn all the default eyes of the package into 'enhanced' ones ;-)

The picture above shows the additional layers (from top to bottom).

Seapearls
Jewel belt for
V3 Conforming/Morphing
Mertail

The belt for the Mertail is an extra layer for the mertail map. Included are layer masks for bumpmaps and one for the ambience option of the tail. Simply copy the belt over one of the mertail maps, and the corresponding layers over the bumpmap and ambience map.

Have fun with the extra layers and options!