

# PERFECT TAN LINE DS

Manual Version 1.0

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## Important Information

### Copyright

Perfect Tan Line DS is © Copyright 2009 by Ralf Sessler. All rights reserved.

### Disclaimer

There is no warranty beyond the legal minimal warranty. In no case, the author shall be liable for any damage on hardware or software caused by using Perfect Tan Line.

**Ralf Sessler**

***Dimension 3D***

E-Mail: [d3d@sesseler.de](mailto:d3d@sesseler.de)

Internet: [d3d.sesseler.de](http://d3d.sesseler.de)



# 1. Overview

Perfect Tan Line is a DS script that adds a tan line to the skin material of a figure. It uses special masks for the shape of the tan line and allows to modify the skin tone for the tanned and/or the untanned skin.

*Note:* The tan line is applied to the Diffuse color. Usually, this is only a texture map. For some advanced shaders, it might be necessary to do manual adjustments.

*Note:* The tan line is added to the current Diffuse color map as a layered image. You don't need the *Layered Image Editor* to add a tan line, but to modify the created layered image.

*Note:* The layered image files (with extension dsi) created by the Perfect Tan Line script are all stored at the script location. New instances are created each time when you apply the script. If you no longer need them, you can delete them. However, the files starting with *Tan\_Mask* are used to combine top and bottom for a bikini and are reused each time you combine the same tan line shapes.

The Unimesh 3 version of Perfect Tan Line is designed for Victoria 3. It also works for Stephanie 3, Aiko 3, Michael 3, and any other DAZ Unimesh 3 figure, but the exact shape of the Tan Lines may differ a bit due to differences in UV mapping.

## 2. User Interface

The user interface of Perfect Tan Line is pretty simple. With the *Darken* and *Lighten* colors, you select the modification of the tanned and/or the untanned skin. The *Darken* color is multiplied with the skin texture, so white means no change. The result depends also on the skin texture, but usually a greyish red looks best. The *Lighten* color is added to the skin texture, so black means no change.

*Note:* The *Darken* color is applied to the texture the same way as the diffuse color in the DS material settings. You can use the diffuse color to try the intended tanned skin color before running the script. (For skin regions without tan lines, the script simply changes the diffuse color.)

There are three sections of image buttons with the tan line shape: *Bikini Top*, *Bikini Bottom*, and *Swimsuit*. You can select one of these shapes, or you can combine a top and bottom. As an alternative, you can also select your own file as mask image (see below).

If you select *Rescale Skin Texture Map*, the skin texture is scaled to the size of the masks, otherwise the mask images are rescaled. This will not make much difference in most cases, but rescaling the skin texture allows a more precise positioning of the mask to prevent visible seams in some cases.

The *Accept* button will apply the settings and close the dialog. For invalid settings, the *Accept* button will do nothing. The *Close* button closes the dialog without any changes.

The result of applying the tan line is visible in the preview. If you don't like the result, you can use *Undo* to revert to the previous state and run the script again.

## Using Your Own Mask

You can also use your own mask images with the Perfect Tan Line DS script. Click on the *File* button and select the image file to use as mask. The mask image must fit the UV-mapping for Victoria 3 or any other compatible figure. The area for the tanned skin has to be black and the tan line white, otherwise you have to check *Black Mask on White Ground* to invert the mask. Also, you have to enter the width and height of the mask for correct placement.

*Note:* The tan line mask is applied only to the SkinHip, SkinTorso, and Nipples material regions. For other regions, simply select the same dsi-file as Diffuse color.