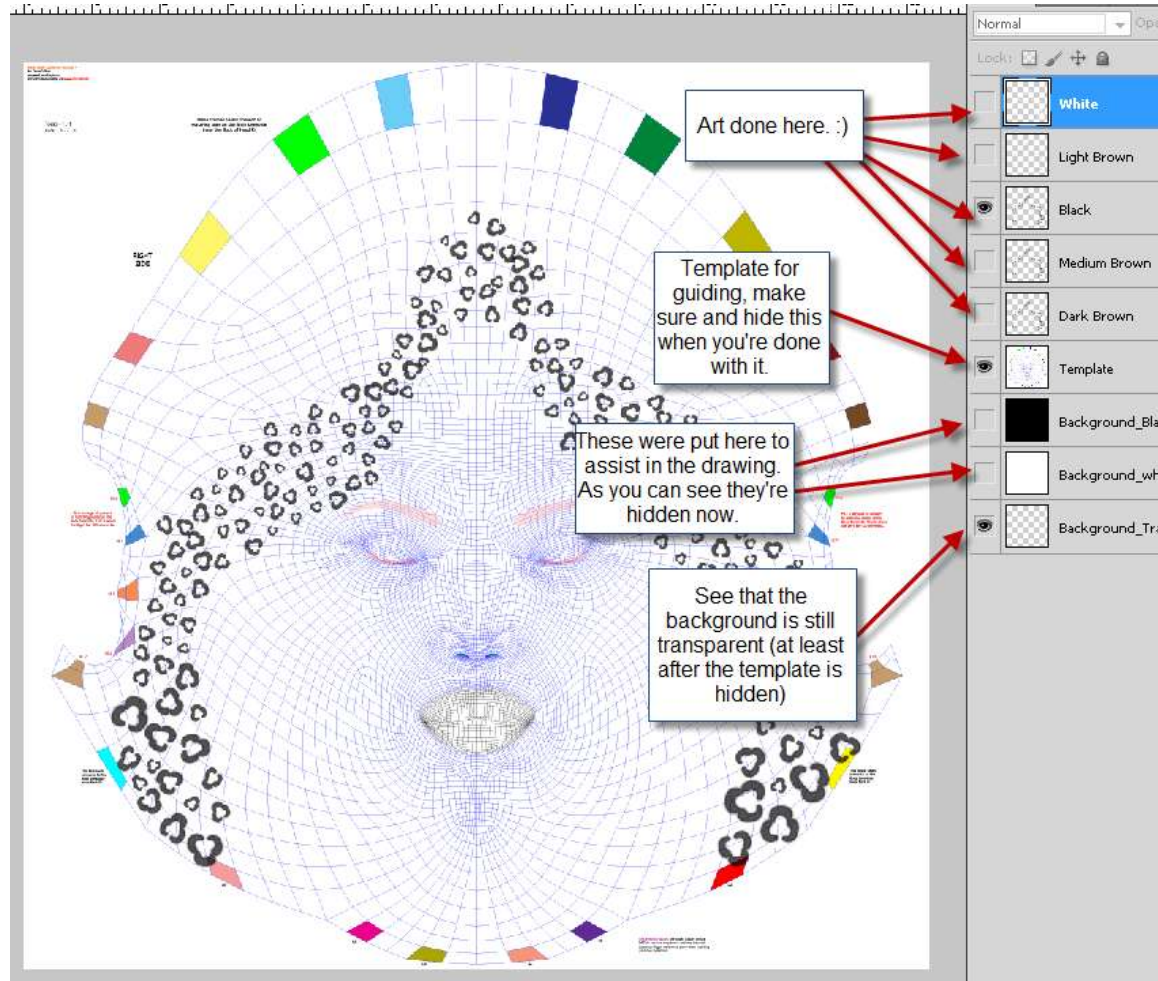


## Creating a LIE overlay preset in DAZ Studio.

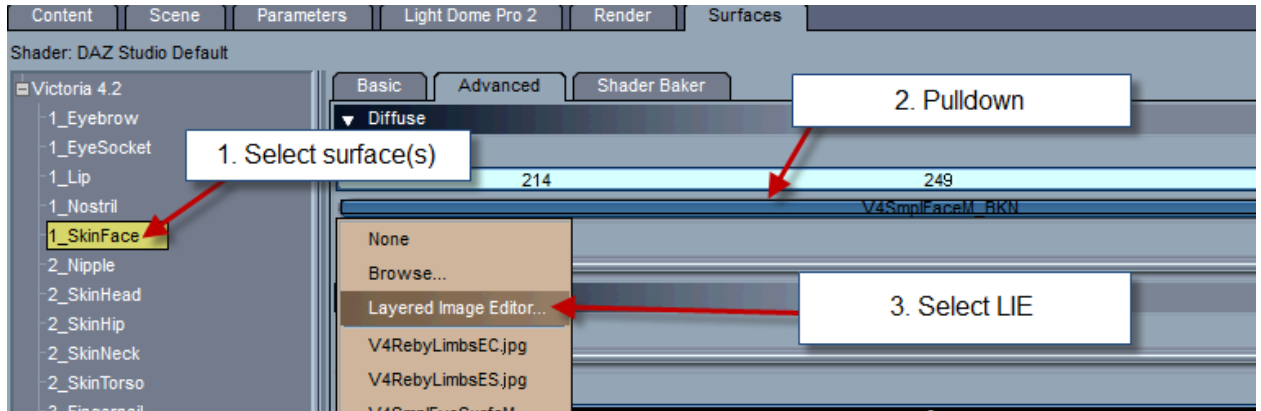
You must have a copy of the Multi-Layered Image Editor (LIE). This tutorial assumes some basic knowledge of Photoshop (or gimp) as well as the DAZ Studio surfaces tab. Also useful is a good text editor (although notepad will do) and knowledge of runtime hierarchy.

1. In your image editing software
  - 1.1. Create a new image in the image editor of your choice with a transparent background. It should be big! 3000x3000 or 4000x4000.
  - 1.2. Do your art stuff.
    - 1.2.1. Make sure and keep the background transparent.
    - 1.2.2. Make sure and properly locate the default orientation and placement of your overlay (Snow Sultan's seam guides are helpful for this, but the UV maps will do in a pinch).
      - 1.2.2.1. Note, currently the LIE allows users to rotate in 90 degree increments so keep that in mind if it's something you want them to be able to do.
      - 1.2.2.2. Also note that with this setup style the user will be able to manually drag and move the placement of the overlay (should they own the LIE) if they choose to do so.

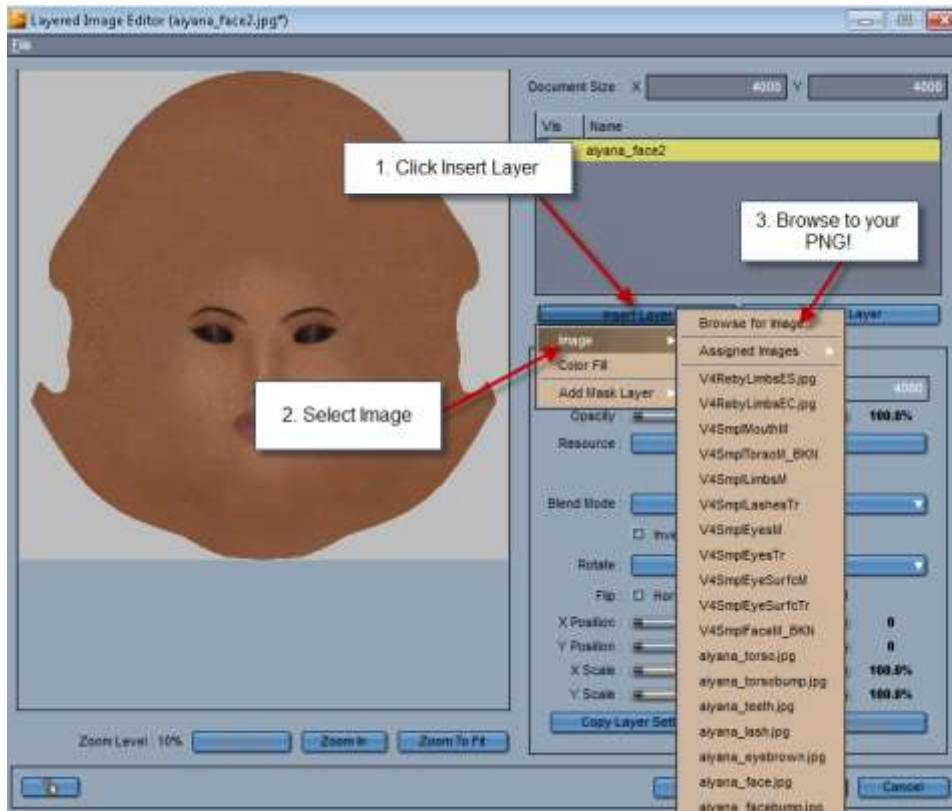


- 1.2.2.3.
- 1.3. Save your image as a .png. This will preserve the alpha layer transparency.

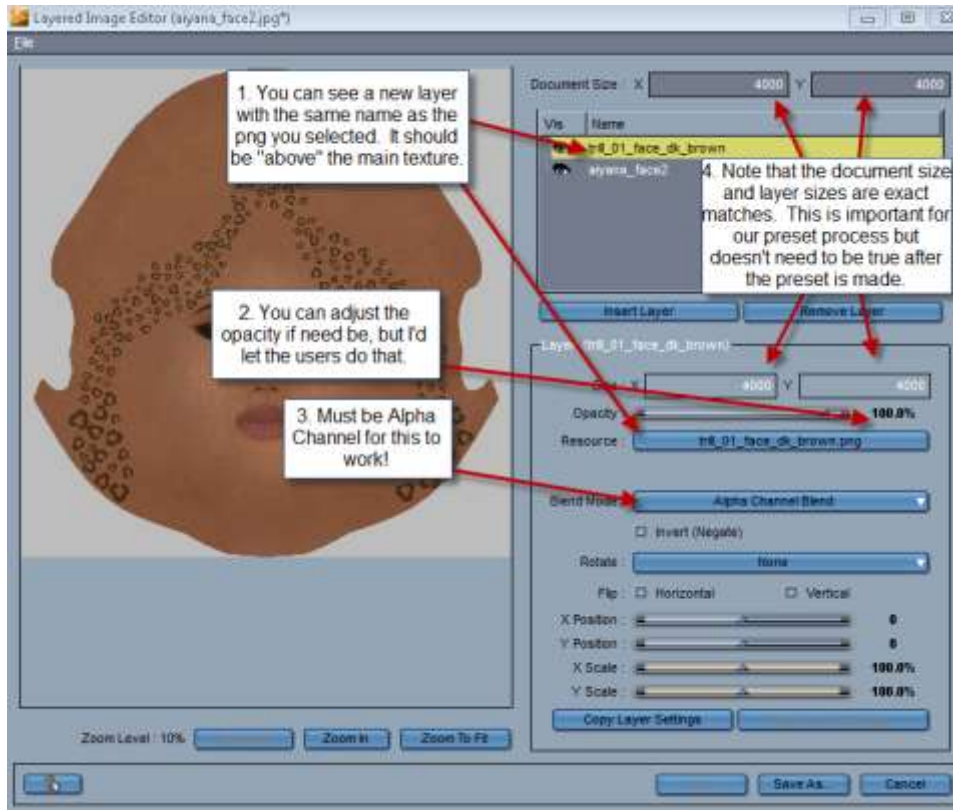
2. Switch to DS.
  - 2.1. Load the model the overlay is designed for.
  - 2.2. Apply a texture to the model that has the same dimensions as your overlay image.
    - 2.2.1. This will make it auto-scale to different sized textures later)
  - 2.3. Select the surface (or surfaces) where the overlay will be used on the surface tab.
  - 2.4. On the diffuse channel, select the texture map drop down and choose Layered Image Editor.



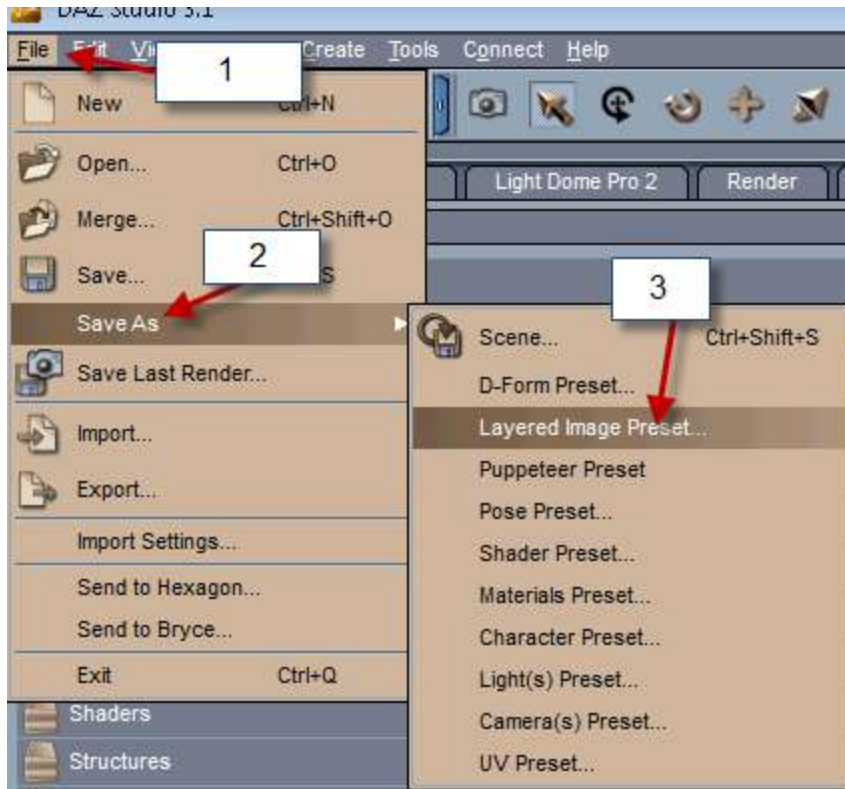
- 2.5.
- 2.6. In the LIE window:



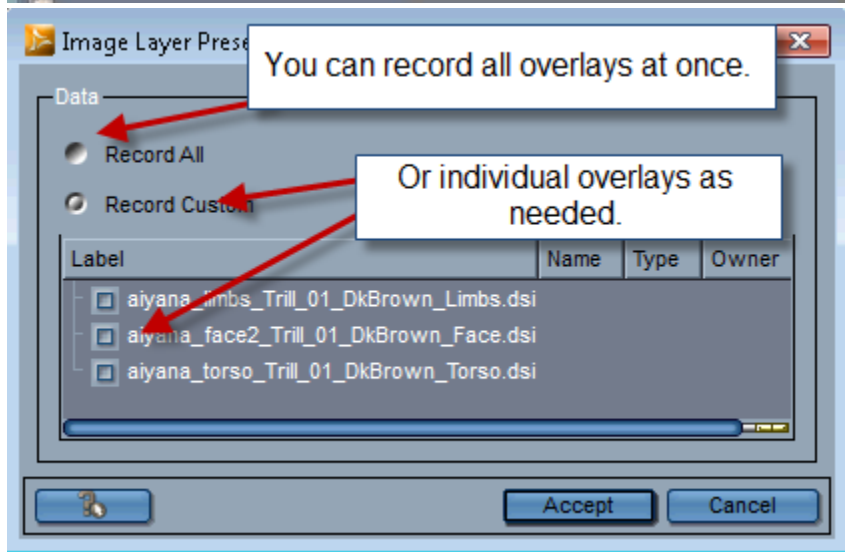
- 2.7.
- 2.8. For reference after the overlay is selected:



- 2.9.
- 2.10. Now you have to save this preset. Naming isn't REALLY important, but if you name it intelligently now you can save yourself some headache later. Location of this .dsi save file is NOT important. In this case I saved it as Trill\_01\_Face\_Dk\_Brown.dsi
- 2.11. Apply the rest of the overlays as needed / wanted.
- 2.12. Save your scene as a Layered Image Preset



2.13.



2.14.

2.15. Make sure you save them as .dsa or non-encrypted/ascii .ds files (for ds2 users)

2.16. The tricky part comes next. If you want to redistribute your overlays anyway. If this is for personal use, you can stop here. You're done!

3. If you want to make be able to share this with other people, then you need to build a good file hierarchy as well as do some text editing.

4. So let's build the file structure first.

4.1. Create the following directory structure in a temporary location.

4.1.1. "runtime/textures/<your handle>/<your project name>/"

4.1.2."People/<figure>/LIE/<your handle>/<your project name>/"

4.1.3. For Example:

4.1.3.1. runtime/textures/adamr001/trill/

4.1.3.2. people/victoria 4/LIE/adamr001/Trill Overlays/

4.1.4. Place all your overlay png's into the "runtime/textures/<your handle>/<your project name>/" directory.

4.1.5. Place all your saved LIE presets into the "People/<figure>/LIE/<your handle>/<your project name>/"

5. Now let's do the editing

5.1. Open each .dsa file. Search for your overlay.png. NOTE here how the path listed is a "hard coded" or absolute path to the file and even then doesn't match your new runtime/textures line.

5.1.1. Change every instance of each absolute path to be the relative path "runtime/textures/<your handle>/<your project name>/"

5.1.2. For Example

```

oLayer = new DzImageFileLayer;
oLayer.filename = "E:\projects\trill\trill_01_limbs_dk_brown.png";
oLayer.label = "trill_01_limbs_dk_brown";
oLayer.visible = true;
oLayer.setBlendMode(new DzAlphaBlendMode);
oLayer = new DzImageFileLayer;
oLayer.filename = "runtime/textures/adamr001/trill/trill_01_limbs_dk_brown.png";
oLayer.label = "trill_01_limbs_dk_brown";
oLayer.visible = true;
oLayer.setBlendMode(new DzAlphaBlendMode);

```

Absolute paths are bad!

Happy relative path name!

5.1.2.3. CaPiTaLiZaTiOn is important in the file name (though, not as far as I can tell, in the directory names). Ie, trill\_01\_face\_dk\_brown.png is not the same as trill\_01\_face\_dk\_brown.PNG.

5.1.2.4. Also, if you didn't use a good file name when you saved your .DSI earlier this is the time to corrected. You can see in the oLayer.label entries the suffix that will be added to the .dsi's that get created when user's apply the preset. Obviously you don't want this to have a texture name by default, so change it now to be something reasonable. You'll need to change it everywhere you find oLayer.label entries.

5.2. Now you just need to zip it up and you're ready to distribute it!