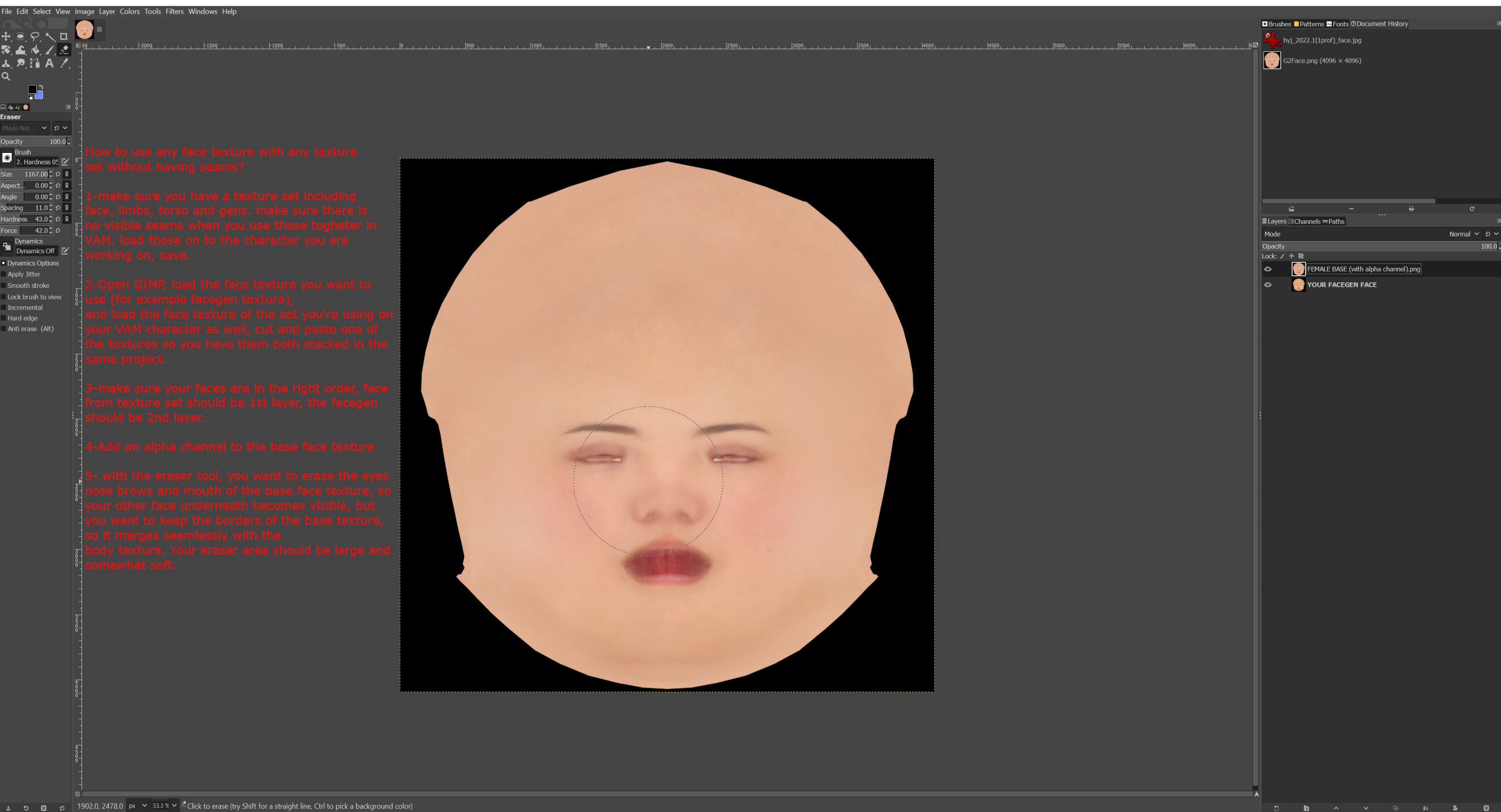




## How to use any face texture with any texture set without having seams?

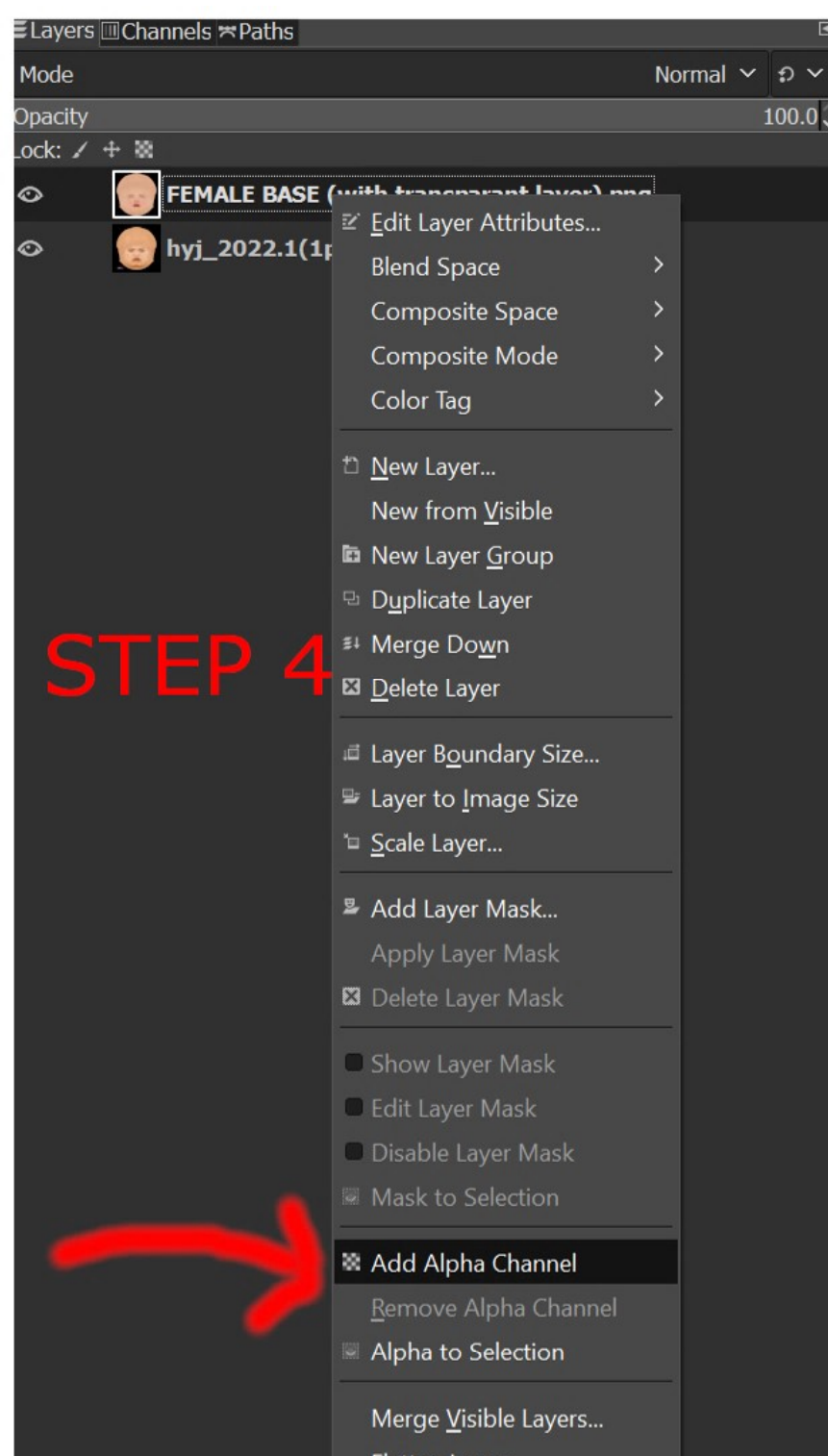
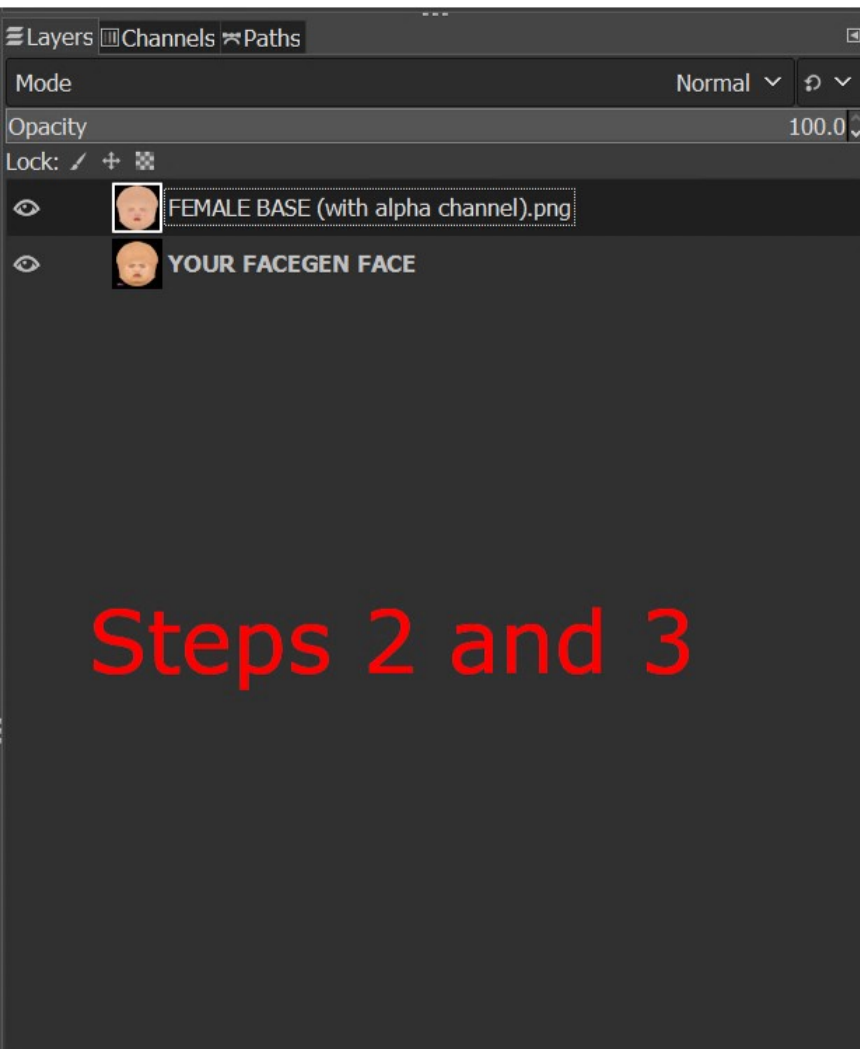
1-make sure you have a texture set including face, limbs, torso and gens. make sure there is no visible seams when you use those together in VAM. load those on to the character you are working on, save.

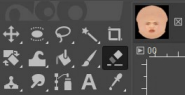
2-Open GIMP, load the face texture you want to use (for example facegen texture), and load the face texture of the set you're using on your VAM character as well, cut and paste one of the textures so you have them both stacked in the same project.

3-make sure your faces are in the right order, face from texture set should be 1st layer, the facegen should be 2nd layer.

4-Add an alpha channel to the base face texture

5- with the eraser tool, you want to erase the eyes nose brows and mouth of the base face texture, so your other face underneath becomes visible, but you want to keep the borders of the base texture, so it merges seamlessly with the body texture. Your eraser area should be large and somewhat soft.





Eraser  
Mode Nor...

Opacity 100.0

Brush  
2, Hardness 0%

Size 1167.00

Aspect... 0.00

Angle 0.00

Spacing 11.0

Hardness 43.0

Force 42.0

Dynamics  
Dynamics Off

Dynamics Options

Apply Jitter

Smooth stroke

Lock brush to view

Incremental

Hard edge

Anti erase (Alt)

STEP 5



Brushes Patterns Fonts Document History

hyj\_2022.1(1prof\_face.jpg)

G2Face.png (4096 x 4096)

