

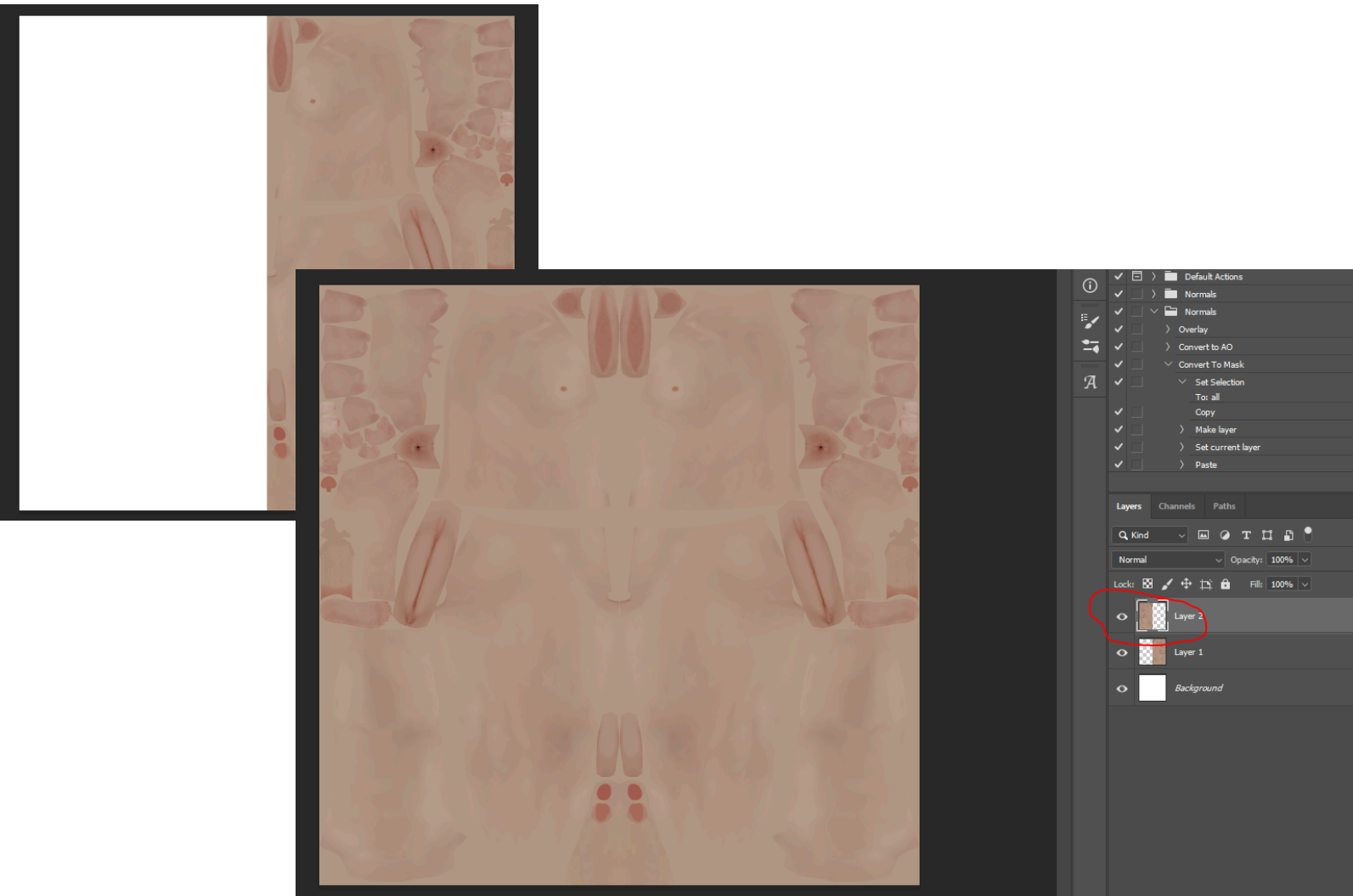
Bibo Assym Quick Guide (Yes! I work for Bibo+ As Well!)

A few things you need to know about doing textures!

Have custom scales or tattoos and want to add them in with ease?

Heres a speedy little guide on how to make them work with Bibo Asymmetrical Options!

For Diffuse / Skin Edits -> Double the image size (example this is 2048x2048) Paste in your texture and drag it to the right. Then paste in your texture again, flip horizontally and then snap to the other side. Save and you're done!

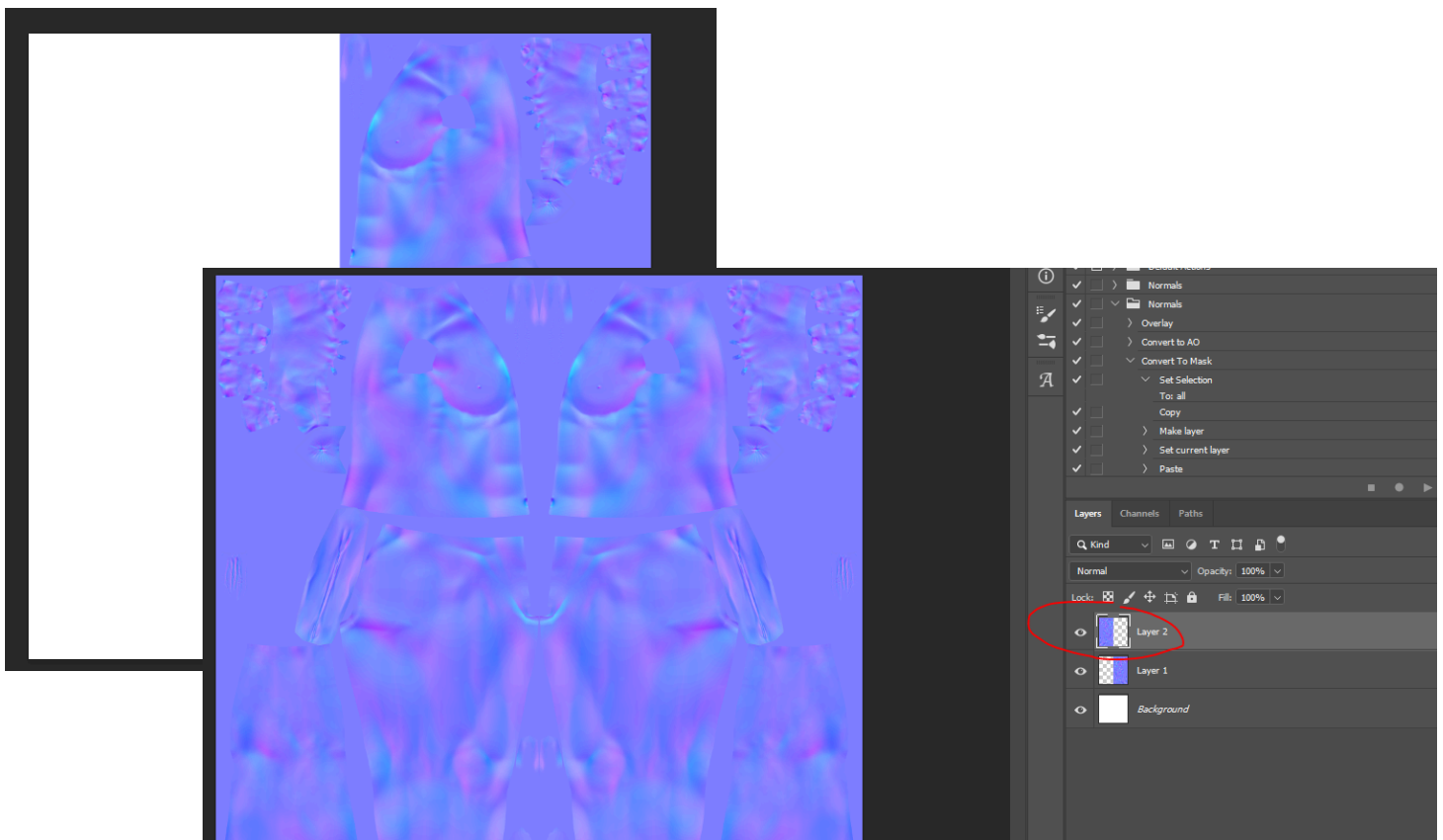


Import onto your race MATERIAL B. Be sure to only do this for texture texture of material B. Leave A as is~

For things such as Normal Map Scars or Custom Scale Shapes which affect the “Normal”

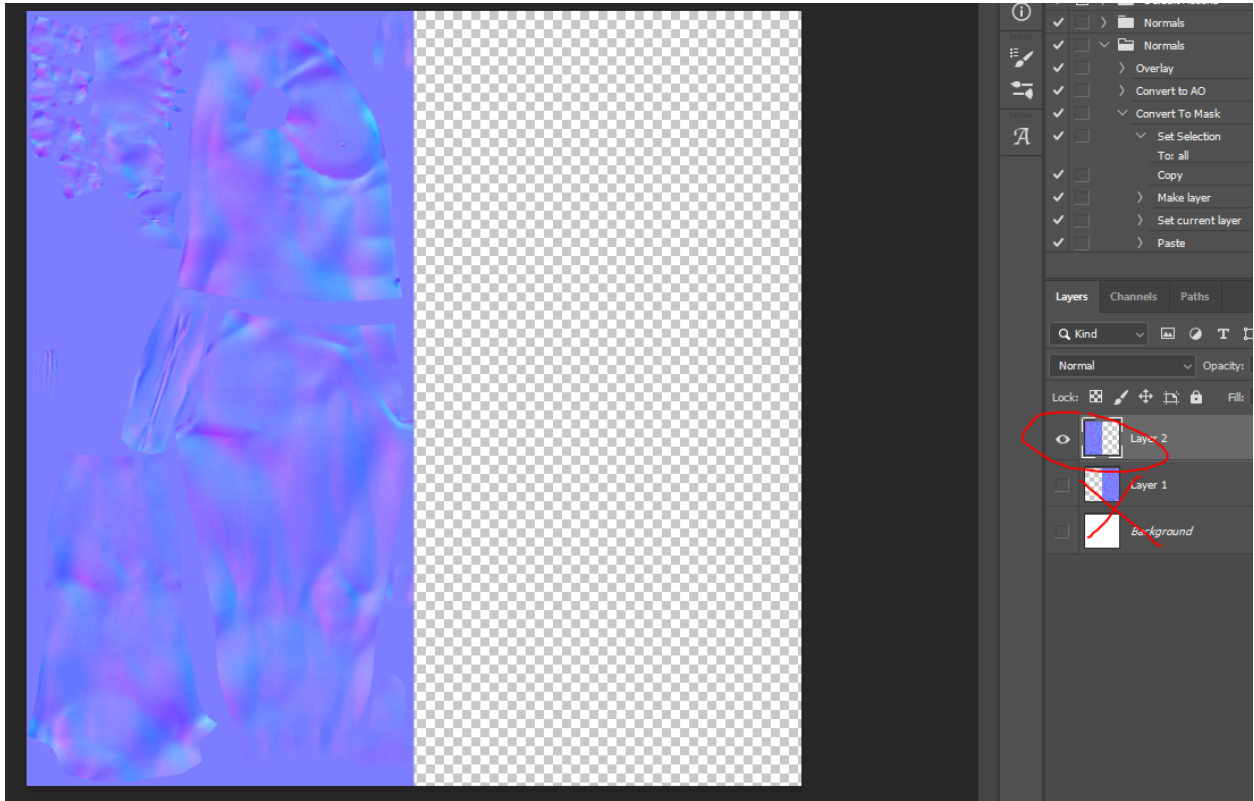
-> This is the same step as above with just 1 additional step.

Paste in your skin's normal map. Then paste in the image again, flip horizontally and snap to the side like before.

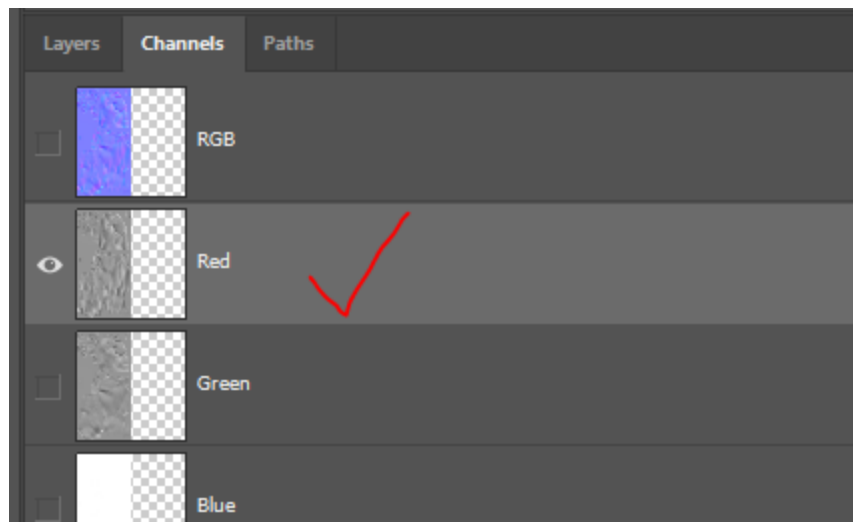
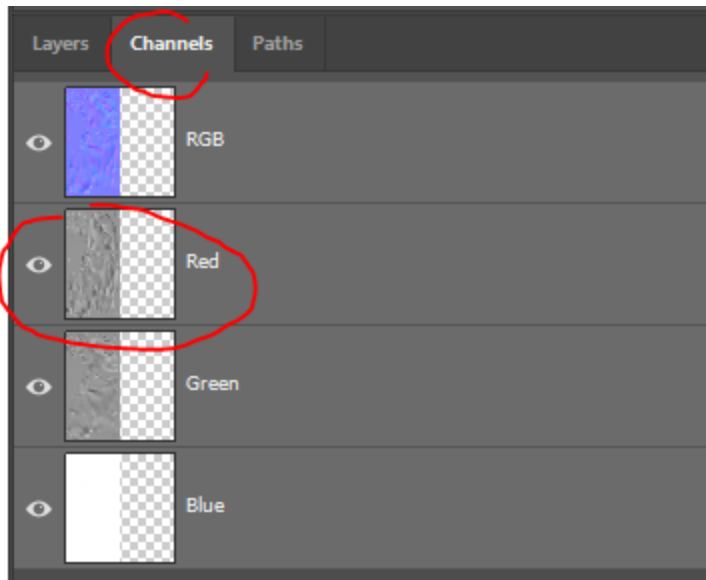


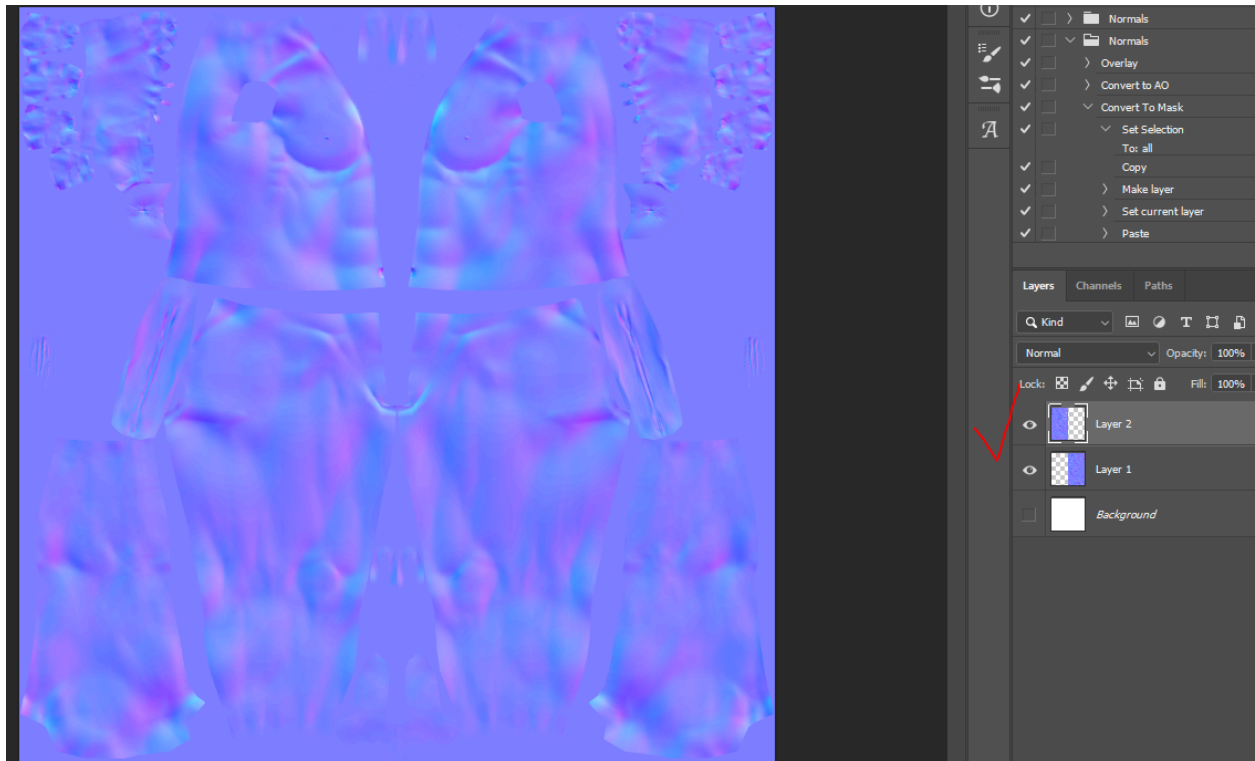
STAGE 2 - DO NOT SKIP THIS! Please do not skip this step or you will get some very nasty textures on one side of the

body!



-> Temporarily turn off all layers except the newly pasted “left” side then hit the “Channel” tab in your image editor. Then click the “Red” channel. And **CTRL+I** to Invert!





Turn all the textures back on, save and import to the racial body of your choice!

UV Map and resources can be found in the Mod Resource Dev Kit! Happy Assym!

Should you struggle with any of this please feel free to reach out your preferred Modding Workshop channel for help!

Are you a mod maker and wish to make your body Asymmetrical?

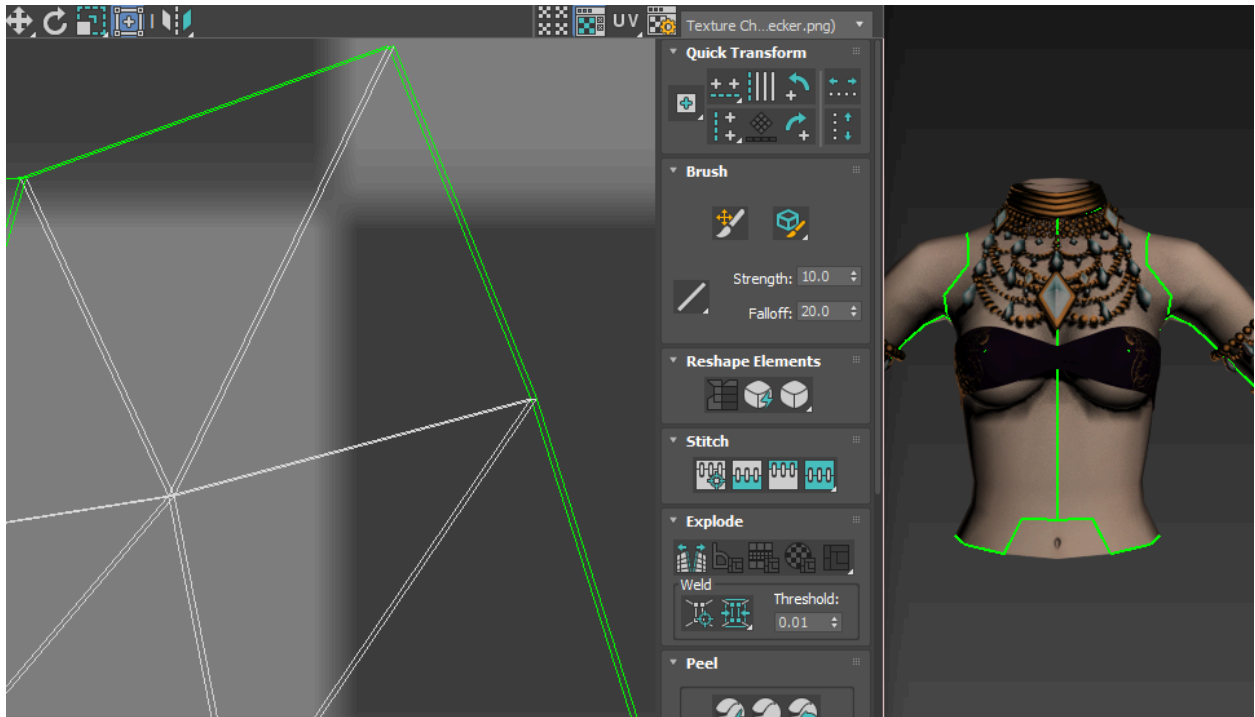
Here's a quick video guide! Thank you to Tsar for the guide and allowing me to include it!

Part 1: <https://gyazo.com/c8ccd8dfdce9b1564f8ef980cdfcdb39>

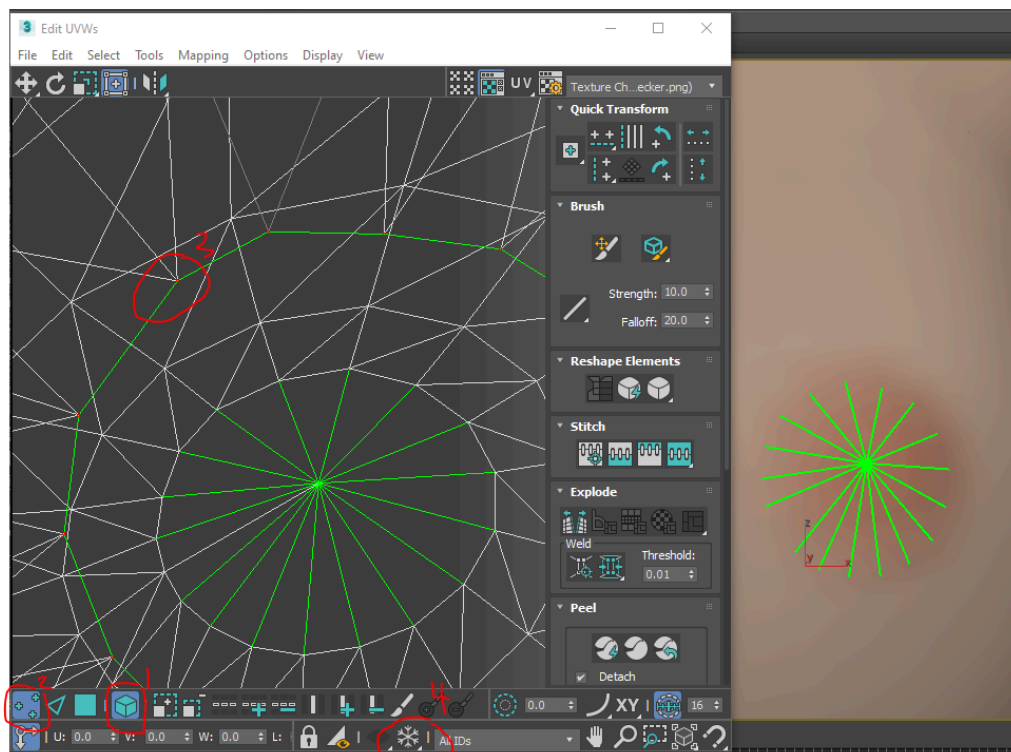
Part 2: <https://gyazo.com/11d0e6fe7c8a45d75c67c0e7c625e36a>

Troubleshooting Asym Conversions

UV seeming slightly off? Bring in an asym chest or bottom to make sure that the verts are aligned correctly in the UV.

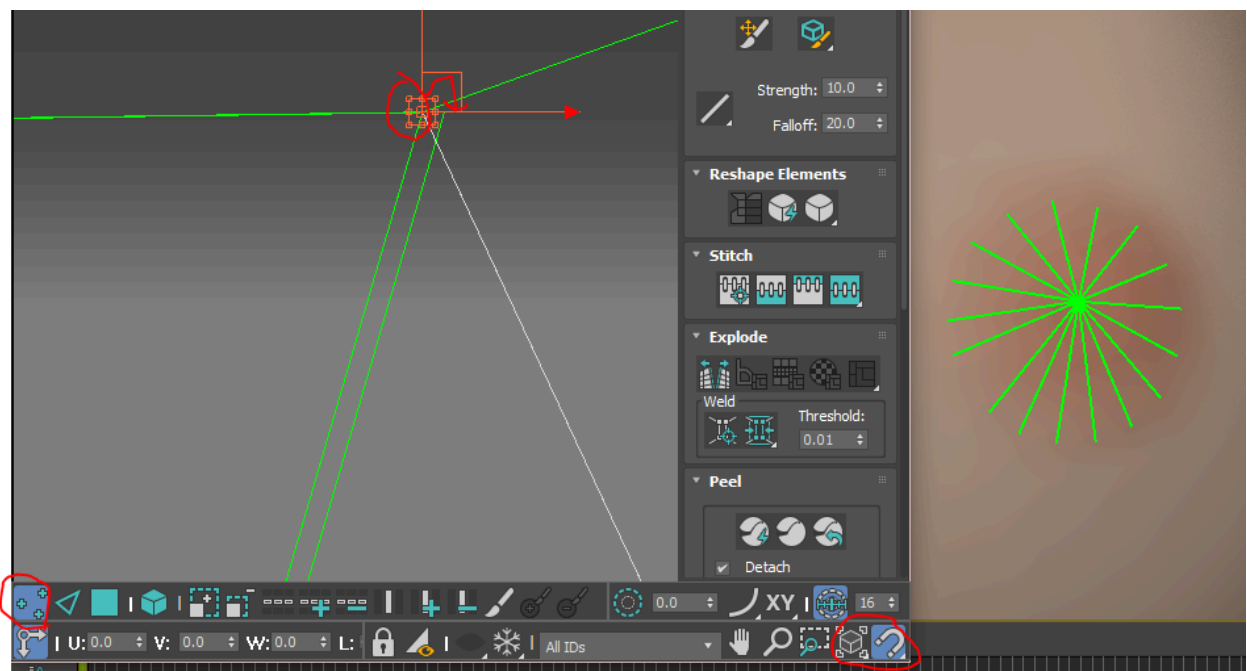


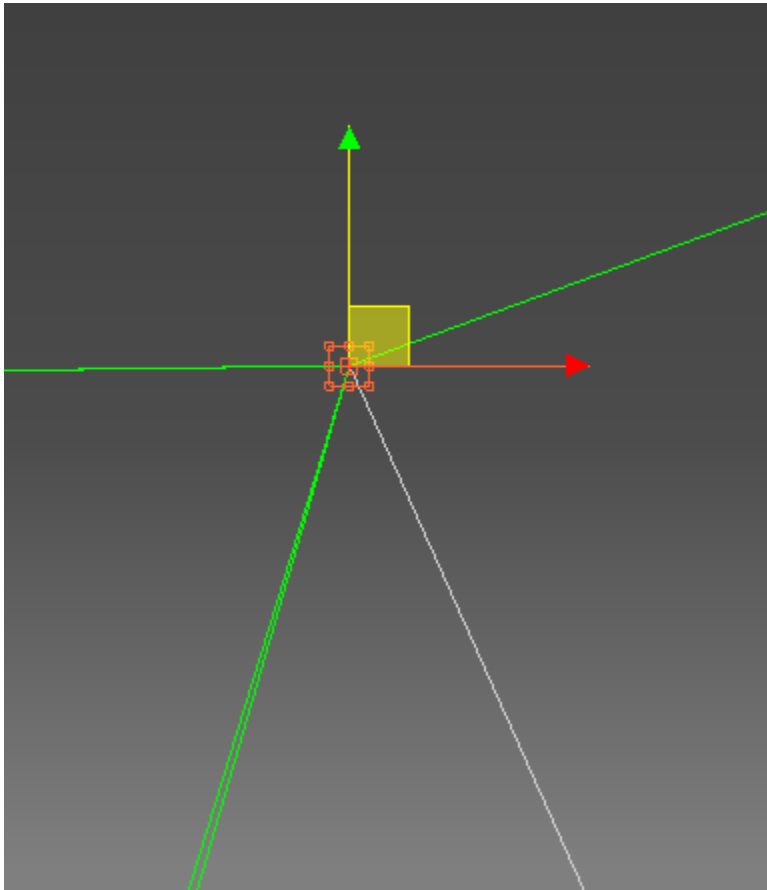
Here you can see that the verts on the UV are slightly incorrect. Ill show you quickly how to sort this out! First we want to freeze the working asym body that has no issues. For this ill be using Bibo. Select the Asym body that works, the body thats slightly off then hit the “Edit UV” modifier.



I know that the big green ring is Bibo (and its nipple cut out). Click the select by element box. The vert box. Then click freeze. This will freeze Bibos UV (it will turn blue when frozen) so it cannot be moved! (Important for easy snapping) From here we work on snapping the wvr chest to the correct UV.

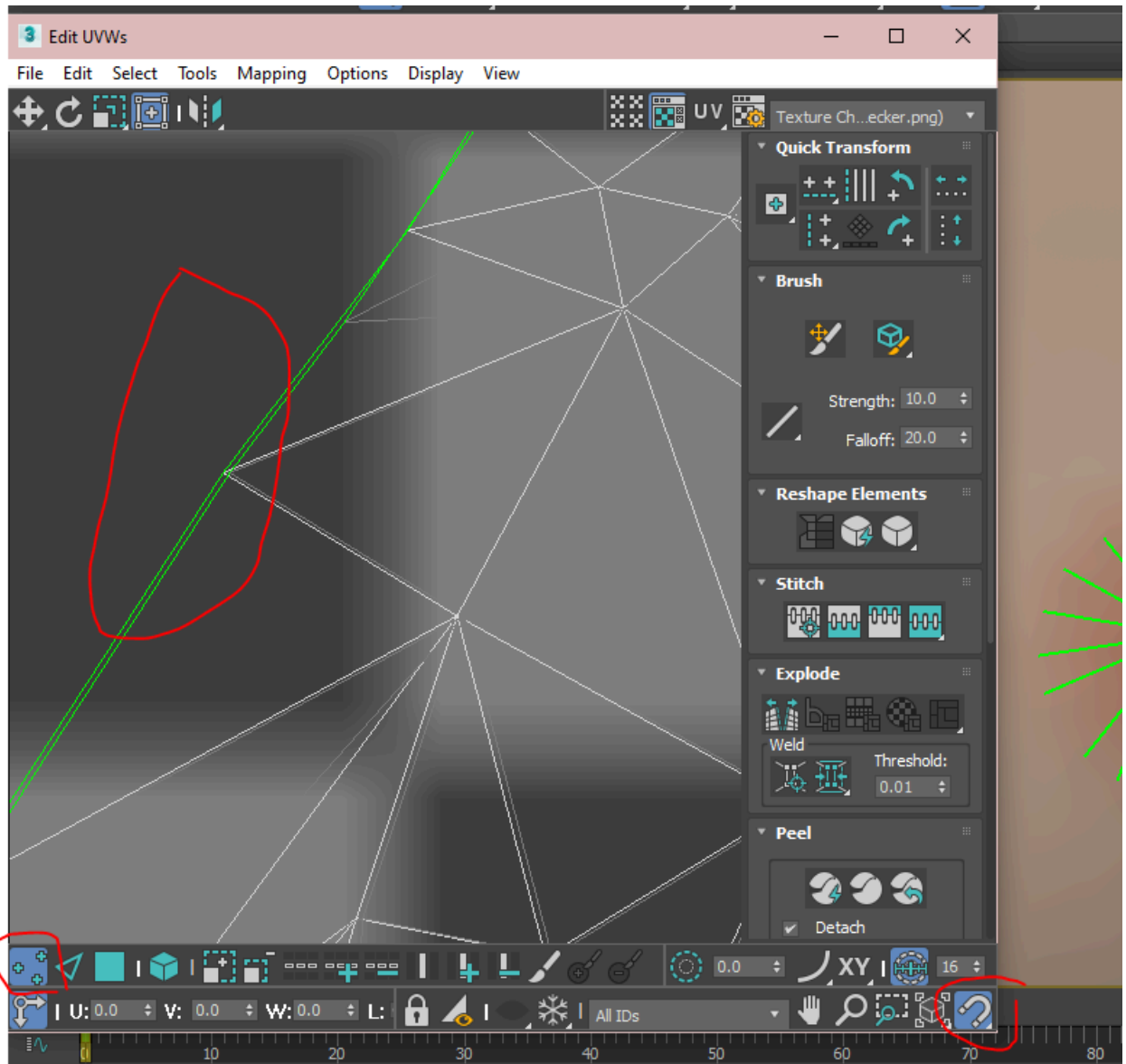
Depending on how bad or uneven the original UV is makes a massive difference to how much snapping you will need to do. The MOST important part of the snap is the outer green lines



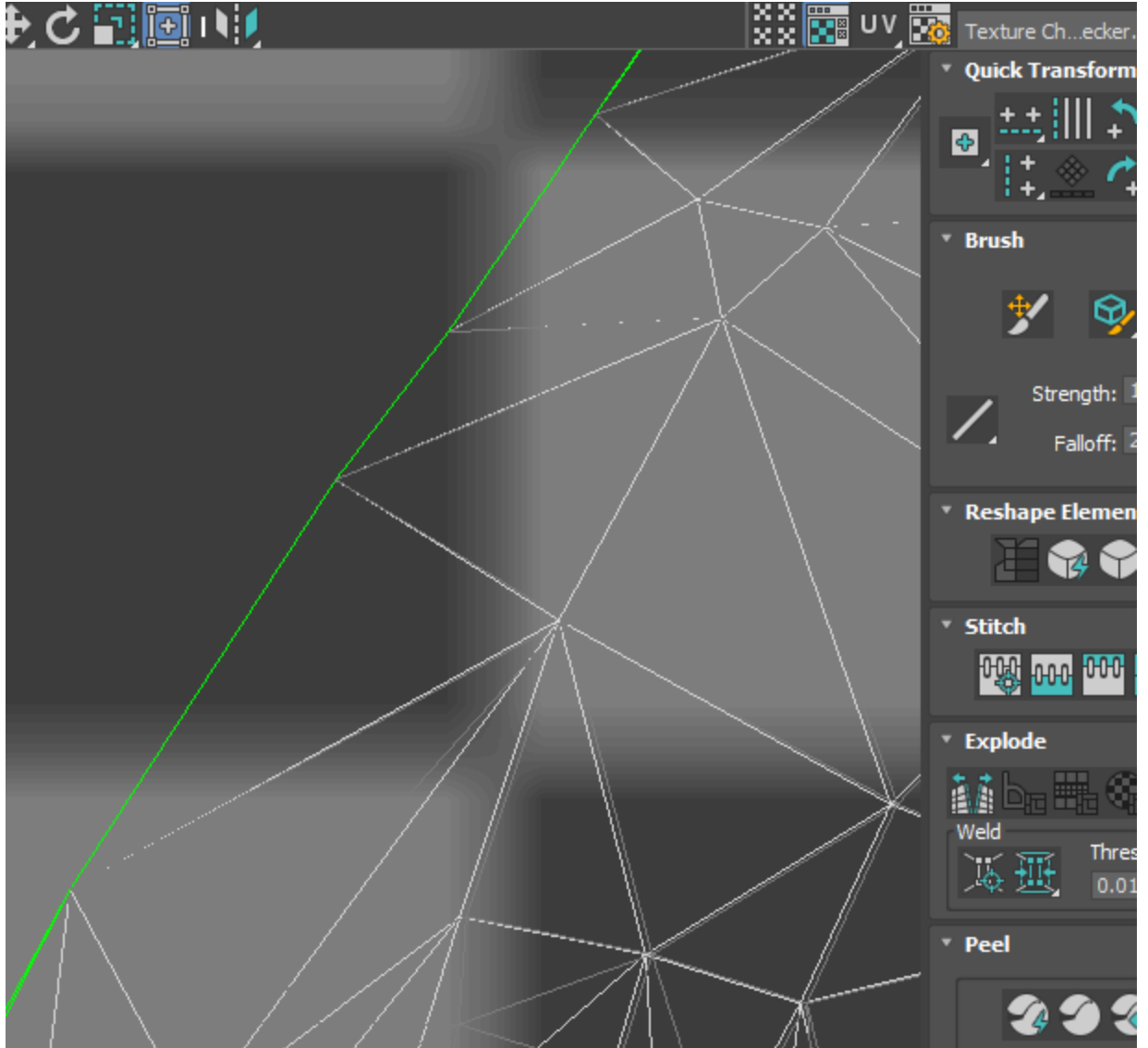


With snap enabled snap your uneven UV to the seamless uv. This can take a little time but is the fastest way (at least I know of) to ensure a clean UV with no direct issues.

Before:



After:



It doesn't need to be close and depending on the body may be off a tiny sneeze in some positions. Just make sure it's as close to the bibo asym green wires as possible. Make sure to check this for the entire mesh -> Body, legs, arms, neck ect.

When done click off of the models. Drag "Edit UV" modifier under the Skin then check your work in game