

VDM Brushes Guide for NSFW artists

Created by [creamtau](#)

Introduction

With the recent addition of Vector Displacement Map (VDM) Brushes to Blender 3.5, NSFW artists have a new way to quickly add any complex geometry - including genitals - to any model. In the table below, I've listed some of the advantages and limitations of the VDM brush workflow when compared with the traditional workflow of putting genitals within the body mesh itself:

Advantages	Limitations
• Very easy to use - it takes 1 minute to add genitals to any model • Ability to choose between a wide range of genital types instead of being limited to the single type that is included within the model • Ability to get very high resolution geometric detail that would be very challenging and require manual sculpting if included with the base mesh itself • Is unaffected by strange deformations, as you can add the genitals after you pose/sculpt the character	• Cannot be easily rigged, which means that it is challenging to animate (for example, opening and closing) • Requires the user to texture paint the changes in base color/roughness in and around the genitals to achieve a realistic look • Requires a fairly high topology mesh to look good - but the topology density can be optimized to reduce VRAM/RAM usage • These above limitations can be mitigated by displacing the geometry using the VDM texture with geometry nodes rather than sculpting brushes, but it's an advanced workflow. I might make a guide in the future explaining how to do this

This guide will elaborate on how VDM brushes can be used to add female genitals to any character model. In this demonstration I will use a [free pack of NSFW VDM brushes](#) I ported to Blender, but the same workflow will apply for any VDM brush pack that you are using. The same principles in this document will also be applicable for other types of VDM brushes, including nipples, navels, pores, etc. I'll also be using my Widowmaker character model in this guide, which is available on [my itch.io page](#) if you are interested.

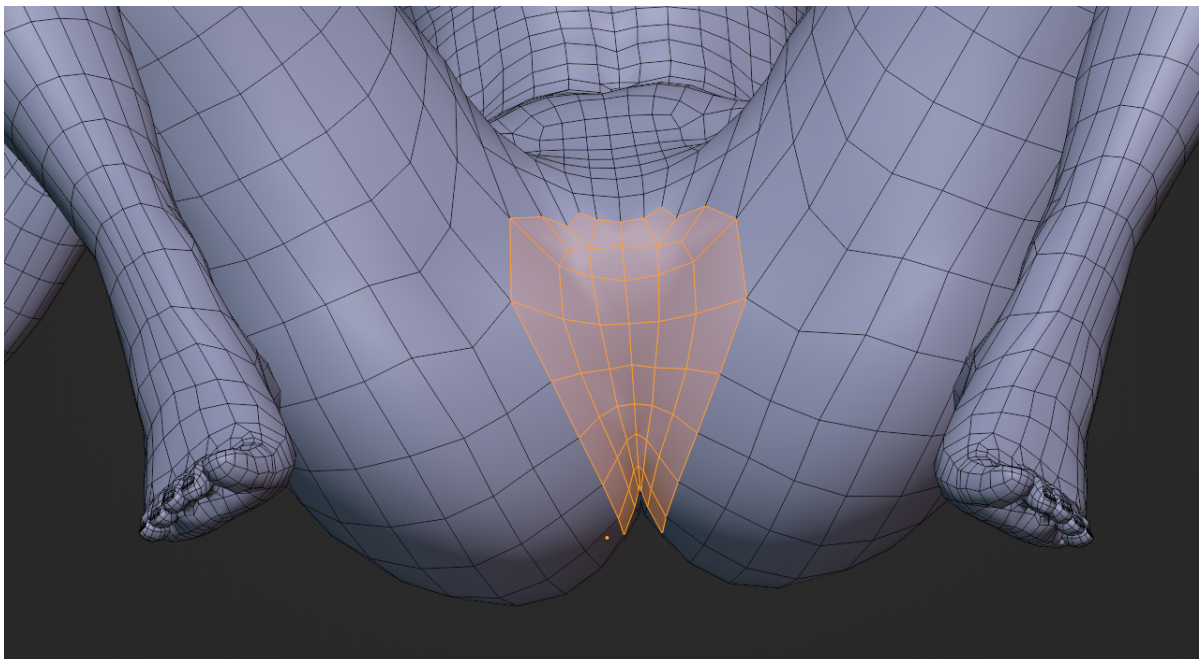
This workflow is probably also not the only way to use VDM brushes to add genitals, but it's a method that works well for me.

Preparing Your Model

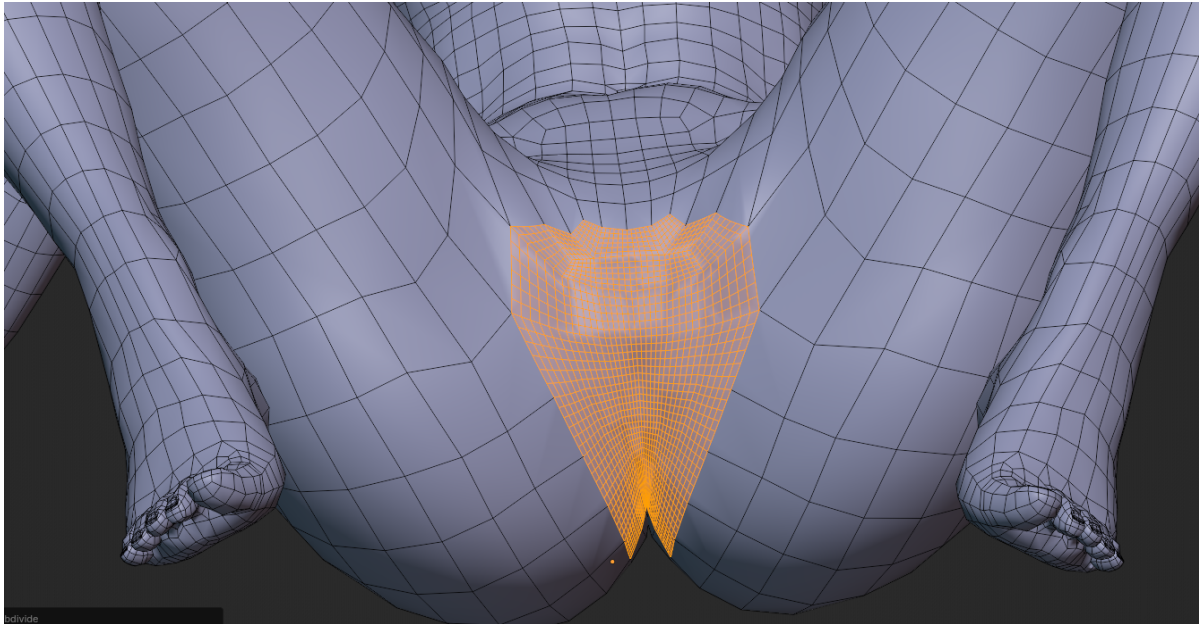
Click File → Append → TAU NSFW VDM Brushes.blend *(or a different .blend file if you have a different VDM Brush pack)* → Brushes and select the brushes you wish to add to your project.

Then, use your armature to pose your character into its position. **Before** sculpting in any details with the multiresolution modifier, you might want to optimize your character's topology so that there is more geometry in the areas where you will be adding VDM brush details. You can quickly check to see if this optimization will be necessary by setting the multiresolution sculpting level to as high as your computer will handle (usually 3 or 4), and then using the VDM brush in the genitals area.

If the genitals at the highest multiresolution level have an acceptable level of detail for your scene, then you won't need to optimize your model (and you can skip to the next section "Using VDM Brushes"). It will generally be easier to sculpt with the original mesh without making any edits to it, so this is the ideal method. However, you will need to optimize your mesh further if the genitals seem too low-res/pixelated for your needs. To do this, select the faces around the genital area in edit mode - it's better to select a wide range of area so that you will have enough detail if you need it:



Then, click Edge → Subdivide and set the number of cuts to 4 or 5 (you can also increase the smoothness factor to 1):



Since you have just changed the model's topology, you will need to delete any multiresolution modifier that was previously on your model. Then, replace it with a new multiresolution modifier and increase the number of subdivision levels. The genital area might look a bit jagged once you have subdivided the mesh, which you can fix by smoothing out the mesh in sculpting mode using the smooth and flatten/fill/scrape brush. At this point, you can now use the multiresolution modifier to sculpt the body details if you would like.

Using VDM Brushes

Select the VDM draw brush in sculpt mode, and click and drag to place the genitals on the body. Your result should look something like this:

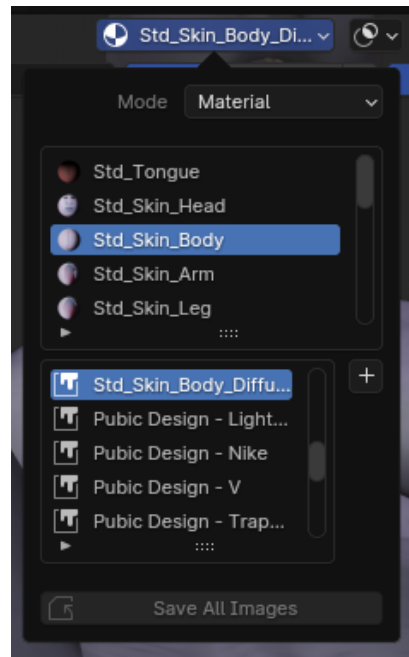


Now, you can smooth the area around the genitals to make them more cohesive with the rest of the body:

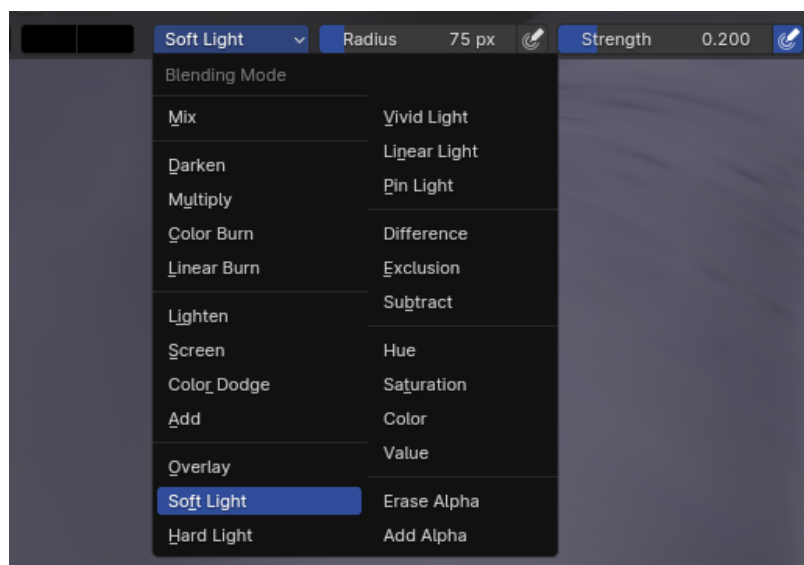


Texture Painting the Genitals

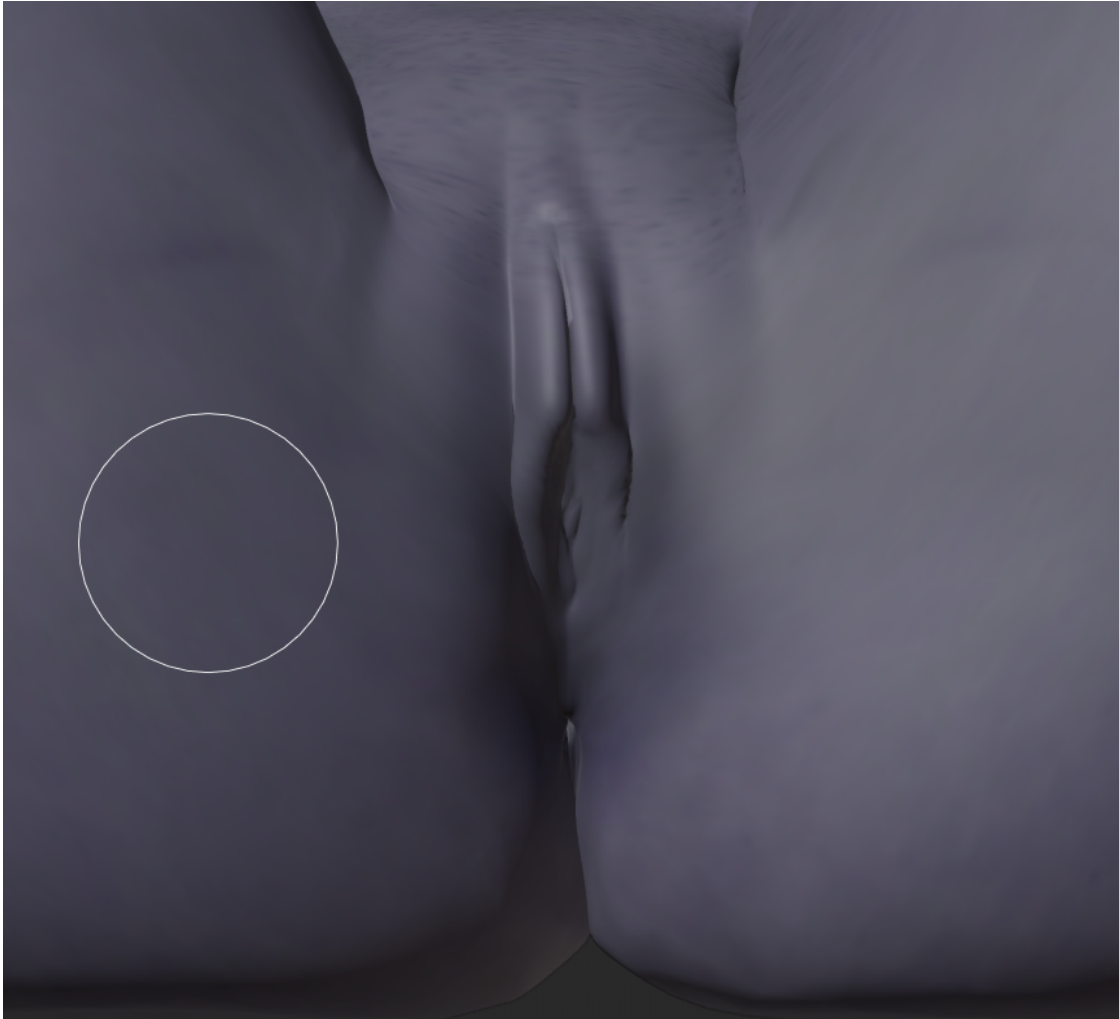
Texture painting the genitals is optional, but it will enhance the realism of your character. If you are using a multiresolution modifier on your character, make sure that the viewport subdivision level is set to at least 1 so that the genitals are visible while you are texture painting. To begin, go to the “Texture Paint” workspace and select “Material” mode using the top bar. Select your character’s body material and diffuse/base color texture, like so:



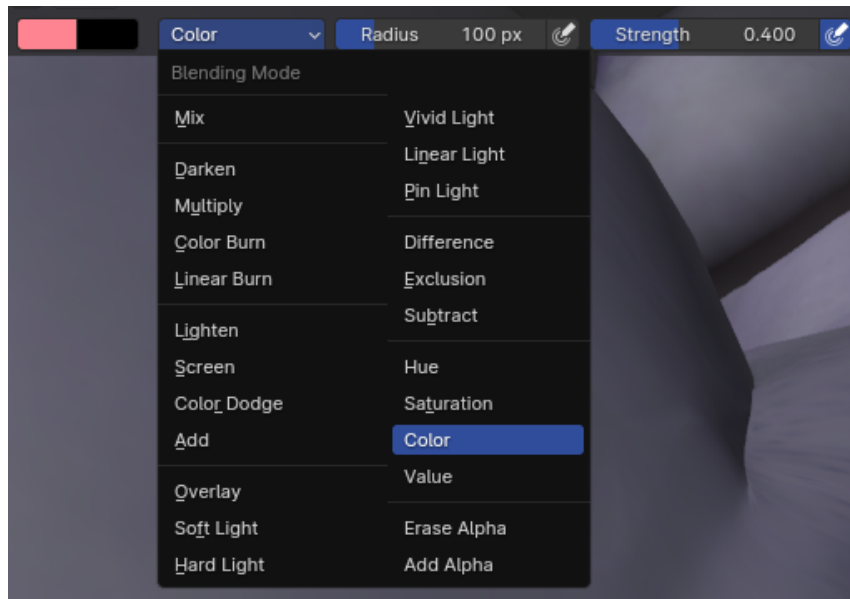
Firstly, we will make the skin around the vagina and anus darker. To do this, change your paint brush color to black, change the brush blending mode from “Mix” to “Soft Light”, and change the brush strength from 1 to a lower value like 0.2 or 0.1:



Then, draw around the genitals and in the taint area, like so:



Next, we will make the labia pink. To do this, change your paint brush color to bright pink (for example FF8492), change the brush blending mode to “Color”, and change the brush strength to 0.4:

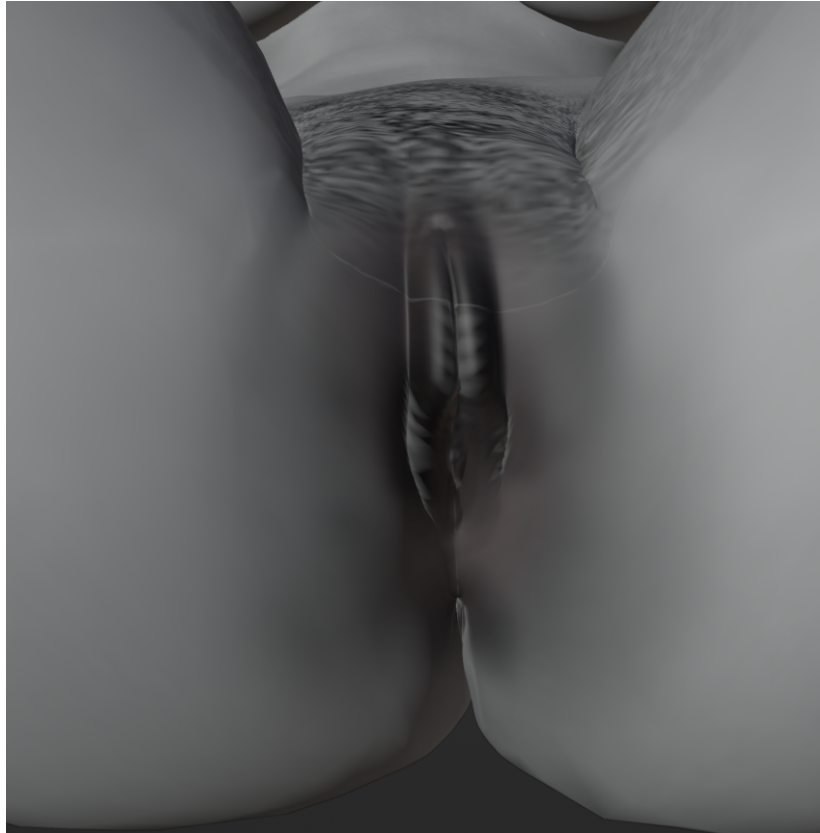


Then, draw on the labia, like so:



Finally, we will make the genitals wetter by decreasing the roughness. To do this, firstly switch to the character's roughness texture in the top bar. Then, change the brush color to

black and brush blending mode to darken. Then, draw on and around the genitals so that the roughness is darker, like so:



While you are texture painting, make sure to periodically click “Save All Images” to avoid losing the changes that you have made to the image textures.

Where to find other NSFW VDM Brushes

To my knowledge, there aren't any other free NSFW VDM brushes that are compatible with blender other than my two packs, but I will link to them in this document once they get released.

However, there are a couple of packs of NSFW VDM brushes [\(link 1\)](#) [\(link 2\)](#) that cost money, but they are only compatible with zBrush. In order to convert these to be usable in Blender, you can use [this short YouTube tutorial](#). Unfortunately, you need access to the zBrush program to convert them - so as a Blender user this only really makes sense to purchase if you already have zBrush (or you can get the free trial instead, that works too).

I have personally bought both of these packs and can recommend them, but *only* if you have access to zBrush and are willing to take a bit of time to convert them to a Blender usable format.

I hope you have fun with these VDM brushes, and feel free to tag me on Twitter if you make any artworks with these brushes! If you have any additional questions about them or notice any bugs, feel free to message me on Twitter.

