

Guide to taking good XIV lewds

I made this because it took me a good few months to get the hang of some of the advice in there, even though it honestly isn't that complicated, just hard to find sometimes. I don't claim to be the best lewdposter ever or the sole authority on what makes a good screenshot, these are just things I wish I knew earlier!

The basics: tools you'll need

Have a look at <https://pastebin.com/raw/ZKj4JxRs> for all the links you need. **TexTools** (lets you mod the game), **GShade** (adds shaders to make the game prettier) and **Anamnesis** (lets you do a bunch of stuff to your game locally, including changing models, positioning them, and fiddling with the camera) will all be needed for good screenshots.

Note that if your computer is a potato (CPU especially) or if you're still on win7 you may want to grab **CMTTool** instead of Anamnesis. It's an older posing tool that isn't as easy to use, but it is much more stable as ana is still in beta.

TexTools

To install nsfw mods, you'll need to log in by joining the [TexTools discord](#) or you can just click the little emoji in the bottom right.

Install mods by clicking mods > import mod packs.

Mods > mod list > manage mod list to uninstall or disable mods.

Before the game gets a major patch, make sure to backup your mods with mods > create modpack > basic modpack and then click select active before creating it. (Usually, you won't need to restore your backup, but sometimes things fuck up.)

If you want to create your own mods or do more complex things than "install sexy body and clothes" I strongly recommend giving the discord guides a look.

Basic body mods

XMA does not host NSFW Lalafell mods for either gender, as they're considered loli/shota by Discord.

Males generally have two bodies that are used by most people. There are a few deviations, but this is where you'll find the most mods.

[Thebody 2.0](#) for men who aren't Hroth or Roe

[hrBody](#) for Hroth and Roes

Things get dicey for females. Note that all non-Lalafell females share the same body mesh. Currently, there are two types of bodies commonly used for females: gen 2, bibo+ and gen 3.

Gen 2 bodies use a skin texture which is compatible with vanilla items, whereas gen 3 bodies use their own. Gen 3/bibo+ bodies can be mixed with gen 2 bodies/vanilla, however you'll see a texture seam that may or may not be noticeable.

Gen 3/bibo+ bodies are generally higher poly, with better quality, asymmetrical textures (so you can have things like non-mirrored tattoos). I would suggest going for one of them unless you're really in love with a gen 2 body or if you're autistic about having your body be the exact same as your clothes.

Gen 3/Bibo+

[Tight&Firm 3](#) is a gen 3 update for TF2, and it has a generally "silicone babe" type of shape. It's overall a pretty big improvement on TF2. Has [quite a few mods](#), is compatible with Eve natively, and with bibo+ by using the compatibility patch

[Eve](#) is a more "natural" looking shape and uses the same UV as TF3 so you can mix and match. Mostly supported by its creator, but it's compatible with TF3 natively. Does not have a compatibility patch, so you're locked out of bibo+ mods by using its textures.

[Bibo+](#) also has a natural shape, but it is not compatible with TF3 and Eve natively as it uses its own textures. It can use any gen3 mod with its [compatibility patch](#). Has a ton of mods made for it already; check out the [compendium](#) for a nice list.

Please note that in order to use compatibility patches you need to edit most items made for the other body. They both have guides in the linked items, it's not hard to do, but your skin will look fucked up if you don't. (Like you'll have a giant pussy texture in the middle of the chest.)

Gen 2

[Tight&Firm 2](#) is probably the most used, and has tons of conversions for it. It's a pinup-like body type, with round, full breasts.

[BBWVR](#) is close in popularity, has a bigger butt and hips, and includes genital options (and imo, a nicer muscle texture than TF2).

[UNF](#) is a new body with few clothes made for it, but I like it so I'm including it here. It's easy to install and also comes with genital options. Make sure to check the [Skin installer](#) for it as well.

[Androfirm](#) is your go-to for femboys.

[Milf](#) is a thicc body. Unlike the others, it does not use standard joints, meaning that if, for instance, your torso is naked and you're wearing vanilla clothes in your legs, your waist will be abruptly cut. It is only compatible with mods made for itself.

[RiderThicc](#) is an upscale of TF2 with bigger tits and hips/thighs, mostly for a bimbo look. The larger sizes will clip with standard joints.

A common combination is BBWVR butt + TF2 tits. You can also install different bodytypes in Smallclothes (naked body), the Emperor's New set (the one you can glam to be naked) and NPC Smallclothes (only accessible via CMTool in slot 9903). Futa players typically install an erect dick in Emperor's New Breeches.

Anamnesis

I strongly suggest reading up on the [Anamnesis wiki](#), at least the UI introduction, loading and saving char files, loading and saving pose files, and using other entities as extra actors.

While posing, you may also want to check out the Camera and World panels on the first tab, as the former will let you move your camera with more precision within gpOSE and the latter will let you pick any time and weather you want in your scene.

Also note that Anamnesis is known to crash or slow down a lot so make sure you save your work regularly!

GShade

First of all: if you want to take lewds without a shader, you're starting off with a huge disadvantage. The game naturally has unflattering lighting and a green tint that doesn't scream seductive. If you're running on a potato, you can always turn off GShade by using Shift+F3 then turn it back on for screenshots.

To take a screenshot using GShade, use Shift + ; by default they go into your game folder, you can change that in settings. If you take a screenshot using the in-game screen tool, your shader will not appear and you will be very sad. (There also won't be that one copyright line at the bottom left of your screenshot.) Use Shift+F2 to switch shaders.

What shader should I use?

GShade comes with a stupid amount of presets, and it can be easy to get lost. Here are some of the more popular ones for lewd screenshots, with an accompanied screenshot as example.

- [Without a shader](#)
- [Full-time Senpai > Full-TimeSenpaiSplendor](#)
- [Crystal Sands \(screenshot\)](#)
- [GShade > MalkovitchPhoto-real](#)
- [Johto's Studio > Johto's Studio4](#)
- Neneko : I like those because they're sorted by general aesthetic so I can pick the one that fits my lighting setup best. For lewds, generally [Cinema & Photography](#) and [Summer Vibes](#) work best. (Neneko adds a stupid border to all their presets, just untick it in GShade.)

Keep in mind, the game has tons of lighting possibilities, so there is no shader which looks perfect under all circumstances. Pale and very dark skin will also often get washed out (as you can see in some of my examples, since I voluntarily didn't edit the basic lighting at all) You generally want a bright (but not too bright), warm to neutral light, that makes the skin look soft, and a nice DoF so that you can hide the low res environments right behind you. I strongly suggest making a folder for the presets you like best so that you don't lose them.

Protip: by default, GShade lists the shader used in filenames.

How to DoF

DoF is probably the setting I tinker with the most between each scene. I usually use CinematicDOF or ADOF.

ADOF has a setting called "autofocus adjustment speed" and on CinematicDOF it's "auto-focus transition speed". Turn that shit down, and up, respectively, if you don't want to wait half a second whenever you move your camera.

The most important thing on you DoF is the focal length. It will determine which parts of your screenshot are blurred. Most of the time, you want all of your actors to appear fully and clearly, unless you're doing some artsy shit where you're voluntarily focusing on some specific part. [Before](#) and [after](#) adjusting.

CinematicDOF has a focal length that will blur less things the higher it is. Start with 150 and see from there.

In ADOF you'll want to edit the near blur curve. I usually find something around 1.9 to fit my subject while still blurring the background.

My body has ugly, harsh shadows on its edges

I can't quite reproduce it with UNF but when I was using BBWVR, I would often see some ugly [polys on my tits](#). (pls no judge, this is an old fucking screenshot)

This is caused by your AO. I find that for most scenes, qMXAO is natural looking enough while still adding some shadows where needed. [Basic AOs active for this preset](#) vs [just qMXAO](#).

I added shaders to my preset and now my UI is illegible

Click the "active to top" button, and put all your shaders between FFKeepUI and FFRestoreUI.

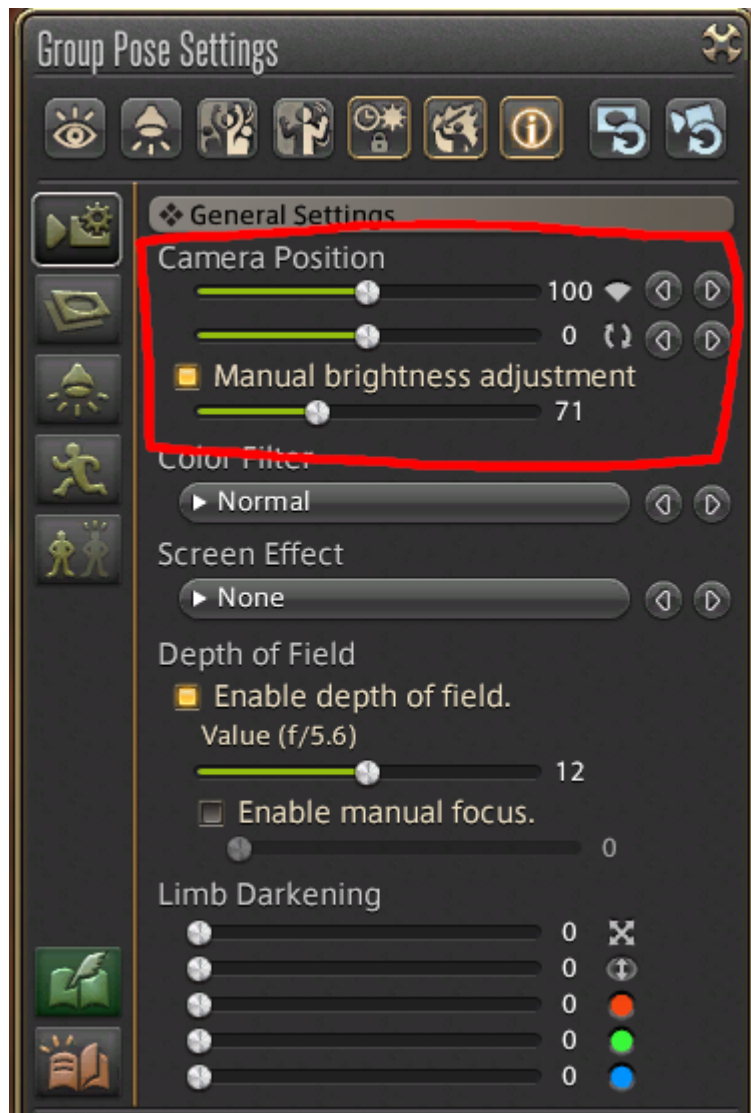
For more info on GShade, check out the [GPosers discord](#) as well as their [visual guide](#).

Using gpose

You can turn the in-game screenshot mode on by just typing /gpose in game. This is generally needed for lewds (and good screenshots in general), as it will let you move the camera much more freely, among other things. Make sure you hide your UI before you take

screenshots with the scroll key. Also while in gpose, you can use the Enter key to display the chat again.

Here's a quick walkthrough of the settings I use.



You'll generally want to have your camera zoomed in as much as possible to your subjects, again unless you're doing artsy stuff with your background and such. To do so, crank up the top slider (angle of view) as much as possible, until it looks awkward or you can't see everything you need in your scene.

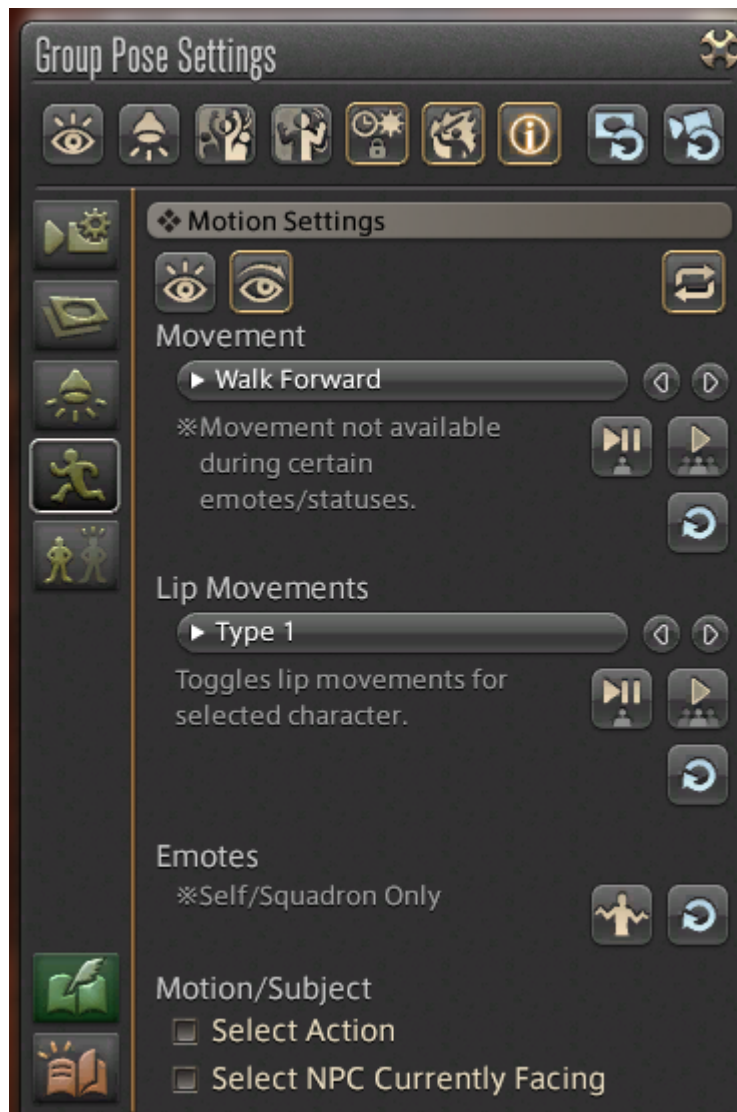
The slider below will change your camera tilt. You can use it to get an angled shot, but also to get a portrait. Just click one of the arrows twice then rotate the screenshot in windows. Finally, you can tick manual brightness adjustment to make your scene more or less bright. I suggest first choosing your shader and then changing this.

The settings outside the red rectangle can safely be ignored. Use GShade instead.



Once you've chosen your shader and brightness, you'll want to play with these to create spotlights of varying strength. The default spotlight is bright as fuck. I'll usually add a type 1 light, with all middle or slightly tone-corrected colors, typically between 0 and 3 in value, close to my characters to make them pop more. Type 2 and 3 can also be very useful to create mood lighting or correct shadows, but they're much wider, so you'll want to use them from afar. [With a spotlight](#) vs [without](#).

You can play with the sliders as much as you want, but if you change a spotlight's type, it will move the spotlight to your camera's current position, so be careful with these. I usually leave character lighting at 0 most of the time.

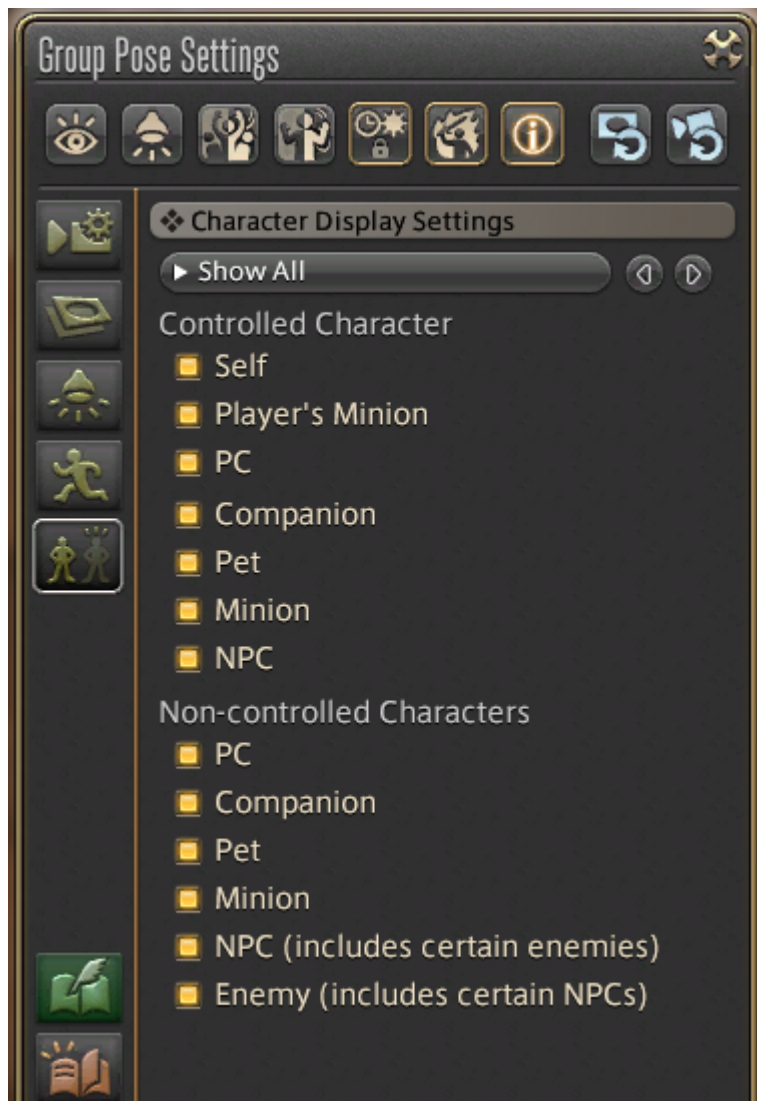


This page is mostly to control your character actions.

Face camera, on by default, will turn all your controllable actors towards your camera (they won't follow the camera if it moves). I usually turn it off, and instead use track camera to make their eyes turn towards me automatically.

You can select an emote and play it; by default, it will continue looping (loop motion button). Then use disable/enable all motion and disable/enable target motion, on the top buttons, to save a frame you like.

For simple screenshots, in-game poses can be sufficient, which will be where you will want to use these. You can also use them as a starting point to your posing in Anamnesis.



Pretty self-explanatory. You can show or hide actors here.



The bottom two pages let you save and load camera position and lighting settings. To be honest, I set these manually each time like a dumbass. It's probably useful? Just not part of my workflow.

Additional actors

Only some characters can be posed with in gpose; the rest will appear if not unticked, they just cannot be controlled. They are:

- Yourself
- Your friends
- Your party members
- Your GC squadron members
- Chocobos
- ACN/SCH/SMN summons
- Minions

To select another actor, you can click on them (can be tricky if using Anamnesis poses, just click on their feet) or tab to them.