

FACE PAINTS: 101

Face Paints Made Easy!



Do you also struggle with face paints? Don't know the proportions or where to place everything? Then don't fret, friend! This guide is for you!

After a lot of trial and error, I have compiled a complete list of facepaint guidelines for all genders and races, which should help you with your face paint placements in the future!

Please keep in mind that not all guidelines will be 100% accurate, but I tried my best to fit them to each face.

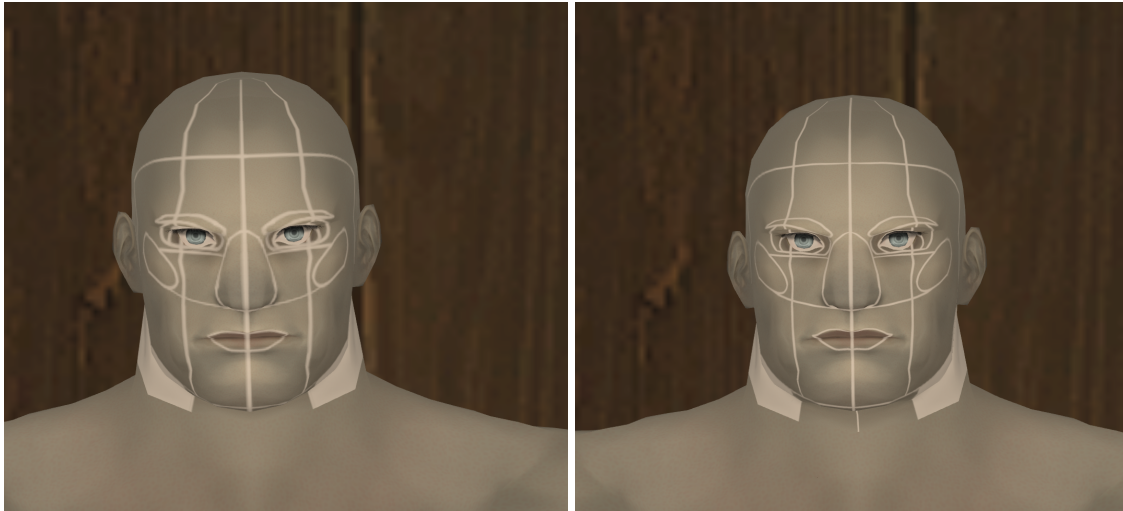
You can grab the files [here](#).

Down below you will find everything I know, from quality to placements and more. Afterwards I will also be showing you how to make a facepaint in a simple step-by-step guide!

SIZES AND QUALITY

The original dimensions from are **256x256**, though anything that is an even number (Example 300x300) will also work.

Here is a comparison from the original size versus a 1000x1000 size:

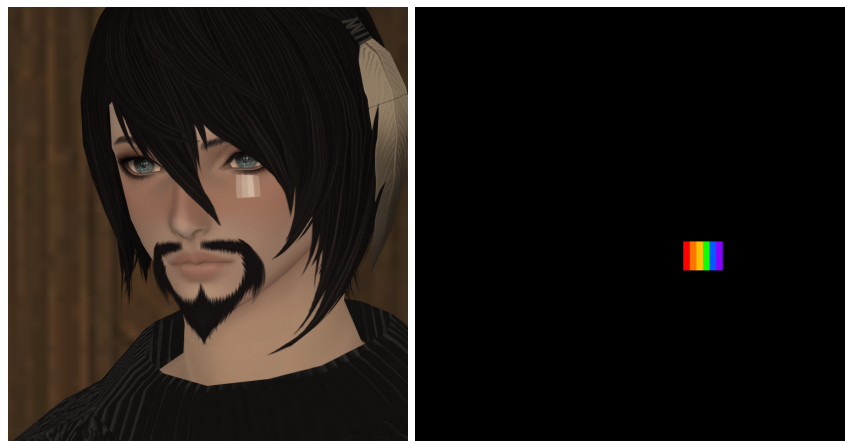


As you can see, the 1000x1000 has a higher quality compared to its original smaller size. Keep this in mind when making face paint, as it can drastically improve its quality!

COLOURS

You might have noticed that all face paints are made in white, this is because you will dye the face paint in game in the colour you desire. No matter what colour you use on the blank canvas, it will automatically be overridden in game.

Some colours have a different effect in terms of being dyed though, with light colours (such as white or yellow) being the most pigmented, and darker colours (black, blue, purple) being less pigmented and a bit faded. This could be used to create interesting effects in face paints!



GUIDELINES AND PROPORTIONS

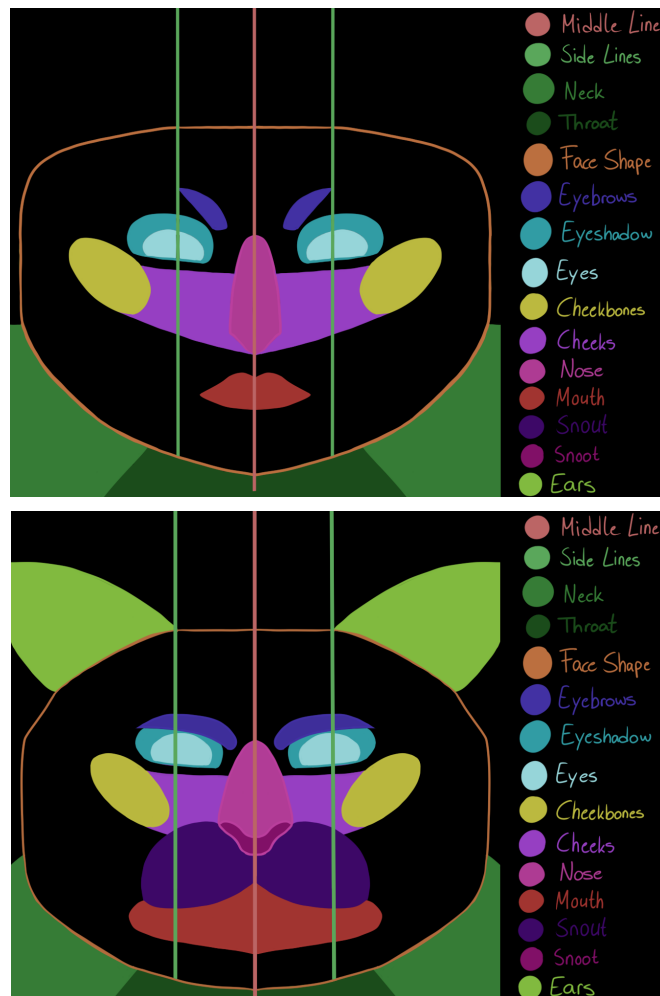
The face consists of different elements (obviously) and I did my best to map out the important areas of the face which we need to keep in mind, such as the nose, mouth, the inside of the eyes and eyebrows.

Each face is individual and has different proportions, which also affects the face paints. They might stretch more than others on certain races, and broader races such as Highlanders or Roegadyns have different neck proportions. Of course Hrothgars have the most unique facial proportions, so face painting can be quite tricky in some areas.

When working with face paints, symmetry and finding the middle line is key. I've drawn down the middle line, as well as two sidelines that part the face into different sections to hopefully help you with your placements!

What is quite convenient is that the neck can and will be affected by a face paint, which allows you to make cool neck tattoos without having to make a body tattoo for it! The top of the head is also somewhat affected to a degree, which can be used for tattoos without having to make a makeup for it.

Face paints will *ALWAYS* override makeup and anything else. Think of it as a solid colour covering the entirety of your face. Though it's not recommended to do any lipstick related face paints, as lip proportions vary heavily among races and genders.



IMPORTANT!! When modifying AuRa, always leave a tiny pixel at both lower corners of the neck section EMPTY to have the horns unaffected by the facepaint. If you fill these pixels, the horns will be dyed.



ALSO IMPORTANT!! Stretching *WILL HAPPEN* in some places. This can't be avoided!

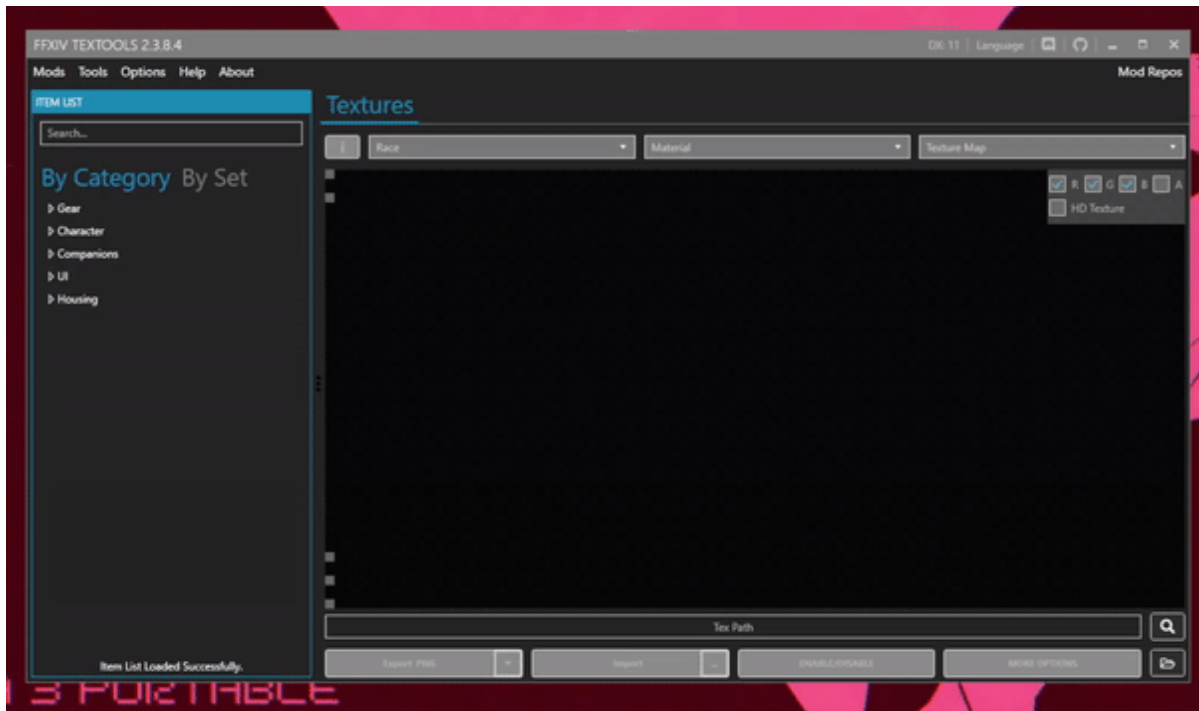
STEP-BY-STEP FACE PAINT GUIDE (TEXTTOOLS)

You decided to make your own face paint? Great! Let's get to making a face paint!

First, let's get our decal from TexTools or grab the blank template [here](#).

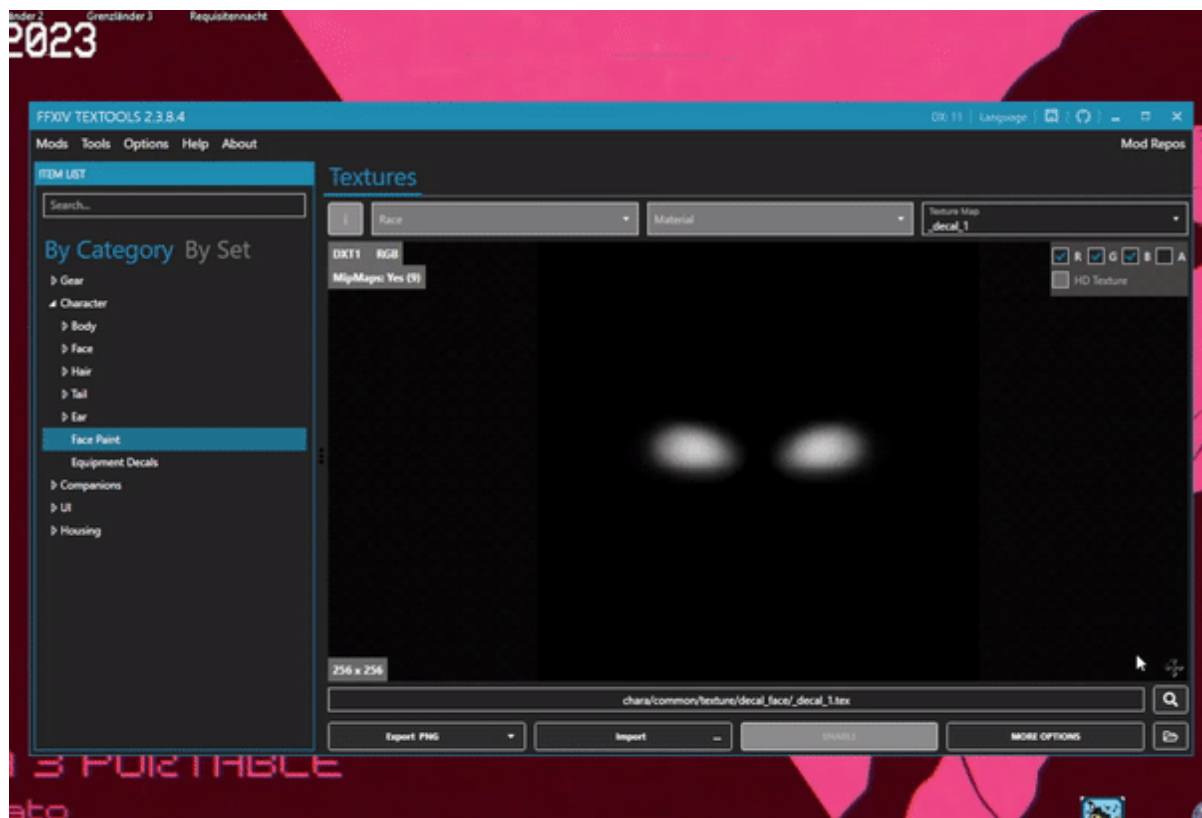
To get our decal from TexTools, open up the program and navigate to the list on the right side, then click on "► **Character**". A drop-down menu will appear below, including "**Face Paint**", which is where we will get our face paints from. Upon loading up the decal location, hit "**Export**" and a desired file format.

(I usually work with .png)

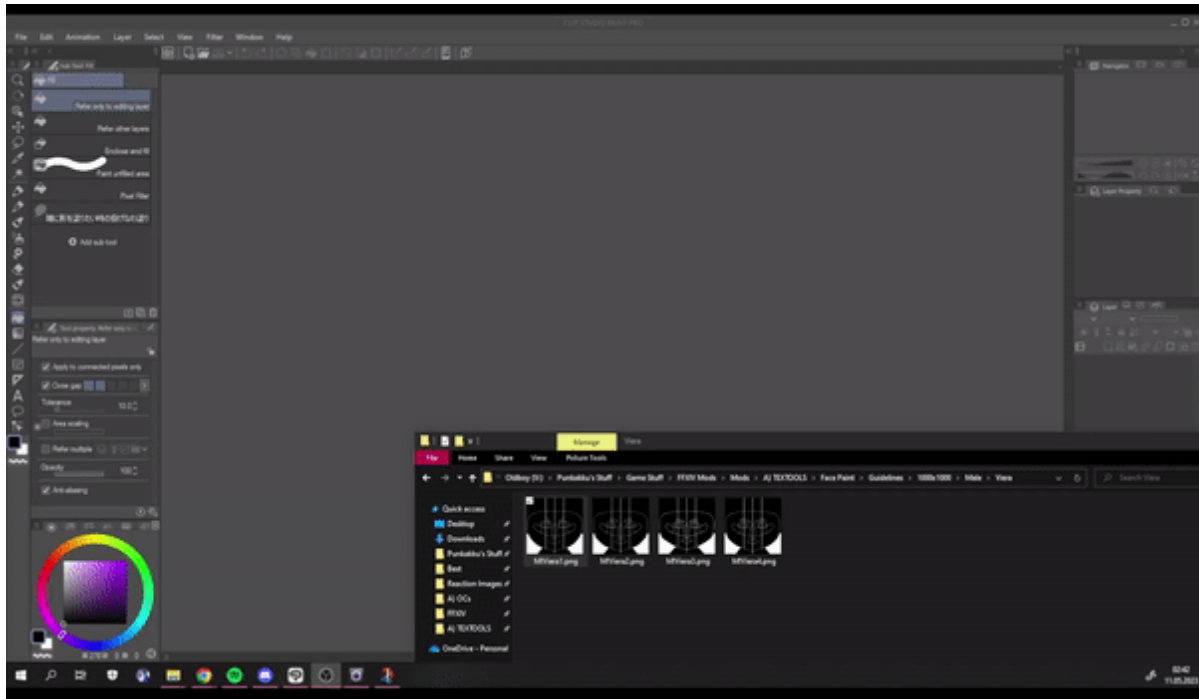


Afterwards, we can start working in our editing program- But hold on! Where even is my exported file?

To make it super simple, we can just click this little folder icon here in the far left without having to navigate through our entire computer for the folder where TextTools is saved!

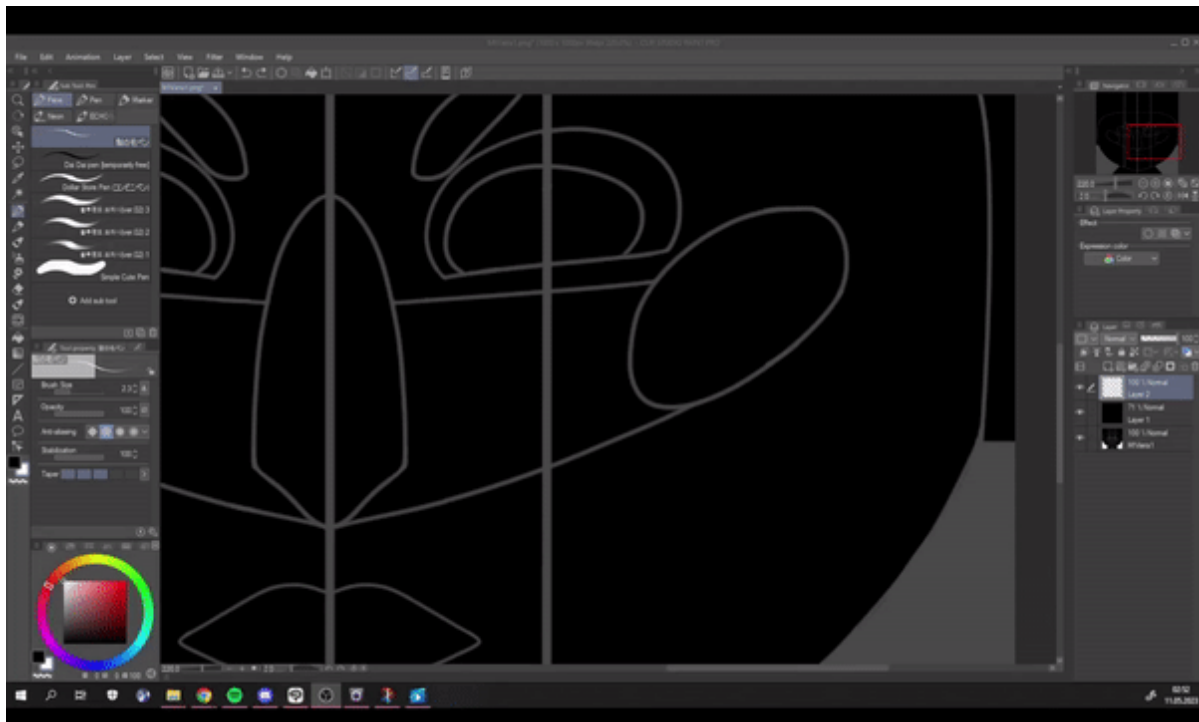


Now drag and drop the image you just got (or the guideline template) into your editing software and let's get going! Create a new layer and fill it with black, then lower the opacity so the original image is still a little bit visible. After that, we will make another layer on top of that and begin drawing. **(Remember to draw in WHITE for face paints!)**

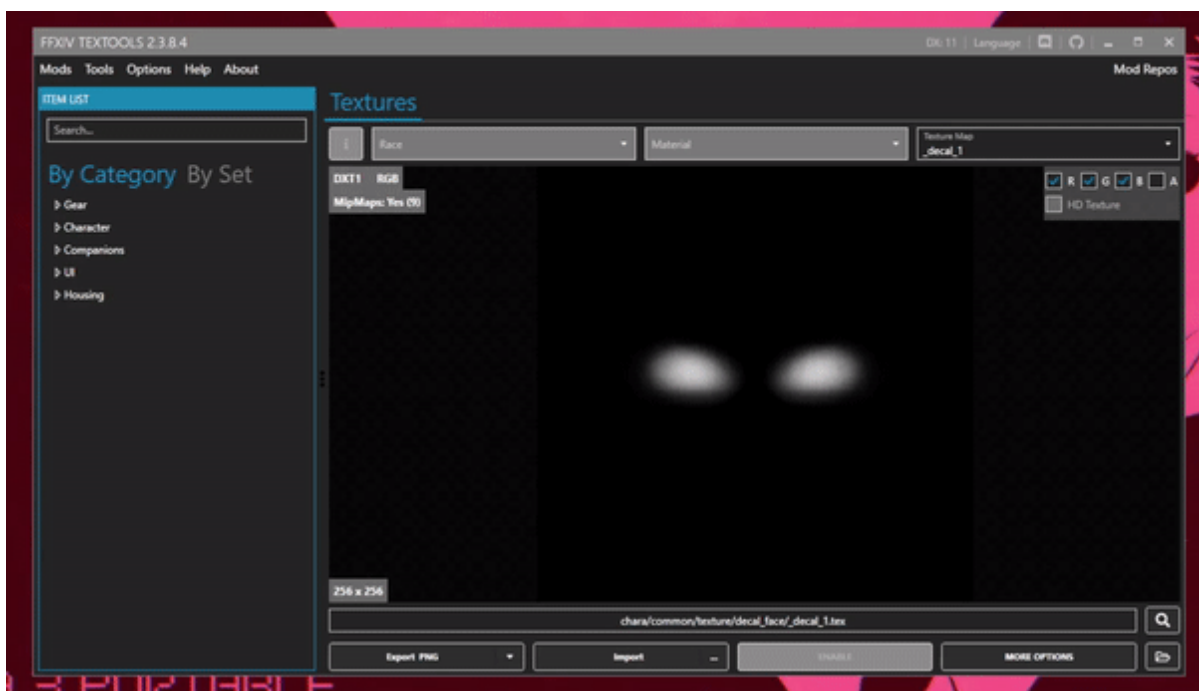


For this facepaint, I wanted to do something simple. Like a pretty diamond teardrop underneath the eye, so I'm going to use the guidelines, specifically the right side line and the cheek line. Where they intersect is where I will be placing the tip of my teardrop.

Let's draw the form, fill it in and clear up the edges!



Once finished, we save the image as either a .png, a .dds, or a .bmp file. Then we need to import it back into our TexTools.



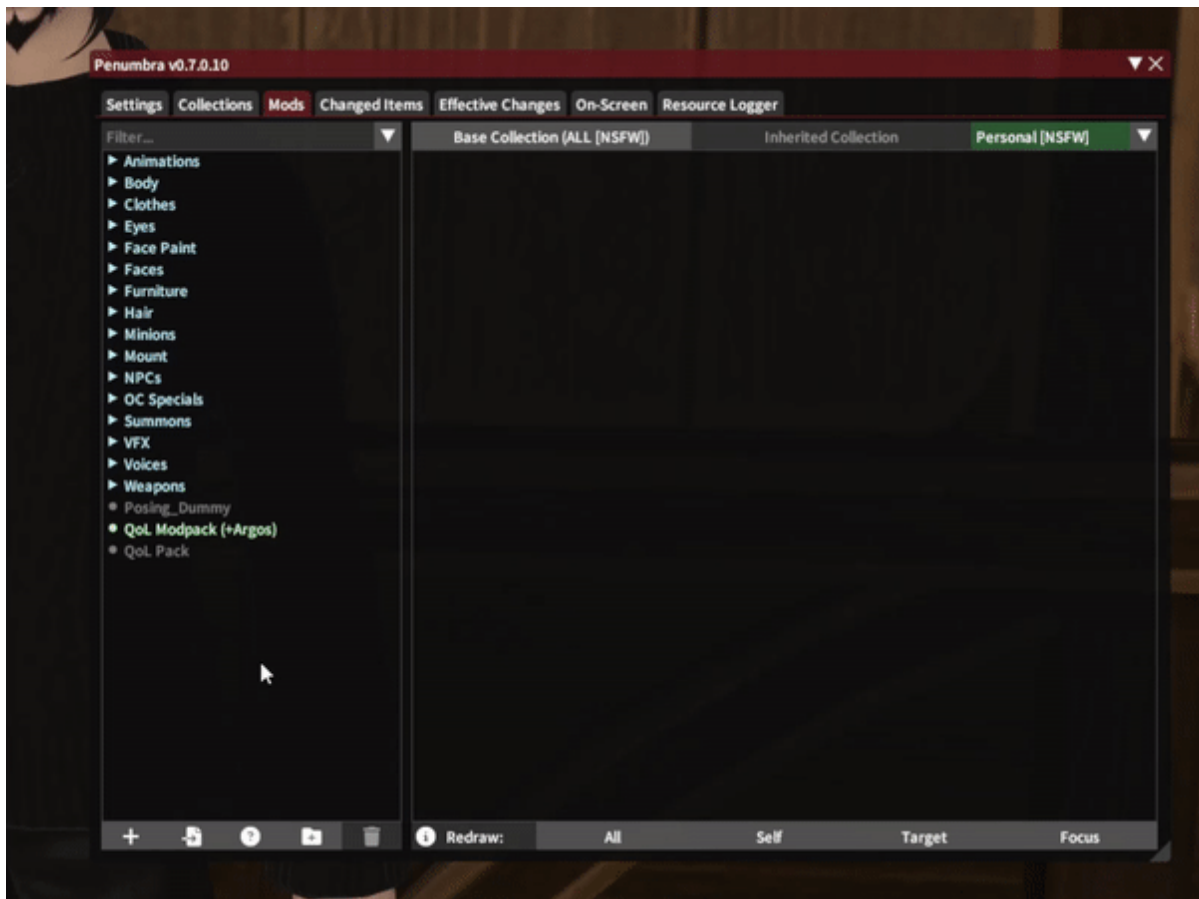
Now we load up the game and see for ourselves how it looks. If the placements are off or if you found something you aren't happy with, go back into your editing program and change whatever needs changing. Then import it back and check it again.

Repeat the process until you're satisfied and voila! You made your own face paint!

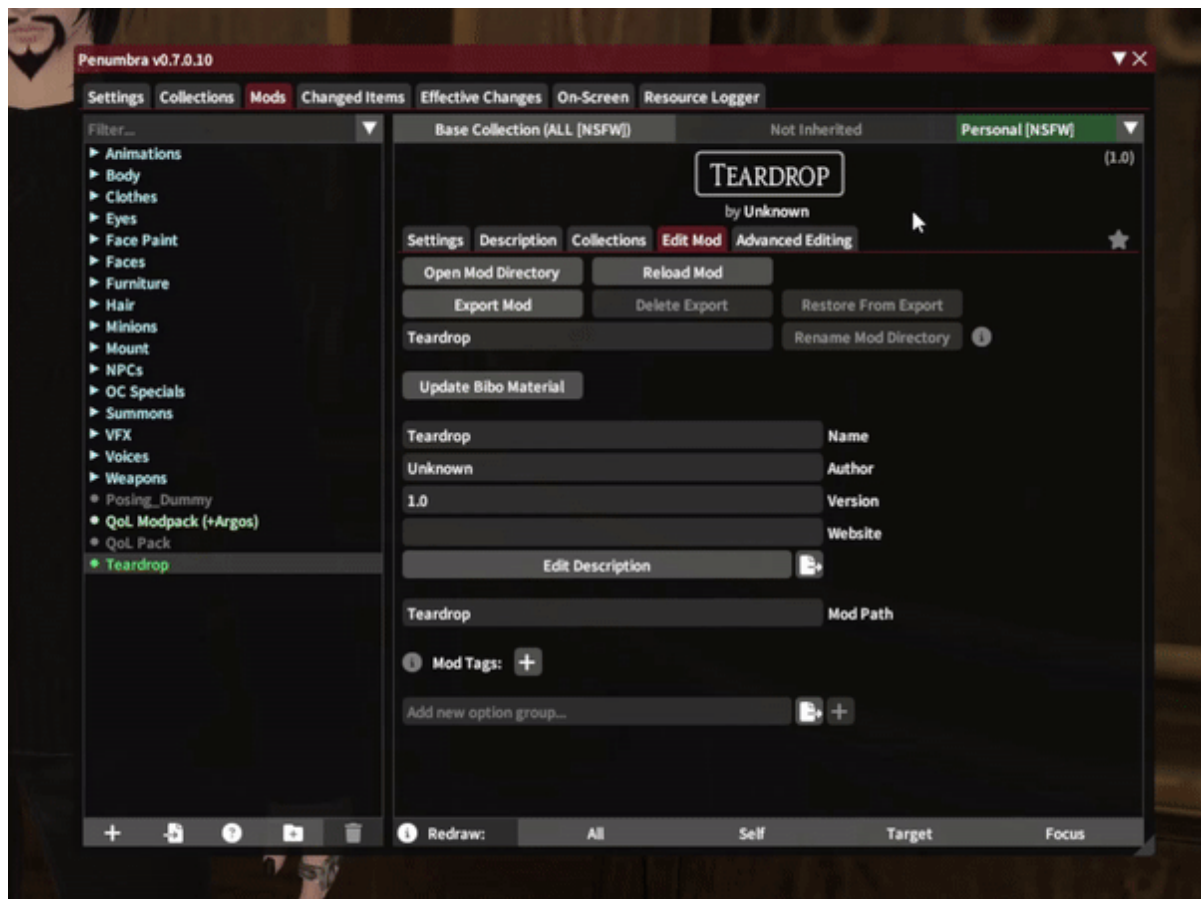
IMPORTING THE DECAL INTO PENUMBRA

We will be following [this lovely guide](#) made by [Serenity!](#)

To import our face paint into Penumbra, we need to make a new mod first. Click on the “+” at the bottom and type in a name, then open up the Mod directory and make a folder called “chara”.



Now we will be going to the tab “**Advanced Editing**” and going to “**Texture Import/Export**” and click the little folder icon. There we will select our image and hit the reload button next to the folder icon. Afterwards, click on the “**Save As TEX**” on the right side, click on the chara folder and name it “**_decal_1**”. The number indicates which decal we’re going to replace, which typically ranges from 1-29!

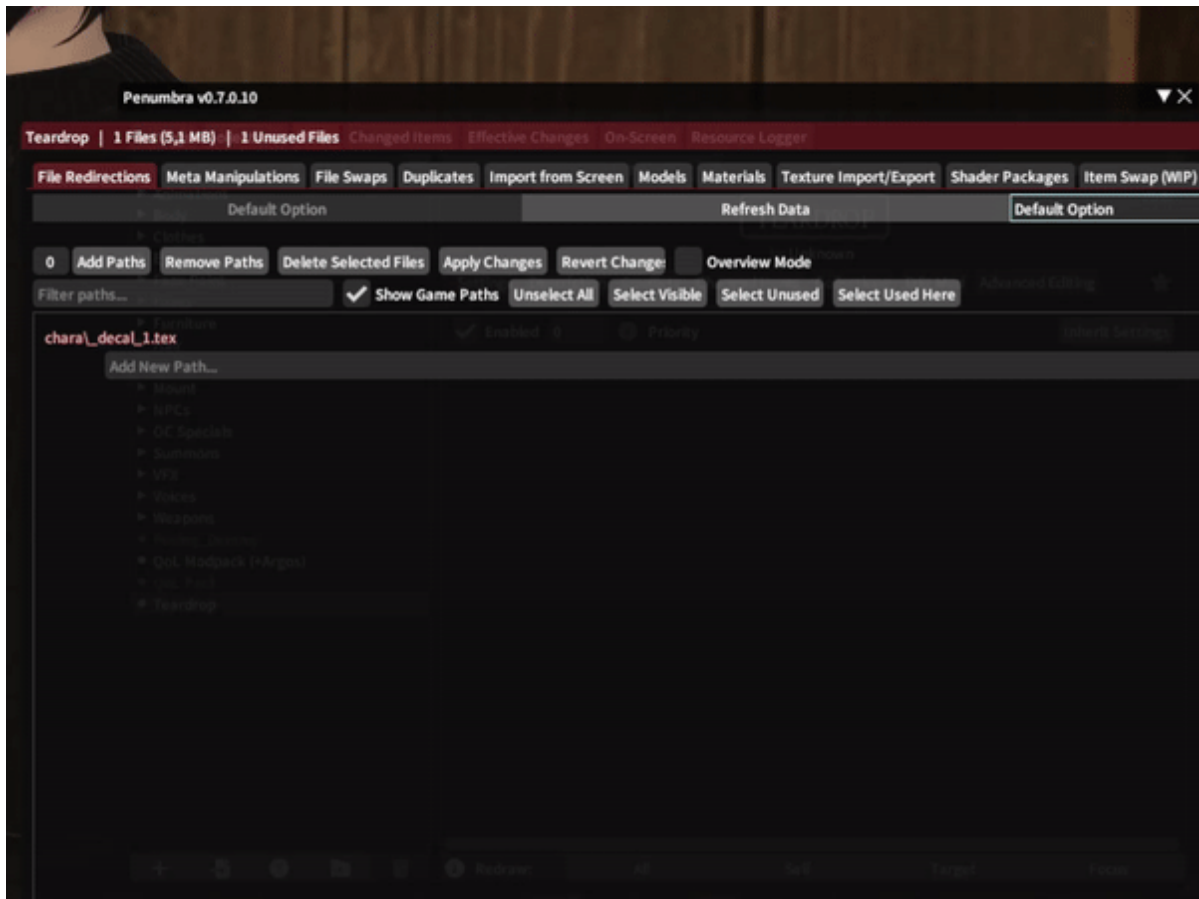


All that is left is for us to edit the file redirection path to change our desired decal. To find out the direction path, I used [this](#) handy little compendium of file redirections. Since I want to change decal 1, I have to write this as its path:

chara/common/texture/decal_face/_decal_1.tex

The number at the end again indicated which decal we are going to replace.

Now we hit the “**Redraw: All**” for our face paint to load in! Simple!



FAQ

Q: "Help! My AuRa horns are getting dyed too!"



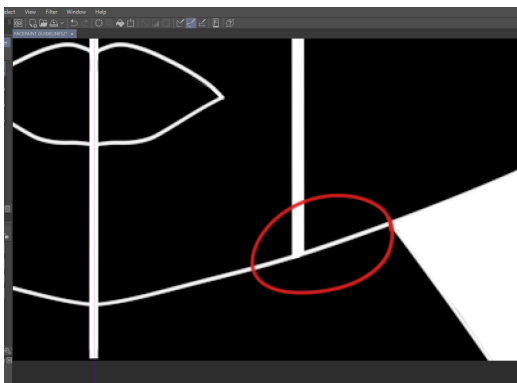
A: To avoid this, leave the bottom corner pixels empty as these two pixels are the reasons your AuRa horns will be affected by the dye.



Q: "There are these weird lines on my AuRa face scales!"



A: Horns can be dyed by face paints and are not separated from the face, so when drawing in this area, expect the face paint to cover the face horns!



Q: "How do I make upscaled Facepaints?"

A: Since the normal dimensions of the face paint are 256x256, the images will be low quality. So you need to use a bigger image size (I recommend 1000x1000) and the quality will be much better.

Q: "Can I contact you if I have questions?"

A: Absolutely! You can contact me through my socials or Discord!

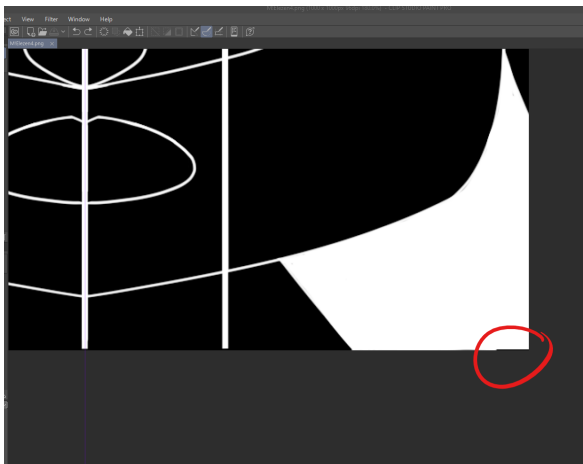
Q: *"What do I do when I find issues with the guidelines?"*

A: Please contact me if you find any issues with the guidelines or the guide itself!

Q: *"Why is this happening?"*



A: I can't quite explain why the bottom row of pixels of the face paint is the way it is, but it dyes the beard, eyebrows, eyes and the waterline for some reason. It's best to leave the bottom row completely empty to avoid stretching and tearing, or leave this portion empty. The same should be applied to the top row of the face paint.



FINAL WORDS

And this concludes our extensive guide! I hope this helped as it helped me. And if you have any issues or find something to add to the guide, don't hesitate to reach out to me!