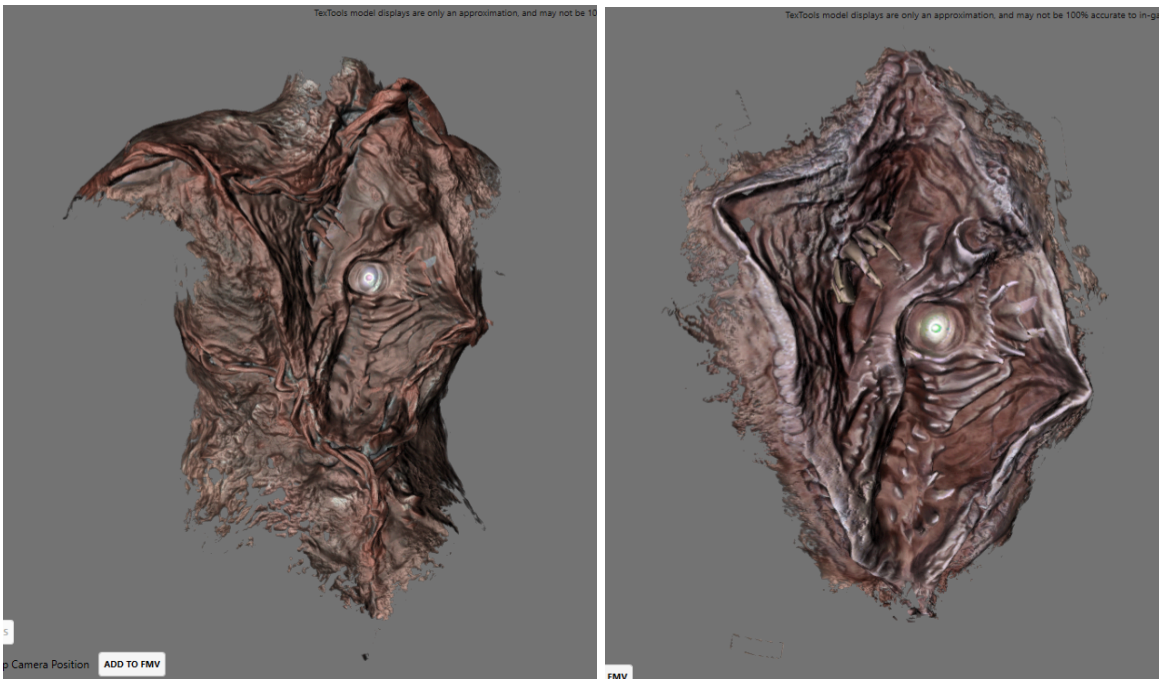


About

- Fitted to Bibo+ Medium & Bibo Lux (<https://ko-fi.com/s/8d35091edf>)
- 2 Versions - Large and Small
- Install options for
 - Aesthete's Gathering Wrist
 - Aesthete's Gathering Ring (left and right options)
 - Aesthete's Gathering Necklace
 - Emperor's New Robe (comes with/replaces torso mesh).
- Comes with PMP installs for Hypomyces & Default Bibo Skin textures with back cut out & penumbra shader edits

Large Version and Small Version



IMPORTANT

- Only comes with PMP installs Hypomyces & Default Bibo Skin textures.
- If you want to do custom skin edits/set up
 - Requires manual set up of body skin texture in penumbra or texttools
 - This requires mid to advanced penumbra usage.
 - There is a guide on how to do this later in this document.

TROUBLE SHOOTING

- The back isn't cut out!!!!
 - See above.
 - You can either use the provided pmp skin materials Or
 - You need to make an edit to your body material's normal map + shader to add the back cavity cut out.
- ALumi Auto Mat A doesn't seem to be doing the cut out
 - IIRC I don't think ALumi preserves the cut out/keeps the shader changes when applying Mat A

Download comes with

- 2 versions -
 - a smaller version that only covers the centre of the back
 - a larger version that covers most of the back + shoulder
- PMP installs for Hypomyces & Default Bibo Skin textures with back cut out & penumbra shader edits already done
- PMP install for the back mesh with edits to shader
- TTMP install for the back mesh that you will have to edit shader settings on in penumbra (advanced > material > enable transparency)
- FBX mesh files
- PSD (that's 90% adjustment layers bc I was having a crisis over what colours I wanted things to be)
- PNG texture files
 - Diffuse (with emissive), Normal, Multi
 - A couple of diffuse colour options are provided (requires manual install)
- Overlays for Body texture cut out
- Mask for Emissive

How to Set Up The Skin Texture

Before you Start!

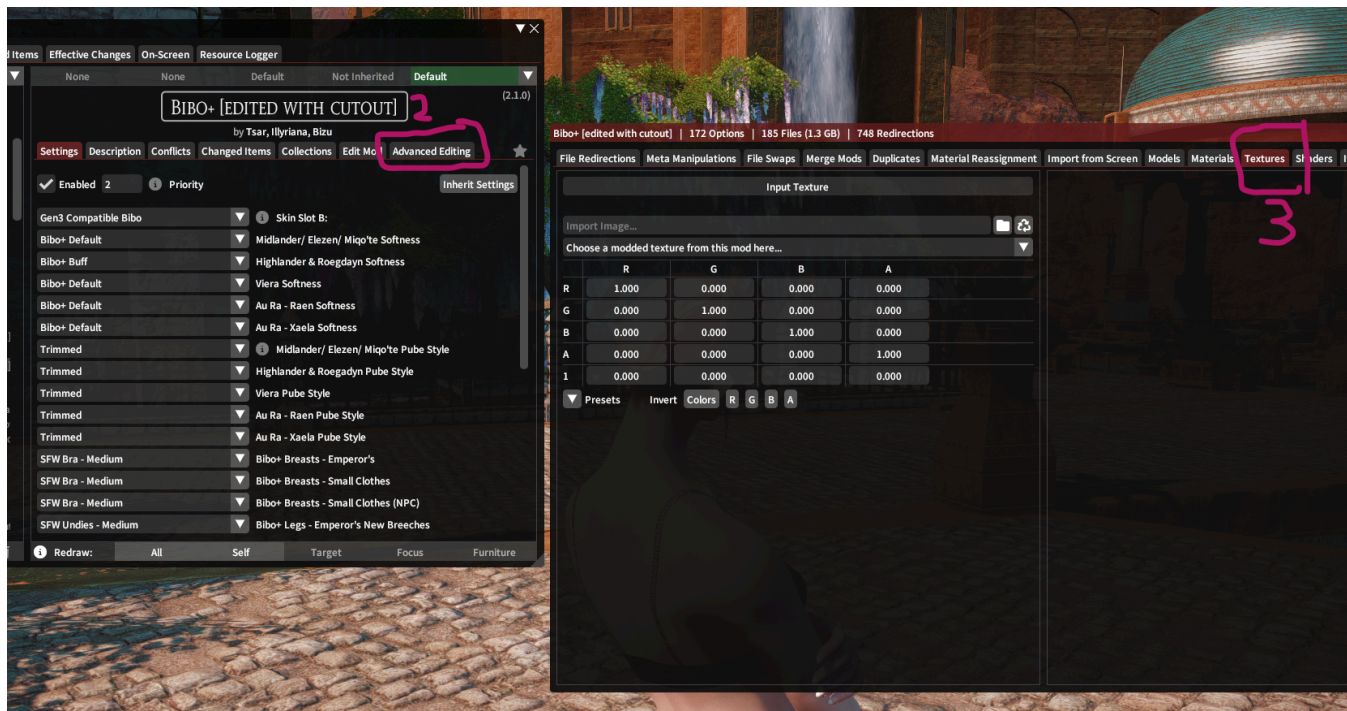
- Make up a copy/back up of your original skin textures. This is a destructive process/makes permanent changes to the texture that can not be undone.
 - I would suggest just making a copy of the entire mod install and working on that

Process

Importing the Normal Map overlay

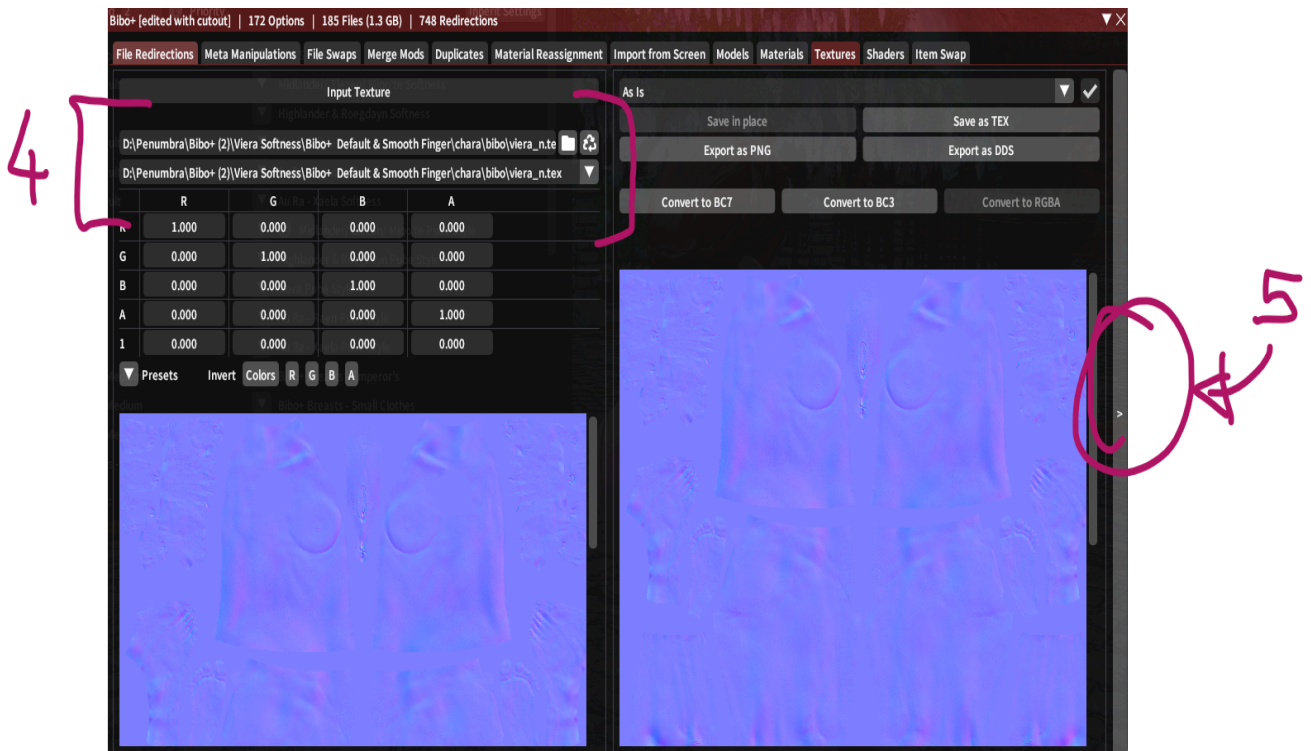
1. Make sure you back up your original mod/textures!!!
2. Go to the Advanced Editing Tab

3. Go to the Textures Tab

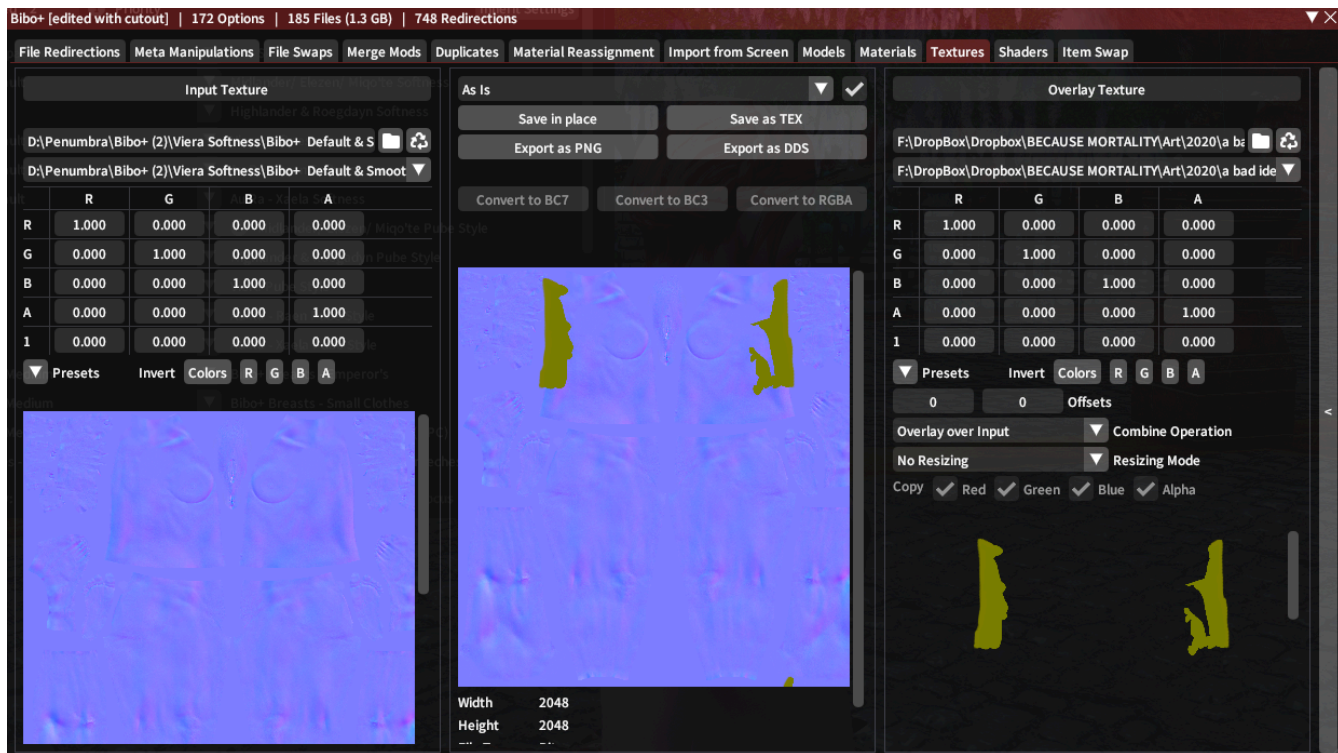


4. Navigate to the normal map of the body material you're using

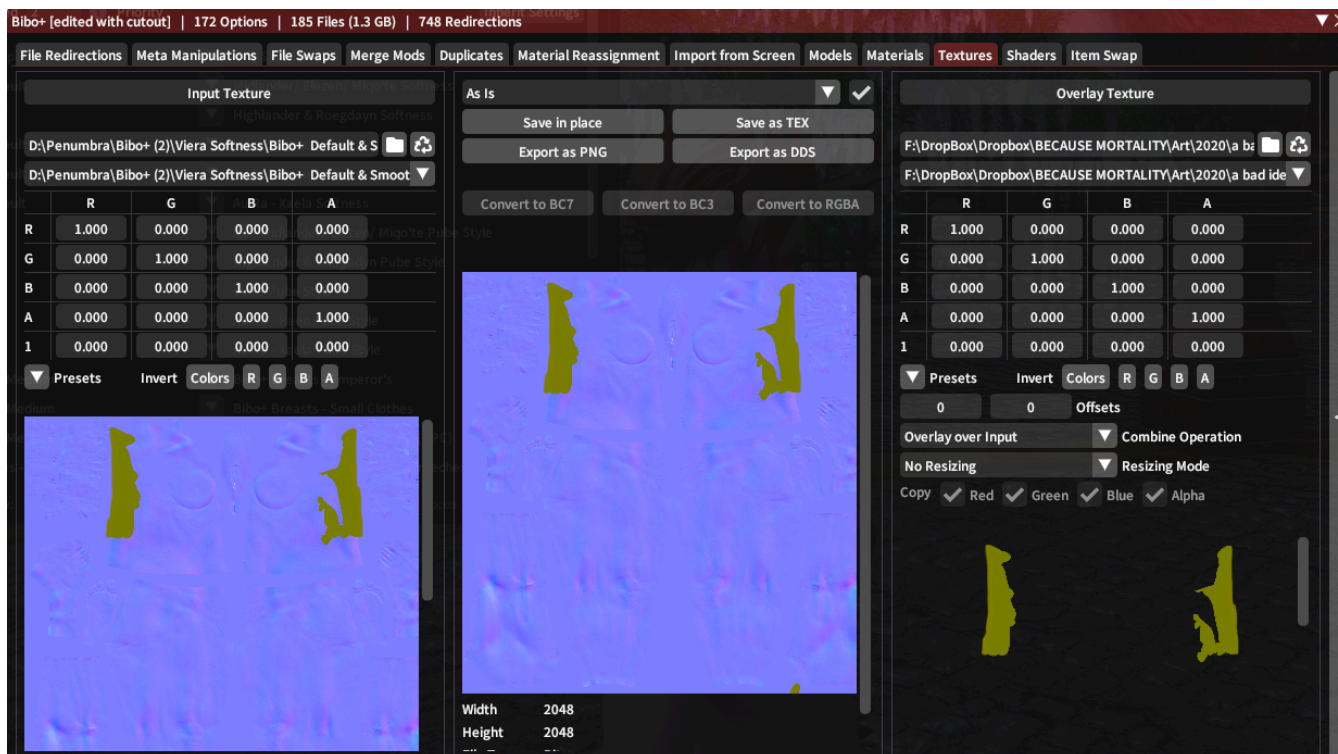
5. Open the little hidden overlay Panel. For more info on Penumbra Overlays, check this Video <https://www.youtube.com/watch?v=BWDQoTkhsqY&feature=youtu.be>



6. Import the supplied normal map overlay. Depending on your normal map you may or may not have to change the resize mode. See the above video for info on this.



7. Save your edited texture. Your character should have a funky patch on their back now. If you already have cut out enabled (aka, you're using the face shader on the body) you should have a cutout.



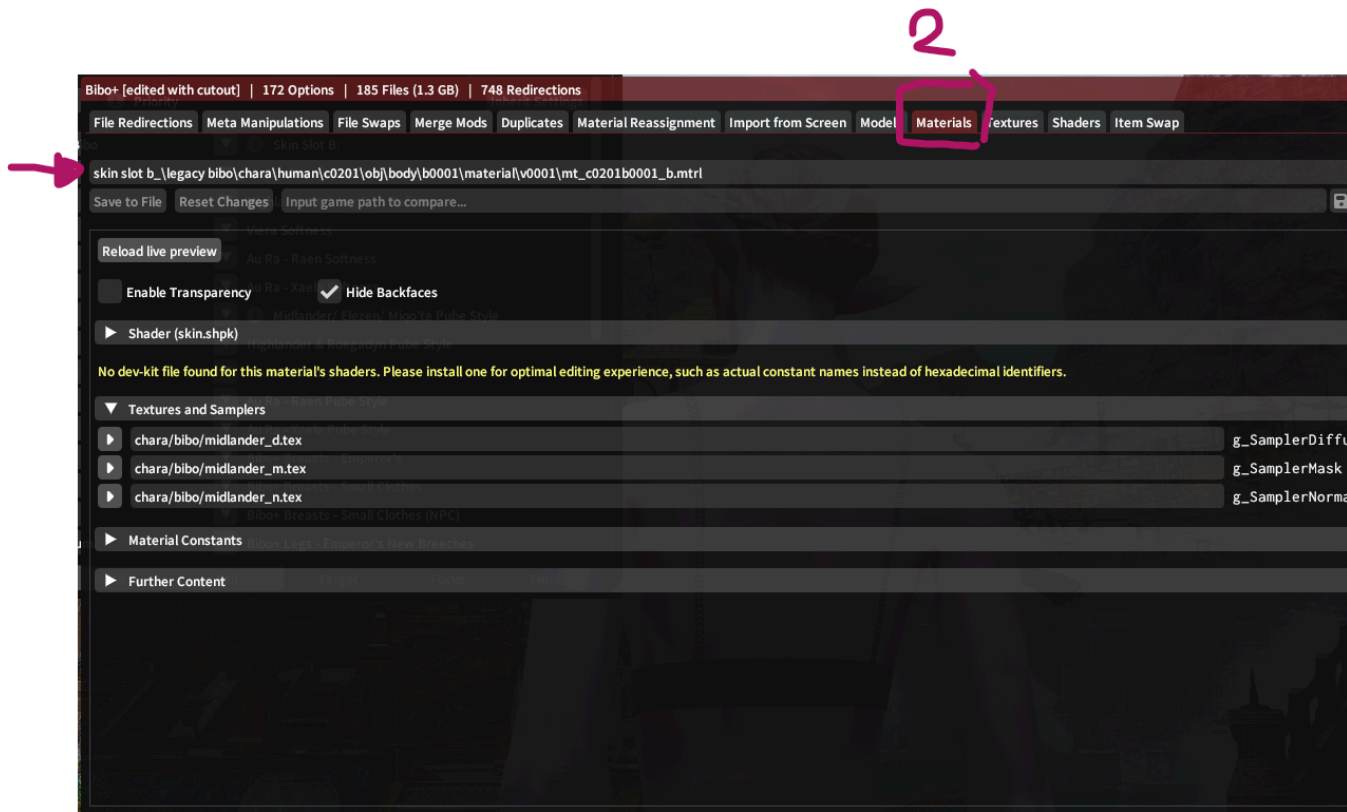


8.

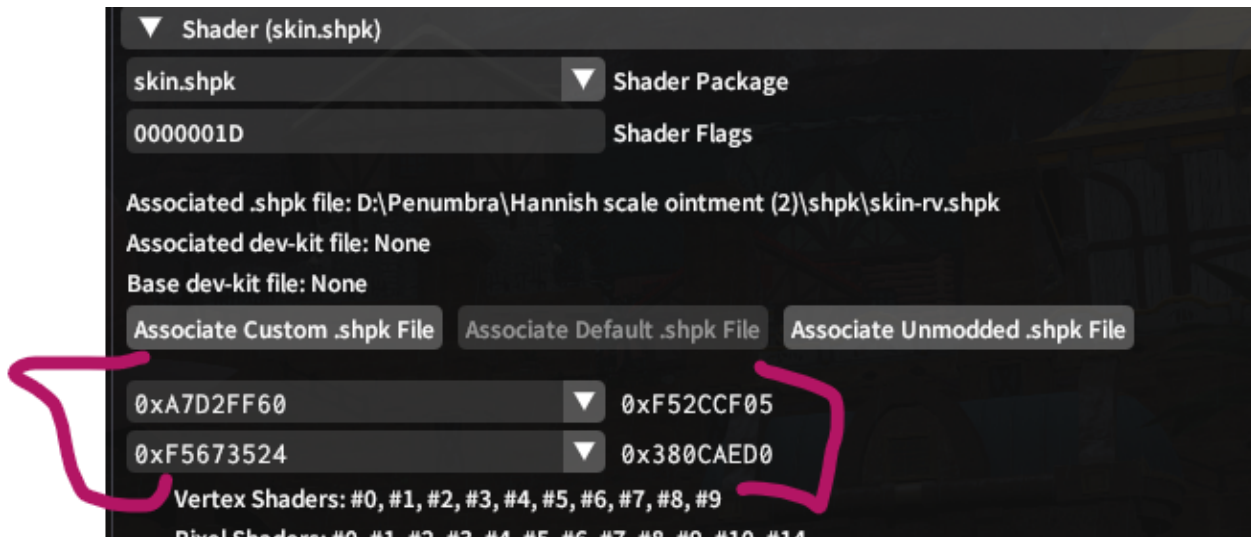
Editing the Shader to enable Transparency

1. In the Advanced Editing Section, Navigate to the MATERIALS tab.
2. Find the Skin Material you want to edit. If you have it currently applied to your character (recommended), the warning of "Current material not found on your character" will not

display.



3. Extend the fields and change the following settings. Your character in game should change to reflect the changes you've made if you have the material your editing applied to your character.



chara/human/c0201/obj/body/b0001/texture/--c0201b0001_n.tex

Material Constants					
Further Constants					
1.400	1.400	1.400	g_MaterialParameter[00].xyz	(0x2C2A34DD)	
	0.500		g_MaterialParameter[00].w	(0x29AC0223)	
0.020	0.020	0.020	g_MaterialParameter[01].xyz	(0x62E44A4F)	
	1.000		g_MaterialParameter[01].w	(0x36080AD0)	
0.400	0.400	0.400	g_MaterialParameter[02].xyz	(0x174BB64E)	
	3.000		g_MaterialParameter[02].w	(0x992869AB)	
0.000	0.000	0.000	g_MaterialParameter[03].xyz	(0x38A64362)	
	0.000		g_MaterialParameter[03].w	(0x878B272C)	
65.000	100.000		g_MaterialParameter[04].xy	(0x2E60B071)	
	0.000		g_MaterialParameter[04].z	(0x575ABFB2)	

Bibox [edited with cutout] | 172 Options | 185 Files (1.3 GB) | 748 Redirections

File Redirections | Meta Manipulations | File Swaps | Merge Mods | Duplicates | Material Reassignment | Import from Screen

midlander_eleben_migo'te softness\bibo+ buff\chara\human\c0201\obj\body\b0001\material\0001\mt_c0201b0001_a.mtrl

Save to File | Reset Changes | Input game path to compare...

Reload live preview

☒ Enable Transparency ☒ Hide Backfaces

Shader (skin.shpk)

skin.shpk Shader Package

0000001D Shader Flags

Associated .shpk file: D:\Penumbra\Hannish scale ointment (2)\shpk\skin-rv.shpk

Associated dev-kit file: None

Base dev-kit file: None

Associate Custom .shpk File | Associate Default .shpk File | Associate Unmodded .shpk File

0xA7D2FF60 0xF52CCF05

0xF5673524 0x380CAED0

Vertex Shaders: #0, #1, #2, #3, #4, #5, #6, #7, #8, #9

Pixel Shaders: #0, #1, #2, #3, #4, #5, #6, #7, #8, #9, #10, #14

No dev-kit file found for this material's shaders. Please install one for optimal editing experience, such as actual constant names

Textures and Samplers

chara/human/c0201/obj/body/b0001/texture/--c0201b0001_d.tex

chara/human/c0201/obj/body/b0001/texture/--c0201b0001_s.tex

chara/human/c0201/obj/body/b0001/texture/--c0201b0001_n.tex

Material Constants

Further Constants

1.400	1.400	1.400	g_MaterialParameter[00].xyz	(0x2C2A34DD)
	0.500		g_MaterialParameter[00].w	(0x29AC0223)
0.020	0.020	0.020	g_MaterialParameter[01].xyz	(0x62E44A4F)
	1.000		g_MaterialParameter[01].w	(0x36080AD0)
0.400	0.400	0.400	g_MaterialParameter[02].xyz	(0x174BB64E)
	3.000		g_MaterialParameter[02].w	(0x992869AB)
0.000	0.000	0.000	g_MaterialParameter[03].xyz	(0x38A64362)
	0.000		g_MaterialParameter[03].w	(0x878B272C)
65.000	100.000		g_MaterialParameter[04].xy	(0x2E60B071)
	0.000		g_MaterialParameter[04].z	(0x575ABFB2)
	63.000		g_MaterialParameter[04].w	(0x4255F2F4)
	0.000		g_MaterialParameter[05].x	(0x8508BB24)

4. Remember to save your changes!!
5. Now if you equip the back thing you have a back hole for it to fit it! How lovely!



6.

Permissions

- Feel free to make person edits
- Feel free to use in commissions. Not to be used in shop or patreon content
- Please don't use in non FFXIV content
- Please contact me on discord (longerrpigs#2752) if there's any issues.