FaceShop Tutorial
~ELLA~

Hi! Thank you for your interest in the Ella tutorial.
I would like to start off by saying that I have only been using FaceShop for two days, so there is a lot that I don't know. I am not an expert by any stretch of the imagination.
I have had some good results thus far, and as a result recieved several requests for a tutorial on how I create my characters.
So, here we go!

step one

Start off by selecting your subject. Whether you choose yourself, a celebrity, family member, or friend...try to have a few reference photos handy. The higher the rez...the better. Try to find large pictures! The final texture will come out MUCH nicer this way. As for now, we are in for a challenge...
The only pictures I have of Ella are small. I have three references. I picked the first one as my FaceShop import because of the even lighting, straight on angle, and size. (It was the largest of the three at only 311x386 pixels).

step two

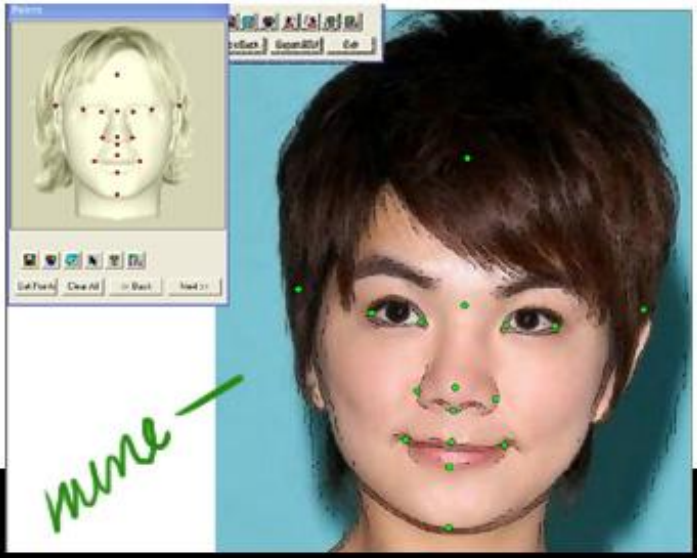
V4 = awesome

Open FaceShop and select/import your model. I will use V4 for two reasons. First is so those with Basic can make Ella. Second is that in my experience V4 Complete has the best dials and morph options by far. She is simply the best female to use if you do post-FaceShop dial twisting.

Now I am not about to right a "How to use FaceShop" tutorial. We are creating a character from start to finish. If you are having difficulties with the technical aspects, all I can suggest is to read the manual and follow the instructions on the screen.
If right-left thing is tricky; just create the points and curves on the same side of the screen as the little popup guy.

step three

Create the points. Follow the on-screen instructions. A few hints:



1) If you don't see an ear, guess where you think it would be and put the point there.

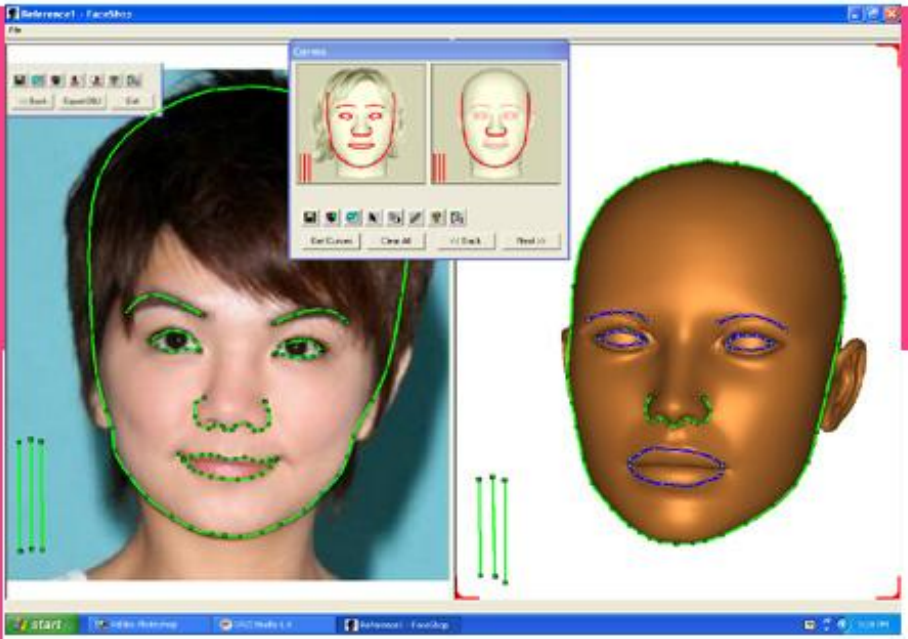
2) Place the forehead point at the hair line instead of in the center of the head.

3) Take your time. Be as true to the face as possible.

step four

Now follow the instructions to make the curves. Don't be lazy and try to use as few points as possible to get to the fun part. Use as many points as you need.

Obviously, the more points, the better the curve and [hopefully] a better result.



During this step, I recommend:

1) Outlining the head top-to-chin (rather than starting lower like the picture shows).
2) On symmetrical pictures, keeping the same number of points on either side of midline (EX. 7 points on each nostril on either side of the nasal septum).
3) Outline the outside of lips and nose, but the INSIDE of the eyes!

step five
(this one is pretty important)

Now after waiting what seems like a very, very long time...you will get something like this:

Now save the face as a .fac (the disc button). Now choose export as obj - I named mine "EllaB4.obj"

B4? Before what?

...before you mirror...

Now choose your favorite side of her face. I like this side best because the jawline and head shape is much better.

Okay, now mirror and save as a seperate obj. (EX. EllaAFTER) The benefit to having two files saved is that you can load BOTH as a morph target and titrate each to your liking. In addition, you now have two textures to choose from. I have discovered that I usually like the mirrored morph but prefer the asymmetrical (original) non-mirrored texture. If you save one of each, you get the best of both worlds!

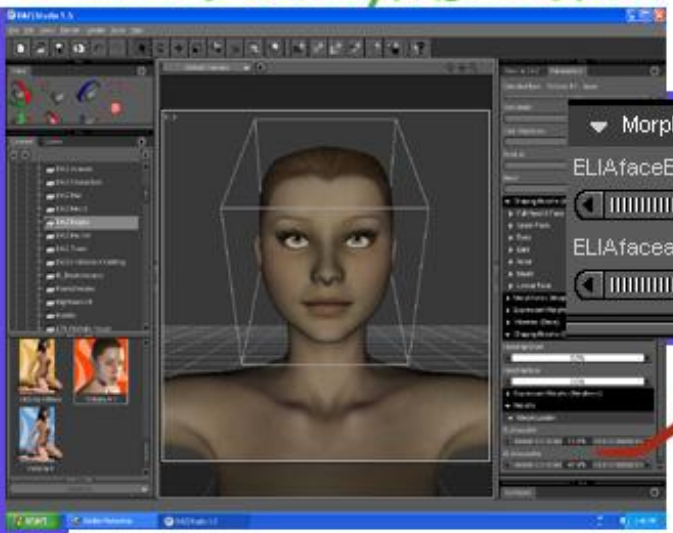
you're done in FaceShop!

yay!

Step six

Open up DAZ|Studio, and load V4.1 complete. Select her head. Now add morph targets: "EllaB4.obj", and "EllaAFTER.obj" (or whatever you named yours)...
Here is where you decide what percent you want to dial each morph. What I like to do is start dialing up my mirrored "AFTER" until the mesh breaks OR she starts getting too distorted. THEN I dial up the "B4" mirroring a bit. It adds a nice, realistic asymmetry.

or starts looking like an alien



I chose these settings:

do not listen to the voices in your head...

WARNING:

This is the point that you will get discouraged.

Keep going.

Step seven

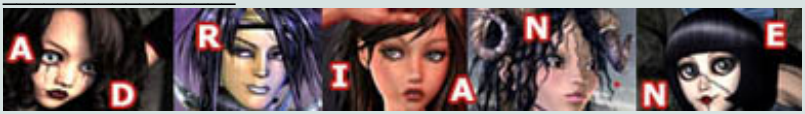
Okay, lets add a texture now! Remember, we have two to choose from. I recommend you taking the default blue/green diffuse color off of V4. Lets look at the two and decide:

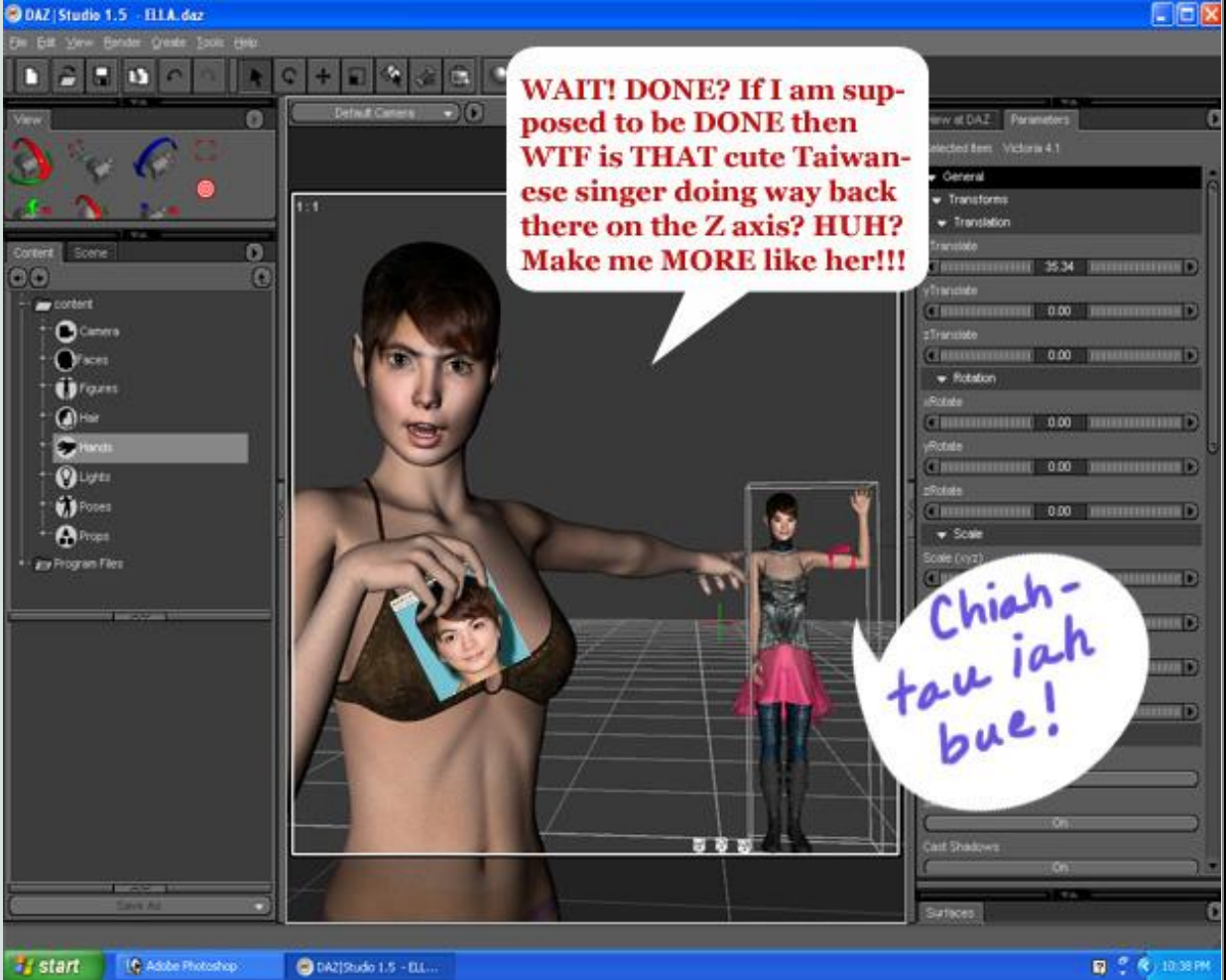
I like the first one the best. Main reason is I don't feel like creating a hair painting tutorial. We'll save that for later. Again, you see the benefit of a "before" mirror file save.

During this step I take the opportunity to make my figure look a little nicer (LESS like a zombie)... Browse through your library of textures and find eyes and lashes that compliment your model. I am going to choose Liquid Rust's "dark" eye texture and his lashes. Also, add a diffuse light. She looks a lot nicer now, I'm sure.

getting warmer...

Are we done yet???



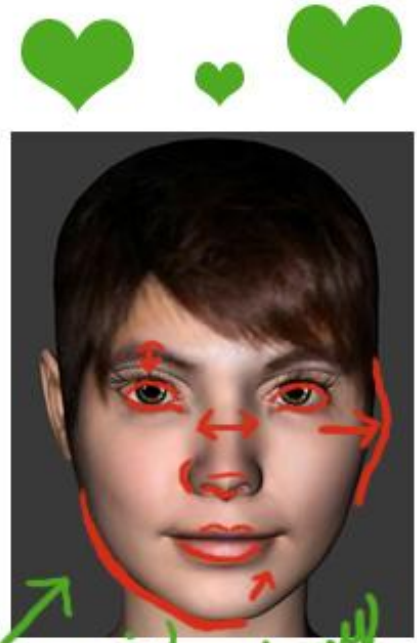

WAIT! DONE? If I am supposed to be DONE then WTF is THAT cute Taiwanese singer doing way back there on the Z axis? HUH? Make me MORE like her!!!
Chiah-tau iah bue!

Step eight

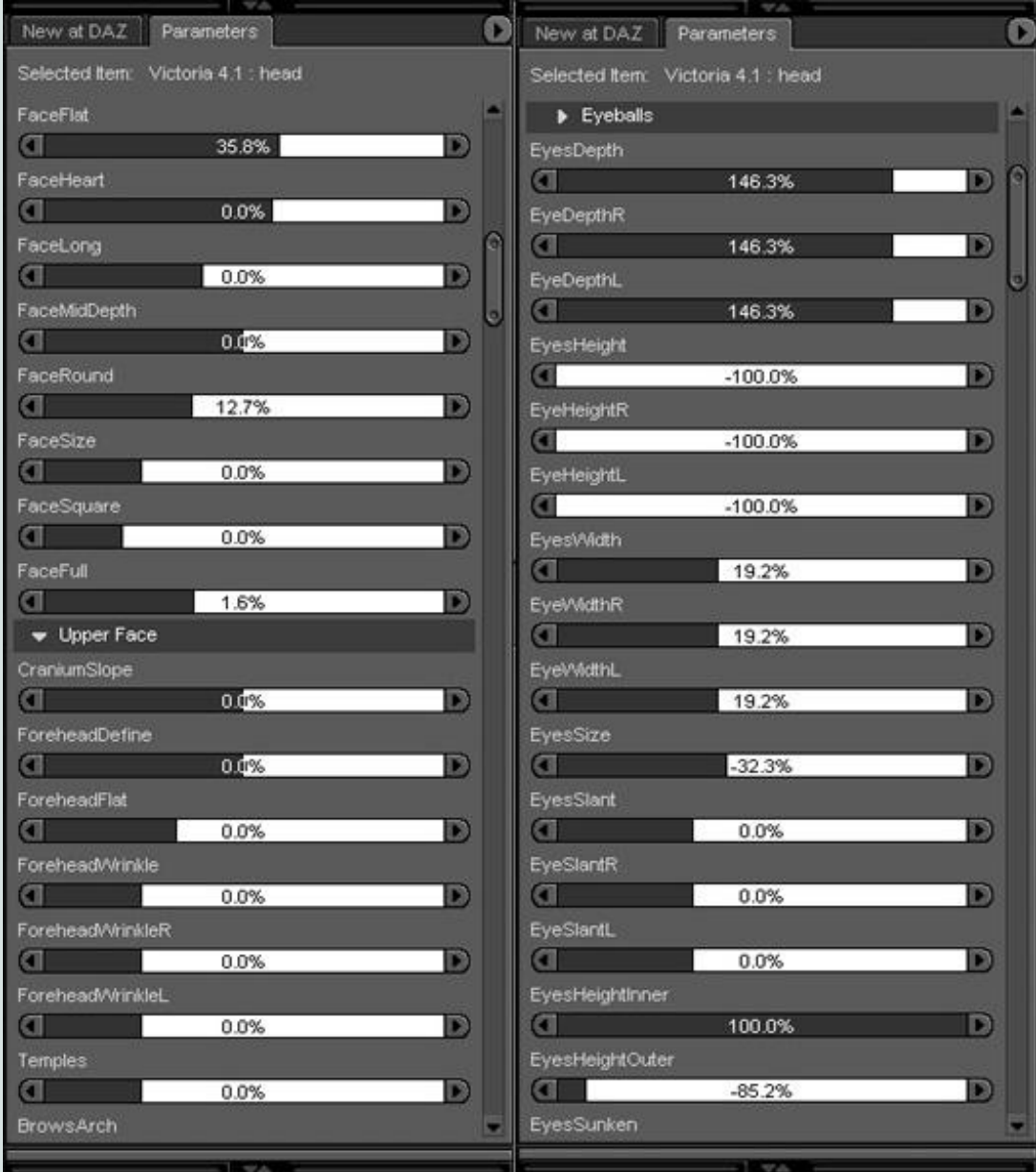
Okay so maybe we are not done yet...it is up to you. Most Caucasian characters look decent enough at this point to stop. But since I am all about doing things the hard way (hehe) we are making an Asian girl. Sooo...since Victoria is pissed, and I am not satisfied either...this tutorial is going to get even longer.

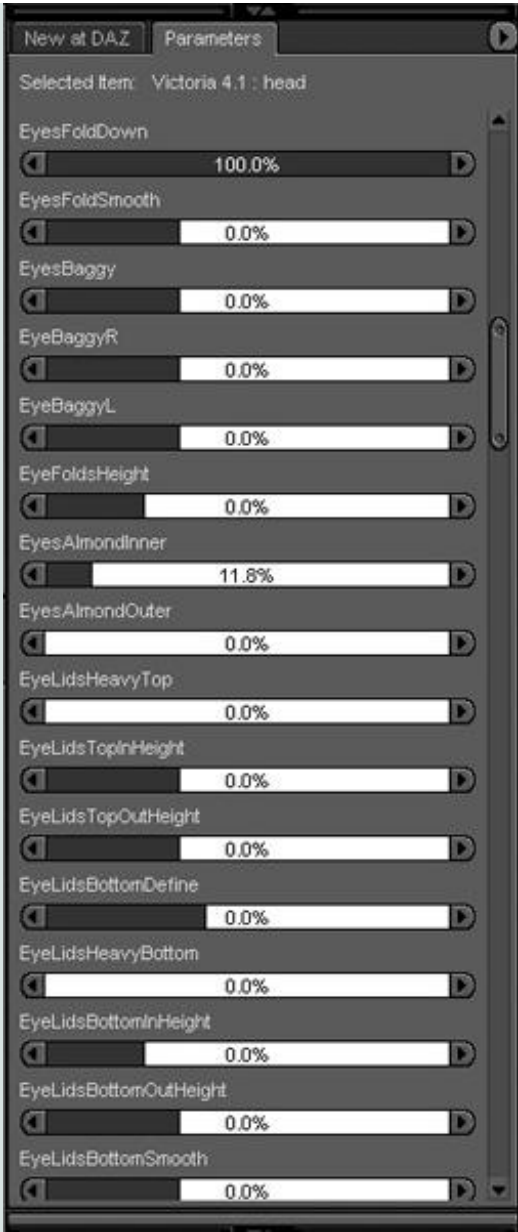
I don't mind though because to me, this is the FUN part...
Think CARICATURE. Find the parts of your model's face that are unique. Good and bad. Here is where your reference pictures help you out a lot. Compare your references to your FaceShop morphed model. What are the differences? What can you change???

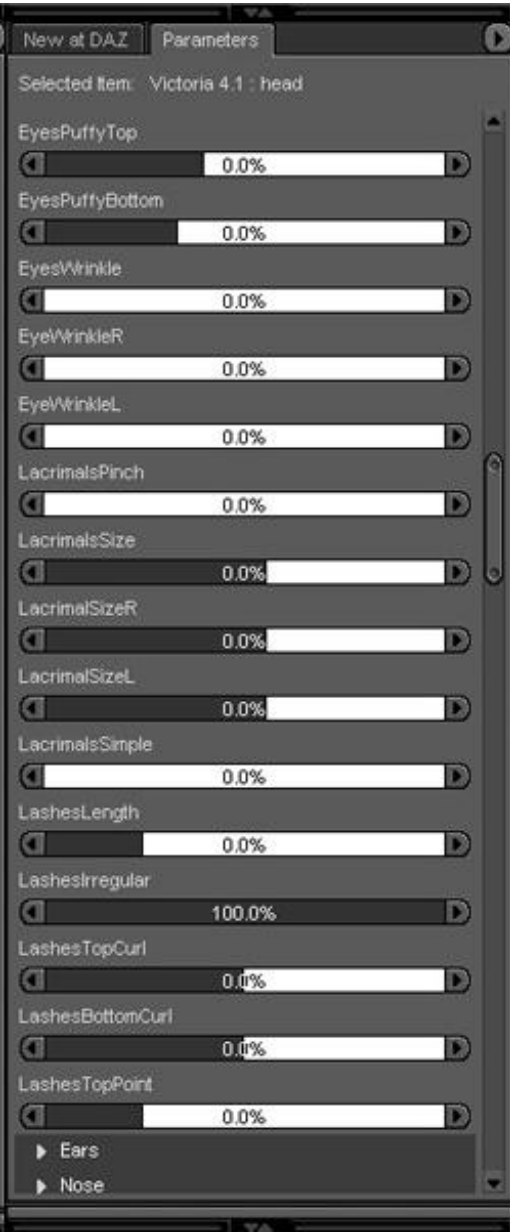
Looking at Ella, you can see that our model needs higher and wider cheekbones. Less defined cheeks, a wider and rounder jawline. She needs a receding chin. Our model needs epicanthal folds, smaller and rounder eyes. We need to increase the space between her lids and brow line, and decrease the space between the inner corners of her eyes. Her nose and septum need to be much wider. The nose needs to be more fleshy, turned up and her septum needs to be hidden. Her bridge and ridge should be shallow. Her lips don't need much altering; just higher peaks, bottom lip thinner with less width and especially deep set corners! Hmmmm do you think I watch too much Nip/Tuck or what?

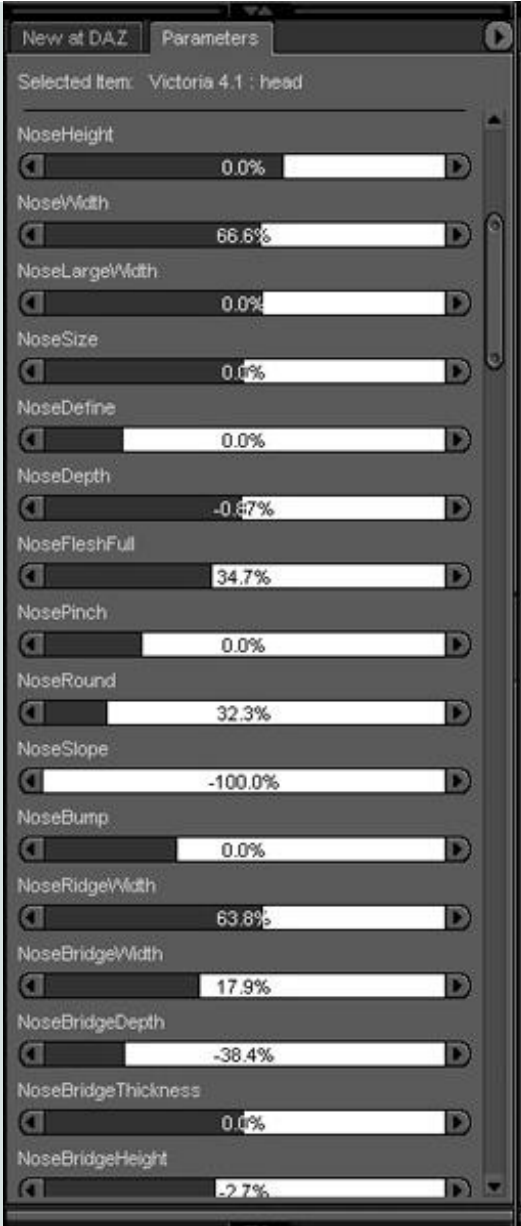


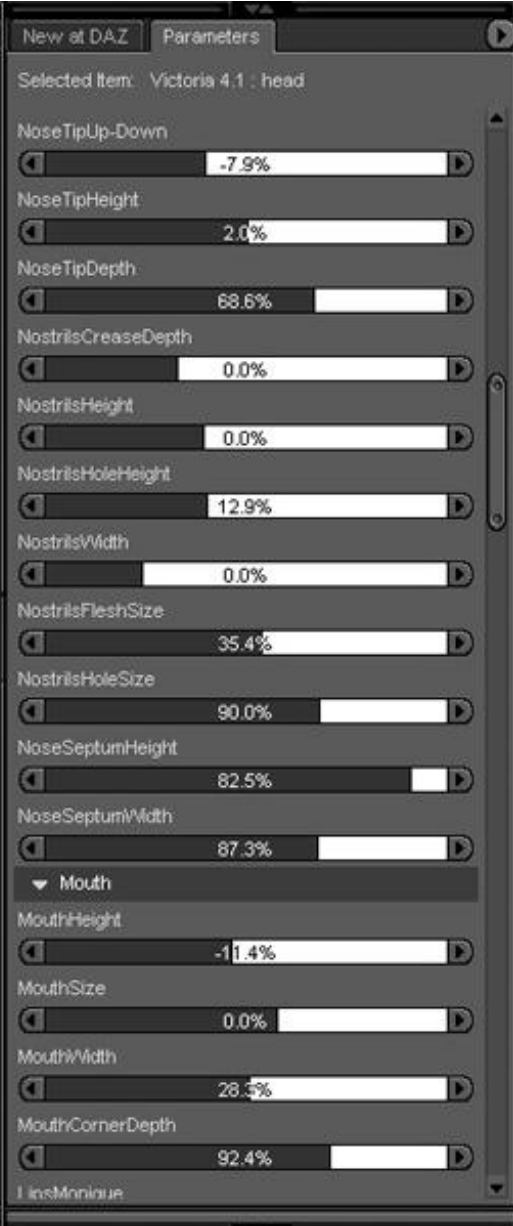
this is a picture of how my brain works

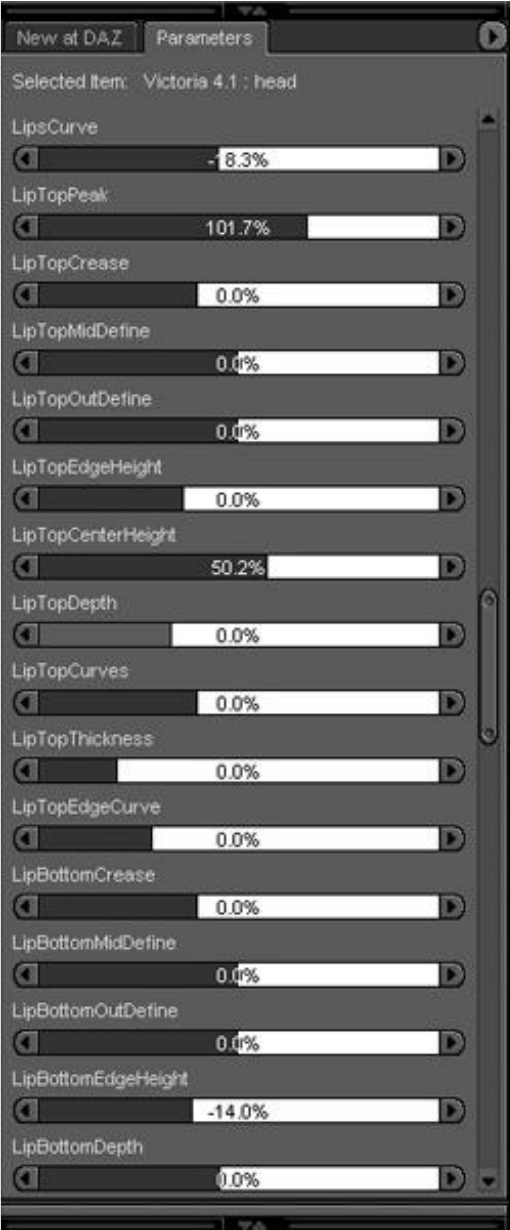

New at DAZ
Parameters
Selected Item: Victoria 4.1 : head
FaceFlat
35.8%
FaceHeart
0.0%
FaceLong
0.0%
FaceMidDepth
0.0%
FaceRound
12.7%
FaceSize
0.0%
FaceSquare
0.0%
FaceFull
1.6%
Upper Face
CraniumSlope
0.0%
ForeheadDefine
0.0%
ForeheadFlat
0.0%
ForeheadWrinkle
0.0%
ForeheadWrinkleR
0.0%
ForeheadWrinkleL
0.0%
Temples
0.0%
BrowsArch
New at DAZ
Parameters
Selected Item: Victoria 4.1 : head
Eyeballs
EyesDepth
146.3%
EyeDepthR
146.3%
EyeDepthL
146.3%
EyesHeight
-100.0%
EyeHeightR
-100.0%
EyeHeightL
-100.0%
EyesWidth
19.2%
EyeWidthR
19.2%
EyeWidthL
19.2%
EyesSize
-32.3%
EyesSlant
0.0%
EyeSlantR
0.0%
EyeSlantL
0.0%
EyesHeightInner
100.0%
EyesHeightOuter
-85.2%
EyesSunken

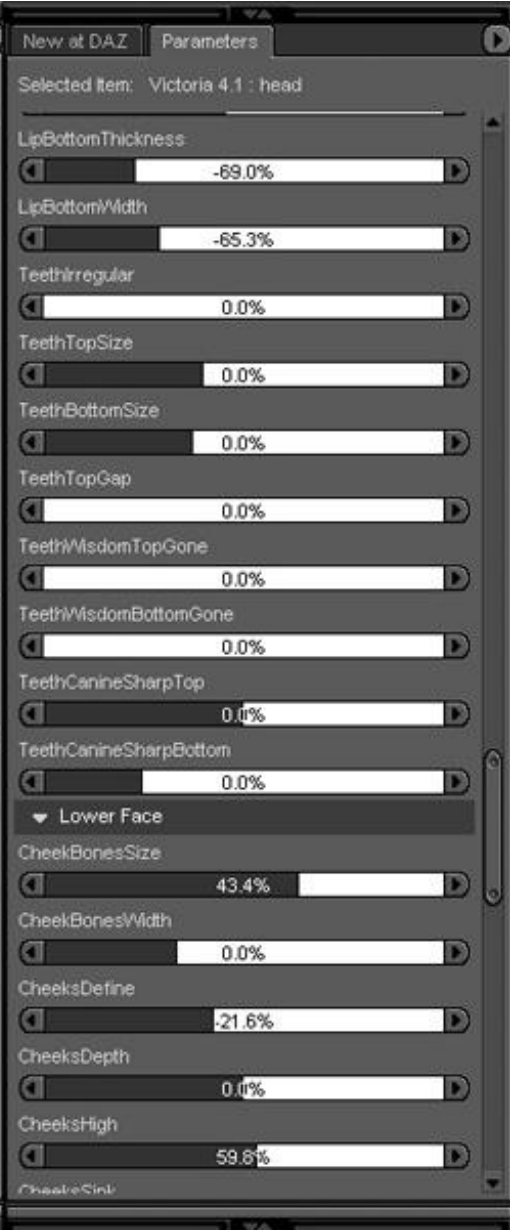

New at DAZ
Parameters
Selected Item: Victoria 4.1 : head
EyesFoldDown
100.0%
EyesFoldSmooth
0.0%
EyesBaggy
0.0%
EyeBaggyR
0.0%
EyeBaggyL
0.0%
EyeFoldsHeight
0.0%
EyesAlmondInner
11.8%
EyesAlmondOuter
0.0%
EyeLidsHeavyTop
0.0%
EyeLidsTopInHeight
0.0%
EyeLidsTopOutHeight
0.0%
EyeLidsBottomDefine
0.0%
EyeLidsHeavyBottom
0.0%
EyeLidsBottomInHeight
0.0%
EyeLidsBottomOutHeight
0.0%
EyeLidsBottomSmooth
0.0%

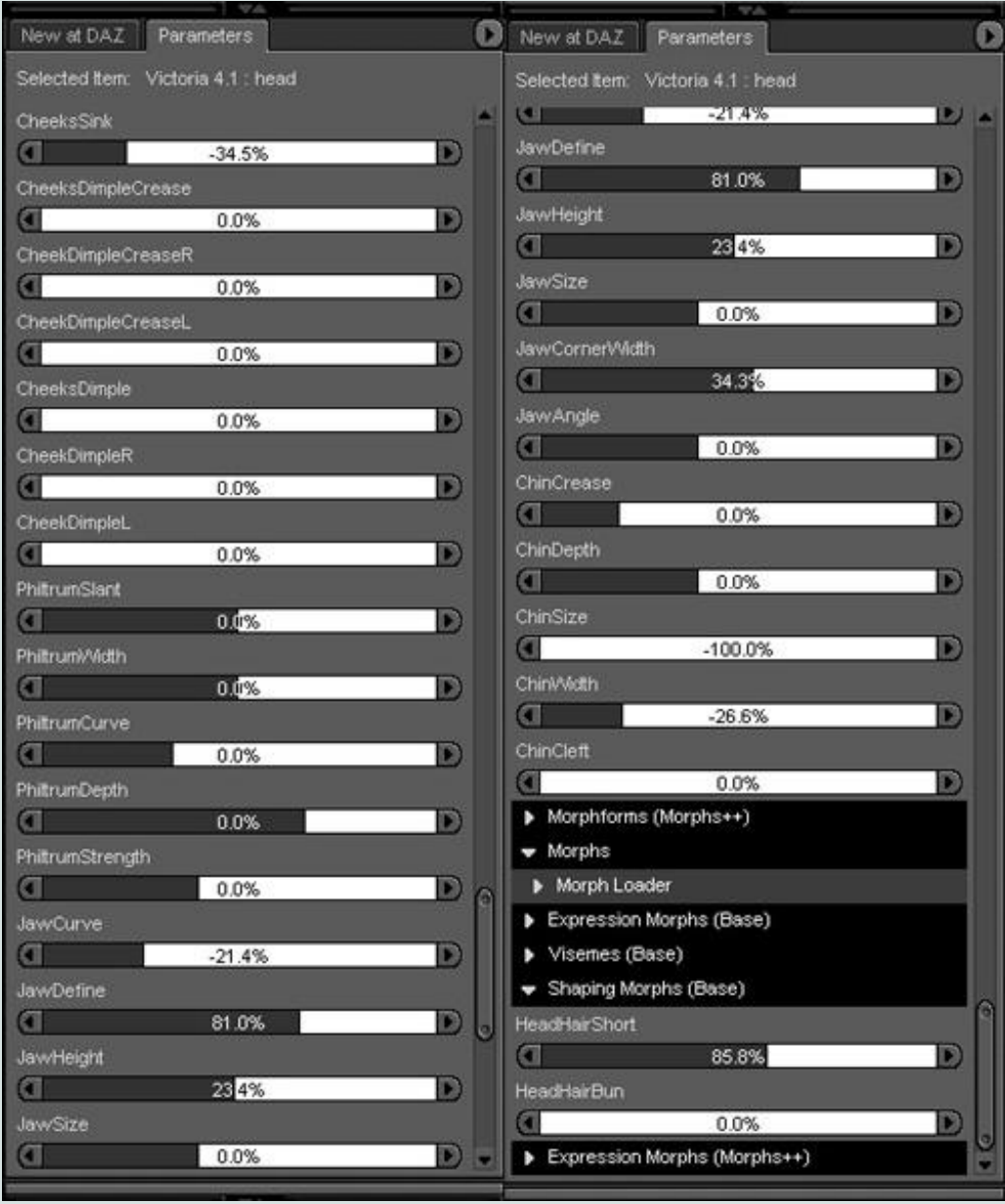

New at DAZ
Parameters
Selected Item: Victoria 4.1 : head
EyesPuffyTop
0.0%
EyesPuffyBottom
0.0%
EyesWrinkle
0.0%
EyeWrinkleR
0.0%
EyeWrinkleL
0.0%
LacrimalsPinch
0.0%
LacrimalsSize
0.0%
LacrimalSizeR
0.0%
LacrimalSizeL
0.0%
LacrimalsSimple
0.0%
LashesLength
0.0%
LashesIrregular
100.0%
LashesTopCurl
0.0%
LashesBottomCurl
0.0%
LashesTopPoint
0.0%
Ears
Nose


New at DAZ
Parameters
Selected Item: Victoria 4.1 : head
NoseHeight
0.0%
NoseWidth
66.6%
NoseLargeWidth
0.0%
NoseSize
0.0%
NoseDefine
0.0%
NoseDepth
-0.7%
NoseFleshFull
34.7%
NosePinch
0.0%
NoseRound
32.3%
NoseSlope
-100.0%
NoseBump
0.0%
NoseRidgeWidth
63.8%
NoseBridgeWidth
17.9%
NoseBridgeDepth
-38.4%
NoseBridgeThickness
0.0%
NoseBridgeHeight
-2.7%


New at DAZ
Parameters
Selected Item: Victoria 4.1 : head
NoseTipUp-Down
-7.9%
NoseTipHeight
2.0%
NoseTipDepth
68.6%
NostrilsCreaseDepth
0.0%
NostrilsHeight
0.0%
NostrilsHoleHeight
12.9%
NostrilsWidth
0.0%
NostrilsFleshSize
35.4%
NostrilsHoleSize
90.0%
NoseSeptumHeight
82.5%
NoseSeptumWidth
87.3%
Mouth
MouthHeight
-11.4%
MouthSize
0.0%
MouthWidth
28.6%
MouthCornerDepth
92.4%
LipsMonique


New at DAZ
Parameters
Selected Item: Victoria 4.1 : head
LipsCurve
-8.3%
LipTopPeak
101.7%
LipTopCrease
0.0%
LipTopMidDefine
0.0%
LipTopOutDefine
0.0%
LipTopEdgeHeight
0.0%
LipTopCenterHeight
50.2%
LipTopDepth
0.0%
LipTopCurves
0.0%
LipTopThickness
0.0%
LipTopEdgeCurve
0.0%
LipBottomCrease
0.0%
LipBottomMidDefine
0.0%
LipBottomOutDefine
0.0%
LipBottomEdgeHeight
-14.0%
LipBottomDepth
0.0%


New at DAZ
Parameters
Selected Item: Victoria 4.1 : head
LipBottomThickness
-69.0%
LipBottomWidth
-65.3%
TeethIrregular
0.0%
TeethTopSize
0.0%
TeethBottomSize
0.0%
TeethTopGap
0.0%
TeethWisdomTopGone
0.0%
TeethWisdomBottomGone
0.0%
TeethCanineSharpTop
0.0%
TeethCanineSharpBottom
0.0%
Lower Face
CheekBonesSize
43.4%
CheekBonesWidth
0.0%
CheeksDefine
-21.6%
CheeksDepth
0.0%
CheeksHigh
59.8%


New at DAZ
Parameters
Selected Item: Victoria 4.1 : head
CheeksSink
-34.5%
CheeksDimpleCrease
0.0%
CheekDimpleCreaseR
0.0%
CheekDimpleCreaseL
0.0%
CheeksDimple
0.0%
CheekDimpleR
0.0%
CheekDimpleL
0.0%
PhiltrumSlant
0.0%
PhiltrumWidth
0.0%
PhiltrumCurve
0.0%
PhiltrumDepth
0.0%
PhiltrumStrength
0.0%
JawCurve
-21.4%
JawDefine
81.0%
JawHeight
23.4%
JawSize
0.0%
New at DAZ
Parameters
Selected Item: Victoria 4.1 : head
-21.4%
JawDefine
81.0%
JawHeight
23.4%
JawSize
0.0%
JawCornerWidth
34.3%
JawAngle
0.0%
ChinCrease
0.0%
ChinDepth
0.0%
ChinSize
-100.0%
ChinWidth
-26.6%
ChinCleft
0.0%
Morphforms (Morphs++)
Morphs
Morph Loader
Expression Morphs (Base)
Visemes (Base)
Shaping Morphs (Base)
HeadHairShort
85.8%
HeadHairBun
0.0%
Expression Morphs (Morphs++)

TA-DA!

ITS LIKE MAGIC...

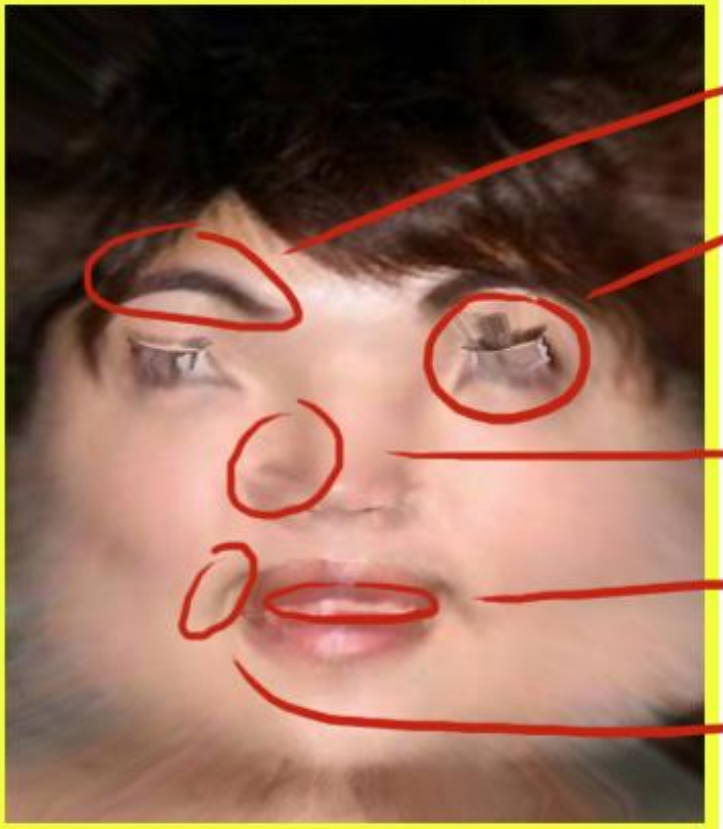
Sarcasm aside, you have to admit the dial twisting REALLY changed things for the better. Take your time and really critically examine your subject. (This is art, after all.) This is a pretty challenging bone structure with unique features. You can see though how much our time and patience paid off. She sure as hell does not look like V4 anymore.

MUHAHAHAHAHA I am an evil genius!

Okay sorry I am getting tired and a little goofy. Plus this is my first tutorial so I really don't know WTF I am doing. What I DO know is Photoshop. And that is what I am going to do next. I want to clean up the texture a bit now that I am very satisfied with my morph.

Step nine

If you pick a decent photo at a decent size and can do a decent FaceShop job you probably don't need this step. But since I have a crappy photo at a small size I want to change a couple things in the texture...namely the eyes and brows. Ever read the book "If You Give a Mouse a Cookie"? If you haven't then nevermind. If you have, then I will use that mental picture to relate the following to "If You Give Adrianne Photoshop." In other words, only a couple things needed to be touched up but I freaking LOVE Photoshop so I did a little more than I needed to. It was totally unneccessary, but don't tell me that.



I will change the angle of the brow to look more like Ella.

I will get rid of this yucky blotch so that it doesn't look like she put her eyeshadow on while riding the mechanical bull. WOOT!

I will remove this funky shadow from her nose.

I will use the smudge tool to merge her lips together.

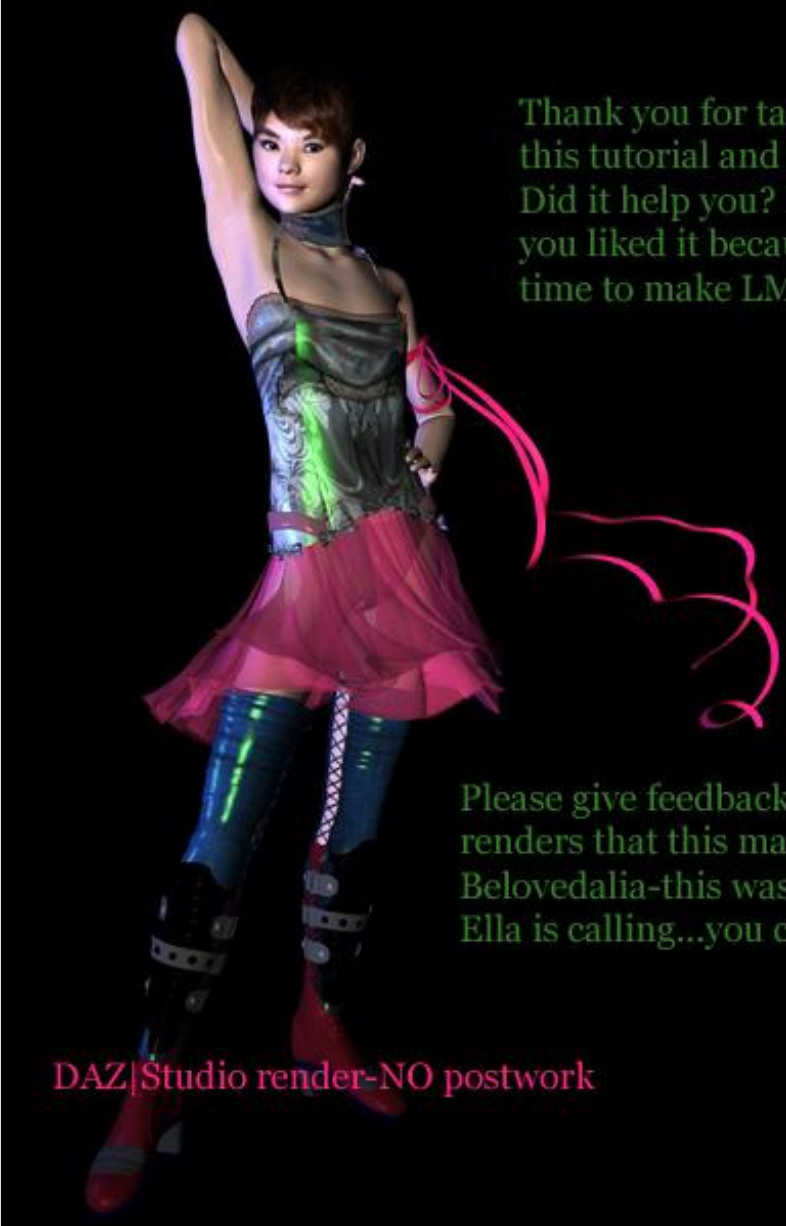
I will remove this shadow.

Also I will add some eyeshadow.

This is what my final texture looks like. I included (below) the merging of all the layers I used so you can see exactly what/where I painted.

OUR FINAL RESULT...

Ella
DAZ|Studio render
No postwork...



Thank you for taking the time to read this tutorial and put up with my crap. Did it help you? I would love to know if you liked it because it took a hella long time to make LMAO...

like 8 hours but w/e

Please give feedback or show me any renders that this may have inspired. Belovedalia-this was especially for you, Ella is calling...you can make her now.

DAZ|Studio render-NO postwork

♡Adrianne