



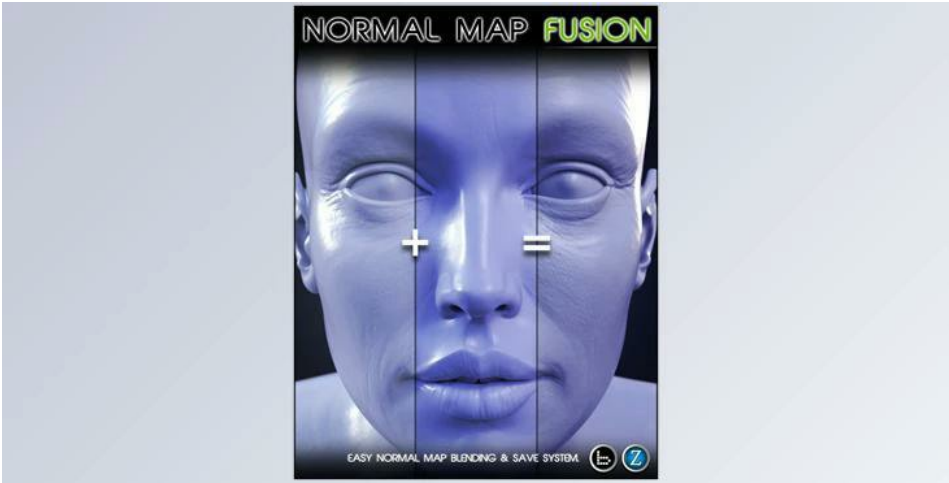
Normal Map Fusion for Daz Studio 4.20

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Normal Map Fusion for Daz Studio 4.20:

Compatible Figures: Genesis 8.1 Male, Genesis 3 Female, Genesis 3 Male, Genesis 8 Female, Genesis 8 Male, Genesis 8.1 Female

Compatible Software: Daz Studio 4.20

Introduce Normal Map Fusion. This is a program that lets you blend normal maps of one set of skins with another. It's the first time you can mix normal maps in Daz Studio. You can also opt to blend specific regions of the skin or ignore areas that you do not want to be affected.

- The ability to blend two normal maps of skin
- Find out if a character preset or skin materials preset includes normal maps
- Ability to alter the normal map settings simultaneously
- Keep your findings as a complete or partial preset that you can apply to other skins

Start using Normal Map Fusion for Genesis 3 3, 8, and 8.1.

The Contents and What's Its Features

- **Normal Map Fusion for Genesis 3 8 and 8.1**
- **Scripts: (.DSE)**
 - Normal Map Fusion
 - Normal Maps Detector
 - Normal Maps Detector Add-Remove from the Menu of Scripts
- **Materials:**
 - NMF Clear Normal Maps of Skin
 - NMF Display Skins Normals only
- **Textures include:**
 - 36 mask maps (2048 2048)
- **Daz Studio Iray Material Presets (.DUF)**

Notes

- **This product comprises:**
 - 1. DSON Core Installer



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