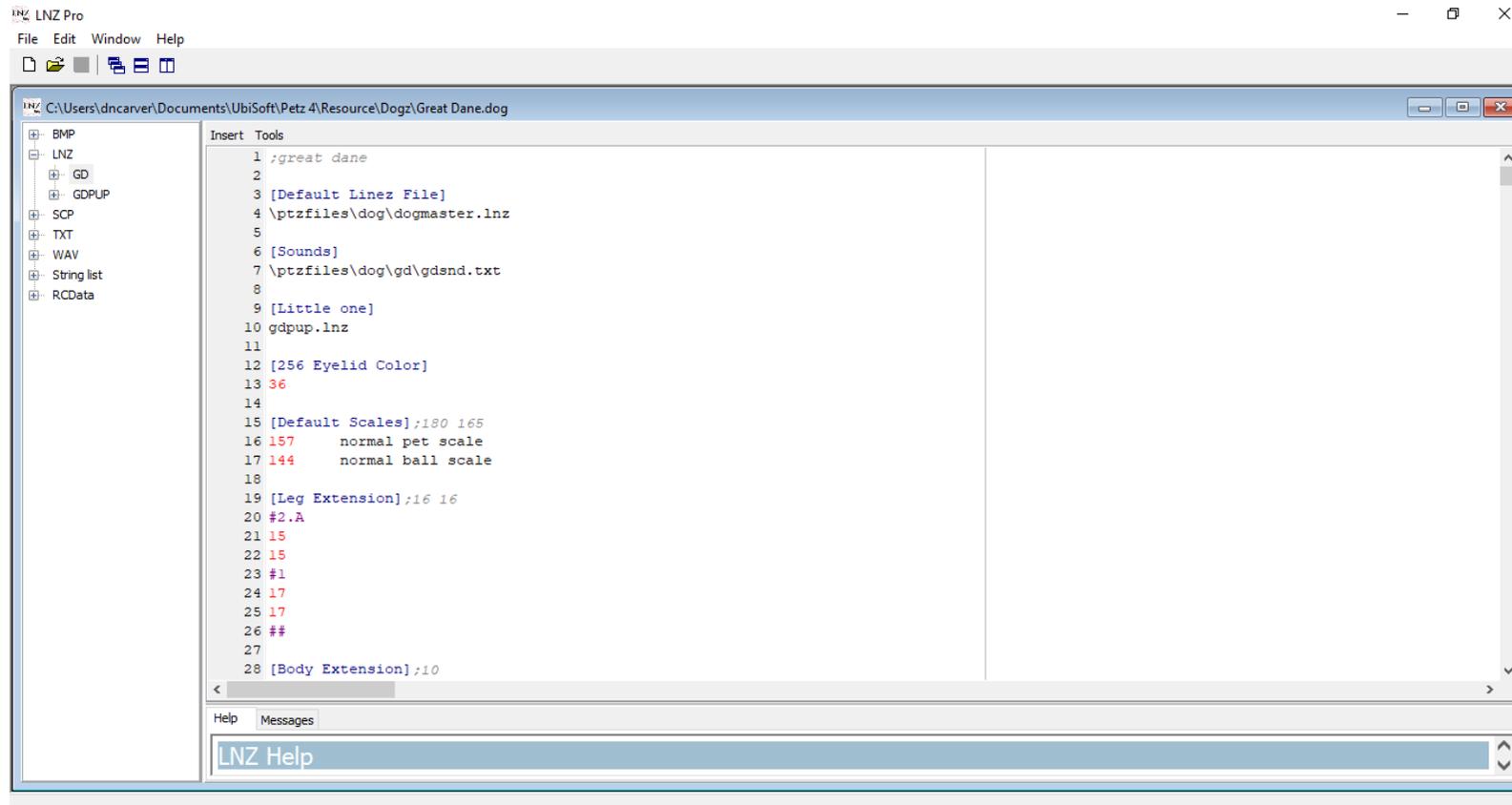


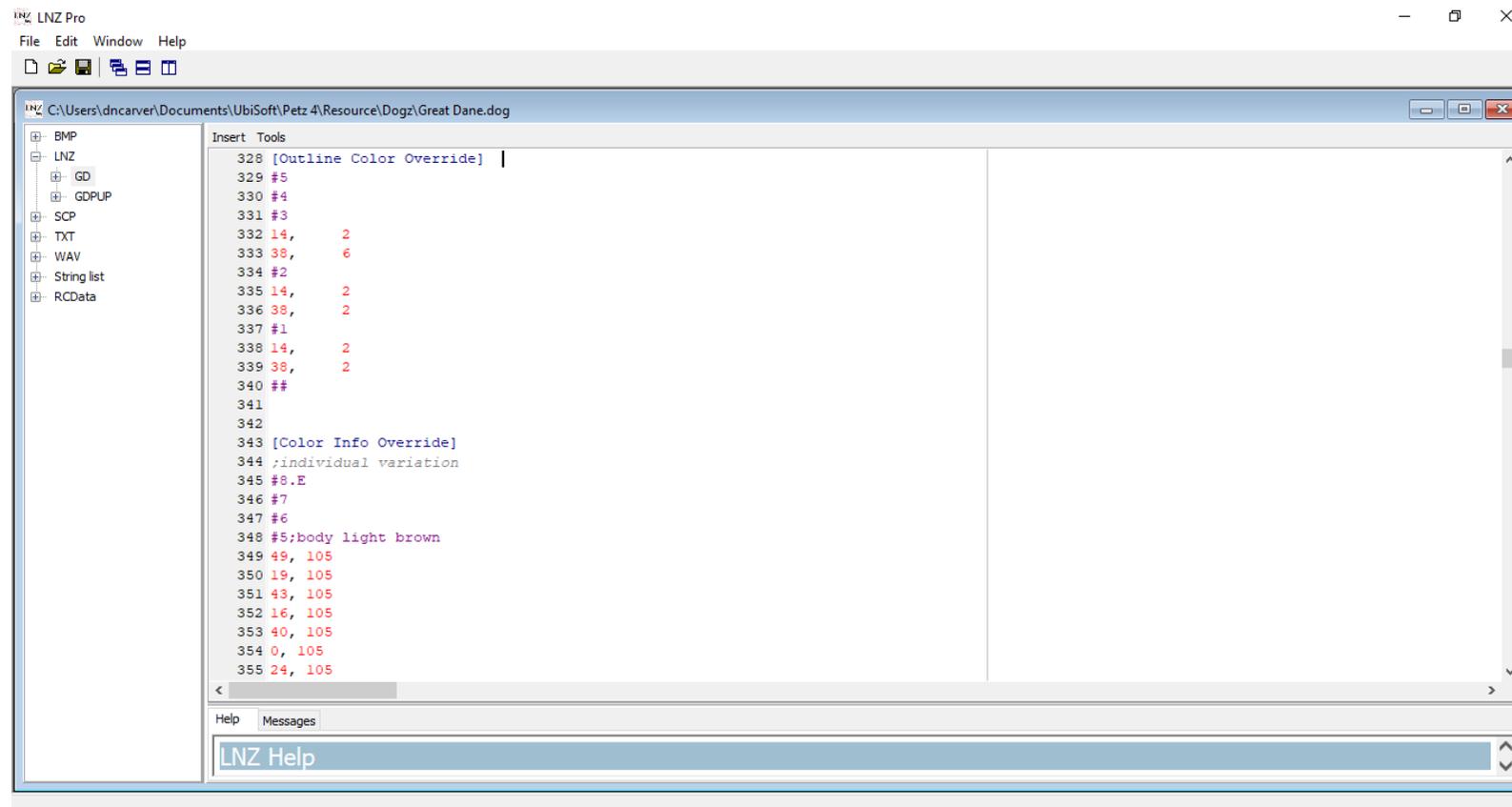
## ANY FILE YOU EDIT HAVE A BACK UP IN CASE SOMETHING GOES WRONG!

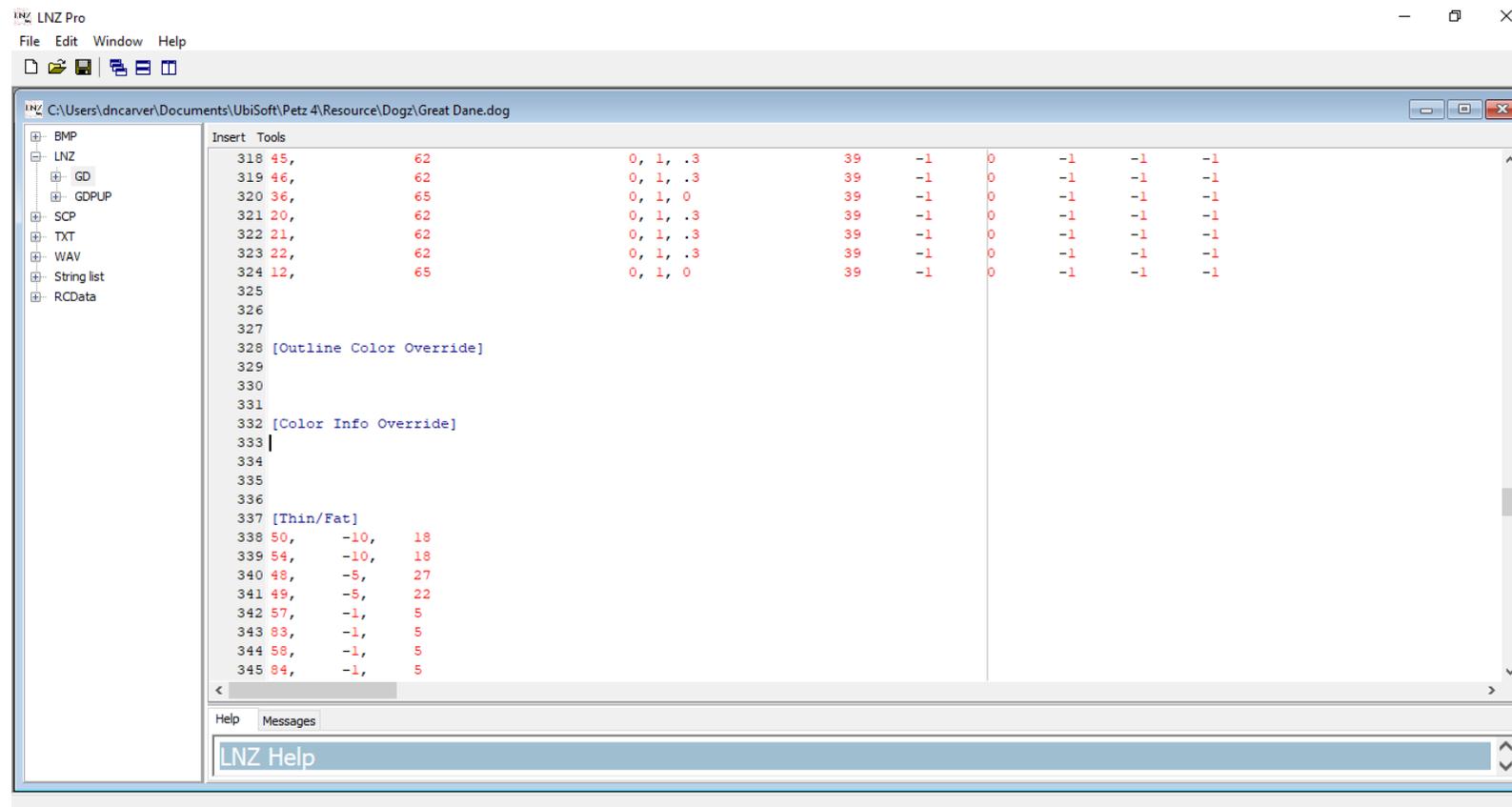
This tutorial is for basic hex painting with absolutely no body modding. I will be assuming no knowledge of hexing for this tutorial.

I recommend having a rough idea or even a picture of what you want to hex. For this tutorial I will be hexing on the great dane file. For this I will be hexing a Merle tan pointed dog with high white to show textures as well as paint ballz.

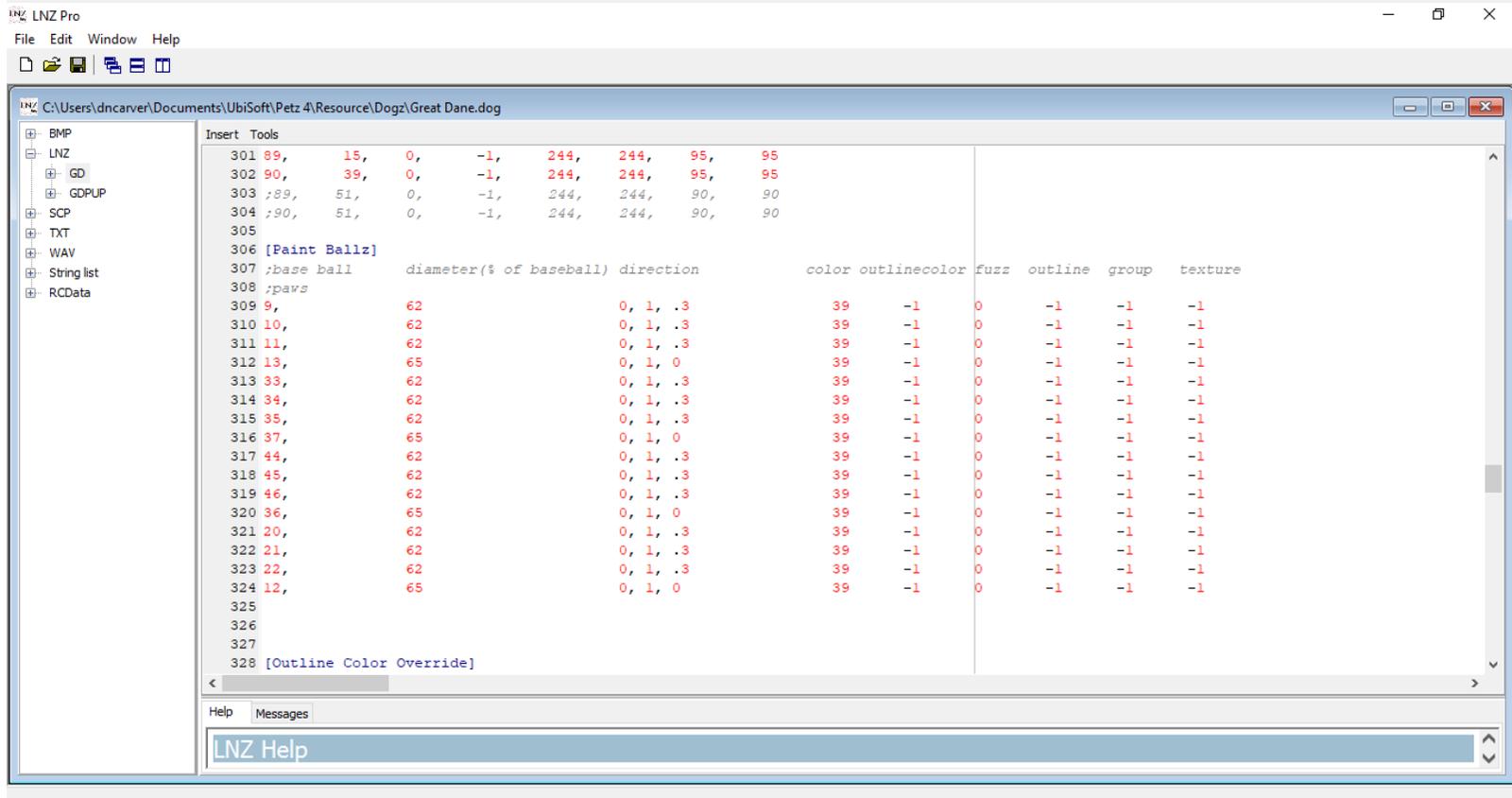
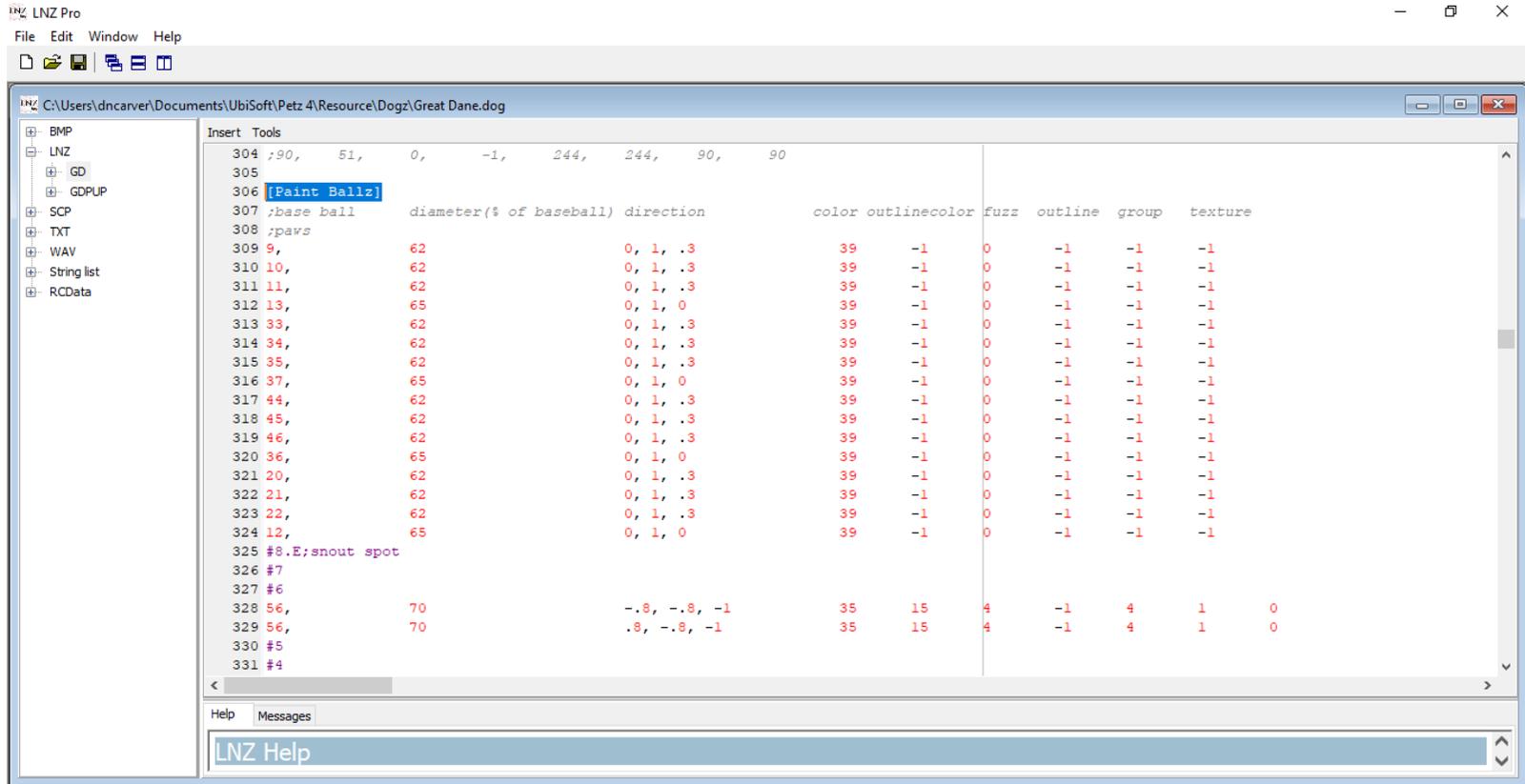


The first thing I do is open the file in LNZPro to remove variations. I do NOT remove variations for body size as shown in the [Leg Extension] section here. You can do it but I find removing body mod variations for sizes or even long hair vs short hair makes it really easy to make a mistake and get messy mashed up variations. If there are variations in the eyelid color section I delete them and have 1 color, I prefer starting with a color between 35-39.

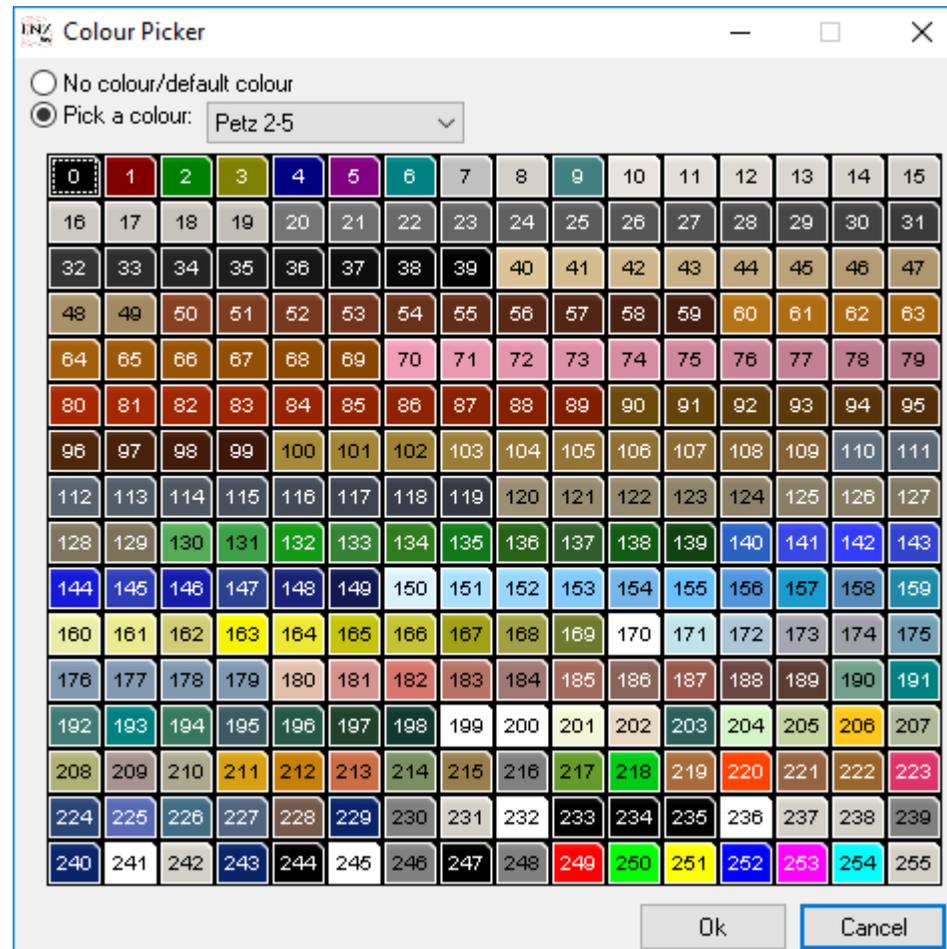




The two big sections I delete from are [Outline Color Override] and [Color Info Override]. I delete everything in these sections. The color info override is where color variations are and the outline color override is where eye color variations are. I leave the headers myself, but if you delete them that is okay, PW will put them back when we start editing in it.



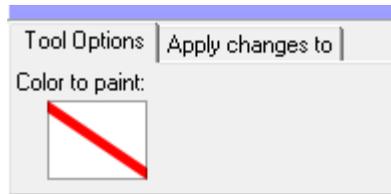
I then remove paint ballz. I leave the paw bad ballz, so for this file I will start with #8.E;snout spot and move down deleting all ballz beneath them. Most breed files have the paw pads separated from the others so it's easy to know which ones to remove and which to leave.



Moving into PW it is important to note that it has a different set of colors than the game runs with. This is the color chart from LNZPro and I recommend picking colors based from here.



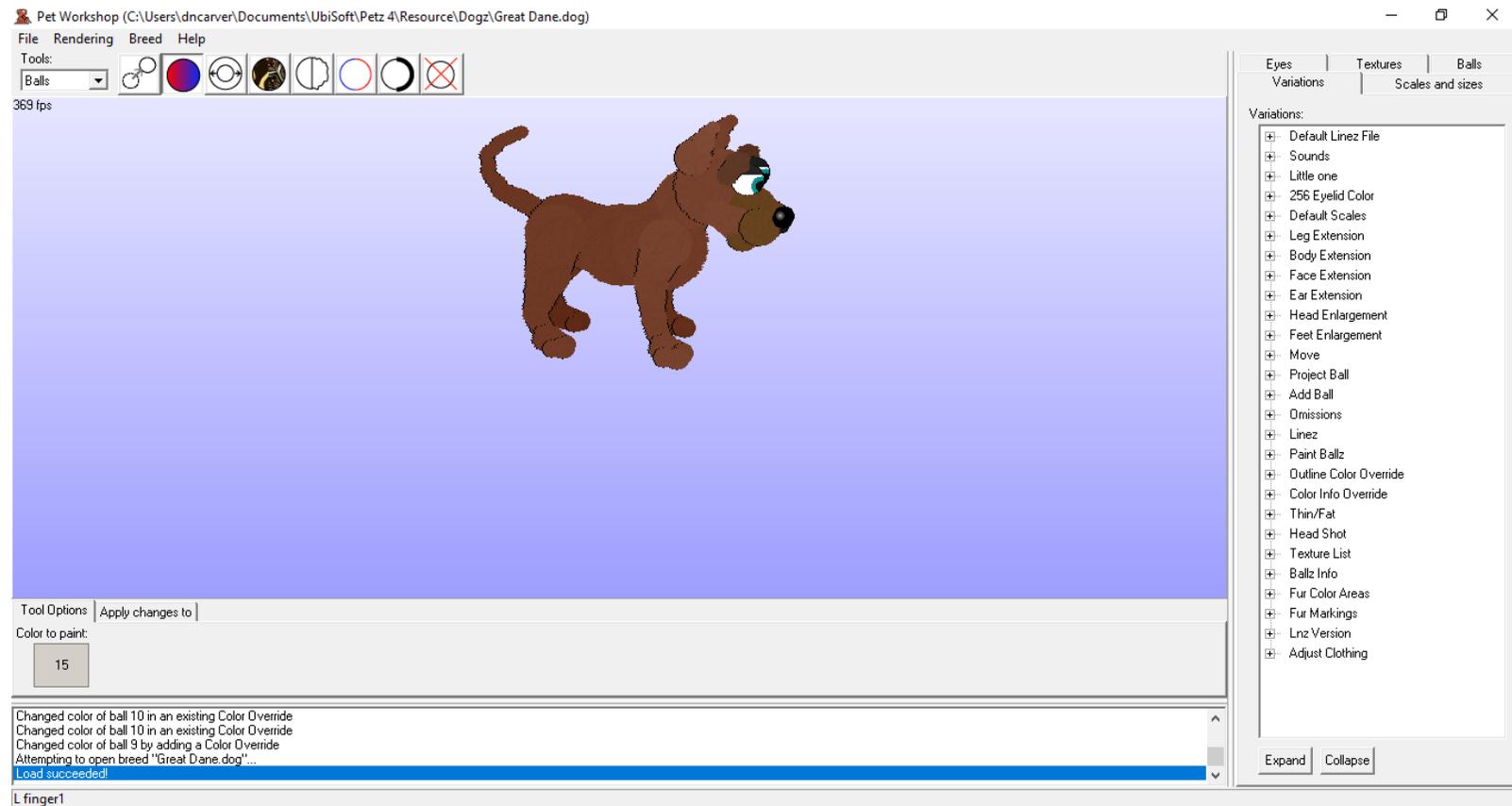
Moving into Petz Work shop the balls section is the first place you will be. A quick break down of the different sections of this section. The first button is to move ballz and we will not touch that in this section. The next is the color section (we will spend a lot of time there). The 3rd button is for resizing ball (we will not touch that in this tutorial). The 4th is the texture button (we will address that later). The last four buttons are ball fuzz, outline color, outline thickness, and delete ballz (The only one we will touch is the outline thickness button).

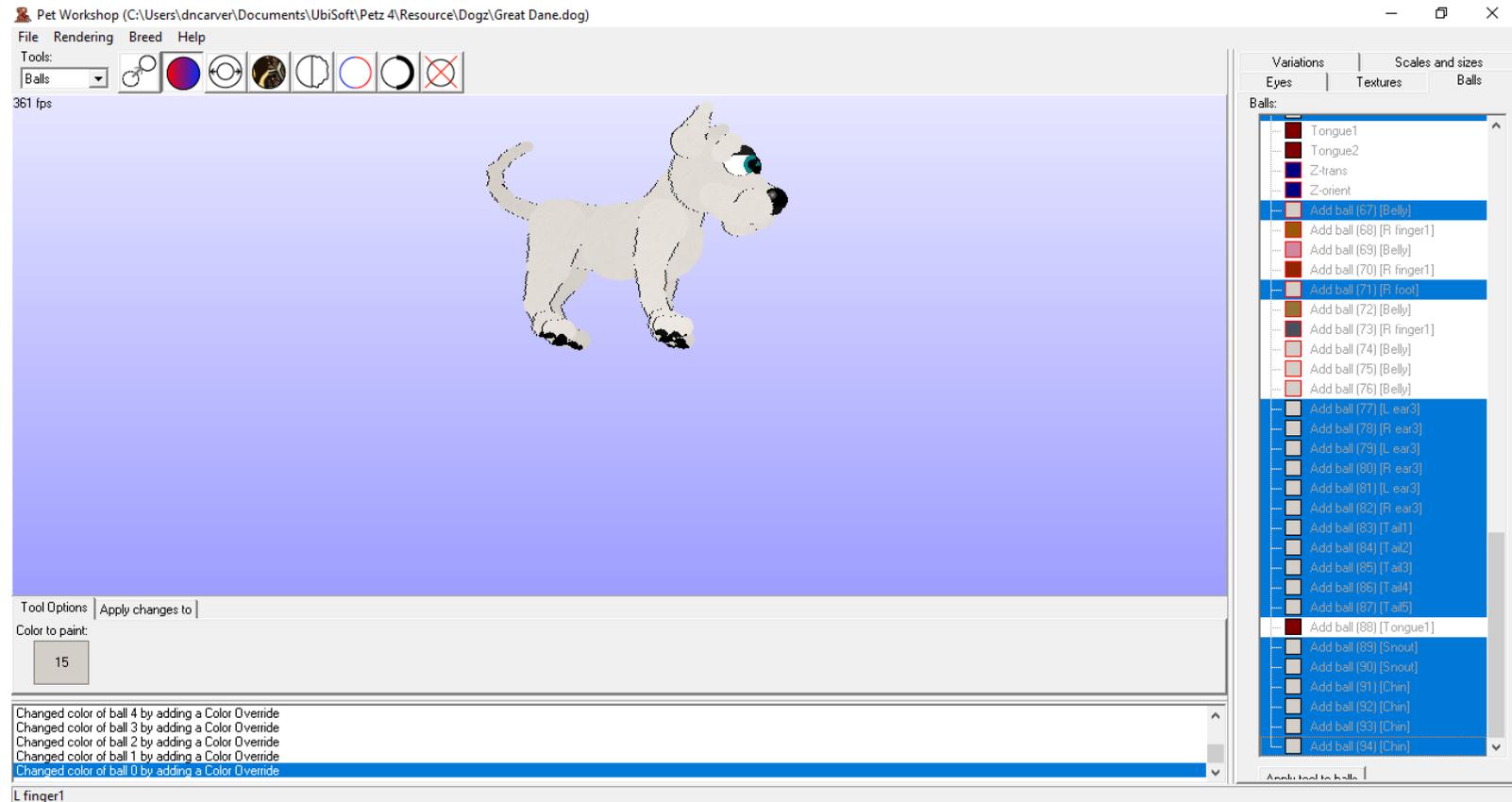


At the bottom of the window there is a tool options tab. This is where you will pick your color.

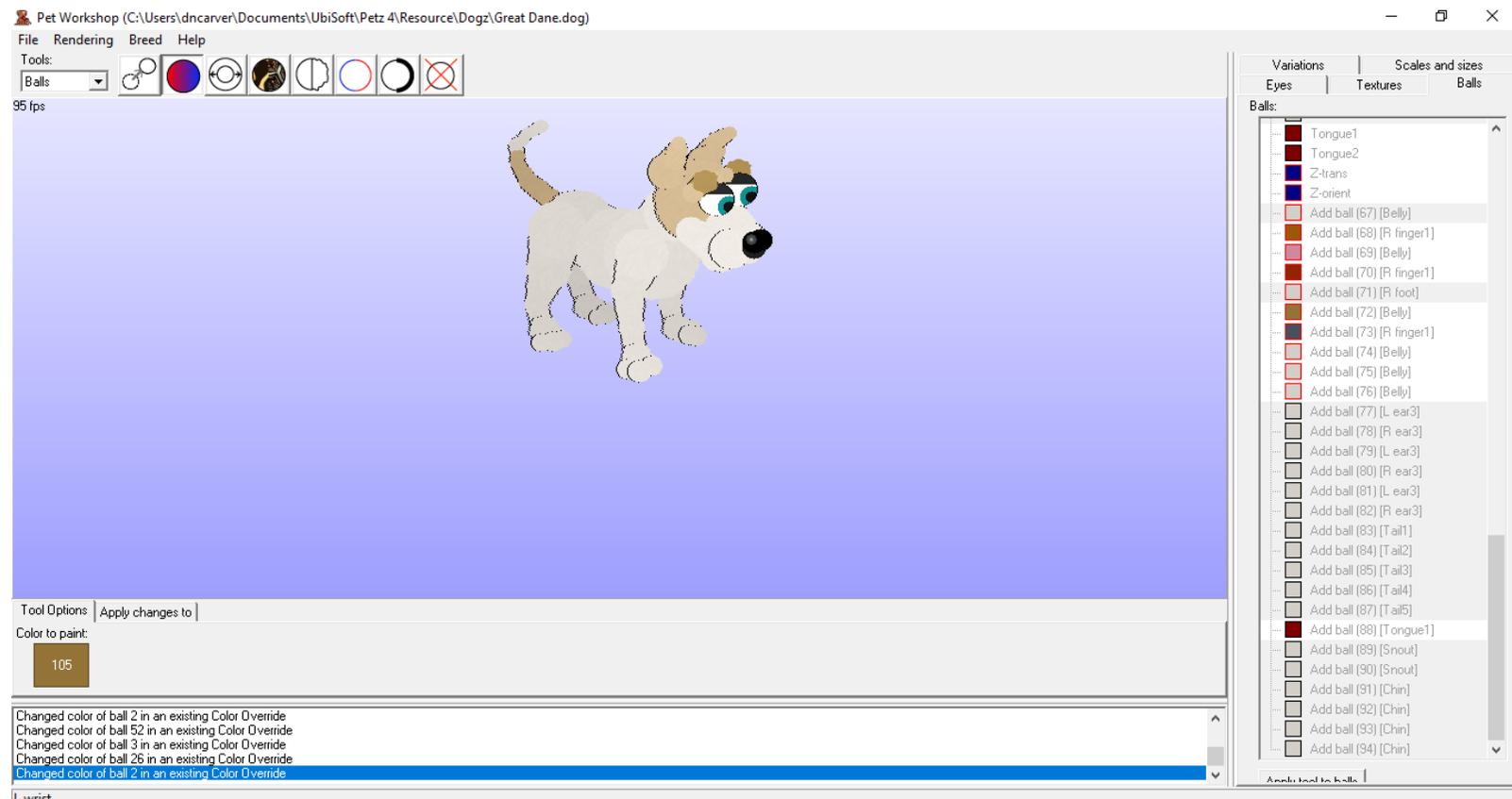


In the top right corner is a group of tabs, I refer to these as "the tabs" and we will address these later. I only ever use eyes, textures, and balls.

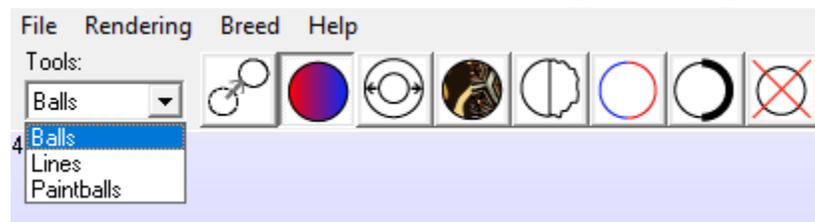




Next I make all ballz a base color. In this case I chose white as my base color. Knowing the colors you want start being important here. I chose a white base because with a high white pattern white will be the color covering most of the dog. If I was doing low to no white I would choose to do black or brown or whatever my base color is. I select all the body ballz in the ballz tab(Be careful not to select the tongue, nose, or eye ballz). I try to pick ballz by color. So for this I selected all the brown/red brown ballz. Then hit the apply to all button.



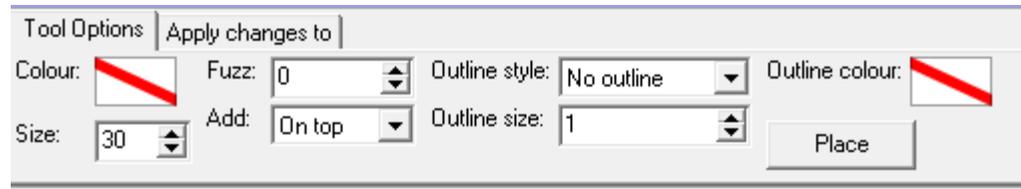
Next I color any big marking places. Since I'm going with high white I don't have many large body patches of color. Mostly it is just the head and tail. Knowing I'm also doing a tan point I have started that pattern by having the eyebrow center ball colored to match the pattern. The rest of the colored ballz are colored with the base color for my merle pattern.



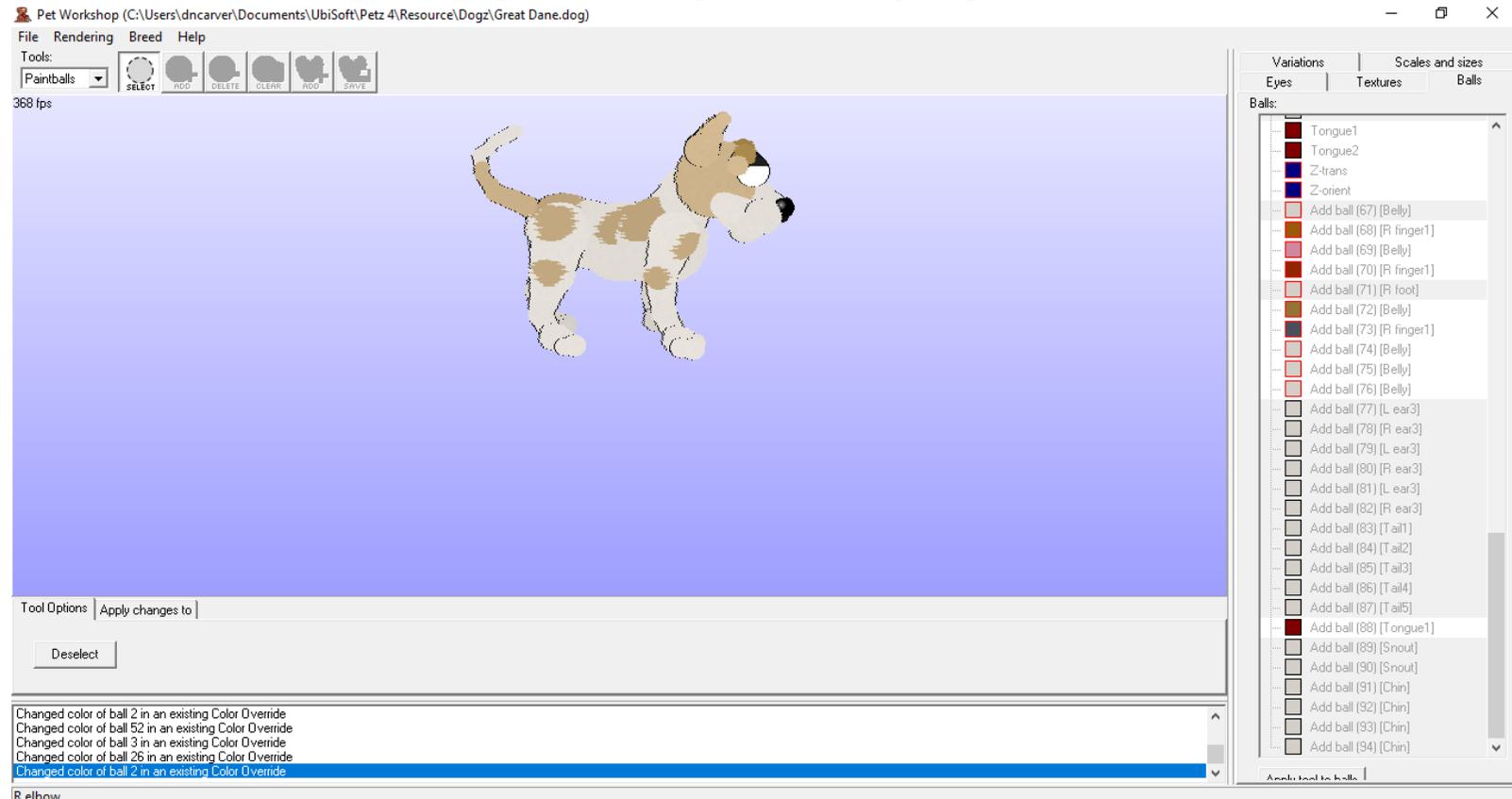
I then move to the paintballz section of the drop down menu. On occasion I do use the lines section but that is rare and will not be covered in this basic tutorial.



The buttons in the paintballz section include the select, which is used to select a ball to place the paintballz on, the add to add paint ballz, the delete to delete paint ballz, and the clear which clears all paint ballz. The add and save with the hearts at the end are to add tatoos and save them. I don't use either of the last two often.



The tool options on the add painballz button let's you select colors for both the paint ball and outline color, the size, fuzz, and outline information. I range ball size generally between 15-50 most of the time. I never do outlinez myself and rare have the fuzz size less than the full 7. I use also add them on top so that they don't get mixed up with the paw padz



When I start on paintballz I start with the big main spots to get the general pattern down.

Pet Workshop (C:\Users\dncarver\Documents\UbiSoft\Petz 4\Resource\Dog2\Great Dane.dog)

File Rendering Breed Help

Tools: Paintballs SELECT ADD DELETE CLEAR RDO SAVE

119 fps



Tool Options Apply changes to

Deselect

Changed color of ball 2 in an existing Color Override  
 Changed color of ball 52 in an existing Color Override  
 Changed color of ball 3 in an existing Color Override  
 Changed color of ball 26 in an existing Color Override  
 Changed color of ball 2 in an existing Color Override

Variations Scales and sizes

Eyes Textures Balls

Balls:

- Tongue1
- Tongue2
- Z-trans
- Z-orient
- Add ball (67) [Belly]
- Add ball (68) [R finger1]
- Add ball (69) [Belly]
- Add ball (70) [R finger1]
- Add ball (71) [R foot]
- Add ball (72) [Belly]
- Add ball (73) [R finger1]
- Add ball (74) [Belly]
- Add ball (75) [Belly]
- Add ball (76) [Belly]
- Add ball (77) [L ear3]
- Add ball (78) [R ear3]
- Add ball (79) [L ear3]
- Add ball (80) [R ear3]
- Add ball (81) [L ear3]
- Add ball (82) [R ear3]
- Add ball (83) [Tail1]
- Add ball (84) [Tail2]
- Add ball (85) [Tail3]
- Add ball (86) [Tail4]
- Add ball (87) [Tail5]
- Add ball (88) [Tongue1]
- Add ball (89) [Snout]
- Add ball (90) [Snout]
- Add ball (91) [Chin]
- Add ball (92) [Chin]
- Add ball (93) [Chin]
- Add ball (94) [Chin]

Apply tool to balls

Neck

Pet Workshop (C:\Users\dncarver\Documents\UbiSoft\Petz 4\Resource\Dog2\Great Dane.dog)

File Rendering Breed Help

Tools: Paintballs SELECT ADD DELETE CLEAR RDO SAVE

124 fps



Tool Options Apply changes to

Deselect

Changed color of ball 2 in an existing Color Override  
 Changed color of ball 52 in an existing Color Override  
 Changed color of ball 3 in an existing Color Override  
 Changed color of ball 26 in an existing Color Override  
 Changed color of ball 2 in an existing Color Override

Variations Scales and sizes

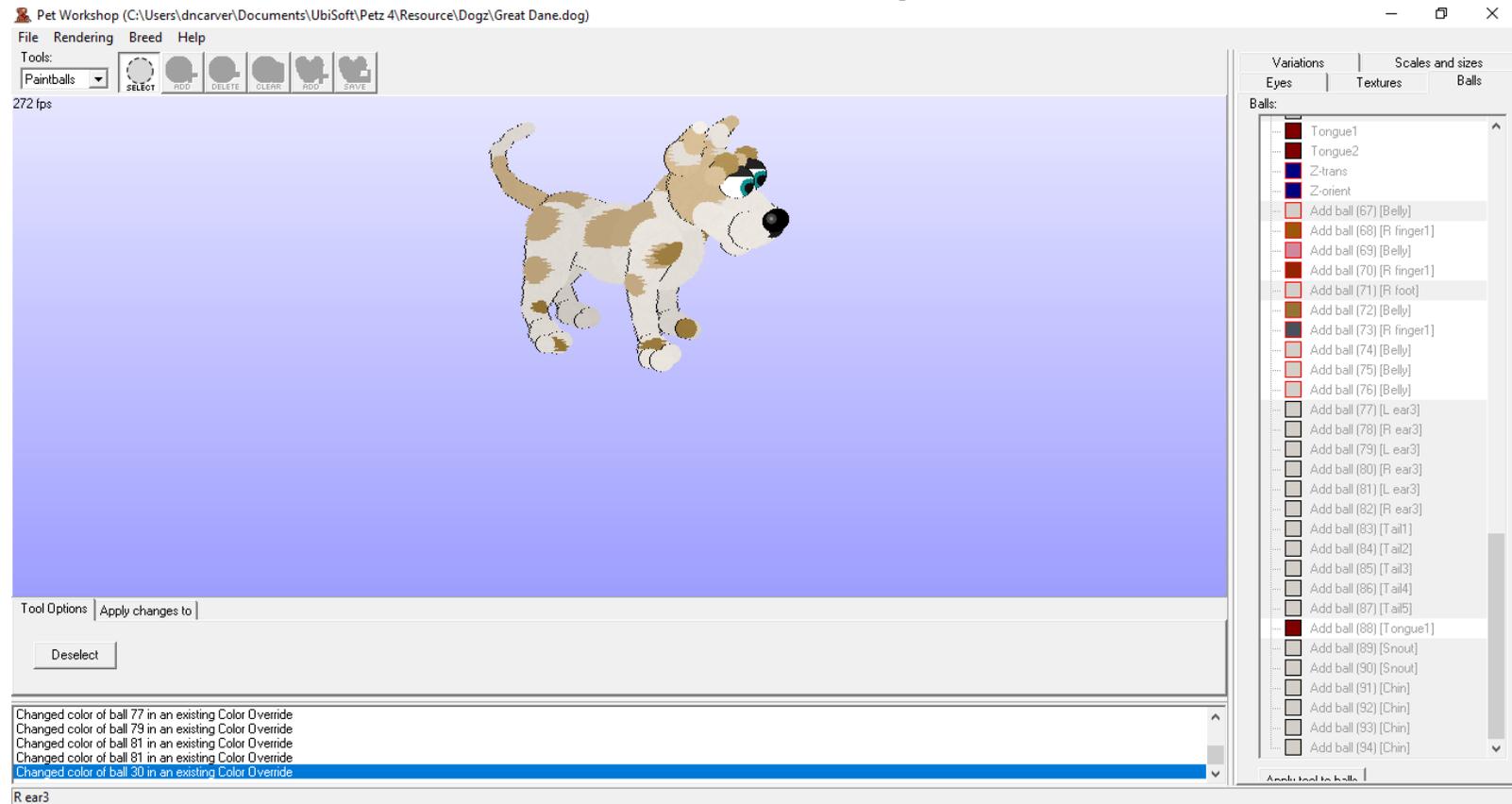
Eyes Textures Balls

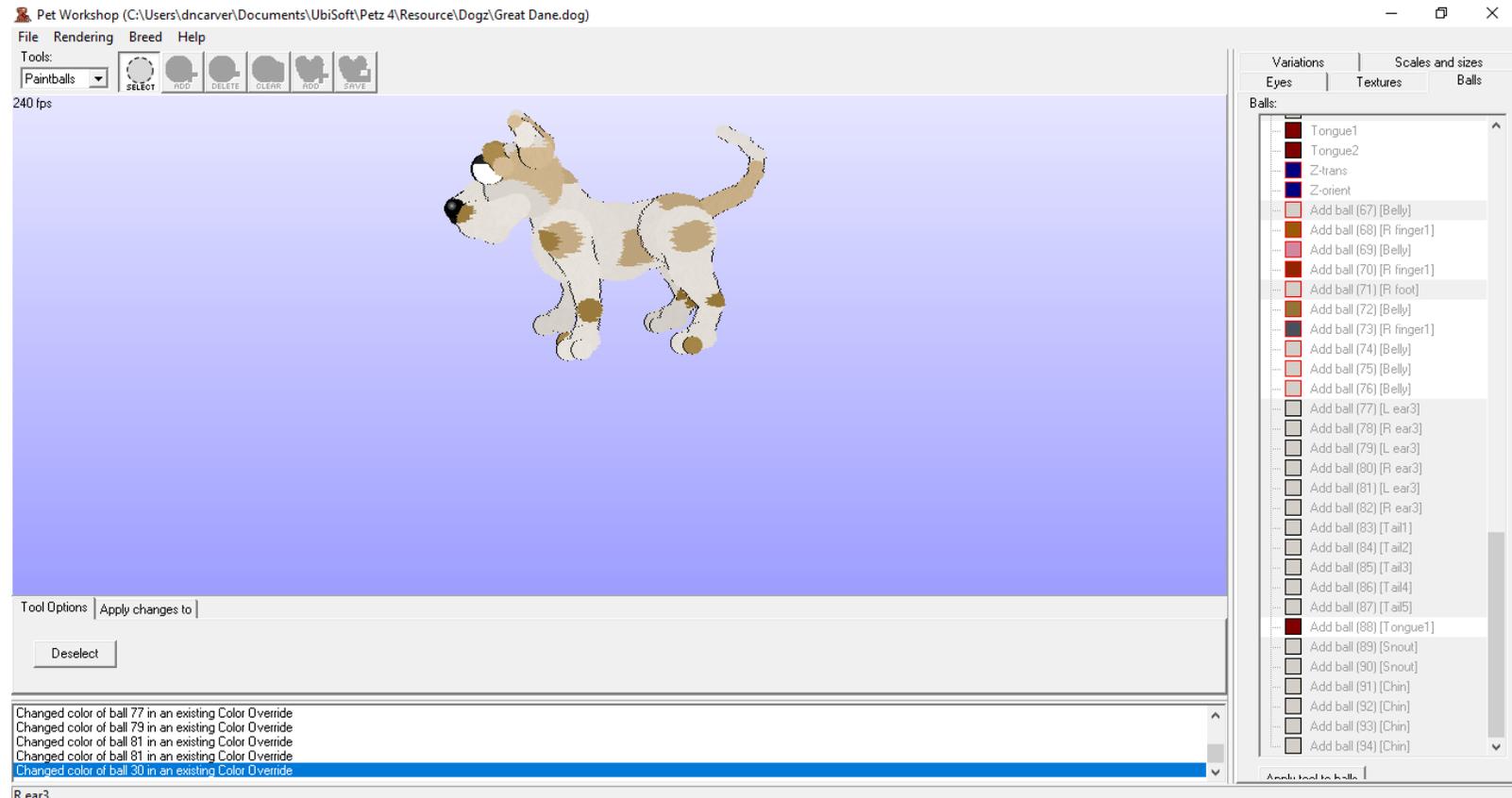
Balls:

- Tongue1
- Tongue2
- Z-trans
- Z-orient
- Add ball (67) [Belly]
- Add ball (68) [R finger1]
- Add ball (69) [Belly]
- Add ball (70) [R finger1]
- Add ball (71) [R foot]
- Add ball (72) [Belly]
- Add ball (73) [R finger1]
- Add ball (74) [Belly]
- Add ball (75) [Belly]
- Add ball (76) [Belly]
- Add ball (77) [L ear3]
- Add ball (78) [R ear3]
- Add ball (79) [L ear3]
- Add ball (80) [R ear3]
- Add ball (81) [L ear3]
- Add ball (82) [R ear3]
- Add ball (83) [Tail1]
- Add ball (84) [Tail2]
- Add ball (85) [Tail3]
- Add ball (86) [Tail4]
- Add ball (87) [Tail5]
- Add ball (88) [Tongue1]
- Add ball (89) [Snout]
- Add ball (90) [Snout]
- Add ball (91) [Chin]
- Add ball (92) [Chin]
- Add ball (93) [Chin]
- Add ball (94) [Chin]

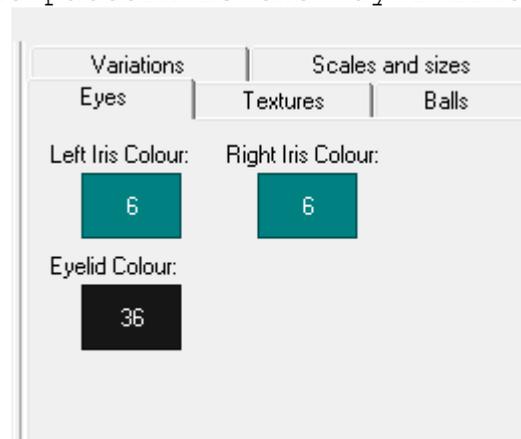
Apply tool to balls

Next I do what I call detail paint ballz. These include paintballz related to the patterns like the tan patterns that would go on top of the merle as well as details for the white markings.

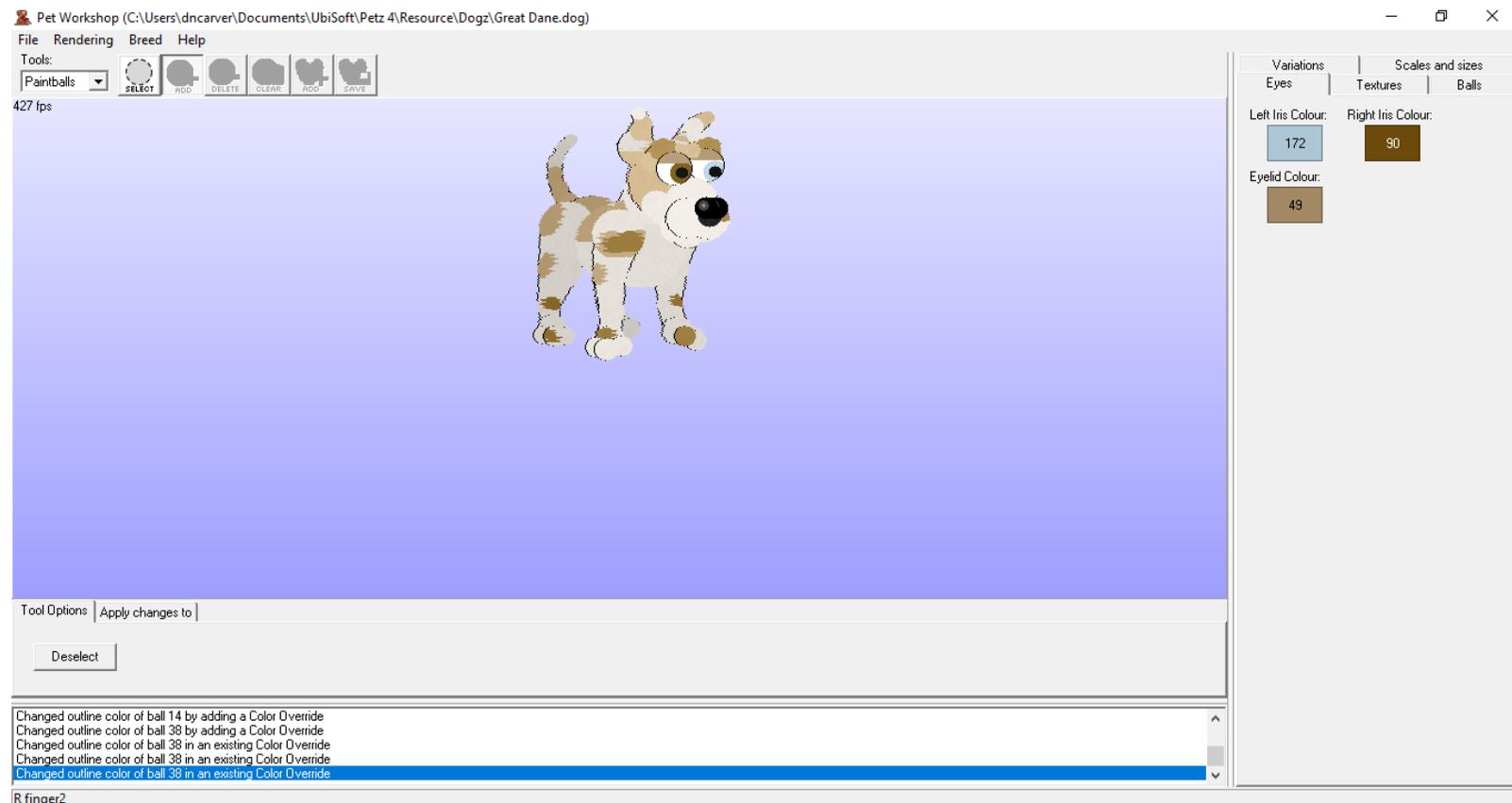




I then bounce back and forth between the painballz and ballz drop downs to continue with details. I will color small ballz, add more paintballz details, until the pattern is the way I like it.

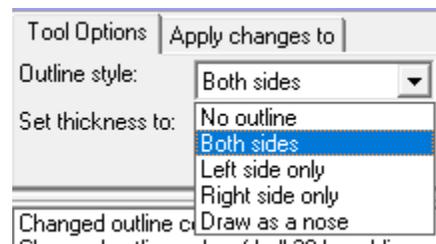


Once I'm satisfied with my details I then select the eyes tab. Here you can select colors for both eyes and the eye lid colors

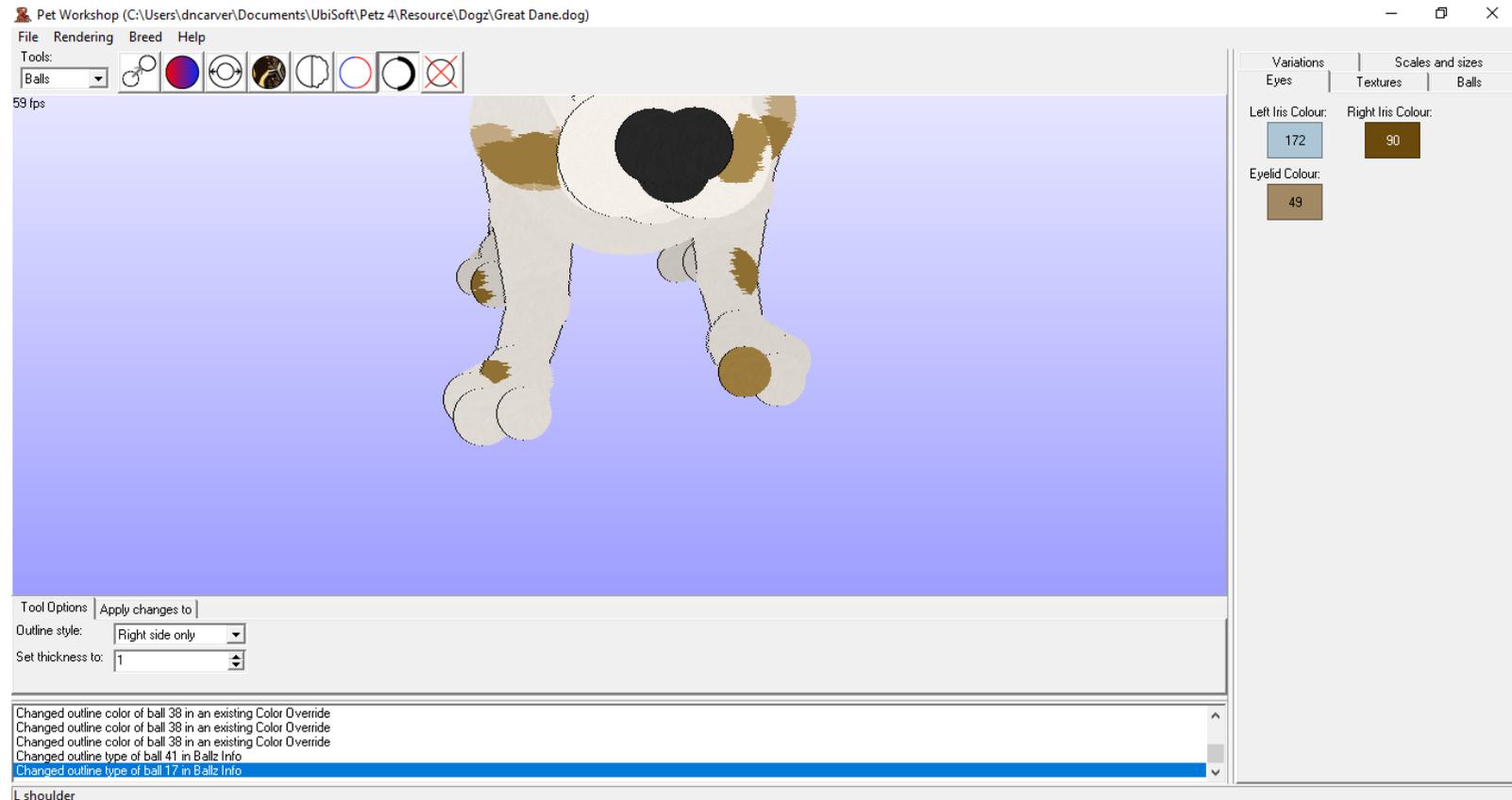


I always select the darkest color possible for the eyelid color. If it's black I do 39, tan 109, ect.

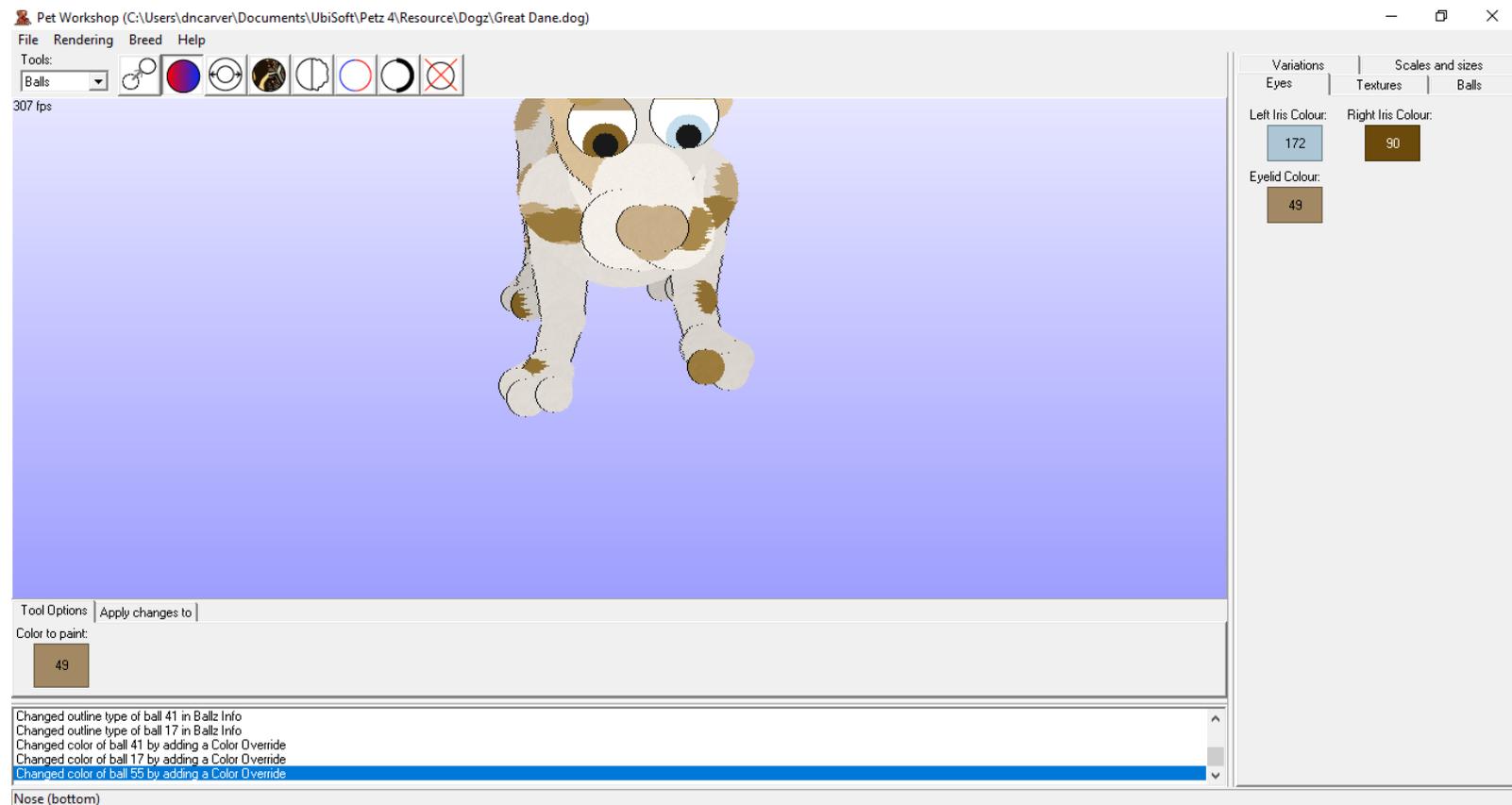
**IF YOU ARE KEEPING THE NOSE AS IS YOU CAN SKIP TO THE TEXTURE STEPS**



Under the outline thickness tab, in tool options is a drop down menu.

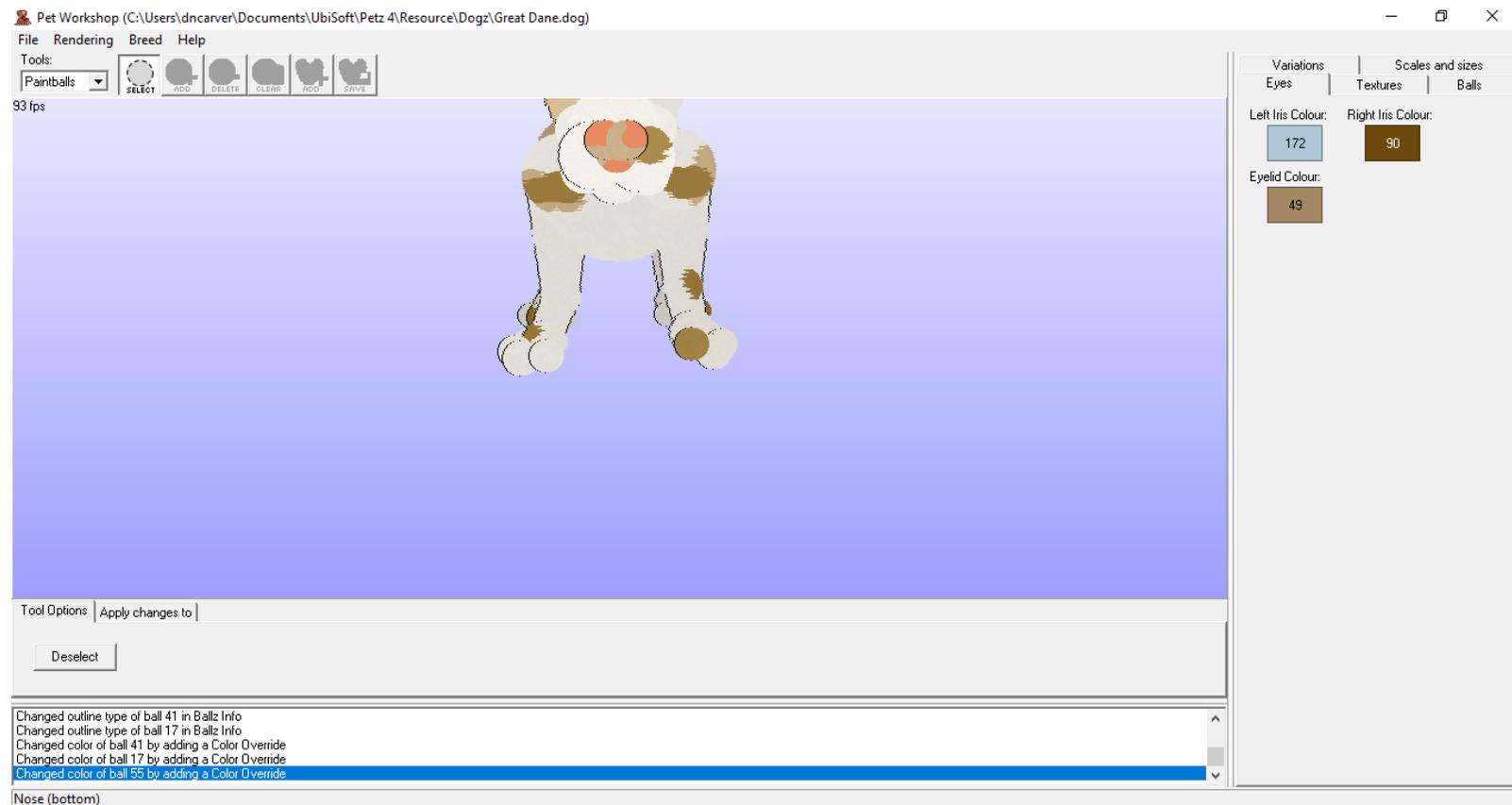


Using the drop down menu I select "Left side only" and click on the left nostril, I then select "Right Side only" and click the right nostril. If you are hexing a Cat you do not have to do this step! Catz nose ballz are already ready to be colored.

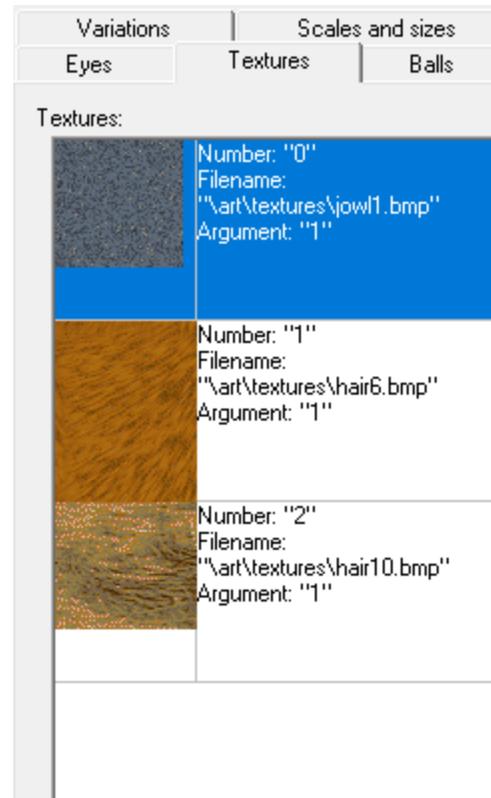


Nose (bottom)

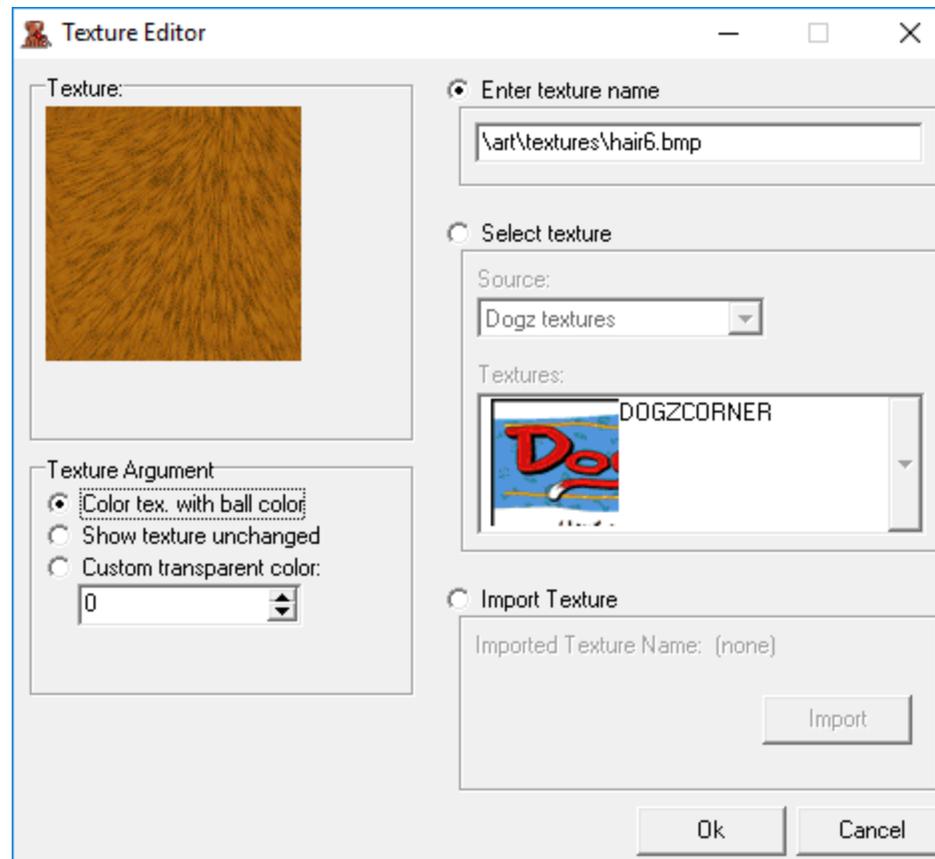
You can then color the nose like any other ball. You can add nose shines now however I prefer to add them in LNZPro.



At this point if you're doing a multi color nose use paintballz. This is the only time I have 0 fuzz on most paintballz.

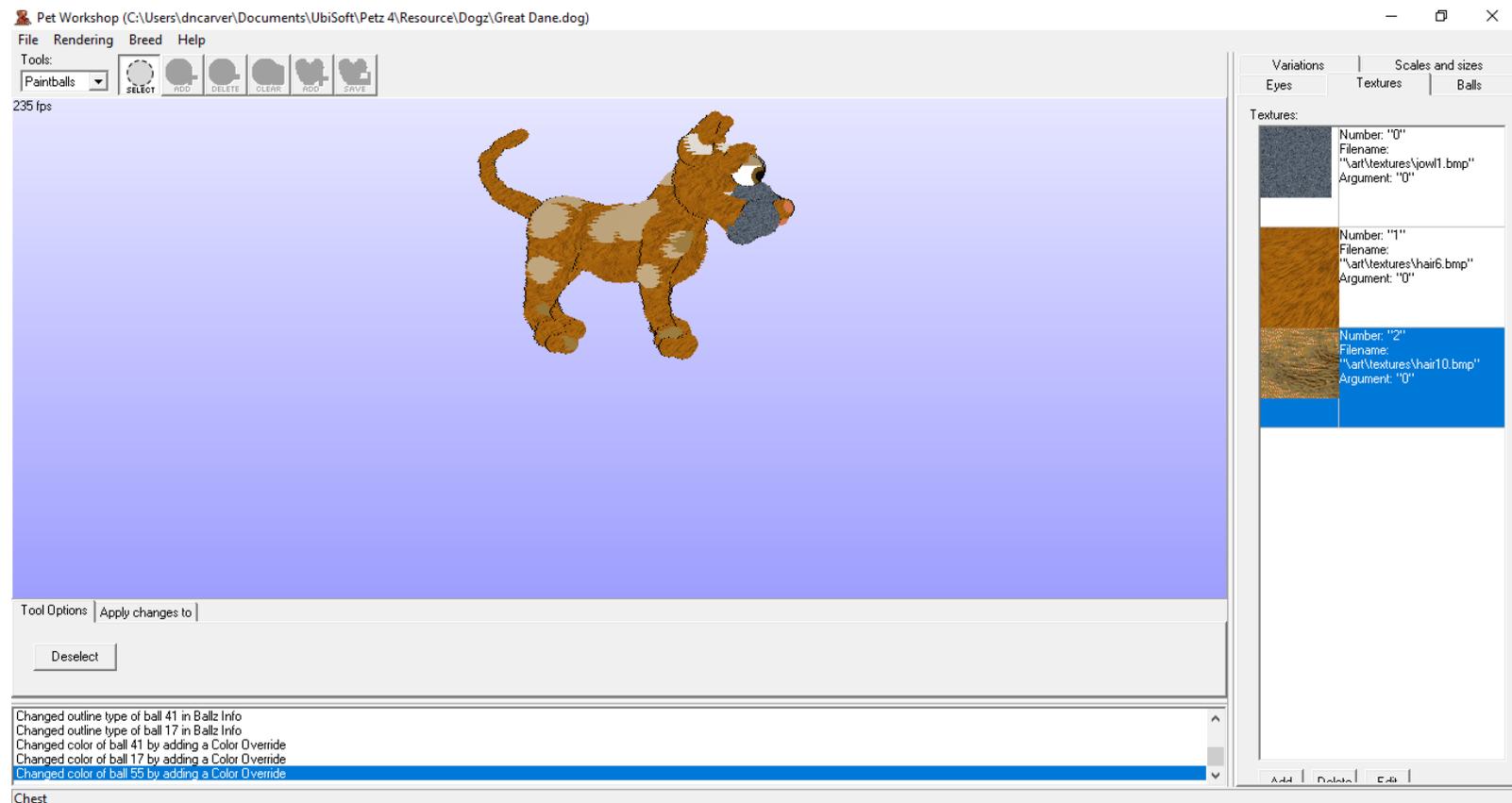


Next I move onto texture work. In the texture tab I double click on all the textures

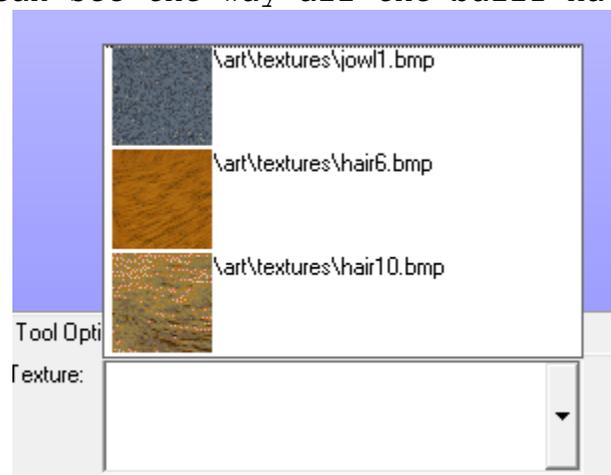


I then select "Show texture unchanged" instead of the "color tex. With ball color"

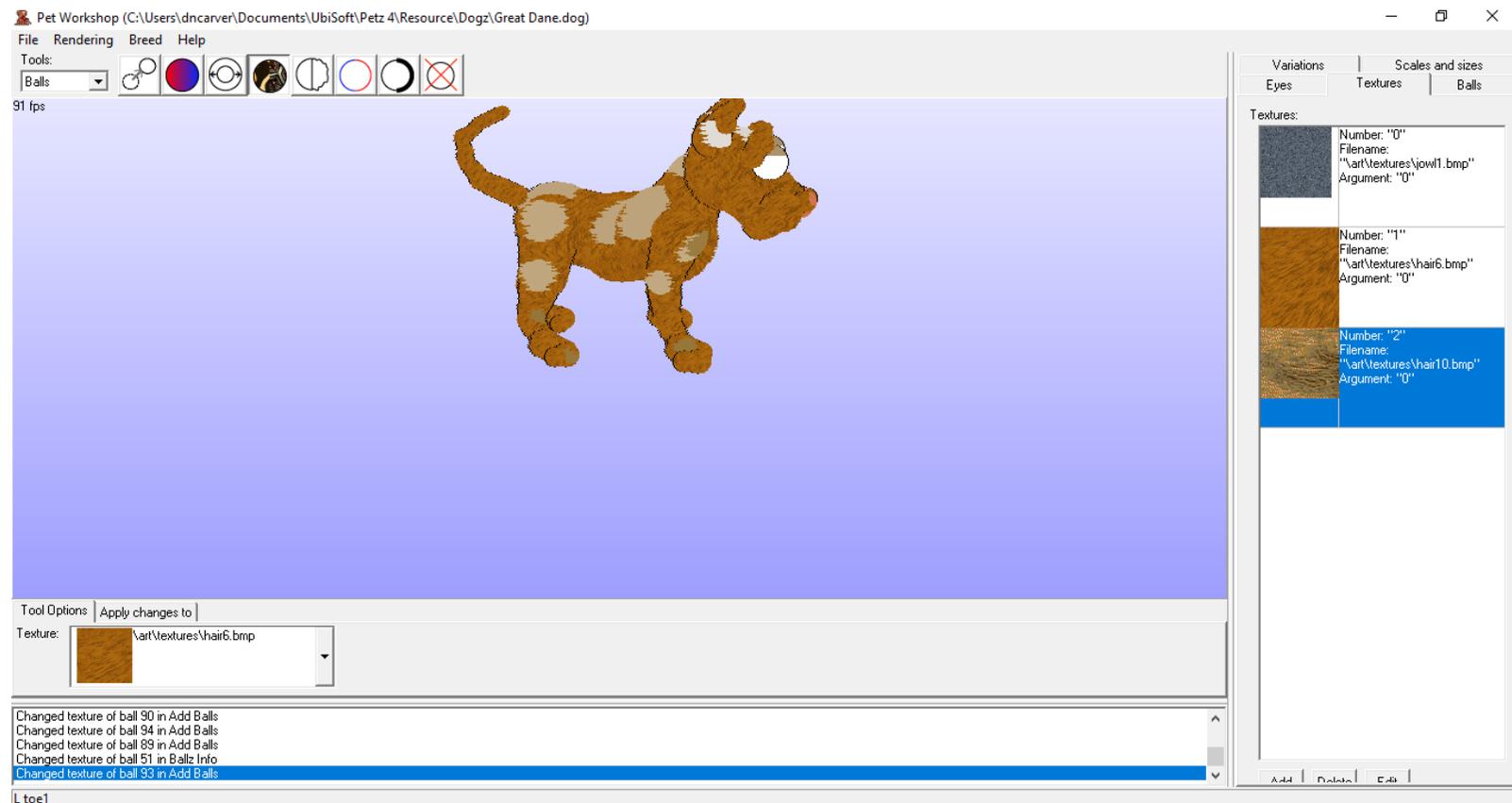
PW Messes up textures. **NEVER** import textures into PW



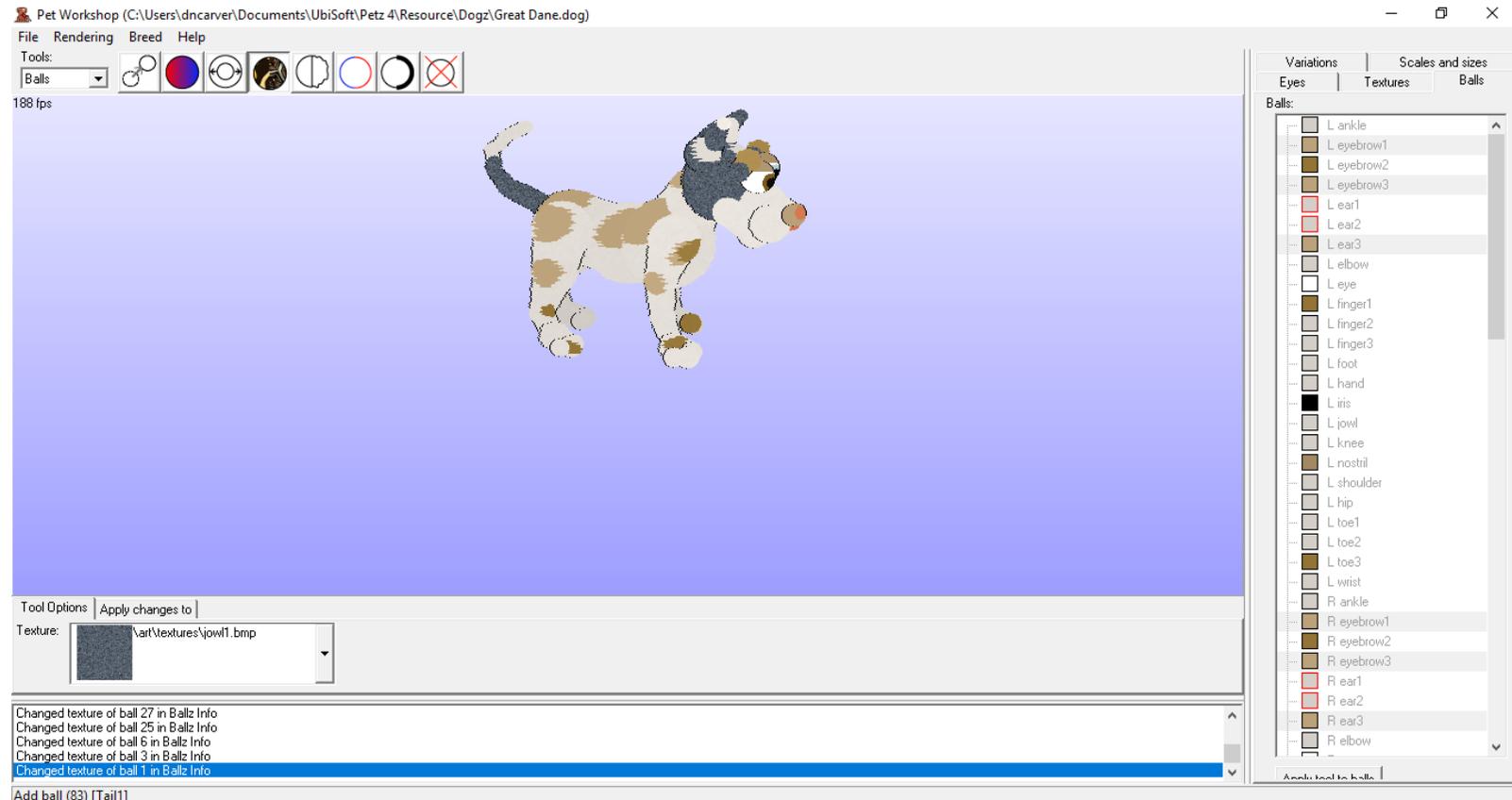
This way I can see the way all the ballz have a texture.



Using the drop down menu for the texture list under the texture ball button I can select whatever texture I want.

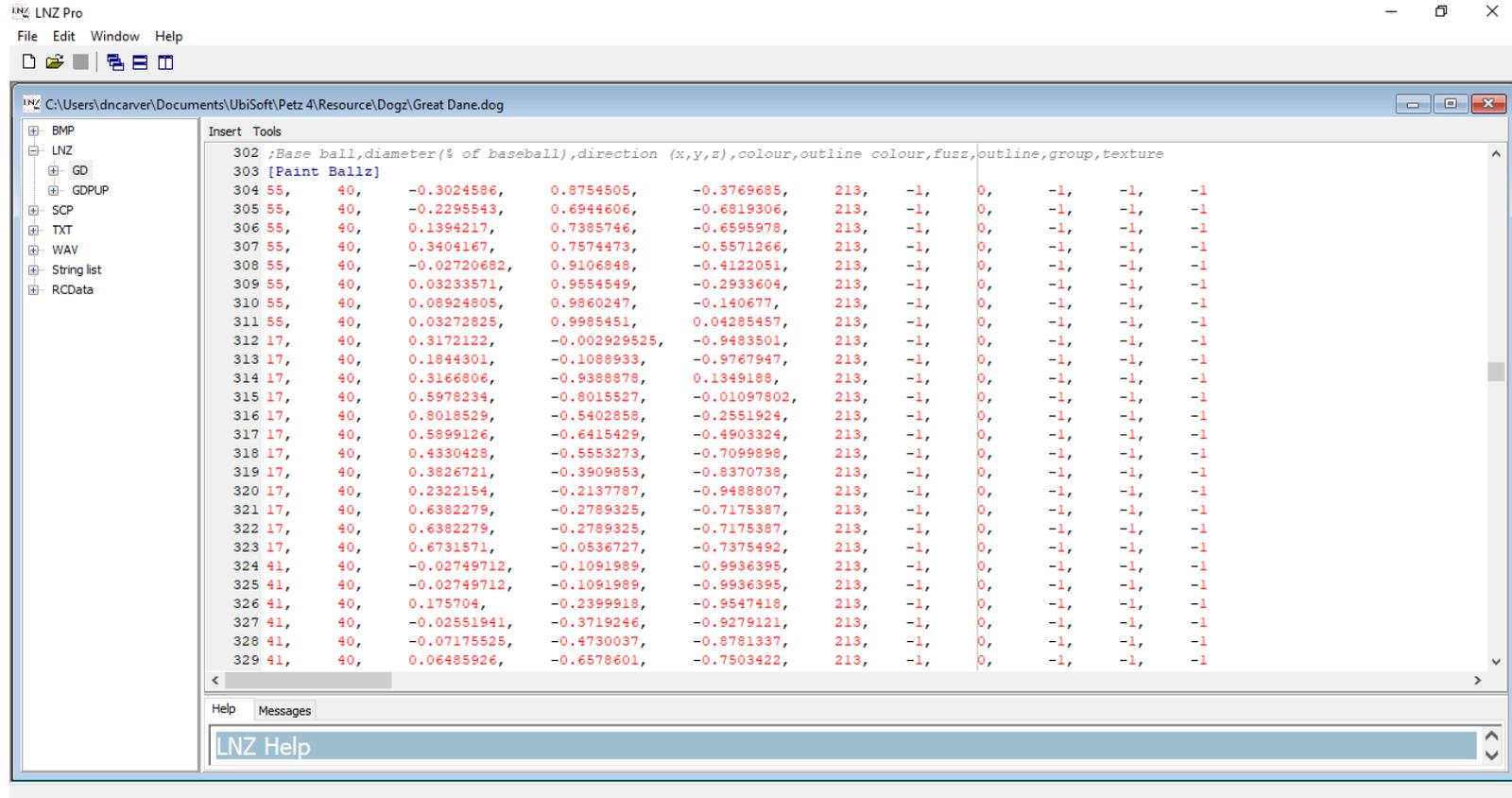


I always start with the texture that will be covering the most. A "Base texture". In this case I will use the middle texture because it covers the most of the dog. I can then switch the base texture back to "color tex. With ball color"

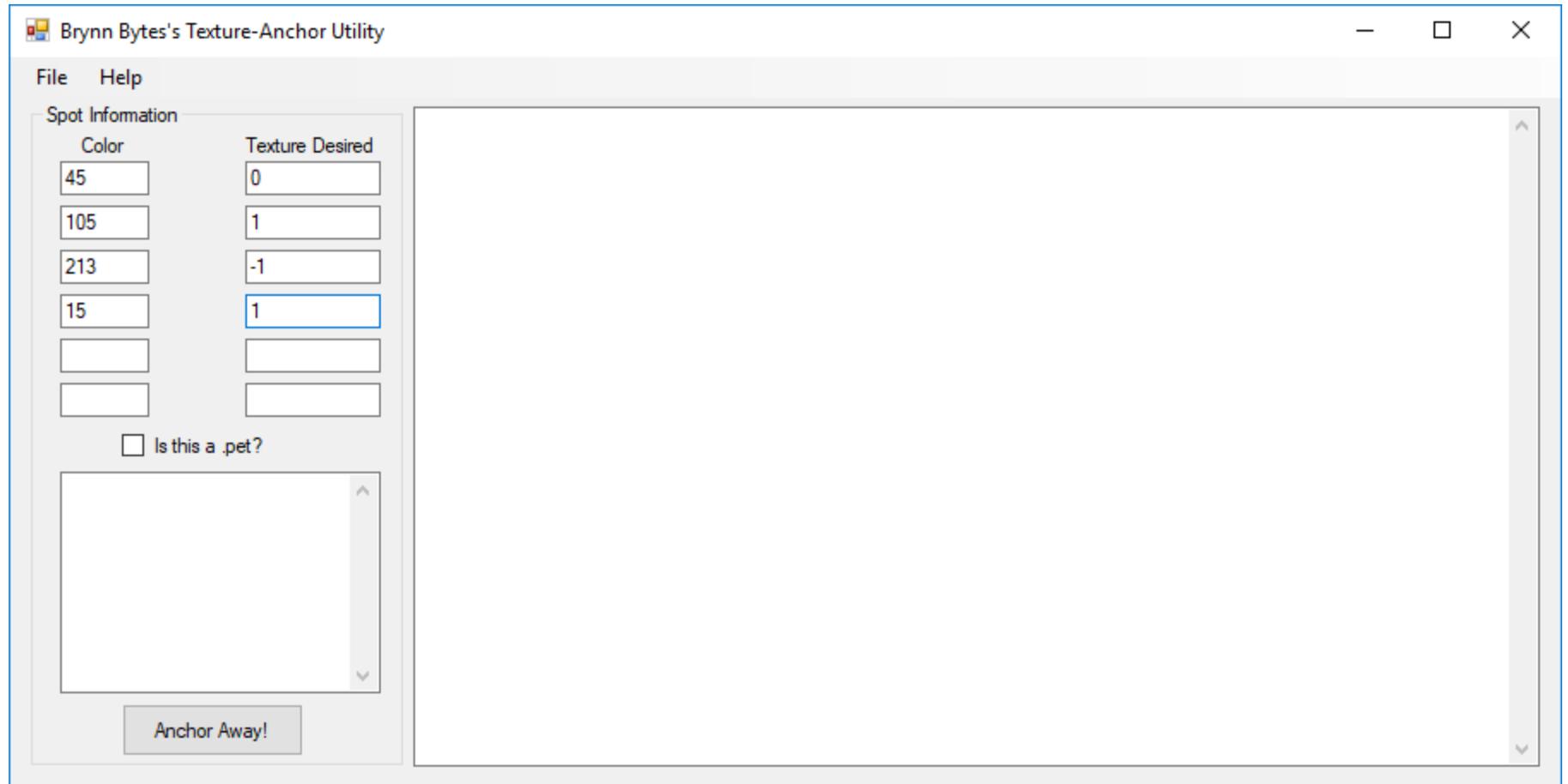


I then do my secondary texture. In this case it will be my merle texture. Going into the balls tab I select all balls of the color I need that texture added to. Since my nose ballz are a similar color I'm careful not to select them. If I had more textures I needed to add for whatever reason I would add more textures and repeat the process.

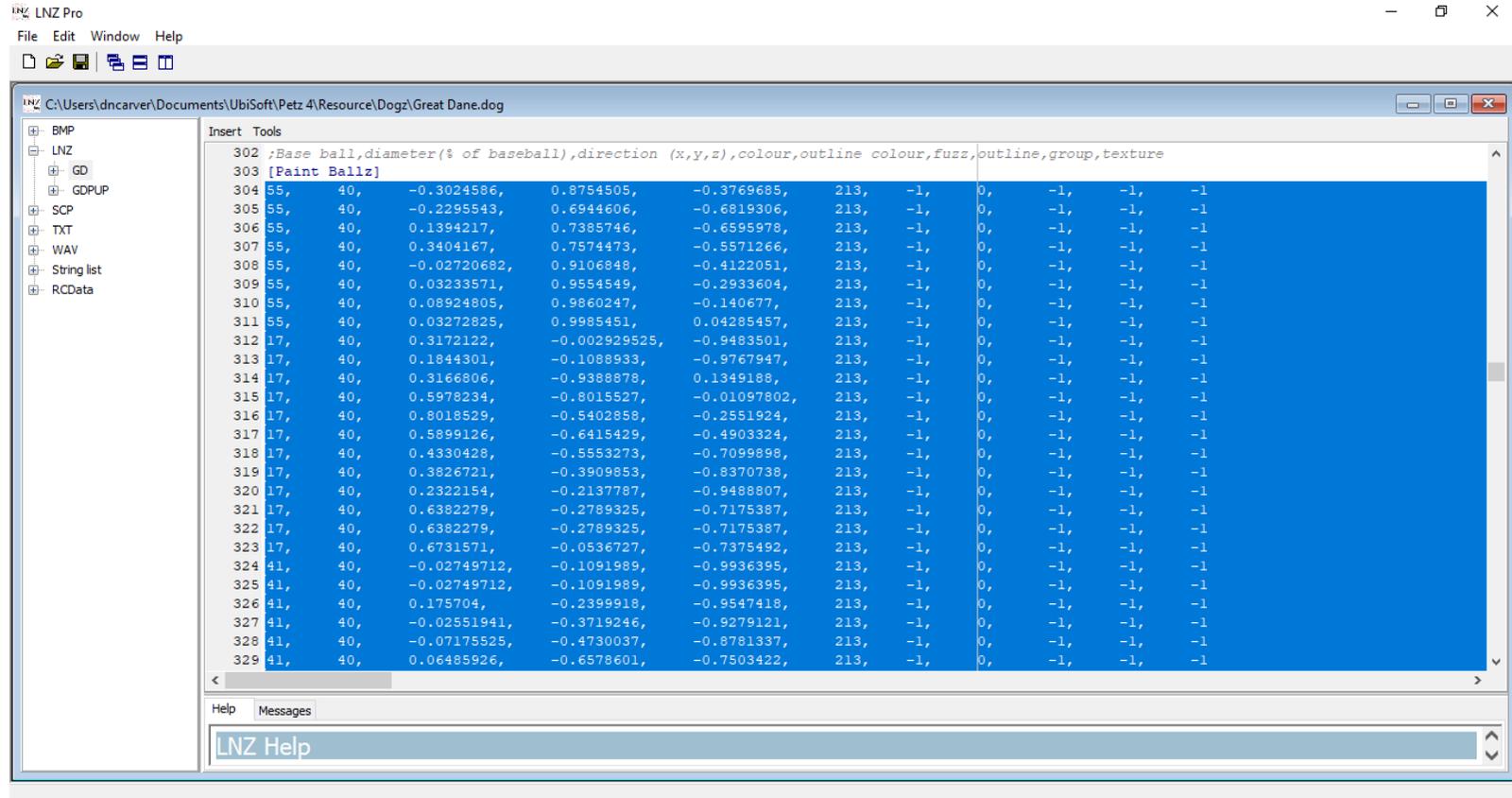
At this point go to file and save the file! Ctrl+S doesn't work in PW all the time. We will be moving back to LNZPro. Once you have saved go ahead and close PW.



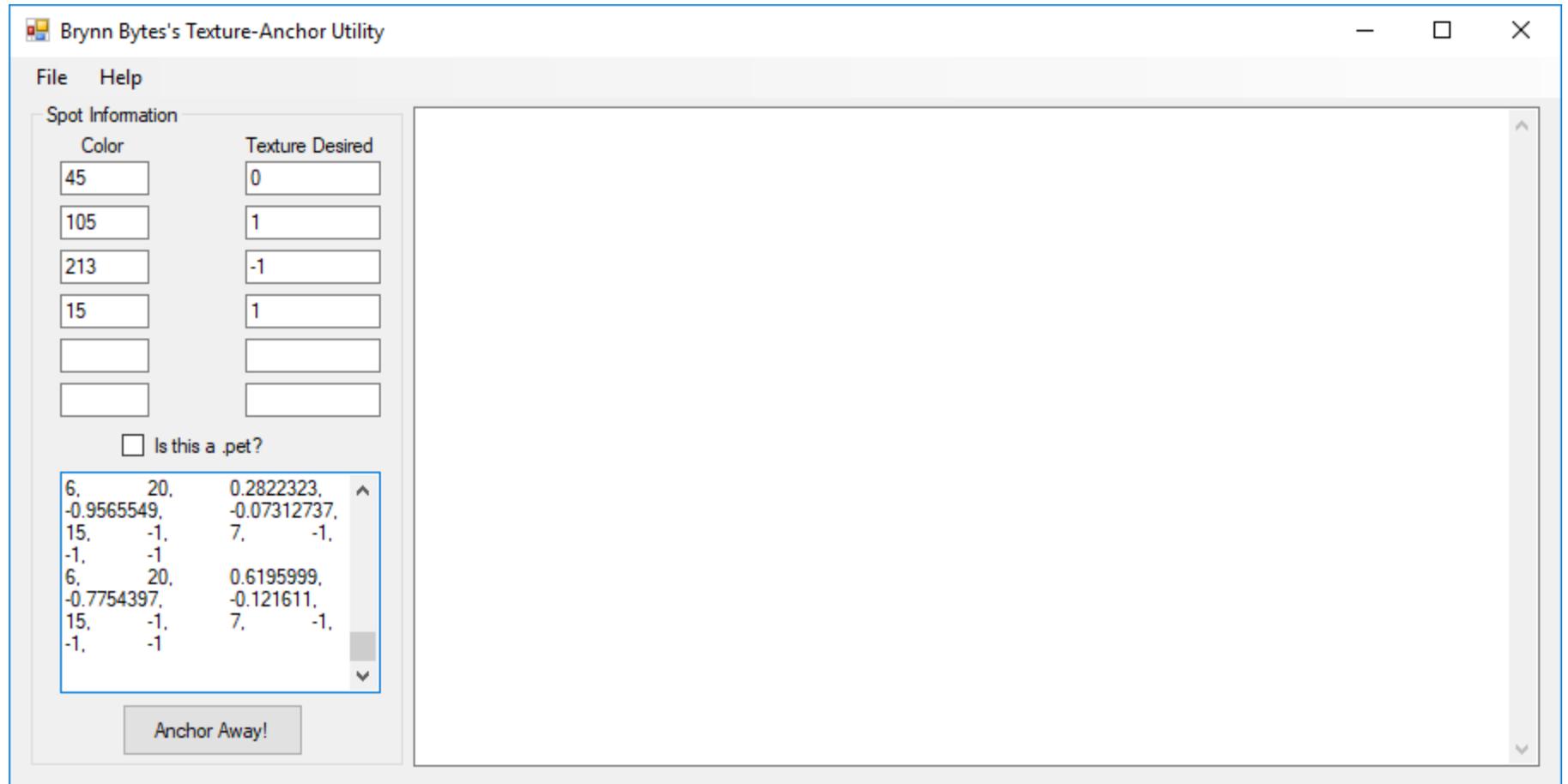
We are going to anchor and texture the paint ballz. You could go through by hand, at the end of every line add "(texture number), 0" but sometimes you have a lot of paint ballz. And it is time consuming. I recommend using the texture utility.



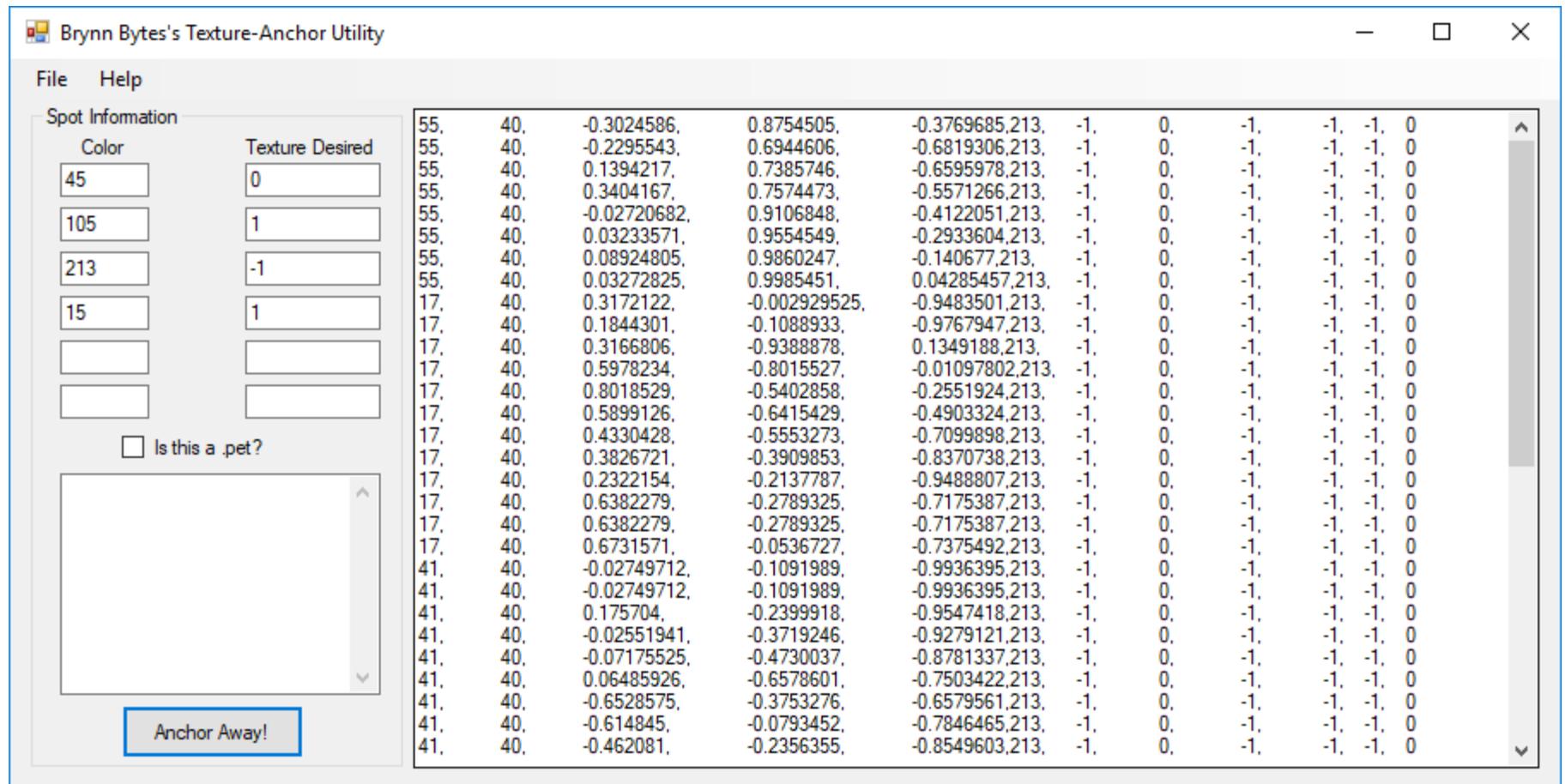
Remember the first texture in your list is "0" and from there it goes up by 1. So my merle texture is "0". All my other textures were 1. Except on my nose ballz. I chose to have them be "-1" because I want them to have 0 textures.



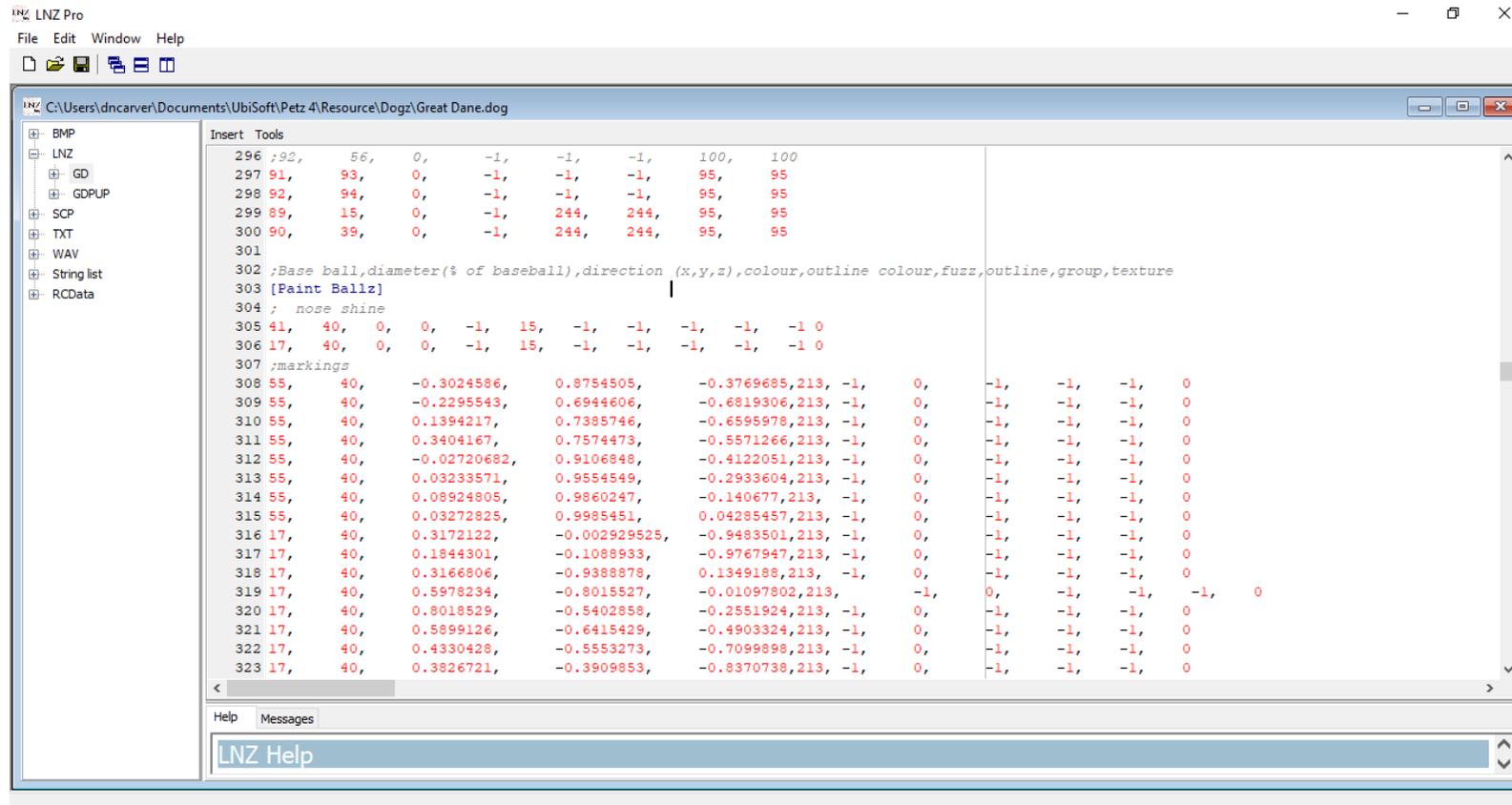
Select some of your paintballz, and cut them out. I do mine in small sections. It's a very high number but there is a limit to how many paintballz this tool will anchor.



Paste your paintballz in the tinny box, then hit "anchor away!"



Rinse and repeat until all but your petz paw pads have been textured and pasted back.



Above your anchored paint ballz you can add your nose shine if you changed the ball color. I prefer separating them from the other paint ballz. You do this by using a ; followed by whatever text you want. The semi-colon tells the game that this isn't code but note.

The code for the nose shine I recommend is

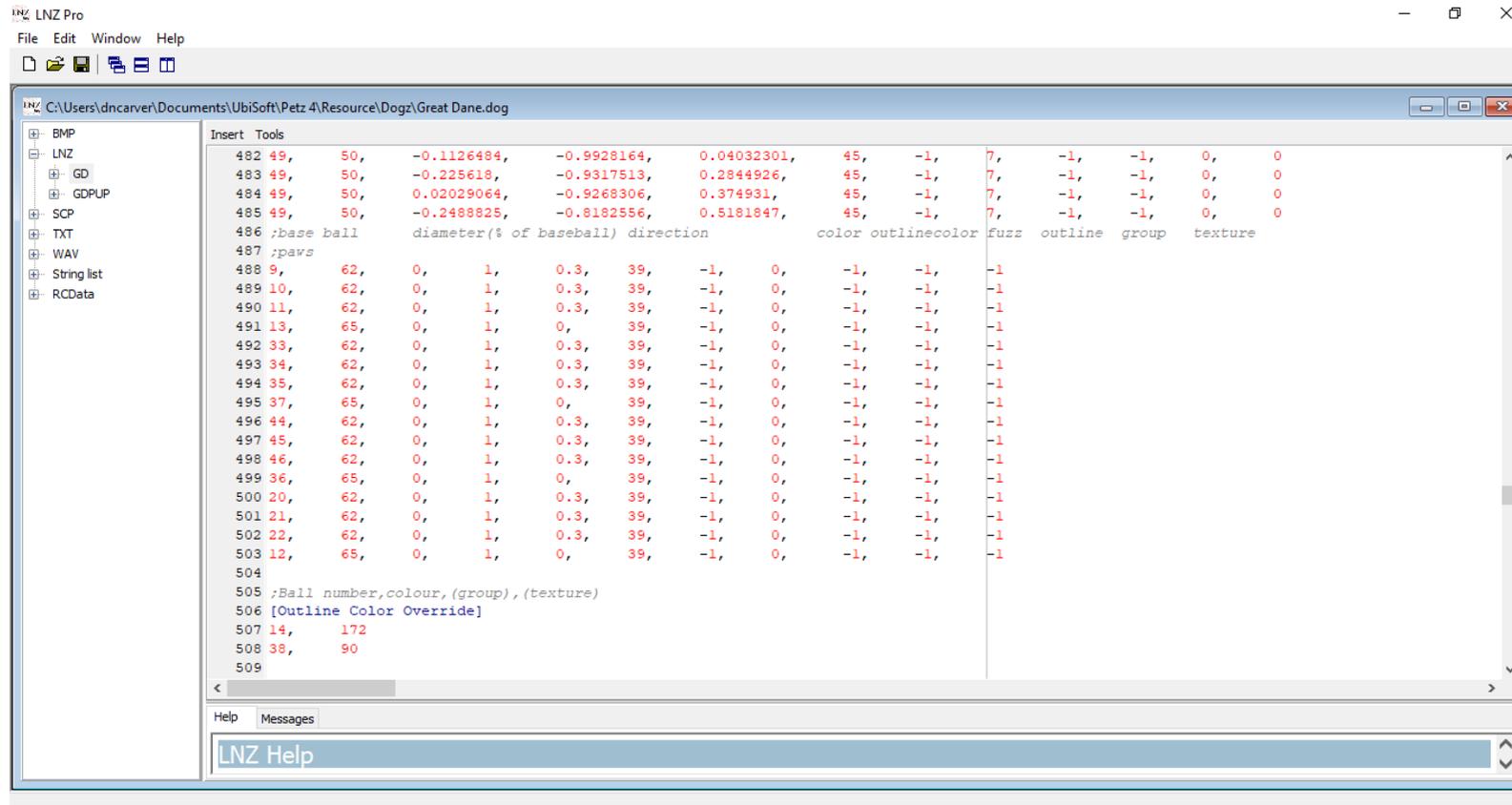
```

41, 40, 0, 0, -1, 15, -1, -1, -1, -1, -1, 0
17, 40, 0, 0, -1, 15, -1, -1, -1, -1, -1, 0

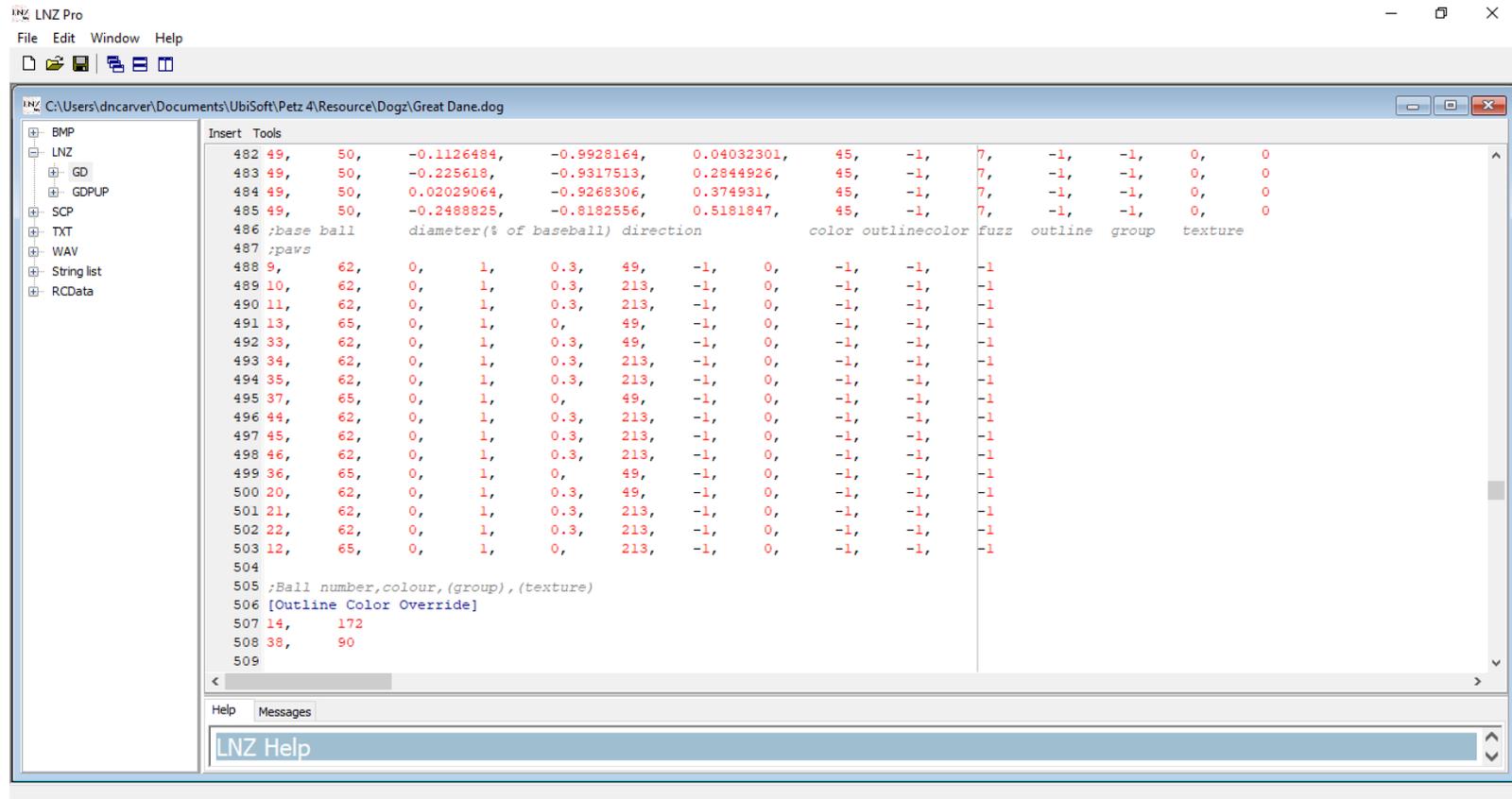
```

It takes out the guess work of hand placing the paint ballz. Again the texture -1 and the paint ballz are anchored.

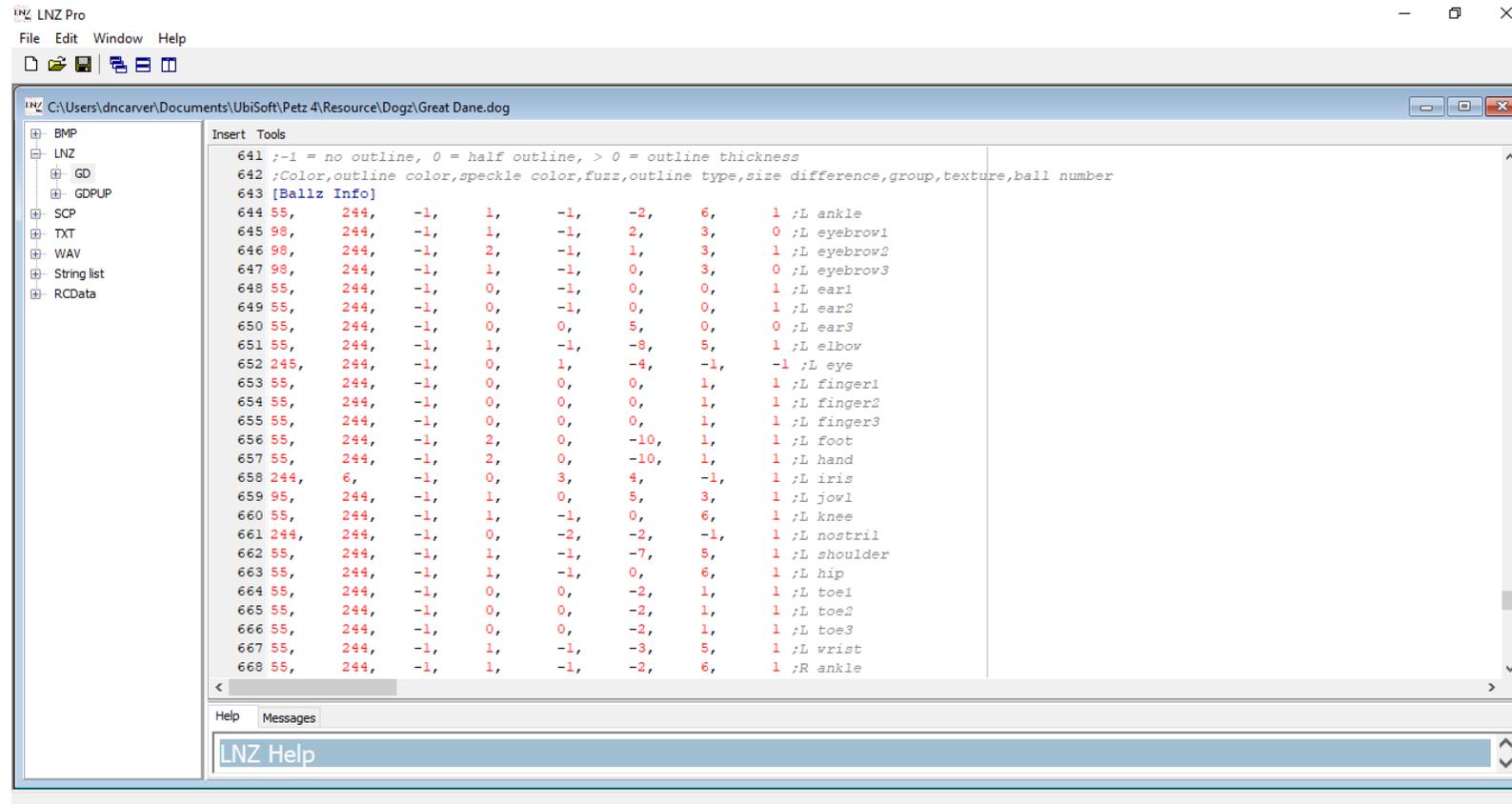
Please note most catz do not have nose shines, in PKC nose shines are not accepted on catz.



To change the color of the paw pads scrow down to where it says ;paws. Most of the OBs have this section marked. These should be the only paint ballz not anchored.



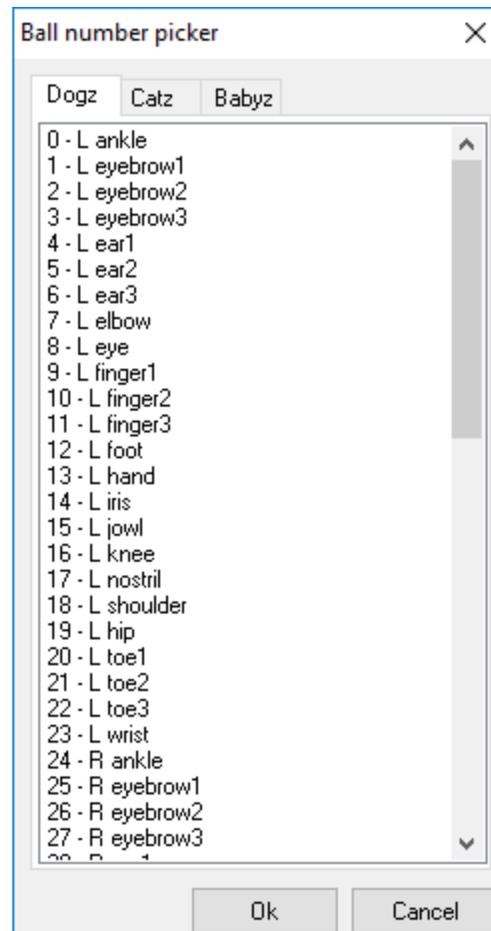
I like to make mine match my nose. In this case I chose to randomly assign one of the two colors from the nose.

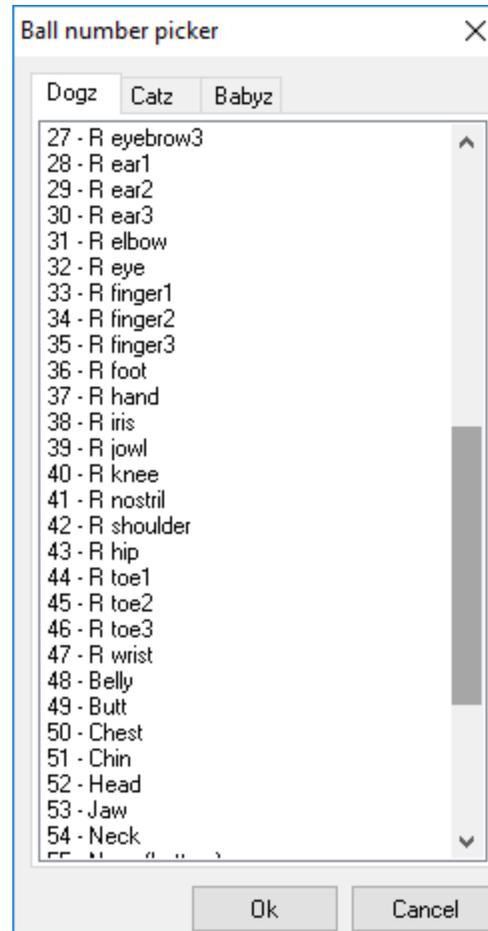


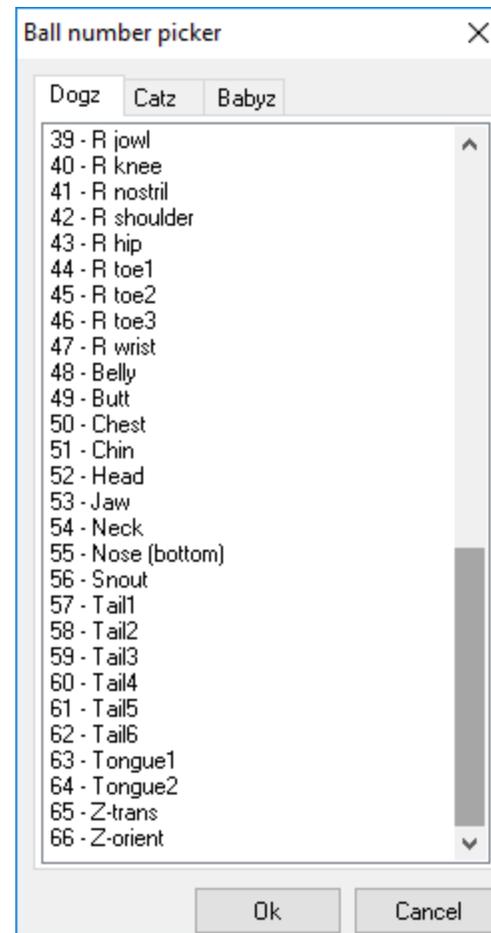
Moving to the ballz info, if you changed the color of your nose, you will need to change the texture of the ballz.

Most OBs will have notes at the end of the lines telling you what the ball is but in case it doesn't here are the ball number lists for dogz and catz, please remember the first ball is number 0. Each line is a new ball and therefore a new number.

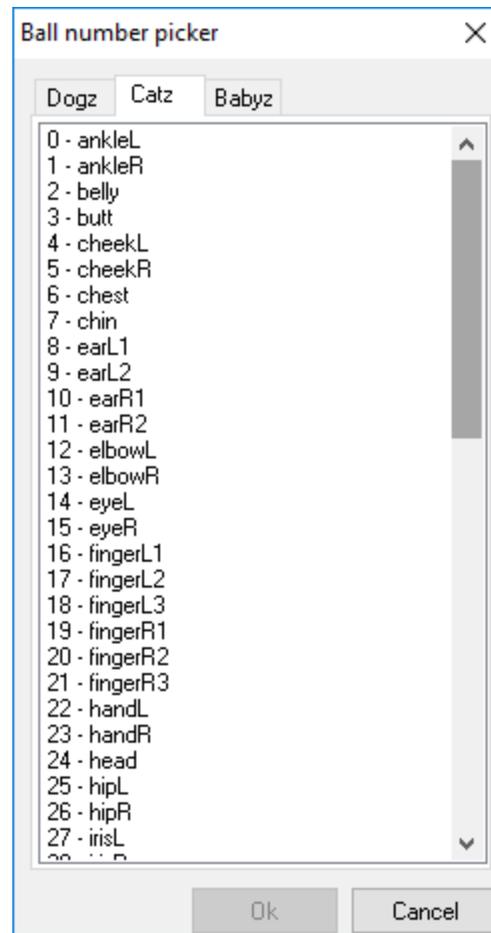
DOGZ

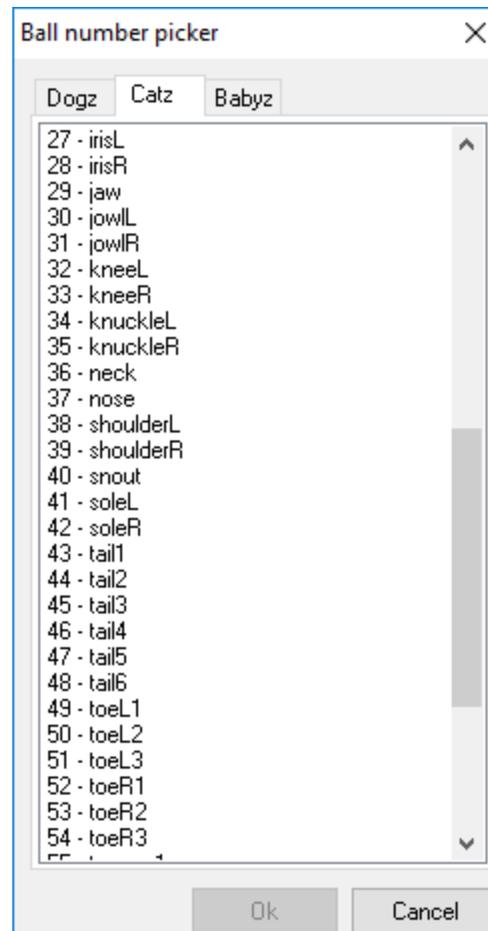


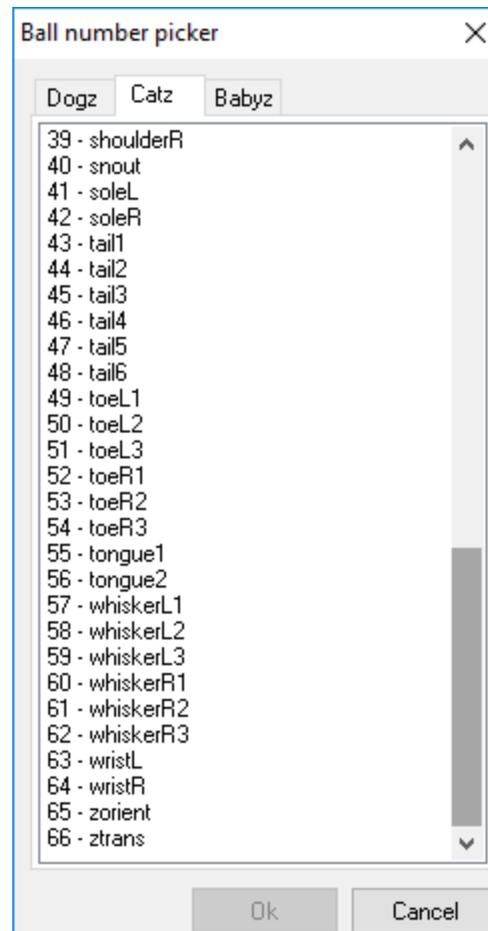


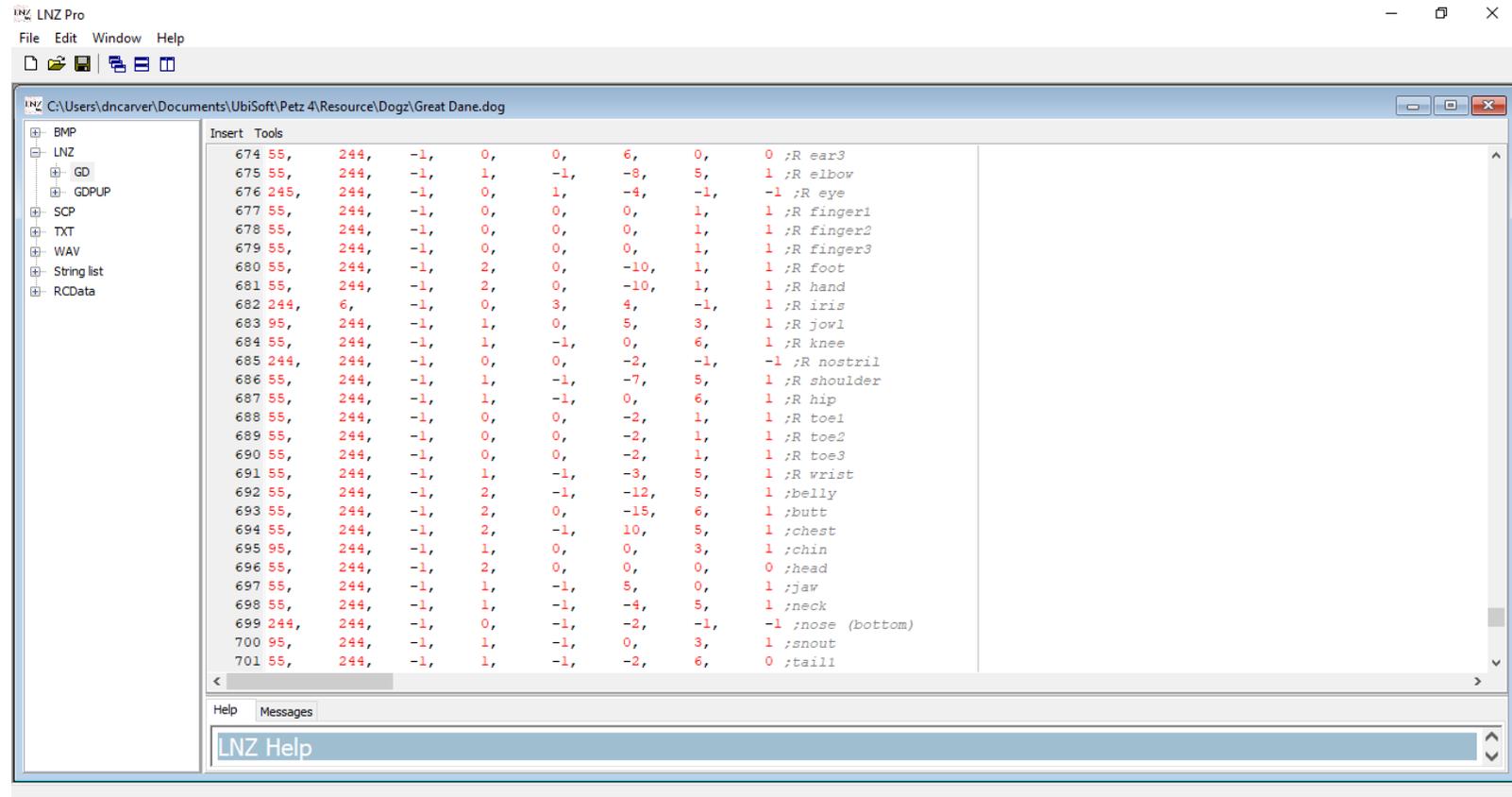


CATZ

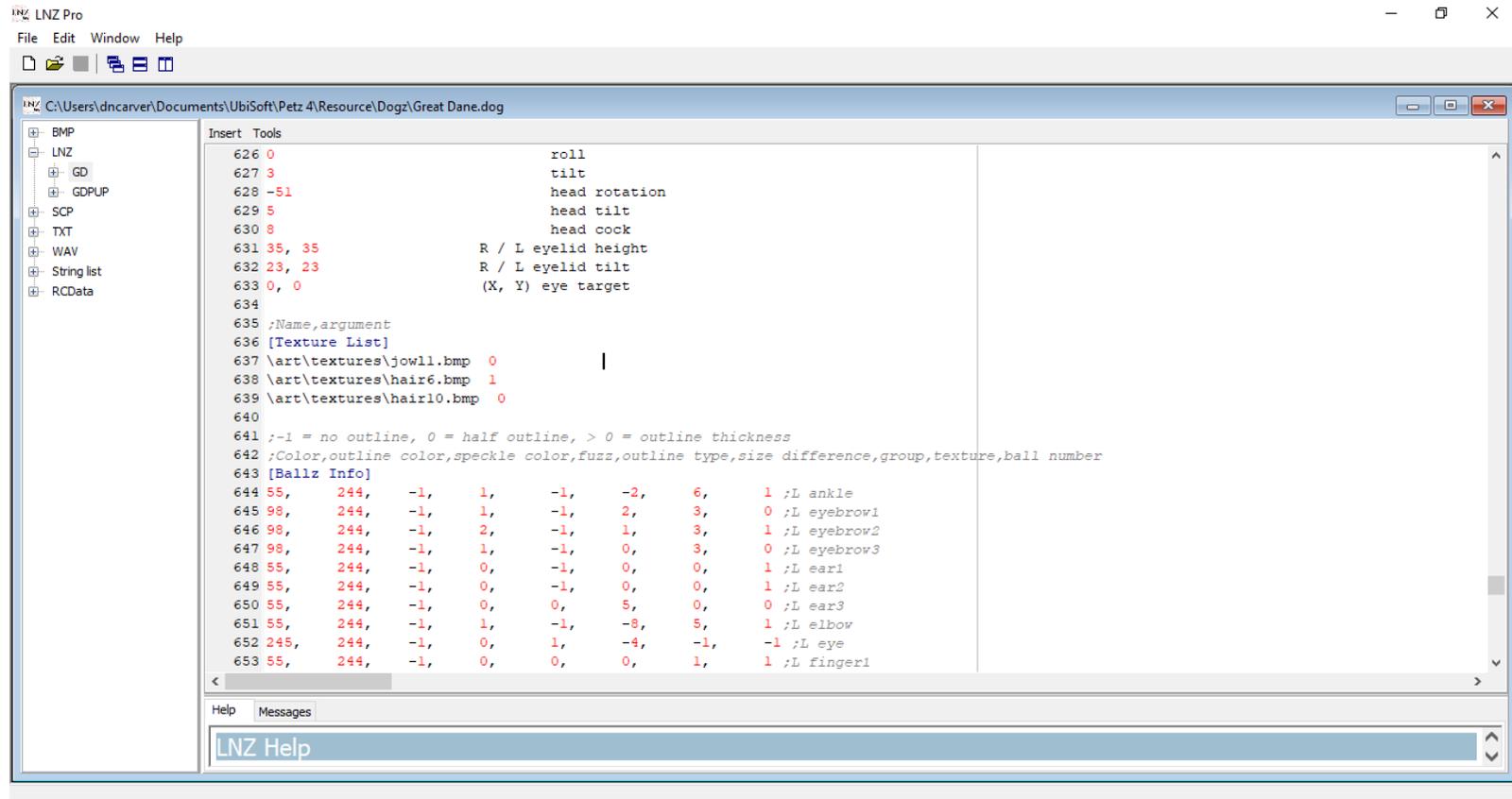




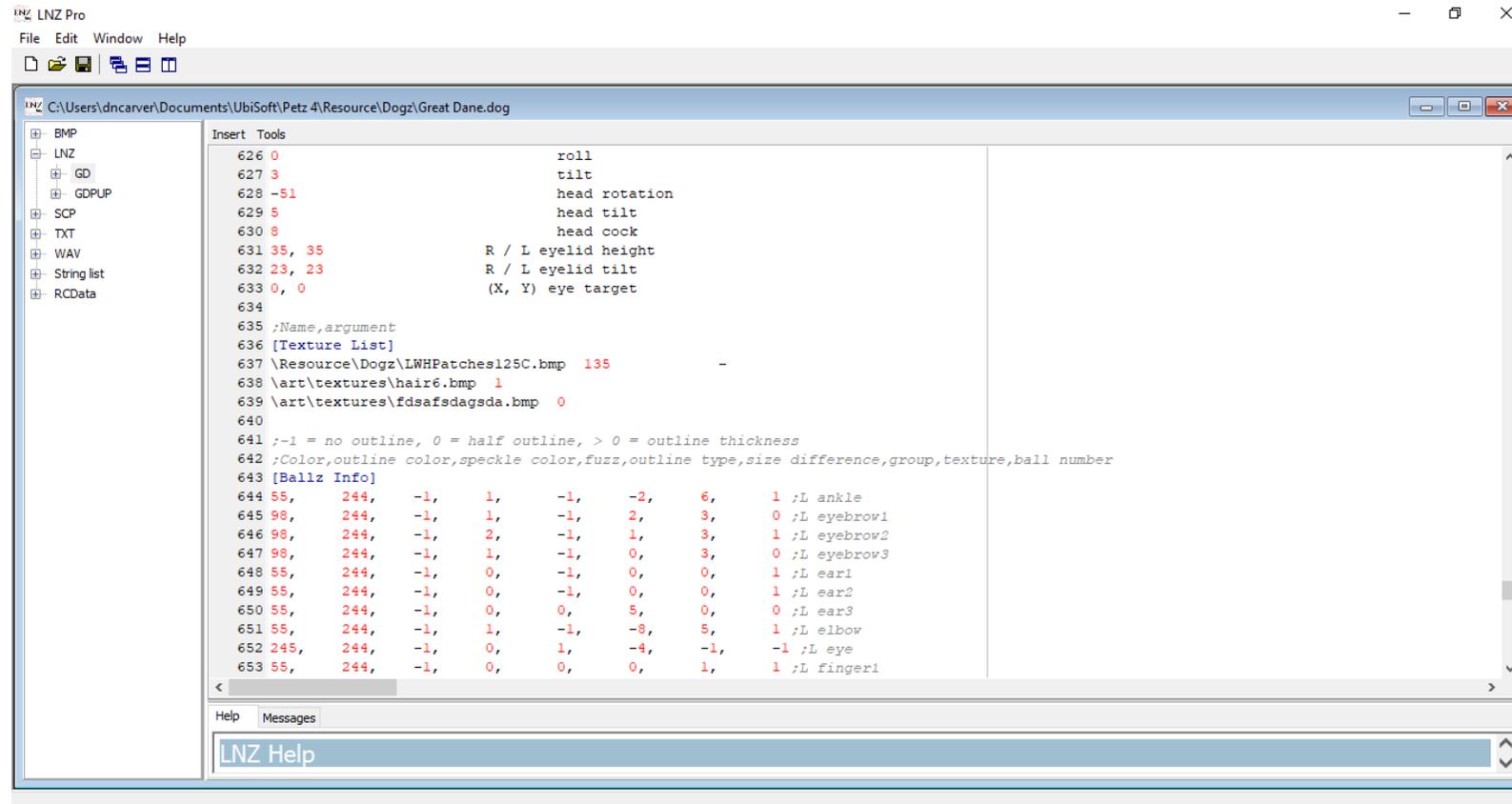




You will change the last number in the line from whatever it is to -1. For dogz the ballz will be 17 - L nostril, 41 - R nostril, 55 - Nose (bottom) and for catz it will be ball 37 - nose.



Now to add textures go to [Texture List]



The number after the texture is the transparency. 1 means the texture will appear with the ball color. Like how a calico has multiple colors but they are all the same or at least similar textures. If there is a 0 the texture appears unchanged, think of the Honeybear and Desert Lynx files. Various textures use various transparencies. A transparency is the color that shows the ball color through it like a 1.

If you need to take the file(or any file) into PW that has external textures I recommend just changing them to read like the bottom texture in this list. This will prevent PW from corrupting the external textures.

Save your changes then open your game and bring out a pet from the adoption center from your selected breed!

