Tutorial 1: Building a Boxer

I'm at the point now that I'll create a new character for one of two reasons: Either to flesh out the background and story for one of my existing characters, or to make use of a new figure or hairstyle released by DAZ3D.com.

In the case of Wendy "The Whip" Walters, however, both reasons turned out to apply.

On the technical side, DAZ3D had just released their newest figure, Lilith 7. Each figure is unique in how it's designed, and using those figures as a starting point is how I get such a variety of bodies for my fighters. The Lilith figure is the pale, voluptuous type; Released just in time for someone looking to create a curvy witch for Halloween. For my purposes, pale and curvy would work nicely.

Now, on the story side, I've been asking myself this question: Who did _____ beat to become champ? Asking that question about the current champion, Mariana Bautista, led me to create Gwen Carmichael. Then I started serializing a story about Gwen in her prime, and I wondered: Who did Gwen fight to become champ?


"THE WHIP"
WENDY WALTERS
30 YEARS OLD
H: 5'9¾'' W: 167 LBS.
M: 44"-29"-43"
R: 48-2-0(43KO)
WTFBA CHAMPION

"GOLDEN"
GWEN CARMICHAEL
21 YEARS OLD
H: 5'10¼'' W: 168 LBS.
M: 46"-29"-43"
R: 19-0-0(16KO)
WTFBA RANKING: #1

MAY 1999: WTFBA WORLD CHAMPIONSHIP
"BLOOD FOR GOLD"

The other story question I had was about "Razor" Rebecca Walters, pictured above. In my head, I saw her as a second-generation boxer, and now that I was doing more stories set in the past this gave me the opportunity to create Razor's mom, a former champion with a legacy that Razor wanted to live up to. Like Razor, Wendy would have a talent for making her opponents bleed and end up looking like they'd been whipped, hence her nickname. I pictured a fighter all in blood-red: Trunks, shoes, gloves and hair.

So, now we'll go step by step through how I created Wendy in Daz Studio.

First: Filling The Blank
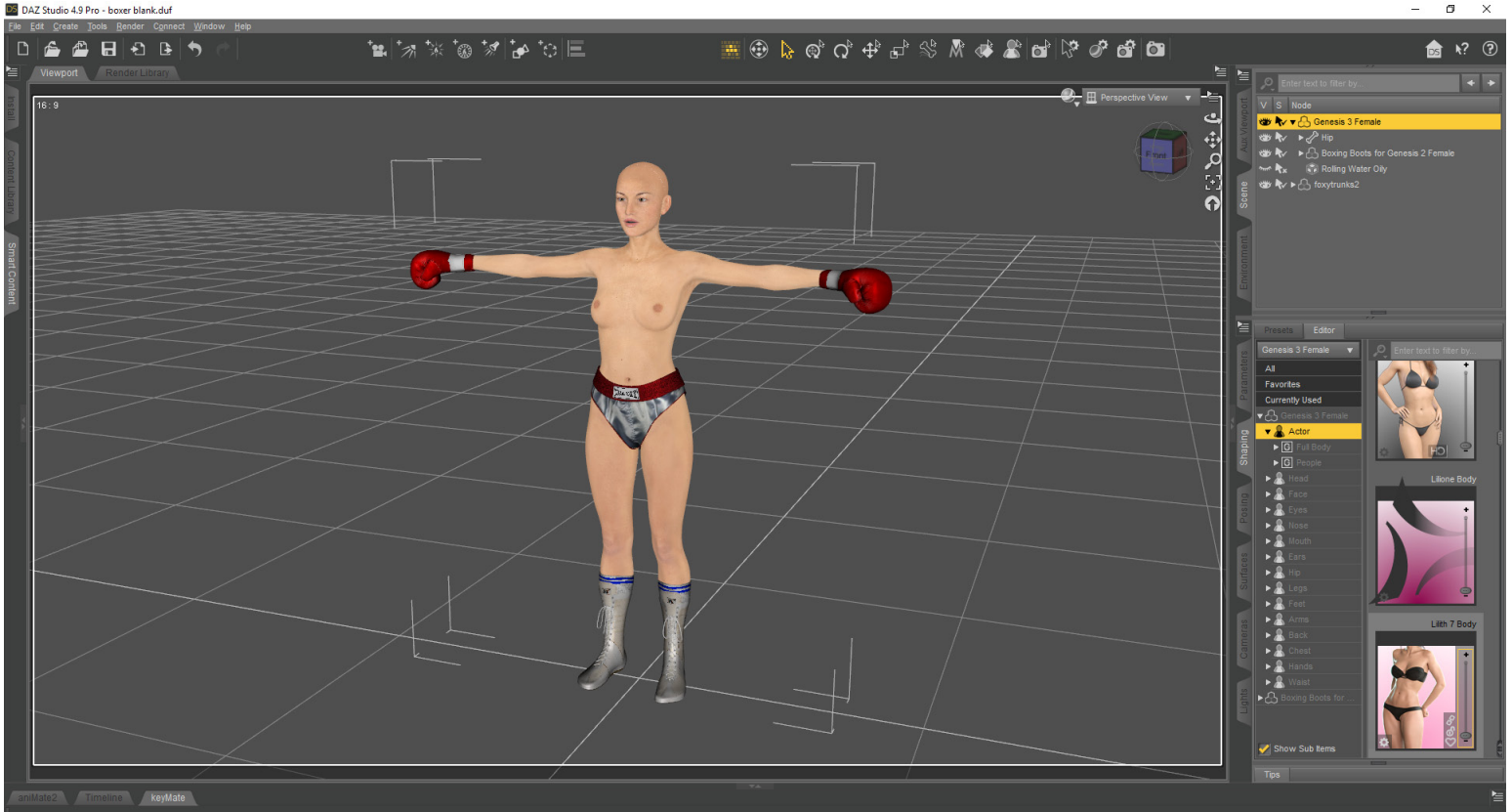
This is my blank. It's the base Genesis 3 Female with the boots, trunks and gloves already loaded onto it. These gloves are actually designed for Victoria 4, so getting them in the proper position for G3F took some work. This way, I only had to do it once!

With the blank open, we'll first set the figure to the Lilith 7 measurements. Under the shaping tab on the right for full body, we'll turn the dial for Lilith 7 body to 100%:
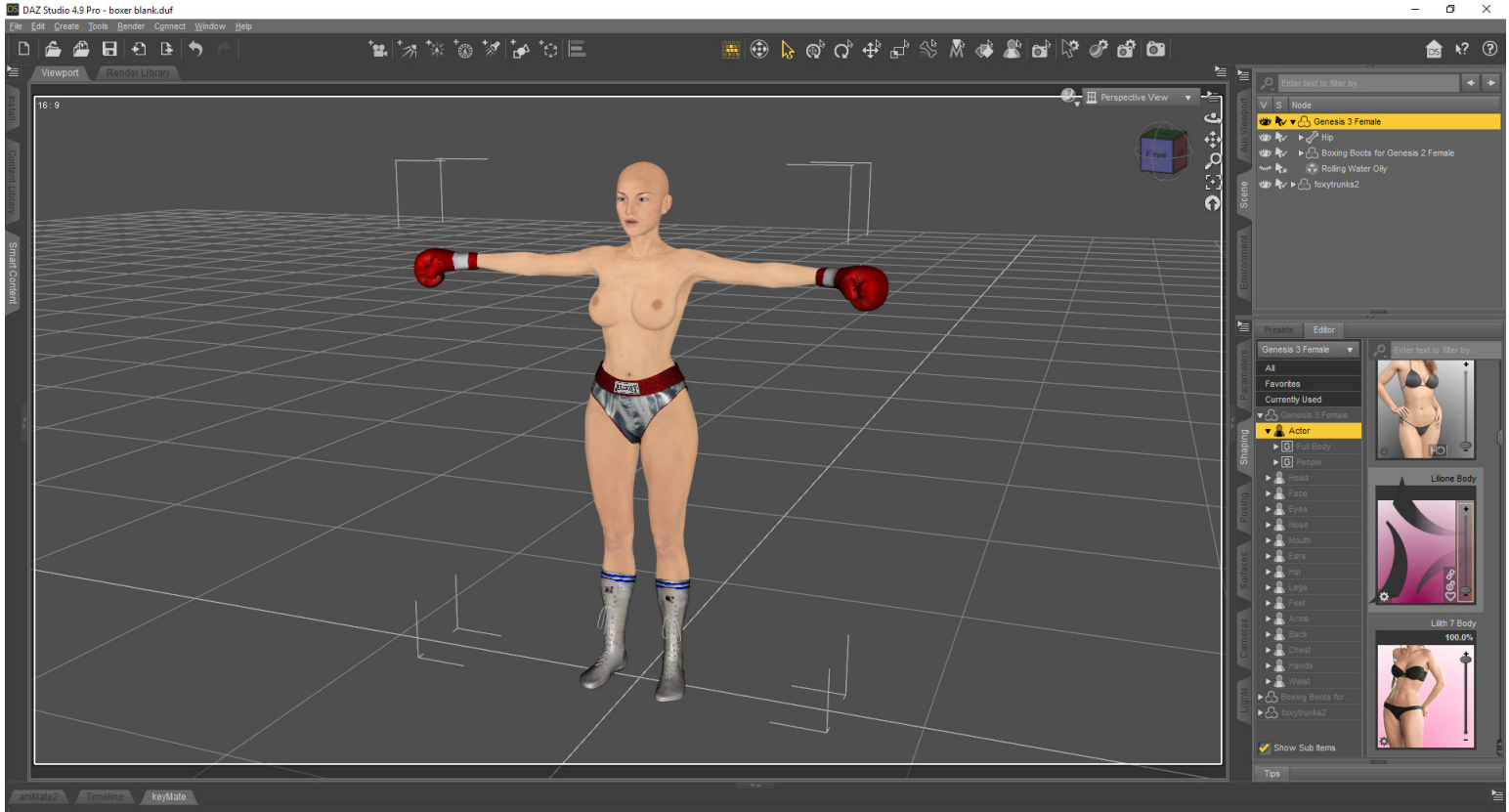

You can see the difference in the thighs, hips and bustline. But, she doesn't look like a fighter yet. Time to add some muscle!
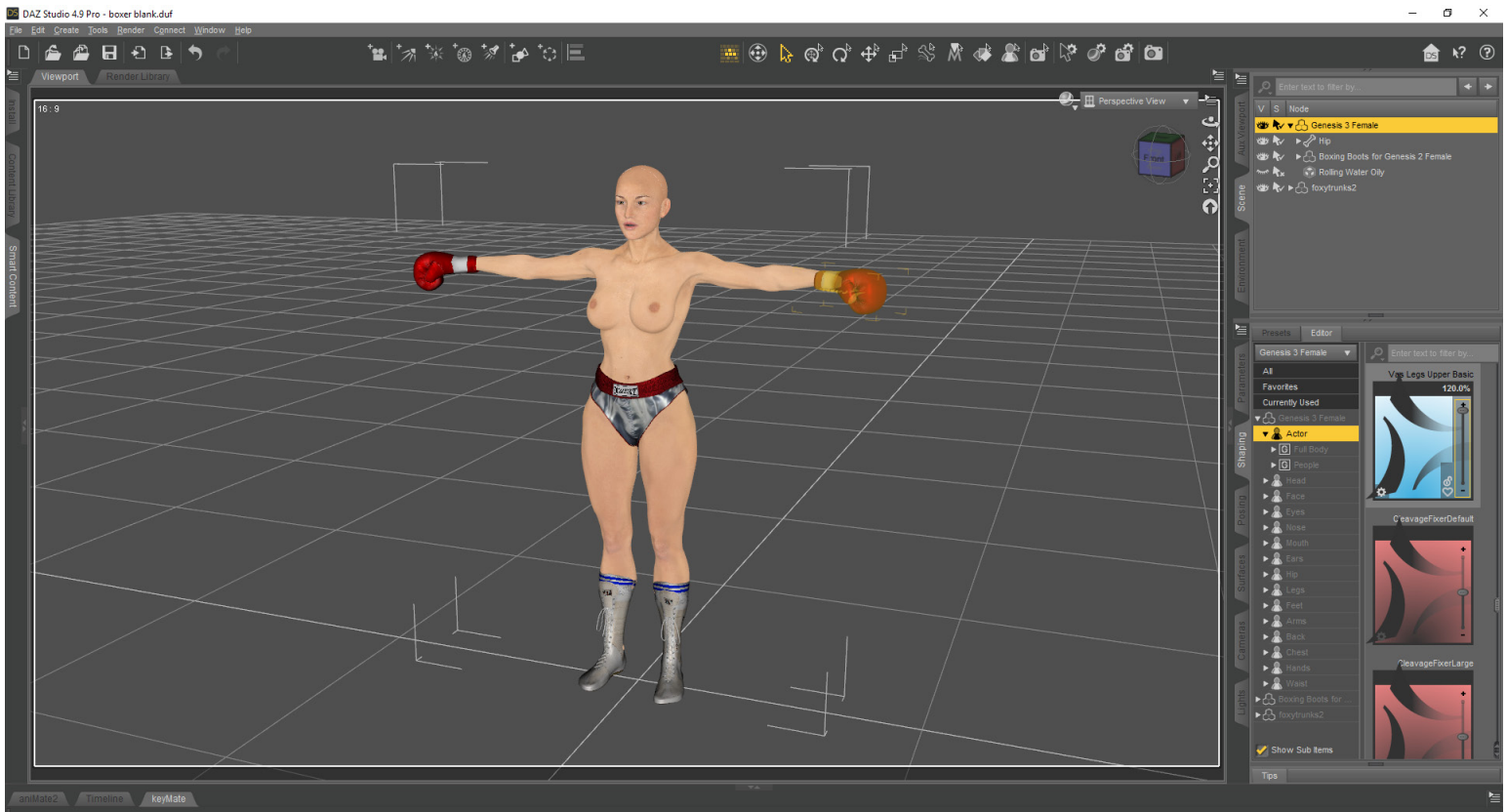
The main settings I adjust first are body size/tone, bodybuilder size/tone, and fitness size/tone. The size dial changes the muscles' overall size (Well, isn't that obvious...) while the tone settings changes how clearly the muscles can be seen. Since Wendy's fights were almost twenty years ago and a lot of things have changed in fighter nutrition, I didn't want her to look quite a ripped as some of my current fighters. So I dialed up the Bodybuilder and fitness size by about 40 percent to increase the overall mass, but I increased the details by only twenty.
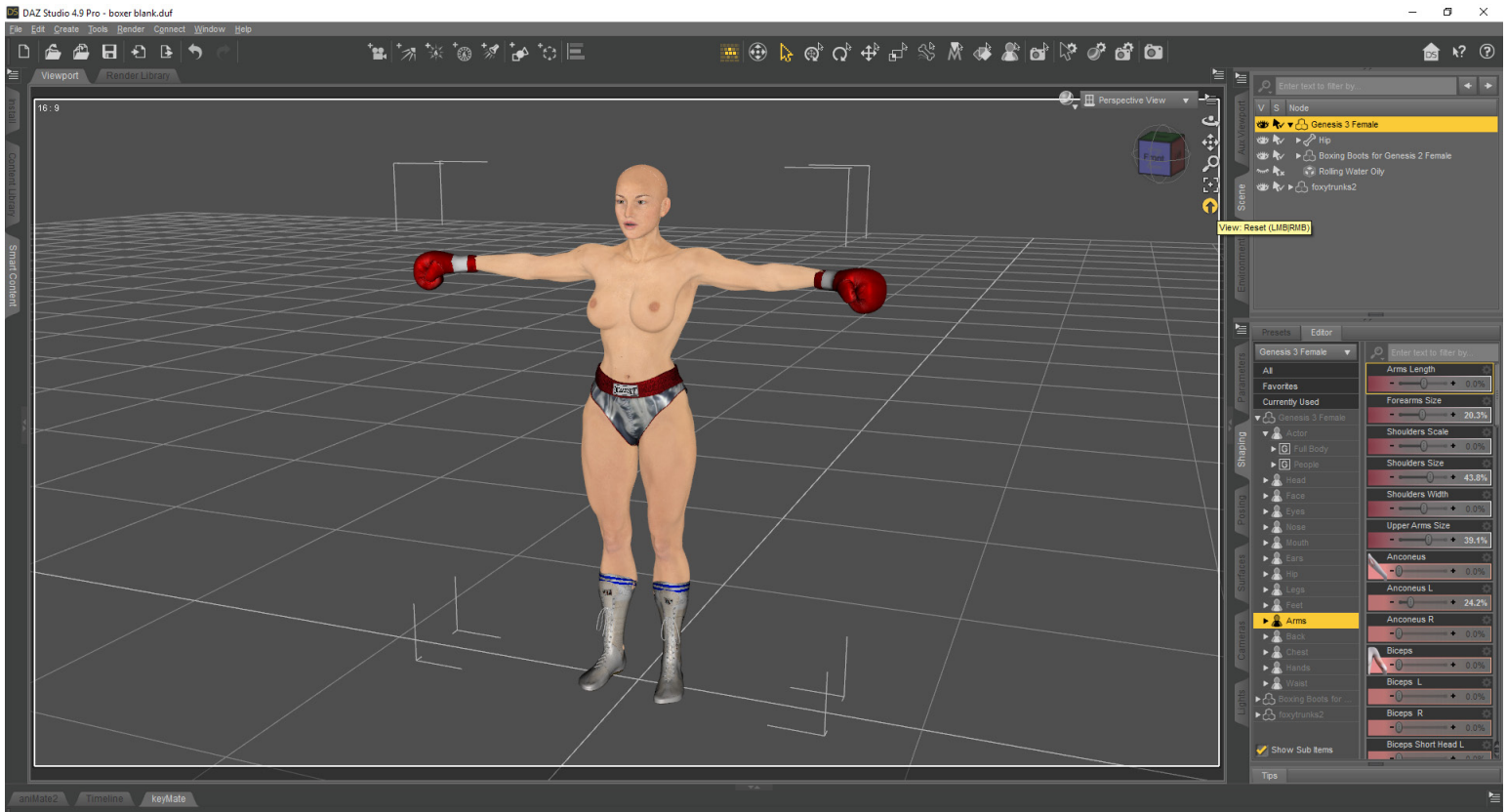
Now, I go to the individual body parts and add mass to the arms, mainly the shoulders and biceps/triceps, thicken the neck, and widen the latissimus muscles along her sides. The legs I don't add any mass to, but I tone the thighs to give them a more athletic shape. Basically, I increase the size of the muscles used for punching to give her more of a boxer's physique.
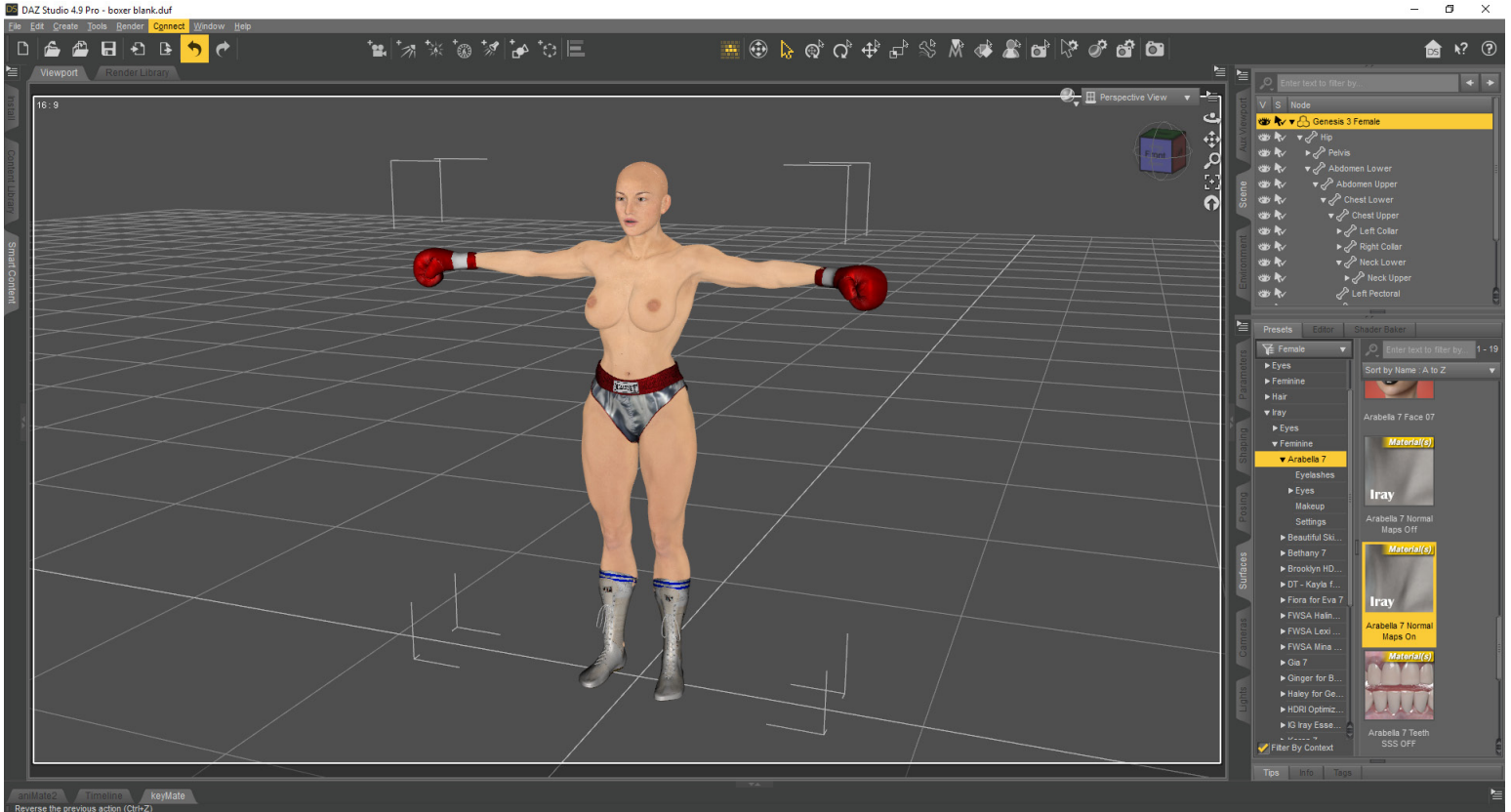
Since I'm picturing Wendy as a major rival to Gwen, I wanted to make sure she'd be a match in the chest department. So, I go through the chest settings and increase the bust size a bit, as well as apply the nipples and adjust their size and shape.

Now that I have Wendy's shape the way I like it, I go to the next step and start altering the surface details. Right now the skin Wendy has on is the base skin for Genesis 3 females, so the first thing I'll do is apply the skin for Lilith 7.
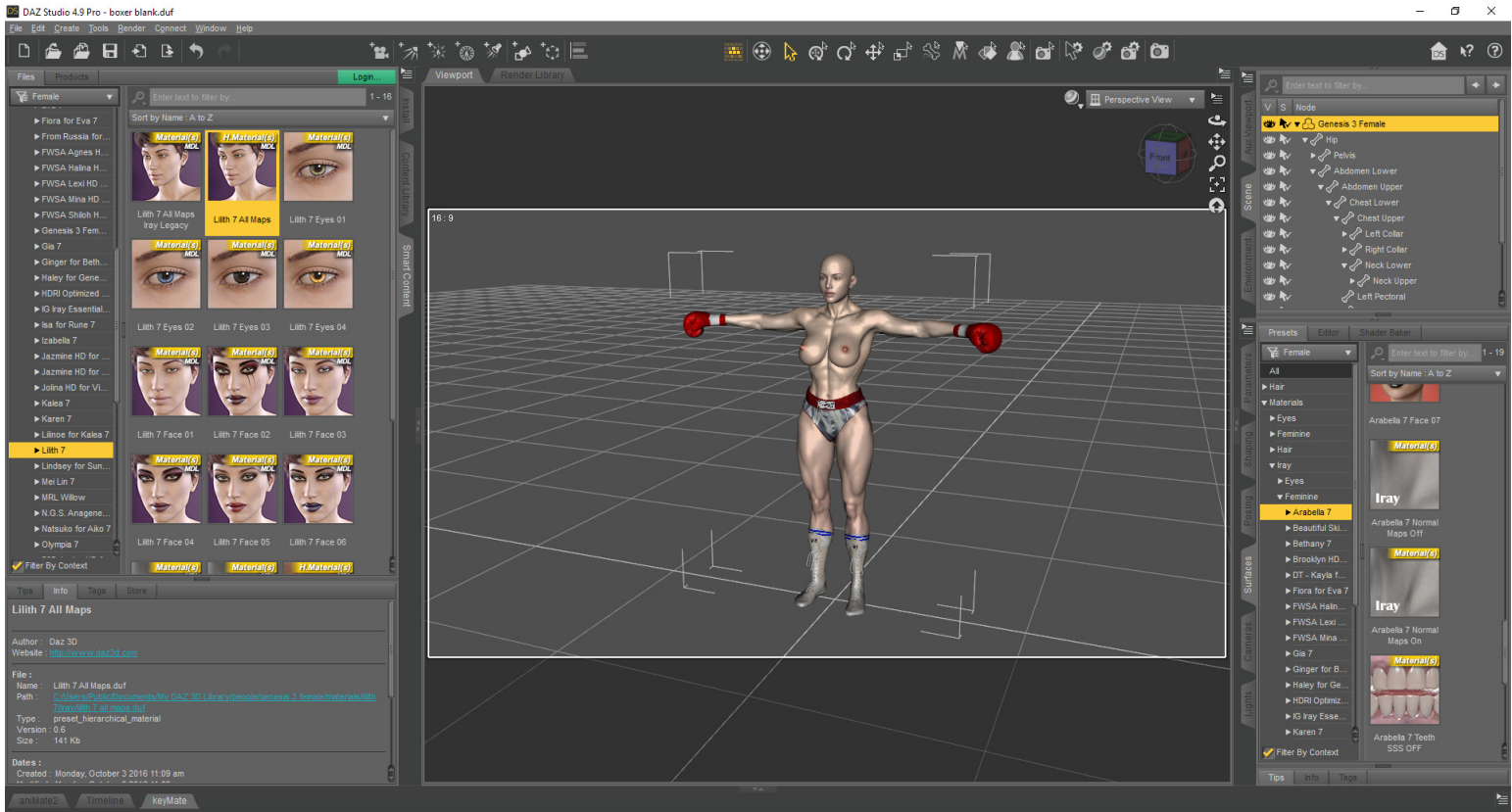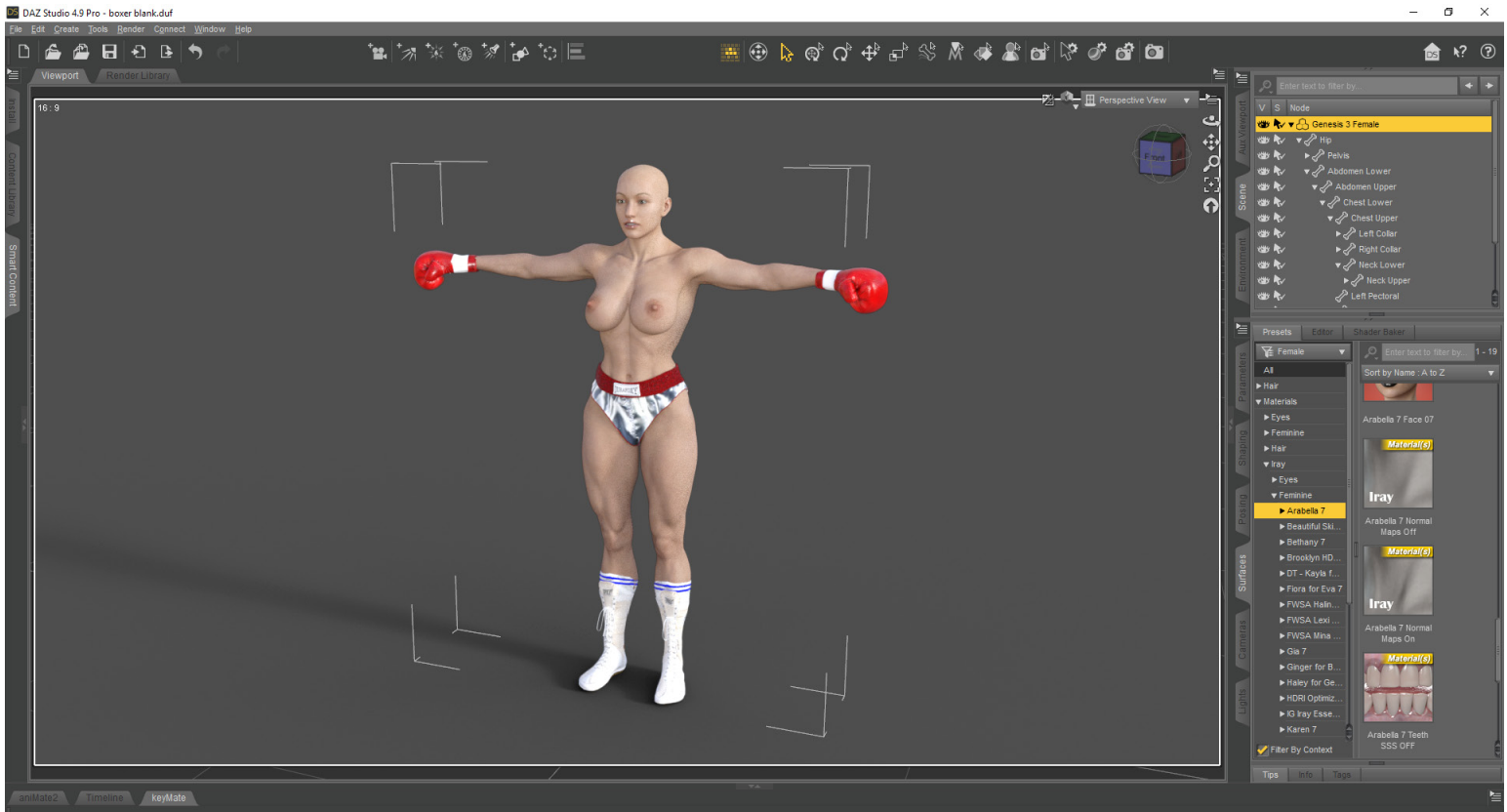
So I've applied the Lilith skin, but since it's made to be viewed in Nvidia's iray engine, it looks... different in regular preview mode. So we switch to iray preview...
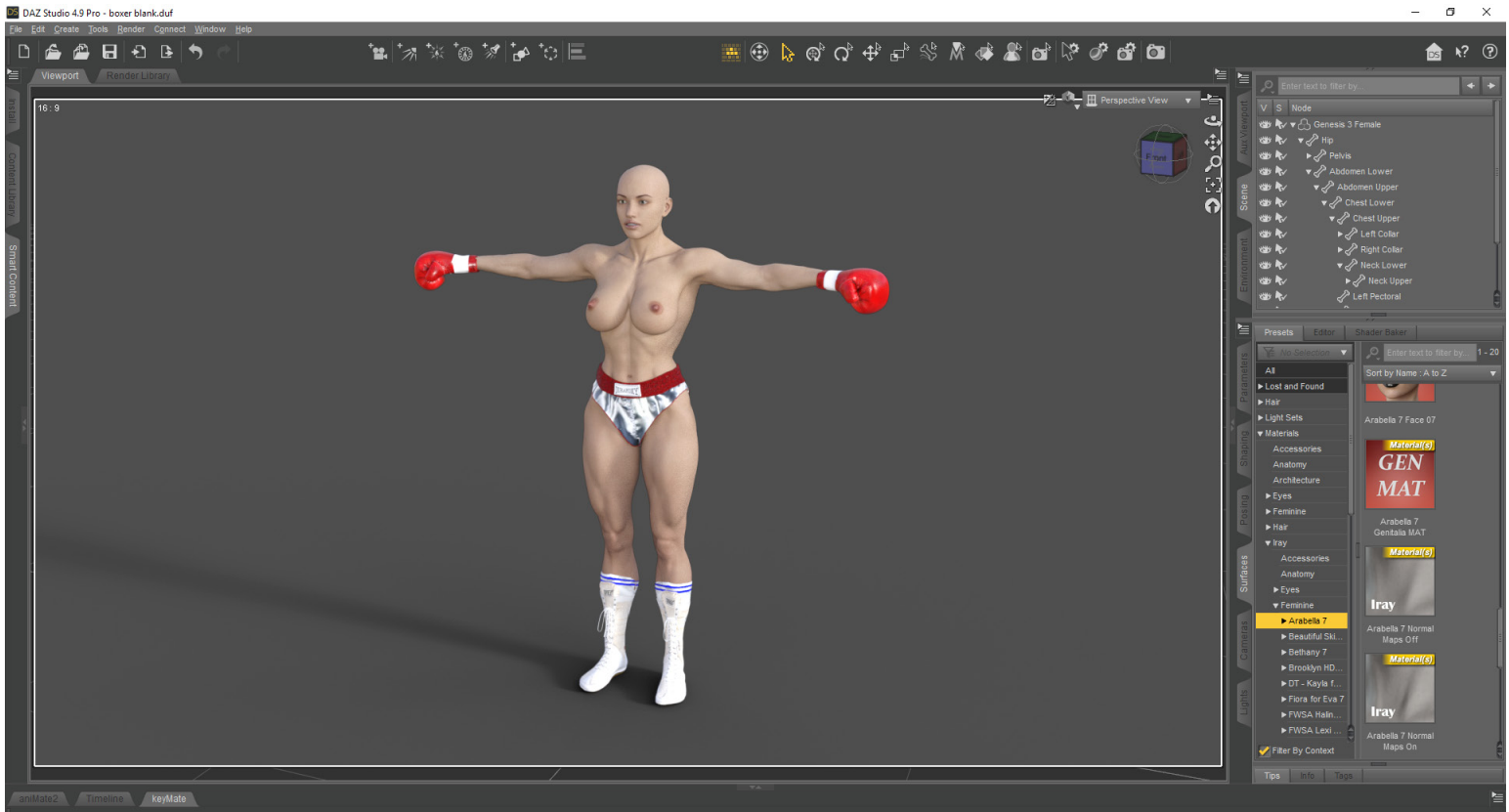
...And there we are. I'm not sure if I like this skin for Wendy, mainly the eyebrows. I have a second skin I want to try that's for the Arabella 7 figure. (You can mix and match skins and figures, it's okay!) So I switch them out...

And I like this one a lot better. Next I change the shape of the head to the same model I used for Razor to give her a family resemblance.
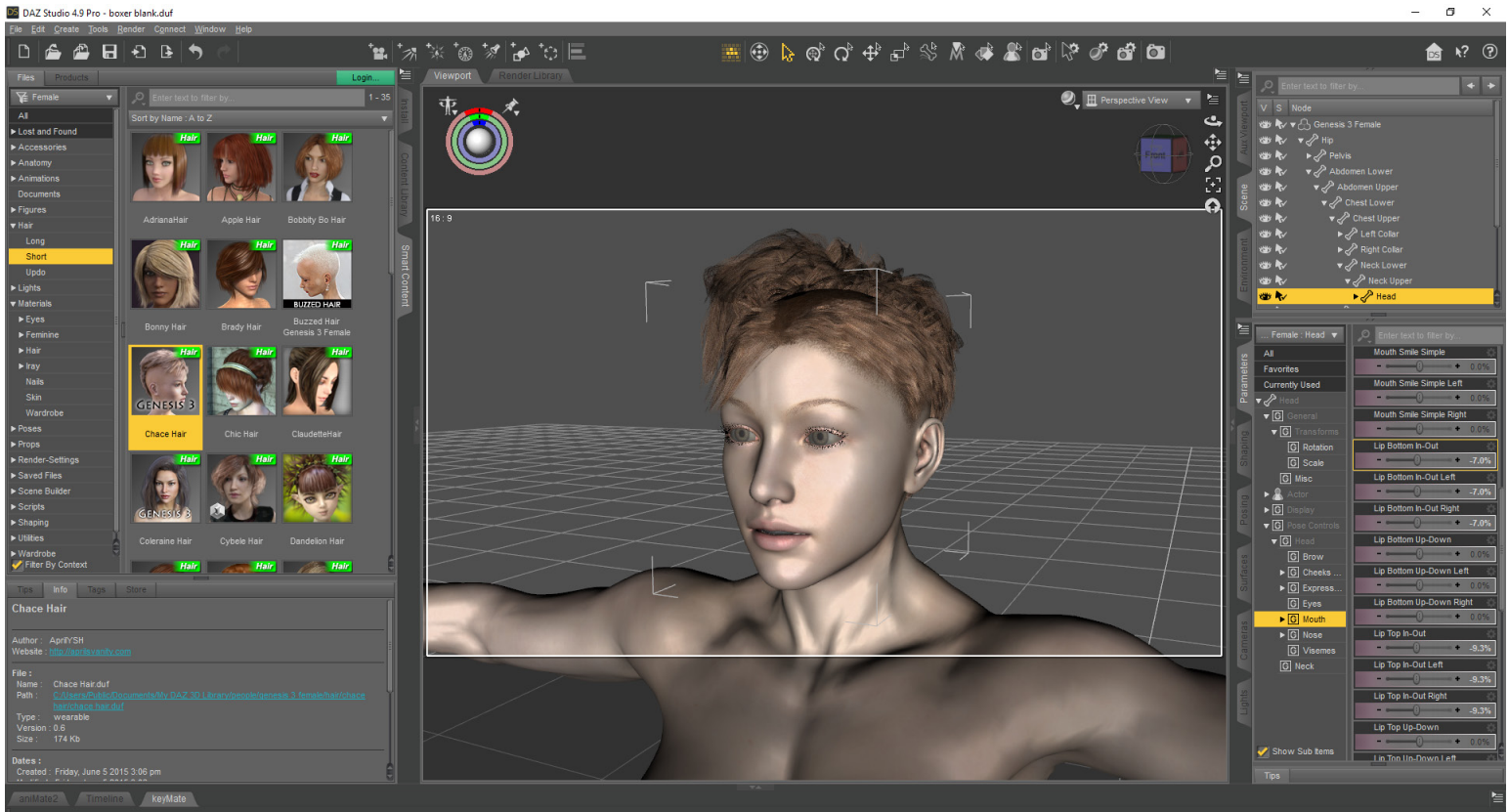
Now it's time to add some hair. I want to go with a similar punk-rock kind of style that Razor has, to increase that family resemblance, but not use the same hair exactly. I have this hairstyle that's close to it with the close-cut sides, but it's more of a spiky top that makes me think of the '90's, so I add it to the figure.
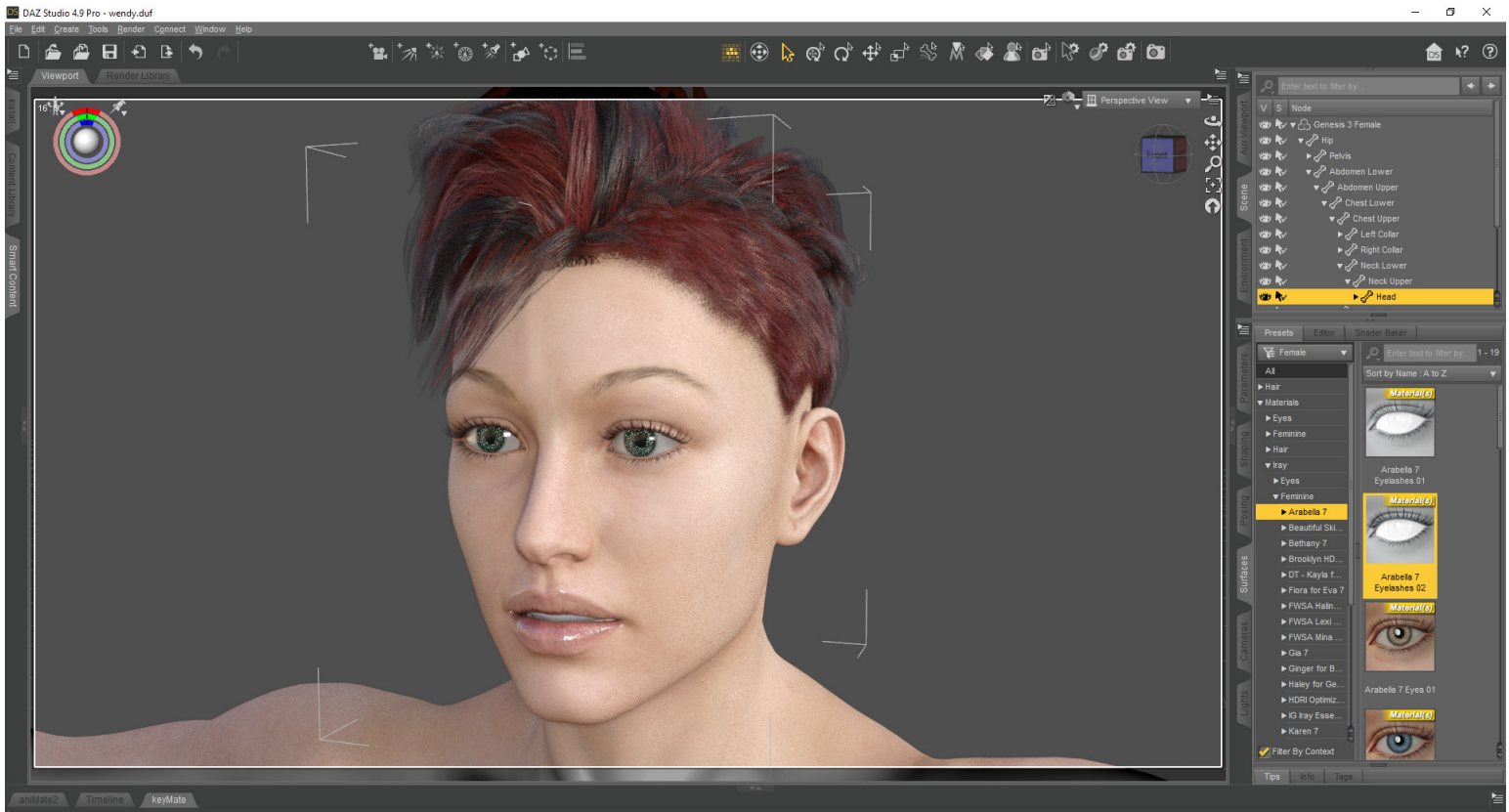
I was going to go for a red color no matter what, but this hair has the red and black shades merged together as one of the choices which I thought was a nice touch. I decide to go all the way on the Irish and add green eyes as well.
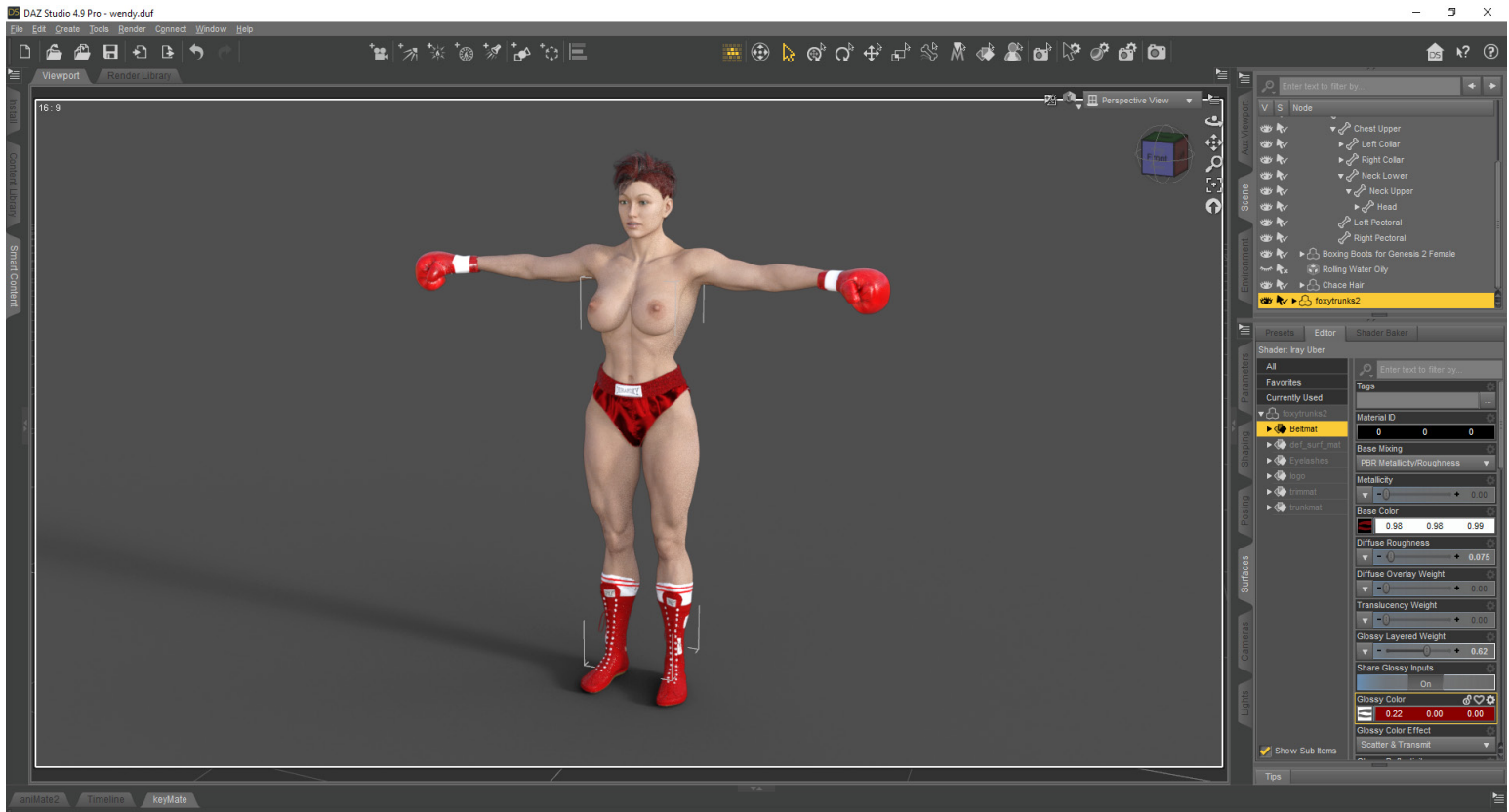
Next, I go through and change the colors to the trunks, boots and gloves to what I want. If I'd wanted a color or pattern for something that I didn't already have I'd open Photoshop and create a new version in there, but I've already created red versions of everything for other characters, so it's not an issue.
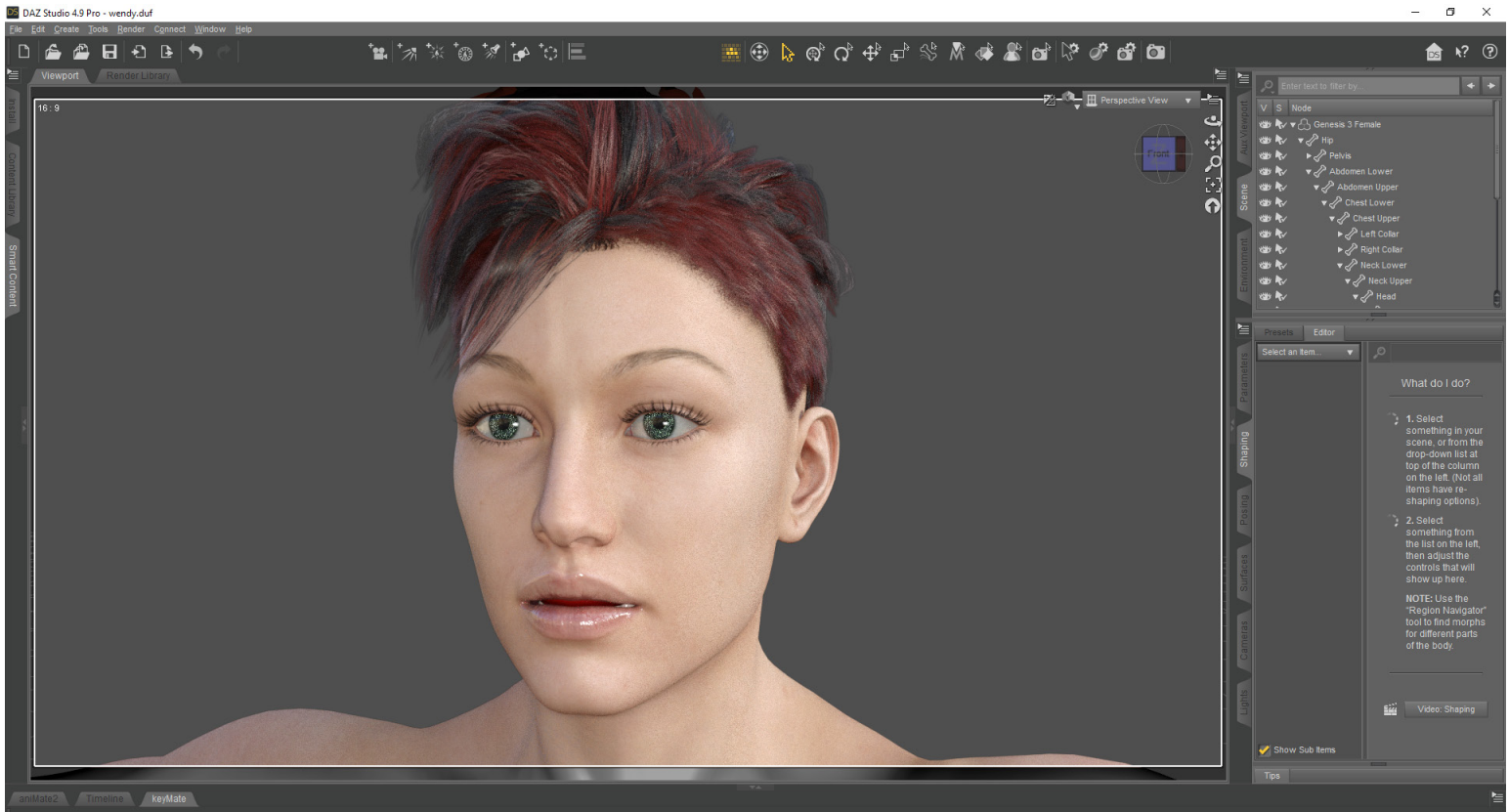
It's a small detail, but I also go through and change the color on the mouth piece. I also go through and adjust the face a little bit, too: Adding a little puffiness to the eyes and some bumps and twists to the nose to show a slight effect from a life of taking punches in the ring
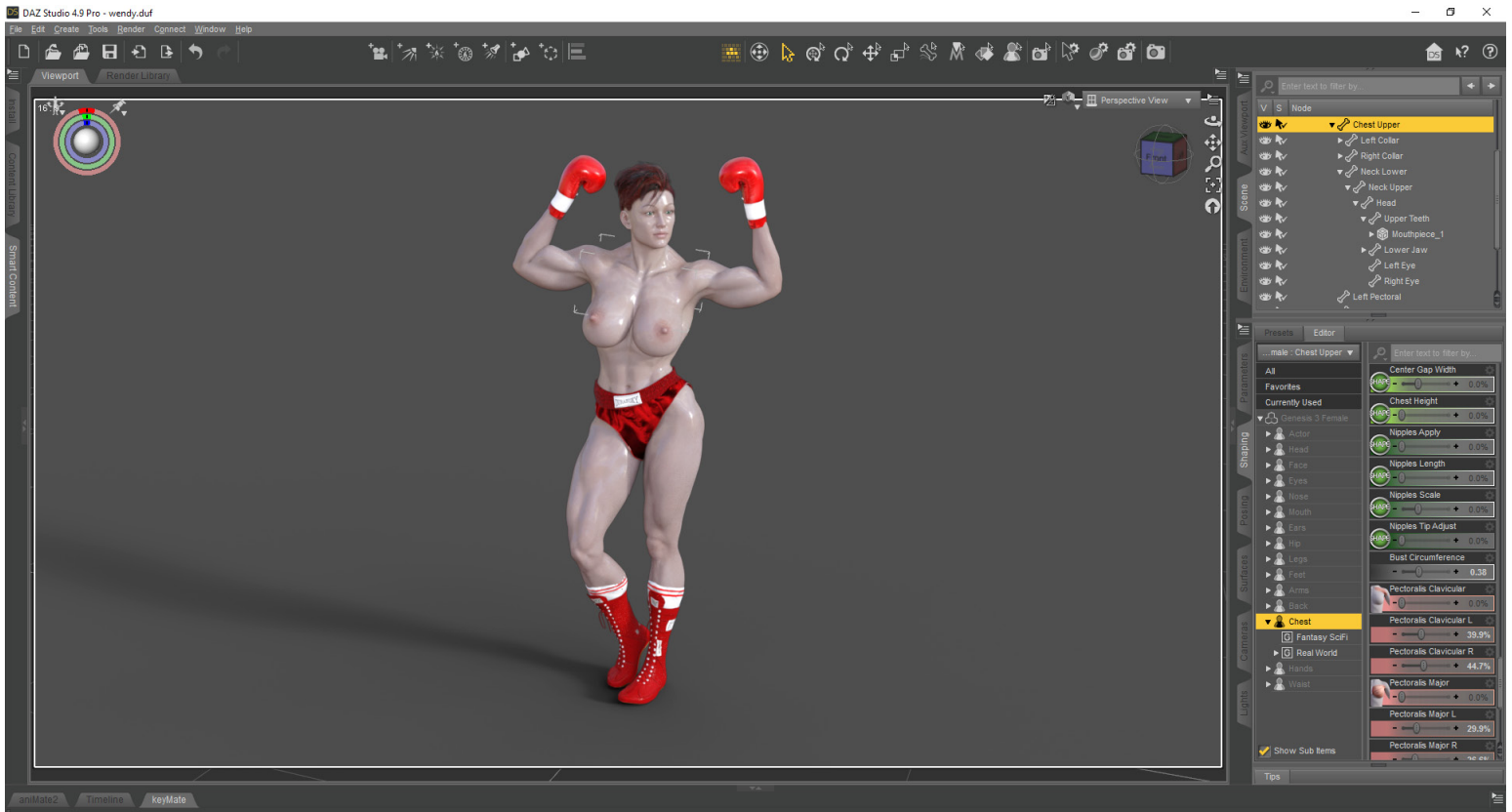
Now I put Wendy in my test pose and add sweat effects. The pose is one I use as a test for all my characters because it gives me an idea of how thick the arms look when flexed, to make sure nothing looks *too* extreme. The sweat effect I currently get from using Wet and Tanned Skins for Genesis 3. I don't often use the Tanned part, but I'm a big fan of the slick look it gives to the skins of my boxers, and it has lots of adjustments that you can make. You can see how it makes the skin look a lot paler in this light, but the final step is seeing how she looks in the ring.
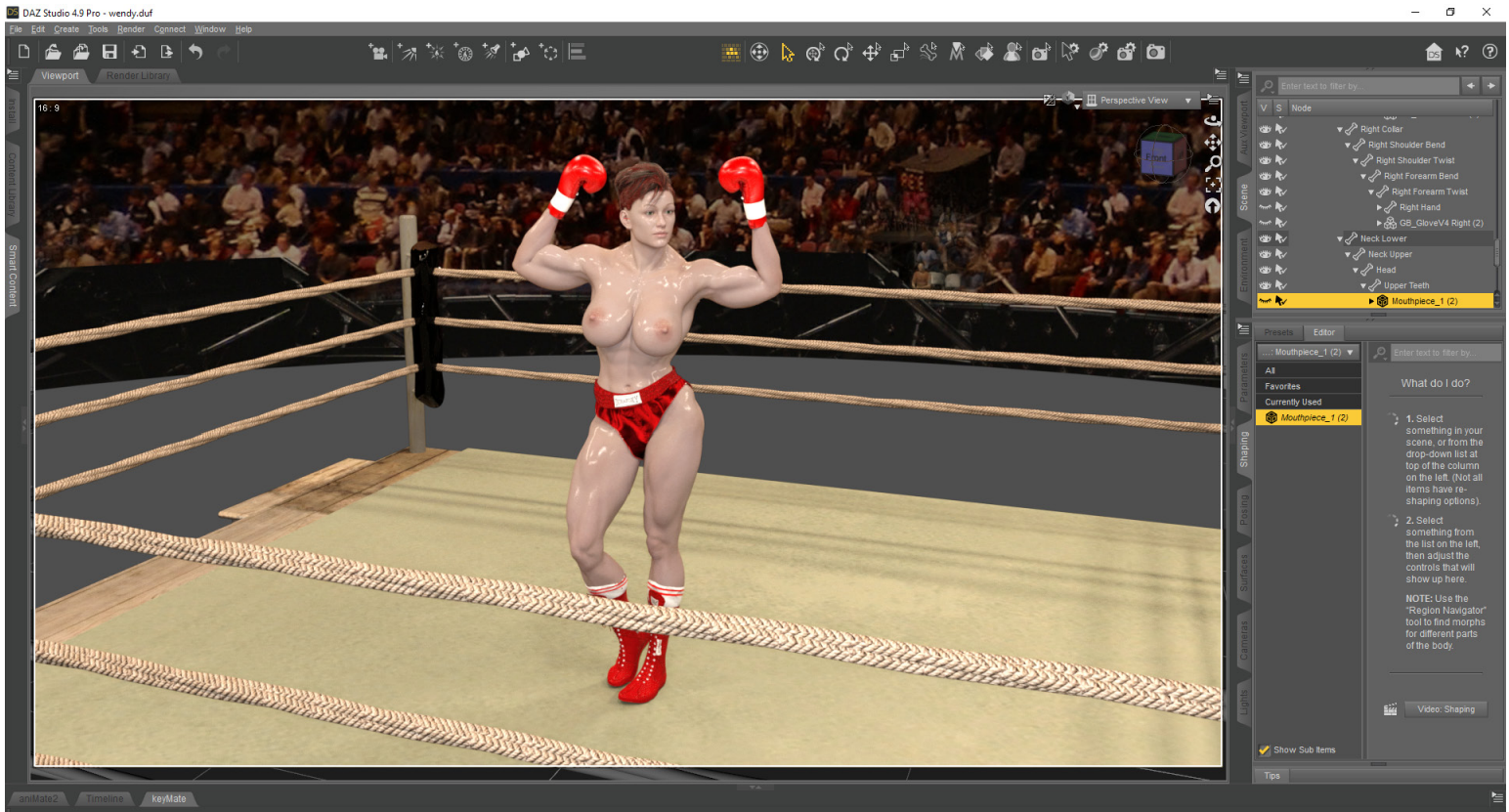
Finally, I merge one of my existing rings into the scene, in this case the older ring I've been using for Gwen's classic fights.

And now we have Wendy Walters, waiting in the ring for her next opponent! This concludes my first tutorial. Thanks for reading, and for supporting me on Patreon!