

# GUIDE TO SET UP a NECK/FACE OVERLAY

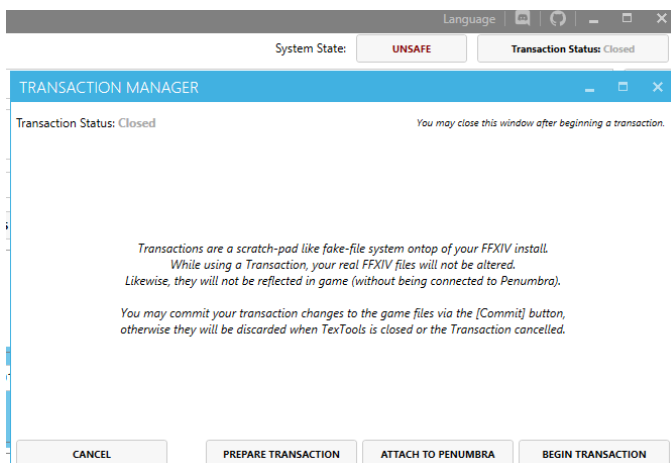
By TAHONI

1. Go to Penumbra and create a new mod by clicking that + in the left down corner

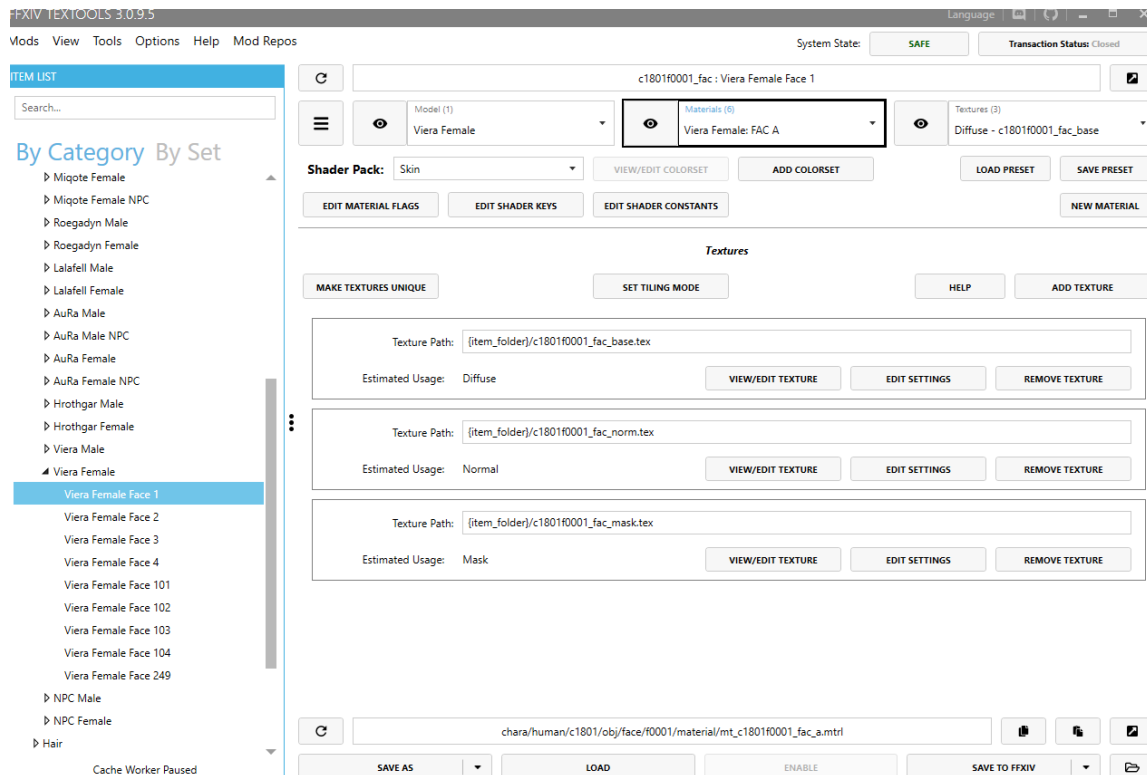


2. Go to Textools and open it

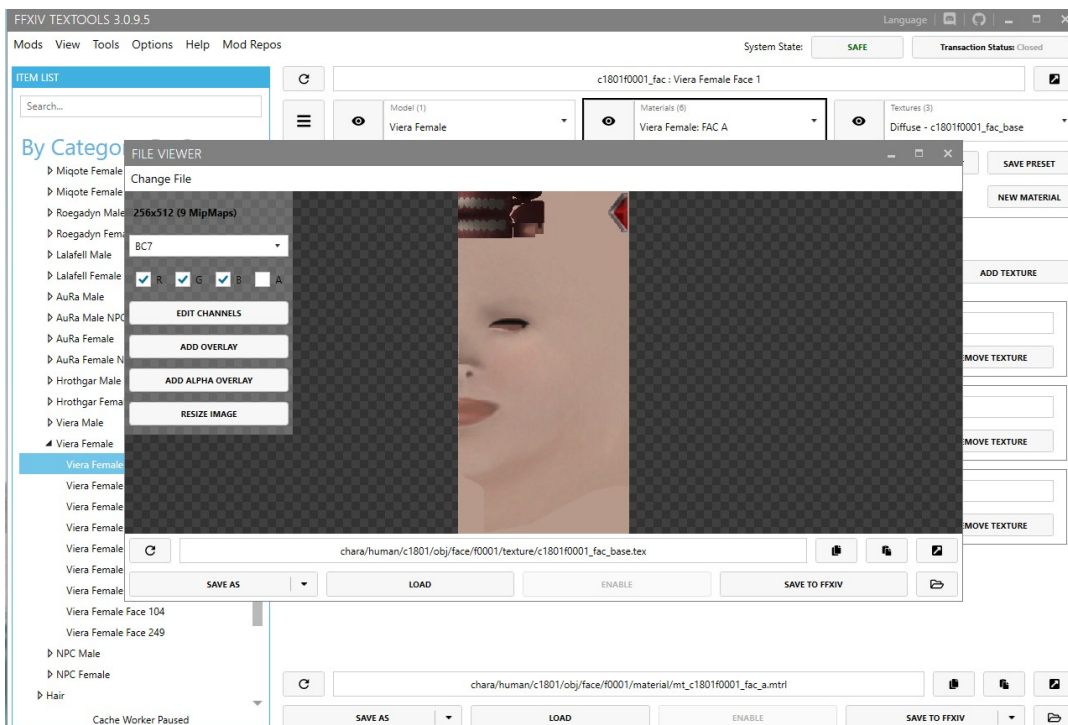
activate „unsafe mode“ and click transactions – you will get this transaction manager → here click „Attach to Penumbra“ → you will need to find your mod in your penumbra folder (use the search to find it easy) (like here i search my bun neck...and will get the folder right away)



**3. go to „Character“ → „Face“ → choose your race and face number (1-4) and choose in the middle in the „Materials“ Tab for example „Viera Female: FAC A“ (if you do it for fem and viera – same for any other male/fem races – it should look like this :)**



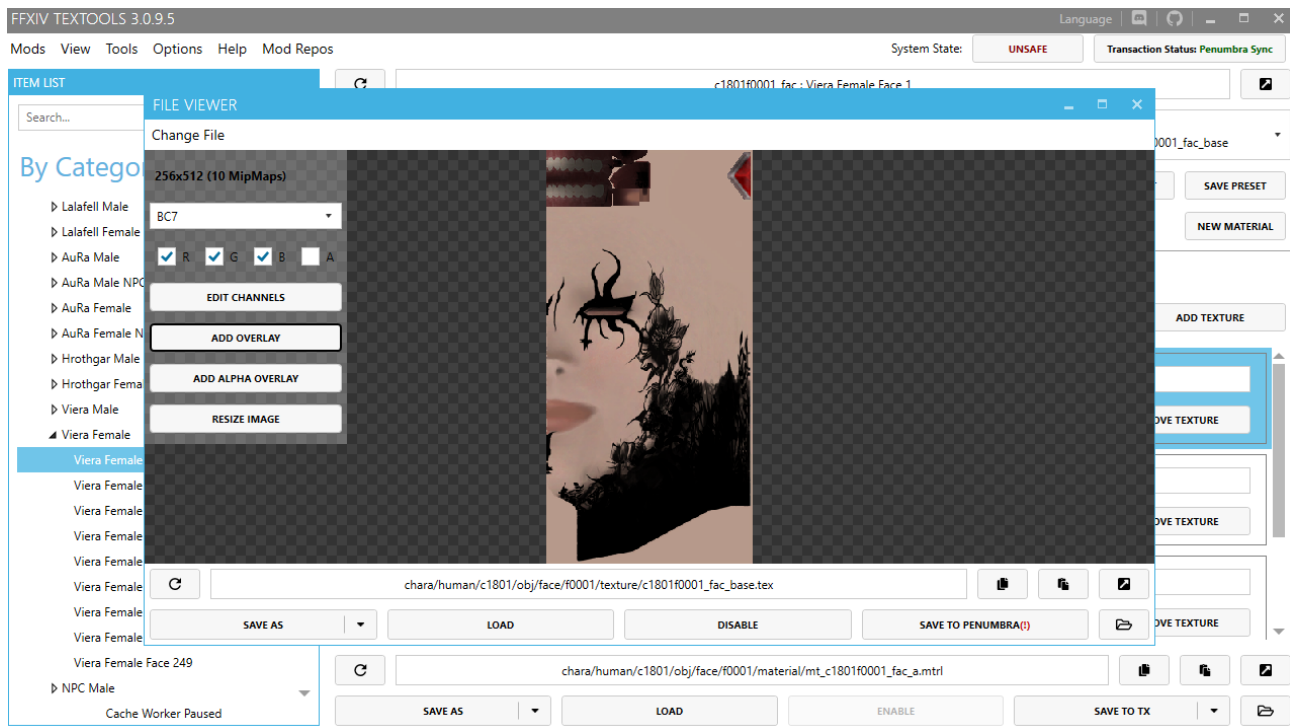
**4. Now go to „Diffuse“ and the button „View/Edit Texture“ – this is the layer you need. The skin looks like the following pic.**



**It should look like this. Do you see the „Add Overlay“ Button left side? We need this now :)**

5. Click the add overlay button and go to your folder with the neck and face overlays you got. Choose now which you want to wear. There is the face alone, necks alone and necks and faces overlays where they are combined.

When you chose your overlay and loaded it, it should look like this:



6. Now push the button in the right down corner „Safe to Penumbra“

After its saved, just go back to penumbra – you can close TT technically, except you want to create new black neck mods for another overlay.

7. Set your mod to priority 30 – needs be highest – over tattoo and sculpt prio. Then it should appear also on your sculpt if you use one.

I can not guarantie it for all sculpts, as this i can not test. On my sculpt the face tattoo works :).

8. Choose a tattoo that is black neck compatible, or just use the face without an neck etc. It is all very flexible.

Grats you are great and you made it til here.

If you still have a problem installing your mod, raise a ticket on my server to get help.

<https://discord.gg/DQknNHcCKC>

