

# Facial Factory Manual

Last updated: Apr 27/18

## Requirements (full version)

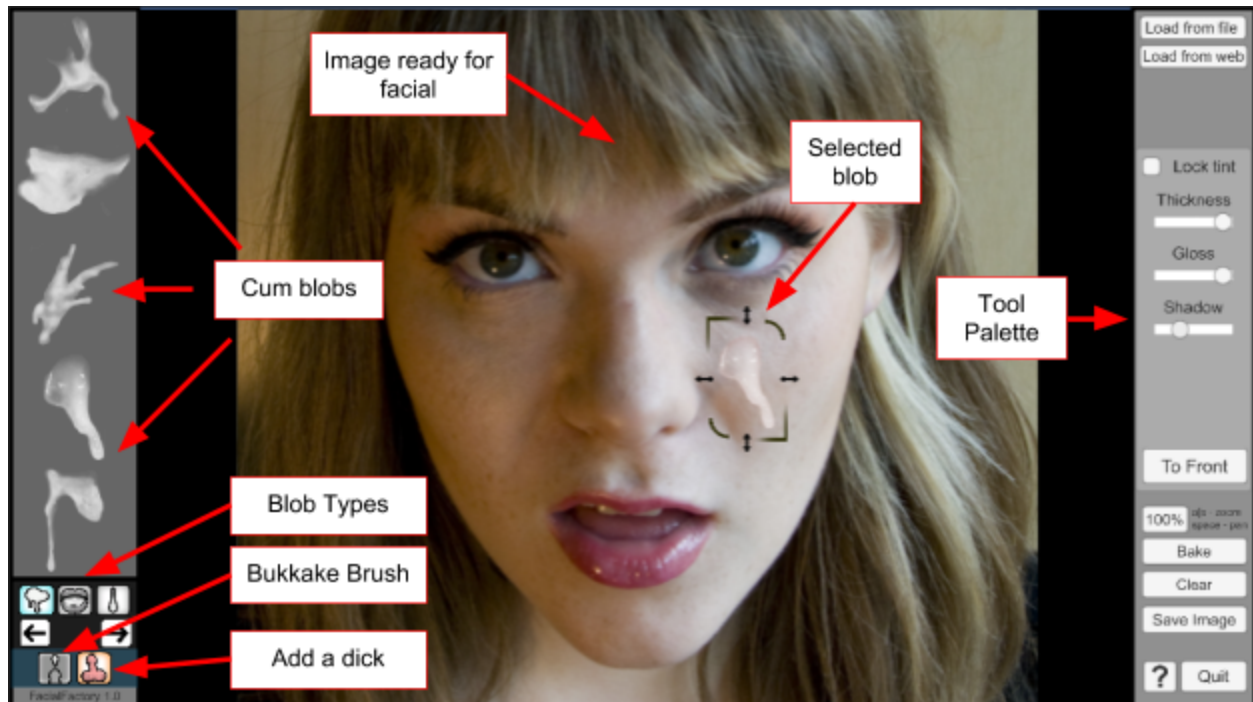
- Windows 7 or 10 (no mac or mobile version currently)

## Features

- Runs locally in Windows
- Load images from your hard drive or the web
- Palette of prebuilt cum blobs to paint with
- Auto-tinting cum blobs to match image
- Tweak thickness, gloss and shadow of cum blobs
- Save images locally
- Bukkake brush for painting cum directly
- Add 3D dicks

## Overview

Facial Factory is a simple image editor designed to make fake facial images simple to create.



## General Workflow

1. Start up the program and load the default image of Bambi.
2. Drag one of the cum blobs from the brush palette onto the main image area
3. Move the blob into position by dragging it around.
4. When the blob is selected you will see handles for scaling, rotating and flipping. Use these to position the blob the way you want it. (see Blob Manipulators section)







- When the blob is selected you can hold down the “t” key on the keyboard and click the left mouse button on the image to tint the blob. This is useful for matching the blob to different skin colors.
- When the blob is selected you will have access to the tinting controls in the tool panel (see Tinting Tools section). These will help to match the look of the brush to the image so it looks natural and realistic.

## Tools

### The Brush Palette



The Brush Palette contains a bunch of drawing tools to work with.

	Move through different pages of whatever type of cum blob you are currently working with.
	General cumshot blobs. Lots of different styles that you can use.
	Cumshot blobs that work well inside a mouth.
	Drippy blobs and long skinny blobs.
	Add-a-dick. This will add a 3D dick that can be moved around and positioned.
	Bukkake Brush. This allows you to draw some freeform cumshots. There are a few different brush shapes to choose from.

## Other Tools



**Load from file** : This will open a file browser so you can load an image from your hard drive. JPG and PNG format images are supported.

**Load from web** : This will load an image from a web url. You can usually find a web url by right clicking on an image and selecting "Copy image address". Then you can paste that as the web url here.

**100%**: Reset the zoom and pan.

**Bake** : This will lock all the blob objects on screen so that they can't be selected. Very useful when you are happy with what you have and want to add a few more without accidentally selecting the older ones.

**Clear**: Erase all the blob objects on screen.

**Save Image**: Save your current masterpiece to your local drive.

**Quit**: Get the hell outa' here.

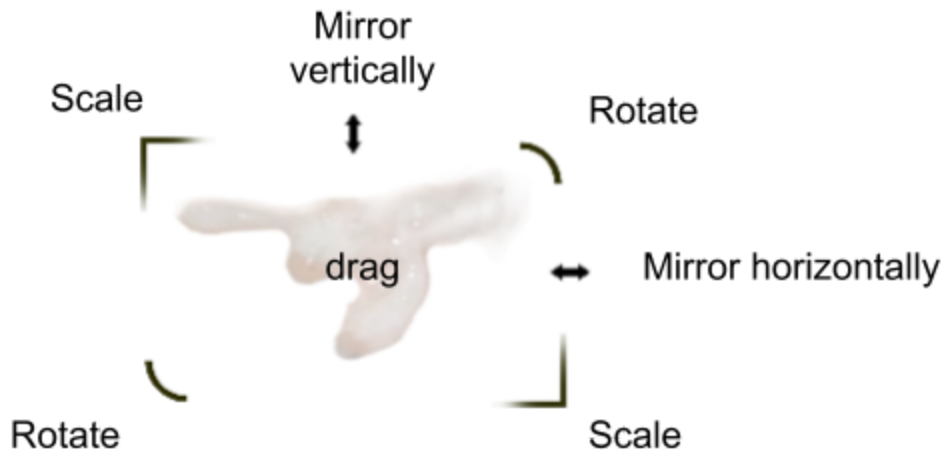
## Keyboard Controls

Del	Delete the currently selected blob or dick
a	Zoom in
s	Zoom out
Space	Pan around (hold space then click and drag the mouse)
z	Undo (works with most stuff but not everything)

# Working With Blobs

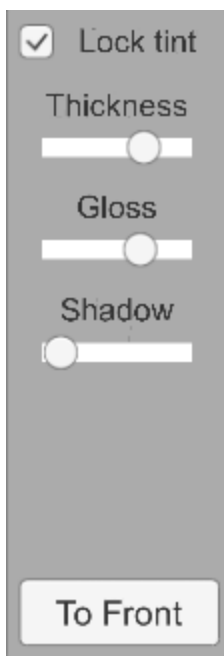
## Blob Manipulators

When you drag a cum blob from the blob palette onto the main image area or if you click on a blob on the screen you will see the blob manipulators. These are used to scale, rotate, mirror (flip) the blob. Click and drag on a manipulator to use it. You can also move the blob by clicking on it and dragging it around.



## Blob Adjustment Tools

The adjustment tools become visible in the Tool Palette when a blob object is selected on screen.



**Lock Tint** : This will keep the blob from auto-tinting when you move it around. Useful once you have found a good tint setting and don't want to mess it up. You can still adjust the blob using the sliders or by holding the "t" key and clicking the mouse on screen to tint it.

**Thickness** : This changes the transparency of the blob making it look thicker or thinner.

**Gloss** : This adjusts the highlight reflections on the blob. More gloss will make the blob look wetter.

**Shadow** : Adjusting the shadow may help to make the blob look more natural on the face.

**To Front** : Move the selected blob to the front so it draws on top of all the other blobs.

# The Bukkake Brush



Click the Bukkake Brush icon in the brush palette to start it up.

<p>The image shows the Bukkake Brush palette. It is a vertical grey bar with the title "Bukkake Brush" at the top. Below the title are two icons: a yellow one with a person's head (the "Draw tool") and a grey one with a person's head (the "Cleanup tool"). Below these are three sliders labeled "Size", "Thickness", and "Glossy". Below the sliders is a "Shape preview" showing a grey, irregular shape. At the bottom is a white square button with a black right-pointing arrow labeled "Next shape". Red arrows point from text labels to each of these elements.</p>	<p>The shape and attributes of the bukkake brush can be adjusted in this palette.</p> <p><b>Tips :</b></p> <ul style="list-style-type: none"><li>- you can only adjust the brush <i>before</i> you draw a stroke with it.</li><li>- A good technique is to draw a stroke, hit the "z" key to undo the stroke, make adjustments and draw again.</li><li>- Adjust the thickness and gloss to make the stroke look more natural for the skin and lighting conditions of your background image.</li></ul>
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## Adding A Dick



Click the Dick icon in the brush palette to add a dick.



Drag the dick around to position it. It will always point towards the center of the image.

You can click the “del” key to delete it.

You can add multiple dicks!