Pollen Splatter FX

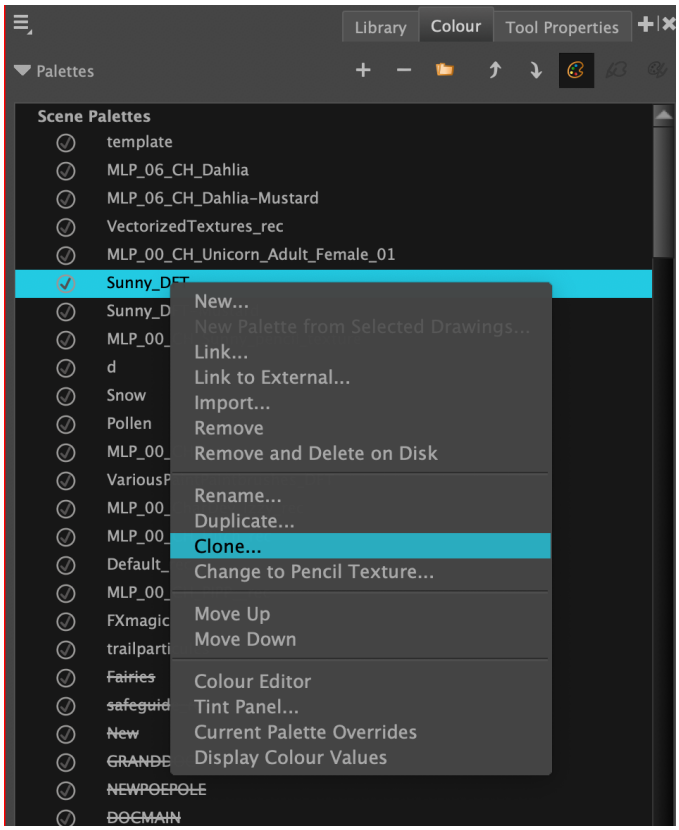
What do you need?

- Colour-Override Node
- Drawing (of the Splatter) to Mask the Colour-override

1) draw the splat design
Yellow R248 G217 B67

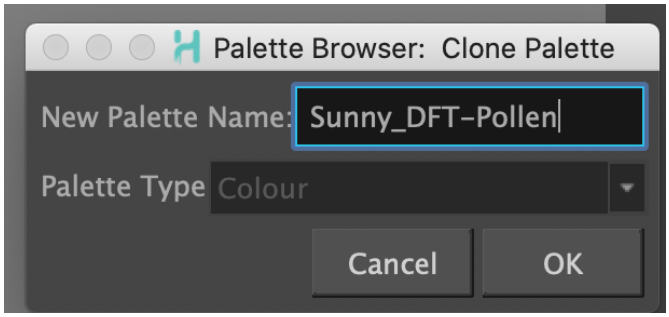


2) Set colour palette to be used as colour-override

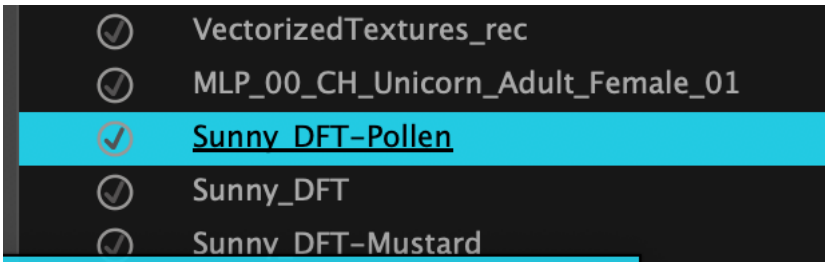


-Pick Sunny_DFT palette, Right click and Clone it

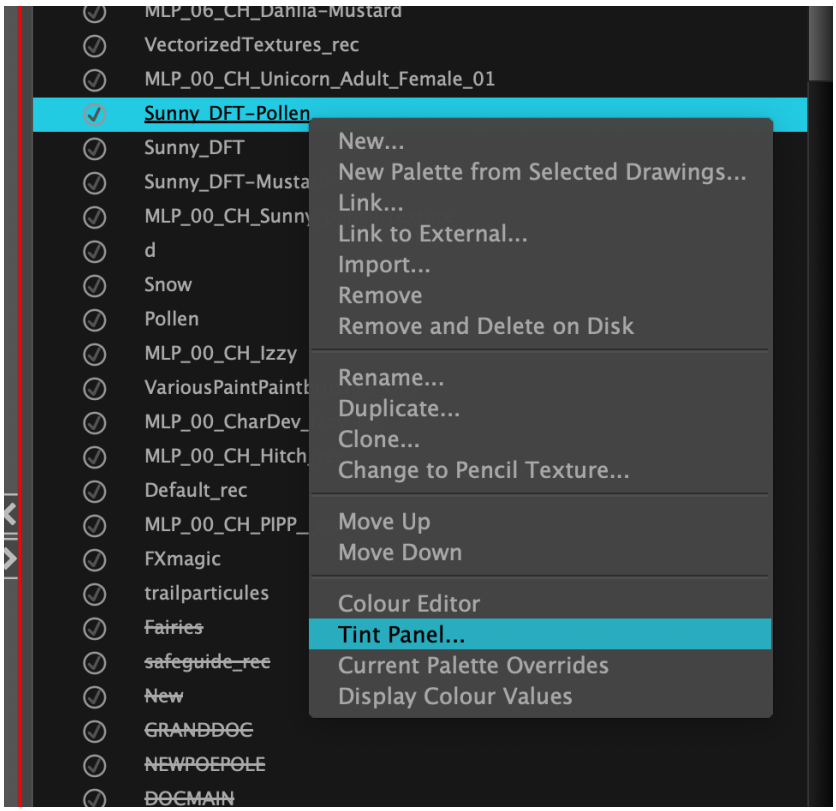
- Rename it as Sunny_DTF-Pollen

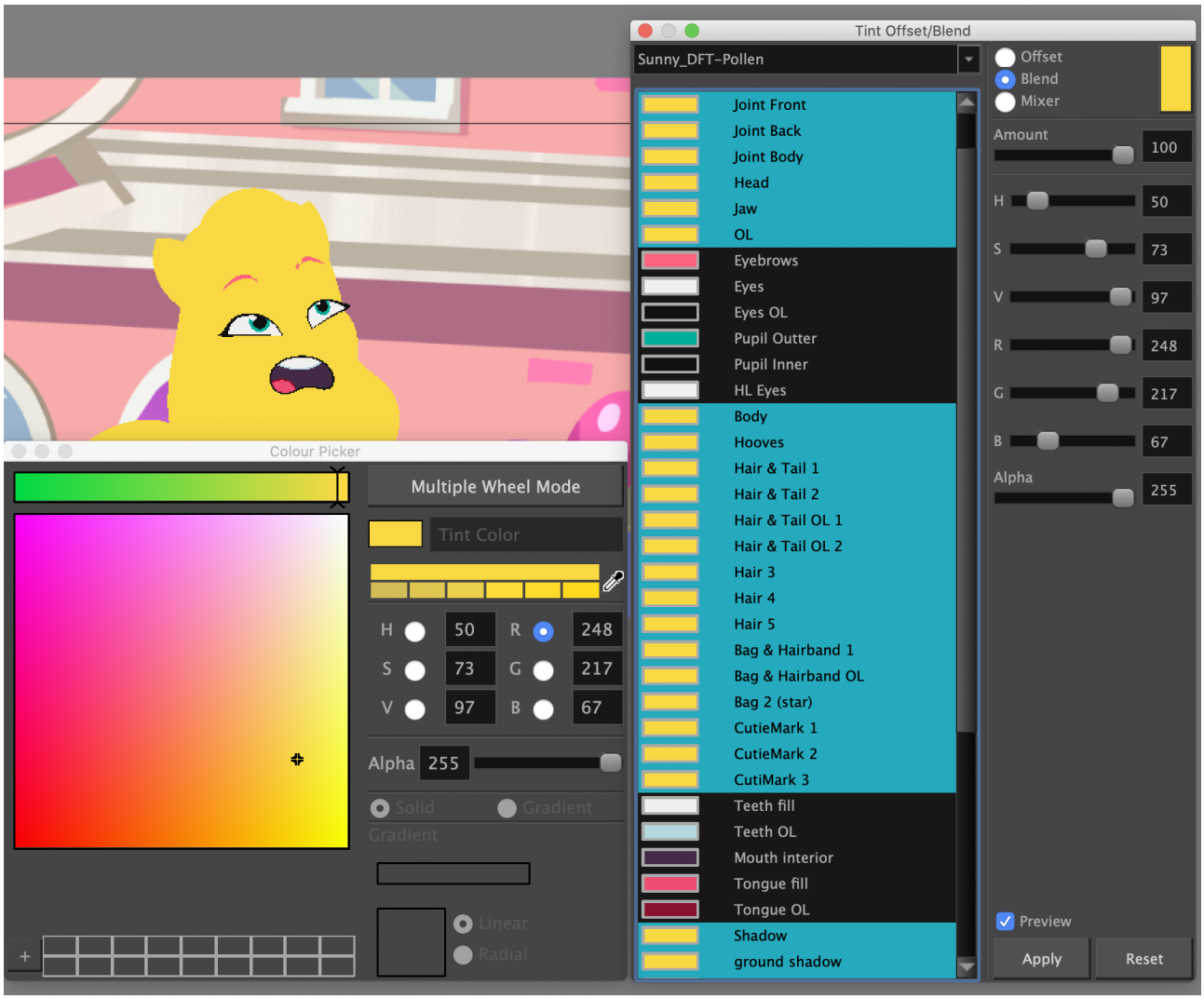


-Bring the new created clone palette on top of original palette



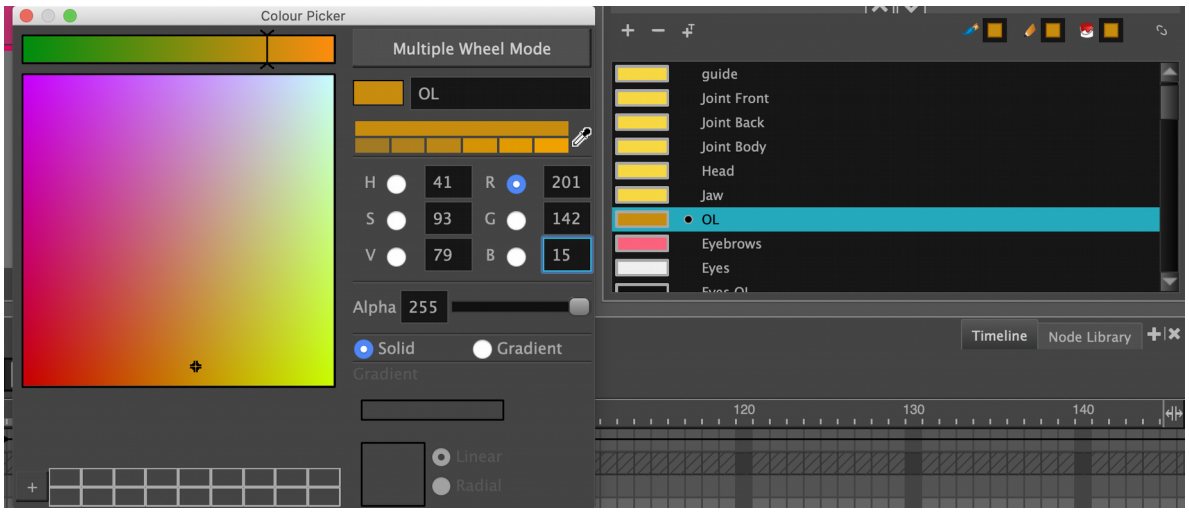
- Right click on the palette and select Tint Panel





- Set to Blend mode
- select all palettes that need to be override and left palettes that remain original colour
- double click colour square at the right side of blend and set it to R248 G217 B67
- set amount to 100 and tick the preview
- Then press apply

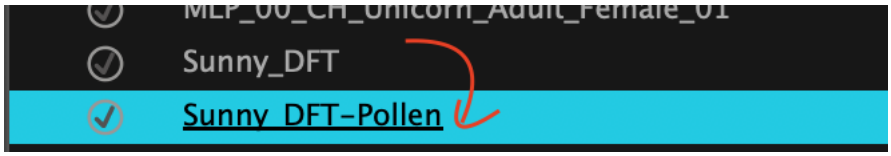
- set up the outline colour by selecting “Sunny DFT pollen” and find OL colour and change it to R201 G142 B15



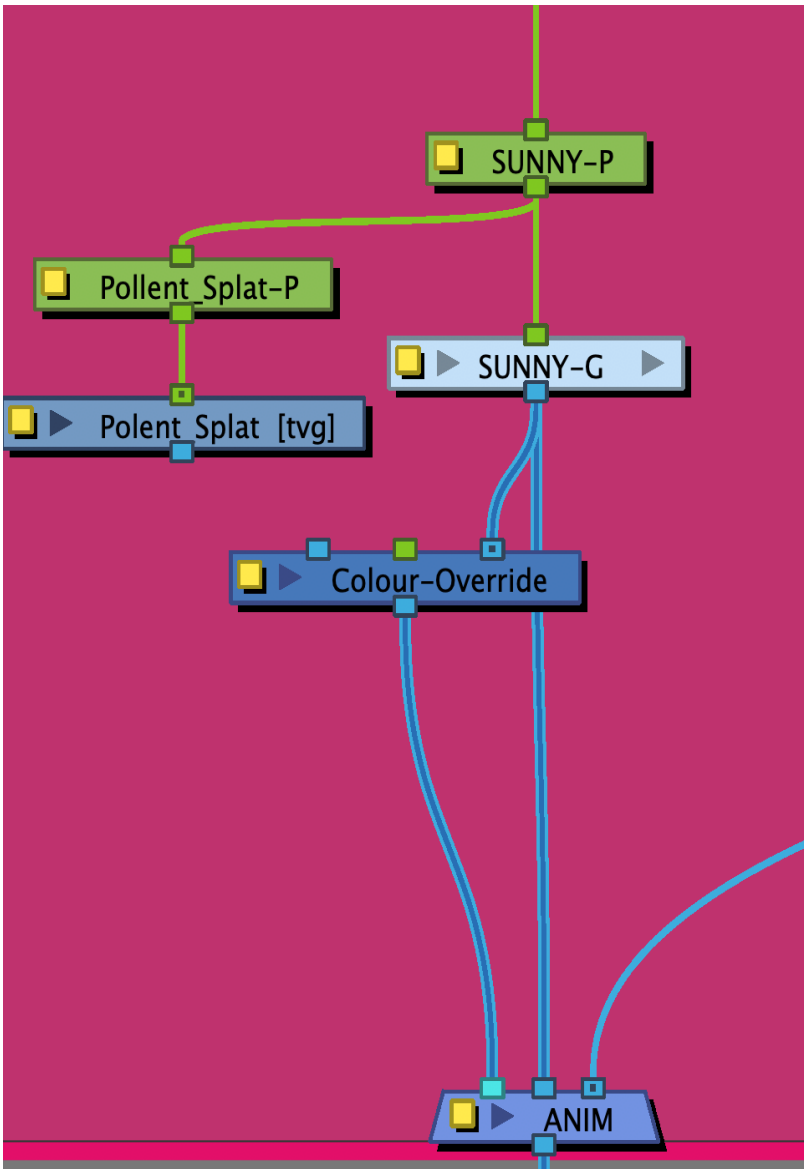
- The character should look like this



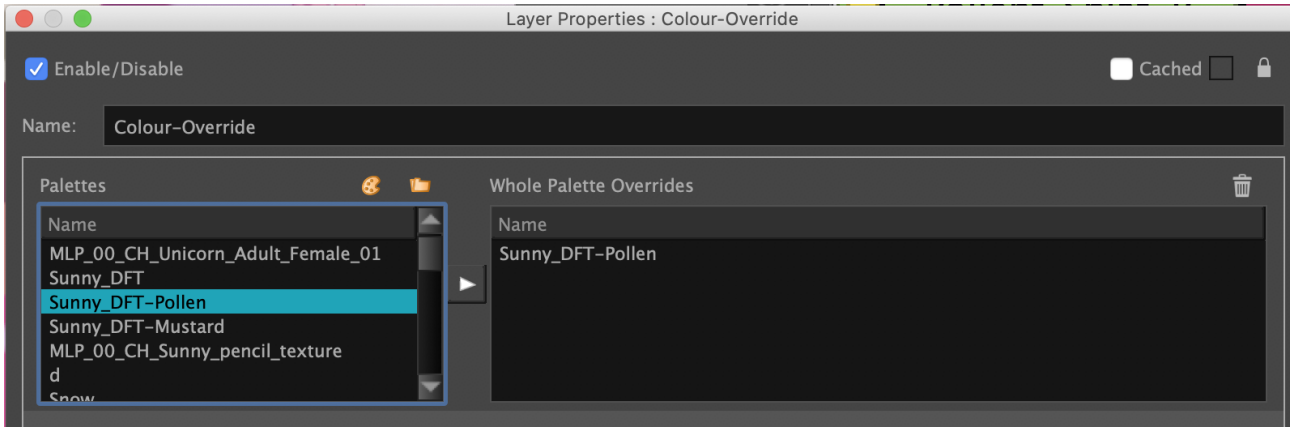
- Then bring the clone palette down from top of the original palette



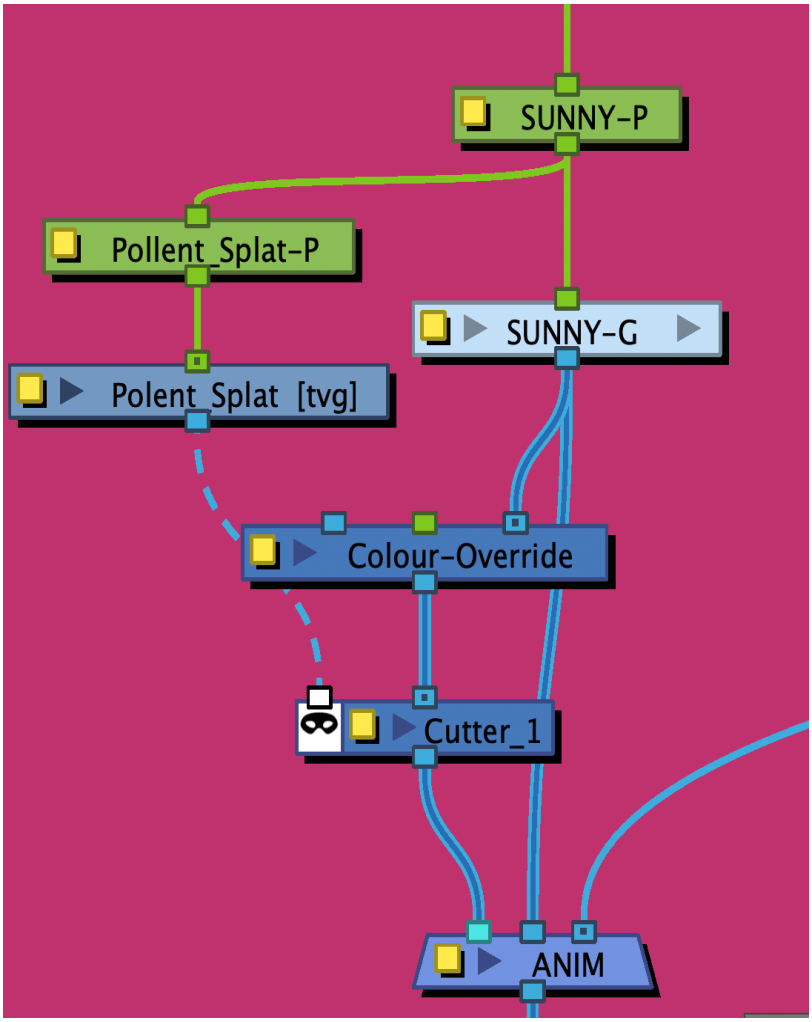
3) Set colour
– override- put colour-override under sunny node



-Click colour-override properties and bring the clone palettes to the “Whole Palette Overrides” segment



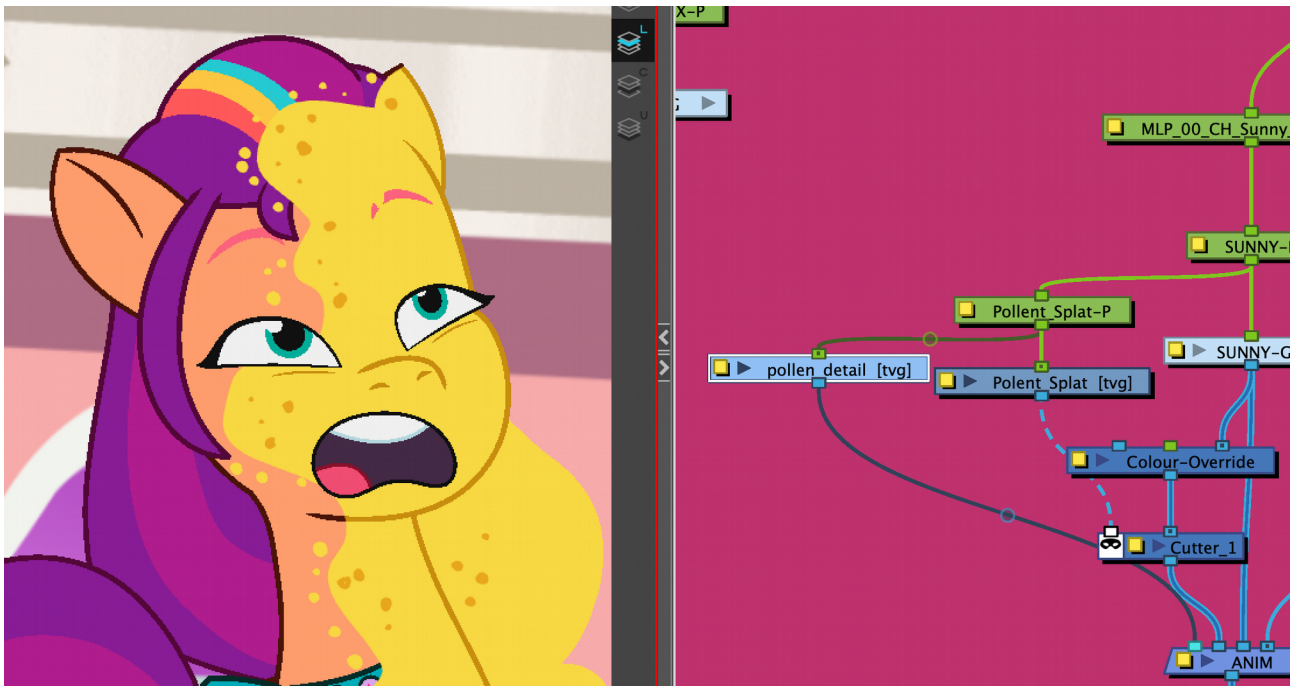
- Put cutter node under colour-override node and connect Polent splat drawing to the cutter reverse the cutter if needed



- Your character should look like this



Finally add the pollen details by adding new drawing under pollen splat Peg and draw the pollen specks / dots



Finish!

Notes:
By doing this method you can just skew / reposition / adding deformer during animation stage, and can reduce drawing on the pollen in the animation stage.