Look at my Hair Player 1.06

OVERVIEW AND INSTALLATION

Thanks for downloading the free Look at my Hair Player!

The player allows loading all the premade presets already available at www.furrythings.com/presets/ (we have a collection of several presets for most common figures, both human and animals), or other shared by users, change several hair properties like count, widths, colors, shader and finally render!

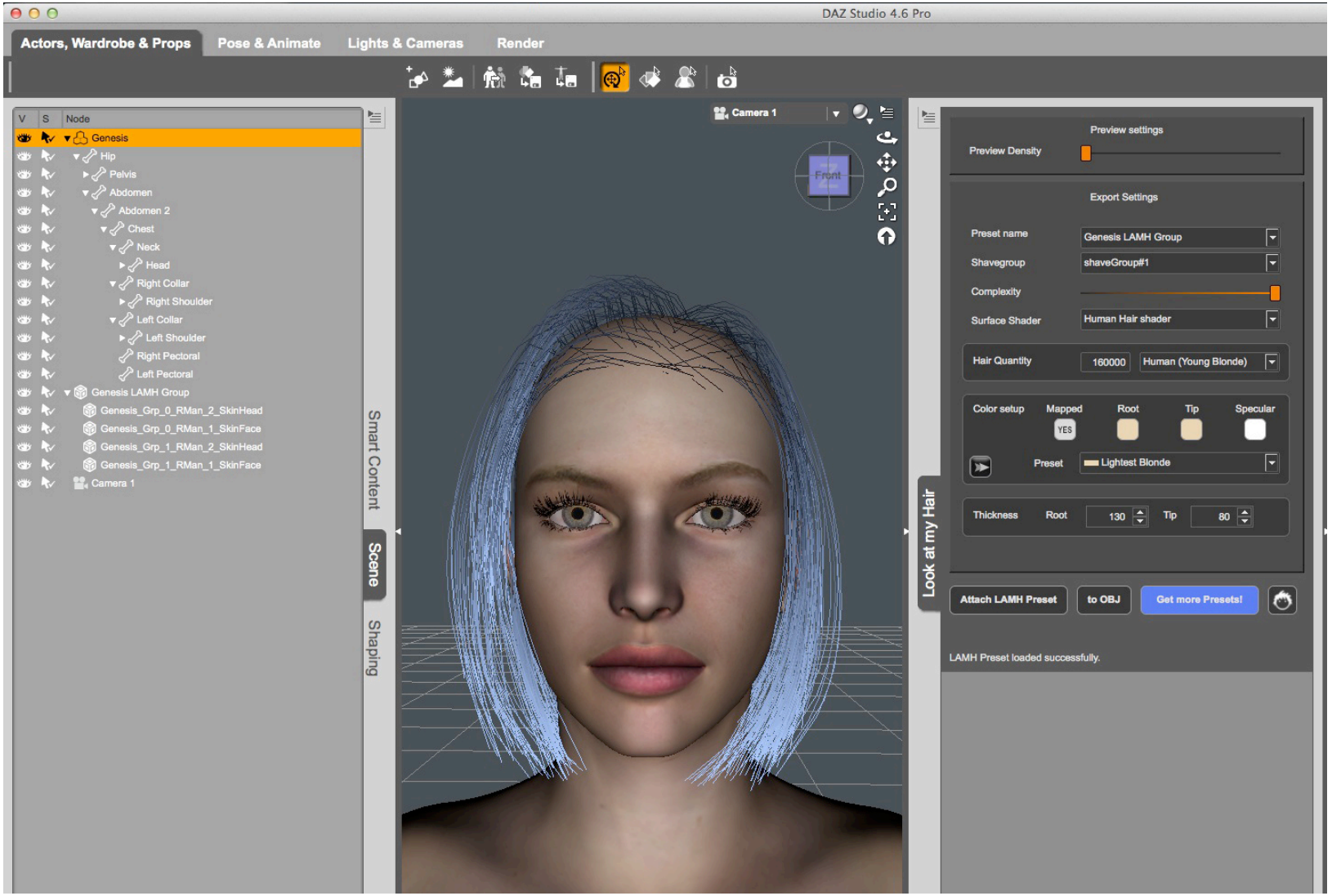
To install the Look at my Hair Player, simply copy the content of the zip file in:

/Program Files/DAZ 3D/DAZStudio4/plugins/ (Win64 users)
/Program Files (x86)/DAZ 3D/DAZStudio4/plugins/ (Win32 users)
/Applications/DAZ 3D/DAZStudio4 64-bit/plugins/ (OSX users)

Once you run Studio, in the Create Menu you will find a "Attach 'Look at my Hair'" item, and a "Look at my Hair" pane in Window->Panes menu.
You may want to dock the pane so that you can commence all the operations directly from there.

USING THE PANE

To run a quick test, load Genesis, click the **Attach LAMH preset** button and load one (remember that we have already quite a collection available here: http://www.furrythings.com/presets/).
In a few instants the preset will be loaded and available (see figure below).



Through the pane, you can easily alter a number of options, and obviously enable the new **Human Hair Shader**, which, thanks to multiple light scattering calculations based on the Marschner model, will add a higher degree of realism to your scenes.

The shader is designed to work best with environment-mapped lights; you may want to add also some spotlights or point lights to enhance lighting on specific areas.

The Human Hair Shader is able to calculate light scattering from hair fibers and it calculates **three primary components** (as from the Marschner 'Light Scattering from Human Hair Fibers'):

R: Shift of the primary specular peak toward the root

TT: A strong forward scattering component from light colored hair. This causes blond, brown, gray, and white hair to look very bright when lit from behind.

TRT: A colored secondary peak shifted toward the tip from the white primary specular peak. In a head of hair, this leads to the secondary highlight that is visible just above the primary, sometimes appearing more as a colored fringe on the primary than a separate feature.

This shader features quite a number of parameters that allow to completely customizing the final result, and we found it fascinating to fiddle with all those settings and verify how changes affected the render.

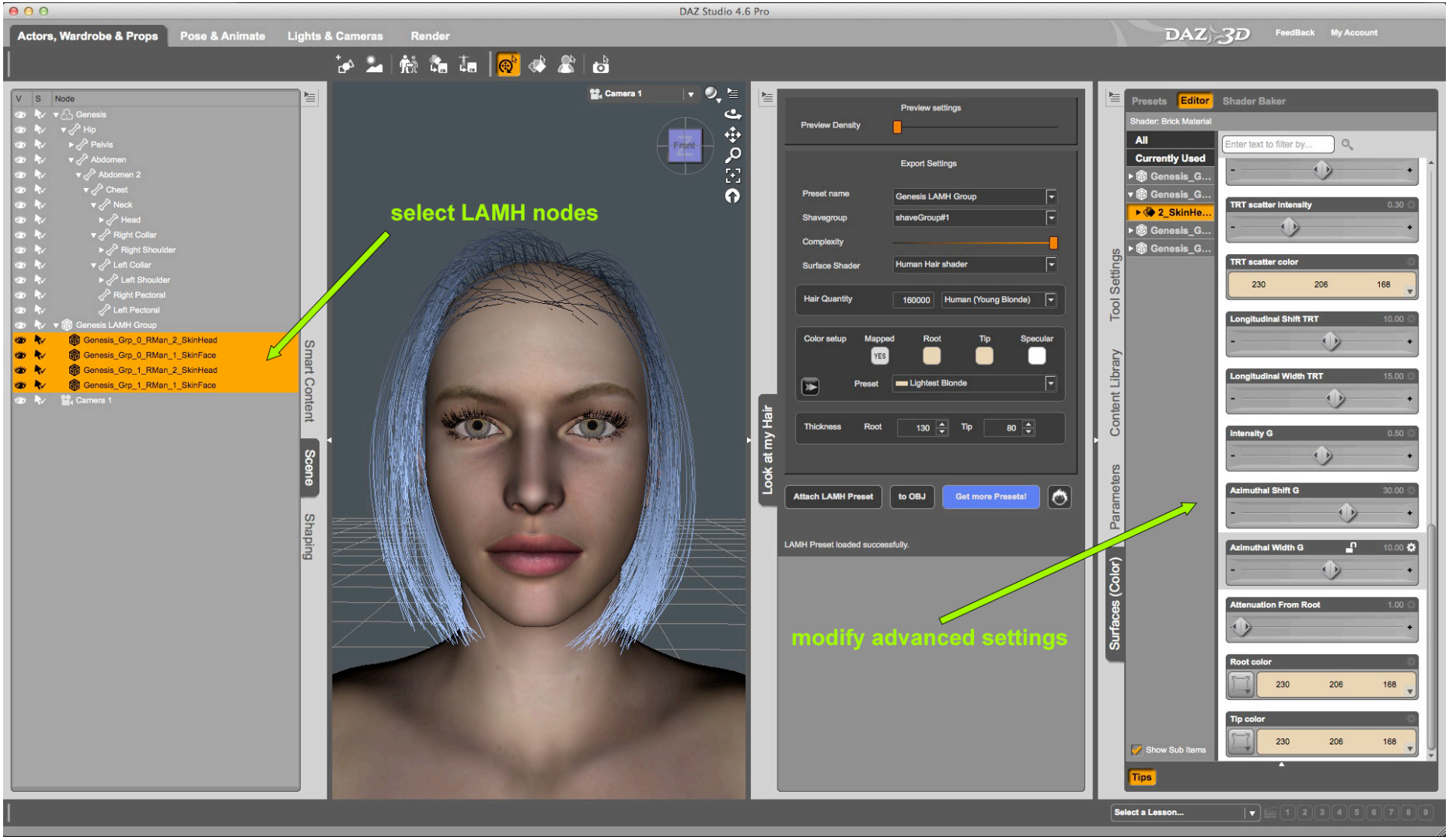
The critical settings regard especially the three light scattering components named:

- R intensity
- Longitudinal Shift R
- Longitudinal Width R

- TT intensity
- Longitudinal Shift TT
- Longitudinal Width TT
- TRT intensity
- Longitudinal Shift TRT
- Longitudinal Width TRT

R,T,TRT intensity will affect how strong the reflection is.
Longitudinal Values will basically determine how "wide" the scatter area is.
Longitudinal Shift can be used to shift the scatter area calculations.

All these parameters, along with other advanced settings, can be modified directly through the **Surface Pane,** as displayed on the next page.



As you can see, after selecting the LAMH node surfaces in the Scene Pane (left), you can tune all the advanced shader settings directly in the Surface Pane.

The images in the following pages show how changing those parameters affect the overall look of the hair.

Figure 1: shader with default settings

Figure 2: slightly increased R intensity, and longitudinal widths

Figure 3: scatter colors slightly changed to red

Figure 4: and here toned down to dark

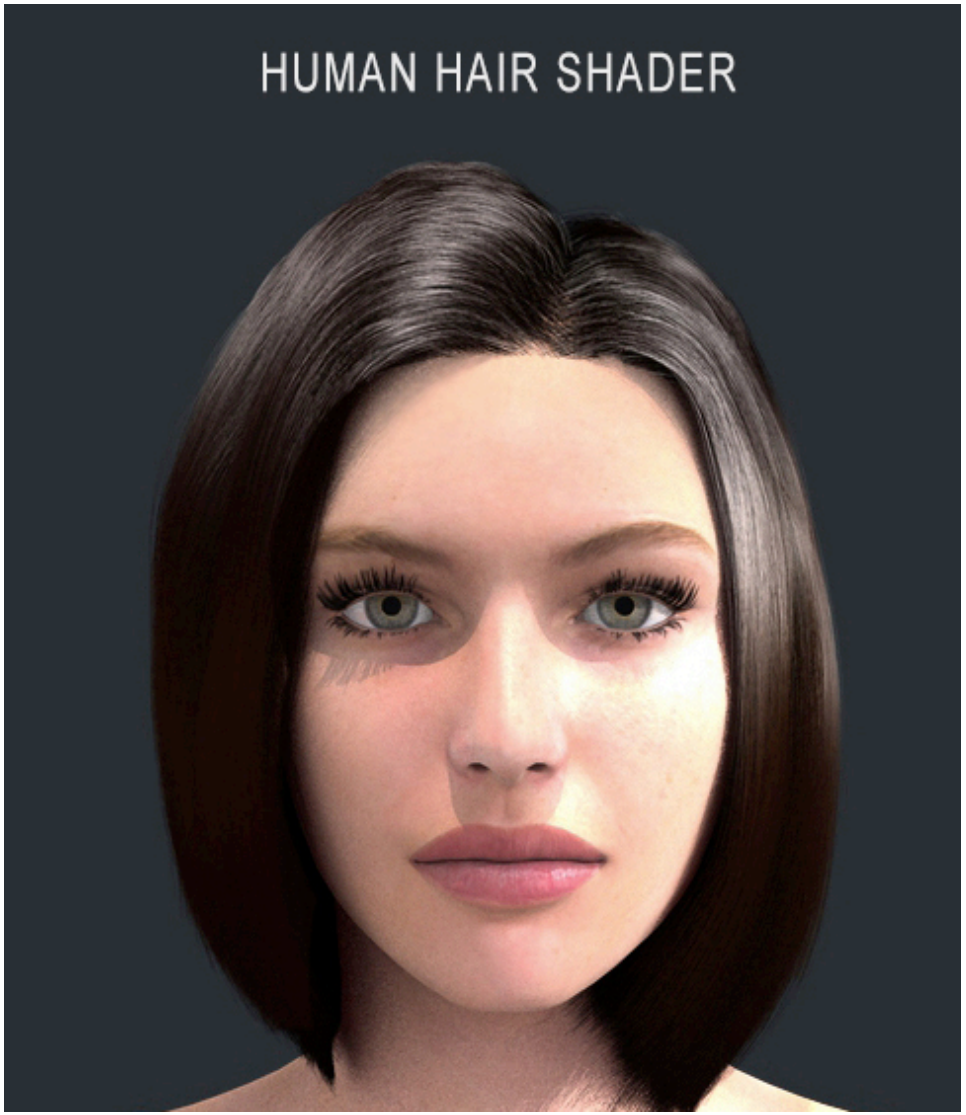


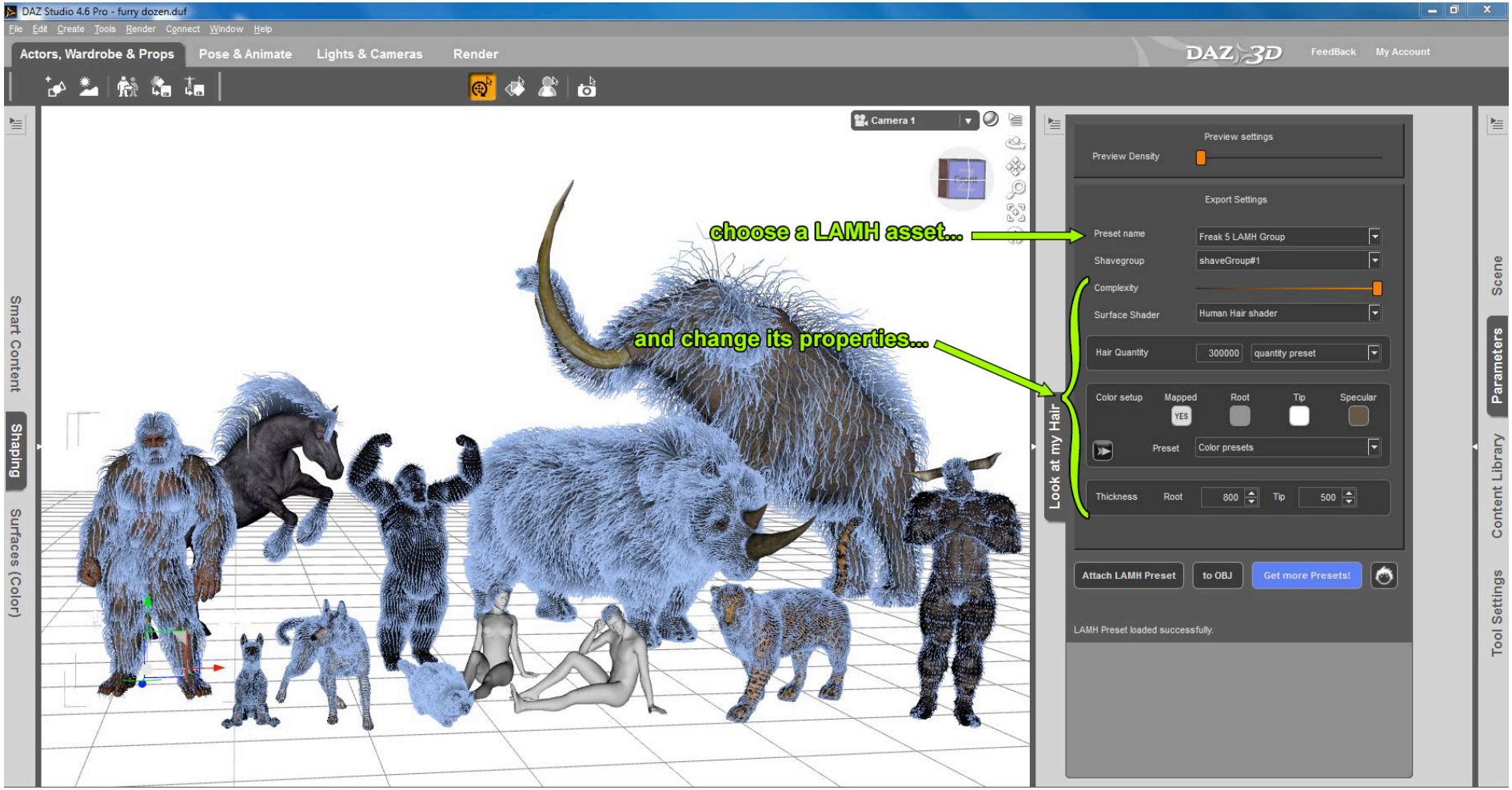
Figure 5: added a spotlight to enhance lighting on the left

Figure 6: side view with mild scatter effect

Ok, we hear you… "Why there are no blonde or red hair examples?"… Well folks, you are going to try that!

MULTIFIGURE AND GEOGRAFTING SUPPORT

One of the most exciting features introduced with this release is the multifigure support, which allows loading and managing multiple LAMH-furred figures.
This brings Look at my Hair into a new whole playground, allowing to create complex scenes with multiple furred creatures!
The pane allows to select and modify each individual asset very easily as displayed in the screenshot below:



OBJ EXPORT, ANIMATION AND .DUF SUPPORT

We fixed OBJ export optimizing the routines and path output.
All the exported data (OBJ plus texture maps) can be found in your folder:

Documents/DAZ 3D/Studio/lookatmyhairAM/geometry/

Also, starting from this release we are officially supporting time-based frame animation for LAMH furred models.

As a reminder, please note that loading and saving scenes containing LAMH assets to .duf files is fully supported.

If you encounter any issue or you want to give us some suggestions, you are encouraged to email us at the following addresses:

nfo@alessandromastronardi.com
krsears@gmail.com

Thank you very much and we hope you will enjoy the player!

If you would like to create your own hairstyles and use all the tools and features like a real barber, consider buying the full version of Look at my Hair at http://www.daz3d.com/look-at-my-hair .

Sincerely,

Alessandro and Kendall.