How to get the most out of your Michael 5 and Victoria 5 Carrara 8.5 Shaders.

These sets are designed to be installed into your main Carrara install folder and the instructions provided will assume that is the case. Further you should already have your Content Folders mapped in the Content Tab of your Browser. If not, before you begin you will have to add the appropriate folders to your Browser and as you apply shaders they will ask for file locations for the texture maps.

These shaders do include settings which includes Sub-Surface Scattering or SSS. SSS in Carrara is designed to be used with Global illumination turned on in your rendering and tends to act more like a glow channel when you are not using Global Illumination. The SSS setting is turned off in these shaders and you can turn them on by simply selecting the skin sub-shaders and on the SSS channel checking the box to activate them.

Using the Shaders

Most Genesis and Genesis 2 use a UV set that is different than the default UV set. To use the shaders load Genesis. Apply a preset from your Content Tab or your Smart Content Tab which has the correct UV set for the Shader you wish to use. For example Victoria 5 or Michael 5. then on the "Instance" tab choose the line under Genesis that says "Actor" and click the edit button.

In the Shader Room go to the Browser tab marked "Shaders" navigate down to skin->Genesis->Michael 5 (Or Victoria 5)->Character Name. Choose your shader then Drag and Drop onto the big multi-colored ball on the top right.
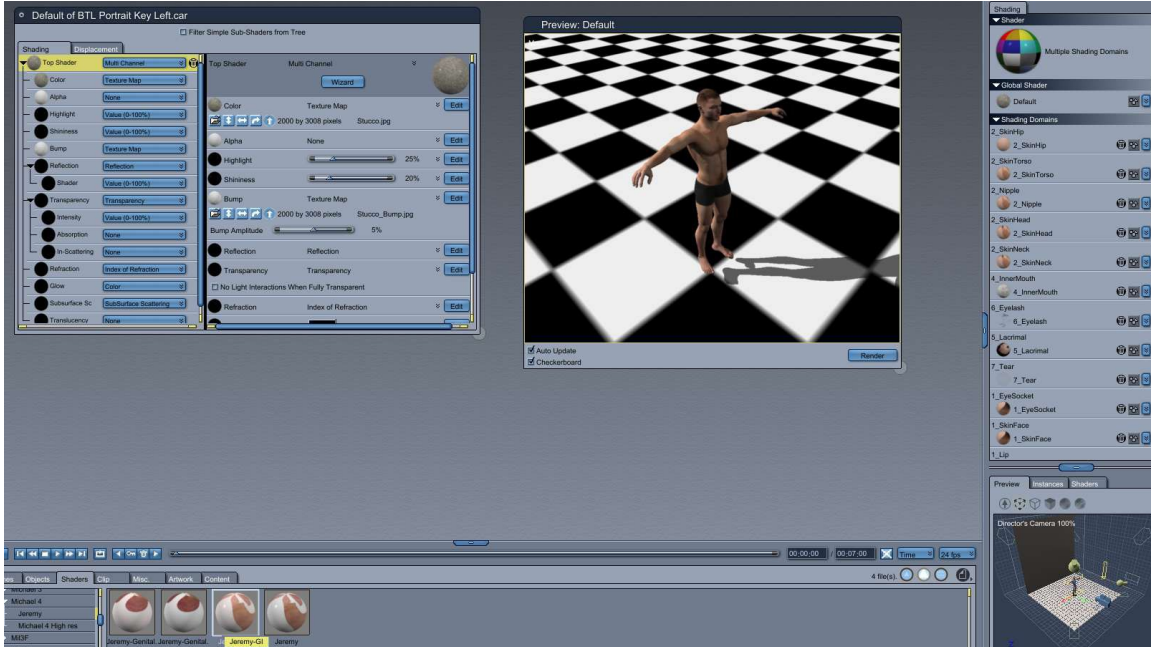

Use the little hand at the top of the screen to go back to the assembly room. It is usually best if you then Remove Unused Master Shaders. (This is a good habit to be in when you replace shaders because it frees up memory.)

You can then select Genesis and add clothing, hair and other content to the scene. You will likely wish to adjust shaders for any other content you add to the scene, specifically Highlight, Shininess, Bump and possibly Displacement and Glow.

These shaders are set up to work in a wide variety of lighting situations. However since shaders and lighting are interdependent it may be necessary to adjust one or the other for the look you are going for. To do that each skin material zone has a pair of extra sliders, one in shininess and the other in highlight. This should make it easy to adjust for your particular render.
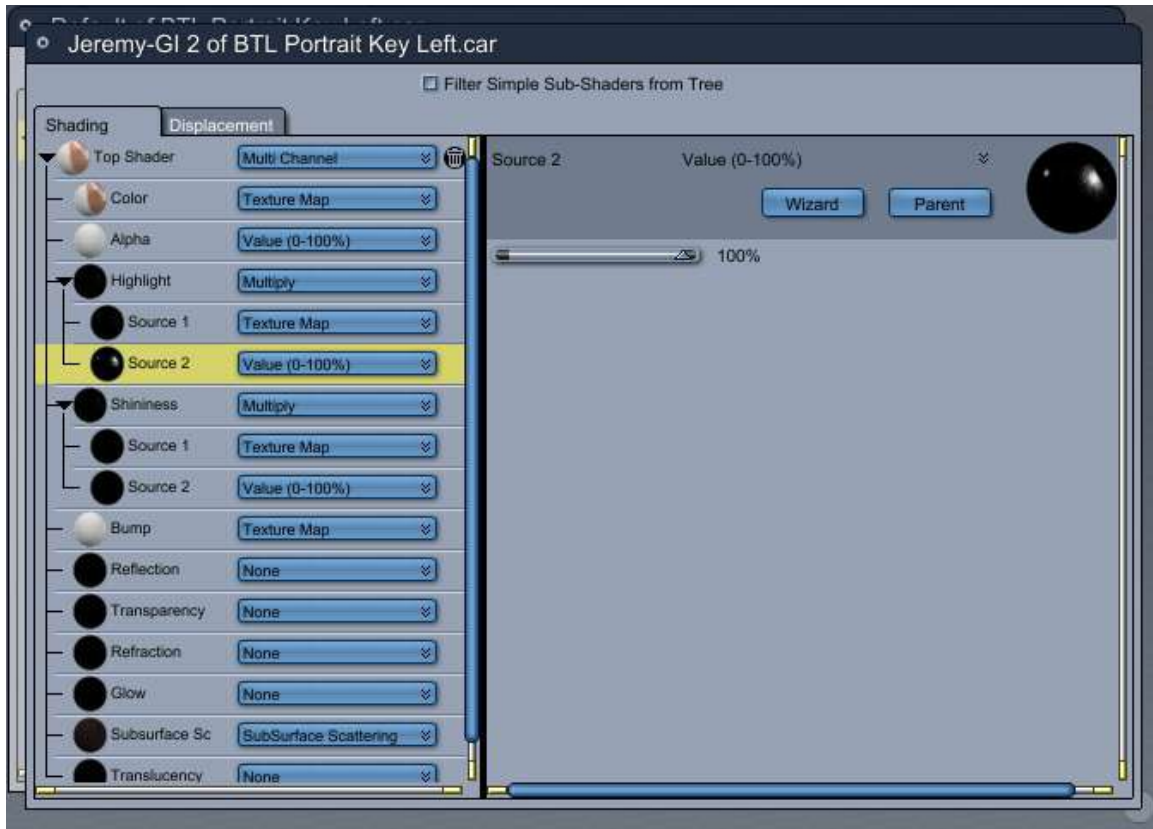
Also note that pure HDRI lighting in Carrara does not produce skin highlights. To bring those out, in conjunction with an HDRI map, it is usually necessary to add a low intensity spotlight or two or other direct light to the scene.

Thanks for reading this. I hope you enjoy your shaders as much as I enjoyed making them.