

HDRI optimized Skin & Hair Shaders

by Tolero

Thank you for buying the HDRI optimized Skin & Hair Shaders!
With these Shaders and Materials you will get more realistic Skin and Hair behaviour with the use of HDR illumination with Iray.
It will also work with conventional Lights, but be aware that something to reflect is in your Scene. Lightsources that are not visible to render (the Lightbody itself), will not distribute so much to the Shadersolution, because the reflection Settings are the Mainpart of the Shaders and Materials.
Emissive Light Objects will work best for artificial lighted Scenes.

1. The Skin Shaders

The Skin Shaders are in fact Materials that you can apply directly to your figure.
On Genesis 2 Figures, you have first to apply the basepreset which is named "Apply to Genesis 2".
After that, choose between Skin low, med and high.
On Genesis 3 Figures, Materialpresets can be applied directly.
Textures will not be affected by applying the Presets. Only the Surfaceproperties will change.
The Teeth Material makes the Teeths a little more whiter and brighter.

2. The Hair Shaders

The Hair Shaders are "real" Shaders and not Materials. So you have to follow the Instruction below. (Screenshot on Page 2).
Select your Hair (1) and then select the Surface Tab(2). Choose on which Hair Subparts you will apply the Shader(2). Finally apply the Shaderpreset (3).
These Shaders will work on every Hair Model from any Generation.
Today, the most new Hairs are Iray optimized and doesn't need a change for good results. But you can alter the Result with these Presets if you like.

Thanks for you support and happy Rendering!

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