

# Skin Tutorial for Final Gather

Here's Neil's Basic Skin Shader Set up. The top Panel is the Fast \_lmap with the SSS\_Fast\_skin bellow it. The images on The Second page show some different examples when adjusting the Radius of the different Scatter Layers. As you can see with the Final Gather we have to turn the Weights way up.

The screenshot shows the 'misss\_fast\_lmap\_maya1' property editor in Maya. The 'Lightmap Sample' section has 'Include Indirect Lighting' checked, with a red circle around the checkbox and a red note: 'This allow it to work with Final Gather.' The 'Lightmap Write' section has 'Lightmap' set to 'mentalrayTexture1' and 'Scatter Bias' set to '0.000'. A 'Sample' preview shows a sphere with a skin-like texture.

**Diffuse Color** [Color Picker] [Slider] [Checkmark]

**Diffuse Weight** 0.300 [Slider] [Checkmark]

**Subsurface Scattering Layer**

**Epidermal Scatter Color** [Color Picker] [Slider] [Checkmark]

**Epidermal Scatter Weight** 0.800 [Slider] [Checkmark]

**Epidermal Scatter Radius** 1.000 [Slider] [Checkmark]

**Subdermal Scatter Color** [Color Picker] [Slider] [Checkmark]

**Subdermal Scatter Weight** 1.000 [Slider] [Checkmark]

**Subdermal Scatter Radius** 4.000 [Slider] [Checkmark]

**Back Scatter Color** [Color Picker] [Slider] [Checkmark]

**Back Scatter Weight** 1.000 [Slider] [Checkmark]

**Back Scatter Radius** 20.000 [Slider] [Checkmark]

**Back Scatter Depth** 8.000 [Slider] [Checkmark]

**Specularity** [Slider] [Checkmark]

**Bump Shader** [Slider] [Checkmark]

**Lightmap**

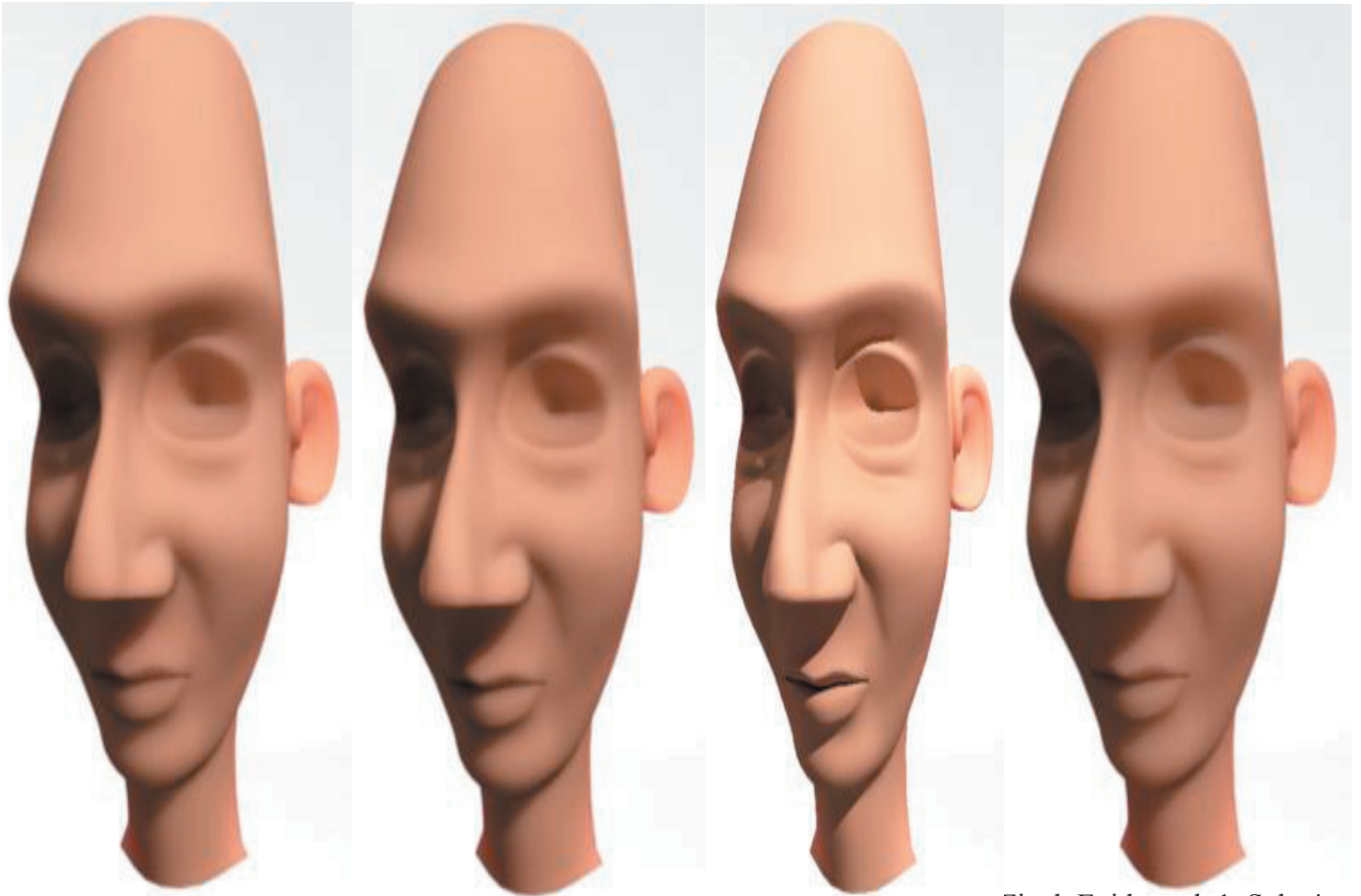
**Lightmap** mentalrayTexture1 [Slider] [Checkmark]

**Samples** 128 [Slider] [Checkmark]

**Buttons:** Select, Load Attributes, Copy Tab

*Red annotations:*

- I usually set the epidermal color to white and plug my color map to the overall color
- I will often set the weights to around .8 to 1.5 and adjust to get the right color
- Radius is everything These are typical settings For my characters
- I will set the Samples to 128 which is the same as anti aliasing

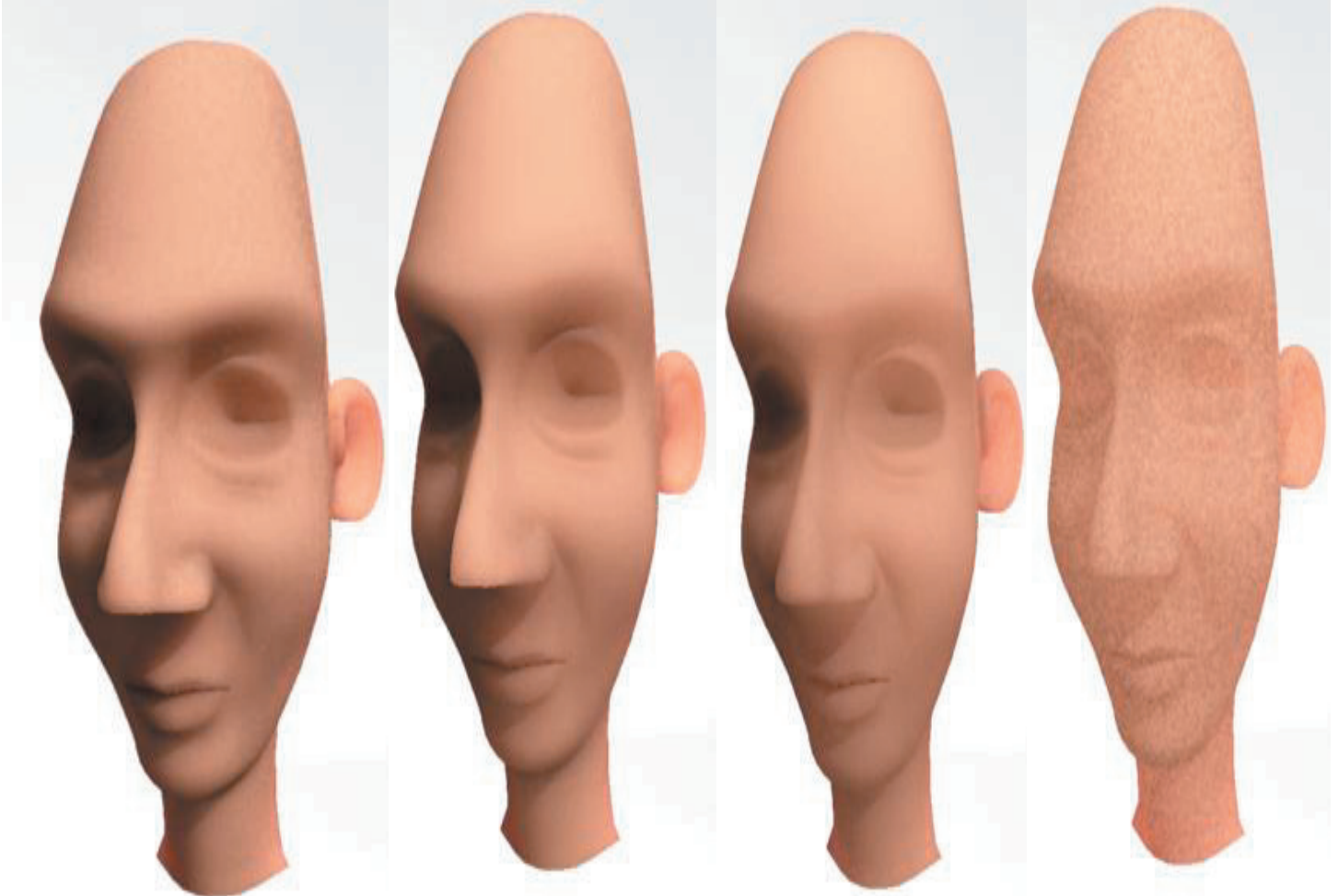


Epidermal\_1\_Sub\_2

Epidermal\_.08\_Sub\_.15

Radius\_0\_NO\_Scatter

Final\_Epidermal\_1\_Sub\_4



Radius 2

Radius 5

Radius 10

Radius 100