

Vreel Skin 1.5

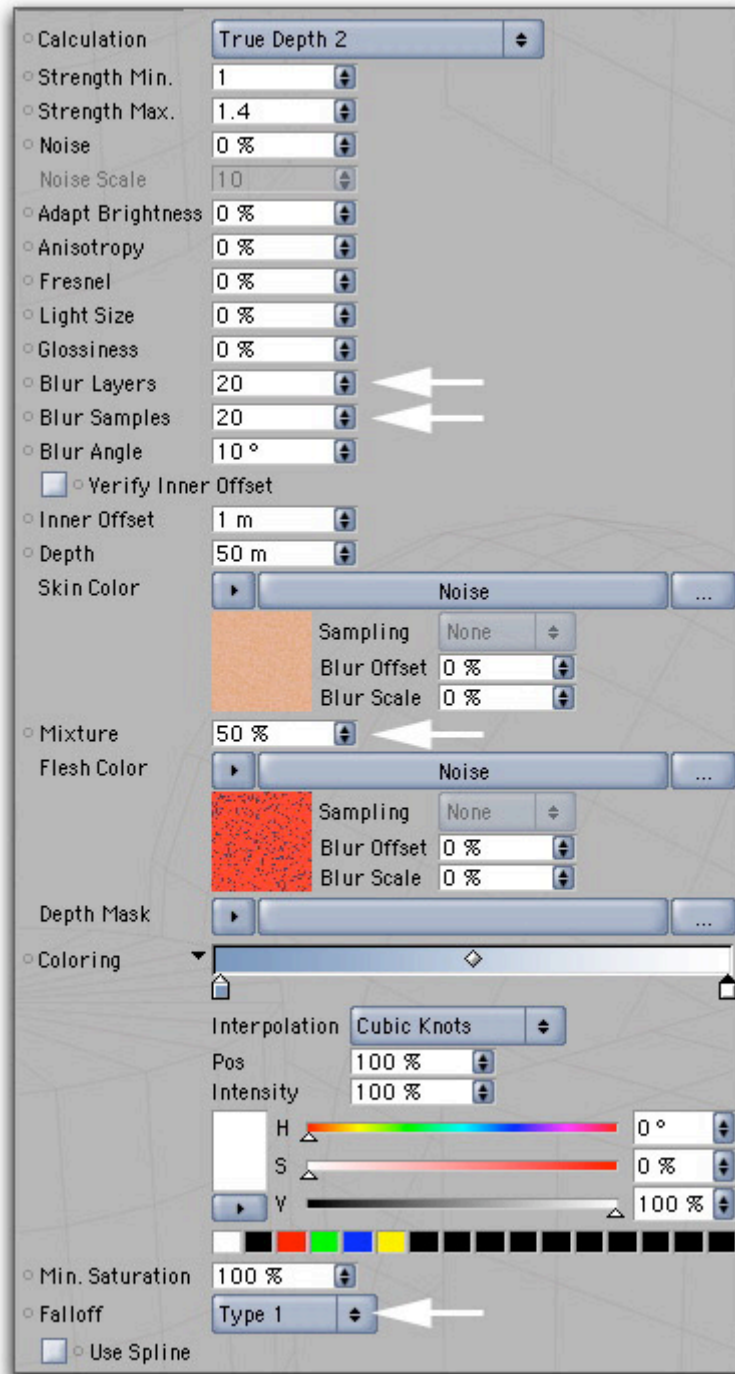
The skin shader for Cinema 4D (v9.1 minimum)

Addendum

Vreel Skin v1.5 adds a new mode to the Translucent part of the shader: True Depth2. It works faster, more precise and offers more controls than the old True Depth mode. The old mode remains accessible for compatibility reasons.

Vreel Skin 1.5 now allows to choose 2 separate images or shaders to color the translucent calculation of the skin and the flesh part of your object. The gradient between these two textures is based on the calculated thickness of the object and a Mixture value. This allows you to create your own falloff for the flesh and the skin textures. Realistic skin shading at your fingertip..

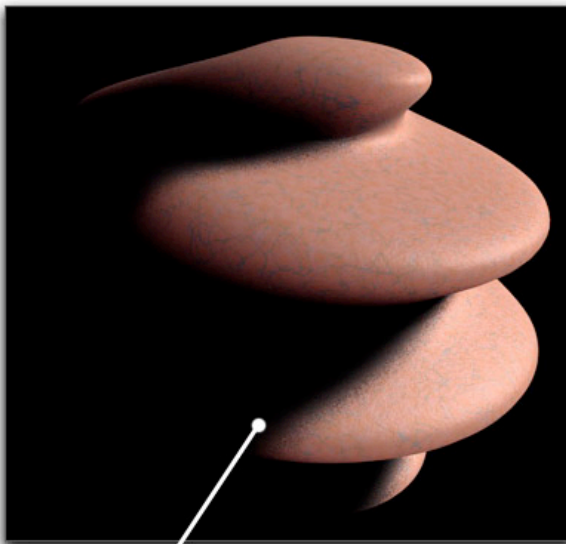
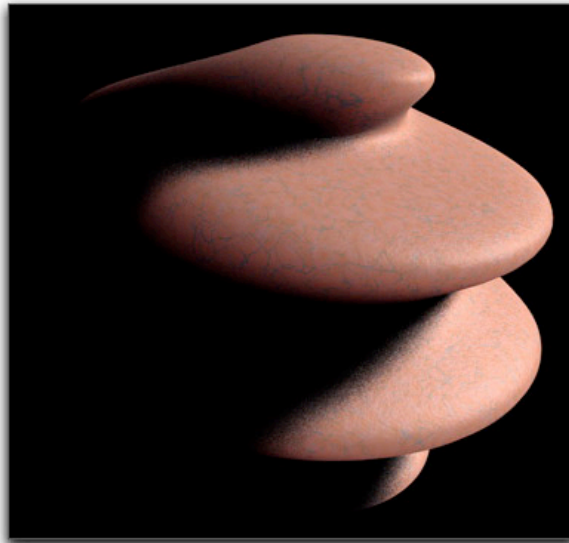
Beside this, a new Falloff menu offers easy access to common falloff types for the brightness gradient of the shading. You can still choose to use a spline for the falloff, but using the Falloff menu offers a faster calculation compared to the spline.



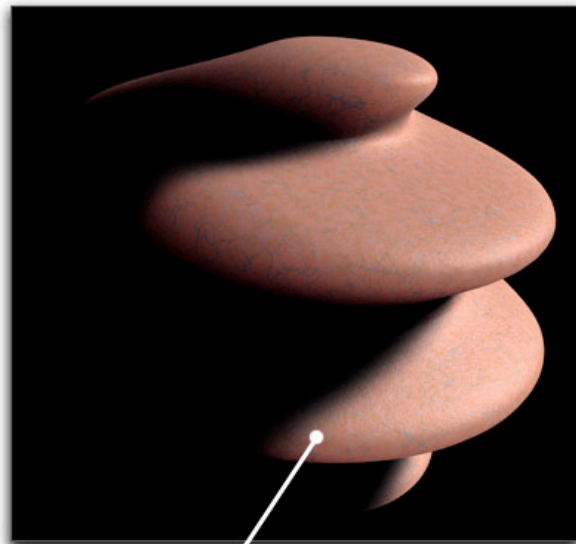
This is what the new dialog looks like. The most important new settings are marked with arrows.

Basically the setup of the True Depth 2 mode works as with the old True Depth mode. Please read the documentation of the previous Vreel Skin version for details

If for any reason you want to use the old True Depth mode, you can also use the new Skin Color / Flesh Color textures and the Falloff menu with that mode.



Blur Layers



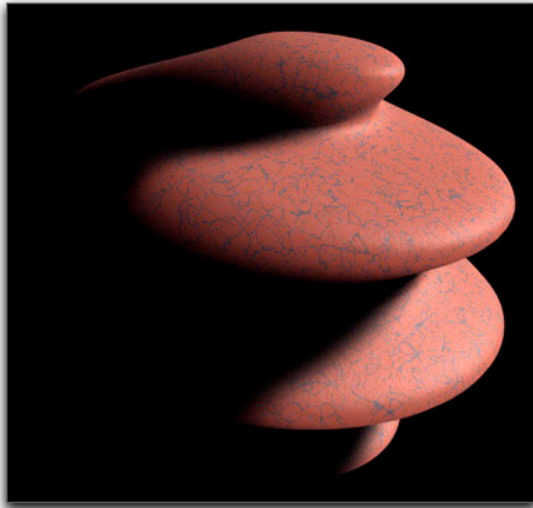
Blur Samples

After you set up the Inner Offset and Depth and the textures, you should have a look at the two Blur values. They work a little different in True Depth 2 mode than in the other translucent modes.

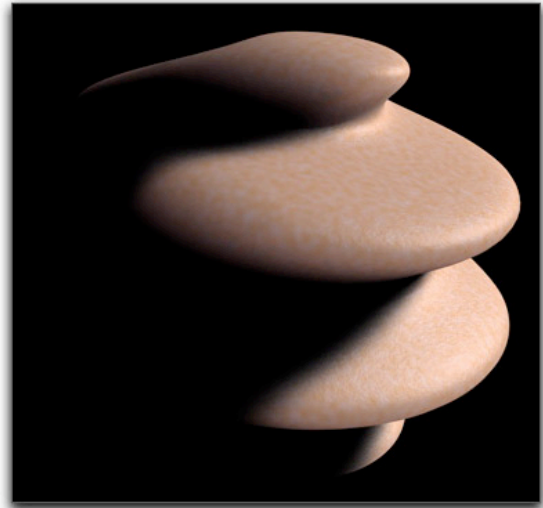
Blur Layers sets the number of Samples in the shadow areas of your object. Blur Samples sets the number of samples in all parts that are directly lit.

The quality of the rendering will increase with higher Blur values, but the render times will increase as well.

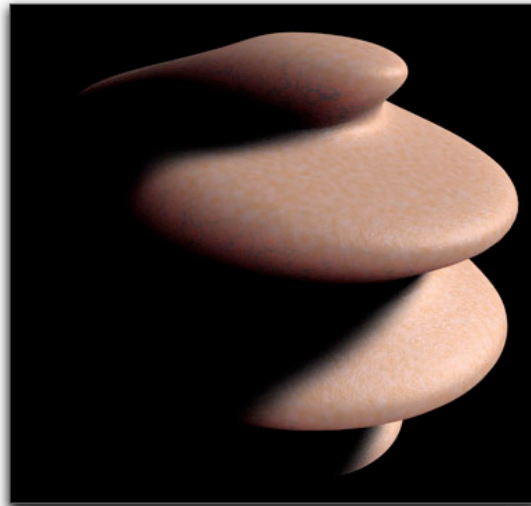
Most of the time Blur Layers can be kept smaller than Blur Samples. If you are not going for extreme closeups, values between 1 and 20 for both Blur settings should work fine and give images without noticeable noise structures in the shading. The image above show too low settings for both Blur values on top. The images below show the result after increaing Blur Layers first and then Blur Samples to 10 each.



Mixture 0% -> flesh



Mixture 100% -> skin



Mixture 50%

In this setup two noise shader are loaded into the Skin Color and Flesh Color slots. By adjusting the Mixture value you can take control over the percentage of the mixture of both textures.

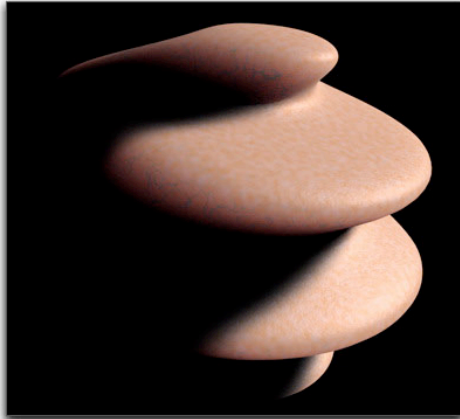
The image above shows the flesh texture on the top left. As the Mixture value was set to 0%, the Skin Color was completely replaced by the Flesh Color.

The other extreme is using a Mixture value of 100%. Now the Skin texture is the only visible texture (see top right image).

Using values between 0 % and 100% will push one texture into the area of the other texture.

The higher the Mixture value is, the stronger the Skin Color will be pushed into the Flesh Color areas and vice versa with lower Mixture values.

The mixing of both textures is not only based on the brightness of the surface, but also on the calculated depth of the rendered pixel.

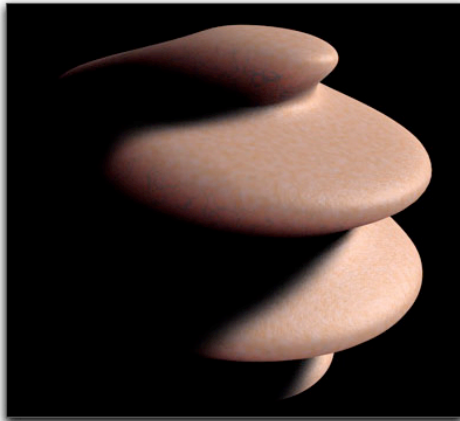


The image sequence on the left shows the effect of the different Falloff types. From top to bottom you can see the Linear falloff, followed by Type 1 to Type 2 and finally Type 3 at the bottom.

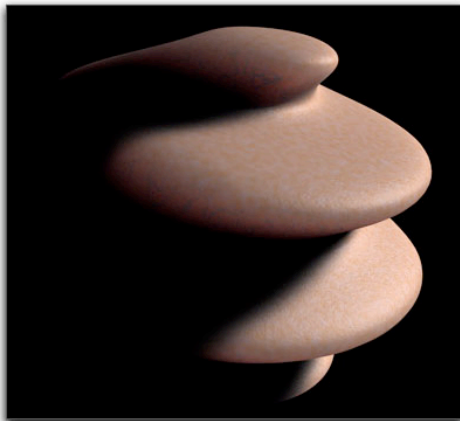
The falloff works as an additional shading and is therefore based on the surface normals and the Phong settings of Vreel Skin.

Try to use one of the given Falloff settings as often as you can as they offer great speed advantages over the spline falloff.

If you want to use an individual spline falloff, activate the Use Spline option and the Falloff menu will be deactivated so you can use the Spline instead.



Regarding the Flesh Color, you don't have to use that slot. If you are just heading for a subtle translucent effect, just use the Skin Color slot for a shader or image. The Mixture value will only work if both Flesh Color and Skin Color slots are set.



Keep in mind that the Coloring gradient below the Depth Mask is always multiplied with the result of the shading calculation. If you don't want to color the Skin Color and the Flesh color textures, switch the Coloring gradient to all white.

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