Improving the look on rendered hairs.

Author:	Vadlor	Printable Version	Tools Needed
Step 1:	Loading the Hair		* Poser 6
Step 2:	Working on it		
Step 3:	And now, the last touch		
Step 4:	What else can we do with the hair?		
Step 5:	Clean up your hair with DAZ Shampoo!		
Step 6:	Let		
Step 7:	In between		
Step 8:	Want to go to the extreme?		
Step 9:	And that		

Introduction

This is a group of simple techniques I developed to give a little more life to the <u>hair</u> of my images. This also works on animals and/or other characters with a furry skin



Step 1 - Loading the Hair

Load a hair of your choice. For this tutorial, I'll be using manga Hair for Hiro from Poserpros.

Select and \underline{apply} the corresponding MAT pose. Render \underline{it} to see how it looks. This is purely for comparison with the next Steps.



Go to the Material Room.



Looks rather plain, doesn't it? Well, let's buff it up a little, shall we?

Step 2 - Working on it

Create a <u>new</u> Velvet node (you'll find it under New Node/Lighting/special/Velvet). This node has two colors settings, Velvet Color and Velvet Sheen. Set the Color to a dark hue of your hair texture, and the Sheen to a light hue. The color settings I use here are: Velvet Color R0 G10 B43 and Velvet Sheen R207 G252 B253. Connect the transparency map to the socket on these two settings.

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Step 3 - And now, the last touch....

Finally, connect the Velvet Node to the Alternate Specular. Render and compare with the first render.

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Now that's livelier, isn't it?

Step 4 - What else can we do with the hair?

Different stuff, depending on the nodes you use. For a quick experiment, let's use a Glossy node instead of velvet for a more defined

specularity. The Glossy Node is found under New Node/Lighting/Specular/Glossy. Connect the transparency into the Specular_Color socket and the Glossy to the Alternate Specular.





Another livelier hair for you :)

Step 5 - Clean up your hair with DAZ Shampoo!

Here's another possibility for you, let's bring back our old Velvet Node, but this time, we'll connect it into the Alternate Diffuse socket.

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This will give you an even shinier hair, a kind of shampoo-ad feeling to it.



Step 6 - Let

Let's do a Wet hair now. For this, we'll go back to the original MAT pose of the hair, and create an Anisotropic node, located under New Node/Lighting/Specular/Anisotropic.

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Just like you did with the Glossy in Step 4, connect the transparency into the Specular_color socket and the Anisotropic into the Alternate Specular.

Render away and see that watery shine it has now!



Step 7 - In between....

Did you know that if you use the Specular Node located under New node/Lighting/Specular/Specular you can achieve something in between what we did in Steps 3 and 4?





Try it!

Step 8 - Want to go to the extreme?

Create a Toon Node (located under New Node/Lighting/diffuse/Toon). Connect the transparency to the three color settings of the toon node. For the color themselves, follow the names. put a light hue of the hair color into the lightcolor setting, a dark hue in the DarkColor and to give it that extreme edge, set an almost black hue into the InkColor setting. For this example, I used these settings: LightColor R215 G252 B253 - DarkColor R0 G10 B70 - InkColor R11 G11 B21.





Render and go the extreme!

Step 9 - And that

I strongly encourage you to experiment with this and find out what other nodes will do to your hair! That's how I've learned what I'm sharing with you ;).