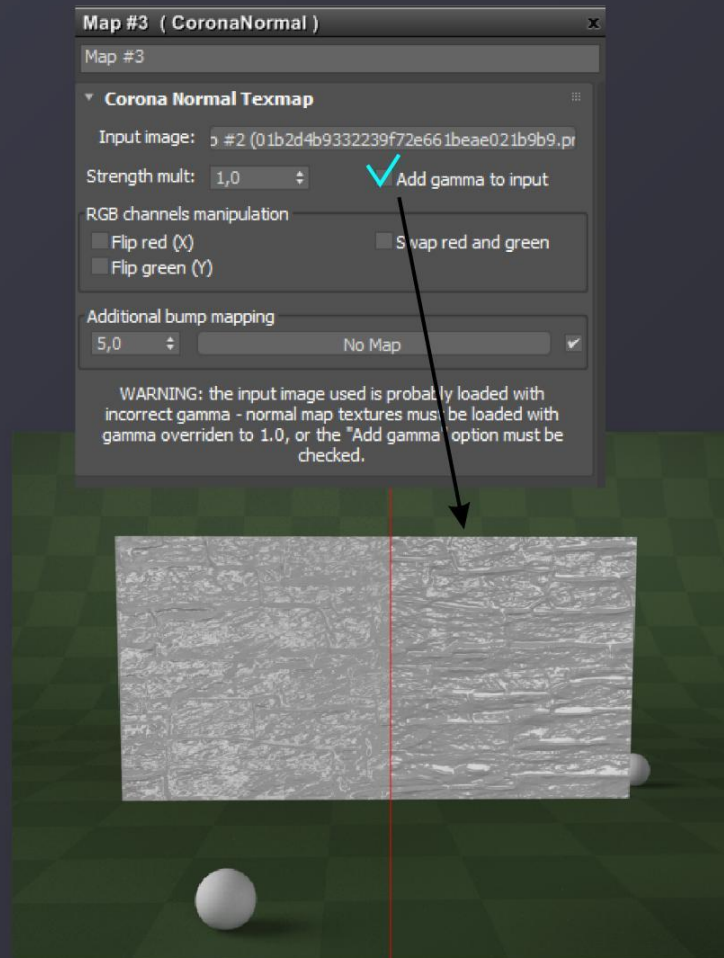
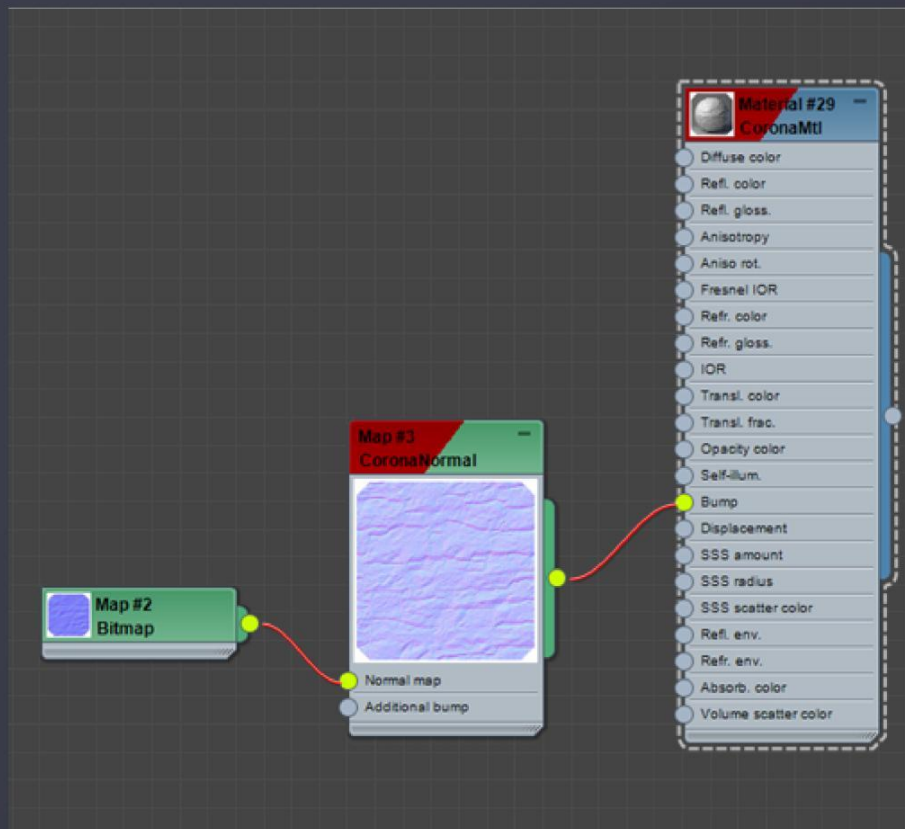
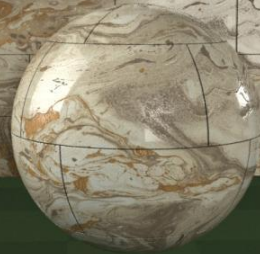
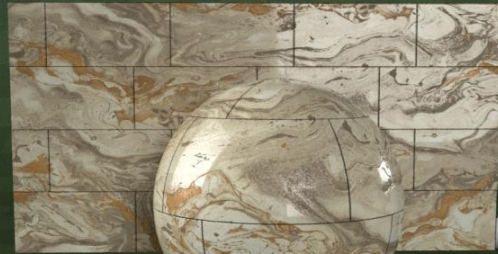
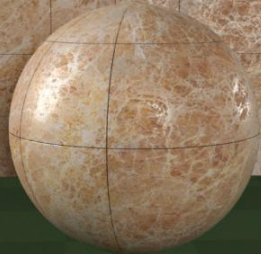
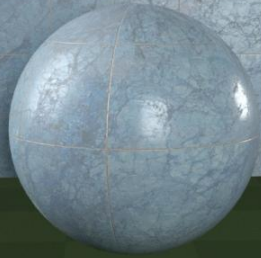


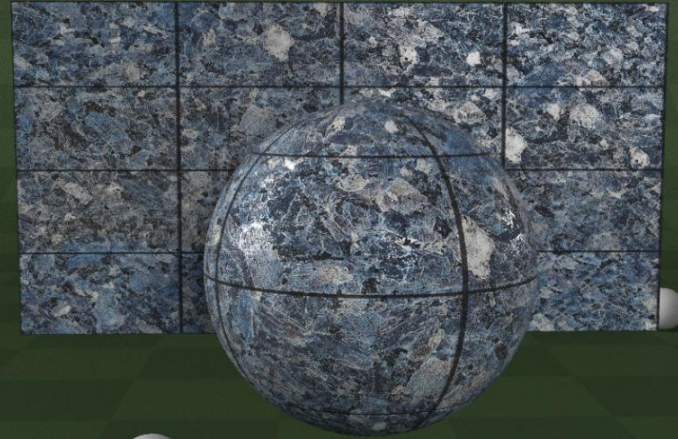
МЕТОДЫ ТЕКСТУРИНГА ОБЪЕКТОВ

Настройка материалов и проецирования текстур

Normal map







Basic options

Diffuse
 Level: 0,0 Color:

Translucency
 Fraction: 0,0 Color:

Reflection
 Level: 0,0 Color:

Glossiness: 1,0 Fresnel IOR: 1,52

Anisotropy
 Amount: 0,0 Rotation: 0,0 deg

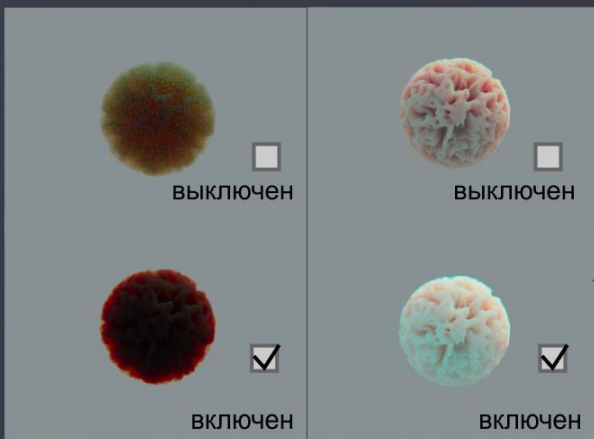
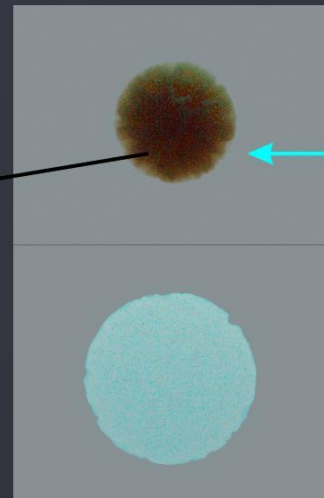
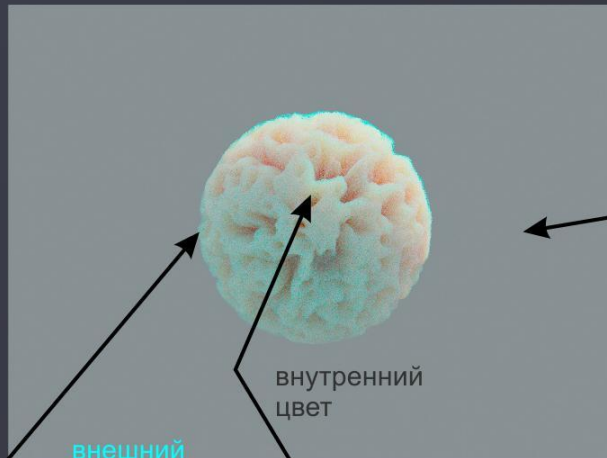
Refraction
 Level: 0,0 Color:

Glossiness: 1,0 IOR: 1,52

Dispersion
 Enabled Abbe number: 40,0

Thin (no refraction) Caustics (slow)

Opacity
 Level: 0,0 Clip Color:



Volumetrics and SSS

Mode: Volumetric scattering

Volumetric scattering

Absorption color: Distance: 2,72mm

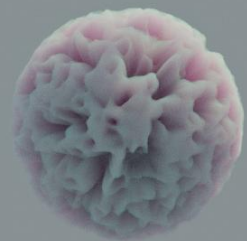
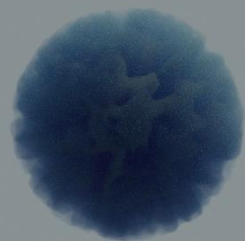
Scattering color: Directionality: 0,0

Single bounce only

1,0

-1,0

оболочка пропадает
 рассеивание
 при 1,0





The screenshot displays a 3D software interface with a material library grid, a selection panel, and a custom shader settings panel.

Material Library Grid:

Fur Cartoon	Fur Realistic	Hair Beeline Honey	Hair Black	Hair Blonde
Blowout Burgundy	Hair Brown	Hair Brown Rough	Hair Chocolate Brown	Hair Colored
Hair Dark Brown	Hair Dark Golden Chocolate	Hair Espresso	Hair Light Blonde Shiny	Hair Platinum Blonde
Hair Dark Red	Hair Dark Red	Hair Dark Red	Hair Dark Red	Hair Dark Red

Selection Panel:

- By Vertex
- Ignore Backfacing
- Named Selector Set
- Copy
- Paste
- Update Selection

Custom Shader Settings:

- Apply Shader
- Fur Realistic0 (CoronaHairMod)
- Flyaway Parameters
- Clumping Parameters
- Frizz Parameters
- Kink Parameters
- Multi Strand Parameters
- Dynamics
- Display
 - Display Guides
 - Guide Color