

Cycles Plugin for EZskin3

Thank you for using my new cycles node base plug-in for EZskin3 by Snarlygribbly, I hope you will share my enthusiasm because I'm very pleased with it.

This plugin has been tested in Windows10 and poser11SR3 (it won't work in a previous SR2), I hope it will also work in Apple.

Installation notes:

This plugin comes with three components:

1. An updated version of ezskin3.pyc , which has been kindly supplied to me by Snarlygribbly, please use this version otherwise the plugin won't work. Copy this file to the ScriptsMenu in python directory of poser11.
2. My plugin called CycleSkin.py, put this in the customshaders directory of the ezkin3 directory.
3. A map with suntan maps for V4, put this somewhere where poser can find it, preferably in the textures directory of a poser runtime.

The plugin is the result of the efforts I made to make a realistic Skin shader based on the new cycles nodes in Poser11. When I had a result I was satisfied with, I was wondering if I could make a plugin for it in EZskin3 and so I did. This is the result.

The plugin has shaders for every surface of a figure: skin, eyesurface, tongue, teeth, sclera.... you name it

And it has some special features : an suntan surface for V4 with several suntanmasks , a wet skin shader.

There are some configurations settings to change settings for bump, SSS-depth, high and low gloss and more to adapt the skinshader to you own preferences.

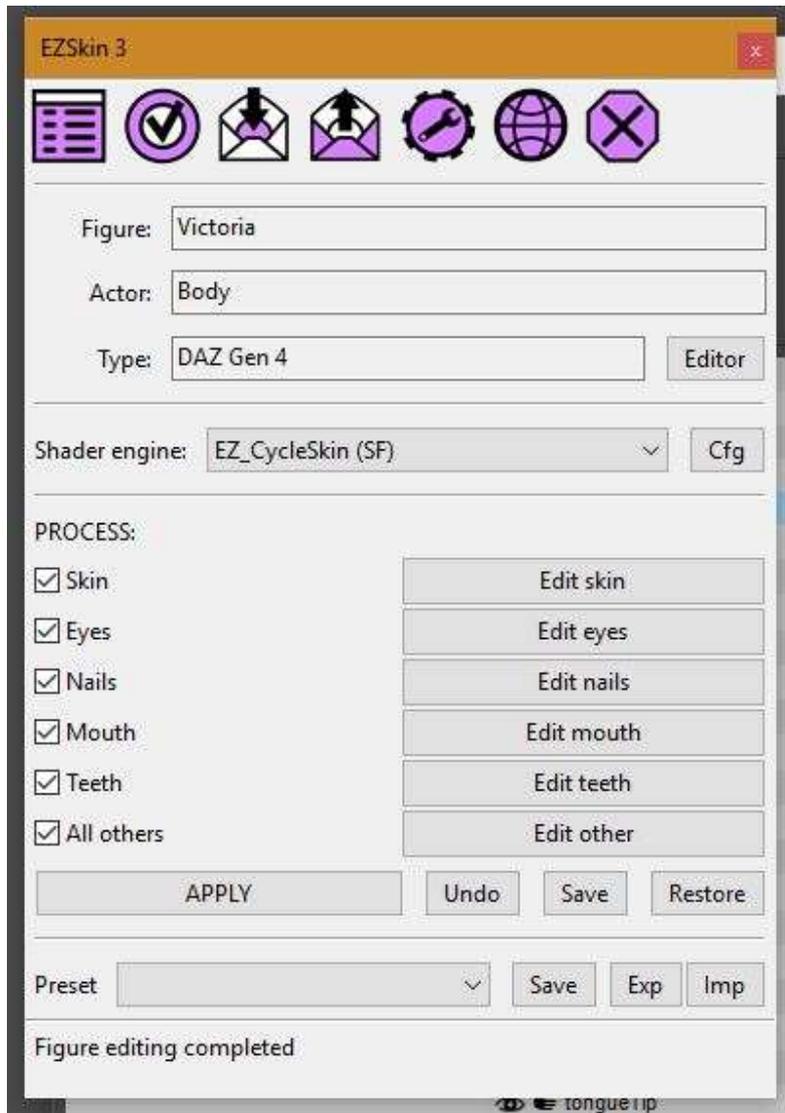
The shader has been tested with several figures, but till now it won't work with Pauline.

In the future I want to make some extra features, like soapy/foam, greasy, dry and wet mud, yellow custard.

So far some info but let's get started.

How to work with it:

First load a figure in poser11, add a skin to it, select it, and start EZskin3 from the scriptsmenu.



Select the pulldown menu in Shader engine and select EZ_CycleSkin(SF)

And for the default setting, just press APPLY. And render it. Only the Superfly renderer will work with it.

On the other hand this plugin just adds a new Material room set up and keep the old one intact, if this was a posersurface shader, that will still work with firefly.

Some people complain about the white surface in the preview after applying a Superfly material, if you disable the use of hardware OpenGL rendering in the preview render, you will get colors.

Here is a sample of default settings, I will show later what my rendersettings are.

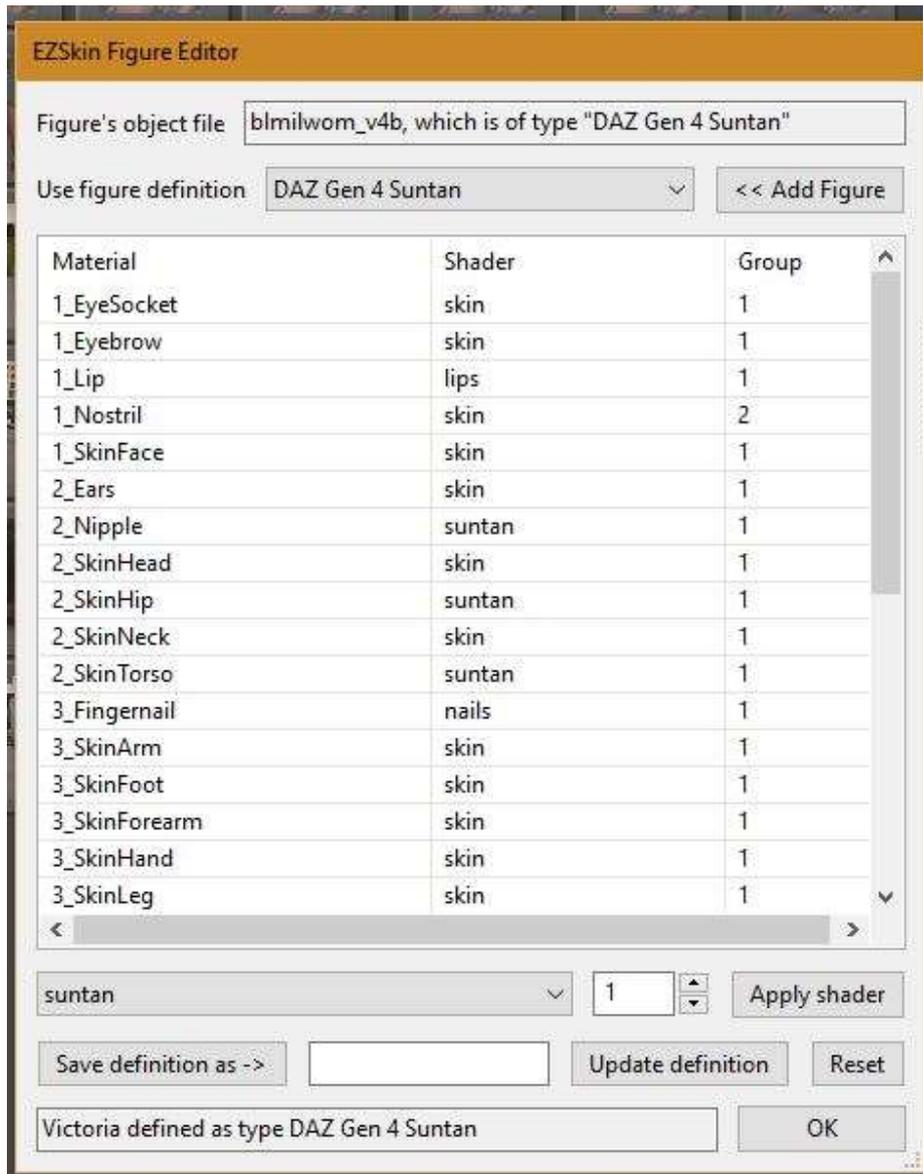


For the skinmaterial I have used the Vanessa character by Maelwin

I have made a suntan shader which can be used with V4 at the moment, because I only have shadermasks for her. It can be used with other figure but you will have to make your own mask.

This is how you set it up:

Go the EZskin3 menu and select editor:



In the editor choose suntan in the shader pulldown list, select the surfaces,, you want to apply it to, in this case the torso, the hip and the nipple, and press Apply shader. Save it as a new figure defintion which can be used later, I choosed "DAZ Gen 4 Suntan" Go back to the main menu and press "Apply" and render it.

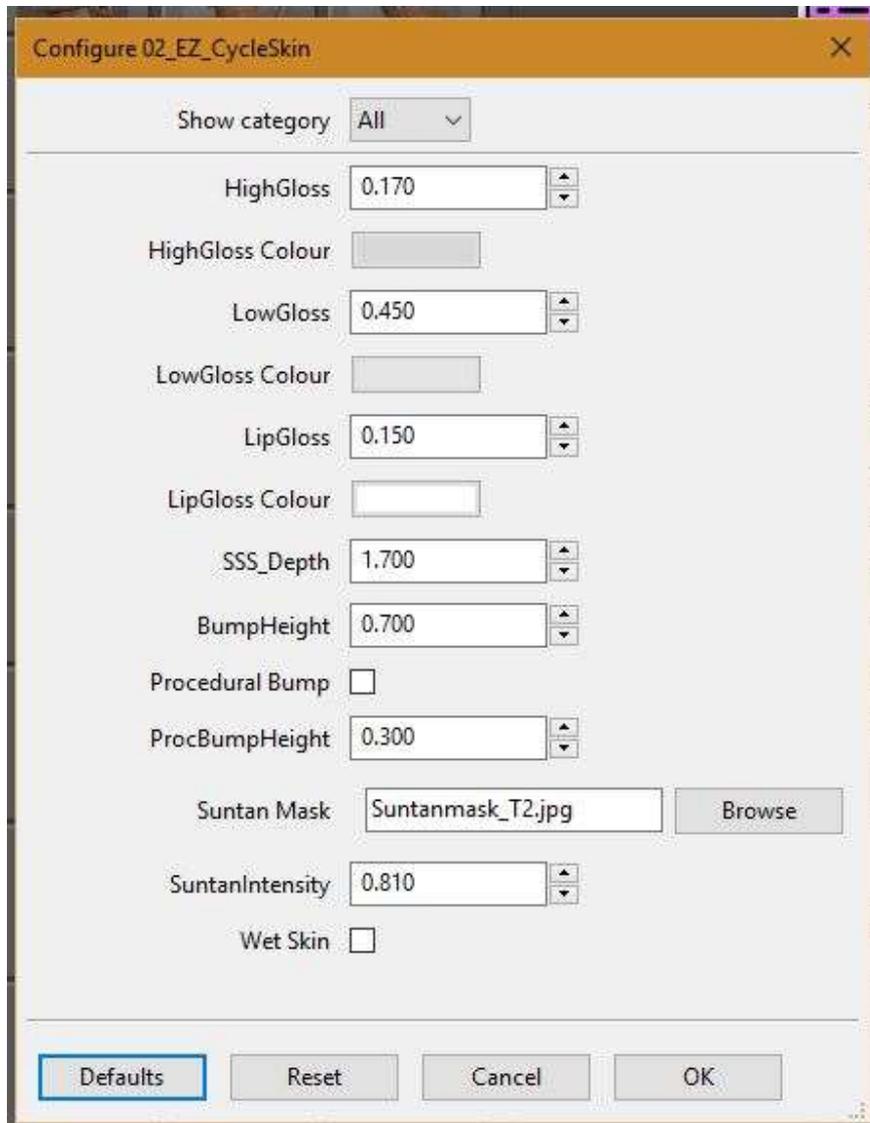
Here is a sample render:



The intensity of the suntanlines can be changed, I will explain in a minute how to do it.

The configuration menu:

In EZskin3 main menu press “CFG” and you will get the next popup:



You see different options you can use to adjust the shader to your own preferences.

There are some options for the glossiness of the skin, but in fact they control the roughness, the lower the values the glossier the skin, the LowGloss controls the overall glossiness of the skin, the HighGloss is for the highlights. If you want a more shiny skin, just lower the LowGloss, if you want smaller highlights, lower the HighGloss. You can even control the color of the skin by adjusting the LowGloss color, but just use very faint colors.

The SSS depth controls the SSS-surface depth in mm. in want more SSS just raise it a little bit. The shader uses the latest burley setting for SSS-calculation, so you will need Poser11 SR3.

I use mm because I'm dutch, and don't if it will work in inches, I haven't tried that yet. From what I heard the cycles nodes work in meters and don't if that default has been changed in the poser11 engine.

The bumpheight is used when the shader has a bumpmap, I use a very low setting for the bumpheight, if you think it's too low you can raise it.

There is also a setting for a procedural bump in case your character shader doesn't have a bump map and with a separate setting for that bump height, once again you can set that to your own preference.

There is a default setting for a V4 Suntan mask, you can choose another mask with the button next to it. It comes with a setting for the suntan intensity setting are from 0.75 to 0.95: 0.75 is very faint, 0.95 is a sixties kind of suntan.

Last but not least is a button for a procedural wet skin, which of course gives a wet appearance.

Here are some samples how to use configurations settings:

LowGloss set to 0.2 which gives an oily skin:



Wetskin:



And some samples with different textures:





That's it. If anyone has some remarks or wishes, please PM me at CGBytes, I'm open for any suggestions.

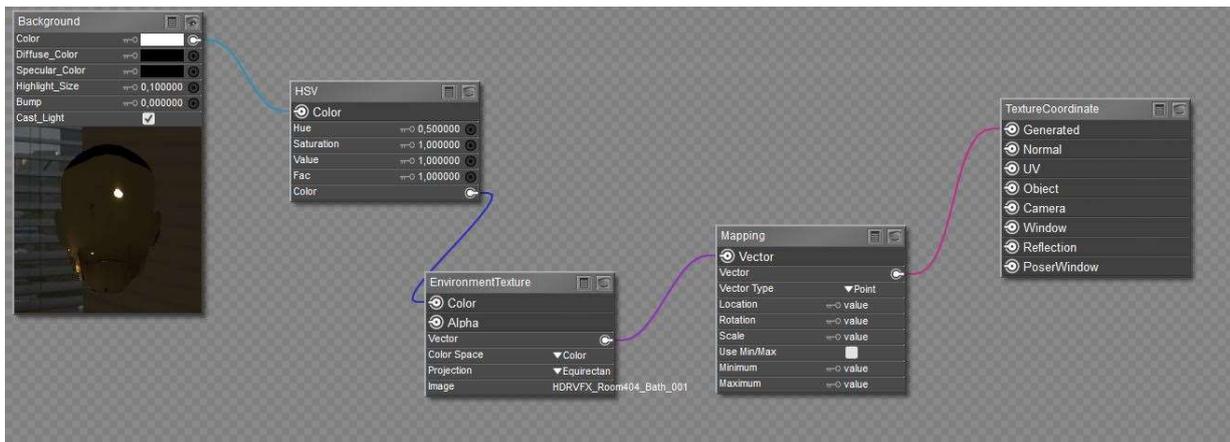
Yours truly,

Thijs Broekhuijsen AKA Bopperthijs, Boppermann.

PM : I promised to show my render settings and wanted to tell what my setup is.

I use the new background environment shader with a poser HDRI file for the environmentlight and two point lights one as mainlight and one as rimlight, for the background I use Flesh Forge Simple Backdrop which is a freebie at ShareGC. I made the GROUND prop invisible

Here is the background setup



And here are my render settings:

