



Vshade 1.8.2 - Professional Shader System For Blender Cycles And Eevee

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VSHADE is a comprehensive node group collection developed for Blender, aimed at simplifying the creation of realistic and physically correct materials.

This all-in-one material system mimics the intuitive setups found in other popular render engines like V-Ray, making it especially beneficial for users familiar with such platforms. VSHADE integrates seamlessly into Blender and supports both Metalness and Specular workflows for PBR materials. It offers an easy-to-use interface with high-quality, realistic material creation, including a PBR material creator, a variety of specialized shaders, and an extensive library of procedural textures. VSHADE is designed to streamline complex material setups, making it faster and more accessible while maintaining industry-standard physical realism.

- **Easy to Use:** Simplifies the material creation process with an intuitive and user-friendly interface.
- **All-in-One System:** Provides a comprehensive solution for creating realistic materials, including the option to use a single Uber node or specialized nodes for specific materials like glass, skin, or car paint.
- **Clear Interface:** Organizes and presents nodes in a manner that is easy to navigate and understand.
- **Well Documented:** Full documentation with example scenes and guides for easier learning and setup.
- **PBR Ready:** Supports both Metallic and Specular workflows for physically-based rendering (PBR).
- **PBR Material Creator:** A wizard to easily create PBR materials with a straightforward setup.
- **Linear Workflow:** Ensures a consistent and realistic lighting and shading setup.
- **EEVEE Support:** Includes an Anisotropic Shader for EEVEE to achieve realistic rendering in real-time.
- **Advanced Shader Capabilities:** Features such as realistic absorption, dispersion, and refraction, as well as support for micro-roughness, fresnel effects, and conductive fresnel for metals.
- **Skin and Hair Nodes:** Specific shaders for realistic skin, hair, car paint, and more.
- **Parallax Occlusion Mapping:** For enhanced depth and realism in textures.
- **Procedural Texture Nodes:** A library of 33 high-quality procedural texture nodes for diverse materials like asphalt, marble, rust, and wood.
- **Specialized Nodes:** Nodes for dirt, grunge, scratches, edge detection, custom gradients, and logic operations to fine-tune materials.
- **Integrated Tables:** Includes several useful tables for reflection and refraction values, subsurface scattering, and other key material properties.
- **Customizable Shadows and Effects:** Support for custom shadow effects, caustics, and texture animations, allowing for highly dynamic and realistic material setups.

VSHADE is an excellent solution for both novice and experienced users seeking to create complex, high-quality materials with ease in Blender, all while ensuring physical accuracy and industry-standard realism.



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