

[Blender] Real Skin Shader V2

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[Blender] Real Skin Shader V2: Eevee easily manages skin shade today with the Blender 2.8!

The shader has been entirely re-designed. It is now QUICK and EASIER to manipulate and looks stunning!

Enhance the believableness of your characters by using this latest version of RSS and enjoy faster renders with up to 2 sec per frame!

Cinema-quality skins in your viewport!

What's New:

- Better and more realistic skin scattering colors represent each individual layer of the human tissue.
- RSS now has its own skin pores maps for maximum detail for closeups.

Gfx plugin details of [Blender] Real Skin Shader V2

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Before you start anything within Eevee, ensure the scale of the scene is set. Make use of Show Scale Reference and match the scale of the scene for greater accuracy!

- Be aware that These are screenshots of the viewport and do not represent the final appearance.
- A more realistic and realistic skin scattering colors, representing every individual layer of human skin.
- RSS now comes with maps of its skin pores to provide high-detail closeups.
- The effect of paleness is seen under the eyes and other superficial skin spots.
- And, of course, the diffuse weight factor helps decide which areas to be and which should be masked, e.g., painted faces. Dry paint is not a part of sss.
- Multi-layered specular maps are available to give you total control over the intensity of your shader across various lighting conditions.
- A brand new skin tone slider and a skin pore scale option!

What is [Blender] Real Skin Shader?

[Blender] Real Skin Shader is a shader designed for use in Blender, a popular 3D modeling and animation software.

A shader is a computer program that determines how the surface of 3D objects is rendered in terms of lighting, texture, and other visual properties. In this case, the "[Blender] Real Skin Shader " suggests that it is a shader specifically created to achieve realistic skin rendering in 3D models within the Blender software.

Typically, skin shaders aim to simulate the appearance of human skin by taking into account factors such as subsurface scattering (the way light penetrates and scatters within the skin), texture details (pores, wrinkles, and imperfections), and various lighting conditions. This can be particularly useful for character modeling and animation in 3D art and visual effects.



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