

SkinVue 8 Portrait Tutorial

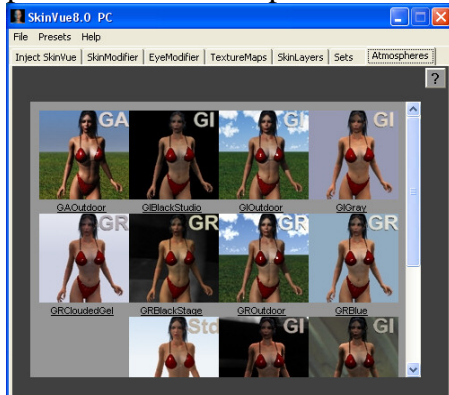
Rendering realistic character portraits with SkinVue is easy with the right lighting and parameter setup. This tutorial describes how it's done.

Step 1: Load in your character



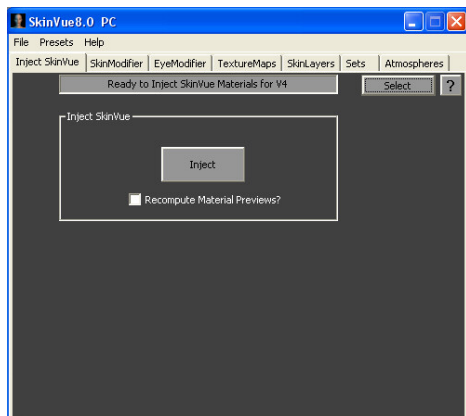
Step 2: Load in a Nice Atmosphere

SkinVue contains a number of different atmosphere/lighting setups. This one uses the GI Black Studio SkinVue atmosphere – perfect for dramatic portrait renders.



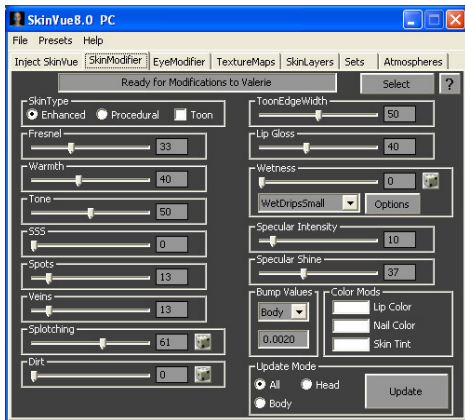
Step 3: Apply SkinVue

Swap in the SkinVue shader using the SkinVue injector tab.



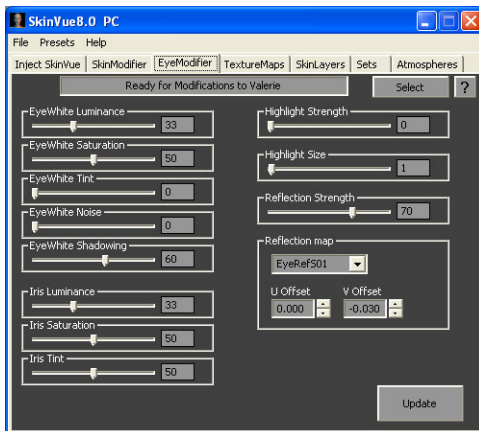
Step 4: Adjust Skin Parameters

Using the SkinVue “Skin Modifier” tab, adjust the skin parameters to your liking. Here we added a bit more splotching and decreased the sub-surface scattering.



Step 5: Adjust the Eye Parameters

Using the SkinVue “Eye Modifier” tab, adjust the eye parameters as necessary. Here we increased eye white and iris luminance and went with reflection mapped eye highlights.



Step 6: Final Render

Add a low power point light to bring out the hair highlights and add a bit of texture filtering (50%) in render settings to smooth out the hair.

