

SkinVue 8 Wet Skin Tutorial

Creating a wet skin look using SkinVue is a relatively simple process that requires setting the proper SkinVue shader parameters and using additional specular lighting. This tutorial describes the steps for achieving the wet skin look.

Step 1: Load in your character

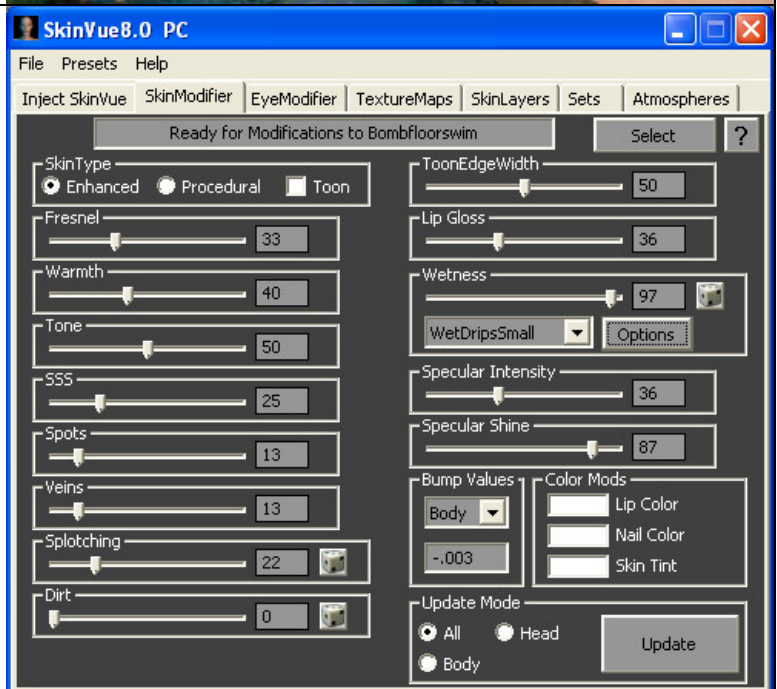


Step 2: Apply SkinVue



Step 3: Adjust SkinVue Wetness Settings

You should push the “Wetness” slider all the way up near 100% and increase the “Specular Intensity” and “Specular Shine”. Also, you should increase the skin bump value up a bit since the wet drops look better with bump.



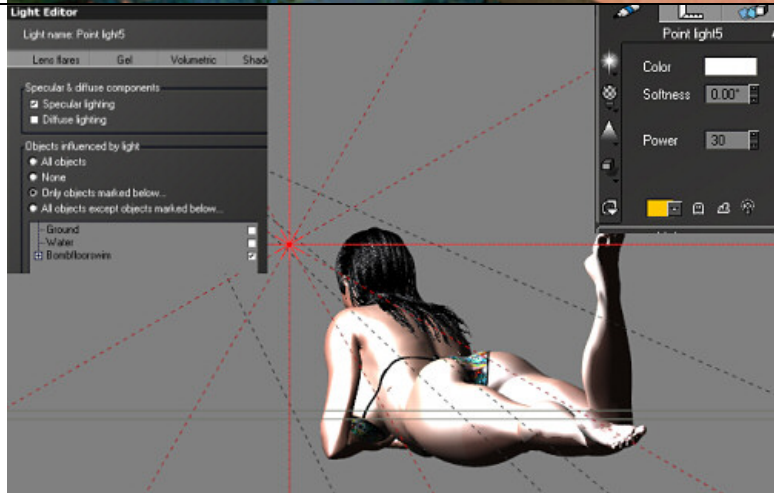
Step 4: How Come it Doesn't Look Wet?

At this point you will have something that looks like this. The wetness is very minimal because there isn't enough specular light in the scene. So we need to add some specular lighting to enhance the wetness effect.



Step 5: Add a Specular-Only Point Light

The easiest way to increase the amount of specular light is to add a point light and place it near the character. Set the light influence to "Specular Only" with no shadows and have it influence only the character.



Step 6: Final Render

With the addition of the specular-only point light, we can now see more clearly the skin wetness. You may need to adjust the position and power of the point light to increase or decrease the amount of specular effect.

