

Improving the look on rendered hairs.

Author: Vador

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Tools Needed

* **Poser 6**

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Introduction

This is a group of simple techniques I developed to give a little more life to the [hair](#) of my images. This also works on animals and/or other characters with a furry skin



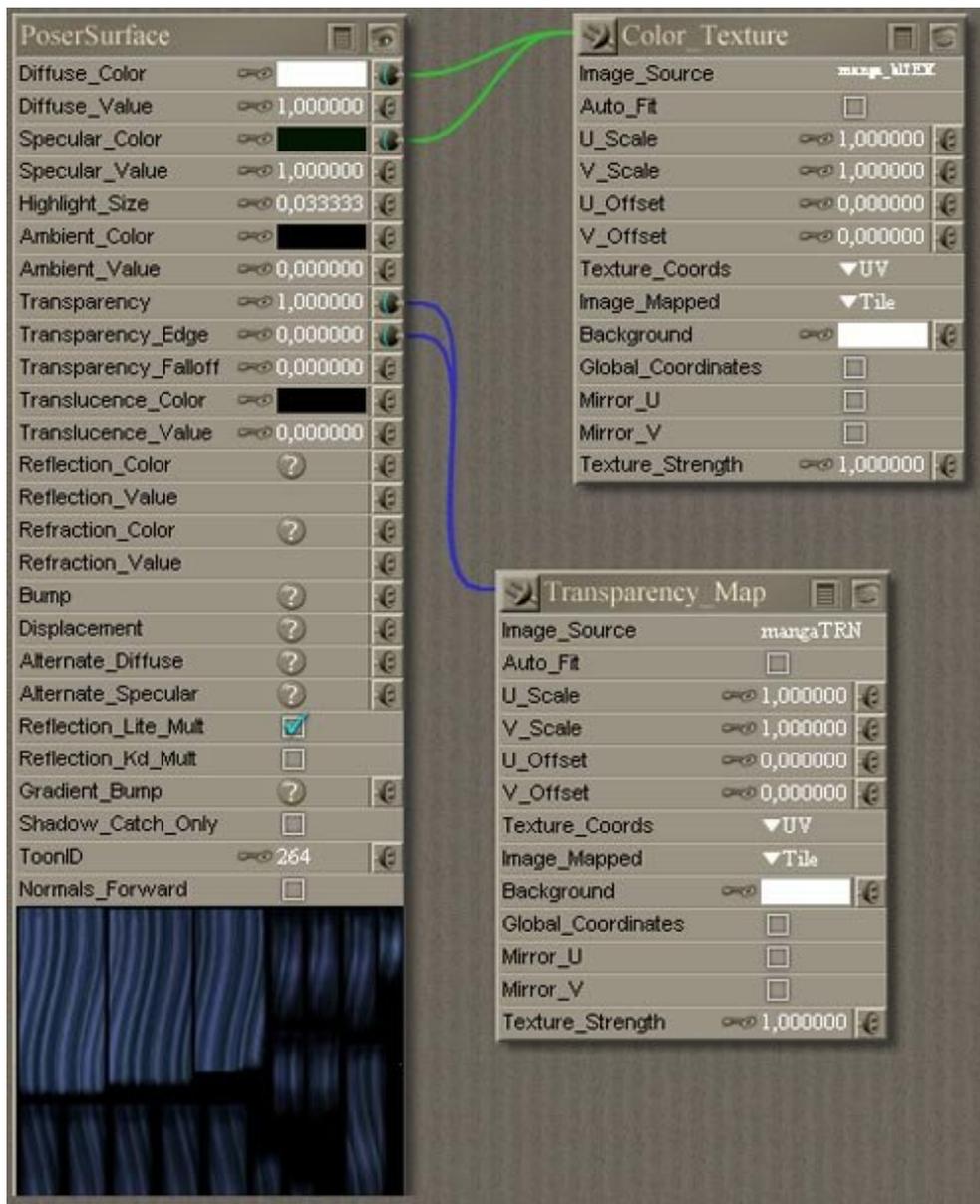
Step 1 - Loading the Hair

Load a hair of your choice. For this tutorial, I'll be using manga Hair for Hiro from Poserpros.

Select and [apply](#) the corresponding MAT pose. Render [it](#) to see how it looks. This is purely for comparison with the next Steps.



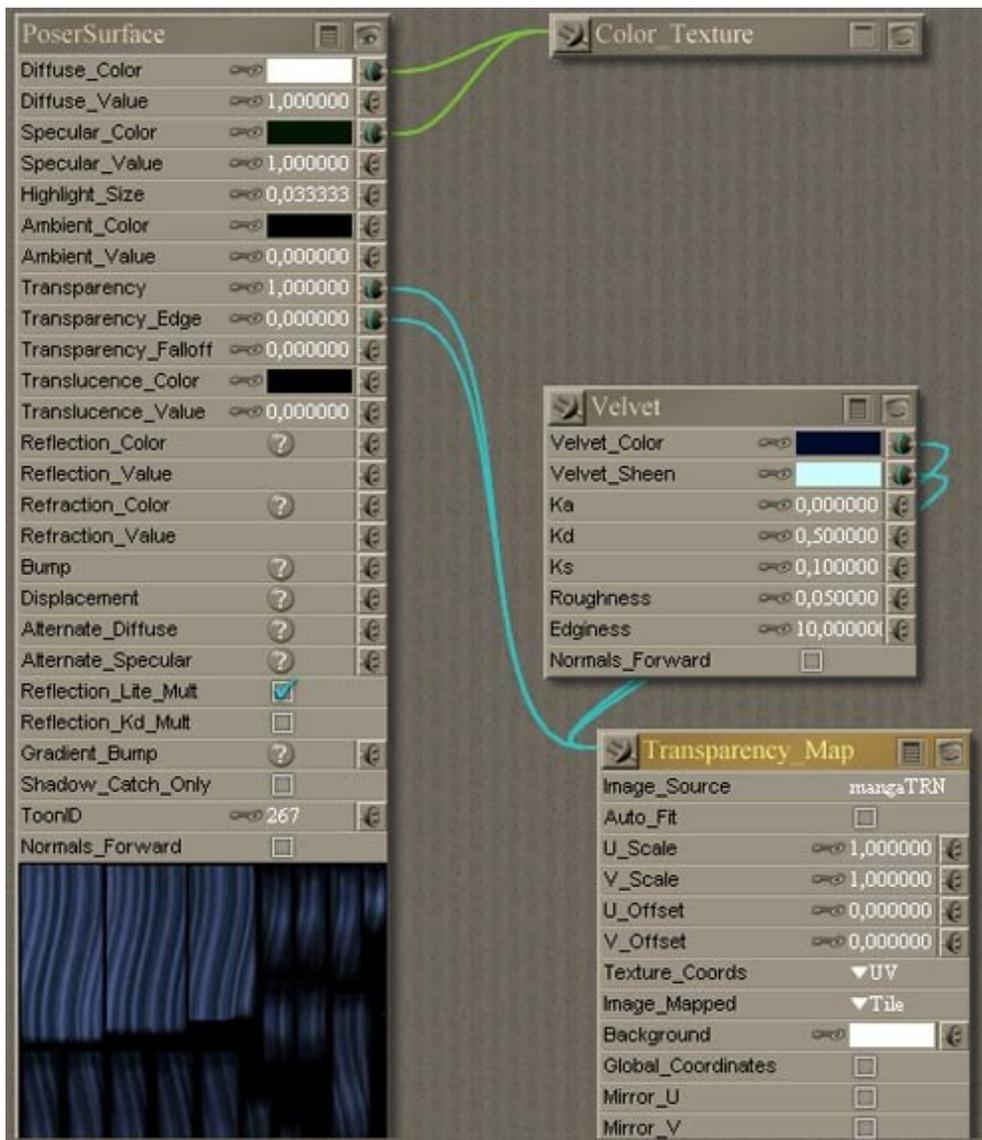
Go to the Material Room.



Looks rather plain, doesn't it? Well, let's buff it up a little, shall we?

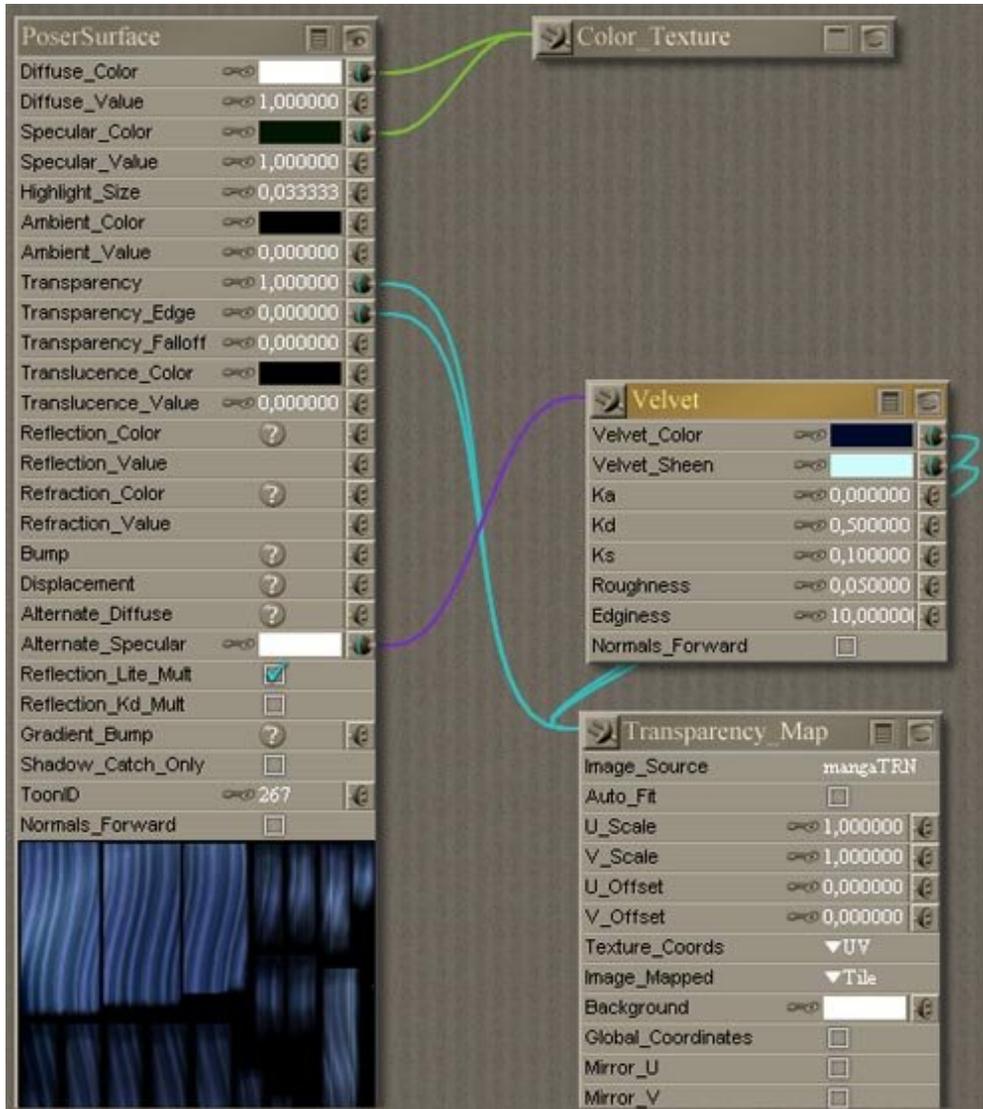
Step 2 - Working on it

Create a [new](#) Velvet node (you'll find it under New Node/Lighting/special/Velvet). This node has two colors settings, Velvet Color and Velvet Sheen. Set the Color to a dark hue of your hair texture, and the Sheen to a light hue. The color settings I use here are: Velvet Color R0 G10 B43 and Velvet Sheen R207 G252 B253. Connect the transparency map to the socket on these two settings.



Step 3 - And now, the last touch....

Finally, connect the Velvet Node to the Alternate Specular. Render and compare with the first render.



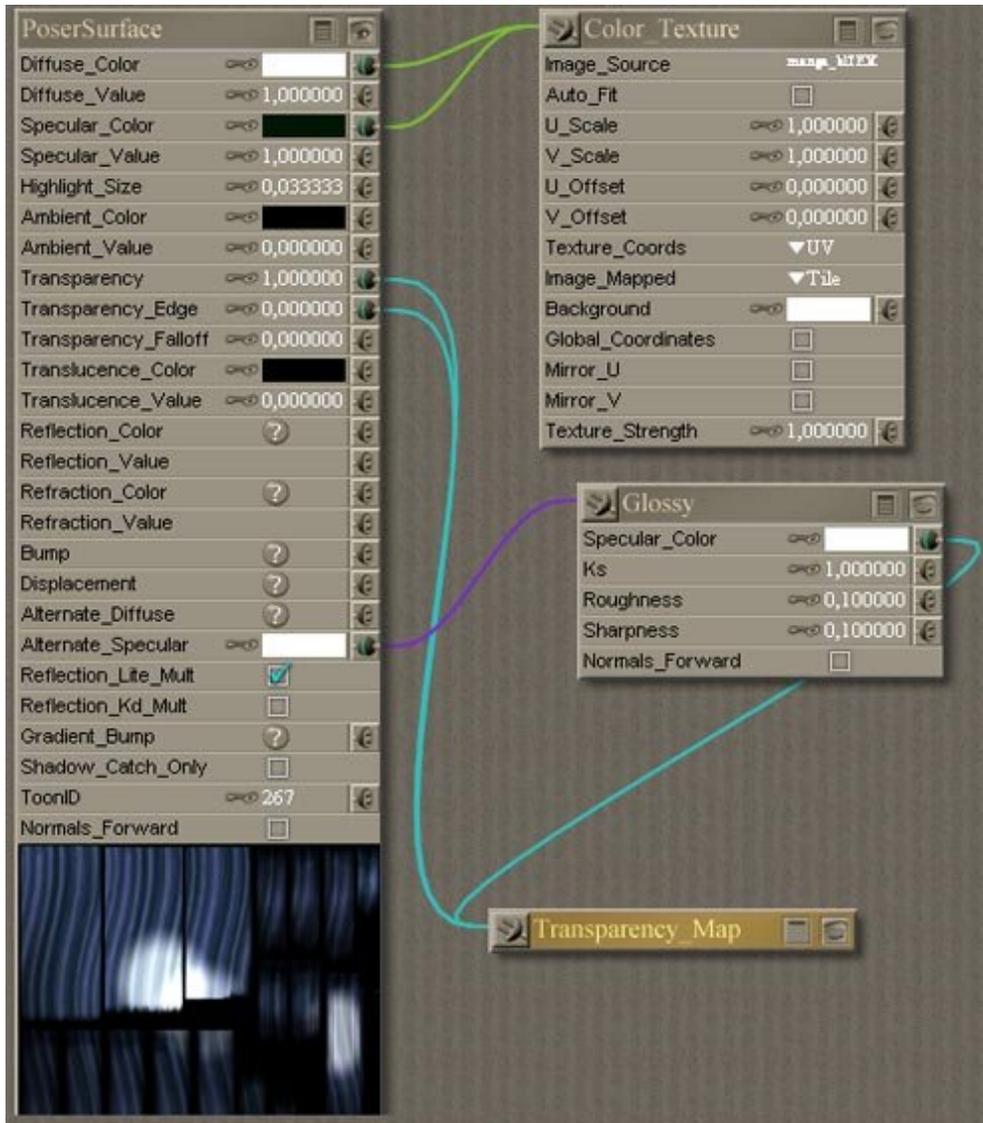


Now that's livelier, isn't it?

Step 4 - What else can we do with the hair?

Different stuff, depending on the nodes you use. For a quick experiment, let's use a Glossy node instead of velvet for a more defined

specularity. The Glossy Node is found under New Node/Lighting/Specular/Glossy. Connect the transparency into the Specular_Color socket and the Glossy to the Alternate Specular.





Another livelier hair for you :)

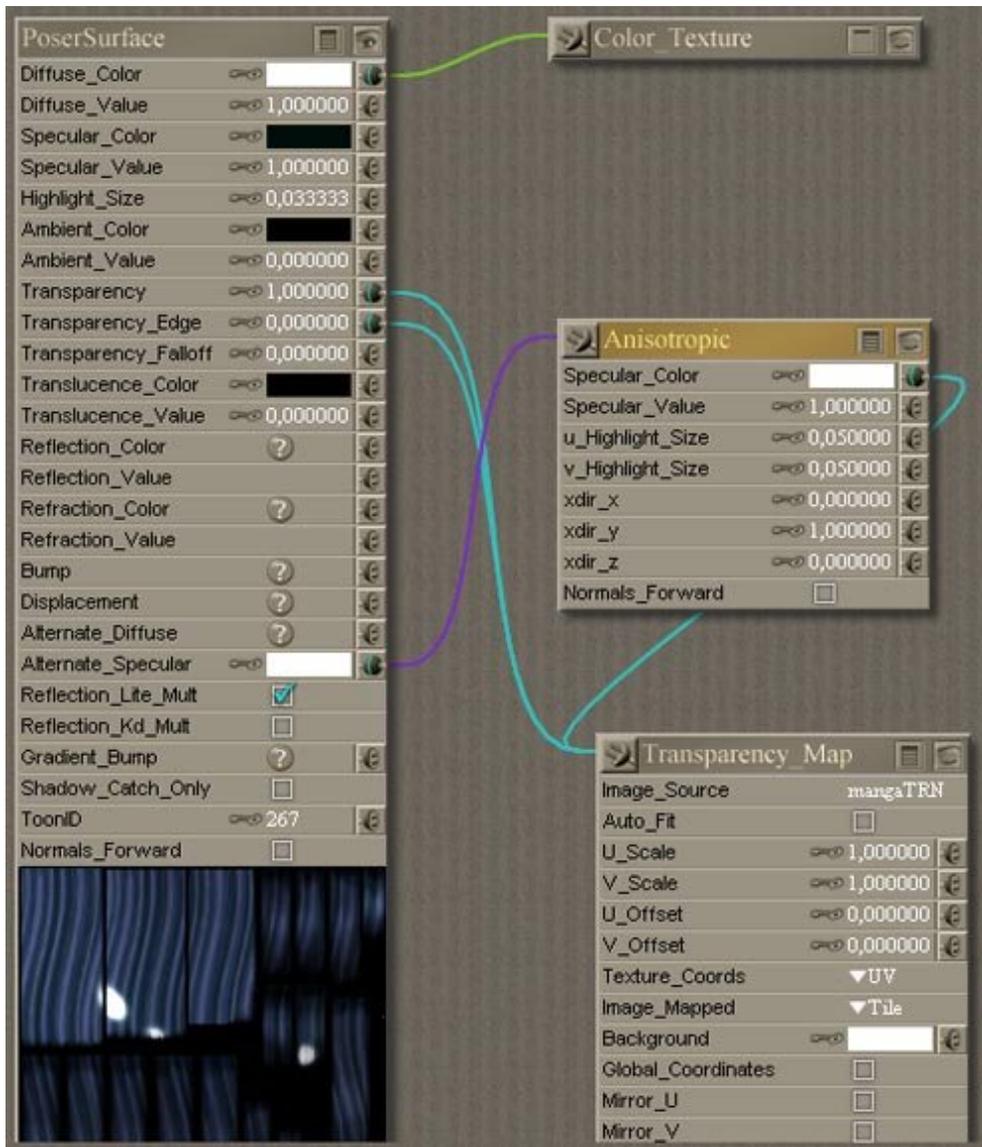
Step 5 - Clean up your hair with DAZ Shampoo!

Here's another possibility for you, let's bring back our old Velvet Node, but this time, we'll connect it into the Alternate Diffuse socket.



Step 6 - Let

Let's do a Wet hair now. For this, we'll go back to the original MAT pose of the hair, and create an Anisotropic node, located under New Node/Lighting/Specular/Anisotropic.



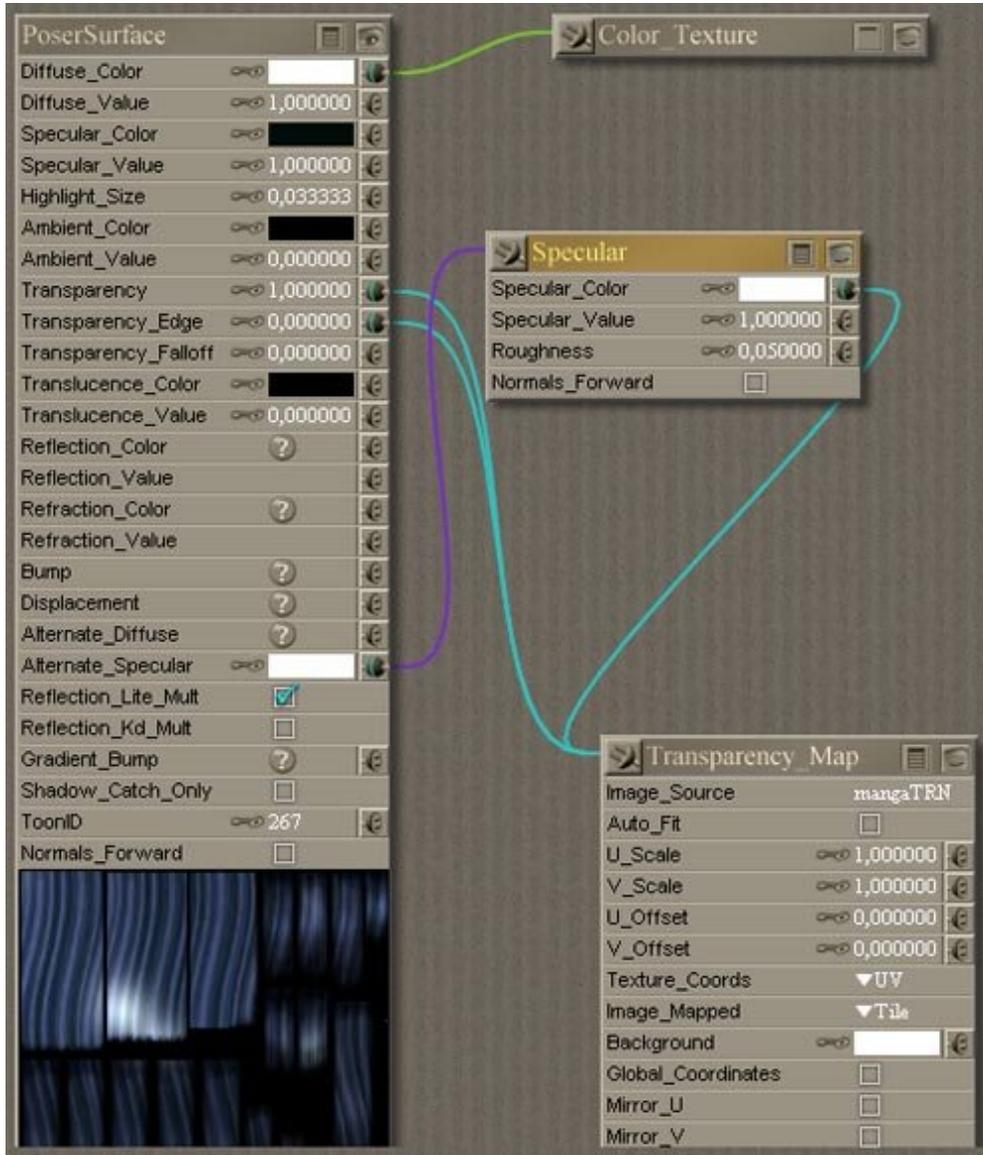
Just like you did with the Glossy in Step 4, connect the transparency into the Specular_color socket and the Anisotropic into the Alternate Specular.

Render away and see that watery shine it has now!



Step 7 - In between....

Did you know that if you use the Specular Node located under New node/Lighting/Specular/Specular you can achieve something in between what we did in Steps 3 and 4?

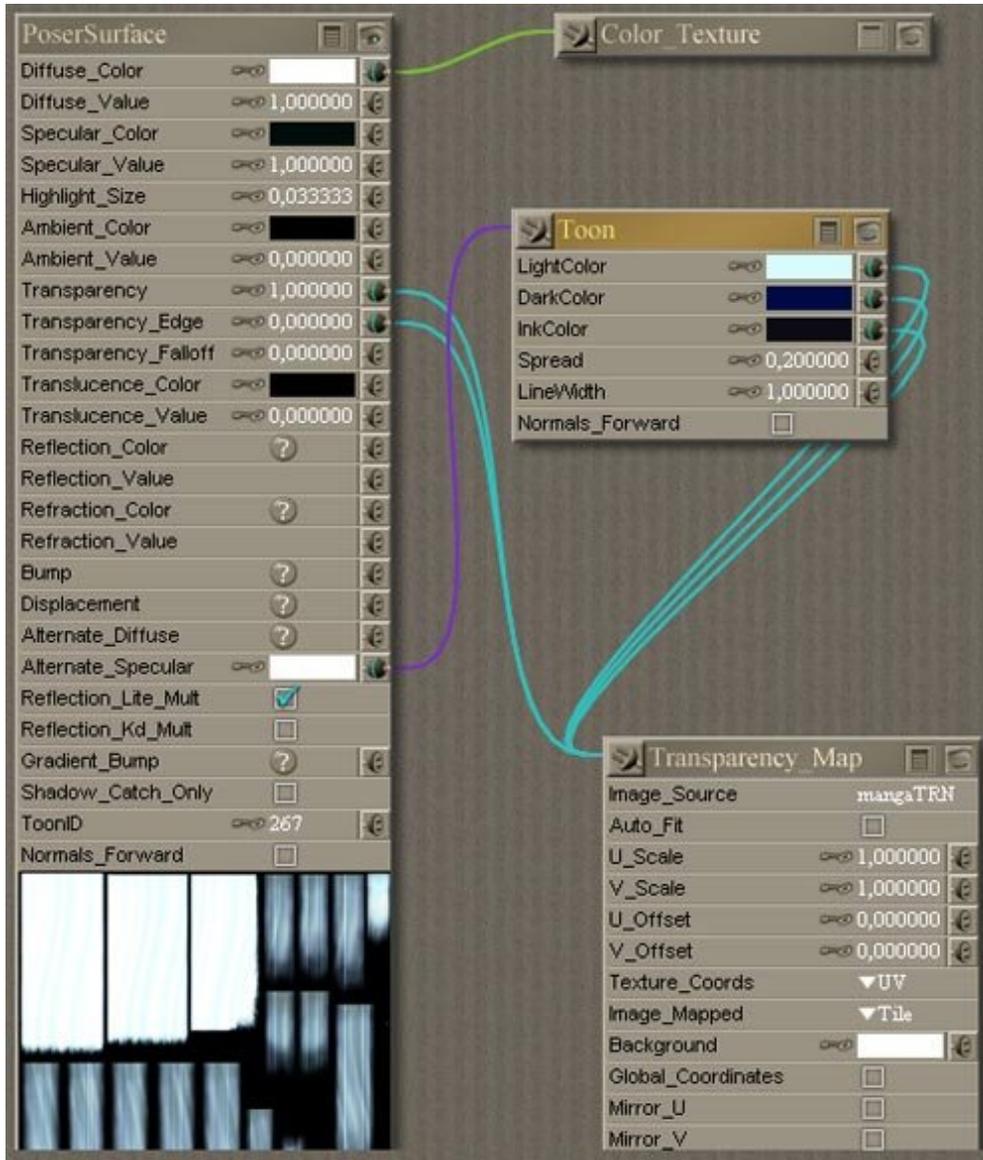




Try it!

Step 8 - Want to go to the extreme?

Create a Toon Node (located under New Node/Lighting/diffuse/Toon). Connect the transparency to the three color settings of the toon node. For the color themselves, follow the names. put a light hue of the hair color into the lightcolor setting, a dark hue in the DarkColor and to give it that extreme edge, set an almost black hue into the InkColor setting. For this example, I used these settings: LightColor R215 G252 B253 - DarkColor R0 G10 B70 - InkColor R11 G11 B21.





Render and go the extreme!

Step 9 - And that

I strongly encourage you to experiment with this and find out what other nodes will do to your hair! That's how I've learned what I'm sharing with you ;).