

Readme for Pen's Fur Shader Preset for DS3 Advanced

Presets can be found under Studio\Shaders\Pen

There are two presets included for you to play with:

plbrownfur2

plbrownfur10ambbr

The first preset I have found to be a reasonably useful preset that works well with a variety of meshes. **You will need to adjust the bucket size, shader rate and sub d to suit the item used in some cases.**

Some items that I have tried:

The second preset is really good for making a fur muff using a primitive torus. The settings I use are:



Change the y scale to 600. If necessary to get a nice edge try Sub D.

Some important things to consider to get good results.

Bucket Size

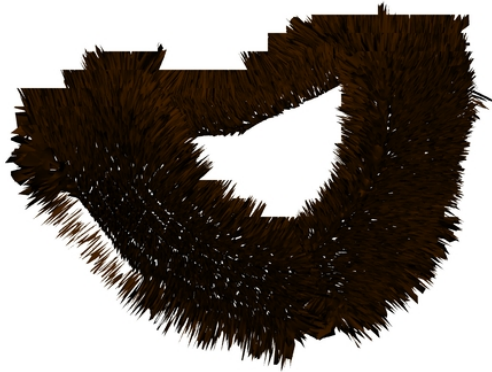
If you find that you are getting jagged edges you can improve this by playing with bucket size. This can be found under Render Settings\Advanced. With some meshes it is necessary to go quite high to get a good result.

Shader Rate

With most meshes I have gotten reasonable results with this set on .1 or .05. This will affect the time it takes to render. In some cases I have even gone as low as .02 to get a decent result.

Sub D

With some meshes you might find that you get a result like this



When this occurs you can try using sub d to give you a better result. It will also help with the jagged edges but try using the bucket size and shader rate first.

Have fun playing with these presets, please share the results as I would like to see what you do with them. **Please remember this is not considered a finished product that will work with all meshes. It does take some work to get a nice result.**

It will not work with some meshes... I couldn't get a good result with the collar from the MFD though I did try. :(

This is definitely an alpha release.