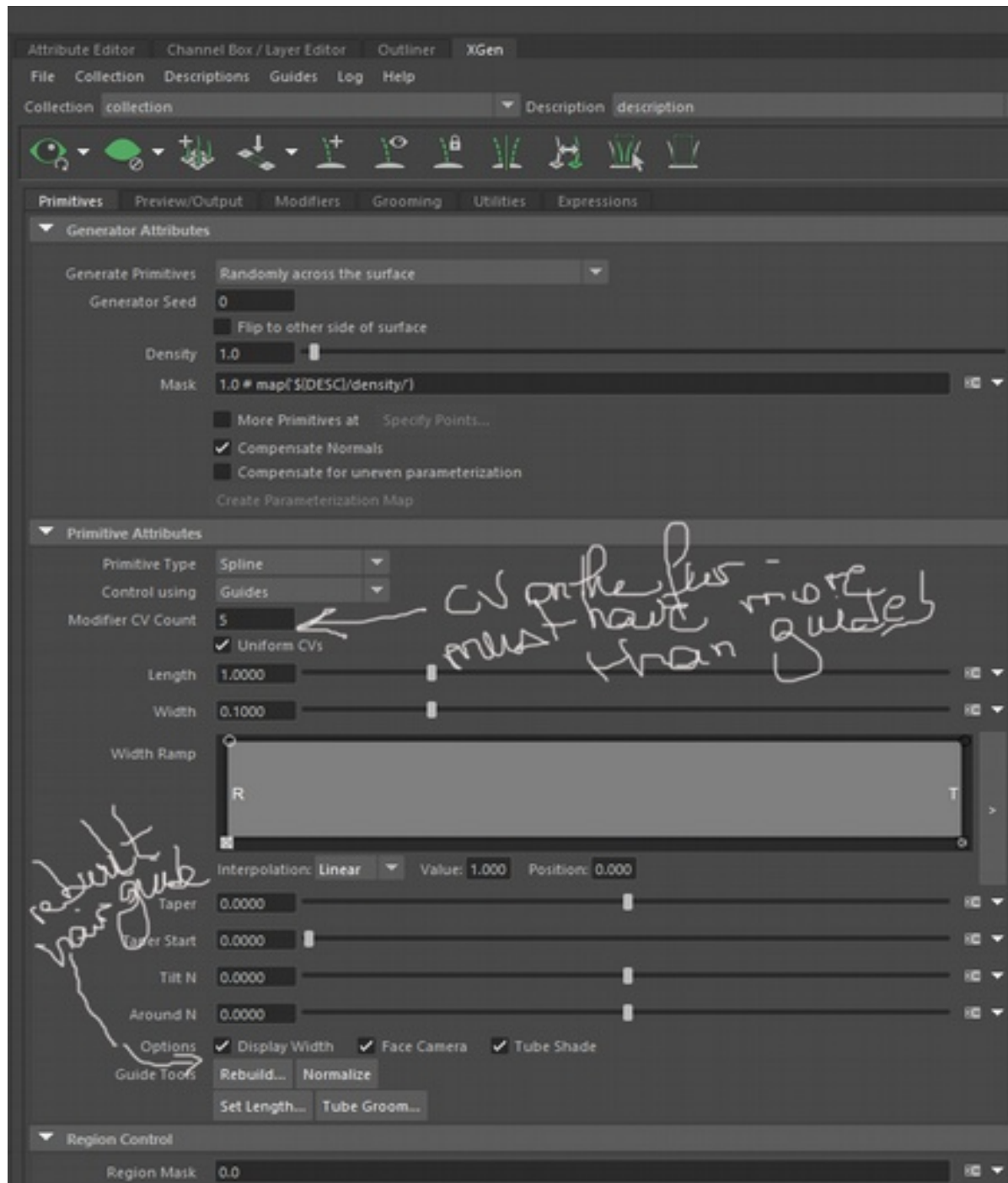


Xgen core Grooming

Use several picture. Draw the hair direction .

Use the entire scalp to attach the collection, several description can be added to add details like eyebrows, whiskers....



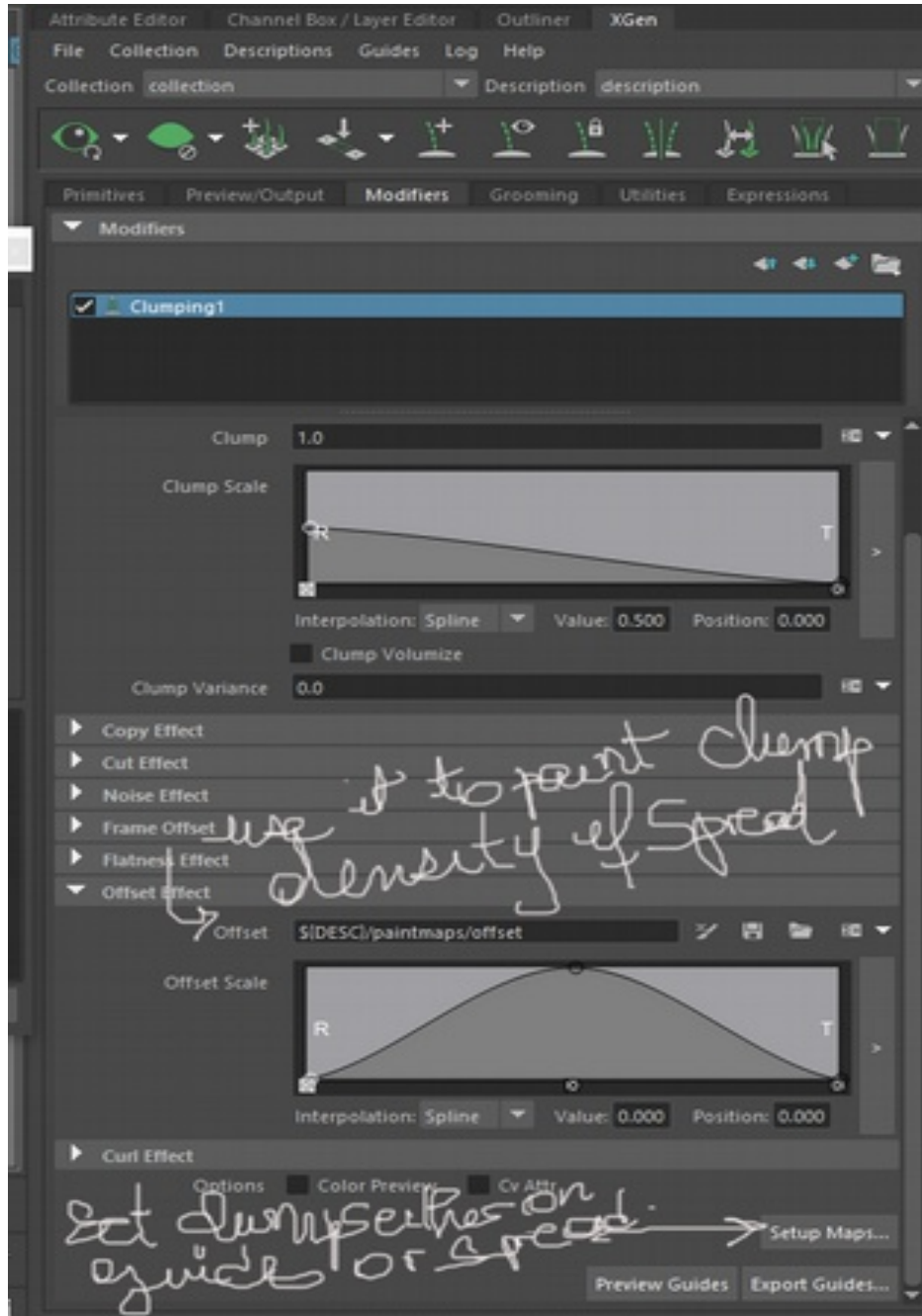
Use Splines, randomly across the surface, placing and shaping guides.

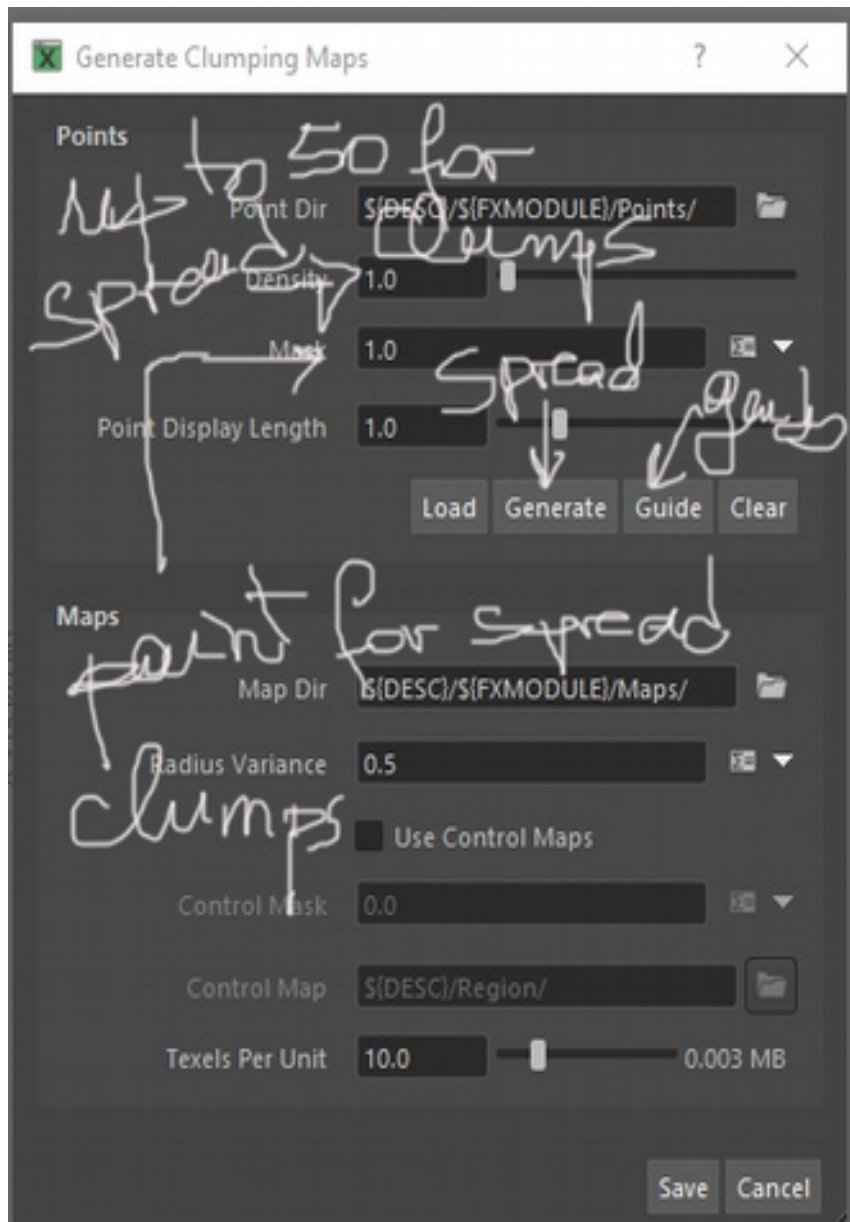
Spend time on the first hair.

Each hair can be rebuilt.

Clumps

Clumps can be based on guide (very drawn) or spread on surface.

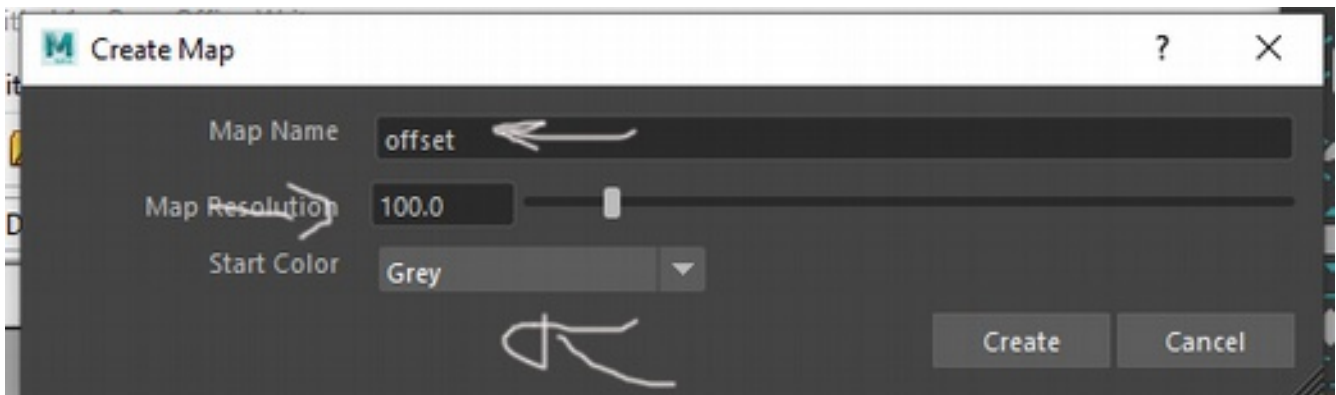




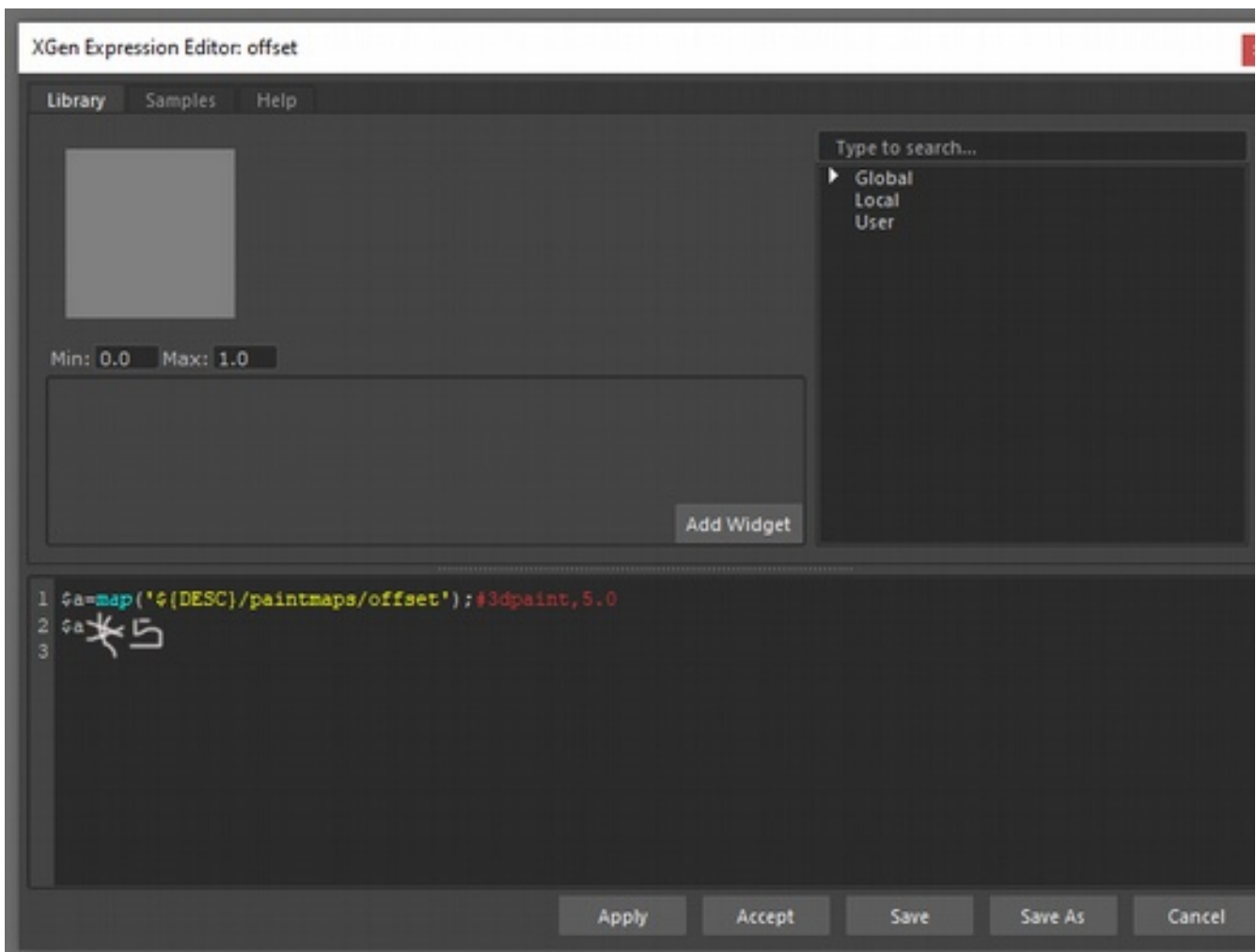
After clicking on Setup Maps, choose either to use guides or spread clumps.

For spread clumps, choose a good density for small clumps area like the head or nore. (50 or more) than click on generate.

Now a mask for the clump must be painted. Start with a good resolution(100 min) and a grey value for average. Paint it white for the head, and dark for big clumps are like the arms.



Creating a ptex map (name, resolution and start color).



Increase the effect of the map by editing the expression

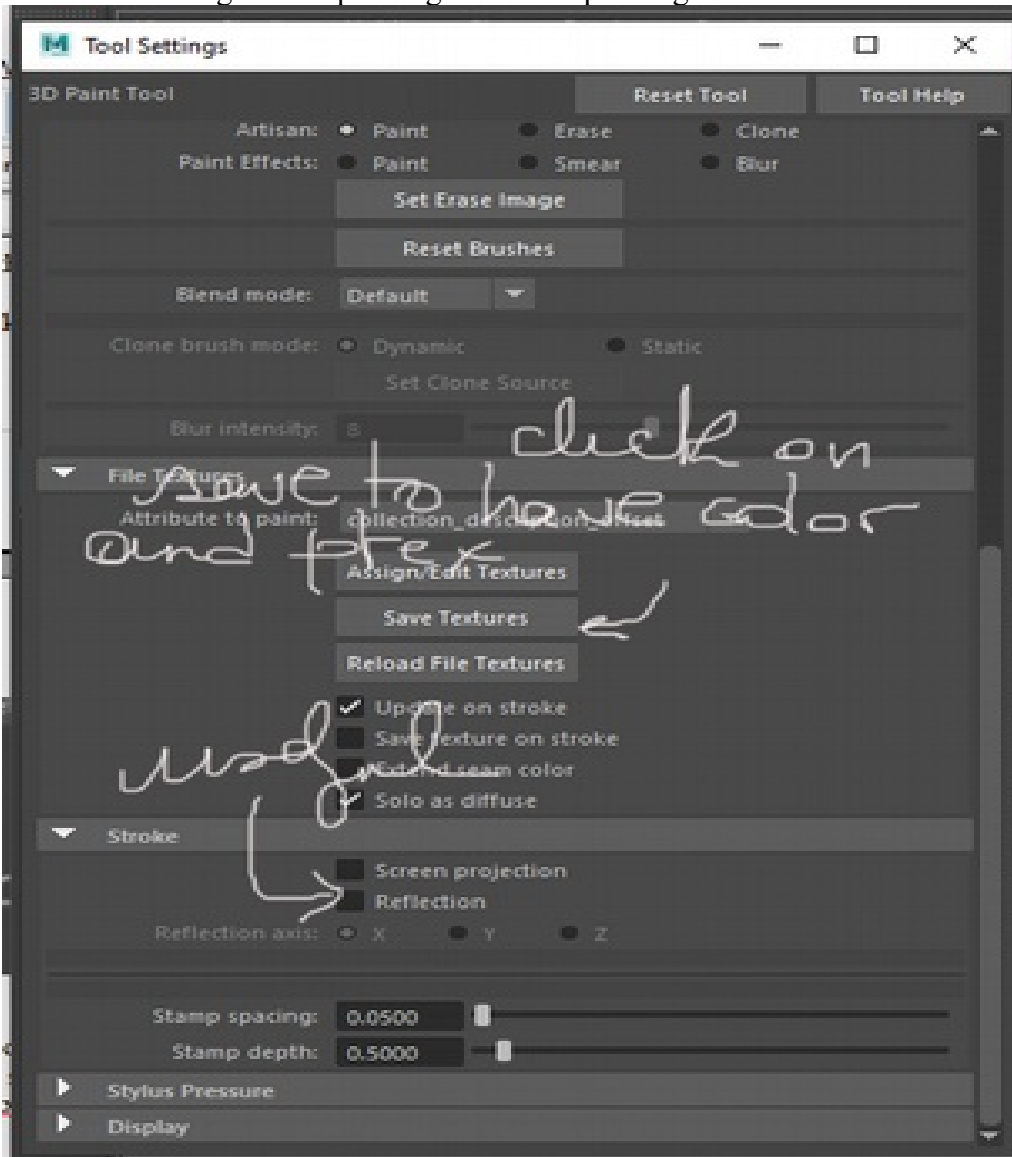


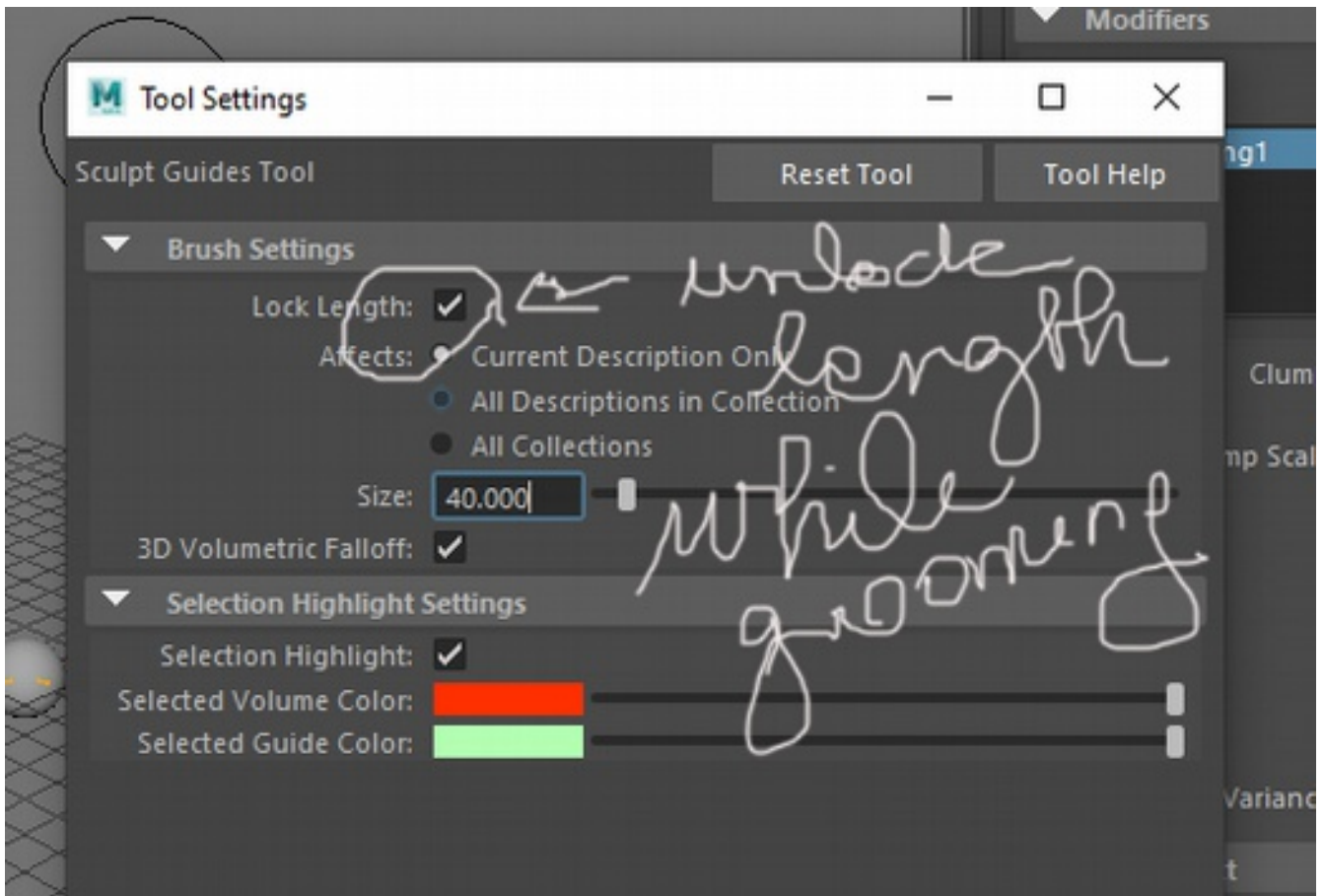
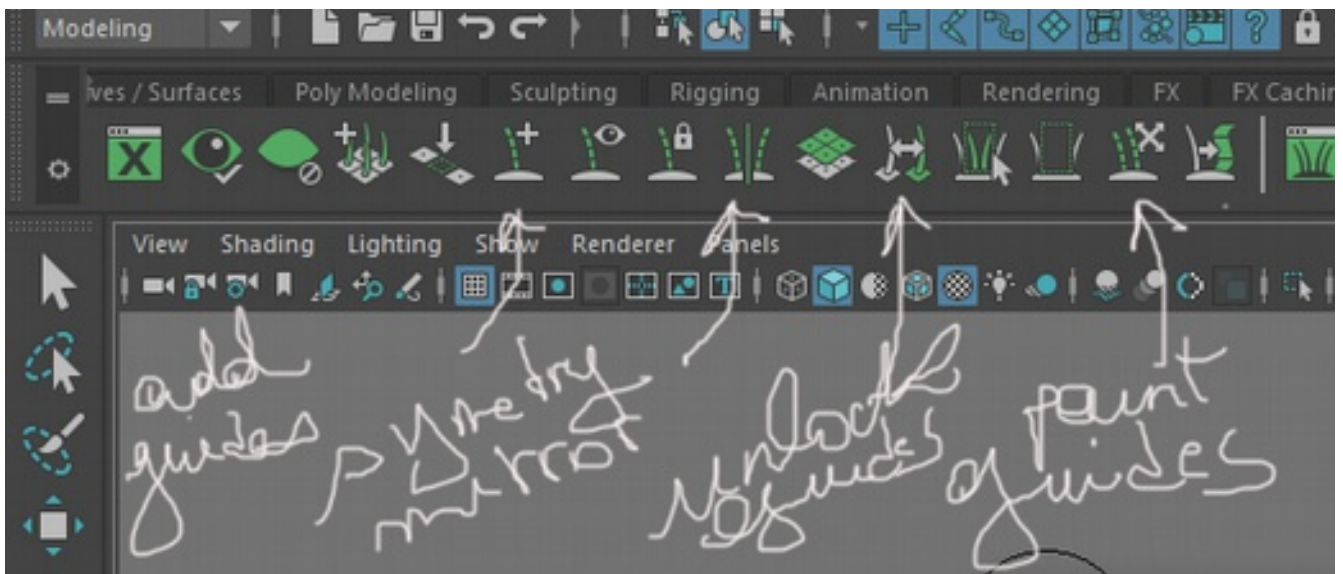
Then click save

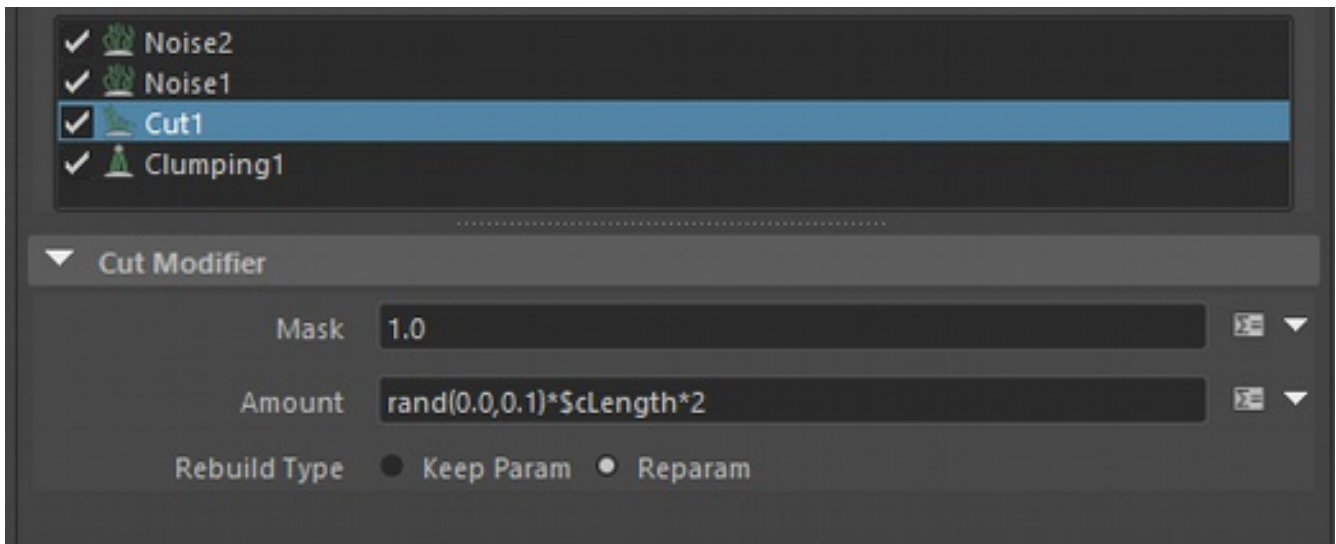
The map can be painted in mudbox for example, just a ptex map.

To do so, save a fake map with xgen, locate this map to find its name, and overwrite it with a map done in mudbox. Maybe reload the scene as the refresh sometimes does not work.

Click on the save button in xgen after painting and in the painting tool.

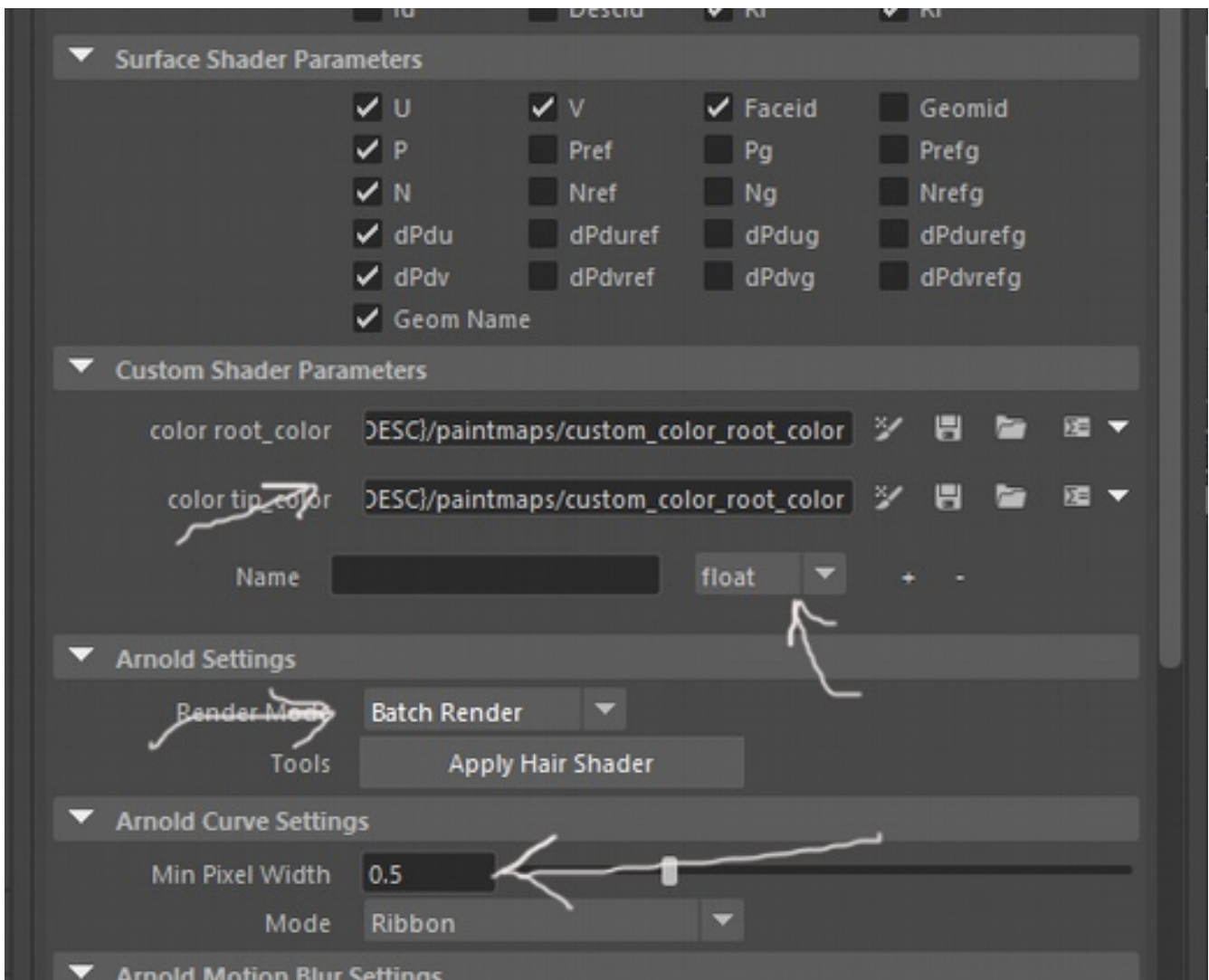






Expression for the cut modifier:
 $\text{rand}(0.0,0.1)*\$cLength*$

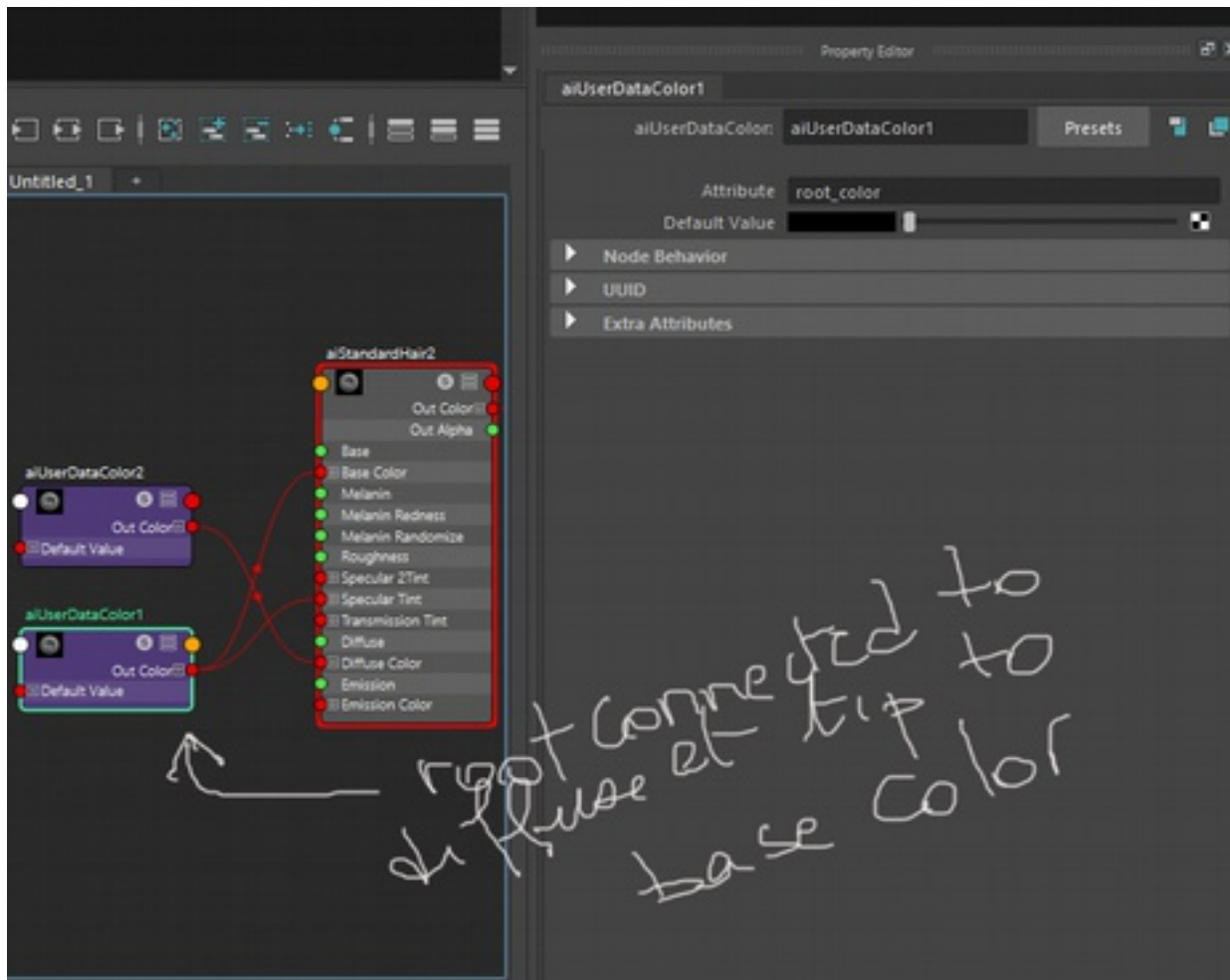
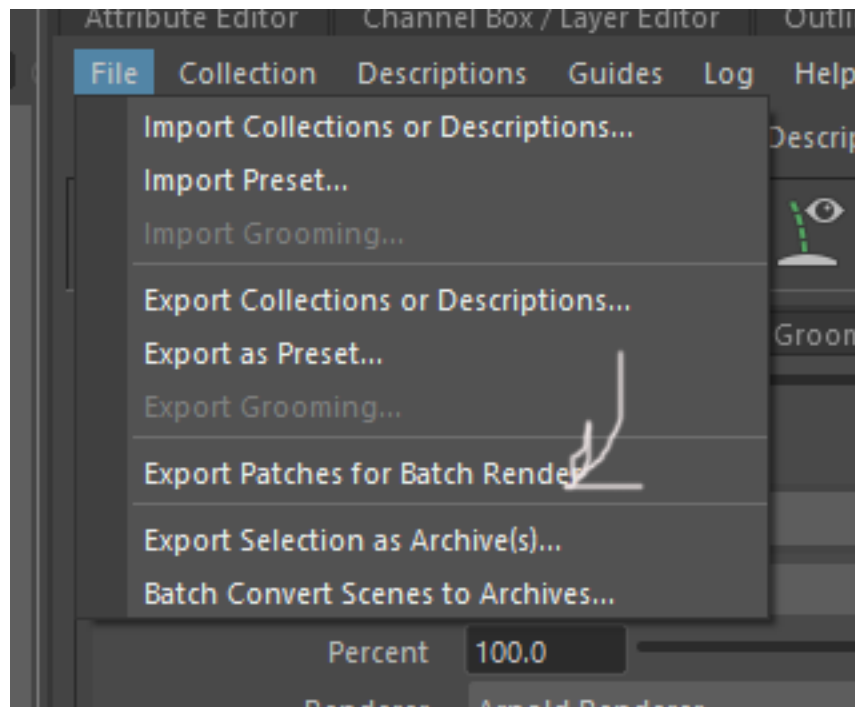
Usually a lot freq and a high freq noise



Use the same map for root and tip but use a multiplier with the expression to change color along the hair.

Set a value in Min Pixel width to have a better render

Use batch render to avoid artefacts.



aiStandardHair2

aiStandardHair: aiStandardHair2

Presets*

Drawdb
Surface
Arnold
Standard_hair



Color

Base 1.000

Base Color

Melanin 0.100

Melanin Redness 0.000

Melanin Randomize 0.100

Specular

Roughness 0.200

Anisotropic Roughness

Azimuthal Roughness 0.259

IOR 1.550

Shift 0.000

Tint

Specular Tint

2nd Specular Tint

Transmission Tint

Diffuse

Diffuse 1.000

Diffuse Color

Emission

Opacity

Matte