DAZ Material (2)
- Outputs
  - Color
  - Opacity
- Inputs
  - Diffuse Color
  - Diffuse Strength
  - Glossiness
  - Specular Color
  - Specular Strength
  - Ambient Color
  - Ambient Strength
  - Opacity Color
  - Reflection Color
  - Refraction Color
  - Sheen Color
- Sheen Color
  - 123   123   145
- Scatter Color
- Scatter Color
  - 228   216   209
  - Skin Thickness
  - Specular Through Opacity
  - Skin IOR
- Settings
- Lighting Model
  - Skin

Turn them all off!

Math 2 (6)
- Outputs
  - Result
- Inputs
  - Value
  - Value 2
- Settings
- Type
  - color
- Operation
  - Add

Spec Strength Multiplier
- Outputs
  - Result
- Inputs
  - Value
  - Value 2
- Settings
- Type
  - float
- Operation
  - Multiply

Diff Colour Map
- Outputs
  - Color
  - Alpha
- Inputs
  - s

Spec Str by AO Attenuation
- Outputs
  - Result
- Inputs
  - Value
  - Value   0.35
  - Value 2
- Settings
- Type
  - float
- Operation
  - Multiply

Tiler (3)
- Outputs
  - Tiled S
  - Tiled T
- Inputs
  - Horizontal Tiles
  - Vertical Tiles
  - Horizontal Offset
  - Vertical Offset

attn spec w fresnel refl
- Outputs
  - Result
- Inputs
  - Value
  - Value 2
- Settings
- Type
  - float
- Operation
  - Multiply

Ambient Occlusion (9)
- Outputs
  - Occlusion
- Inputs
  - Strength
  - Max Distance
  - Max Distance   15.00
  - Cone Angle
  - Samples
  - Samples   32
  - Bias
  - Bias   0.010

Bump Map
- Outputs
  - Color
  - Alpha
- Inputs
  - Image
- Settings
- type
  - Float

...ace-Standard (7)
- ...uts
  - ...place
  - ...ength

Specular (4)
- Outputs
  - Specular Color
- Inputs
  - Color
  - Roughness
- Settings
- Specular Model
  - 3Delight

Fresnel (3)
- Outputs
  - Coefficient of Reflection
  - Coefficient of Refraction
  - Reflected Vector
  - Refracted Vector
- Inputs
  - Index of Refraction Ratio   **-0.17**

Lighten Spec Colour
- Outputs
  - Result
- Inputs
  - Value
  - Value 2
- Settings
- Type
  - color
- Operation
  - Add

Spec Colour Map
- Outputs
  - Color
  - Alpha
- Inputs
  - S
  - T
  - Image
- Settings
- type
  - Color

Mustakettu85

Simple ShaderMixer Skin Network

Texture: Dahlia by vyktohria
http://contentparadise.com/productdetails.aspx?pid=17522

This is a pretty simple shader mixer network designed // by a lazy artist =) // for quick skin rendering in DS3 (because the SSS brick in DS3 is buggy and prevents saving the scene). You can use in DS4.5 as well if you wish.

It has surface AO because it is meant to be used with non-AO lights: default spot/distant lights, area lights, or environment lights set to "ambient only". Max AO distance, in my opinion, looks best being set to 6...15 cm.

It is built around the default "DAZ Material", but it bypasses its specular controls. They are all off (glossiness=0, spec colour=black, spec strength=0). It uses a "Specular" brick to calculate specular, attenuates specular through fresnel and AO, adds the result to diffuse map and feeds it all to Diffuse Colour of the "DAZ Material".

You control specular strength in the "Spec Str by AO Attenuation" Math2 brick by altering Value 1. Alternatively, the"Lighten Spec Colour" Math2 node is for lightening your specular map if it's too dark. I don't recommend going lighter

than (127,127,127) - this is most likely going to cause too much clipping since this colour is simply added to the map.

The Specular brick was chosen over "DAZ Material" built-in specular because of its "3Delight" specular model that I found to look best with glancing lights (YMMV). If you lower the "Roughness" value, the surface looks more glossy. I found 0.35 to be the best for skin, but again, YMMV. Upping roughness gives results that are kind of strange-looking, to me. Note: if you try other specular models, remember that "roughness" does not map across for them, so adjust to taste.

The Fresnel brick is not that well-documented. The apparently weird value I used for the "Index of Refraction Ratio", -0.17 or, to be precise, -0.1665, is calculated for skin in air based on the equation for Rs I found here:

http://www.terathon.com/wiki/index.php/Building_a_Fresnel_shader

More intuitive definitions of said ratio (like n2/n1) gave results that made no sense to me, visually.

And finally, the "DAZ Material" uses the "Skin" mode. The "Sheen" and "Scatter" values are changed from the default ones so that most textures looked less reddish.

The "Tiler" brick is completely optional. You don't need it unless you're using tiled textures.

What will most likely need adjusting for your particular texture set:

- bump map strength and/or max&min values

- scatter colour (lighter colour - paler skin; make it redder if you're using desaturated diffuse maps designed for SSS materials; use fancy colours for fancy effects, say, to render aliens)

- specular strength / specular map lightness (see above for where these controls are)