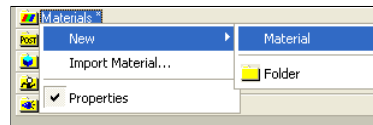
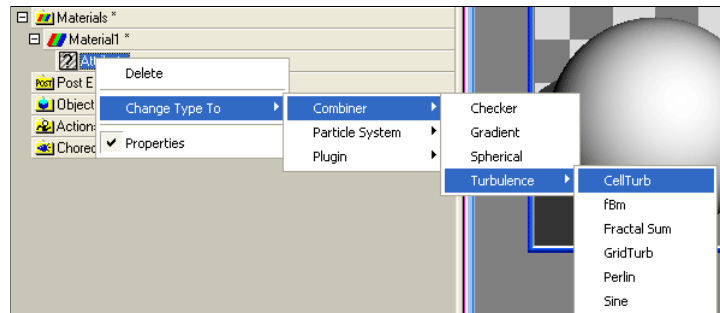


Right click on the Materials folder and select...
New/Material.



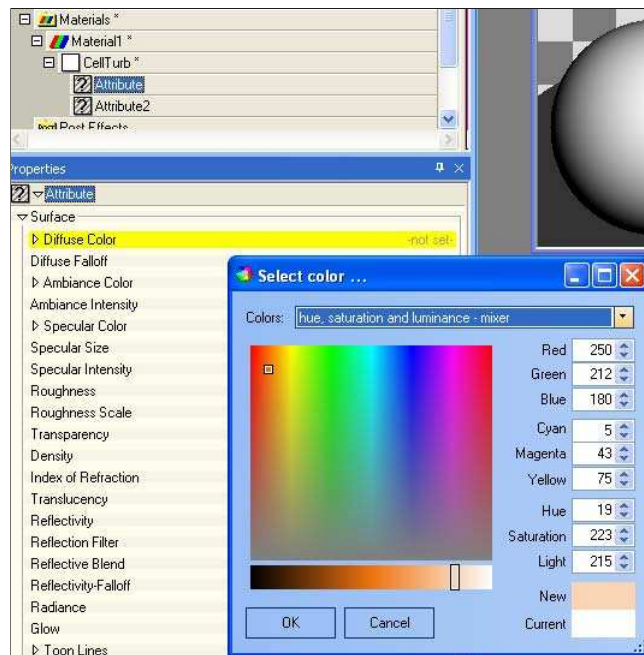
This will create a material with an attribute.

Right Mouse click on the material and select... Change Type
To/Combiner/Turbulence/CellTurb

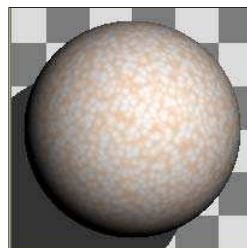


This will create a CellTurb combiner with 2 attribute nodes in it.

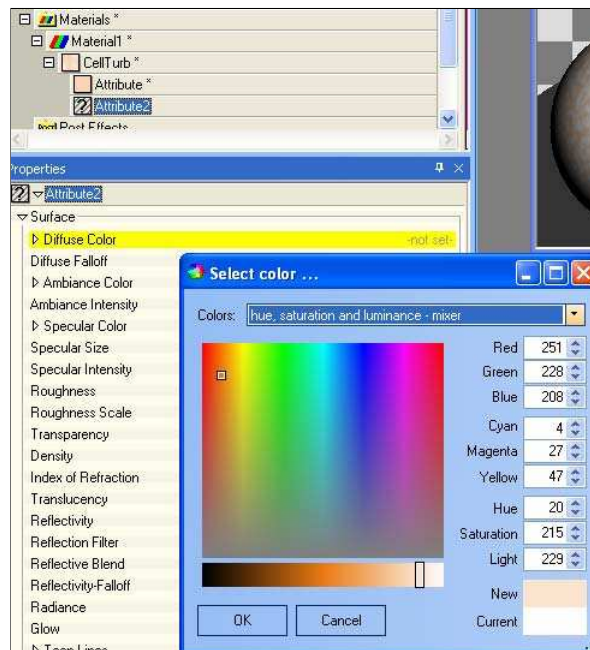
Select the first Attribute in the CellTurb and change its Diffuse Property
to the RGB settings in the image to the right. You don't have to use these
exact numbers.. just some fleshy color.



This will create the material to the right..

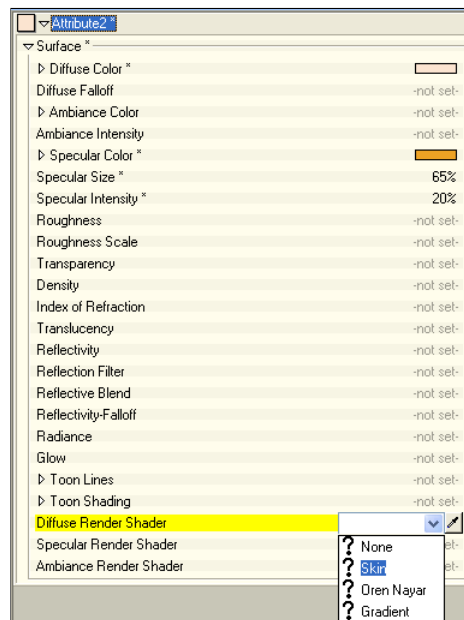


Now change the diffuse color of the second attribute to something a little
lighter in the skin tones.

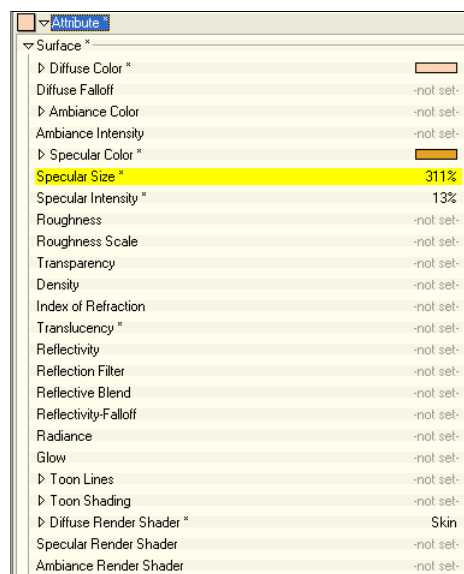


Here are the other settings for the second attribute. Notice that I applied Yves Poissant's skin shader to the material. It mimics the way light passes through skin... otherwise known as Subsurface Illumination.

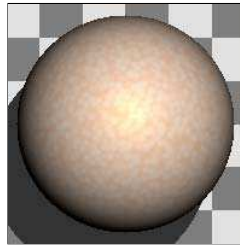
Also notice that I added a color for the specular. And that it is a very saturated color. I did this in order to color the hilite on the skin. Its not necessary, but it keeps the skin from having a fake looking white specular hilite.



Here are the other settings for the first attribute. I added Yves skin shader and added a color specular hilite to this one as well. Notice the difference in the size of the hilite versus attribute 2. I did this to have a softer hilite in the ridges of the skin as opposed to the bumps.



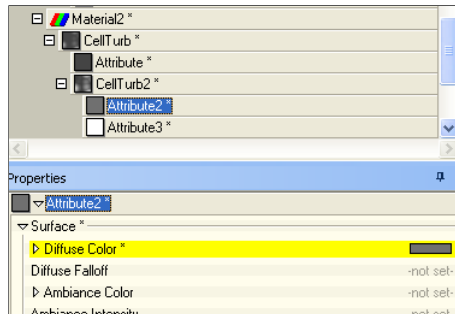
Here's what it looks like now. I made the ridges darker just so you could see them. In actual skin they wouldn't show up much, except for the ones in the specular hilites.



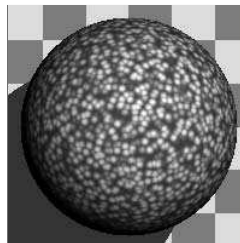
Now repeat the process of creating another CellTurb material. This time we will nest another CellTurb in the second attribute.

I did this to create more wrinkles on the bumps of the skin. it adds the little micro folds that aren't as noticeable.

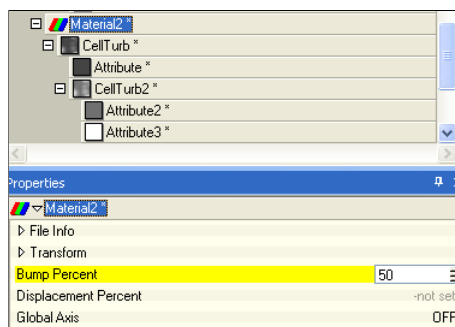
This type of nesting is very handy. You can use it to create varied colors in Marble veins, the rainbow effect on Compact Discs and other effects that would be hard to create otherwise.



Here is what this material looks like so far. Not very realistic. But we still have some things to do.



First turn this material into a bump.. by selecting its material icon in the Project work tree. Set its Bump Property to 50 percent... If you want deeper ridges .. just increase the bump.

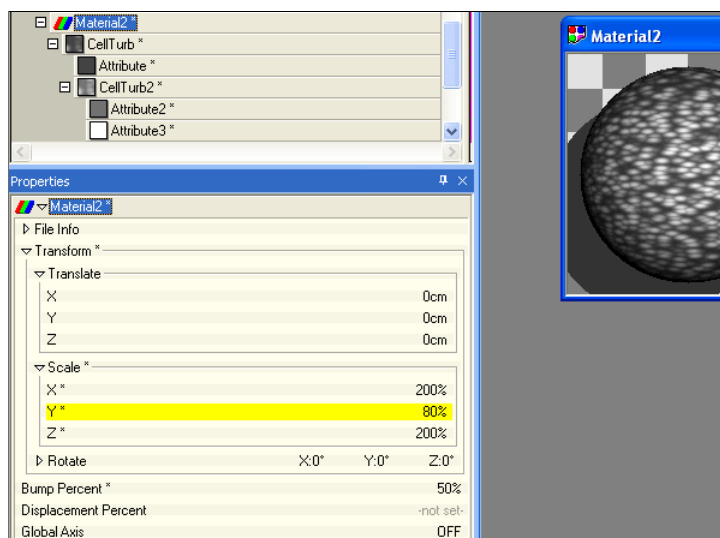


Now we can scale the texture.

Skin texture tends to look squashed.. like the cells are getting squeezed in one direction.

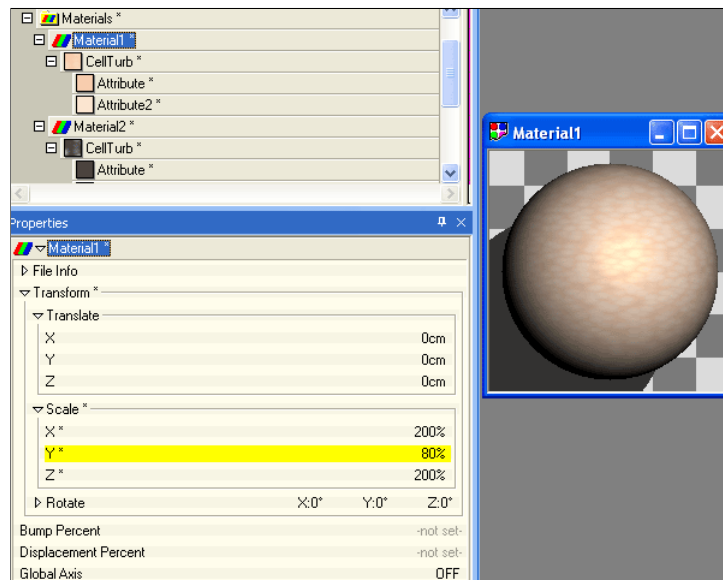
How you create his will be kind of arbitrary.. Since most models have a top and you don't look at that top much (ie.. you look at the front and the sides allot more) We can scale on the X and the Z axis and squash on the Y. This will give it a squish from the front and the sides..but made the circles even bigger from the top.

That looks a little better.



Do the same thing to the skin color material.

Much better.



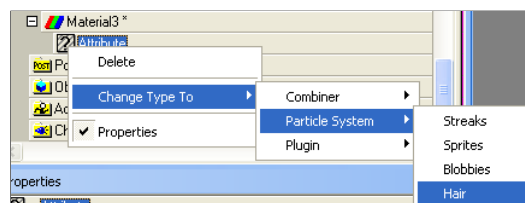
Now for the hair.

I'll show two things about hair. Again its so arbitrary and such a complex thing that I can't cover every thing in this tutorial.

Check out my [Hair Tutorial](#) for more information.

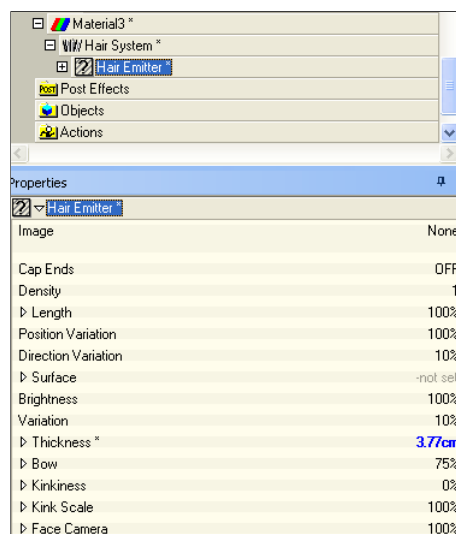
Create a new material and right click on its attribute. Select.

Change Type To/Particle System/Hair



Here are the settings I used on the Hair emitter itself. Of course I colored the Hair Diffuse property brown, but you guys might want blond. You should be good at coloring surface attributes by now.

Notice the thickness setting has a key. Its actually a higher number than I used. But I made it high so I could show you the next step.



If you select a property in the Hair emitter and you have the view graph selected in the timeline. You'll get a Percentage setting for the property instead of a time line! What that allow you to vary that property over the length of the Hair. Thickness, Color, brightness, Bow, Kinkiness, almost any hair property can be changed along the hairs length. I made numbers bigger in order to show you the graph. My actual settings (.1, .1, .01) would have looked like a straight line on the graph.

That's all there is to it. The rest is up to your imagination.

