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

This will create a material with an attribute.

exact numbers.. just some fleshy color.

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.



This will create the material to the right..



🗾 Materials

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.

V	Surface *				
	▷ Diffuse Color *				
	Diffuse Falloff			-not	set-
	▷ Ambiance Color			-not	set-
	Ambiance Intensity			-not	set-
	▷ Specular Color *				
	Specular Size *			6	5%
	Specular Intensity *			2	0%
	Roughness			-not	set-
	Roughness Scale			-not	set-
	Transparency			-not	set-
	Density			-not	set-
	Index of Refraction			-not	set-
	Translucency			-not	set-
	Reflectivity			-not	set-
	Reflection Filter			-not	set-
	Reflective Blend			-not	set-
	Reflectivity-Falloff			-not	set-
	Radiance			-not	set-
	Glow			-not	set-
	▷ Toon Lines			-not	set-
	▷ Toon Shading			-not	set-
	Diffuse Render Shader			~	1
	Specular Render Shader	?	None		et-
	Ambiance Render Shader	Ŷ.	Skin		et-
		?	Oren	Nayar	
		ĺŻ.	Gradi	ent	

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.

Attribute *	
Surface *	
Diffuse Color *	
Diffuse Falloff	-not set-
D Ambiance Color	-not set-
Ambiance Intensitu	-not set-
D Specular Color *	Hot sot
Specular Size *	311%
Specular Intensity *	13%
Boughness	-not set-
Boughness Scale	-not set-
Transparenci	-not set-
Densitu	-not set-
Index of Befraction	-not set-
Translucencu *	-not set-
Beflectivitu	-not set-
Beflection Filter	-not set-
Beflective Blend	-not set-
Beflectivity-Falloff	not set.
Badiance	-not set-
Blow	-not set-
≥ Toon Lines	-not set-
D Toon Shading	-not set-
Diffuse Bender Shader *	Skin
Specular Bender Shader	-not set-
Ambiance Bender Shader	-not set-
Ambiance mender smadel	-1101 SEC-

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-not sel

-not sel

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.



Material2 *
CellTurb *
Attribute *

▷ Ambiance Color

Multiance Intensity

Properties ▼Attribute2* ▼Surface * D Diffuse Colo Diffuse Falloff

🗉 🔜 CellTurb2 *

Attribute2 *

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.









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.





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.

Material3 *]		-
© Ot ▲Ac	Combiner	•	Eluzia
Properties	Particle System Plugin	•	Streaks Sprites
operties		Blobbies Hair	

🗆 💋 Material3 *	
⊟ ₩₩ Hair System *	
🕀 😰 Hair Emitter *	
Post Effects	
👱 Objects	
Actions	~
5	>
Properties	4 ×
😰 ⊽ Hair Emitter *	
Image	None
Cap Ends	OFF
Density	1
▷ Length	100%
Position Variation	100%
Direction Variation	10%
▷ Surface	-not set-
Brightness	100%
Variation	10%
▷ Thickness *	3.77cm
▷ Bow	75%
▷ Kinkiness	0%
▷ Kink Scale	100%
▷ Face Camera	100%

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 the 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 manumbers 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.

Tir	ne Line																			
Ŧ	a			0%	5%	. 10%	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	 75%	80%	85%
Ð	🔀 ⊽Hair Emitter *	-	6cm																	
	Image	None																		
	Cap Ends	OFF -	4cm	_																
	Density	1																		
	▶ Length	100%															_			
	Position Variation	100%	2cm															\sim	_	
	Direction Variation	10%																		\sim
	▷ Surface	-not set-																		
	Brightness	100%																		
	Variation	10%																		
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	▷ Bow	75%																		
	▷ Kinkiness	0%																		
	▷ Kink Scale	100%																		
	▷ Face Camera	100%																		