

Advanced

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Creating Realistic Skin and Hair

Introduction

This tutorial will take you through the process of creating and applying textures for skin and hair on a 3 dimensional head.

Requirements

You will need to have created a basic human head, as described in the first tutorial of this series (Creating Human Features).

A paint program that has the ability to work using layers will also be needed.

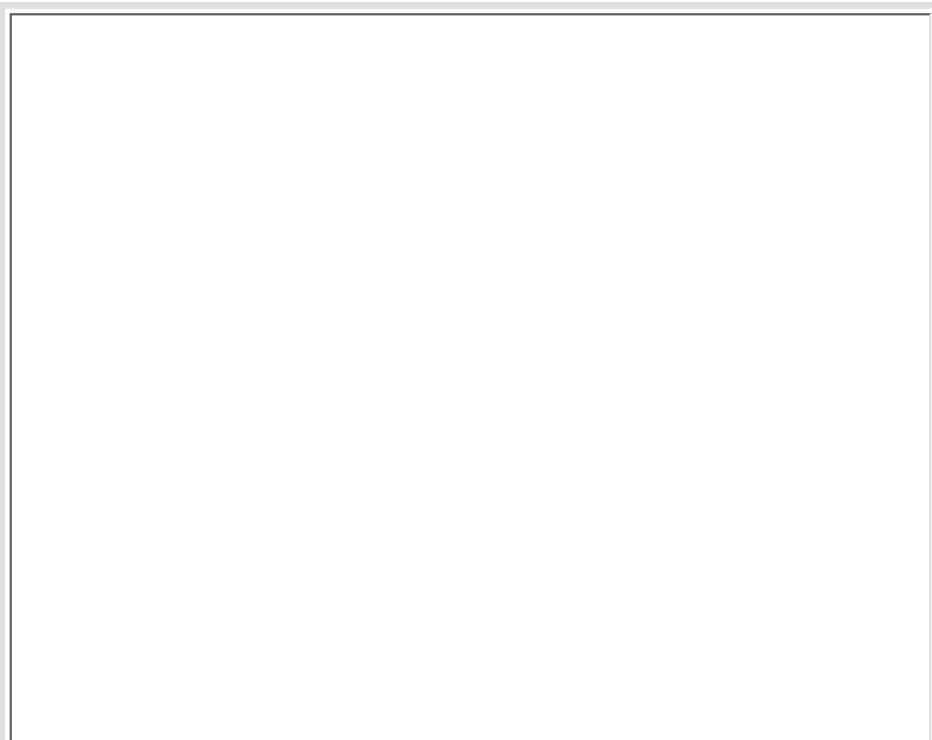
Getting Started

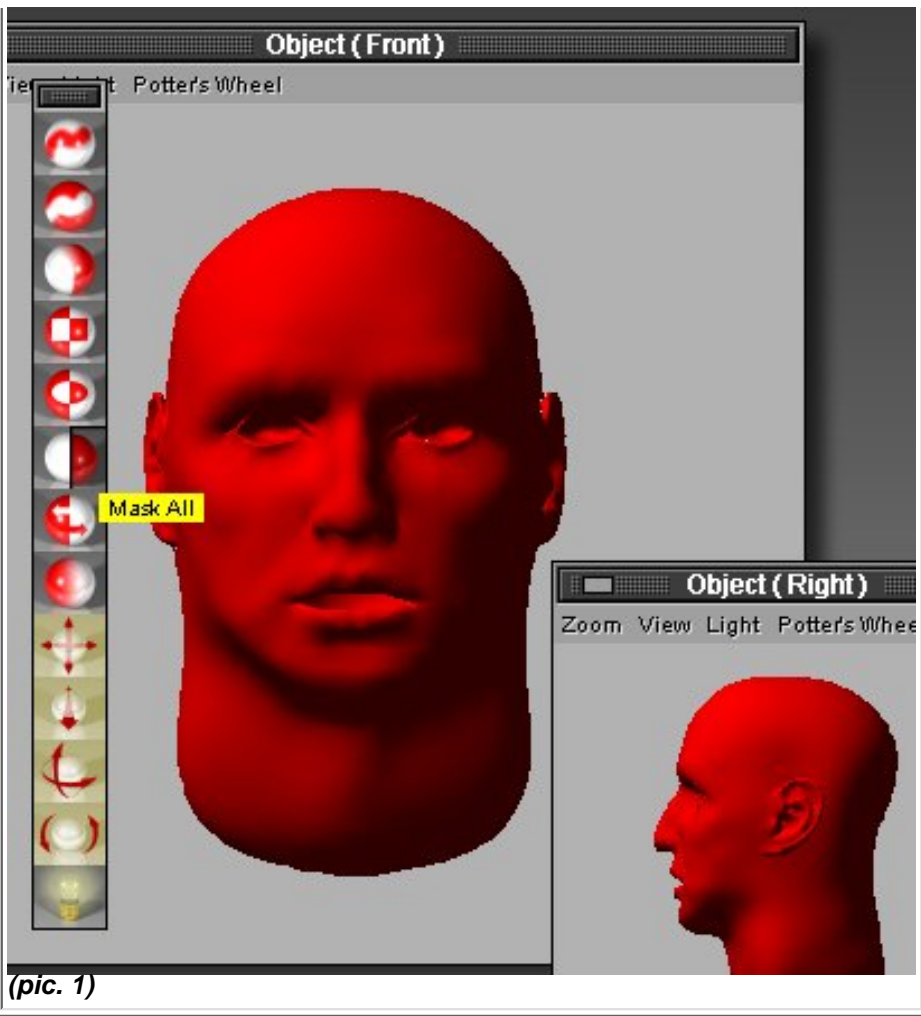
Start Amorphium Pro and open your existing human head project.

You're going to create a basic under surface for the hair to give the impression of a dense hair structure beneath the surface hair, which you'll then copy and create from this basic extrusion.

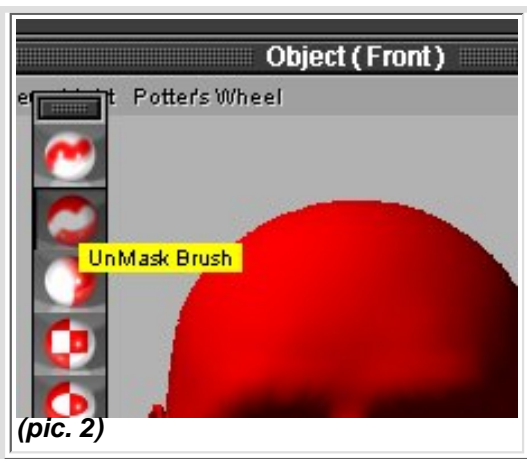
Apply Mask

Go into Mask, select the Mask All tool and apply it to the Head. (*pic. 1*)

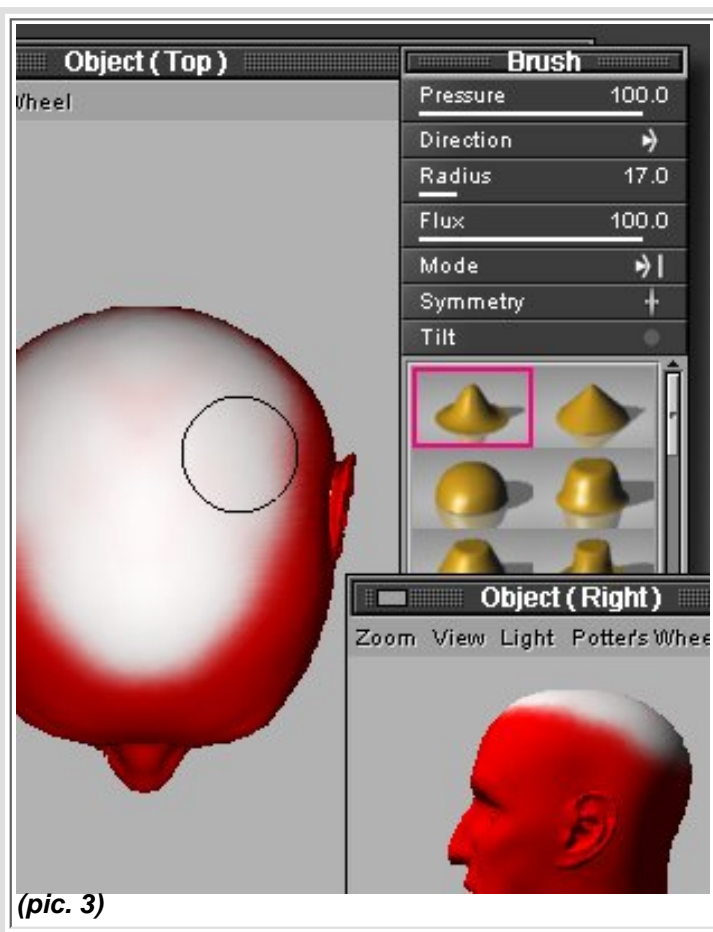




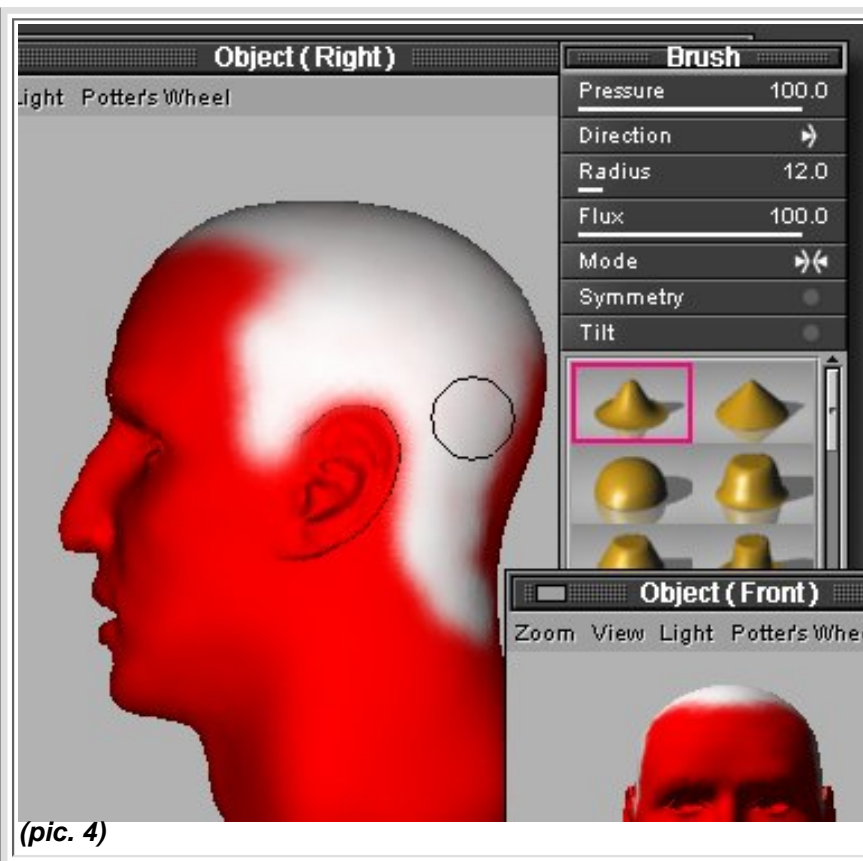
Select the UnMask Brush and create an unmasked area for the hair. Remember to change the symmetry of the brush to suit whichever view is being used. **(pic. 2/3/4)**



(pic. 2)



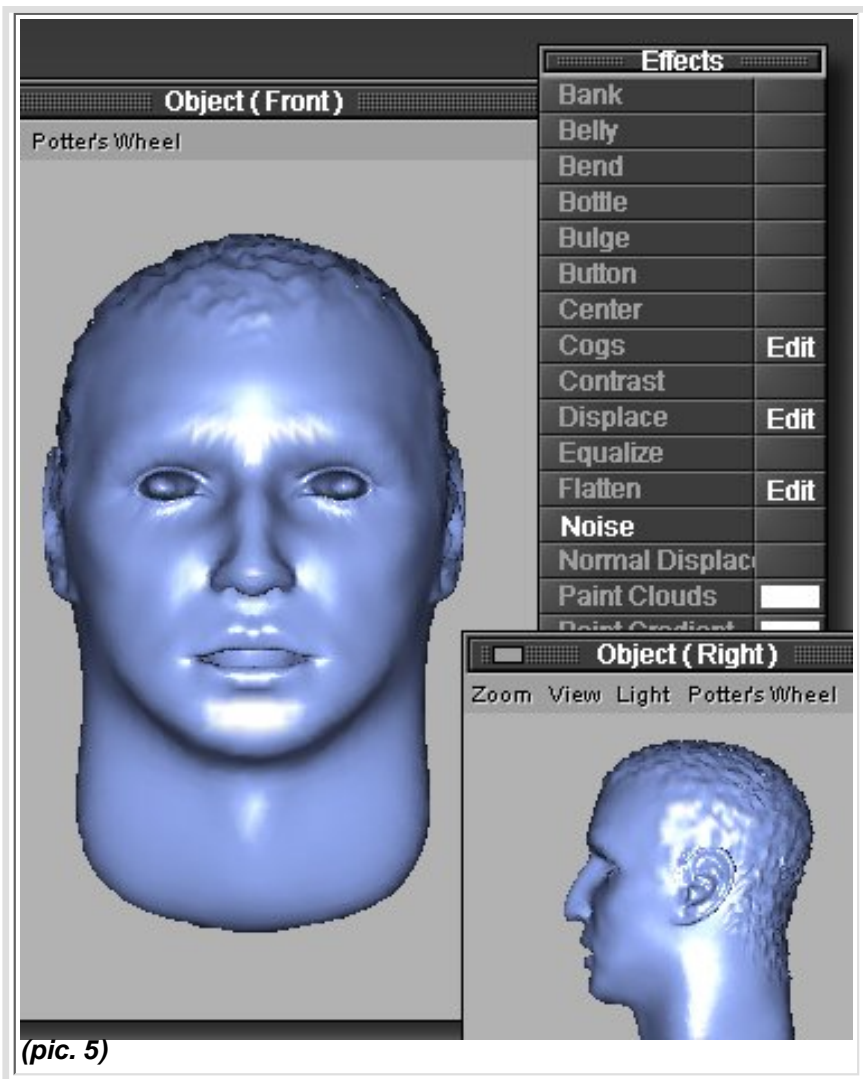
(pic. 3)



(pic. 4)

Apply Noise In FX

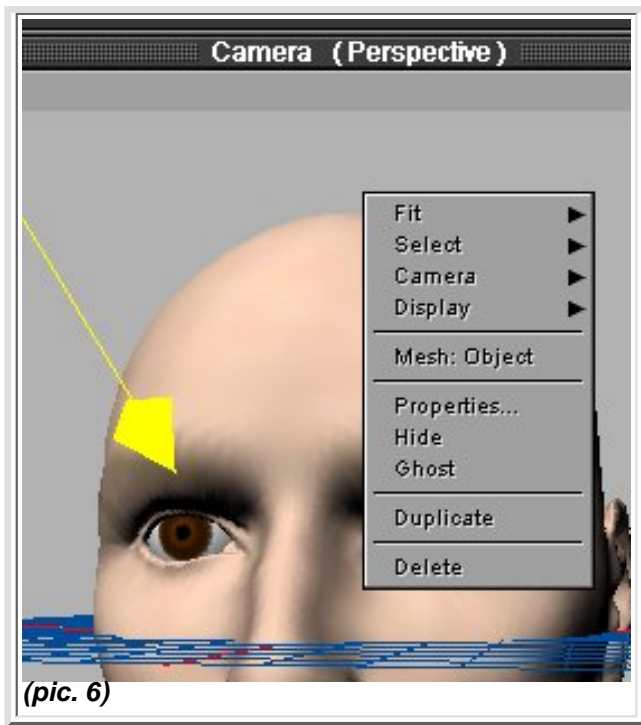
In FX select the noise feature. This will create an uneven surface for the underlying hair. Click and drag out to a value of about 4. (pic. 5)



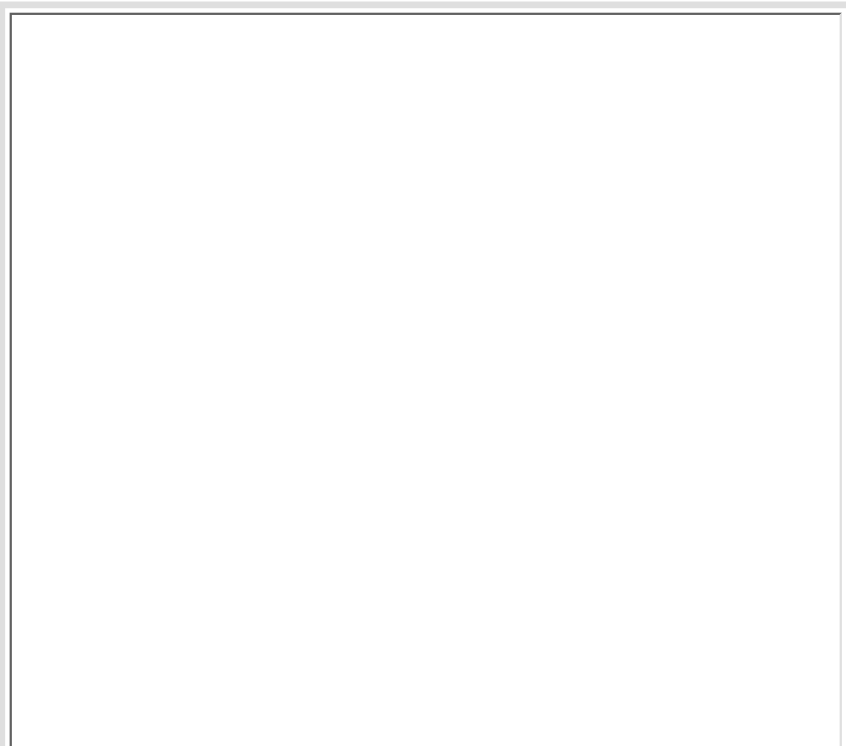
With the under surface for the hair complete you can copy the Head object and use the copy to create an outer surface for the hair.

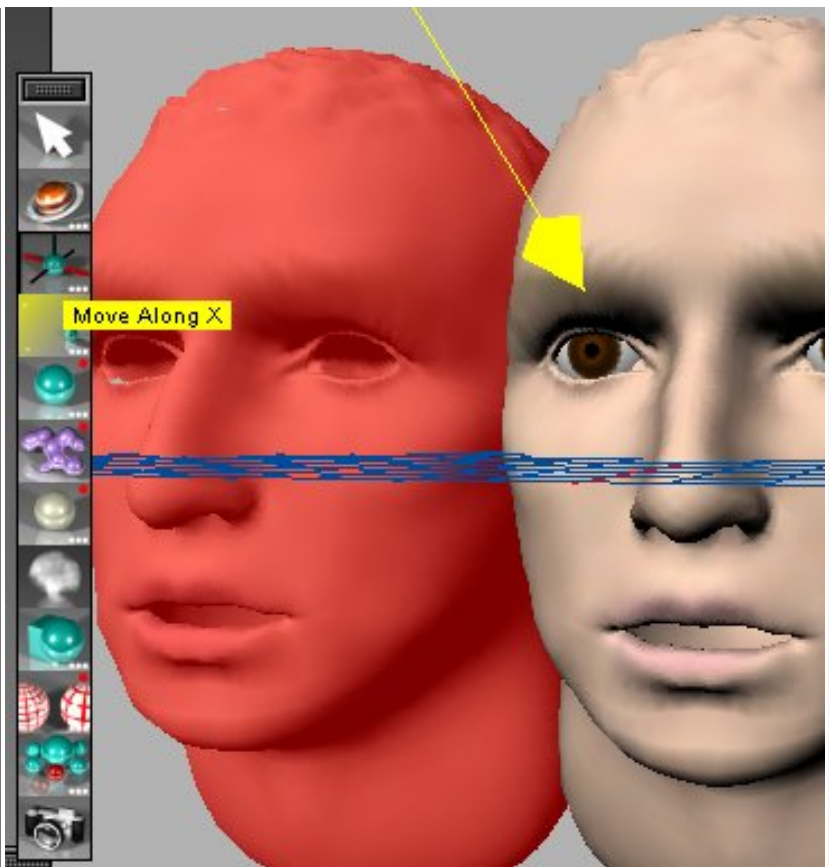
Duplicate

Return to composer, right click on the head and select Duplicate. (pic. 6)

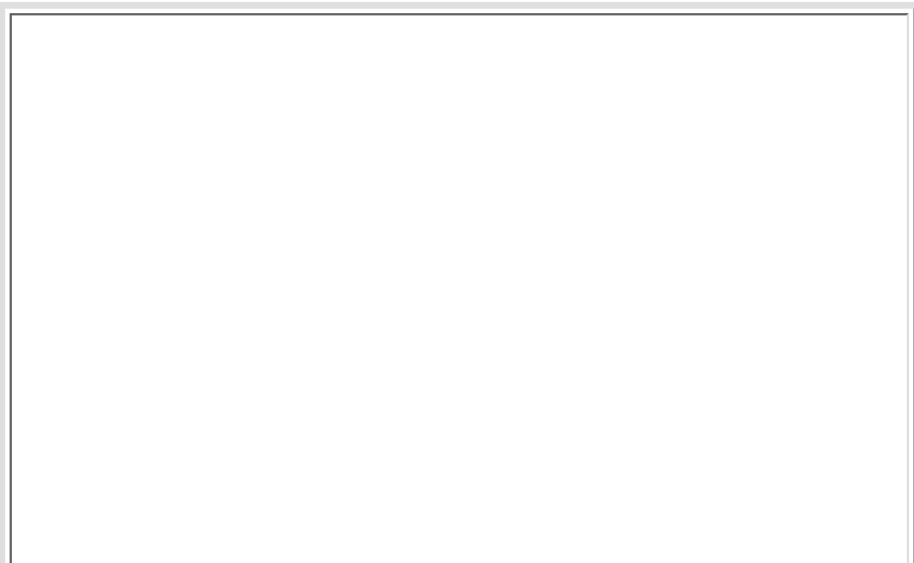


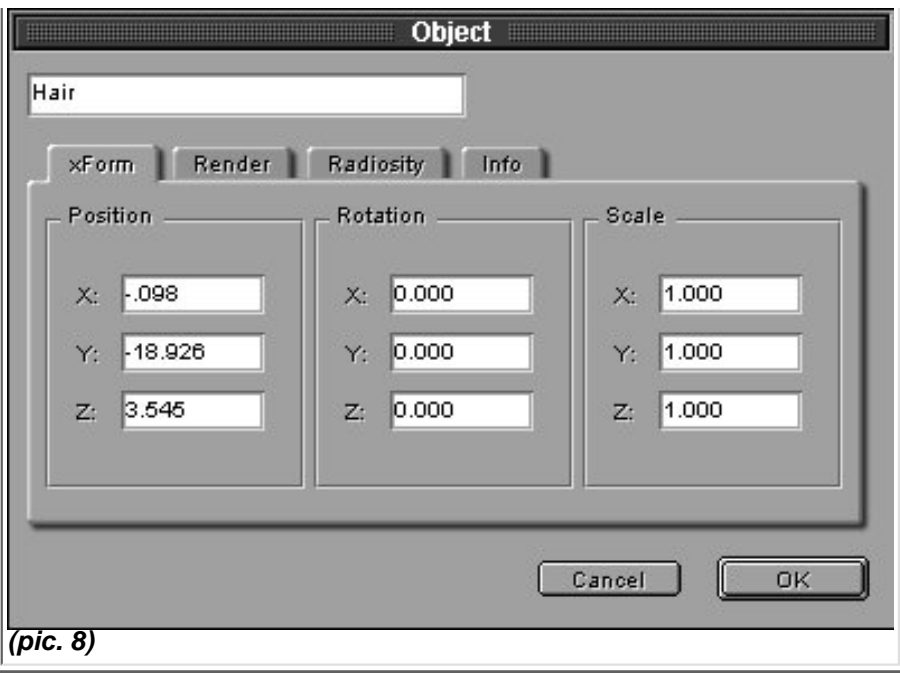
Select the Move Along X tool. Click on and drag the visible head object to the side so you can view your changes to it. **(pic. 7)**





To avoid confusion lets change the name of the copy. Right click on the copy, select Properties and change the name to Hair. **(pic. 8)**





(pic. 8)

The only part of the Hair object you need is the uneven and unmasked area you created in FX. Lets remove all the unwanted area's below the hair.

Reverse Mask

Return to Mask. Choose the Hair object and select the Invert Mask tool. Apply the effect to the Hair. (pic. 9)

