

Paris Woman Textures



The materials are all PBR, so most of the time you will create just one material that goes across several model parts.

Hair

Model part: parisModel_hair **Texture Folder:** Body & Hair, **textures used:** *afro hair_Basecolour, afro hair_Normal*.

If you have a good hair shader/material then by all means use that as your base, if not then start with a PBR shader and plug in the BaseColour and use the alpha channel/transparency as the transparent factor. *(you may need to use a mix node and mix the base shader with a transparent shader to achieve this)*

Set the overall roughness to about .8 - the hair should only have the softest sheen.

Plug in the normal map.

Add a translucent shader, set to a dark brown colour, and mix it 50/50 with the base shader. *(I used RGB colour: R: .015, G: .011, B: .008)*

Make sure you plug the normal map into the translucent shader also.

Skin

Model Part: parisModel_body. **Texture Folder:** Body&Hair, **textures used:** *parisModel_skin_BaseColour, parisModel_skin_normal, parisModel_skin_roughness, parisModel_skin_thickness, parisModel_skin_metallic, parisModel_skin_pupilFactor.*

The skin material covers the skin, eyes, nails and eyelashes.

Start with a PBR shader and plug in the BaseColour and use the alpha channel as transparent factor.

Plug in the Metallic map. This map makes the iris of the eye slightly metallic while keeping the rest non-metallic. Note: depending on your software you may need to invert this map.

Plug in the Roughness and Normal maps.

Mix the base shader with a subsurface scattering shader set to a colour of RGB: *R.344, G.052, B.052*. Use the Thickness map as the factor between them. This works by making black the subsurface and white the solid - so you may need to invert this map to make it work for your software.

Next mix the combined base/subsurface material with an emission shader set to black, strength of 1.

Use the pupilFactor map as the factor. *This map is to restrict the black emission shader only to the pupils - you may need to invert the colour of this map to make it work.*

Cornea

Model Part: parisModel_body_cornea

The cornea is a transparent material and doesn't use any texture maps: to create the material use a good glass shader (*I use one that has transparency mixed in with refraction so it doesn't cast shadows onto the eyeball*) set the roughness value to about a something low so it just breaks up the surface a little.

You could also mix a normal glass shader with a transparent shader and use a Fresnel or a Facing value as the factor or even an Is Shadow Ray/Light Path -

all depends on the software you use... as long as its clear, doesnt cast shadow and has a glossy surface you should be right.

Eyebrows

While it would have been more streamlined to have included the eyebrows in skin material, frankly I ran out of room on that map and decided to leave the eyebrows separate...

Model Part: parisModel_eyebrows. **Texture Folder:** Body & Hair, textures use eyebrow.001, eyebrow.001_Normal.

Use a PBR shader, plug in eyebrow.001 texture and use the alpha channel as the transparent factor (you may need to mix your base shader with a transparent shader and use the alpha from the texture as the factor between the two)

Plug in the normal map and set the overall roughness to about .580.



Top

This material covers both the top and the shoes.

Model Part: parisModel_top. **Texture Folder:** Clothes, **textures used:** parisModel_clothes_BaseColour, Normal, Metallic, Roughness.

Use a PBR shader and plug in the BaseColour, Normal, Metallic and Roughness textures.

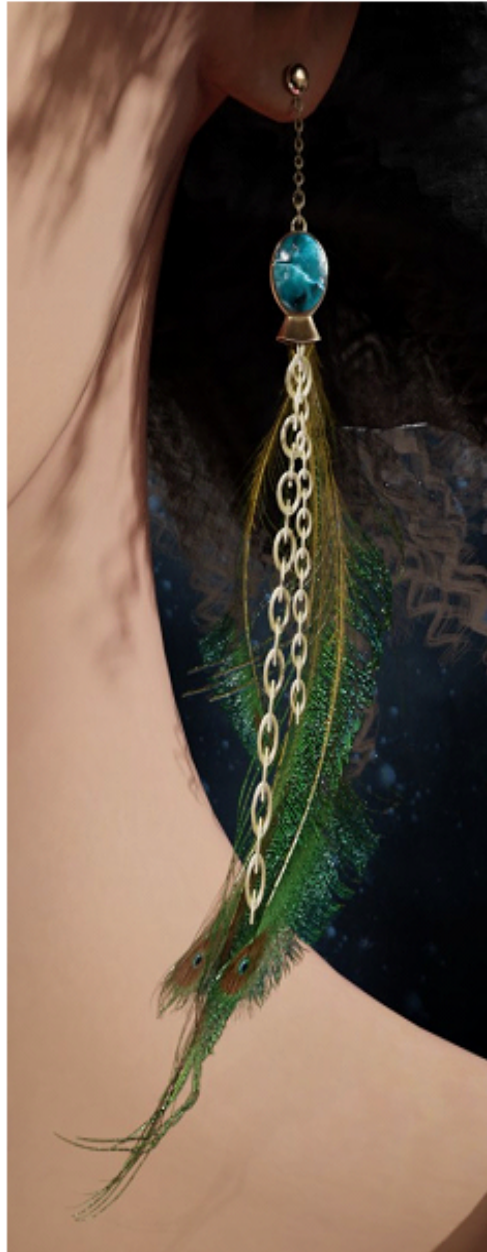


Jeans

Model Part: parisModel_skinnyjeans. **Texture folder:** Clothes, **textures used:** parisModel_jeans_Basecolour, Normal, Roughness, Metallic.

Create a material the same way you made the Top material, using the Jeans textu

Remember to invert the colour of your Metallic maps if they look wrong in your software :)



Earrings

Peacock feathers and gold chains hung from a blue stone

Model Part: parisModel_earrings. **Texture folder:** Clothes, **textures used:** parisModel_earrings_BaseColour, Metallic, Roughness, Normal.

Start with a PBR shader and plug in all the texture maps. Mix this shader with a transparent shader and use the alpha channel from the BaseColour as the factor create the cut-outs.

Balcony

Model Part: parisModel_balcony. **Texture folder:** Textures, **textures used:** *parisModel_balcony_BaseColour, Metallic, Normal, Roughness*.

Start with a PBR shader and plug in all the texture maps. Mix this shader with a transparent shader and use the alpha channel from the BaseColour as the factor create the cut-outs.