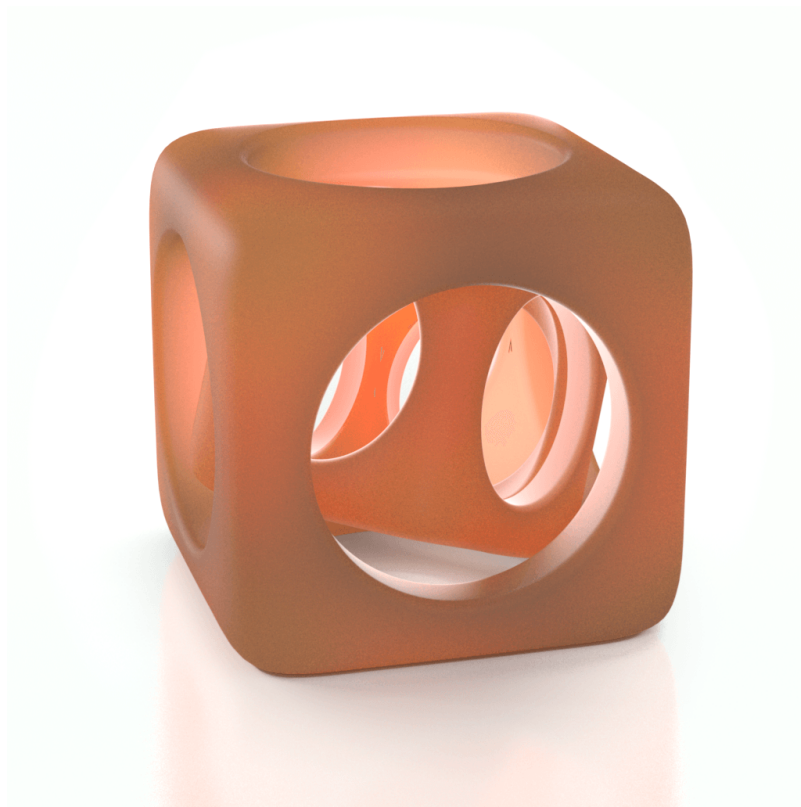


AlSurface

This page provides information on the AlSurface Node in V-Ray for Blender.

Overview

The V-Ray AL Surface shader is V-Ray's implementation of Anders Langland's alShader. It is designed to reproduce the appearance of skin.



UI Path

||Node Editor|| > **Add** > **BRDF** > **AlSurface Node**

Node

Bump Map – Specifies the overall bump map that is applied to all components.

Bump Amount – A multiplier for the Bump Map parameter.

Opacity – Here you can assign opacity to the material where white is completely opaque and black is completely transparent. You can also assign a map by clicking the check board button. This way you can create a material that has a non-uniform opacity.

Diffuse – The diffuse surface color.

Diffuse Strength – A multiplier for the Diffuse parameter.

Diffuse Bump Map – Additional diffuse bump map.

Diffuse Bump Amount – A multiplier for the Diffuse Bump Map parameter.

Reflect1 – Specifies the first specular color.

Reflect1 Strength – Specifies the strength of the first specular color.

Reflect1 Roughness – Specifies the roughness of the first specular component.

Reflect1 IOR – Specifies the index of refraction for the first specular component.

Reflect1 Bump Map – Additional bump map for the first specular component.

Reflect1 Bump Amount – Additional bump amount for the first specular component.

Reflect2 – The second specular color.

Reflect2 Strength – Specifies the strength of the second specular color.

Reflect2 Roughness – Specifies the roughness of the second specular component.

Reflect2 IOR – Specifies the index of refraction for the second specular component.

Reflect2 Bump Map – Additional bump map for the second specular component.

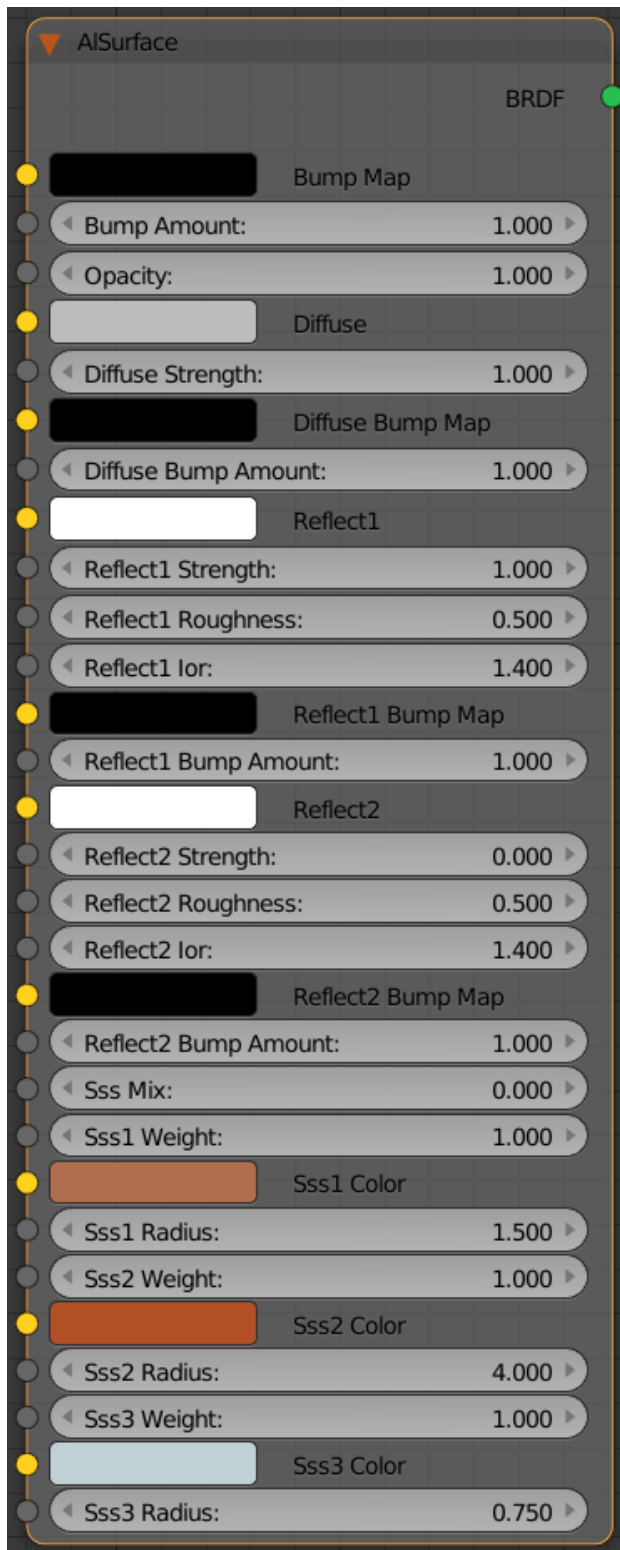
Reflect2 Bump Amount – Additional bump amount for the second specular component.

Sss Mix – Mix between the diffuse component and the SSS component.

Sss # Weight – Weight of the # SSS component.

Sss # Color – Specifies the coloration for the # sub-surface component.

Sss # Radius – Radius for the # first SSS component. Larger values cause light to go deeper into the surface.



Parameters

Bump Type – Allows the user to specify whether a bump map or a normal map effect will be added to the base material.

Bump – Normal bump map.

Normal (Tangent) – Normal map in tangent space.

Normal (Object) – Normal map in object space.

Normal (Camera) – Normal map in camera space.

Normal (World) – Normal map in world space.

From Bump – The map is applied as determined by map type itself.

Explicit Normal – Applies the map as an explicit normal.

Diffuse Bump Type – Allows the user to specify whether a bump map or a normal map effect will be added to the material.

Bump – Normal bump map.

Normal (Tangent) – Normal map in tangent space.

Normal (Object) – Normal map in object space.

Normal (Camera) – Normal map in camera space.

Normal (World) – Normal map in world space.

From Bump – The map is applied as determined by map type itself.

Explicit Normal – Applies the map as an explicit normal.

Reflect 1 Bump Type – Allows the user to specify whether a bump map or a normal map effect will be added.

Bump – Normal bump map.

Normal (Tangent) – Normal map in tangent space.

Normal (Object) – Normal map in object space.

Normal (Camera) – Normal map in camera space.

Normal (World) – Normal map in world space.

From Bump – The map is applied as determined by map type itself.

Explicit Normal – Applies the map as an explicit normal.

Reflect 1 Distribution – The BRDF distribution type for the first specular component.

Beckmann – Uses a Beckmann distribution.

GGX – Uses GGX distribution. The GGX distribution has a longer "tail" compared to Beckmann.

Reflect 2 Bump Type – Allows the user to specify whether a bump map or a normal map effect will be added to the material.

Bump – Normal bump map.

Normal (Tangent) – Normal map in tangent space.

Normal (Object) – Normal map in object space.

Normal (Camera) – Normal map in camera space.

Normal (World) – Normal map in world space.

From Bump – The map is applied as determined by map type itself.

Explicit Normal – Applies the map as an explicit normal.

Reflect 2 Distribution – Specifies the BRDF that is used.

Beckmann – Uses a Beckmann distribution.

GGX – Uses GGX distribution. The GGX distribution has a longer "tail" compared to Beckmann.

Reflect Max Depth – Specifies the number of times a ray can be reflected. Scenes with lots of reflective and refractive surfaces may require higher values to look right. Set to -1 to use the global depth.

Reflect Subdivs – Subdivs for sampling reflections when local subdivs are enabled.

SSS Density Scale – Additionally scales the **SSS Radius** parameters. Normally, the material will take the scene scale into account when calculating the subsurface scattering effect. However, if the scene was not modeled to scale, this parameter can be used to adjust the effect. Lower values make light go deeper into the object

SSS Mode – Sets the Sub-Surface Scattering mode.

SSS Subdivs – Controls the quality of the subsurface scattering effect.

