Personal Inquiry
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Look development for realistic human portrait

Annotated references

Bilgic A., 2015, Accurate displacement workflow, Available from: http://www.cggallery.com/tutorials/displacement/

In his article about the accurate displacement workflow, Akin Bilgic offers a guide on how to generate displacement textures from Zbrush and how to apply them in Vray for Maya and 3ds Max. He offers a wide range of information concerning the theory of floating point displacement maps, common mistakes in the process and ways to avoid them, and finally a thorough explanation of the procedures involved in exporting the maps and using them for rendering with Vray.

Newbury T., 2016, Texturing realistic skin, Available from: https://gumroad.com/tomnewbury

In his video series about texturing realistic skin, Tom Newbury explains how to prepare and project textures from reference images on a 3D model. He starts by describing how to compile multi-channelled displacement maps in Nuke or Photoshop and then offers a thorough demonstration on painting the diffuse and the displacement textures in different channels in Mari. Finally, he explains how to export a number of different textures, for example ambient occlusion, along with the painted textures in order to create all the maps needed for the look development process.

Weidenhammer A., 2011, VrayForMaya: FastSSS - Part1, Available from: https://www.youtube.com/watch?v=hqEyJ8cLOas

Andrew Weidenhammer offers a detailed explanation of the Vray fast sss shader in his video tutorials. He starts with demonstrating how the shader works on a cube with a single source of light, and the importance of scale of the model, while at the same time he explains the properties of the shader, showing how the light reacts with the surface in different cases. Finally, he applies the same principles on a human head, demonstrating how to use texture maps such as diffuse, displacement and specular maps.