

Hair reflection research and rendering in Houdini

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Annotated References

1. YouTube. (2017). *Behind the Scenes- L'Oreal Paris Fall Repair TV Commercial*. [online] Available at: https://www.youtube.com/watch?v=VJpz2F40_OU [Accessed 10 May 2017].
2. Bossanovatech.com. (2017). *Bossa Nova Technologies - Samba Hair Technology*. [online] Available at: http://www.bossanovatech.com/samba_hair_system_technology.htm [Accessed 10 May 2017].

This is a very helpful website to understand the behavior of light interact with the hair. In this page, three ways of light reflection phenomenon was being given with clear graphic and example.

3. Dutra, R. (2017). *Expensive Shader*. [online] Ephere.com. Available at: <https://ephere.com/plugins/autodesk/max/ornatrix/docs/1265.html> [Accessed 15 May 2017].
4. Support.solidangle.com. (2017). *Hair - Transmission - Arnold for Softimage User Guide 4 - Solid Angle*. [online] Available at: <https://support.solidangle.com/display/SltoAUG/Hair+-+Transmission> [Accessed 14 May 2017].

In this website, the transmission of hair was introduced, it is an important detail when doing rim lighting on hair or fur.

5. YouTube. (2017). *Tutorial on Cinematography for shooting Hair*. [online] Available at: <https://www.youtube.com/watch?v=YLg9SGa9tIQ> [Accessed 13 May 2017].

Tutorial on Cinematography for shooting Hair is a great guide for rendering hair scene in the Houdini, the video provides many skills to shot hair products, including light setting, props and how to set the direction of hair to receive nice reflection.

6. Unity Community. (2017). *Violating law of reflection for complex materials*. [online] Available at: <https://forum.unity3d.com/threads/violating-law-of-reflection-for-complex-materials.442389/> [Accessed 26 May 2017].