N.G.S. Anagenessis 2 - Revolution Guide

by audioslave74 (aka dimension-z) http://audioslave74.deviantart.com/

Base Mixing
PBR Specular/Glossiness ▼

Base Color
1.00   1.00   1.00

Diffuse Roughness
▼ —()———— + 0.00

Diffuse Overlay Weight
▼ —()———— + 0.00

Translucency Weight ♂ ♡ ⚙
▼ —————()— + 0.50
0.50 ─────────● **Default Value** (You can change it to your taste)
Dicrease for Dark Skins

Base Color Effect
Scatter & Transmit ▼ ─────────● **Scatter Only for Dark Skins**

Translucency Color
0.80   0.40   0.00

SSS Reflectance Tint
0.35   0.50   0.42
─────────● **Default Colors** (You can change them to your taste)

Glossy Layered Weight
—————()— + 100.00 ─────────● **Brightness/Velvety Weight**
(Less Weight, Less Velvet)
Dark Skins Script doesn't use map on this value

Share Glossy Inputs
Off

Glossy Color
0.35   0.60   0.75 ─────────● **Velvety Color** (Noticeable to the whole skin surface)

Glossy Color Effect
Scatter & Transmit ▼
─ **!!Reverse these colors**
(Gives better color results (at least for me)

Glossy Specular
0.75   0.80   0.85 ─────────● **Glowing Edge Color**
(Dicrease RGB Values for Pale Skins & White for Dark Skins)

Glossiness
▼ —————()— + 0.15 ─────────● **Velvety/Glossiness Strength**

Glossy Anisotropy
▼ —————()— + -2.50 ─────────● **Glowing Edge Strength**
(more minor values, more edge)

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Setting	Value		
Top Coat Weight			4.00
Top Coat Color	0.060	0.080	0.090
Top Coat Color Effect	Scatter & Transmit		
Top Coat Glossiness			0.62
Top Coat Layering Mode	Custom Curve		
Top Coat Curve 0			12.00
Top Coat Curve 90			10.00
Top Coat Curve Exponent			2.00
Top Coat Anisotropy			-2.50
Top Coat Bump Mode	Height Map		
Top Coat Bump			10.00
Thin Walled	Off		
Transmitted Measurement Distance			0.80
Transmitted Color	0.85	0.30	0.050
Scattering Measurement Distance			0.60
SSS Amount			0.80
SSS Direction			-0.70

- Glossiness/Pores Weight
- Default Color Value (You can change it to your taste)
  Increase a bit RGB Values for Dark Skins
- Just Glossiness
- Glossiness/Pores - Shining/Boost
- Glossiness Glowing Edge
- Glossiness Glowing Edge Offset
- Glossiness Glowing Edge Strength
  (more minor values, more edge)
- Default Bump Value (You can change it to your taste)
- Default Value/Color (You can change them to your taste)

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N.G.S. 2 is designed to work with any diffuse map for any user, but:

1. You can use any normal or displacement map.

2. You can use any Map you want in any N.G.S. 2 value.

3. You can use any map on Top Coat Bump (Any Map!!)
   Top Coat Bump is like a Top Coat Varnish Layer.
   Don't be afraid to experiment with this Magic Layer!
   Note:
   For Pores Scaling, you can put micros as a LIE above the map,
   with Subtractive blend mode at 10-15% Opacity.

4. You can use any LIE Image (and veins too)

5. Don't be afraid to use N.G.S. 2 in any prop!
   (hair, fruits, velvet clothes etc.)
   The only map you will need, is one diffuse.

For any question, don't be afraid to ask! You know how to find me!

A Very Big thank to secondcircle & Livius70
And of course THANK YOU ALL!!

Dimension-Z