Morphs

The Bocular Man shape controls two separate morphs which can be dialed individually: Bocular head and Bocular body.

Bocular head by itself can add a surreal look to otherwise human figures, or be mixed with other body morphs.

HD Detail

The HD details are sculpted at subdivision 3. They look best at SubD 4, although for medium to long shots 3 or even 2 might be sufficient.

Masks

Masks allow use of established skin textures, applying a geoshell texture over the upper face to obscure details most faces include.

There is a dark and light mask, though it may be necessary to tweak color slightly to blend more convincingly with faces. The current coloration is designed to blend in with Darius and Michael, respectively.

Simply select a figure and apply one of the masks to add it.

Posing notes

Many poses will look reasonable with Bocular body. Some poses, particularly those where the legs are bent significantly, might look off. Adjusting the shin bends or zeroing out the feet might help.

The Bocular head morph is sensitive to any movement of the upper face, particularly around the eyes and nose. Most of the Expression HD morphs will distort around those areas. However, working with the Mouth and Lips pose dials, moving the lower jaw, will look fine. Power Pose is also handy for quickly adjusting the bones of the lower face, creating more expressions.

There are some pose presets to help with the overall body and expressions, compatible with Bocular Man.

Fur

Oso Fur shader is included in this product, along with fur length texture map and a wearable fur.

The most useful parameters to alter are Base Color, Fur SubD, and Fur Length Maximum.

Base Color will, obviously, change the overall color of the fur. It may also be useful to play with glossy color.

Fur SubD increases displacement subdivision to make the fur look finer. There are limits to how good this will look when increased. For medium and long range shots, a value of 2-3 is sufficient. For closeups, you may want 4 or even 5.

Fur Length Maximum scales the overall fur length. Be careful about increasing it too much; at high values the fur will look more like spines.

Bocular Man Stone

The color of the crystal is easily adjusted by changing Transmitted Color. Also try adjusting Transmitted distance to affect the look and color.

The translucency can be changed to refraction; be sure to shut off Share Glossy. In testing, refraction didn't seem to look significantly better than translucency for this texture, and may run slower.

Bocular Man Shadow

The Shadow texture, with the Eye Lamp effect, works nicely with Bloom filter enabled (under Render Settings/Filtering).

Shroud

This is a wearable outfit, a layer of burlap over the figure. There are a few materials to make it cleaner or ragged or otherwise adjust it. While it will fit over other Genesis 8 Male figures, it may look a bit distorted, particularly around any large ears.

Merchant Resource

No part of this product is a Merchant Resource.

If Oso Fur Shaders for Iray is owned, the Oso Fur texture included in this product can be altered and used in products under the Oso Fur license.