Oso Lechuza Tips

Line Width

Reducing Line Start Width and Line End Width will create a finer, more natural looking hair, although it may be necessary to increase Hairs per cm2 or skin will start showing between hairs.

Conversely, at longer shots, reducing Hairs per cm2 and then increasing Line Width may produce a decent figure with lower render load.

It is worth adjusting this value depending on the look desired and hardware considerations.

Fitting Clothing and Gear

Vests and collars will, clearly, have an issue with clipping. One way to manage this is to create a mask and place it in PS Generated Hair Scale; this will reduce hair length wherever the mask is black.

Masks can be created in a paint program, or, for those with the proper tools, baking an AO map of the figure wearing the given equipment.

Sample Workflow for Substance Painter:

Place an item on the oso lechuza, with subdivision 1. Export as obj

Open Substance Painter, create a new file with the previous obj

Bake an AO map, being sure to uncheck 'Ignore Backface'

Export the map, adjust in a paint program, use for PS Generated Hair Scale.

Toenails

The Toenails Bump is set to 2; reducing the value will create a smoother look. Increasing translucency may also produce an interesting effect.

Eye Color

Eye color is a combination of a grayscale mask and base color; other colors may produce a vivid effect.

Beak

The beak is supposed to be rigid, but experiment with different expressions. Also other Daz Dog 8 adjustments to muzzle and nose will adjust the beak.