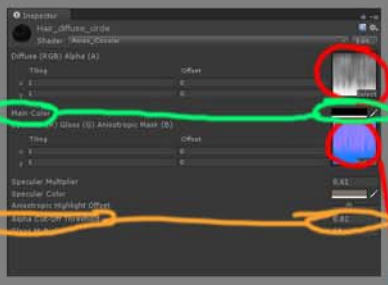
# Aniso Circular



Hair Color

Alpha Cut - Off Threshold:
Togheter with your Alpha on the diffuse, controls what part of your hair will be treated as Alpha-Test or Alpha Blended

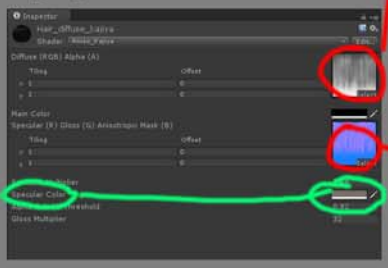
Diffuse Texture:

General look of hair strands in GreyScale (RGB)
Transparency of Hair in Alpha Channel of that texture ( A )

(RGB) Make your planes look like hair strands, use a bright "gray scale"

(A) Transparency, Black is transparent, white is opaque

# Aniso Kajiya



Specular Color (recommend to keep it similar to hair color but brighter)

SGM Texture:

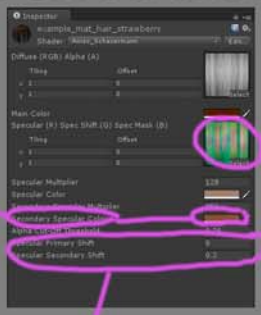
(R) Specular , (G) Gloss, (B) Anisotropic Mask : Controls where and what type of specularity to use, this is mainly good for hairs that need to have aniso specularity in one area and "blinn/phong" (normal specularity) in some other spots

(R) Red Chanel : Specular Multiplier
Controls what parts should be more specular than others

(G) Green Channel: Gloss Exponent
Controls how sharp the specularity is. Here all the gloss is the same .5

(B) Blue Channel : Spec Type Mask
White is Aniso, Black is "blinn" values inbetween will be lerped

# Aniso Scheuermann



Secondary Specular Color: this should be similar to your main specular color but darker and with more of the initial color.

Primary and Secondary Shifts

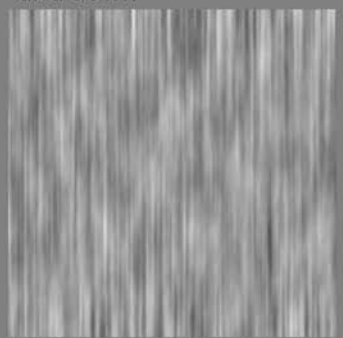
Controls how far from each other the first and second specularity lie on your mesh. Recommend having them close to each other, where they overlap.

SSM Texture:

(R) Specular , (G) Specular Shift , ( B ) Spec Mask
Controls where the specularity is brighter or darker, control the fake shifting of the specularity (what gives it that wavy look) and adds some sparkles to the secondary specularity.

(R) Same as above

(G) notice the shifting patches, almost like a checkerboard pattern this will move the spec up and down



(B) Notice the grainy, doty look, this will make the second specularity be more "sparkly"