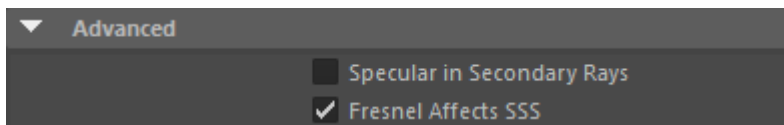
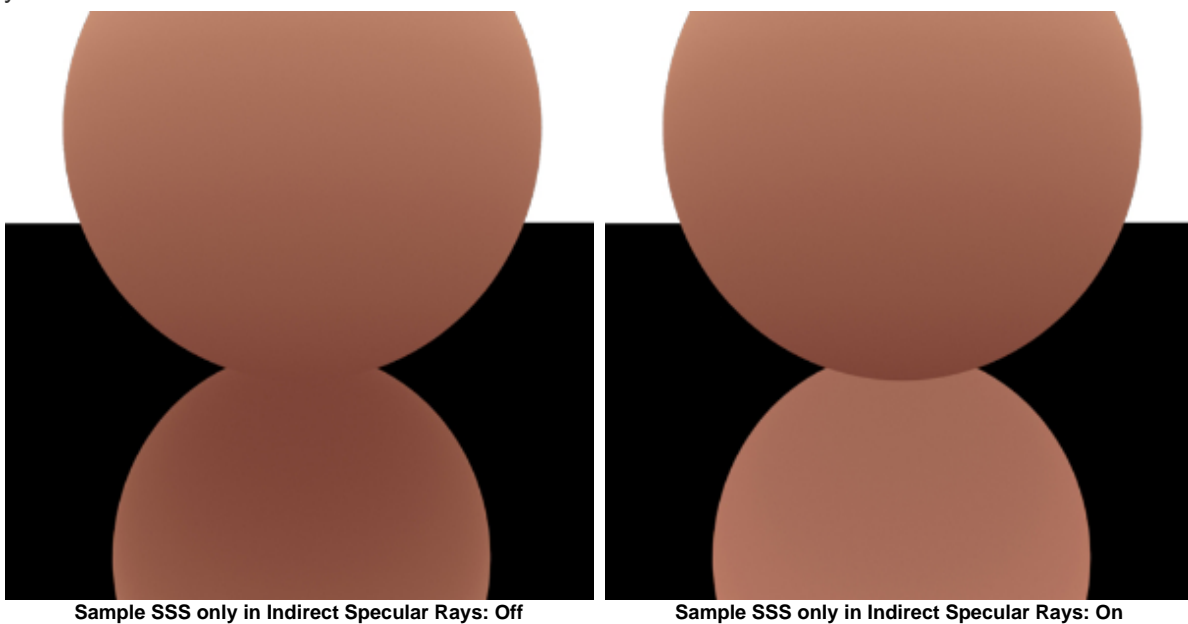


Advanced Options



Specular in Secondary Rays

By default 'Specular in Secondary Rays' is disabled, so for diffuse and glossy rays, the Skin shader evaluates the SSS layers only. This makes the shader faster to render. When 'Specular in Secondary Rays' is enabled, the Skin shader evaluates the Specular layers as well as the SSS layers for diffuse and glossy rays.



Fresnel Affect SSS

Determines whether fresnel computations affect SSS. It is recommended that this should be left on by default.



Enabled



Disabled