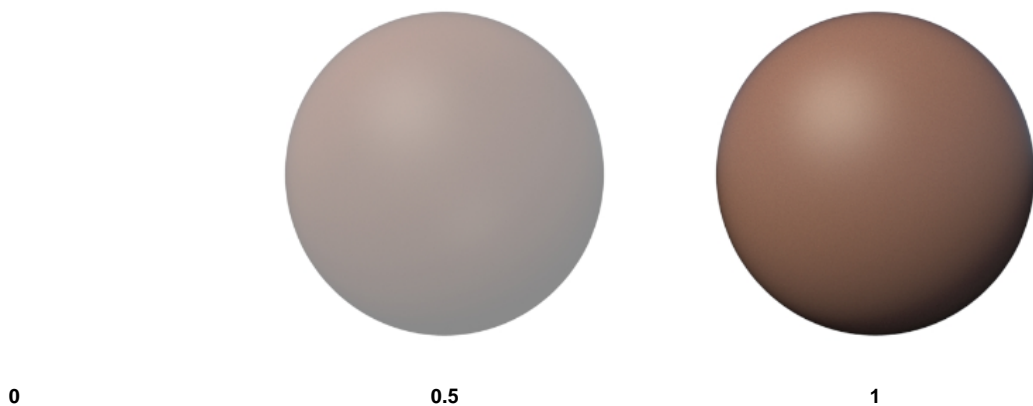


Opacity

Opacity Weight

Sets the opacity of the skin.



Opacity Color

The color or texture used to affect the opacity of the skin. This is set to full white by default, which means fully opaque skin. If not set to full white, be sure to have the **Opaque** flag off in the **Arnold Parameters** property of the skin object, or else Arnold will bypass any transparency-related calculations to optimize render times.



Ramp texture connected to Opacity Color. Black areas of map are non-opaque.