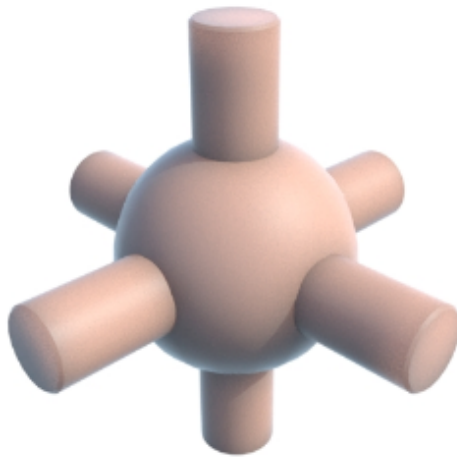
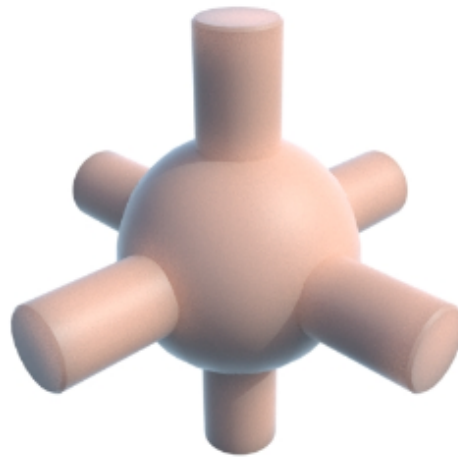


## SSS Set Name

It is possible to tag multiple objects as belonging to the same SSS 'set' so that illumination will blur across object boundaries. A common use case might be blurring between teeth and gum geometry. It is enabled by adding the constant STRING userdata `sss_setname` to the same value on the objects in the set.



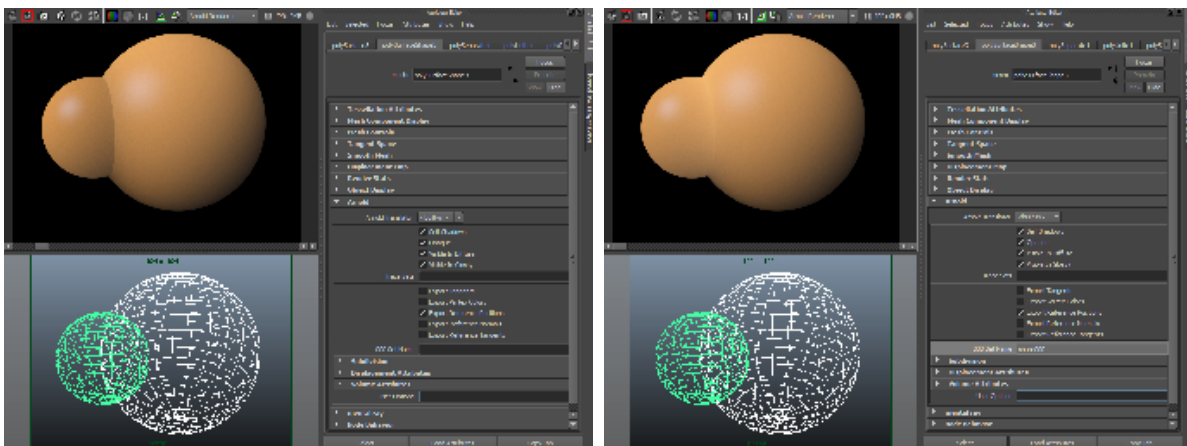
No Set Name



Objects In Same Set

### Example 1

Below is a simple example scene rendered in Maya:

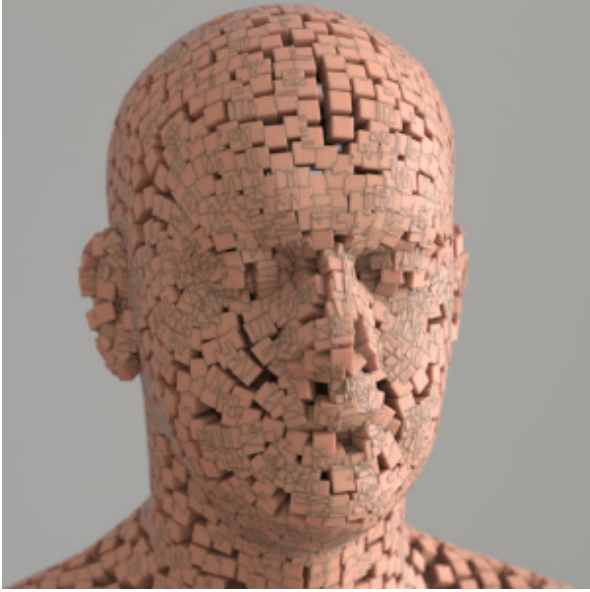


no 'SSS Set Name'

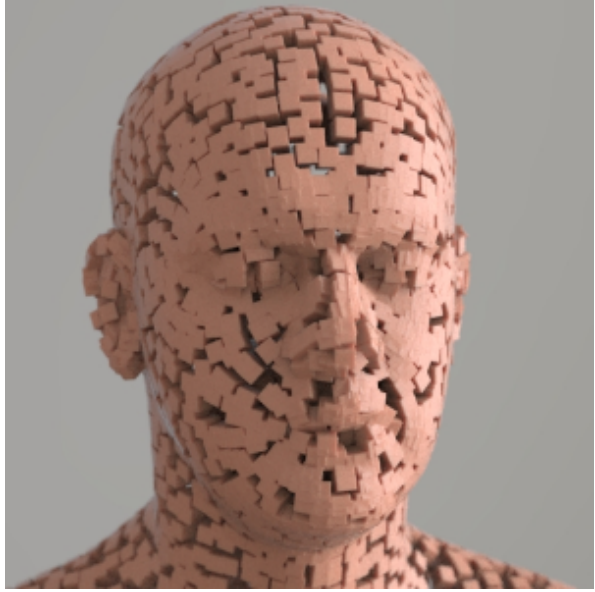
'SSS Set Name' used for both meshes

### Example 2

The renders below show an XGen primitive that has been rendered with and without **shareSSS**. Note that the XGen archive was exported with **shareSSS** prior to adding it to the XGen description.



Without 'shareSSS'



With 'shareSSS'