

Shading Glass and Liquid

Below are the material settings used to accurately shade the glass and water.

Standard Surface - Glass

Set the *base_weight* to 0 and increase the *specular_weight* to 1. Change the *IOR* to that of glass (1.5). Increase the *transmission_weight* to 1.

Transmission

Lowering the *transmission_weight* value attenuates the amount of light that passes through the volume of the glass (distance-based coloring). By default, *transmission_color* is white, which means no distance-based tint. Try lowering it from full white.



Transmission Color: Gray



Transmission Color: White

Standard Surface - Water

Repeat the settings used for the glass material. However, make sure that the Index of Refraction is set to that of water 1.33.

Standard Surface - Milky liquid

To create a milky liquid, it helps to add small amounts of sub-surface scattering. Additionally, to make the liquid appear more vibrant, you could experiment by adding a small amount of *emission_weight* to it.



SSS Weight: 0.1



SSS Weight: 0.1. Emission 0.1