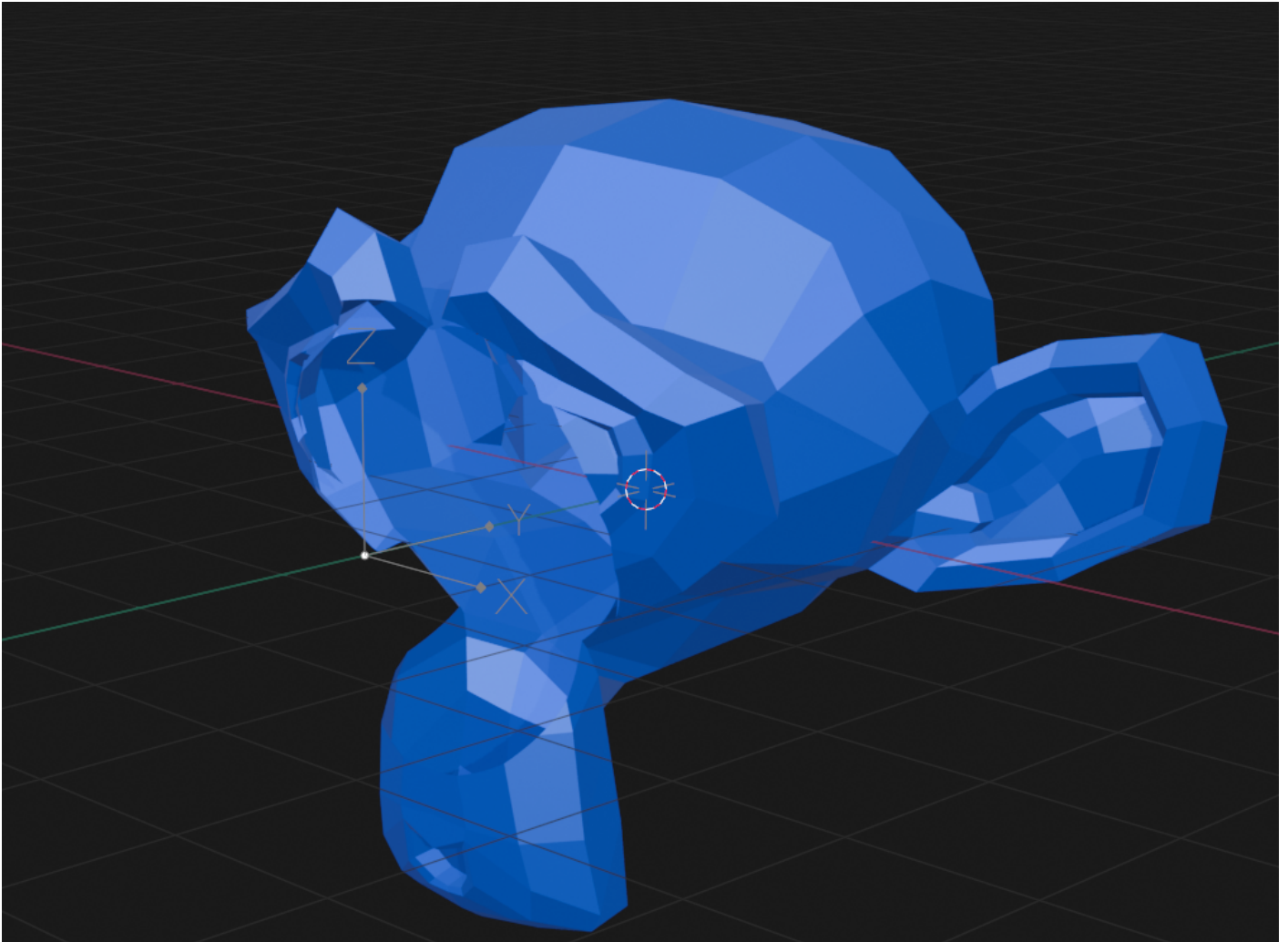
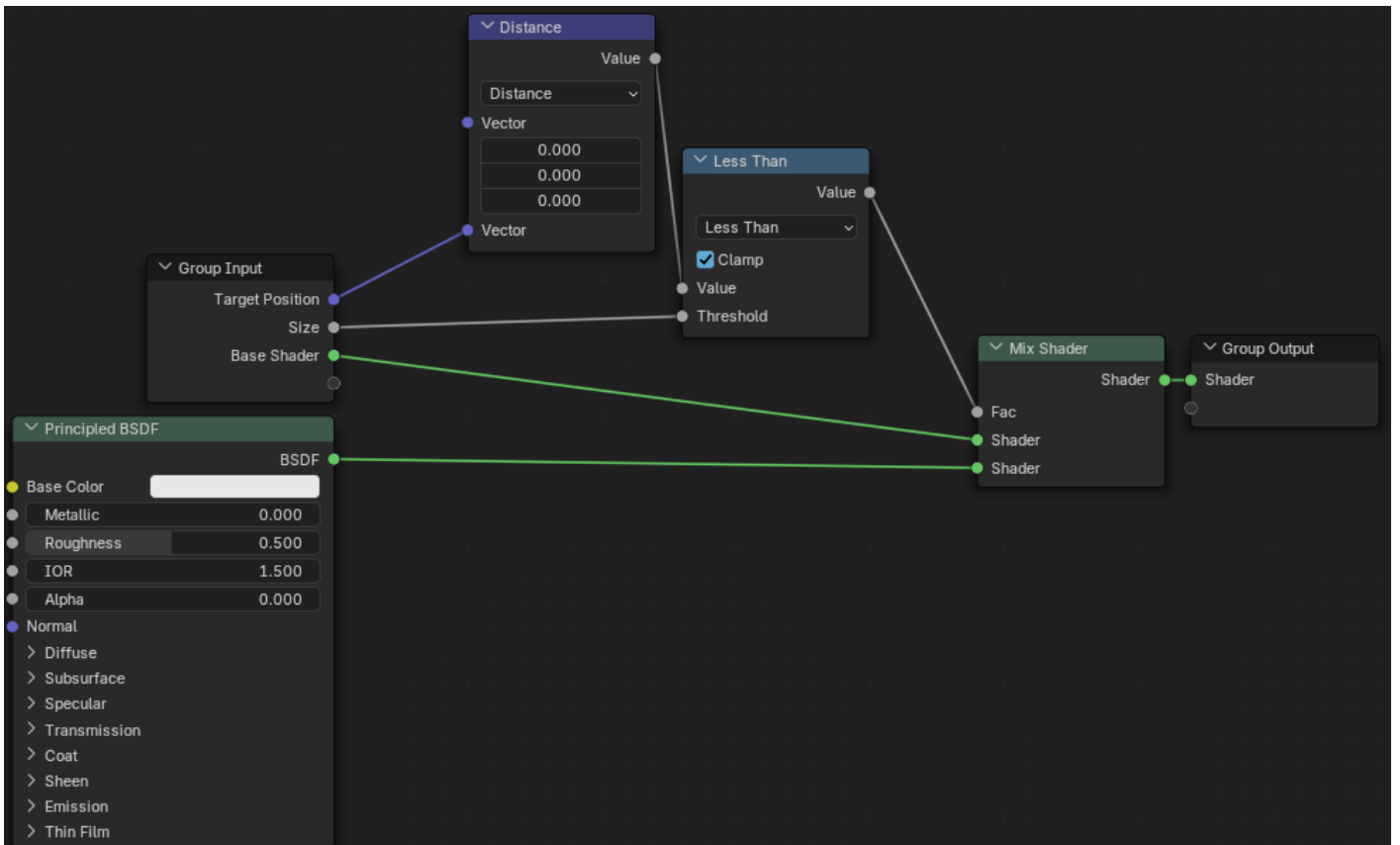
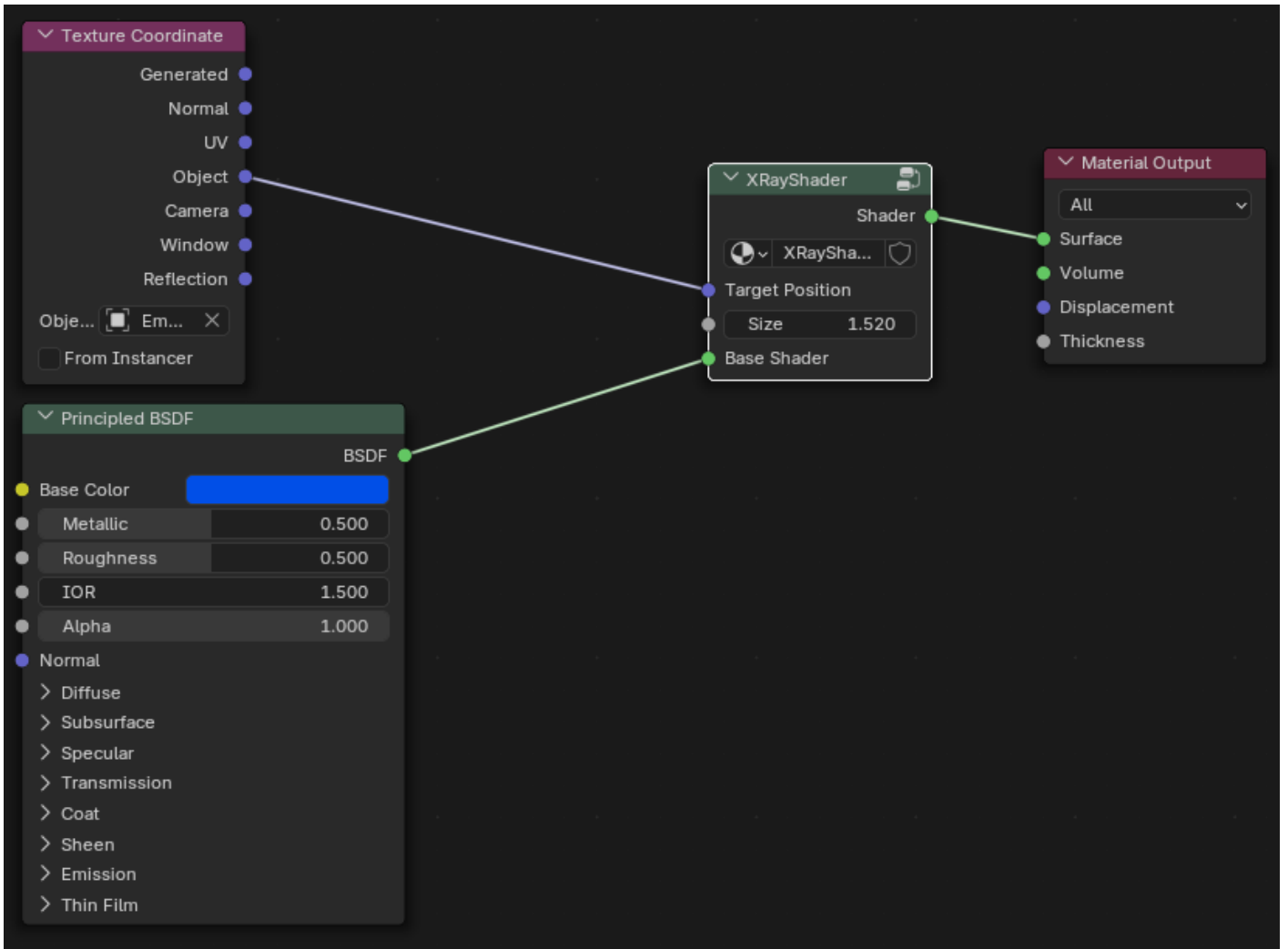


Blender Shading

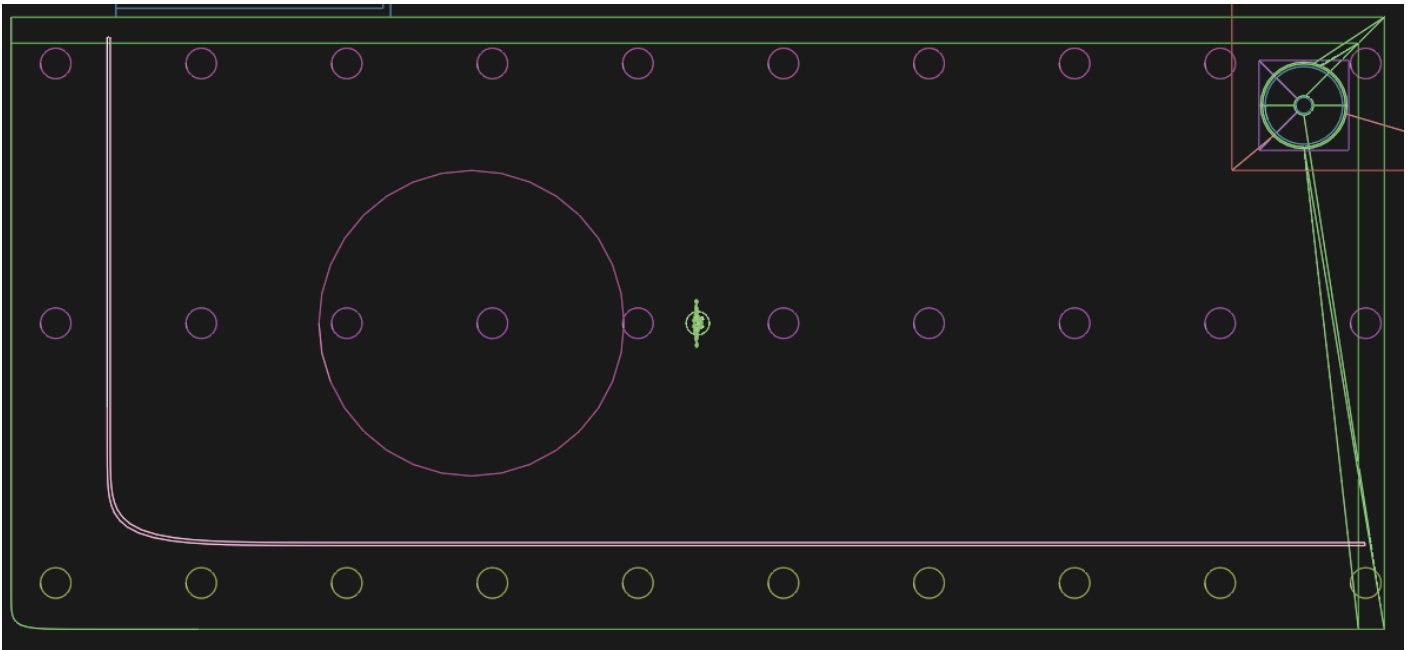
- [X-Ray/Cutaway Shader](#)
- [Two-Way Glass Shader](#)
- [DAZ IRAY Skin Material Optimization](#)

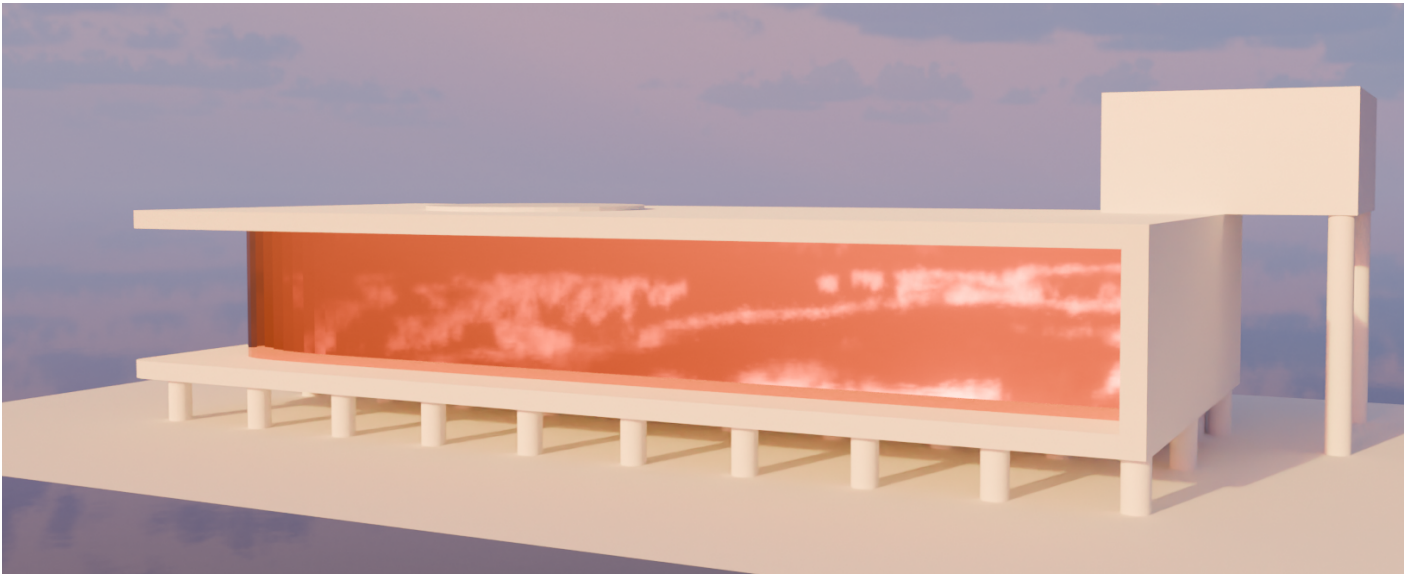
X-Ray/Cutaway Shader





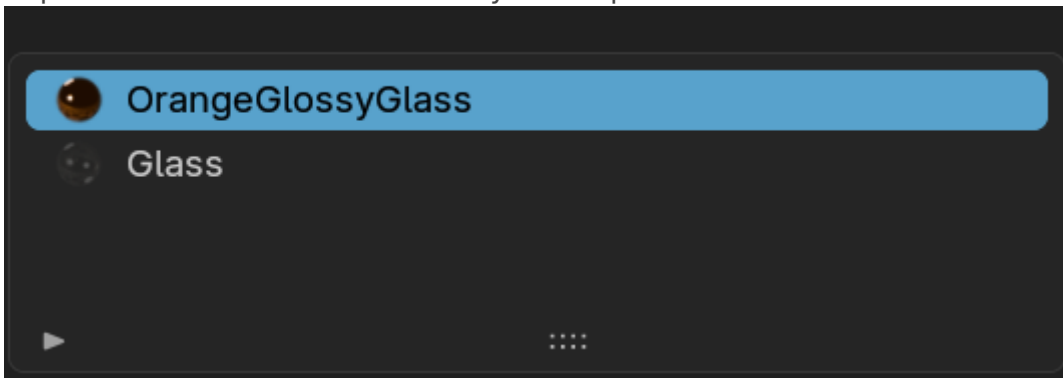
Two-Way Glass Shader





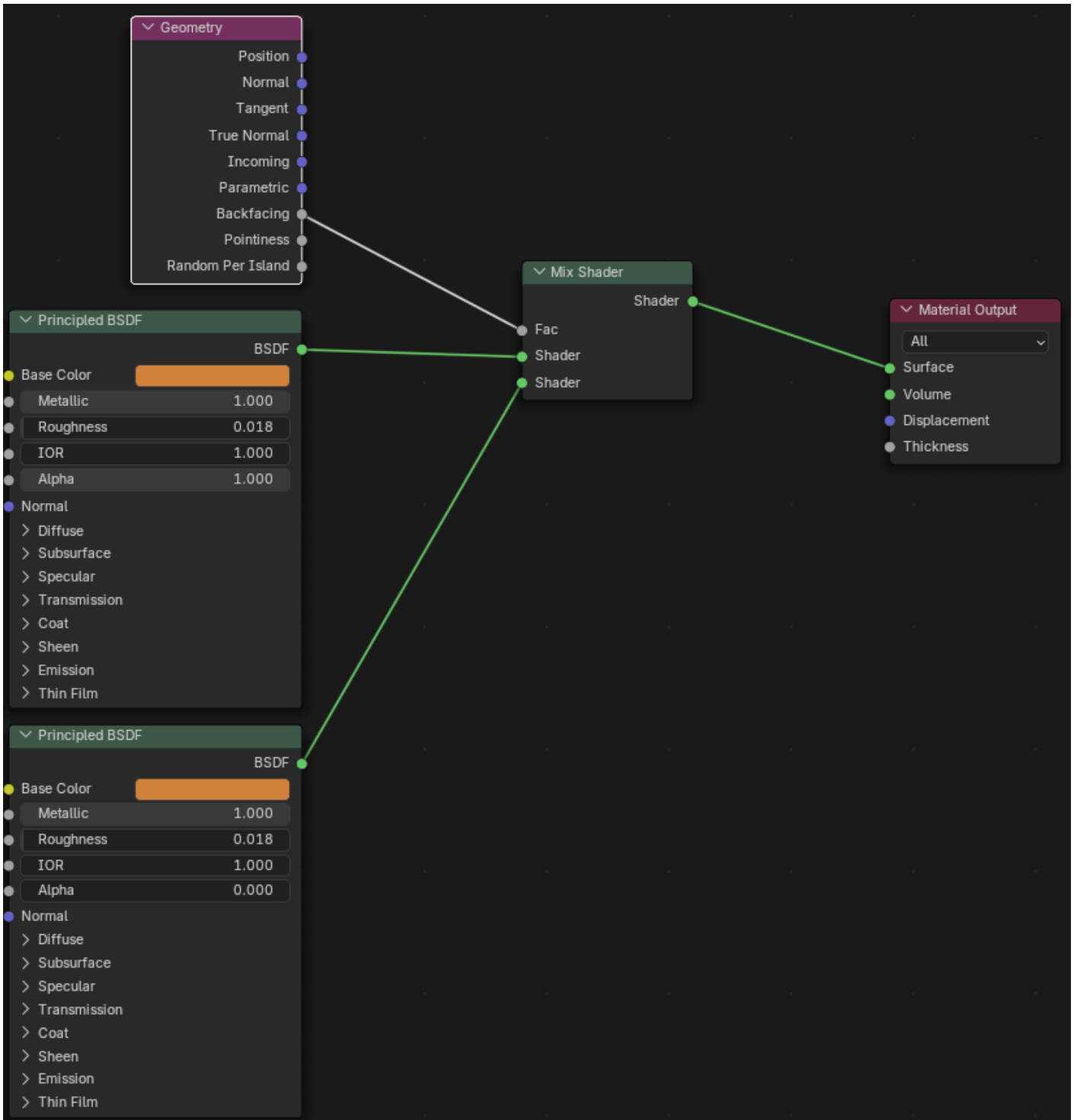
This only works with 3D Geometry! (No Planes/Circles etc.)

1. Separate Inner and outer Geometry into separate Material Slots



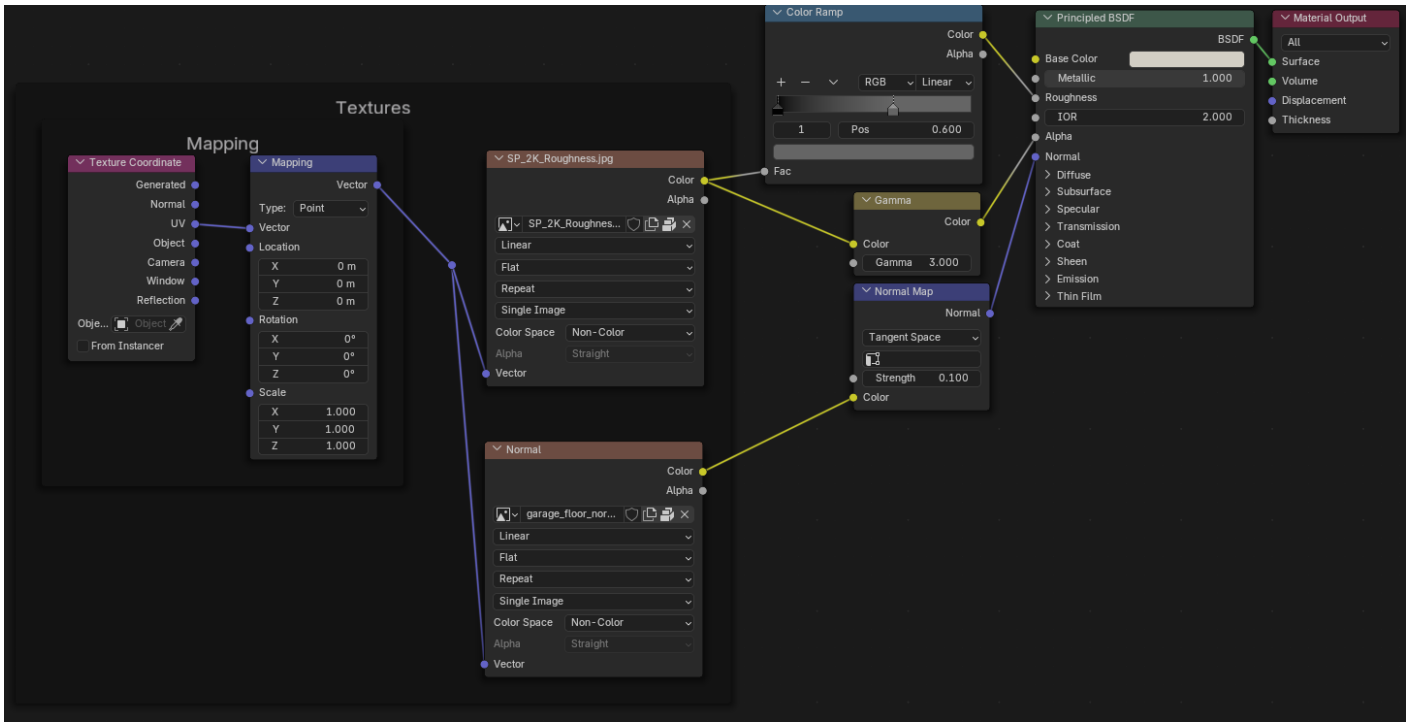
2. Create Shaders as below. For the Outside Shader, the "Backfacing Geometry" Output needs to be used to manipulate the Alpha of the other Side of the Faces. That way, we get the "2-Way-Mirror" Effect

Outer Shader



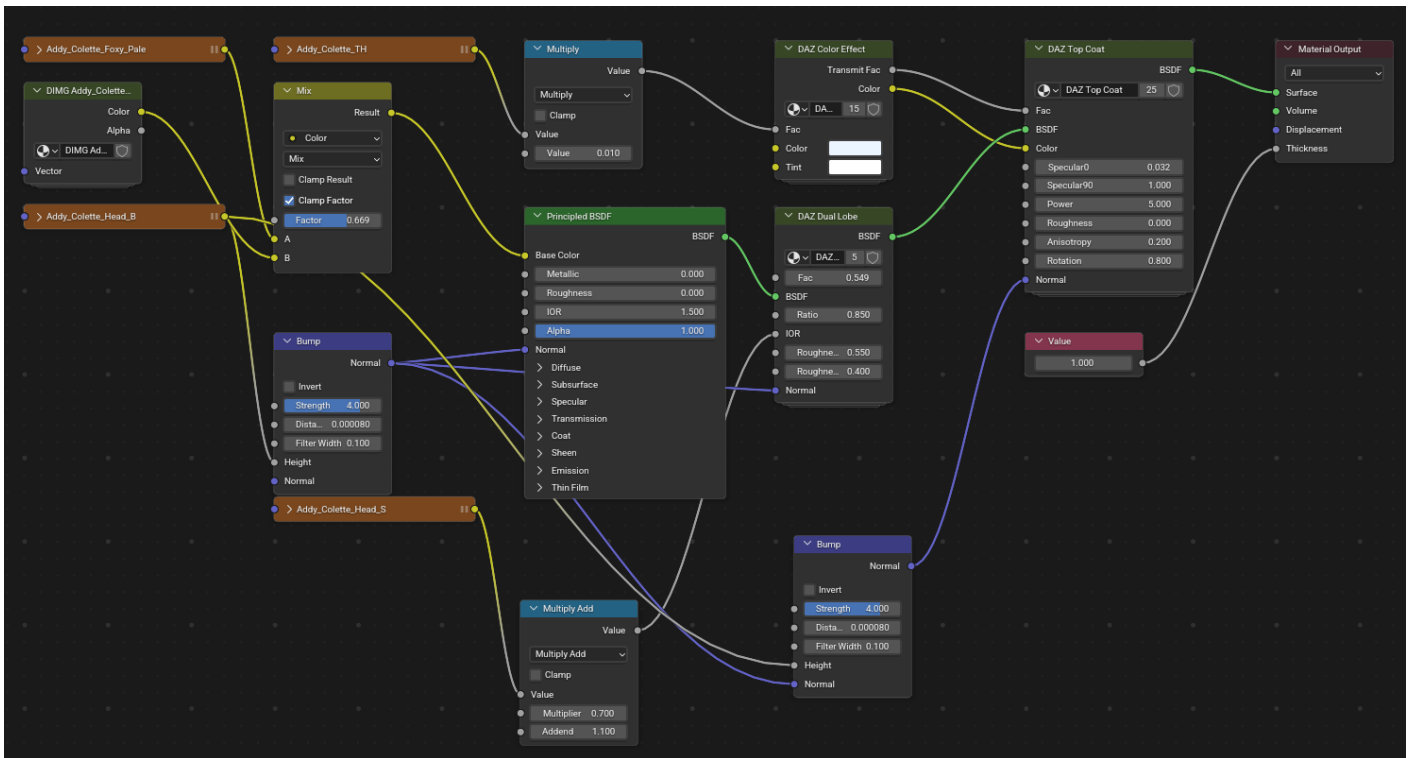
Inner Shader

This can be any generic Glass Shader with Alpha Information

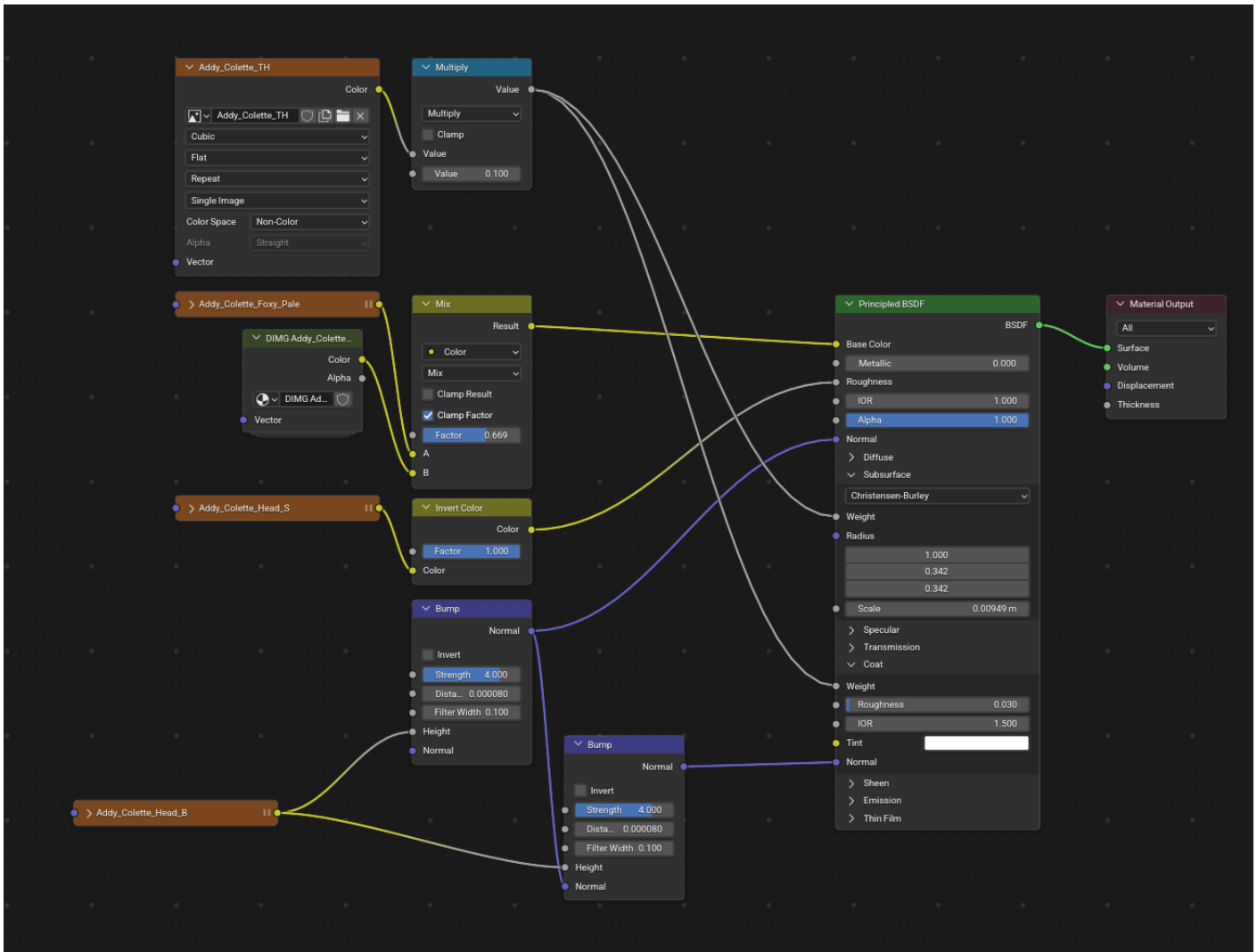


DAZ IRAY Skin Material Optimization

Example Material (Head)



Optimized Material



DAZ Dual Lobe

The "Dual Lobe" simulates skin oiliness by calculating two layers of specular highlights. The Principled BSDF can approximate this with its standard **Roughness** and **Specular** inputs.

- Locate the Texture responsible for Shine. Usually with DAZ, this is `<Character from DAZ>_<Bodypart>_S` (S = Specular)
- This, most of the Time flows into a Multiply Add Node

How to optimize

1. Add a Invert Color Node
2. Plug Color Output Socket of Shine/Specular Texture into IInput of the new Invert Color Node
3. Plug output of Invert Color Node into the Roughness INput of the Principled BSDF
4. (Optional) Tweak IoR Value

DAZ Color Effect

This group is likely handling the "translucency" or Subsurface Scattering (SSS) look of the skin (making ears/nose turn red when backlit).

The Principled BSDF from Blender 4.5+ has Built-In Subsurface Scattering (SSS / 3S)

1. Locate the Texture responsible for SSS, Usually with DAZ, this is <Character from DAZ>_TH
2. Connect the Color Socket Output of this Node to the Subsurface Weight Input of the Principled BSDF

DAZ Top Coat

The "Top Coat" adds an extra layer of reflection, often used for wet skin, lips, or makeup.