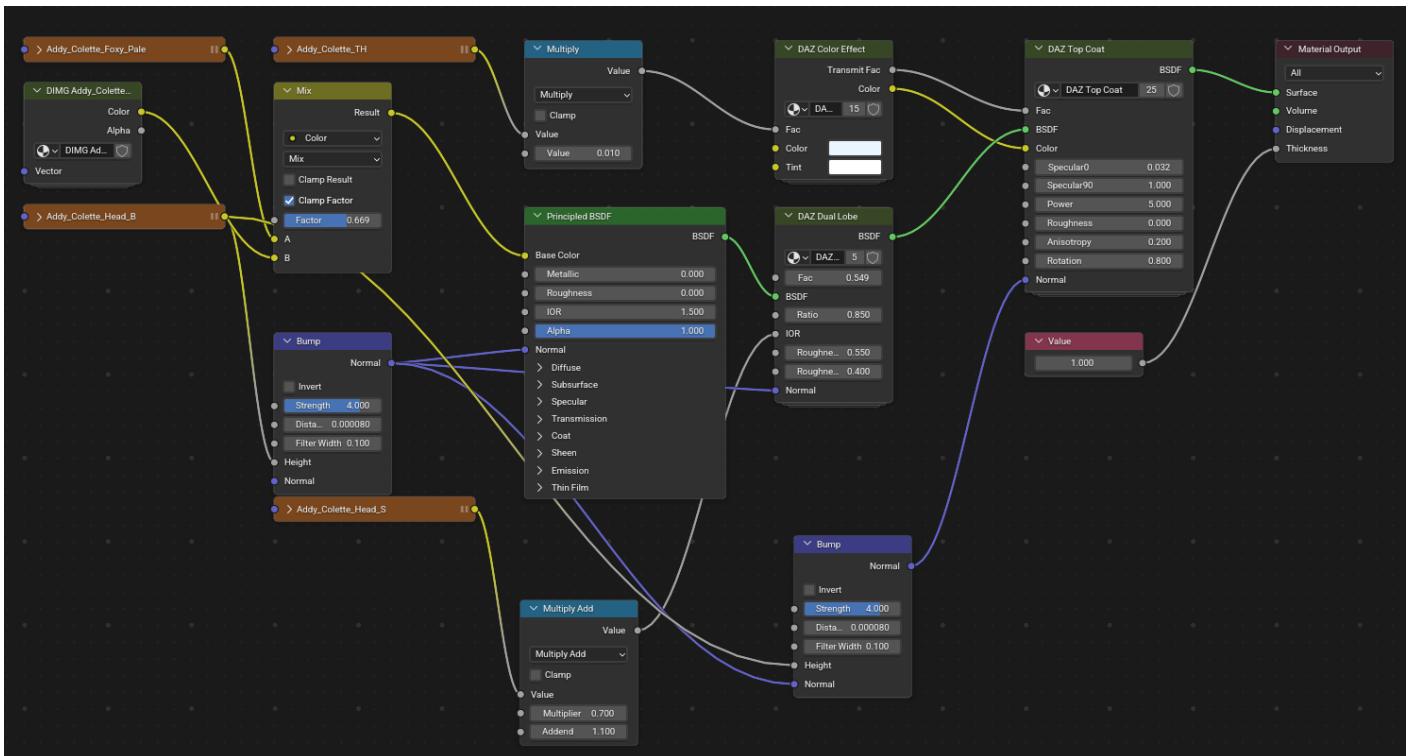
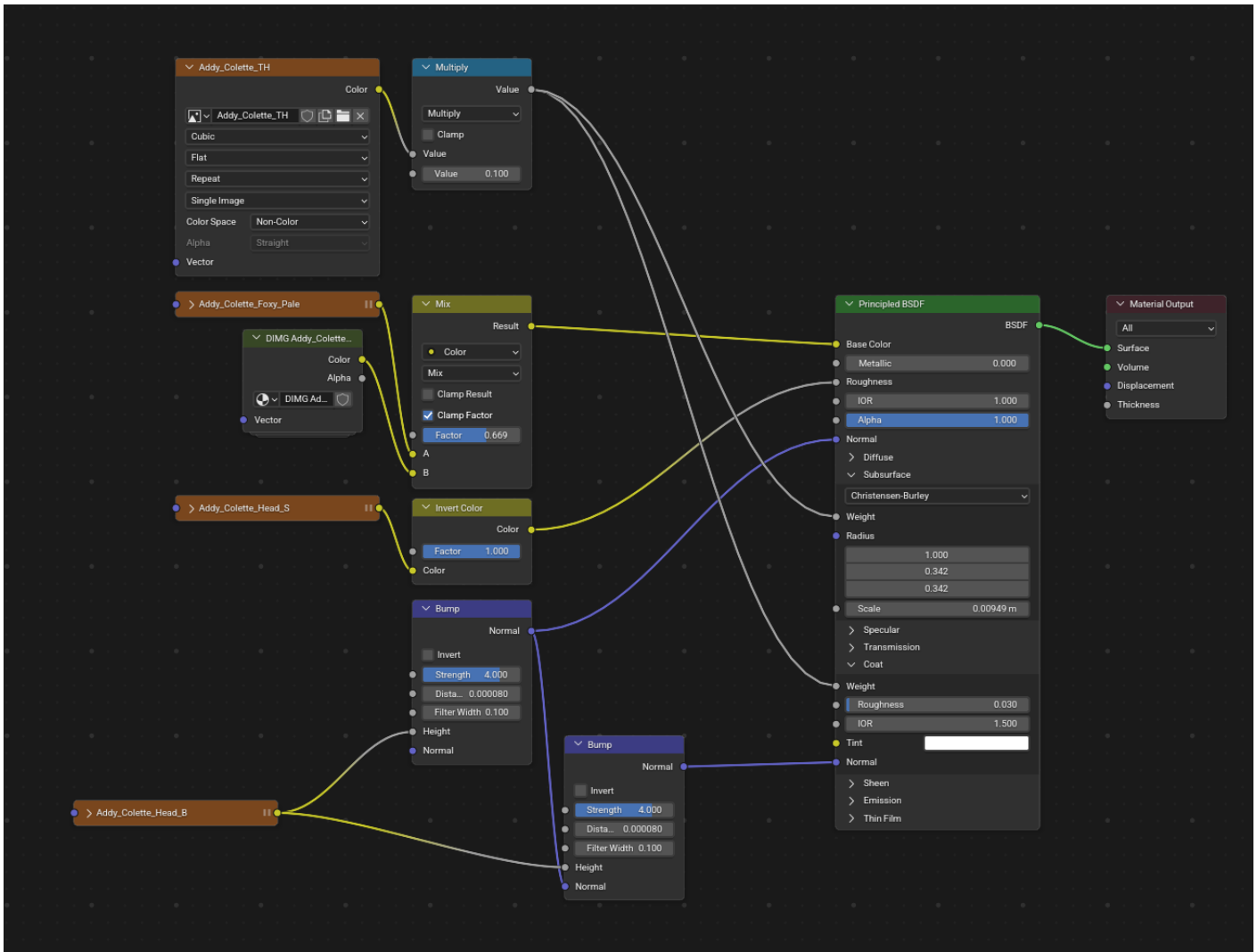


# DAZ IRAY Skin Material Optimization

## 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.

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