# 3Delight Skin

The *3Delight Skin* material is a simple to use material to render skin-like surfaces.
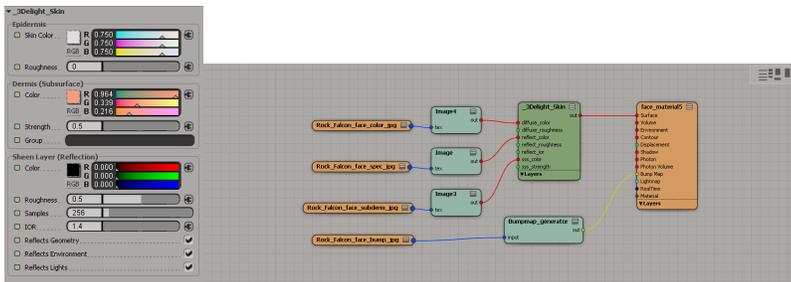
The model, color map and normal maps are available from Infinite Realities here. The corresponding displacement maps are available here.

3Delight Skin material User Interface

_3Delight_Skin

Epidermis
- Skin Color — R 0.750 G 0.750 RGB B 0.750
- Roughness — 0

Dermis (Subsurface)
- Color — R 0.964 G 0.339 RGB B 0.216
- Strength — 0.5
- Group

Sheen Layer (Reflection)
- Color — R 0.000 G 0.000 RGB B 0.000
- Roughness — 0.5
- Samples — 256
- IOR — 1.4
- Reflects Geometry ✔
- Reflects Environment ✔
- Reflects Lights ✔

Epidermis	
Skin Color	This is the base surface color. Usually this is a texture map that models the different color variation on skin.
Roughness	This controls how diffuse is the material. A value closer to one simulate dry skin and a value of 0 simulate wax materials. On a more tech note, this parameter controls the roughness of the Oren-Nayer diffuse model. Roughness 0.0 Roughness 0.3 Roughness 0.579
Bump Mapping	Specifies a "plug" that is meant for bump mapping. If you use a displacement shader for the model, this is usually not needed.
Dermis (Subsurface)	

Color	The is the color which models the light that goes into the skin. The standard value is a good default value for white skin. In more technica terms, this colors gives the "mean free path" for each R, G, B component.
Color 0.2 0.2 0.9   Color 0.9 0.3 0.2   Color 0.2 0.9 0.3
Strength	Acts as a multiplier on the subsurface effect.
Strength 0.05   Strength 0.2   Strength 0.5
Group	This allows many objects, with different materials, to share the same "subsurface simulation". For example, two intersecting objects with different material properties but with the same group name will have correct subsurface intersecting along the intersecting lines.
Sheen Layer (Reflection)	
Color	The color of the specular highlight on the skin. This is usually close to white.
Color 0.0 0.0 0.0   Color 0.25 0.25 0.25   Color 1.0 1.0 1.0 |
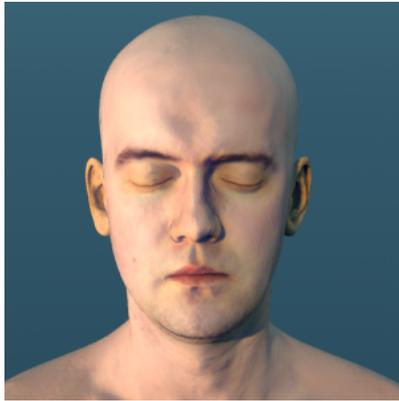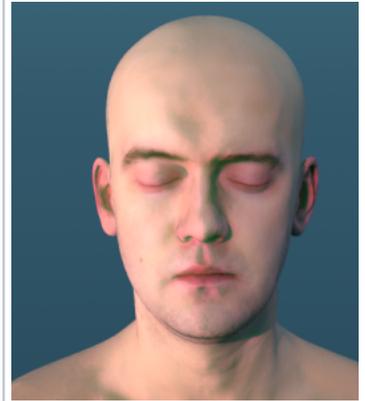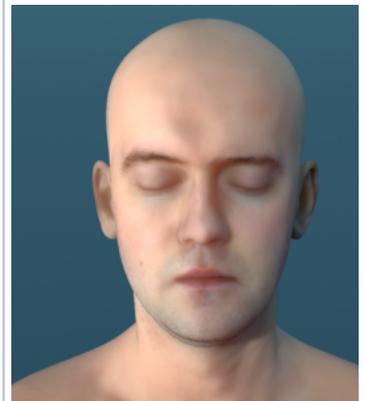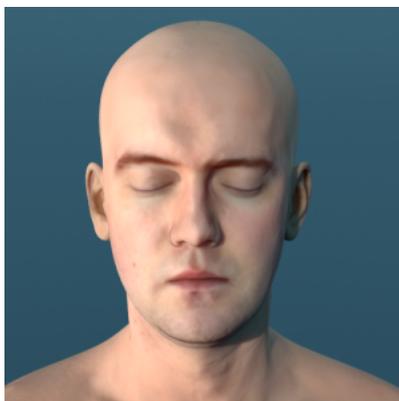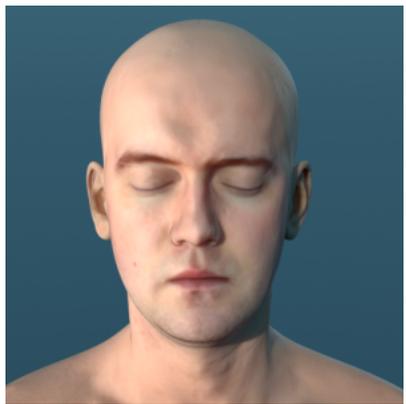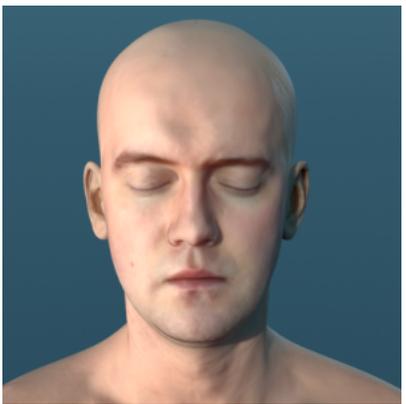
Roughness	Sets the roughness of the specular highlight for the skin. Areas that have more "sheen" should have a low roughness. Higher roughness should be used to model areas that are
	Roughness 0.1 **Roughness 0.3** **Roughness 0.5**
Samples	Specifies the amount of samples to use when sampling reflections due to the specular component.
IOR	The IOR to use to calculate Fresnel reflections.
	IOR 1.4 **IOR 2.0** **IOR 5.0**
Reflects Geometry	Specifies whether geometries are visible in reflections. Disabling this will make the shader run faster because no rays are traced.
Reflects Environment	Specifies whether environment is reflected or not.
Reflects Lights	Specifies whether point lights are visible as specular highlights or not.