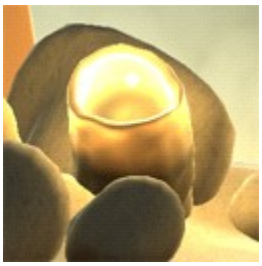
PBR Subsurface Scattering



This document describes usage guidelines for the PBR Subsurface scattering asset developed by Rob Reijnen.

This asset contains four different shaders that all use translucency/SSS techniques:

PBR Subsurface Scattering: Adaption of Unity's Standard shader that uses subsurface scattering techniques.

PBR Skin Subsurface Scattering: The same as PBR Subsurface Scattering but contains a rim to simulate the light that wraps around skin if you look at it contrary to the light direction.

SSS Legacy: Non-PBR Bumped Specular shader that uses subsurface scattering techniques.

SSS Skin Legacy: The same as SSS Legacy but but contains a rim to simulate the light that wraps around skin if you look at it contrary to the light direction.

Material inspector fields:

Overall SSS Scale: The SSS effect is multiplied by this. Use it to decrease or increase the complete effect.

Deep color Map: Diffuse map for the models colors that are beneath the surface. The map will be white if not used. This is multiplied by a color of choice.

Specular: How much light that will directly penetrate the model, with respect to the thickness map.

Scatter Radius: How much light that will scatter around beneath the surface.

Phase: How the light behaves when it enters the surface. The higher the value the more scattered light will penetrate. The lower the value the more it will reflect.

Thickness Map (Grayscale): A map to specify how thick the surface is. For example: Smaller parts of your model will be more likely to have light penetrated then large parts.

(Only used in skin variants)

Rim Falloff: How large the falloff of the rim will be. This is actually the scatter radius for the light just beneath the surface. (The Scatter Radius inspector field is meant for light deep inside the surface.)

Rim Color: Color of the rim.

Noise: Noise for the rim. Can be used for example to simulate the little white hairs on some characters arm.

Contact information:

Don't hestitate to contact the developer of this asset at: *assets@robreijnen.nl*