Setting Up Setsuna Material Blenders for Dark Skin and Eyes

Included with the character INJ-REM files is a simple material file to supply the blender nodes I used to further enhance her look. This material file will work in Poser 6+. Follow the steps below to acheive similar results no matter what texture you use.

1 - Load your figure and apply character morph files and texture of choice
2 - Load a simple prop (anything really) and apply the Setsuna Blenders material preset

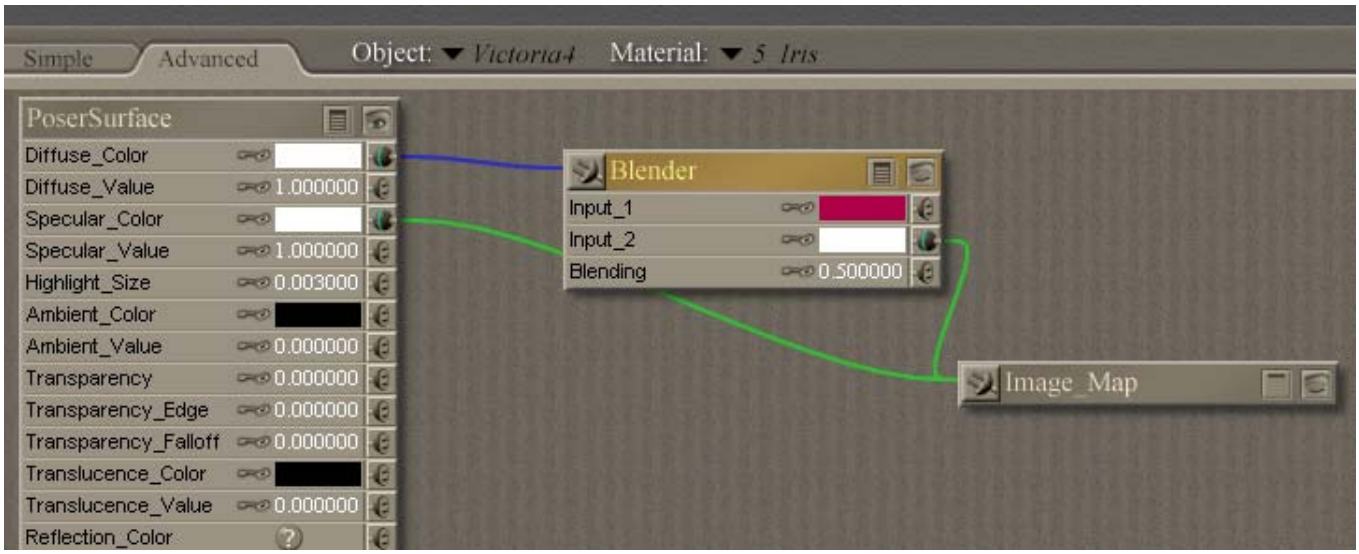
Once the material is applied to your prop, you should see the following:

The top Blender is for the skin elements, and Blender_2 is for the iris material zone.

For the skin, click on the top blender node to select it, right click and make a copy of it. Switch back to the figure and for each skin material zone, set it up as follows, pasting the copied blender node:

Take the image map node where the base texture resides, and plug it into the white input on the blender node, then hook the blender node up to the diffuse color plug and you're good to go. Simply repeat for each skin zone on the figure.

For the eyes, choose a light grey texture as a base and apply the MAT/material file to the figure. Go back to your prop with the two blenders and this time select and copy the pink one. Now, switch back to the figure, select the iris material zone and set it up in the same way:



It's as simple as that. Please note that different textures may give you a slightly different look to the skin, and you can adjust the color in the blend node, or the Blending amount as you see fit. Same goes for the eyes.

Once that is done, you can simply delete the prop and go on about your rendering fun.