Adrea Hair for Carrara

In addition to its great style and realism, this new Carrara hair has a number of unique features:

- It can be used on any figure as the hair is grown on a proxy head, simply parent it to the head of your character. Works with ANY generation of characters, male and female.

- The shader cleverly generates stray hairs for increased realism;

- In addition to drag and drop ease of use for static images, it is set up ready to be animated!

The hair comes in 6 great styles – a choice of three bangs styles in both normal and narrow settings.

As many will know, I am a great advocate of using Gamma Correction with Carrara, but hair shaders are one of the few things that do not auto-correct for this. I have therefore included two sets of 20 colors each, one set for use with Gamma Correction and one for no gamma correction. These can be used with any other Carrara hairs too!

All promos are done with Carrara's native renderer, but you can now also use Carrara hair in Octane Render for Carrara.

This unique and advanced hair will make your Carrara renders come to life!

Product Notes

Most figures will require little or no adjustment to use with this hair. Simply drag and drop the hair to the Head of your character (note - not the "Actor" level as is more normal with Carrara hair, this is because the hair is grown on an invisible proxy head which is then parented to the head of your figure). If required, the hair can be moved up or down, or scaled to give a better fit.

Each hair also has a scalp model to ensure that the scalp is covered. To adjust this more finely, temporarily make Adrea Hair invisible while you move and/or scale the scalp model to fit your head.

An invisible Face Shield is also included with some models, this is for use when animating the hair to ensure that the hair does not fall across the face, it can be moved or deleted if you are not getting the animation effect you require.

To animate the hair, most of the animation settings are already set to good values. I would also recommend reducing Gravity (in the scene settings) to 35 (from the default 385). This ensures that the style is retained rather than falling out. You should turn off Collision with Hair on your figure and any other objects in your scene. I have included invisible Chest and Neck Proxies to act as collision objects when animating the hair, sometimes these will not be required, and the neck one will almost never be needed, but I have included them for completeness. Just drag and drop them onto the relevant body part, and again they can be moved and scaled for different shaped figures.

I hope you enjoy using this very special Carrara hair!

PhilW