Octane Hair Shaders for Carrara

Octane Render for Carrara recently gained the ability to render Carrara dynamic hair. The automatic conversion of hair colors is pretty good, but to get the best results you need hair materials which mimic the shine and translucency of real hair. This is what Octane Hair Shaders for Carrara is all about.

This pack contains 30 hair shaders for use with Octane Render for Carrara which you can apply to any dynamic hair model. Each hair uses a sampling of colors from real hair photographs to ensure a natural blend of realistic colors. Each shade has been individually tailored for shine and translucency, to give excellent results in a wide variety of lighting conditions, including backlighting and strong sunlight. The exact appearance of each color will depend on the lighting – as in real life!

There are a selection of realistic blondes, brunettes, redheads and every shade of grey from black to white, and a handful of fantasy shades, so the perfect hair color for your character is only a click away.

Product Notes

Using hair shaders in Octane Render for Carrara involves setting up two shaders on the hair. The normal Carrara hair shader is still required for many attributes of the hair including thickness, length, density, clump, frizz, kink and wave.

To add the bespoke Octane colors, select the hair and go to the Effects tab. Here you will see a section headed Octane Hair. In this, select Random for the UV mapping – this is what gives the hair its natural color variation – and select Edit Shader. In the popup, select Override Hair Shader and you will be taken to the Texture Room with a new shader set up. Now simply drag one of the Octane Hair Shaders from this set onto the Top Shader level of the newly created shader. If your hair has multiple zones, you will need to do this for each one.

See also the attached screen shots below.

3. Select Edit Shader

2. Set this to Random

4. Check Override Hair Shader and click OK to create a new shader

1. Select your hair

5. Drag your chosen Octane Material onto the top level of the new shader you have created

6. If your hair has more than one Domain, do it again for each hair area

7. Select the same Shader name to apply the same material that you just set up