

## RockDogs

Included are two dialed character presets for Rocky and Crystal. While the rocky textures are designed for Rocky and the crystal textures for Crystal, you can apply any of the textures to any dog you want.

There is a coat of crystals and a coat of spines provided as well; simply select a dog and apply the wearable item, then select it and apply whichever crystal texture you want (default is Amethyst).

The crystal textures can easily be copied to any prop or object you feel like, though any maps might not work well, depending on how a given item is set up.

**Scale** is important with crystal textures, in particular Transmitted Measurement Distance and Scattering Measurement Distance.

Transmitted Measurement Distance determines how deeply into an object the Transmitted Color starts. This is used for deep color and transparency effects.

Scattering Measurement Distance is one factor that determines how deeply subsurface scattering (SSS) becomes noticeable.

In both cases, a simple approach is just to divide both values by whatever the object's scale is. For a dog, that's easy; 4x size dog (400% Scale) would be 1/4 of each value.

For random objects (crystal props, walls, particularly large shrubs) that may require a bit of experimentation to see what adjustment is useful. As a rule of thumb, looking too dark or cloudy means the values should go down, too glassy and light colored means the values should go up.

Crystal dog textures are divided into an angular and rounded style, appropriate for different kinds of crystal effects.

The angular style normally protrudes from the dog. The Geode Angular Style material switches displacement and Normal so the dog has crystalline cavities instead.