

Oso Blendy

Can you blend it? Yes you can!

The Oso Blendy shader allows you to easily combine two layers and blend them in different ways, combined with a mask.

Why Oso Blendy?

Iray decals, Geoshells, and LIE settings each have advantages and disadvantages.

Iray decals can be difficult to manage where they cross surfaces with overlapping UV maps. They also cannot be displaced or have emission.

Geoshells require a step to add a shell, plus increase the geometry load of a scene. In addition, geoshells are displaced, if only slightly, from a given surface.

LIE settings require a lot of set up to add maps to many different surfaces.

Oso Blendy allows a single blend mask to control a variety of values. Normally, if you have a surface with two distinct layers, you will likely need many different maps because base values are different. For example, Glossy Weight might vary from .2 to 1, or translucency from .9 to 0, and so on. While you can scale values down (with a map and lowered value attached), you can't adjust up the base value.

Enter Oso Blendy; you can specify what the values are for many different parameters, so you only need one map instead of a half dozen. In addition, it's much easier to swap masks quickly to provide many different options.

Parameters

The second layer has parameters similar to the first layer with ' 2' appended to the name, such as Metallicity 2. In the surface tab, once you've applied the Oso Blendy shader, you can filter for ' 2' to see all of these parameters.

If you copy/paste a shader into Oso Blendy, the contents of the shader will appear in the first/default layer.

Blend Parameters

Entering 'blend' in the filter will reveal blend specific parameters.

The **Blend Mask** has a numerical value 0-1, along with accepting a map. Black/0 value represents the first/default layer, white represents the second layer.

The **Blend Values** and **Blend Color** parameters control how the layers are blended. 'Values' covers numerical or grayscale settings, like Metallicity. 'Color' covers Base Color, Translucency color, and

similar. In the vast majority of the cases, 'color_layer_blend' will be the best option, but some experimentation can create cool effects.

The blend options are similar to the layer blend options of most image editors.

Invert Blend is useful when the mask is the opposite of what you want. Rather than forcing you to use Image Editor or create a new map, use this option.

Blend Mask Sharpness applies a power function to the blend mask (2 is squared, .5 is square root, etc). This can help tighten or fade the edges of a blend mask. Note that if you intend to use extreme sharpness values, you are best off using a 16 bit mask or the result will show artifacts.

Other Parameters

Dual Lobe parameters apply to the entire surface; if you wish highlights that only apply to one layer, either use the mask in the dual lobe weight, or use a different method of specular shine.

Glossy is available for both layers, however Gloss Roughness is shared.

Top Coat Fresnel is available for both layers. The Top Coat Height type (Height or Normal) is shared.

Using a blend mask in Bump maps (main or Top Coat) can help link the overall blend effect with additional detail. You can also use Displacement 2, if the object has sufficient mesh density.

Uses for Oso Blendy

Tattoos and other designs are a natural choice; you can set up presets that apply different blend masks, or colors, or whatever you like.

Geograft blends are fairly easy with Oso Blendy. For example, with a centaur, you could put the equine torso skin as the second layer of a torso material and an appropriate transition blend mask. With a preset that only applies second layer, you can then apply this to most existing skins without a problem. The one obstacle you may run into is a skin that's based on a different SSS Mode (chromatic vs. mono).

Rust or paint layers on other objects. It's an easy and natural choice to take an AO (ambient occlusion) map of an object and use that as a blend mask. Adjusting blend mask sharpness can modify the effect in cool ways. This will allow a quick way to set up clean/dirty/rusty versions of a vehicle or other construction by only modifying blend mask weight and perhaps a bump map.

Freckles, dust, or other layers distributed over another surface.

Merchant License

Oso Blendy and the blend masks provided can be included in any product sold in the Daz store. It would be nice to be mentioned, but not required.

The only other restriction is that if you are making a Merchant Resource, you must make it very clear that Oso Blendy is not included in your merchant license.

The dsf for Oso Blendy is here:

data\Oso3D\Oso Blendy\Oso Blendy

You will need to include this with a product using Oso Blendy.