

Osorgans: Iray Materials for Daz Anatomy

Iray materials are included for M4 and V4 Brain (and sections thereof), M4 and V4 Skeleton, M4 and V4 Guts and Thorax, M4 Genitals, and V4 Breasts.

Most of the texture maps used for these materials are the original Daz Anatomy materials, with the exception of a Brain AO map generated for the glow effects. (Which may also be of help in creating your own materials)

The organs generally come in Healthy, Gooley, and Sick settings.

Thorax has an additional Glowing material.

Brain has an additional Glowing, Glowing2 (inverted), Preserved Dry, and Preserved Wet.

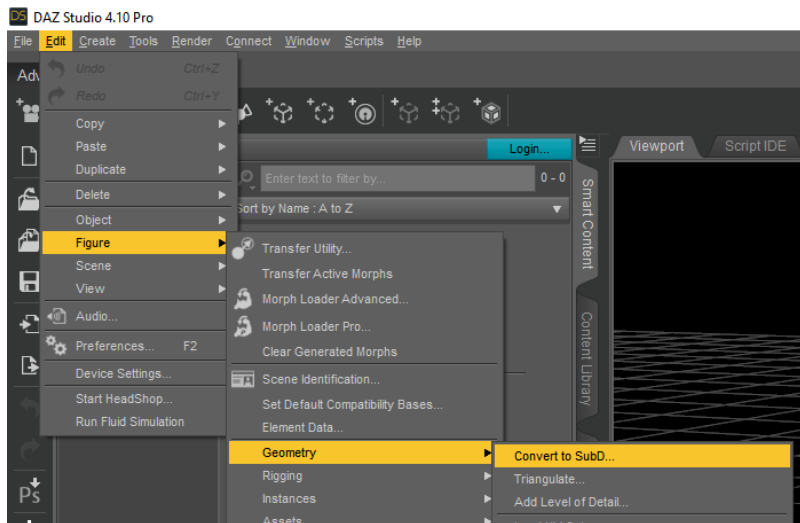
Note that the Brain materials will work on any of the brains or brain sections.

Gooley materials use refraction. This is considerably slower than other materials. In addition, open ended geometry tends to 'glow' from refraction calculations (such as the top of the esophagus and the top of the heart). However, the look is very vibrant and rich.

It is highly recommended that the skeleton be subdivided.

To subdivide an object:

In the tabs, Edit > Figure > Geometry > Convert to SubD...



M4 and V4 organs/skeletons can be autofit to higher generations, though not perfectly.

With the skeletons, sometimes portions will clip a little. This might be fixed by setting the skeleton as a collision target for the outer skin, or hiding bones that don't need to show up. Elbows and teeth can also warp noticeably.

The brain is a static prop, though with some skill it can be adapted as a figure and fit a variety of shapes. The smaller elements of the brain may warp, but the cerebrum should look presentable.