# Render Pass Retouch

From Denis Rossiev (@ enuriru). More products: Gumroad

Custom skin smoothing for projects with render passes, where standard retouch doesn't work.

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## How to use

Build patch graph exactly like in examples.

*RP Retouch v1.0 Foundation*
Additional skin smoothing example for projects with standard retouch.

*RP Retouch v1.0 Foundation*
Fast and simple retouch for complicated projects.

*RP Retouch v2.0 by Denis Rossiev*
Slower retouch with better quality for simpler projects. Smooths a skin more natural way.

## RP Retouch v1.0 Settings

### Smoothing

Skin smoothing intensity (works mostly as foundation in make-up.).

### Reconstruction

Skin texture reconstruction. Set it to lower values for more blurred skin.

## RP Retouch v2.0 Settings

### Smoothing

Global skin smoothing intensity.

**Reconstruction**

Skin texture reconstruction. Set it to lower values for more blurred skin.

**Foundation**

Additional skin smoothing. Works as foundation in make-up.

# Contacts

If you have any questions, feel free to contact me on [Facebook](#) or [Telegram](#).
Follow me on Instagram: [@enuriru](#).
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