

Subsurface Scattering Skin Shader

Translucency properties ([Translucency tutorial using xNormal](#))

The translucency allows you to simulate the subsurface scattering effect (light transmitted through the back-side of your model). For that purpose you will need a translucency map ([Download the video tutorial here](#)) Once done, you will be able to control the translucency intensity and spread. Choose a reddish color to re-create the human subdermal layer. Choose an other color for any kind of Alien species ;)



Translucency map



Subsurface Scattering Skin

Skin tone

The skin tone gives a general tint to the model. This property is directly affected by the light direction.



With skin tone

Without skin tone