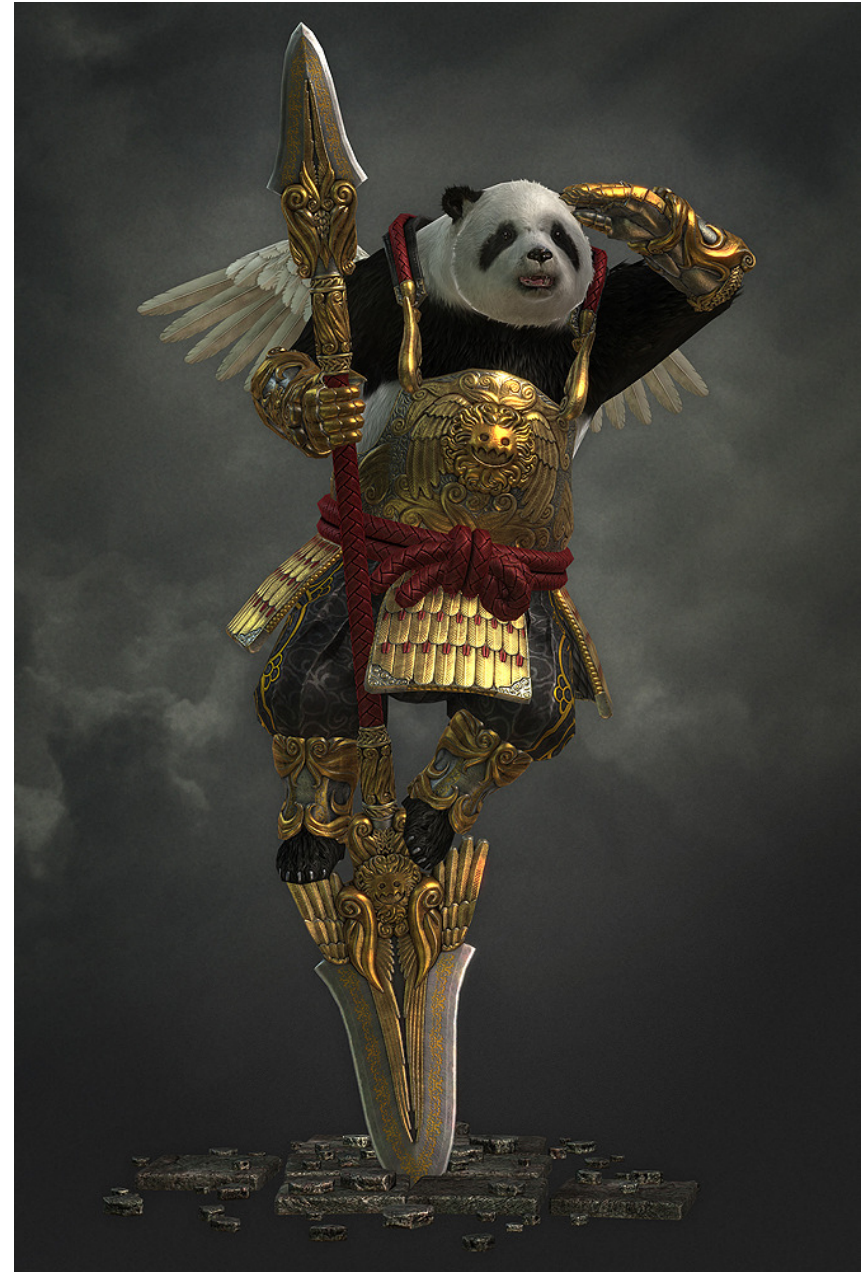# Furries Are People Too

A tutorial-ish thing on how
to make fur for textures.

By: Mike (Squirrely Jones) Voeller

Everybody Needs Ref

There's all finds of fur, Actual panda fur is pretty gross. Well, most animal fur is pretty gross, or boring. And the fur in the bottom pic is just atrocious, he's definitely doing it wrong. But that blue tiger man on the right has some pretty awesome fur. It's like he took the time to shampoo and style it and fill it with product. You can definitely see some shape and grain and color variation, so I'll shoot for this style of fur.
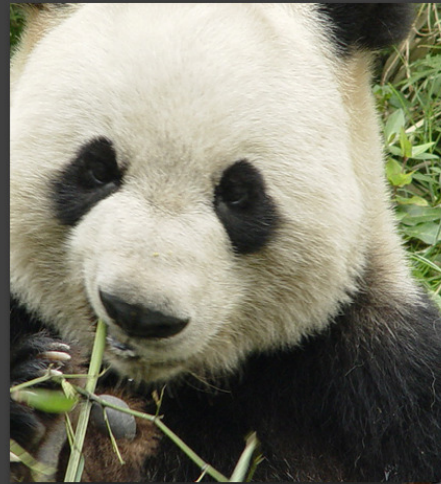
WTF!? >>

A Field of Fur

I used Max's Shave and a Haircut plugin for the fur. Using the UV's from the low poly as a template I made a plane in the shape of the fur. The plane is where the fur grows from and gets it's color from in the form of a texture map. The little red lines everywhere are guide hairs. Just manually placed splines that determine the shape, direction, and length or the fur.
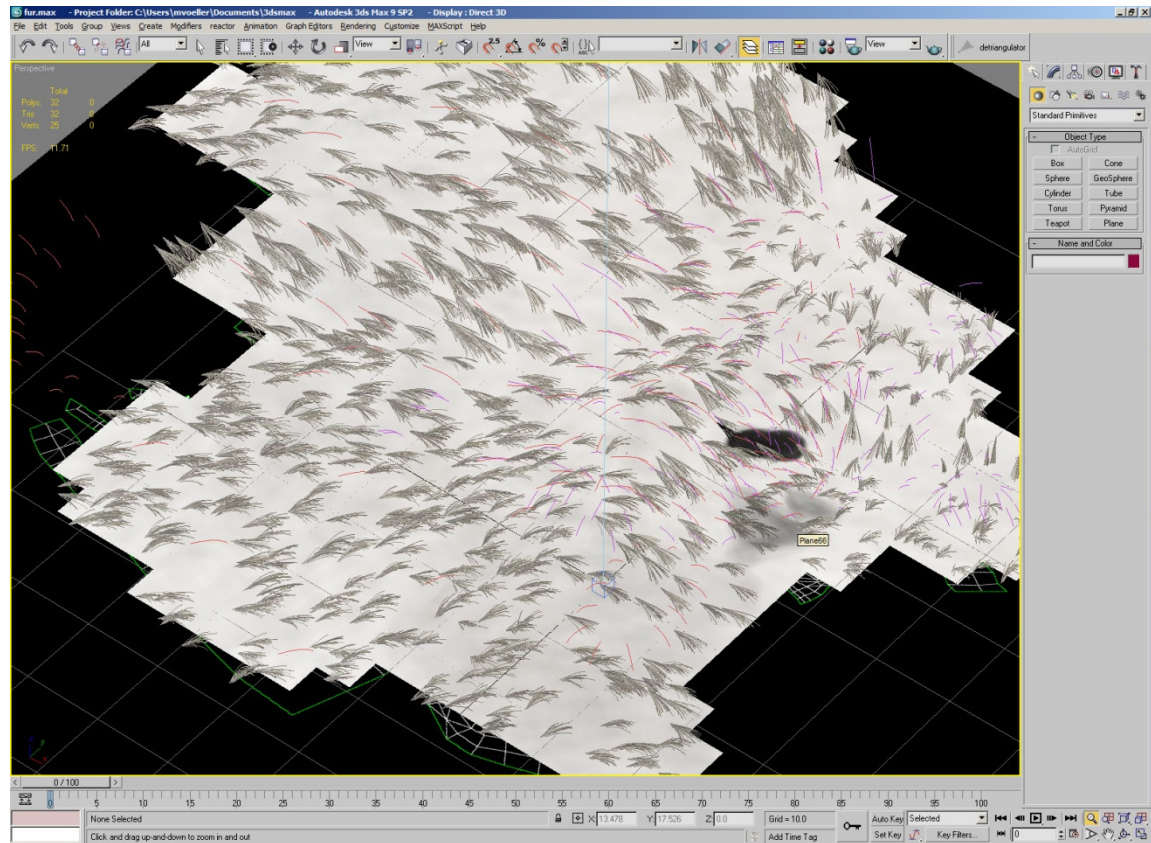
Settings and Stuff

There's too many settings in Shave to get into right now but here's a couple of tricky ones that can make or break the fur. Under "Multi Strand Parameters" I set Count to 20 (20 hairs for every actual hair may seem like a lot but it's necessary to get the matted, yet organized look) Root Splay to .8 (depends on the size you are working at) and Randomize to 25 (a random length for the fur between 100% of the length of the guide hairs and 25% less than that)

Another important setting is the Oversampling setting in the effects dialogue box which can be found under Rendering -> Environment -> Effects. This should be set to high or else your fur will look all sucky and pixelated.
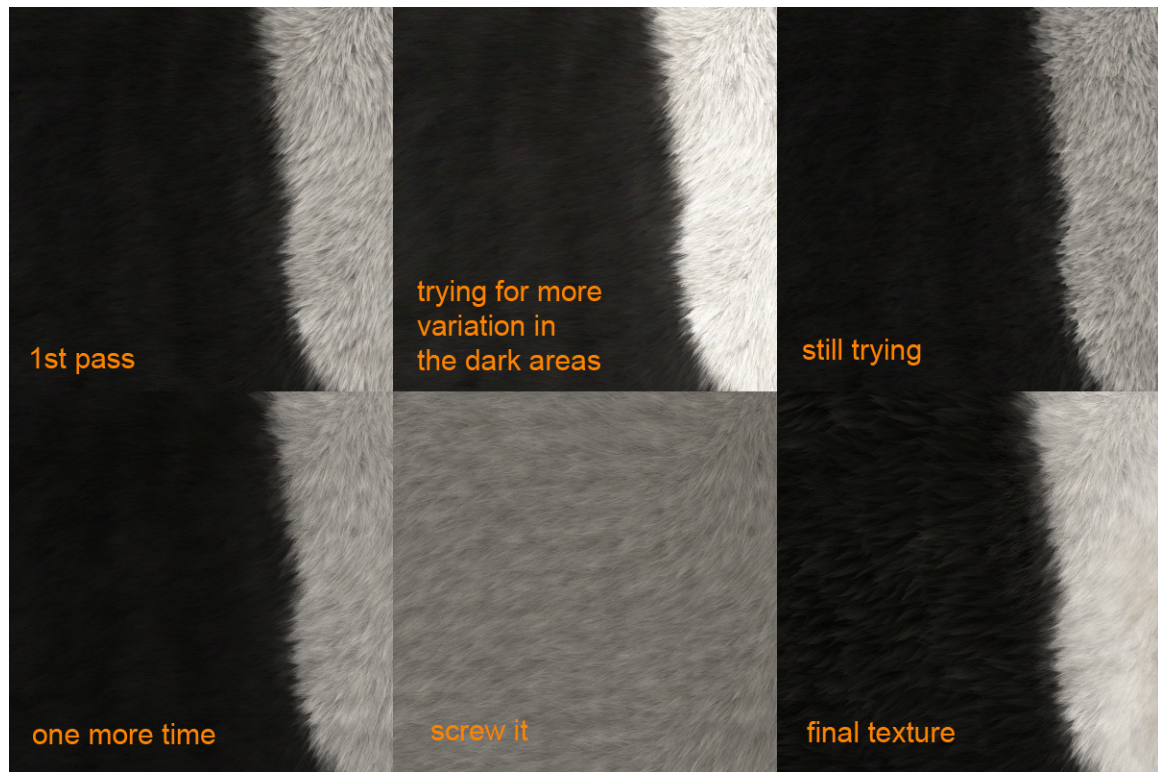
Similarly to the how the feathers were rendered I used a top down camera. For rendering fur made with the Shave buffer you cannot use an orthographic view so I just moved the camera really far away to compensate for the viewing angle and adjusted the fov to get just the right size.

There's a sweet pic on the next page.

Settings and Stuff
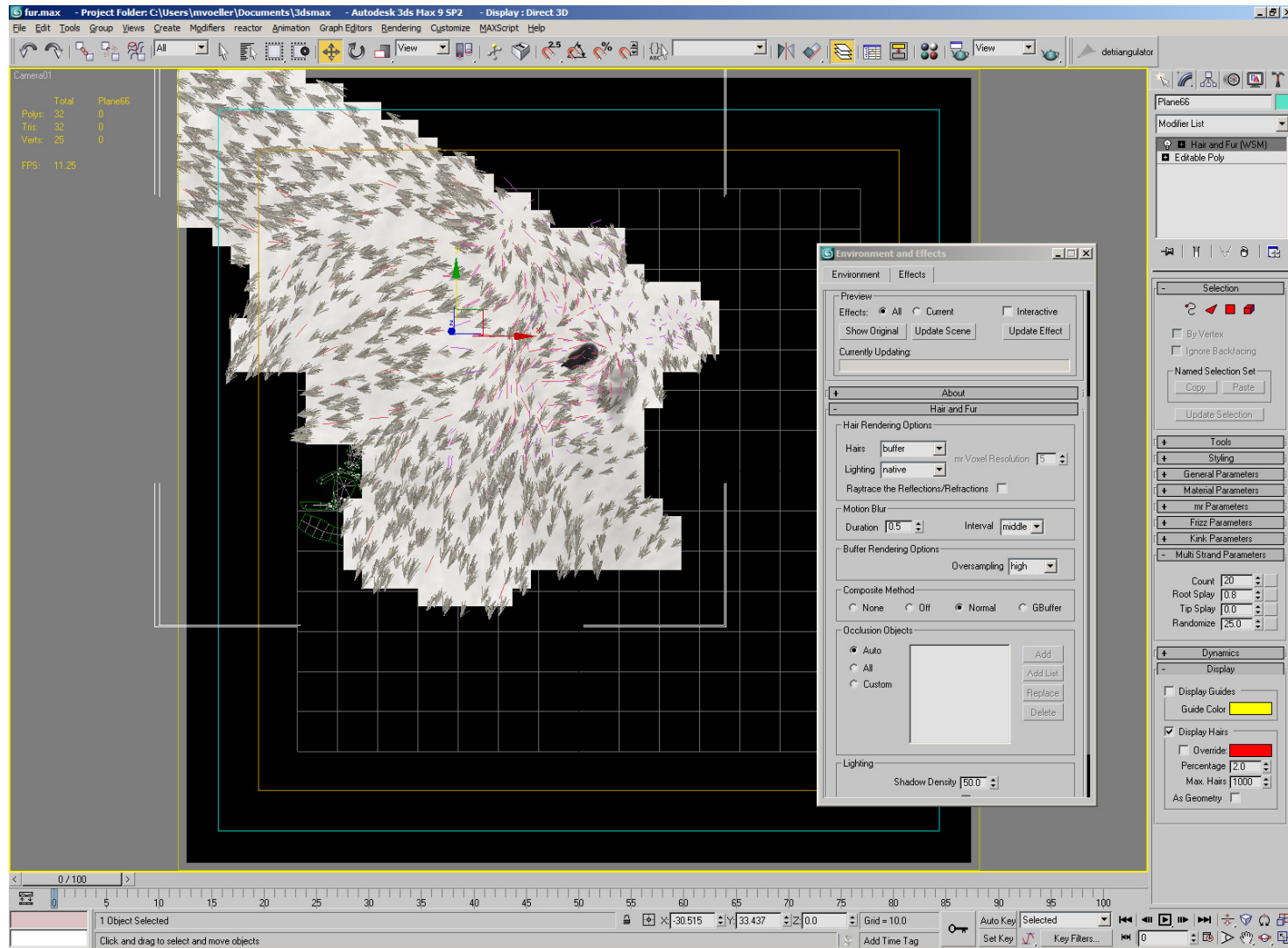
Color Corrections

It was really difficult getting the colors just right. I could get some nice variations in the white, but when I tried to get the same variation in the dark fur it blew out the white. Making one look good made the other look crap. I ended up just rendering the whole thing grey and adjusting it to black in Photoshop and comping it with the white and transition from an earlier render that looked good.

The final texture is kind of a fib because a lot of the black fur was replaced with tufts of fur that I'll show you how I made on the next page.
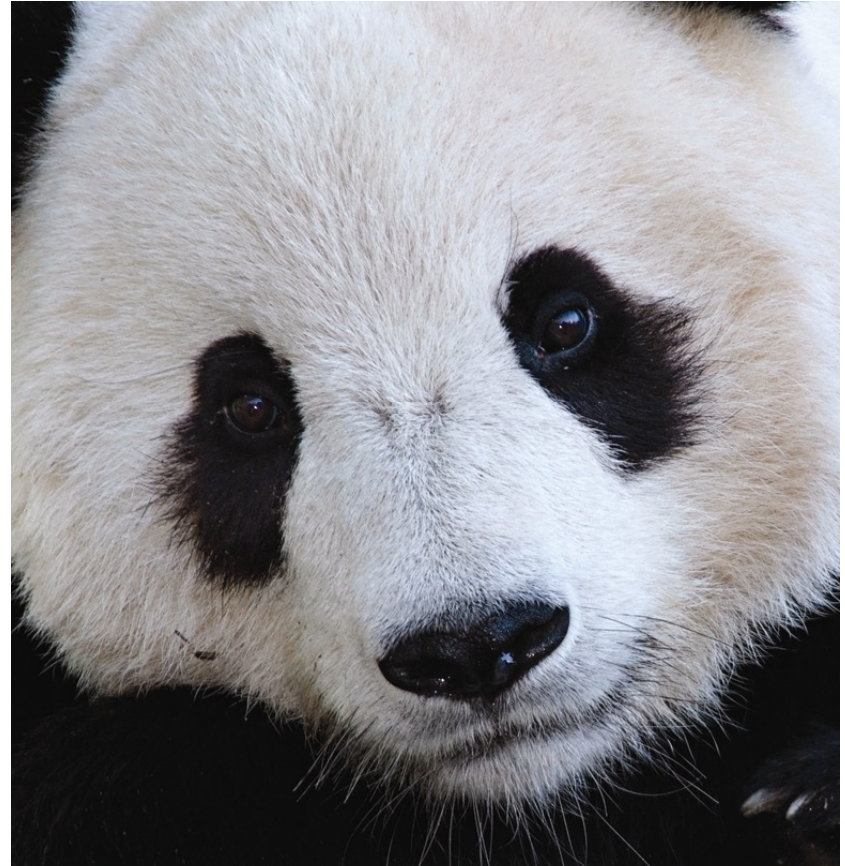
Tufts n' Shit
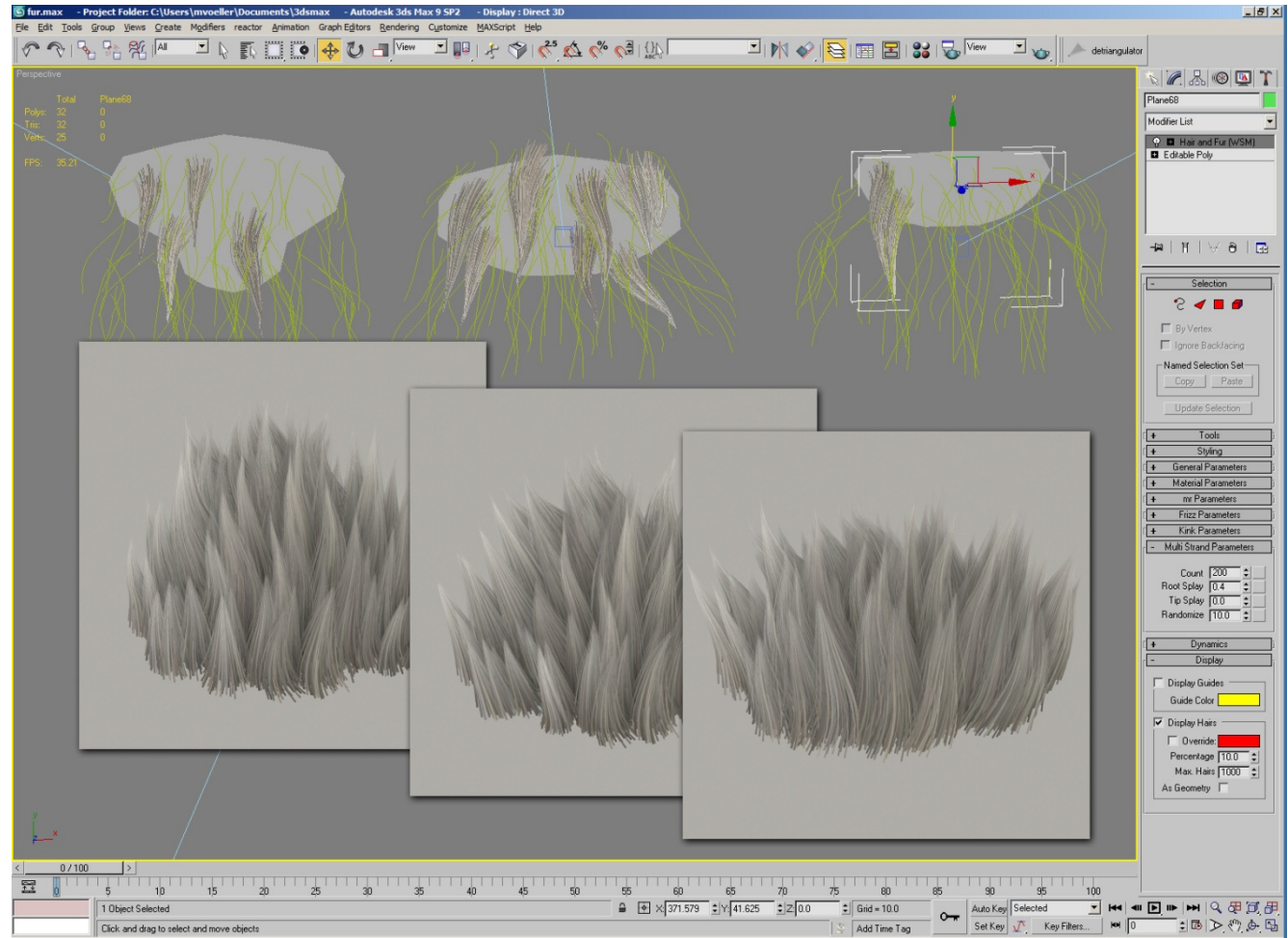
The tufts are rendered similarly to the rest of the hair but on a smaller scale. And with the Multi Strand Count cranked up to 200 and the Randomize to 50. Here are the 3 shapes that I used for the fur cards and to spice up the chest and shoulder areas.

Face the Facts

Gawd these titles are horrible

The face is just a blatant photo source… no magic here. ☹

Hopefully now you have a better understanding and respect for furries and fur related subject matter.
☺