

Fuzz Parameters



In the parameters below, some of them can be overridden by a [PxrLayer](#) when connected to the **Input Material** or through a [PxrLayerMixer](#). [PxrLayerSurface](#) is designed to better illustrate which parameters are not able to be overridden in a layer by including only parameters that are global. We recommend this material when you know you will be layering. The results of these settings are unchanged.

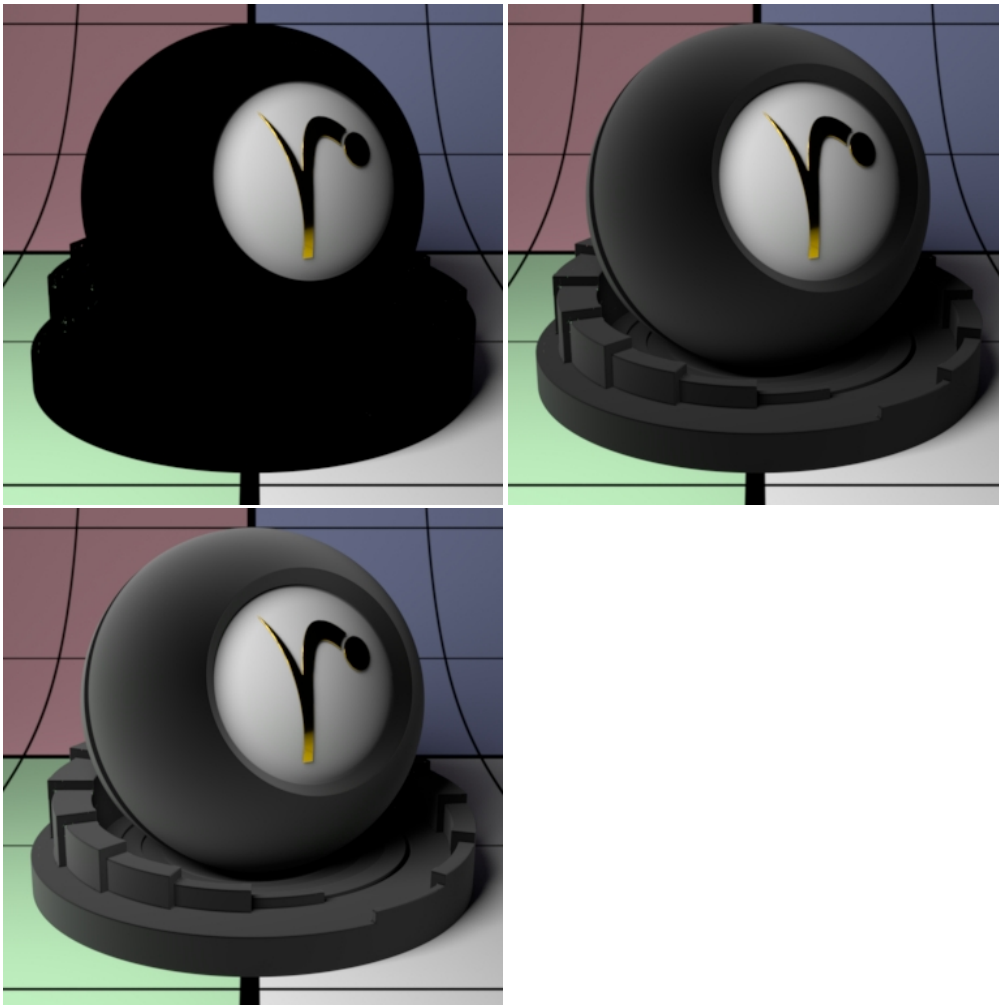
- **Bold Face** parameters are layerable, able to be overridden per layer.
- *Italicized* parameters are not able to be layered or overridden. These are globally obeyed for all layers. For example: Choosing GGX as a specular model will mean all layers will be GGX for that parameter.

Fuzz Parameters

This parameter introduces a bit of retroreflection and helps simulate fabrics, fuzz, and fine powder.

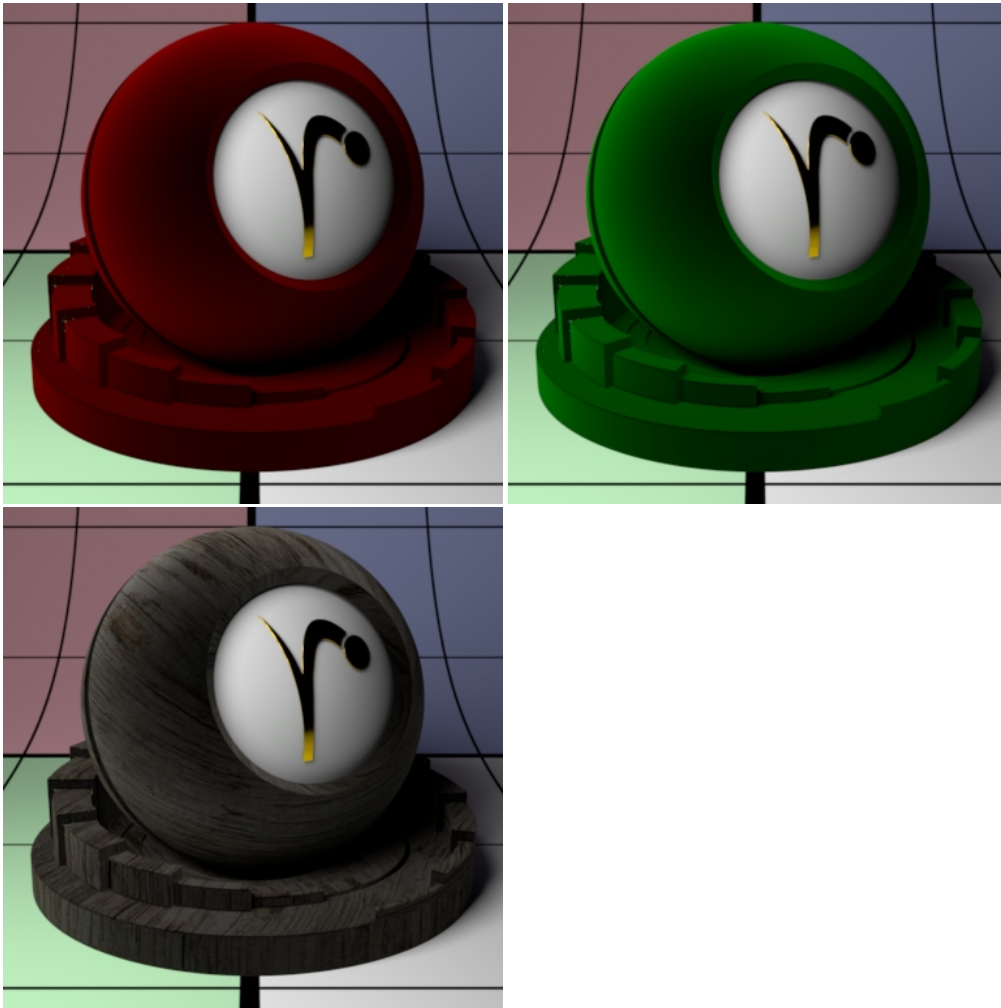
Gain

Fuzz weight. Higher numbers increase this effect. Below the **Cone Angle** is set to 16.



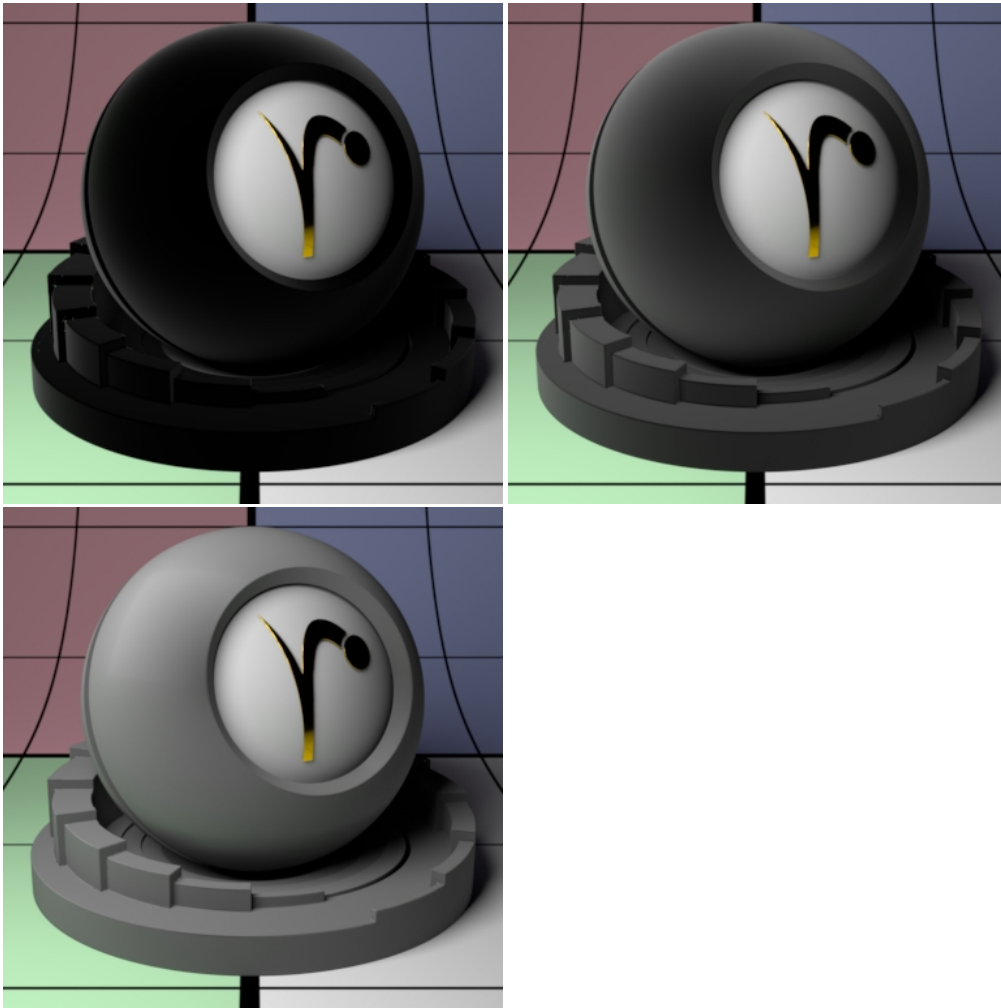
Color

Fuzz color. This simulates a soft velvety-like effect. This is applied "on top" of the previous Specular lobes and may resemble dirt or fine dust. Below the **Cone Angle** is set to 16.



Cone Angle

Fuzz roughness (corresponding to Marschner R cone angle). Note that we use something from Marschner's hair model here. This helps to simulate a similar response to hair/fur. Higher numbers increase the effect at facing angles. Below are values 8, 16, and 20.



Bump

Normal to use for the fuzz illumination. If this is not set, it will use the global bump normal specified in the Properties near the bottom of this page.



Double Sided

If on, illuminate on both sides of the surface for this fuzz lobe, that is, this will illuminate the surface whose normal is pointing away from the camera as well.

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