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CSCI 140
My Tutorial

SASLITE
What is Saslite?

Saslite is just special effects of making

- fur
- hair
- grass
- or anything that is similar to those features
Why use Saslite?

- I use Saslite because it saves time on rendering....about 10 secs only
- Looks realistic
Draw backs

• Can only select 8 surfaces....no more

• With in a surface, no more than 20,000 polygons
STEP 1

Load up object
STEP 2  Select surface
STEP 3

Hit “q” to name surface

Here naming the “front”

I made it red so it would be more clear for you guys.
STEP 4

Repeat steps 2 & 3 for the “side”
STEP 5

Repeat steps 2 & 3 for the “bottom”
STEP 6

Repeat steps 2 & 3 for the “mainpart”
STEP 7

Repeat steps 2 & 3 for the “eyebrows”
Final selections of the all surfaces
SAVE your object!!!!

We are done with Modeler and from here on we are going to go into Layout
STEP 8
Load object into layout
STEP 9

Turn on Saslite

1. Click Scene tab then under Effects select “More” then “Image Processing”

Or

2. Press F8

3. Effects window pop up

Click “Add Pixel Filter” and select “Saslite”
STEP 10

Close the Effect window

Make sure you select the object

Click “Item Properties” or for hot key click “p”
STEP 11 Settings for surfaces

Object Properties window will pop up

Click Deform tab

Click Add Displayment

Select Saslite

Right click on Saslite

Select Properties
STEP 12

Sasquatch Lite window will pop up

Play around with settings
STEP 13

Check the box “Apply fur only to named surface”

On “Surface Name(s)”, put the name of a surface that you want to have these settings.
STEP 14

After applying appropriate settings, click Save (bottom right corner “S”) to save the settings.

Then a window will pop up.

Name the settings.

Click Save and then click OK on the Sasquatch Lite window.
STEP 15
And you will be back in this window

Do the same to all the surfaces
STEP 16

Ready to render....press F9
SUCCESS!!!!!
Brief review of the steps

- Load objects into Modeler
- Select all surfaces
- Name all surfaces
- Save objects
- Load objects to Layout
- Turn on Saslite
- Press “p” for object properties
- Select Saslite
- Play around with settings
- Save settings
- Do the same to all surfaces
- Then render
Thank you for your time!!