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*The reason there are three parameters is because mental ray uses a two-part model. Think of  $g1$  and  $g2$  as scatter anisotropy from before. They control whether light bounces mostly forward (high values of  $g$ ) or mostly backward (values of  $g$  between 0.0 and -1.0).  $r$  is a weighting factor that lets mental ray decide the importance of  $g1$  vs  $g2$ .*



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I have to say that there are two ways (or maybe even  
more !) to simulate Subsurface scattering. You could use  
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info nodes and a lot of time for tweaking and tuning!  
Pros: maybe a better look.*

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