Layer Shader for DAZ Studio

Product Information

- Required Products: None

Layer Shader for DAZ Studio allows you to combine elements of one texture with another. Add columns, graffiti, weather damage or vines to a wall. Add stripes to fabric, gilding to leather, or a
ghost to any surface. Layer Shader isolates the pattern as a transmap, and then blends it with the base texture to create realistic effects.

Product Notes

Installation Packages

Below is a list of the installation package types provided by this product. The name of each package contains a Package Qualifier (WIP), which is used as a key to indicate something about the contents of that package.

- 1 Core ¹

[ ] = Optional, depending on target application(s)

Not all installation packages provide files that are displayed to the user within the interface of an application. The packages listed below, do. The application(s), and the location(s) within each application, are shown below.

Layer Shader for DAZ Studio (Core)

- You can find new icons for loading this product in the following DAZ Studio Folders:
  - “Shader Presets:Layered”
  - “Shader Presets:Layered:Shapes ovr Fabric”
  - “Shader Presets:Layered:Utility:Base Layer”
  - “Shader Presets:Layered:Utility:Top and Masks Layer”

- You can find new icons for this product in the following DAZ Studio Categories:
  - “Shaders:Fabric”
  - “Shaders:Stone”
  - “Shaders:Utilities”

The Layered Shader for DAZ Studio will allow you to layer one element over another with the use of a transparency map. Want a vine covered wall, that's simple, place your brick on the base layer, a transparency map of the vine element on the Mask layer then add the vine texture on the top layer.

This layer is very versatile, you can create new clothing textures, put a ghost on a wall, add graffitti to the wall.. Whatever you can imagine you can do

The shader makes use of the transparency map to blend the two elements together. I have included several shaders to use but you can mix and match and create your own

When creating your own, shaders if you notice an oddity check the whole surface displacement settings. If you have set the displacement under the base or top shader then you may need to decrease it in the whole surface.

Another note. I have included several utilitys that will adjust the tiling rate on the base layer and the top and mask layers. You may adjust one or all to get the desired look or just adjust the top and mask layer.
Most of all have fun with these shaders and I'd love to see what you come up with.

Special thanks to 3DCheapskate (Pete Williams) for his creation of the Dual Layer shader and his help when I needed it.

**Additional Details**

Below is a list of files provided by the Layer Shader for DAZ Studio product.

**Core**

**Layer Shader for DAZ Studio**

- **Content**:
  - /Runtime/Support/DAZ_3D_17090_Layer_Shader_for_DAZ_Studio.dsa
  - /Runtime/Support/DAZ_3D_17090_Layer_Shader_for_DAZ_Studio.dsx
  - /Runtime/Support/DAZ_3D_17090_Layer_Shader_for_DAZ_Studio.jpg
  - /Runtime/Textures/JG/Layered/BaseLayer.jpg
  - /Runtime/Textures/JG/Layered/GhostTR.jpg
  - /Runtime/Textures/JG/Layered/JGBaseFab1.jpg
  - /Runtime/Textures/JG/Layered/JGBaseFab1_DISP.tga
  - /Runtime/Textures/JG/Layered/JGBFab.jpg
  - /Runtime/Textures/JG/Layered/JGBranches.jpg
  - /Runtime/Textures/JG/Layered/JGBranches.jpg
  - /Runtime/Textures/JG/Layered/JGBranches.jpg
  - /Runtime/Textures/JG/Layered/JGBrnh.jpg
  - /Runtime/Textures/JG/Layered/JGBrnh DISP.jpg
  - /Runtime/Textures/JG/Layered/JGcloth.jpg
  - /Runtime/Textures/JG/Layered/JGdmgseamless.jpg
  - /Runtime/Textures/JG/Layered/JGdmgseamlessTr.jpg
  - /Runtime/Textures/JG/Layered/JGdmgstone.jpg
  - /Runtime/Textures/JG/Layered/JGdmgstonetr.jpg
  - /Runtime/Textures/JG/Layered/JGfallBricks.jpg
  - /Runtime/Textures/JG/Layered/JGfallbrickstr.jpg
  - /Runtime/Textures/JG/Layered/JGfab.jpg
  - /Runtime/Textures/JG/Layered/JGfab DISP.jpg
  - /Runtime/Textures/JG/Layered/JGheart.jpg
  - /Runtime/Textures/JG/Layered/JGheartt.jpg
- /Runtime/Textures/JG/Layered/JGLSIvy.jpg
- /Runtime/Textures/JG/Layered/JGLSIvytr.jpg
- /Runtime/Textures/JG/Layered/JGMatblend.jpg
- /Runtime/Textures/JG/Layered/JGMatblend2.jpg
- /Runtime/Textures/JG/Layered/JGOrnament1.jpg
- /Runtime/Textures/JG/Layered/JGOrnament1tr.jpg
- /Runtime/Textures/JG/Layered/JGPLeatherBase.jpg
- /Runtime/Textures/JG/Layered/JGR1Tr.jpg
- /Runtime/Textures/JG/Layered/JGR2Tr.jpg
- /Runtime/Textures/JG/Layered/JGStars.jpg
- /Runtime/Textures/JG/Layered/JGStarstr.jpg
- /Runtime/Textures/JG/Layered/JGStone.jpg
- /Runtime/Textures/JG/Layered/JGStone1.jpg
- /Runtime/Textures/JG/Layered/JGStone1_DISP.tga
- /Runtime/Textures/JG/Layered/JGStone1DISP.jpg
- /Runtime/Textures/JG/Layered/JGStone3.jpg
- /Runtime/Textures/JG/Layered/JGStone3Disp.jpg
- /Runtime/Textures/JG/Layered/JGStoneDISP.jpg
- /Runtime/Textures/JG/Layered/JGTVine.jpg
- /Runtime/Textures/JG/Layered/JGTVinetr.jpg
- /Runtime/Textures/JG/Layered/JGvelvetbase1.jpg
- /Runtime/Textures/JG/Layered/JGVine3.jpg
- /Runtime/Textures/JG/Layered/JGVine3tr.jpg
- /Runtime/Textures/JG/Layered/GWave.jpg
- /Runtime/Textures/JG/Layered/Layer2.jpg
- /Runtime/Textures/JG/Layered/ShaderPresets/Layered/Base Shader.duf
- /Shader Presets/Layered/Base Shader.png
- /Shader Presets/Layered/Branches.duf
- /Shader Presets/Layered/Branches.png
- /Shader Presets/Layered/Damaged Wall.duf
- /Shader Presets/Layered/Damaged Wall.png
- /Shader Presets/Layered/Dmg wall seamless.duf
- /Shader Presets/Layered/Dmg Wall Seamless.png
- /Shader Presets/Layered/Ghost ovr Brick.duf
- /Shader Presets/Layered/Ghost ovr Brick.png
- /Shader Presets/Layered/Graffitti 2.duf
- /Shader Presets/Layered/Graffitti 2.png
- /Shader Presets/Layered/Graffitti.duf
- /Shader Presets/Layered/Graffitti.png
- /Shader Presets/Layered/Ivy 2.duf
- /Shader Presets/Layered/Ivy 2.png
- /Shader Presets/Layered/Ivy.duf
- /Shader Presets/Layered/Ivy.png
- /Shader Presets/Layered/Shapes ovr Fabric/Blue Waves.duf
- /Shader Presets/Layered/Shapes ovr Fabric/Blue Waves.png
- /Shader Presets/Layered/Shapes ovr Fabric/Hearts.duf
- /Shader Presets/Layered/Shapes ovr Fabric/hearts.png
- /Shader Presets/Layered/Shapes ovr Fabric/Leather Stripes.duf
- /Shader Presets/Layered/Shapes ovr Fabric/Leather Stripes.png
- /Shader Presets/Layered/Shapes ovr Fabric/Ornament 1.duf
- /Shader Presets/Layered/Shapes ovr Fabric/Ormanent 1.duf
- /Shader Presets/Layered/Shapes ovr Fabric/ornament 1.png
- /Shader Presets/Layered/Shapes ovr Fabric/Stars.duf
- /Shader Presets/Layered/Shapes ovr Fabric/stars.png
- /Shader Presets/Layered/Shapes ovr Fabric/Tri blend.duf
- /Shader Presets/Layered/Shapes ovr Fabric/Tri blend.png
- /Shader Presets/Layered/Shapes ovr Fabric/Velvet blend.duf
- /Shader Presets/Layered/Shapes ovr Fabric/Velvet blend.png
- /Shader Presets/Layered/Shapes ovr Fabric/Velvet Hearts Blue.duf
- /Shader Presets/Layered/Shapes ovr Fabric/Velvet hearts blue.png
- /Shader Presets/Layered/Shapes ovr Fabric/Velvet Hearts Green.duf
- /Shader Presets/Layered/Shapes ovr Fabric/Velvet hearts green.png
- /Shader Presets/Layered/Shapes ovr Fabric/Velvet hearts Red.duf
- /Shader Presets/Layered/Shapes ovr Fabric/Velvet hearts red.png
- /Shader Presets/Layered/Shapes ovr Fabric/Velvet stripes.duf
- /Shader Presets/Layered/Shapes ovr Fabric/Velvet stripes.png
- /Shader Presets/Layered/Thorn Vines on wall.duf
- /Shader Presets/Layered/Thorn Vines on wall.png
- /Shader Presets/Layered/Utility/Base Layer/1 x 1.duf
- /Shader Presets/Layered/Utility/Base Layer/1 x 1.png
- /Shader Presets/Layered/Utility/Base Layer/10 X 10.duf
- /Shader Presets/Layered/Utility/Base Layer/10 x 10.png
- /Shader Presets/Layered/Utility/Base Layer/2 X 2.duf
- /Shader Presets/Layered/Utility/Base Layer/2 x 2.png
- /Shader Presets/Layered/Utility/Base Layer/3 X 3.duf
- /Shader Presets/Layered/Utility/Base Layer/3 x 3.png
- /Shader Presets/Layered/Utility/Base Layer/4 X 4.duf
- /Shader Presets/Layered/Utility/Base Layer/4 x 4.png
- /Shader Presets/Layered/Utility/Base Layer/5 X 5.duf
- /Shader Presets/Layered/Utility/Base Layer/5 x 5.png
- /Shader Presets/Layered/Utility/Base Layer/6 X 6.duf
- /Shader Presets/Layered/Utility/Base Layer/6 x 6.png
- /Shader Presets/Layered/Utility/Base Layer/7 X 7.duf
- /Shader Presets/Layered/Utility/Base Layer/7 x 7.png
- /Shader Presets/Layered/Utility/Base Layer/8 X 8.duf
- /Shader Presets/Layered/Utility/Base Layer/8 x 8.png
- /Shader Presets/Layered/Utility/Base Layer/9 X 9.duf
- /Shader Presets/Layered/Utility/Base Layer/9 x 9.png
- /Shader Presets/Layered/Utility/Top and Masks Layer/1 x 10.duf
- /Shader Presets/Layered/Utility/Top and Masks Layer/1 x 10.png
- /Shader Presets/Layered/Utility/Top and Masks Layer/1 x 2.duf
- /Shader Presets/Layered/Utility/Top and Masks Layer/1 x 2.png
- /Shader Presets/Layered/Utility/Top and Masks Layer/1 x 3.duf
- /Shader Presets/Layered/Utility/Top and Masks Layer/1 x 3.png
- /Shader Presets/Layered/Utility/Top and Masks Layer/1 x 4.duf
- /Shader Presets/Layered/Utility/Top and Masks Layer/1 x 4.png
- /Shader Presets/Layered/Utility/Top and Masks Layer/1 x 5.duf
- /Shader Presets/Layered/Utility/Top and Masks Layer/1 x 5.png
- /Shader Presets/Layered/Utility/Top and Masks Layer/1 x 6.duf
- /Shader Presets/Layered/Utility/Top and Masks Layer/1 x 6.png
- /Shader Presets/Layered/Utility/Top and Masks Layer/1 x 7.duf
- /Shader Presets/Layered/Utility/Top and Masks Layer/1 x 7.png
Resolved Issues

- None

Known Issues

- None

Support

Visit our site for technical support questions or concerns.

1) The contents of this package are in DAZ Studio Native formats