Iray Uber Shader

Introduction

DAZ Studio now includes the Iray Uber Shader. This document will break down each shader type to include each Base Mixing option as well as the sub-settings available to each.

How the Shader Works

The Iray Uber Shader has three Base Mixing modes. Each of these has properties specific to the type of shader. This document covers the complete list of settings.

General Concepts

Iray Uber Shader Modes

The shader is comprised of three separate shaders in one. It is broken down into three modes. Depending on what settings are active or turned on, will determine what settings are available in each mode. Here is a breakdown of what is available in each.

- PBR Metallicity/Roughness
- PBR Specular/Glossiness
- Weighted

More Iray Information

- Render Settings
- Draw Settings