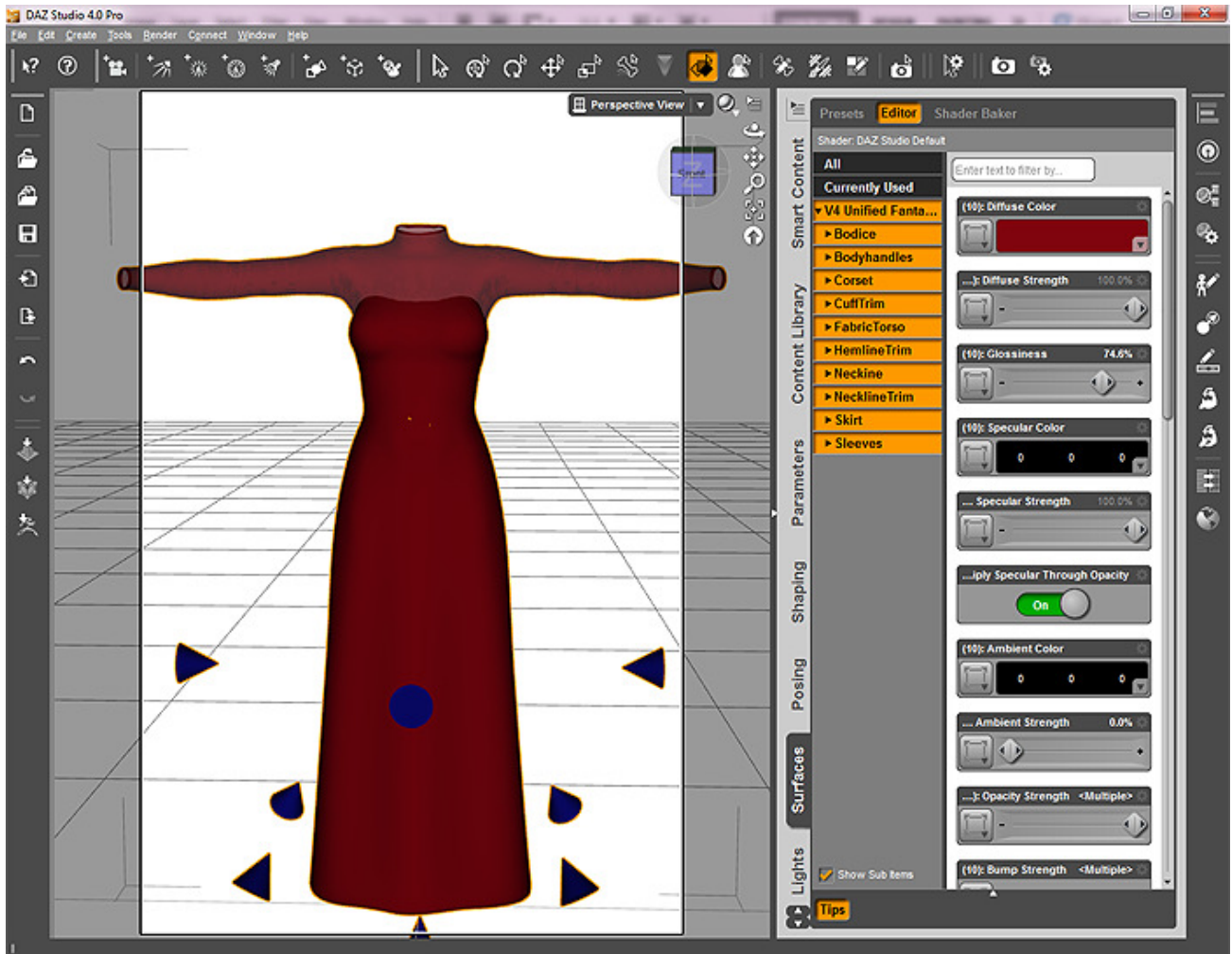


## Adding a Custom Material in DAZ Studio 4 PRO

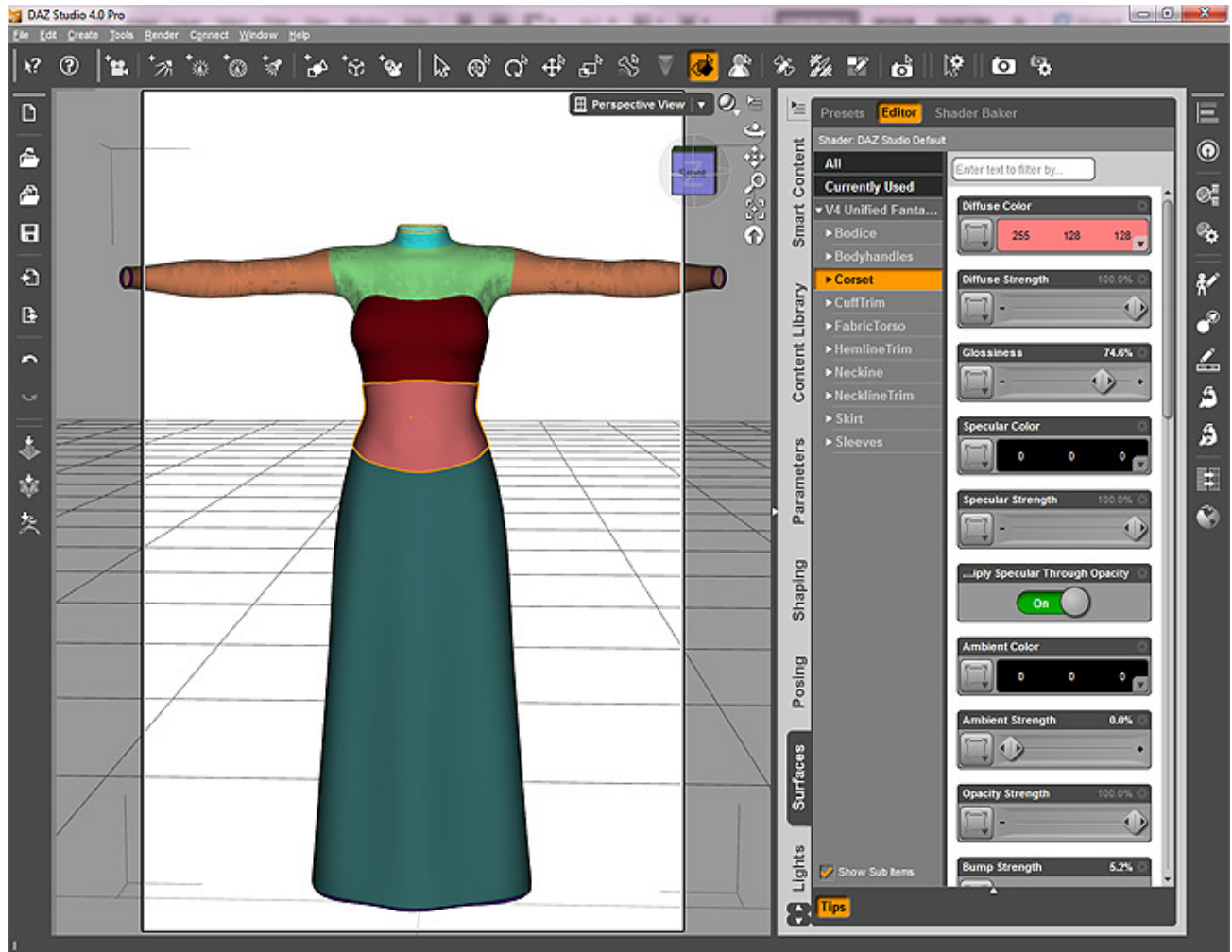
By Mary Dell, "Canary3d"

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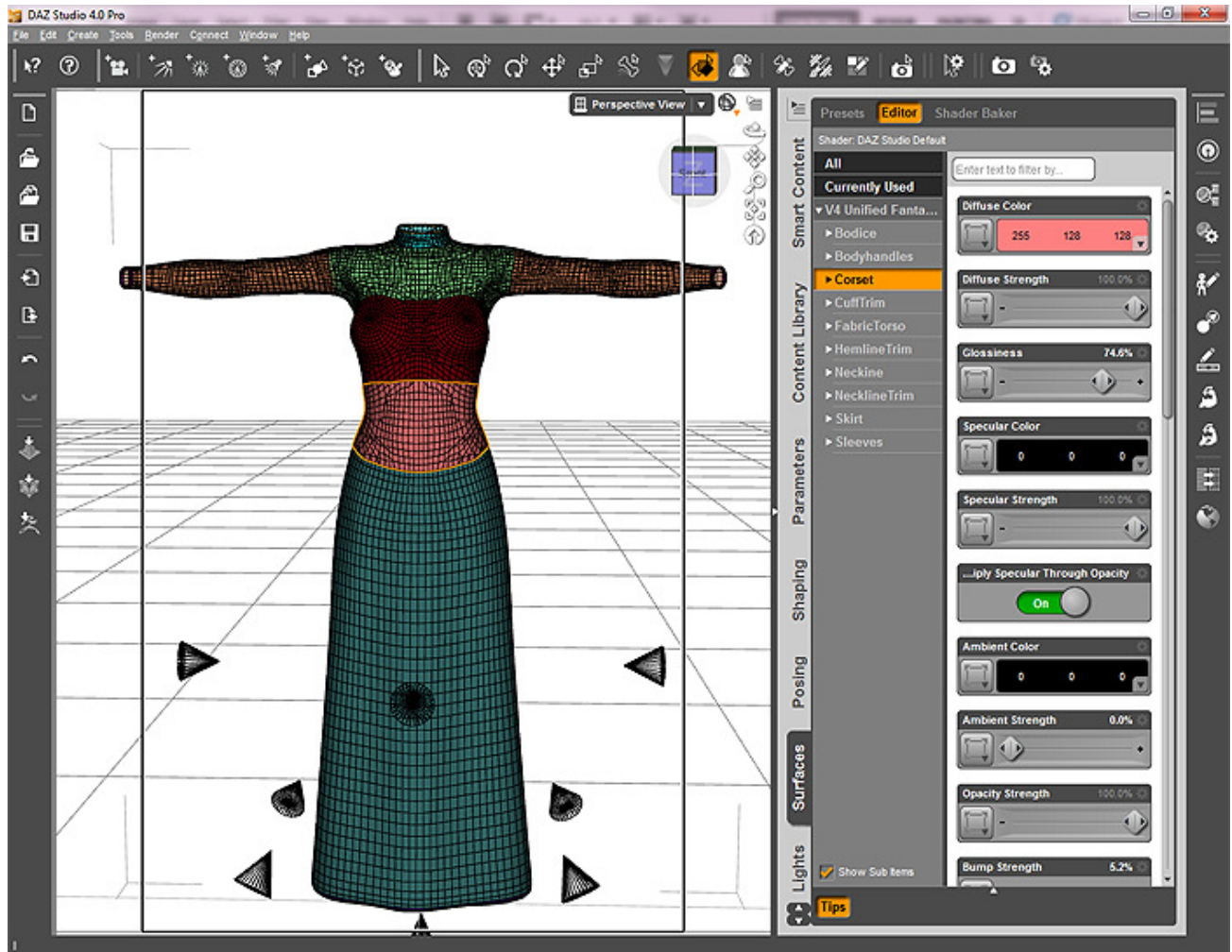
1. Pick a clothing item. Let's use the good old Morphing Fantasy Dress for this example.



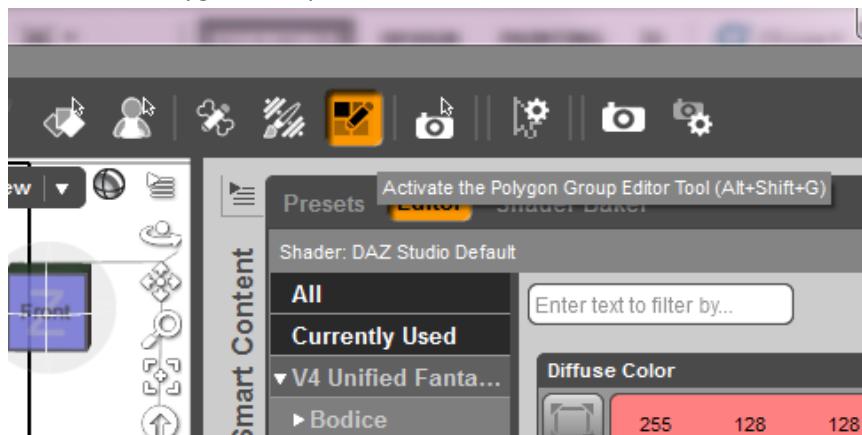
2. Go to the Surfaces tab and change the diffuse color of each surface to something different. This will let you see what surfaces are already there to play with.



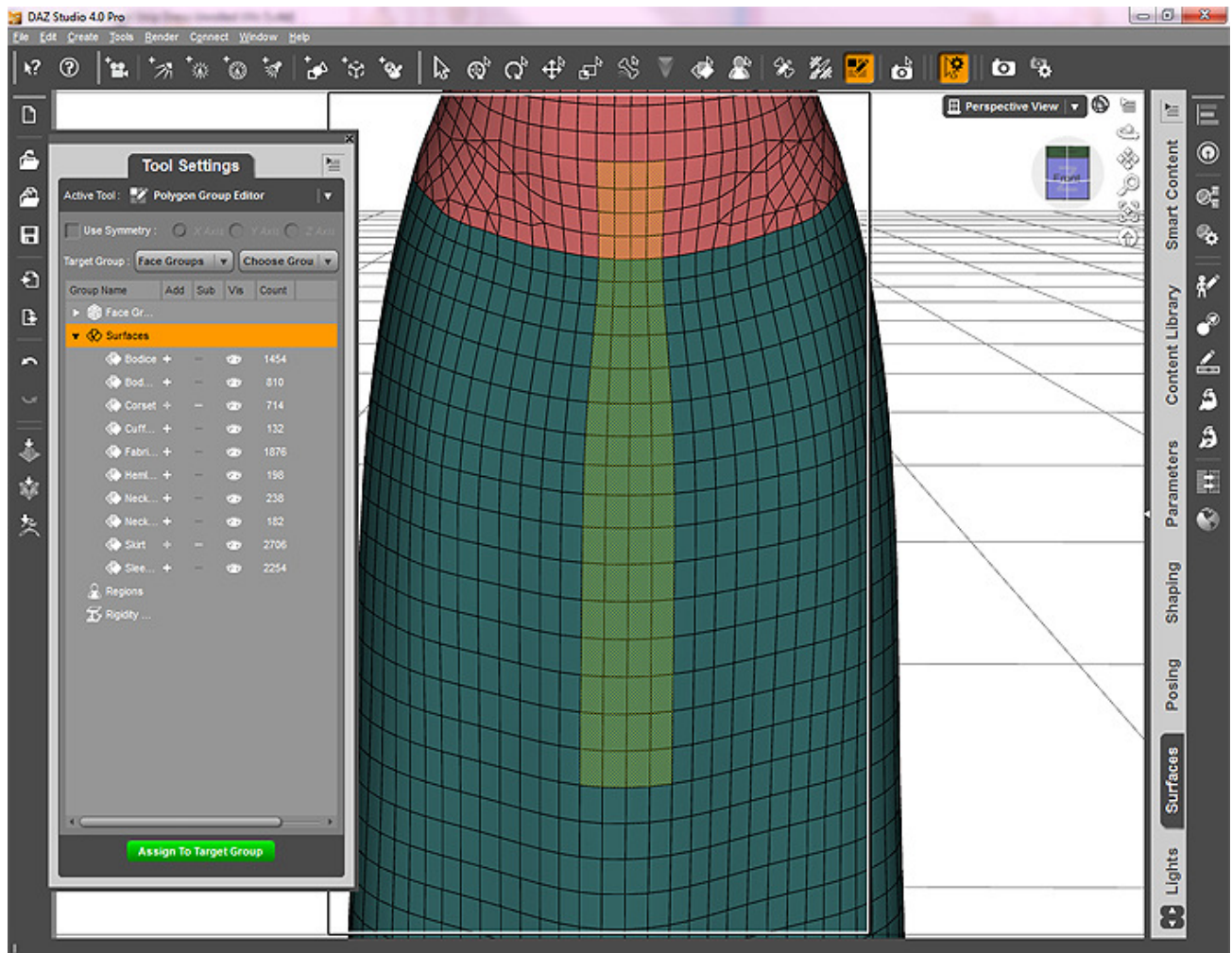
3. Now change your view (with the little ball icon in the upper right of the view window) to be "wire shaded" or "wire texture shaded." This lets you look at the mesh directly.



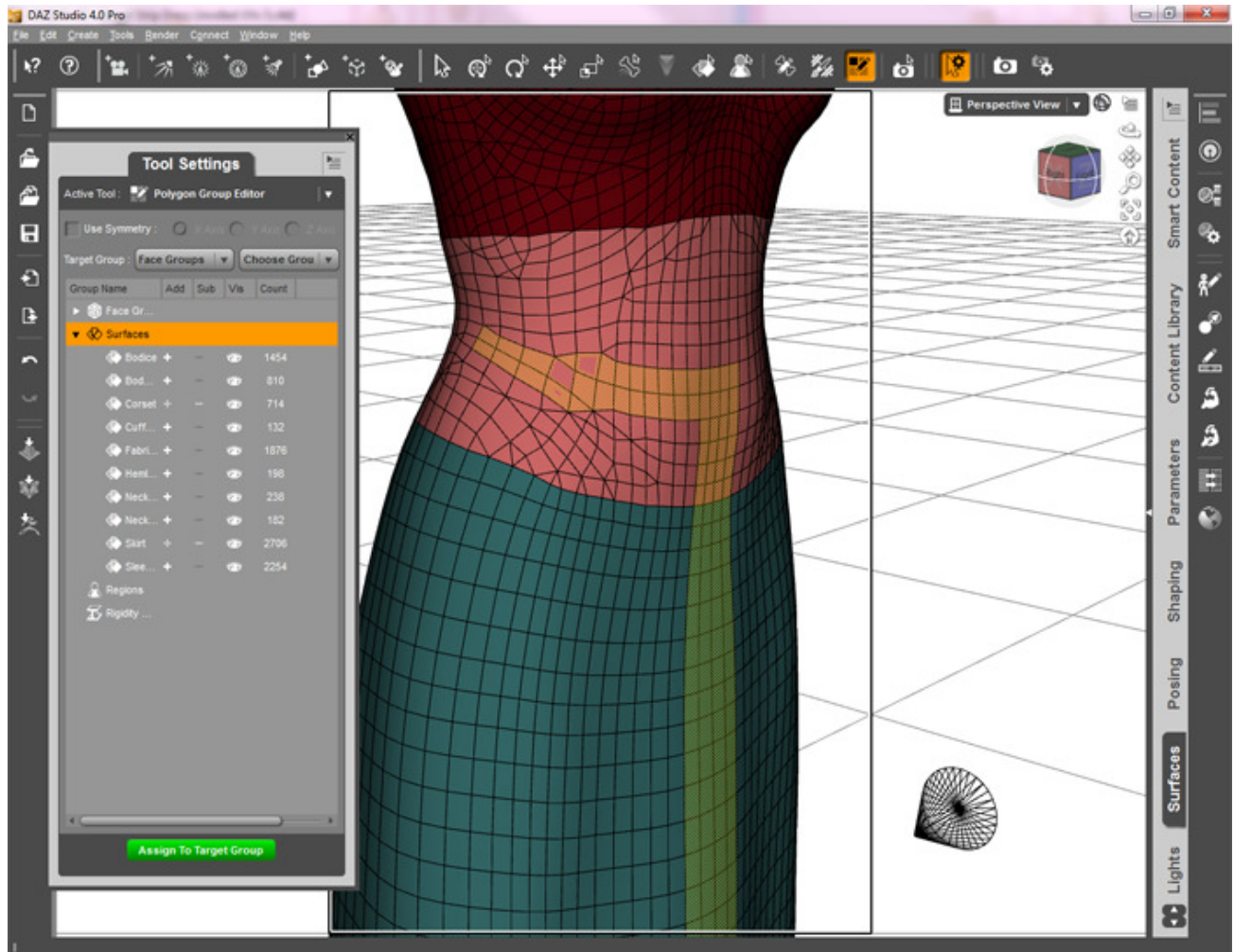
4. Take a moment to survey the mesh topology--how it's divided, where its points and lines are. Where you place new materials is limited by the mesh topology, so it's worth taking this moment to get familiar with it and plan for what you want to do.
5. Open the Tool Settings Palette.
6. Click the Polygon Group Editor tool icon.



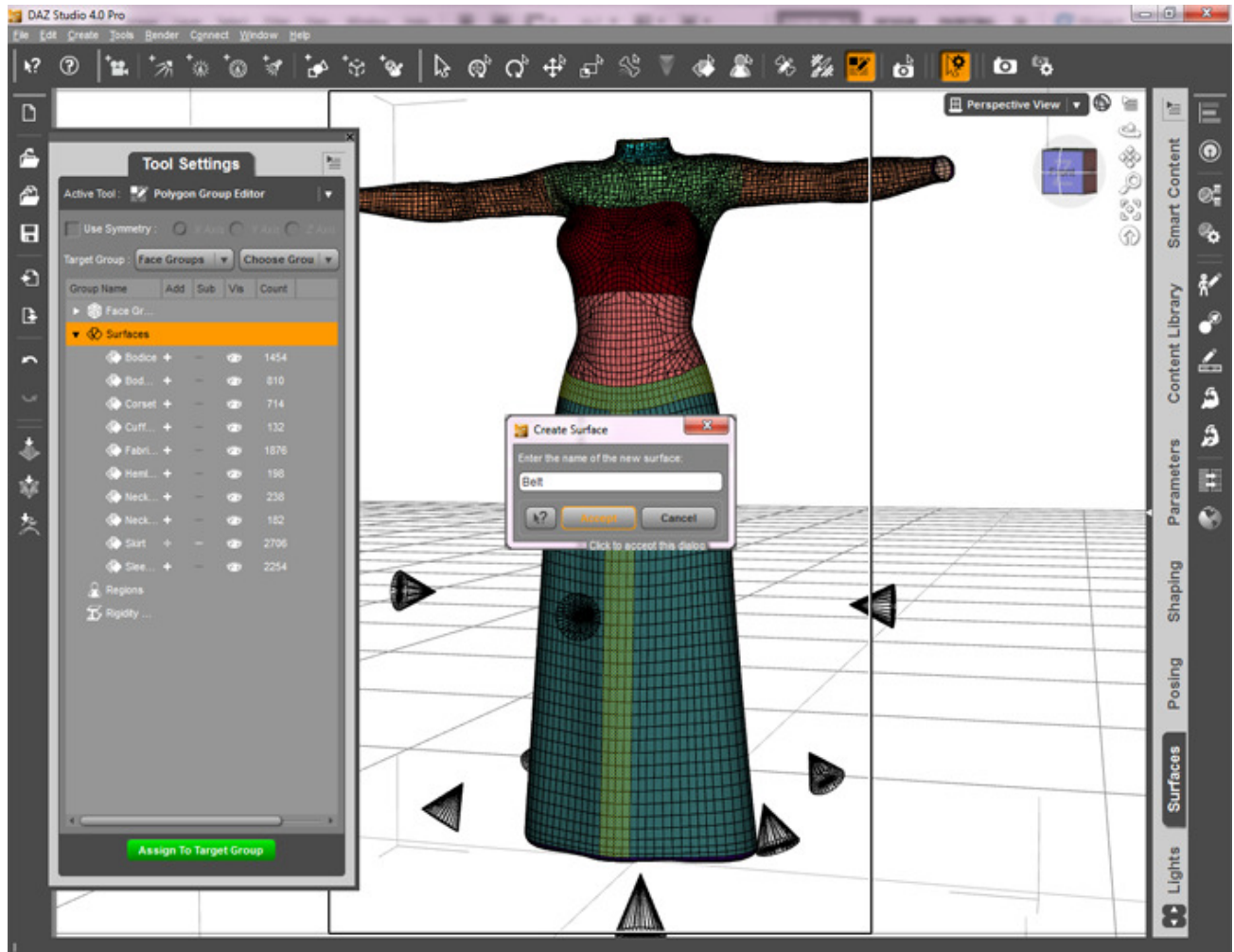
7. Holding down ctrl, select the facets you would like to include in your new group. I'm going to have a whack at creating a medieval-style long belt material area. I don't know of an unselect option, but ctrl-z works for undo, so keep a close eye on your selection and undo any mistakes as you go.



Below you can see that the topology isn't friendly to my idea of a waistband. To make that work you'd really have to modify the mesh itself, and that would break morphs and possibly also break rigging, so it's best not attempted. Instead I'm just going to re-try the selection again and make it a hip belt instead of a waist belt.



8. In the tool palette, right-click on "surfaces" and choose "create surface from selection." Name the surface something different from the existing surfaces - in this case, I'm calling it "Belt."



9. Save the altered clothing item to your content library as a new scene. Make sure you are looking in a "DAZ Studio format" part of the library; it won't let you save a DAZ scene file into a Poser library.

10. Return your window to the normal textured view.

11. Go to the surfaces palette and you will see your new surface. Have fun applying shader presets to it!



Dress shader by Marieah ("Fabricator"), belt shader by Fisty ("Fisty's Sparkles")