IDG Design's Shiny Scales Shader Presets for DAZ Studio User's Guide

by InaneGlory and DestinysGarden

Shiny Scales uses Omnifreaker's UberSurface as a base for the shader presets. It is easy to use. Apply the shader to the surfaces in your scene as you would any other shader/preset. First have the object(s) selected in the scene tab, and also the desired surfaces need to be selected in the surfaces tab.

There are 31 full presets included as a one click option, or as a starting point for further customization. There are a wide variety of patterns that are great for shoes, handbags, clothing, fish, and snakes. Some of them even simulate a sequined effect, leather, chainmail, and armor. Using any one of these presets first will remove any texture maps that may have loaded onto your item by default. Most of the 31 full presets have diffuse maps, which are linked to a corresponding bump and specular map. These are best if you need a more realistic looking scale texture.

The scale patterns, colors, and tile presets are meant to be interchangeable. They will only modify one aspect of the surface and will not change anything else on the surface. This makes it easy to switch the color of the fabric, the pattern of the scales, or the amount of tiling without affecting any other previously set parameter.

Scale Maps presets will load image maps in the Bump, Specular 1, Specular 2, and Reflection channel. They will remove any image map in the Diffuse channel as well. These presets also load corresponding maps into the Velvet, Translucency, and Sub Surface Scattering channels, although these parameters are not used in this particular shader package. Our test renders have shown these parameters to increase render times, with little or no discernable difference in the finished render.   We have included images in these unused channels as a convenience to those that wish to further customize these parameters.

!Zero All Maps - included in the Tile and Utilities folder, will blank out any image map that is present on the surface, leaving you a base starting point. It will not change any existing color settings.

There are many tiling presets included for ease of use. Of course the amount of tiling may also be changed manually in the surface tab. Tile 1 is very large, with the whole base image spread across the entire surface. Tile 50 is very small, with 50 repeats of the base image across the entire surface. For most items, tiling at a rate of 5-30 works best, but this is all very dependent on the scale of the item's UV map and the desired look of the finished render.

Rendering Tips: These shaders are crazy specular, so don't be afraid if what you see in the preview doesn't look like the thumbnail. You have to render to see the full effect. For a quick preview use the Aux Viewport (in DS4.7+) and turn on Interactive Progressive Rendering. The darker colors may benefit by adding a DS standard spotlight to the scene, with the illumination type set to specular only. Point it at the item with the shader applied, and don't be afraid to crank it high. The lighter and middle range colors might like a specular only light set to 30-60% intensity. These shader presets are very sensitive to light, and you may get wildly different results in your renders depending on the type and amount of lights used in your scene. All promos and thumbnails were created with InaneGlory's Photo Studio light sets, which are UberArea light shader mesh lights.

Additional note: All of the Colors, Scale Maps and Tile and Utilities presets from IDG Shiny Scales are completely interchangeable with the Colors, Lace, and Tile and Utilities presets from IDG Silk and Lace. Mix it up and have some fun.

We hope you enjoy using IDG Shiny Scales Shader Presets for DAZ Studio. Please do not hesitate to contact InaneGlory or DestinysGarden by private message in the DAZ3d forum if you have questions or concerns.