

## DG Iray Art Glass Shader Presets for DAZ Studio User's Guide

DG Iray Art glass uses Iray Uber as a base for the shader presets. It is easy to use. Apply the shader preset 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 40 full surface **!Presets** included as a one click option, or as a starting point for further customization. They feature all new pattern maps created specifically for this shader set. Using any one these presets first will remove any texture maps that may have loaded onto your item by default. Every aspect of the surface may then be modified to suit your needs by using the included Base Colors, Patterns, Top Color, and Utility options.

The **Base Colors** presets will only change color values in the Base Color, Glossy Color, and Transmitted Color channels. They will not overwrite any previously set image map.

**Patterns** will load an image map in the Base Bump and Metallic Flakes Weight image channels.

The **Top Color** presets activate the Metallic Flakes Weight layer at .75. If the effect is too strong, you can change the value to a lower number on the slide, or use one of the Metallic Flakes Weight presets included in the utility folder.

The Base Colors, Patterns, and Top Colors 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, pattern, or amount of tiling without affecting any other previously set parameter. there are some helpful utilities included in the Utilities folder.

**!Maps Off** will remove the images in the Base Bump and Metallic Flakes Weight image channels. Using this will give you object a smooth, non-etched surface, with a metallized glass appearance if metallic flakes was activated. It does not change the Metallic Flakes Weight strength that was already set, it only removes the image map.

**!Metallic Flakes Off** will set the Metallic Flakes Weight value to zero, and this also removes the image map from the channel. This gives you a non-metallized, glassy surface. To reactivate the Metallic Flakes, use one of the Top Colors and Patterns presets.

There are many Metallic Flakes Weight Percentage, and Tiling presets included for ease of use. Of course, both of the values may also be changed manually in the Surfaces tab.

**Rendering Tips:** These shaders create the look of transparent glass which shows up as middle grey in the viewport. You must render to see the full effect. For a quick preview, use the NVIDIA Iray view in the Draw Style Options Menu, located by the camera tab in the preview viewport.

All promos and thumbnails were created with InaneGlory's Photo Studio Iray light set, using the Dome and Scene option in the Environment Mode.



For an extra change, try inverting the images in the surfaces tab. See screen shot for where to find this parameter. By inverting the map on the Metallic Flakes Weight image, you can change the placement of the top layer color from sitting on top of the raised etched area, to being on the indented area.

I hope you enjoy using DG Iray Art Glass Shaders Presets for DAZ Studio Iray. Please do not hesitate to contact DestinysGarden by private message in the DAZ3d forum if you have questions or concerns.