DG Iray Sequins and Scales Shader Presets for DAZ Studio User's Guide

DG Iray Sequins and Scales 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 or shader preset. First have the object/objects selected in the scene tab, and also the desired surfaces need to be selected in the surfaces tab.

There are 30 full surface **!Presets** included as a one click option, or as a starting point for further customization. Using any one of 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 Colors, Metallic Flakes, Patterns, and Utility options.

The **Colors** presets will change color values and/or images in the Base Color, Translucency Color, Glossy Color, and Base Bump channels. They will not overwrite any other previously set image map.

The **Metallic Flakes** presets activate the Metallic Flakes Weight layer at a value of 1, or full strength. 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. It will also load an image in the Metallic Flakes Weight and Metallic Flakes Color channels.

Patterns will load an image map in the Normal Map image channel. This is where the overall surface pattern comes from. There are a few tile presets in this folder that will change the size of the Normal map only, without affecting any other tiling values that have already been set. The Normal Map tiling value gets reset to 1 after any other preset is used, so it may have to be reapplied.

The Colors, Metallic Flakes, and Patterns, 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.

!Zero All Maps will remove every image map over the entire surface.

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.

The presets in the **Sequin Your Surface** folder will give any material a sequined or scale effect. Using these presets will also convert your surface to the Iray Uber Base leaving images intact in the corresponding places. Results will vary depending on the base shader of the original material. Sequin Your Surface adds image maps to Metallicity, Glossy Layered Weight, and Normal Map. There are tiling options in this folder that only effect these three areas, so you can change the size of the sequin pattern, while keeping your original texture or transparency in place.

Rendering Tips: These shaders create the look of patterned silk or metallic lame, but the overall patterns do not appear 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, or IDG Portrait Studio lights using the Dome and Scene option in the Environment Mode. I hope you enjoy using DG Iray Sequins and Scales Shader 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.