

# IDG Iray FX User Guide

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## Introduction

IDG Iray FX is a comprehensive special effects set for the Iray render engine. It encompasses a wide variety of sci-fi, fantasy, and artistic effects to add to your renders. There are familiar but versatile shapes, and unusual special effects props, many with morphing options to completely change the shape. The magic happens with the inclusion of light emitting Iray materials to instantly add a volumetric flame, plasma, electricity, lightning, or star effects to your render.

## Effect Shapes

There are 10 shapes encompassing most of the basic primitive shapes, and a few special ones that were created for this set to add interesting effects. The first 4 shapes have wearable presets to load them up parented to left or right hand of Genesis 3 Female(s). Prop 5 will parent to the mouth of Daz Dragon 3 and pose his mouth to open. Most of the shapes include several morphs that will allow you to significantly alter the prop's shape. All of the material zones on these objects were named the same so that one single set of materials can work on all of the shapes. Effects 1, 2, 3, 5 and 7 have one material zone, Effects 4 has two, Effects 6 has six, Effects 8 has four, and Effects 9 and 10 have seven.

## Materials

The material presets will apply one set of materials to all of the material zones of the selected IDG Iray FX shape. If you would like to have different textures on separate material zones, it is recommended to use the shader presets. You can experiment with the Horizontal and Vertical Tiling and Offset sliders to change the placement of the textures on the shape's surface, and create many new variations. Where possible, the props have been designed to use the same UV map to maximize the use of seamless textures. On most of these materials, the top and bottom have been subtly blacked out so the effect does not end in a harsh line when it reaches the edges of the shape.

## Preset Materials

The preset materials are sets of specific materials designed for individual props. Most have custom or completely different materials on some or all of the material zones. Presets for Props 1, 2, 3, and 5 are pretty much interchangeable. Materials for prop 4 are most visible only when the shape is morphed. Use these presets as a starting point to customize your objects.

## Shaders

The shader presets are all seamless tiles, without the top and bottom edges cut out like the Materials are. They work as any standard shader preset, and can be applied to any item by selecting the item in the scene tab, and also the material zones need to be selected in the surfaces tab.

## Settings

### Intensities

The intensity settings allow you to quickly adjust the strength of the light effect created by your object. These are rated in thousands of lumens, so the default setting of 50 is equal to 50,000 lumens. Ultimately this is all kind of relative, as the amount of light created is dependent on the base size of your object, the amount of the object that is visible (opacity

map) and the color of the texture. We have included presets from 10k to 200k but as this is really scene dependent you may need to adjust this higher or lower in some situations. To manually adjust the intensity, select the surface and adjust the Luminance setting. To completely turn off the light, change the Emission Color to Black.

## **Bloom settings**

Bloom settings allow you to simulate the real world effect of a glowing light. These settings are global and will affect anything that creates light within your scene. Unfortunately this means that just what you want to set the Bloom settings to can change from scene to scene. We have included a couple of presets to get you started but should be really considered as only starting points, not definitive settings. The Bloom settings are under the Render Settings/Filtering tab. Bloom Filter Enable turns on and off the Bloom Effect. Bloom Filter Threshold controls how strong the bloom effect is. The lower the threshold, the bigger the Bloom effect is. This value is relative to your lights intensity. Bloom Filter Radius controls how far out the Bloom effect extends. The bigger the number, the larger the area affected. This defaults to 0.05 and a setting of 1.0 will pretty much spread the effect over the whole scene. Bloom Filter Brightness Scale is a global strength setting with the default 1.0 being full strength (100%)

## **Color Temperature/White Point**

In the real world the color of the light created is dependent on the temperature of that light. The lower the temperature, the more yellow the light, the higher it is, the more blue the light. In the real world your eyes can adjust to this change and most digital cameras have an auto white balance controls to compensate for this. Basically white balance (white point in Iray) tells the program that the selected color is to be treated as white light. By default the white point for Iray is 6500K. If you were to set the color temp of a light to 3000K without adjusting the white point the light created will look yellowish. Reset the light to 8500K and it will look blueish but if you also adjust the Iray White Point you can make the light at 3000K (or 8500K) look white. In general while using these effects, you don't have to adjust either the Color Temp or the White Point, but if you have adjusted the scene's white point, it is good practice to adjust the color temp of your effect to match the white point. The color temperature controls are on the surfaces tab, while the white point control is under Render Setting/Tone Mapping.

## **Other Settings**

There are 6 tiling presets included for convenience. Further adjustments can be made in the surfaces tab.

There is an Opacity Off preset which removes the image map in the Cutout Opacity channel only. This will give you a solid, light emitting surface, instead of a transparent one.