



Pd Hand Dyed Iray Shader Presets - User's Guide

Introduction

Pd Hand Dyed Iray Shader Presets contains a wide range of hand dyed fabrics for Iray rendering. All of the shader presets are based off the Daz Iray Uber Base. There are 35 different hand dyed patterns in several colors each for a total of 200 looks to choose from. All the patterns tile seamlessly.

The product comes with a Cotton Base Shader in two versions. One that keeps image maps and one that removes them. You apply one of these first. You can also set a bump map if desired. There are two bump maps - one is a jersey knit (a fine T-shirt knit) and the other is a simple cotton weave. You can then add either a solid color or one of the patterns - or both.

General Information on Applying Shaders

Before you can change a surface, you will need to select it. You probably want to be in the Actors, Wardrobes & Props main tab, then click on the Surface Selection Tool  (it looks like 3 fanned out rectangles) or use Alt-Shift-M, then click on the surface in your scene that you would like to change. Alternately, you can go to the Surfaces (Color) tab then into the Editor tab and select the surface from the list. You can also select multiple surfaces by Ctrl-clicking on the ones you want to change all at once.

Pd Hand Dyed Iray Shader Presets is located in Shader Presets -> ParrotDolphin -> Pd Hand Dyed Iray Presets. The shader presets are applied to the selected surface(s) by double-clicking on the shader preset.

Base Shaders

The kit comes with 2 Iray Base Shader presets for cotton - one version that keeps images and one that clears them. If you want to use a Base Shader with existing texture maps then use the Base Shader preset that says KEEP IMAGES. If you want to start from scratch, choose the Base Shader preset that doesn't say KEEP IMAGES. You need to apply a Base Shader preset first so that the surface's shader is turned into an Iray shader and also, so the other shader presets in the product work correctly.

Bump Maps

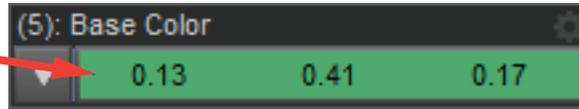
There are 2 bump maps you can apply. These load with a bump strength of 2. There are also Bump Strength setting. You can use these if you find the pre-defined bump strength is too much or too little.

Base Colors

There are 42 base colors you can apply. These just apply a color. Any base image is left in place. If you want just a solid color with no image then you can use the PDHDI # xRemove Pattern preset.

If none of the base colors are exactly what you want or you want to adjust one of them you can go into the Surfaces (Color) tab then into the Editor tab.

Then locate the Base Color, click in the color rectangle and that will bring up the color picker.



If you have a Base Color over a pattern and you want to remove it, use the PDHDI # xRemove Tint preset. Using the color preset that says PURE WHITE on it will do the same thing.



Patterns

There are 200 Pattern Presets. All the patterns are seamless tiles, so you can tile (scale) them to fit your needs. The Pattern presets will also set the Base Color back to white.

Invisible/Visible Utilities

These are pretty straightforward. MAKE INVISIBLE makes a surface invisible. Use this when you want to hide a surface. MAKE VISIBLE just makes the surface visible again.



Scale Shader Size Script

You can use this easy script to scale the shader size. Enter a percentage value to scale the selected shaders by. The percentage is always relative to the current scale, so you really don't even need to know what the current tile sizes are, you just scale it by look. You can enter the number directly, or use the slider. The script will also tell you how many surfaces will be changed.

Examples:

If you want the texture to be half the size, enter the number 50 (for 50%).

If you want the texture to be twice the size, enter the number 200 (for 200%).

Use the "Make Changes" button to apply the new scale to the selected surface(s).

You can hit the "Undo" button to keep going back if you don't like your changes.

Hit the "Exit" button when you are done with your changes.

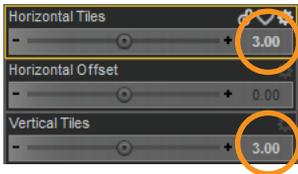


How to Use Existing Bump, Normal and/or Displacement Maps with this Product

Texture artists often use normal, displacement, and/or bump maps to add stitching, wrinkles etc to clothing or other objects. These maps general look really bad when tiled because they aren't meant to be tiled. However, you can use these maps in conjunction with the patterns in this product, even when you change the tile size (scale the pattern).

1. Use the KEEP MAPS version of the Base Shader - this will keep any normal, displacement and bump maps in the original shader.

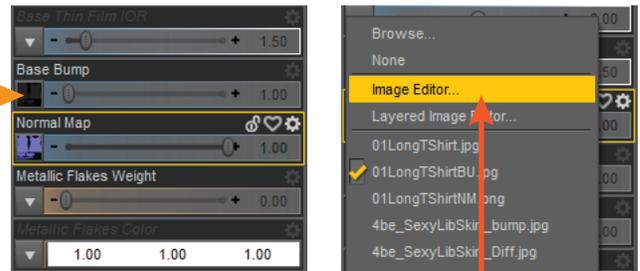
2. Apply a pattern from this product and scale it to look the way you want. Make sure you're in the Editor tab within the Shader (Color) Tab. Then note the value of the Horizontal Tiles and Vertical Tiles in the parameter list for the shader. We'll call this value x. (Note: You have to scroll down almost to the bottom to get to the Horizontal Tiles and Vertical Tiles)



Editor tab within the Shader (Color) Tab. Then note the value of the Horizontal Tiles and Vertical Tiles in the parameter list for the shader. We'll call this value x. (Note: You have to scroll down almost to the bottom to get to the Horizontal Tiles and Vertical Tiles)

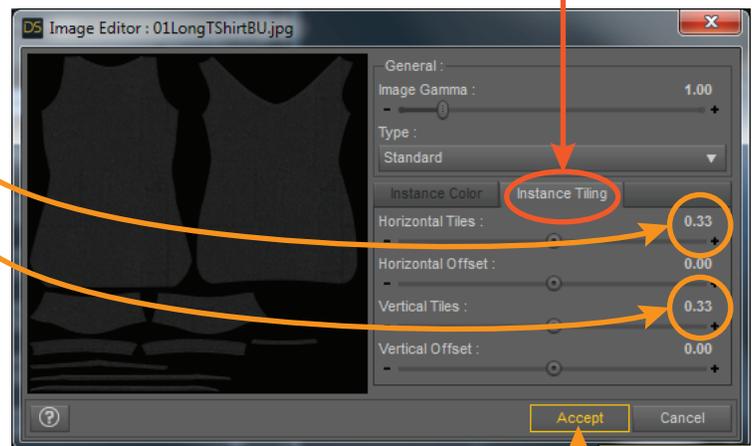
3. Calculate $1/x$. You may need to use a calculator. For this example: the Horizontal Tiles and Vertical Tiles value is 3. So, $1/3 = 0.3333$ (Keep this number for step 5).

4. Go to your normal/displacement/bump map and click and hold on the image, this brings up a menu. Keep the mouse button down and select Image Editor...



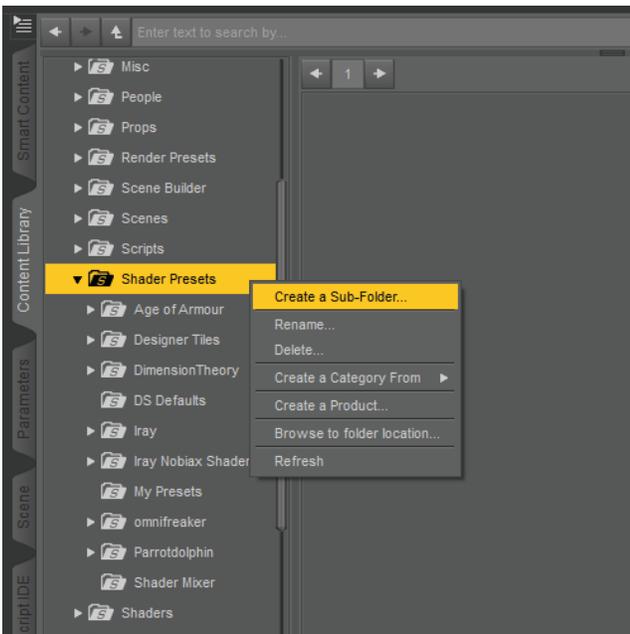
5. This brings up the Image Editor. Click on Instance Tiling. Set the Horizontal Tiles and Vertical Tiles to your $1/x$ value. Then click Accept.

Repeat the process as needed for any maps you want to keep at tile size 1.

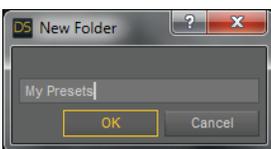


Saving a Shader Preset

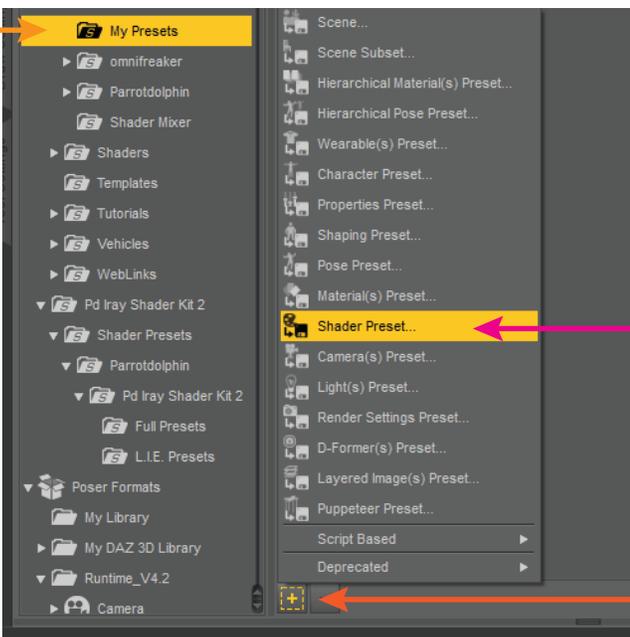
If you have made something from the shader presets in the kit and you want to save it, here's how.



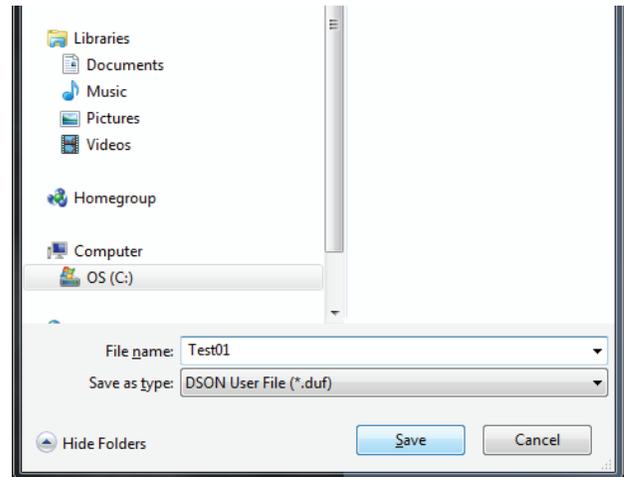
1. Create a new Sub-Folder under Shader Presets in the Content Library. Right-Click on Shader Presets, then Left-Click on Create a Sub-Folder...



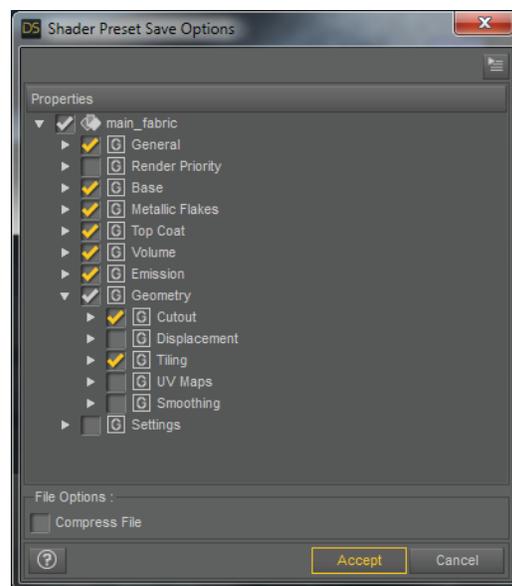
2. Give the new Sub-Folder a name. Here, I've called it My Presets. Enter the name and click OK.



3. Have your surface selected before starting this step. Click on your new folder. Then, click on the + at the bottom of the Content Library screen. That pops up a menu, then click on Shader Preset...



4. You are then asked for a name to call your new shader preset. Here I've called mine Test01. Enter the name and click Save.



5. You are then given the option of which parts of the shader preset to save. You can click the little triangles to expand the views. Look at the image above for the options you should uncheck. Hit the Accept button. You should now have a new Shader Preset in your new folder.

If You Own Pd Iray Shader Kit 2

Good news! You can use the following presets from Pd Iray Shader Kit 2 with this product:

- Base Shaders (KEEP IMAGES)
- Bump Maps
- Bump Strength
- Base Colors
- All Metallic Presets
- Pattern Cutouts

Final Notes

Keep in mind, you can flip back and forth between the different bump maps, bump strengths, base colors, and pattern presets. You don't have to use the product in the order it's laid out. Just be sure to apply a Base Shader first.

Happy Rendering!

If you ever have questions, feel free to send me a message through the Daz Forums.

Janet

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