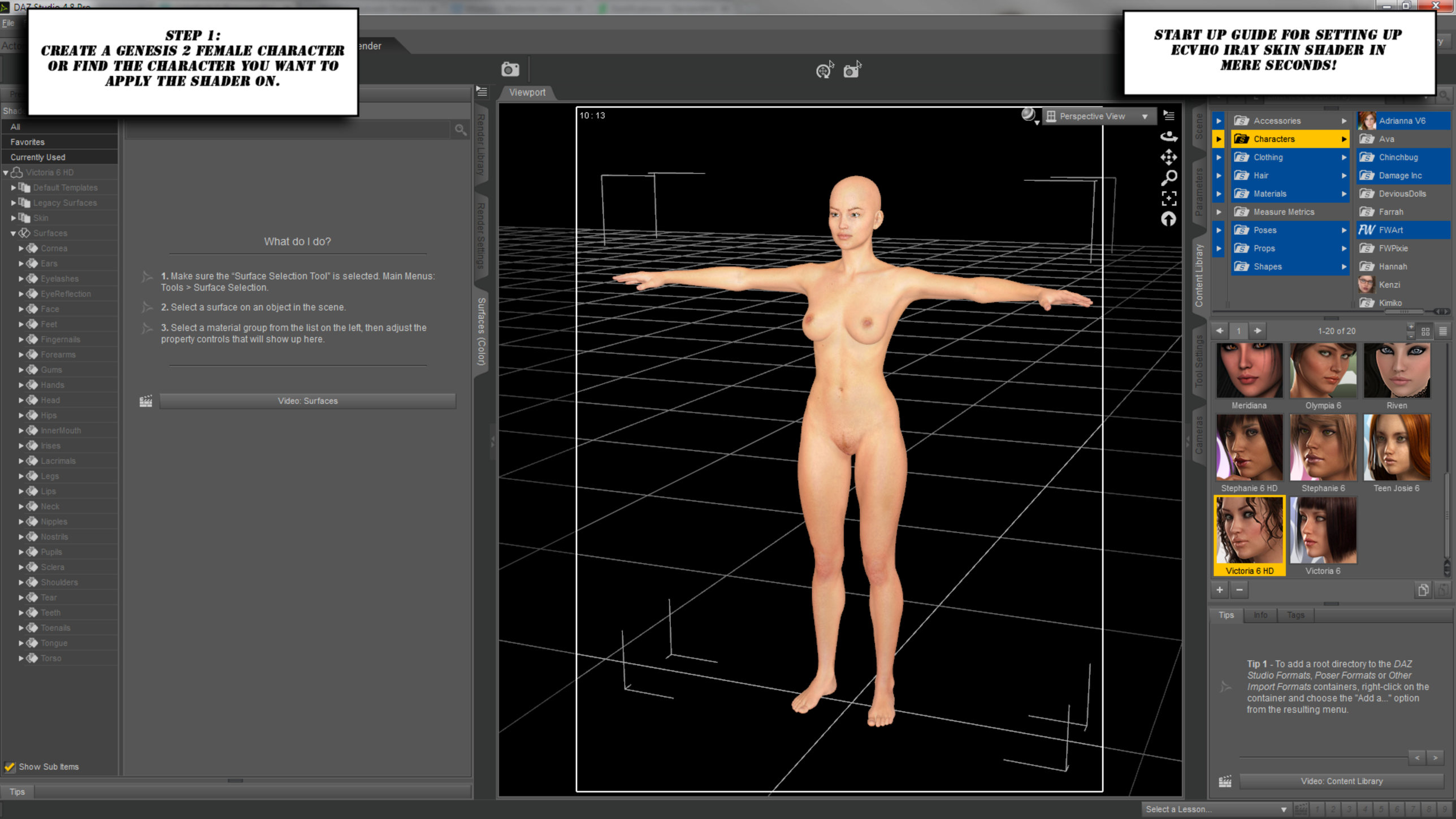
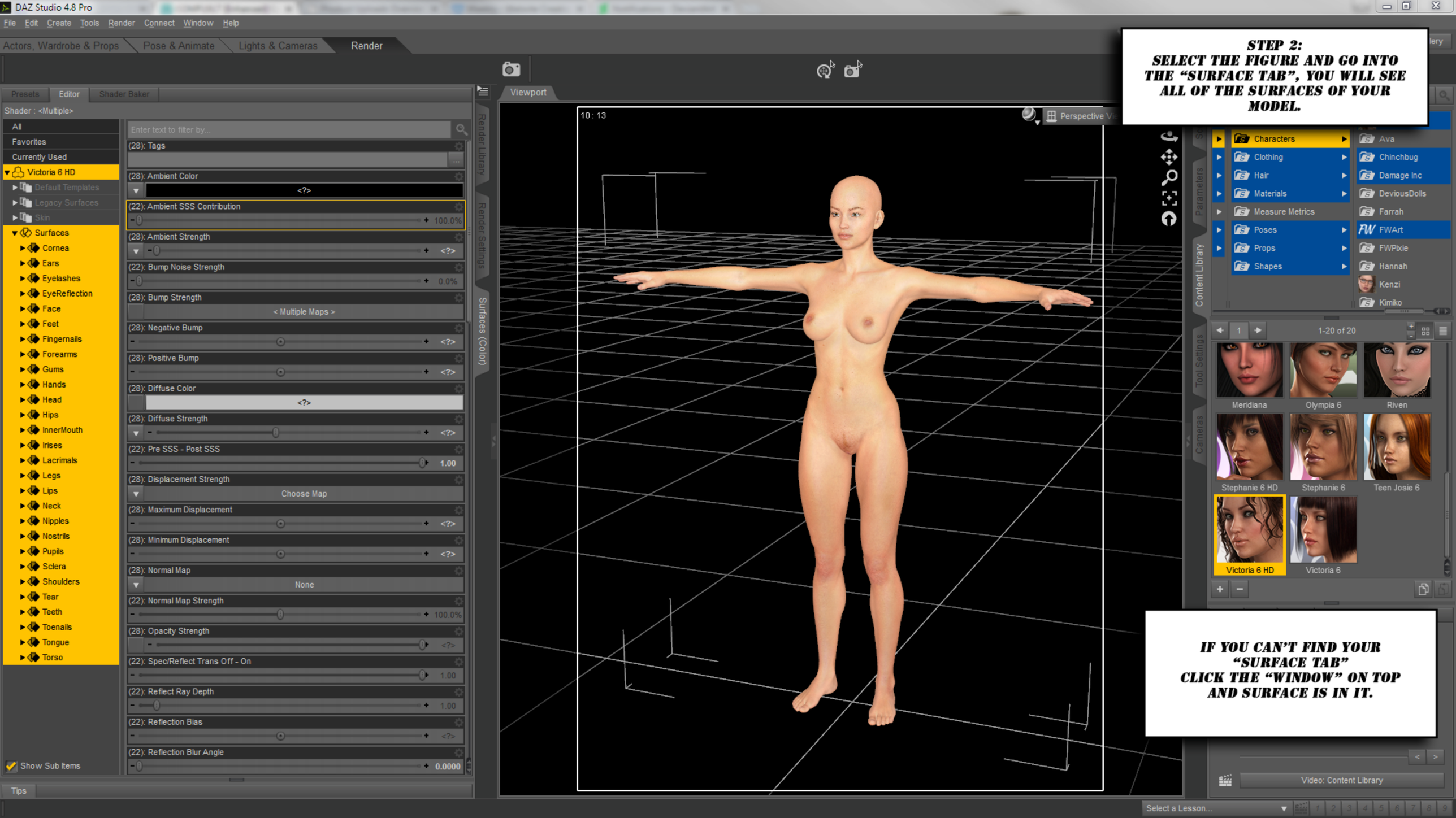
STEP 1:
CREATE A GENESIS 2 FEMALE CHARACTER OR FIND THE CHARACTER YOU WANT TO APPLY THE SHADER ON.

START UP GUIDE FOR SETTING UP ECVHO IRAY SKIN SHADER IN MERE SECONDS!




DAZ Studio 4.8 Pro
File Edit Create Tools Render Connect Window Help
Actors, Wardrobe & Props
Pose & Animate
Lights & Cameras
Render
STEP 2:
SELECT THE FIGURE AND GO INTO THE "SURFACE TAB", YOU WILL SEE ALL OF THE SURFACES OF YOUR MODEL.
Presets
Editor
Shader Baker
Shader : <Multiple>
All
Favorites
Currently Used
Victoria 6 HD
Default Templates
Legacy Surfaces
Skin
Surfaces
Cornea
Ears
Eyelashes
EyeReflection
Face
Feet
Fingernails
Forearms
Gums
Hands
Head
Hips
InnerMouth
Irises
Lacrimals
Legs
Lips
Neck
Nipples
Nostrils
Pupils
Sclera
Shoulders
Tear
Teeth
Toenails
Tongue
Torso
Show Sub Items
Enter text to filter by...
(28): Tags
(28): Ambient Color
(22): Ambient SSS Contribution
(28): Ambient Strength
(22): Bump Noise Strength
(28): Bump Strength
< Multiple Maps >
(28): Negative Bump
(28): Positive Bump
(28): Diffuse Color
(28): Diffuse Strength
(22): Pre SSS - Post SSS
(28): Displacement Strength
Choose Map
(28): Maximum Displacement
(28): Minimum Displacement
(28): Normal Map
None
(22): Normal Map Strength
(28): Opacity Strength
(22): Spec/Reflect Trans Off - On
(22): Reflect Ray Depth
(22): Reflection Bias
(22): Reflection Blur Angle
Viewport
10 : 13
Perspective
Render Library
Render Settings
Surfaces (Color)
Parameters
Content Library
Tool Settings
Cameras
Characters
Clothing
Hair
Materials
Measure Metrics
Poses
Props
Shapes
Ava
Chinchbug
Damage Inc
DeviousDolls
Farrah
FWArt
FWPixie
Hannah
Kenzi
Kimiko
1-20 of 20
Meridiana
Olympia 6
Riven
Stephanie 6 HD
Stephanie 6
Teen Josie 6
Victoria 6 HD
Victoria 6
IF YOU CAN'T FIND YOUR "SURFACE TAB" CLICK THE "WINDOW" ON TOP AND SURFACE IS IN IT.
Video: Content Library
Tips
Select a Lesson...

DAZ Studio 4.8 Pro

File Edit Create Tools Render Connect Window Help

Actors, Wardrobe & Props | Pose & Animate | Lights & Cameras | Render

DAZ 3D | Home | My Account | My

Presets | Editor | Shader Baker

Shader : AoA_Subsurface

All
Favorites
Currently Used
Victoria 6 HD
Default Templates
Legacy Surfaces
Skin
Surfaces

Enter text to filter by...

(13): Tags
(13): Ambient Color — 0 0 0
(13): Ambient SSS Contribution — 100.0%
(13): Ambient Strength — 0.0%
(13): Bump Noise Strength — 0.0%
(13): Bump Strength — 45.0%
(13): Negative Bump — -0.050
(13): Positive Bump — 0.050
(13): Diffuse Color — 255 255 255
(13): Diffuse Strength — 50.0%
(13): Pre SSS - Post SSS — 1.00
(13): Displacement Strength — Choose Map
(13): Maximum Displacement — 0.00
(13): Minimum Displacement — 0.00
(13): Normal Map — None
(13): Normal Map Strength — 100.0%
(13): Opacity Strength — 100.0%
(13): Spec/Reflect Trans Off - On — 1.00
(13): Reflect Ray Depth — 1.00
(13): Reflection Bias — 1.00
(13): Reflection Blur Angle — 0.0000

Show Sub Items

Tips

Render Library | Render Settings | Surfaces (Color)

Viewport

10 : 13

Perspective View

Scene | Parameters | Content Library | Tool Settings | Cameras

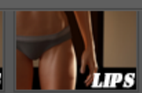
Enter text to search by...

eadme
hader Preset

EcVh0 Iray Skin Shader

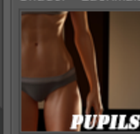
1 — 1-15 of 15

EcVh0 Iray Skin Shader - Lacrimals

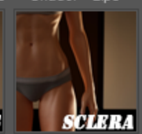


EcVh0 Iray Skin Shader - Lips

EcVh0 Iray Skin Shader - Nail

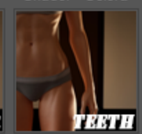


EcVh0 Iray Skin Shader - Pupils



EcVh0 Iray Skin Shader - Sclera

EcVh0 Iray Skin Shader - Skin



Tips | Info | Tags

STEP 3:
SINGLE CLICK THE "SKIN" FOR YOUR MODEL, AND LOCATE THE SHADER "SKIN" IN SHADER PRESET, DOUBLE CLICK IT.

Video: Content Library

Select a Lesson...

DAZ Studio 4.8 Pro

File Edit Create Tools Render Connect Window Help

Actors, Wardrobe & Props | Pose & Animate | Lights & Cameras | Render

NOW YOU CAN SEE THE DIFFERENCE FOR THE SKIN EVEN IN TEXTURE PREVIEW MODE.

Presets | Editor | Shader Baker

Shader: Iray Uber

All
Favorites
Currently Used
Victoria 6 HD
Default Templates
Legacy Surfaces
Skin
Surfaces
Cornea
Ears
Eyelashes
EyeReflection
Face
Feet
Fingernails
Forearms
Gums
Hands
Head
Hips
InnerMouth
Irises
Lacrimals
Legs
Lips
Neck
Nipples
Nostrils
Pupils
Sclera
Shoulders
Tear
Teeth
Toenails
Tongue
Torso

Show Sub Items

Enter text to filter by...

(13): Tags

(13): Material ID
0 0 0

(13): Base Mixing
Weighted

(13): Diffuse Weight
1.00

(13): Base Color
1.00 0.79 0.63

(13): Diffuse Roughness
0.00

(13): Translucency Weight
0.13

(13): Base Color Effect
Scatter Only

(13): Translucency Color
1.00 0.00 0.00

(13): Glossy Weight
0.12

(13): Share Glossy Inputs
On

(13): Glossy Color
1.00 1.00 1.00

(13): Glossy Color Effect
Scatter Only

(13): Glossy Roughness
0.90

(13): Glossy Anisotropy
0.47

(13): Backscattering Weight
0.00

(13): Refraction Index
1.33

(13): Refraction Weight
0.00

(13): Glossy Anisotropy Rotations
0.00

(13): Base Thin Film
180.00

(13): Base Thin Film IOR
1.20

Render Library | Render Settings | Surfaces (Color)

Viewport

10 : 13

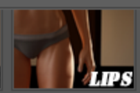
Perspective View

Parameters | Content Library | Tool Settings | Cameras

Shader Preset

1 1-15 of 15

EcVh0 Iray Skin Shader - Lacrimals



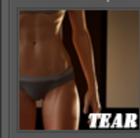
EcVh0 Iray Skin Shader - Lips

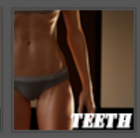
EcVh0 Iray Sk Shader - Nail

EcVh0 Iray Skin Shader - Pupils

EcVh0 Iray Skin Shader - Sclera

EcVh0 Iray Sk Shader - Skin





Tips | Info | Tags

Tip 1 - To add a root directory to the *DAZ Studio Formats*, *Poser Formats* or *Other Import Formats* containers, right-click on t container and choose the "Add a..." option from the resulting menu.

Video: Content Library

Tips

Click to display a list of predefined Views, as well as any Cameras or directional Lights currently in the scene, to view through.

Select a Lesson...

DAZ Studio 4.8 Pro

File Edit Create Tools Render Connect Window Help

Actors, Wardrobe & Props | Pose & Animate | Lights & Cameras | Render

STEP 4:
LOCATE ALL OTHER SURFACES AND APPLY ITS CORRESPONDING SHADER PRESETS.

Presets | Editor | Shader Baker

Shader : AoA_Subsurface

All
Favorites
Currently Used
Victoria 6 HD
Default Templates
Legacy Surfaces
Skin
Surfaces
Cornea
Ears
Eyelashes
EyeReflection
Face
Feet
Fingernails
Forearms
Gums
Hands
Head
Hips
InnerMouth
Irises
Lacrimals
Legs
Lips
Neck
Nipples
Nostrils
Pupils
Sclera
Shoulders
Tear
Teeth
Toenails
Tongue
Torso

Show Sub Items

Enter text to filter by...

Tags

Ambient Color: 0 0 0
Ambient SSS Contribution: 100.0%
Ambient Strength: 0.0%
Bump Noise Strength: 0.0%
Bump Strength: 20.0%
Negative Bump: -0.050
Positive Bump: 0.050
Diffuse Color: 192 192 192
Diffuse Strength: 90.0%
Pre SSS - Post SSS: 1.00
Displacement Strength: Choose Map
Maximum Displacement: 0.00
Minimum Displacement: 0.00
Normal Map: None
Normal Map Strength: 100.0%
Opacity Strength: 100.0%
Spec/Reflect Trans Off - On: 1.00
Reflect Ray Depth: 1.00
Reflection Bias: 1.00
Reflection Blur Angle: 0.0000

Render Library | Render Settings | Surfaces (Color)

Viewport

10 : 13

Perspective

Parameters | Content Library | Tool Settings | Cameras

1 | 1-15 of 15

CORNEA — EcVh0 Iray Skin Shader - Cornea
EYELASHES — EcVh0 Iray Skin Shader - Eyelashes
EcVh0 Iray Skin Shader - EyeReflection
GUM — EcVh0 Iray Skin Shader - Gum
INNER MOUTH — EcVh0 Iray Skin Shader - InnerMouth
EcVh0 Iray Skin Shader - Irise

Tips | Info | Tags

Tip 1 - To add a root directory to the *DAZ Studio Formats*, *Poser Formats* or *Other Import Formats* containers, right-click on t container and choose the "Add a..." option from the resulting menu.

Video: Content Library

Tips

Select a Lesson...

DAZ Studio 4.8 Pro

File Edit Create Tools Render Connect Window Help

Actors, Wardrobe & Props | Pose & Animate | Lights & Cameras | Render

DAZ 3D | Home | My Account

SPECIAL:
THE SHADER PRESET
"NAILS"
IS USED FOR BOTH FINGERNAILS AND TOENAILS.

Presets | Editor | Shader Baker

Shader : AoA_Subsurface

All
Favorites
Currently Used
Victoria 6 HD
Default Templates
Legacy Surfaces
Skin
Surfaces
Cornea
Ears
Eyelashes
EyeReflection
Face
Feet
Fingernails
Forearms
Gums
Hands
Head
Hips
InnerMouth
Irises
Lacrimals
Legs
Lips
Neck
Nipples
Nostrils
Pupils
Sclera
Shoulders
Tear
Teeth
Toenails
Tongue
Torso

Show Sub Items

Enter text to filter by...

(2): Tags

(2): Ambient Color — 0 0 0

(2): Ambient SSS Contribution — 100.0%

(2): Ambient Strength — 0.0%

(2): Bump Noise Strength — 0.0%

(2): Bump Strength — 45.0%

(2): Negative Bump — 0.00

(2): Positive Bump — 0.00

(2): Diffuse Color — 255 255 255

(2): Diffuse Strength — 50.0%

(2): Pre SSS - Post SSS — 1.00

(2): Displacement Strength — Choose Map

(2): Maximum Displacement — 0.00

(2): Minimum Displacement — 0.00

(2): Normal Map — None

(2): Normal Map Strength — 100.0%

(2): Opacity Strength — 100.0%

(2): Spec/Reflect Trans Off - On — 1.00

(2): Reflect Ray Depth — 1.00

(2): Reflection Bias — 1.00

(2): Reflection Blur Angle — 0.0000

Tips

Render Library | Render Settings | Surfaces (Color)

Viewport

10 : 13

Perspective View

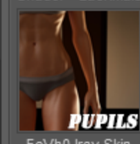
Content Library | Parameters | Tool Settings | Cameras

1 1-15 of 15

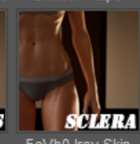
EcVh0 Iray Skin Shader - Lacrimals

EcVh0 Iray Skin Shader - Lips

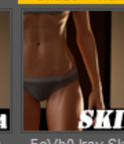
EcVh0 Iray Sk Shader - Nails



EcVh0 Iray Skin Shader - Pupils



EcVh0 Iray Skin Shader - Sclera



EcVh0 Iray Sk Shader - Ski

Tips | Info | Tags

Tip 1 - To add a root directory to the *DAZ Studio Formats*, *Poser Formats* or *Other Import Formats* containers, right-click on t container and choose the "Add a..." option from the resulting menu.

Video: Content Library

Select a Lesson...

DAZ Studio 4.8 Pro

File Edit Create Tools Render Connect Window Help

Actors, Wardrobe & Props | Pose & Animate | Lights & Cameras | Render

STEP FIVE (FINAL STEP):
AFTER APPLYING ALL THE SHADER SUCCESSFULLY AND BEFORE WE GO INTO FINAL RENDER / IRAY PREVIEW, LOCATE "RENDER SETTING" TAB AND THE "TONE MAPPING" IN THE TAB.

Presets | Editor | Advanced | Render

Engine : NVIDIA Iray | Defaults

All
Favorites
Currently Used
General
Render Mode
Progressive ...
Alpha
Optimization
Filtering
Tone Mapping
Environment

Enter text to filter by...

Tone Mapping Enable: On
Exposure Value: 12.34
Shutter Speed (1/x): 80.02
F/Stop: 8.05
Film ISO: 100.00
cm^2 Factor: 1.00
Vignetting: 0.00
White Point Scale: 1.00
White Point: 1.00 1.00 1.00
Burn Highlights Per Component: On
Burn Highlights: 0.25
Crush Blacks: 0.20
Saturation: 1.21
Gamma: 1.79

Show Sub Items

Render Library | Render Settings | Surfaces (Color)

Viewport

10 : 13

Victoria 6 HD : Abdomen 2

Parameters | Content Library | Tool Settings | Cameras

1 | 1-15 of 15

EcVh0 Iray Skin Shader - Lacrimals
EcVh0 Iray Skin Shader - Lips
EcVh0 Iray Skin Shader - Nails
EcVh0 Iray Skin Shader - Pupils
EcVh0 Iray Skin Shader - Sclera
EcVh0 Iray Skin Shader - Skin
EcVh0 Iray Skin Shader - Tear
EcVh0 Iray Skin Shader - Teeth
EcVh0 Iray Skin Shader - Tongue

Tips | Info | Tags

Tip 1 - To add a root directory to the *DAZ Studio Formats*, *Poser Formats* or *Other Import Formats* containers, right-click on t container and choose the "Add a..." option from the resulting menu.

Video: Content Library

Select a Lesson...

DAZ Studio 4.8 Pro

File Edit Create Tools Render Connect Window Help

Actors, Wardrobe & Props | Pose & Animate | Lights & Cameras | Render

Presets | Editor | Advanced | Render

Engine : NVIDIA Iray | Defaults

All
Favorites
Currently Used
General
Render Mode
Progressive ...
Alpha
Optimization
Filtering
Tone Mapping
Environment

Enter text to filter by...

Tone Mapping Enable: On
Exposure Value: 12.34
Shutter Speed (1/x): 80.02
F/Stop: 8.05
Film ISO: 100.00
cm^2 Factor: 1.00
Vignetting: 0.00
White Point Scale: 1.00
White Point: 1.00 1.00 1.00
Burn Highlights Per Component: On
Burn Highlights: 0.25
Crush Blacks: 0.20
Saturation: 1.21
Gamma: 1.79

Show Sub Items

Render Library | Render Settings | Surfaces (Color)

Viewport

10 : 13

Perspe

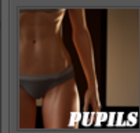
Wire Bounding Box
Solid Bounding Box
Wireframe
Hidden Line
Lit Wireframe
Wire Shaded
Smooth Shaded
Wire Texture Shaded
Texture Shaded
Cartoon Shaded
NVIDIA Iray

LOCATE THE SETTING NAMED:
"GAMMA"
AND CHANGE IT TO ANY VALUE
BETWEEN 1.5 - 1.9
WHICH IS MOST EFFECTIVE
SETTING FOR THIS SKIN SHADER

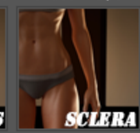
THEN GET INTO IRAY PREVIEW
TO CHECK OUT YOUR CHARACTER'S
NEW LOOK!

Content Library | Tool Settings | Cameras

1 | 1-15 of 15

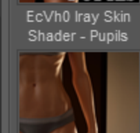


EcVh0 Iray Skin Shader - Lacrimals

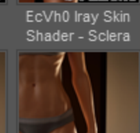


EcVh0 Iray Skin Shader - Lips

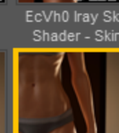
EcVh0 Iray Skin Shader - Nails

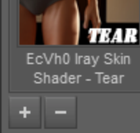


EcVh0 Iray Skin Shader - Pupils

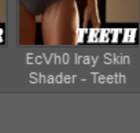


EcVh0 Iray Skin Shader - Sclera

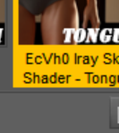

EcVh0 Iray Skin Shader - Skin



EcVh0 Iray Skin Shader - Tear



EcVh0 Iray Skin Shader - Teeth


EcVh0 Iray Skin Shader - Tongue

Tips | Info | Tags

Tip 1 - To add a root directory to the *DAZ Studio Formats*, *Poser Formats* or *Other Import Formats* containers, right-click on t container and choose the "Add a..." option from the resulting menu.

Video: Content Library

Click to display the list of DrawStyle options for the current Viewport.

Select a Lesson...