UBER +

Silky & Sheer
Silk, Spandex, and Nylon Shaders
for Daz Studio Iray

USER GUIDE

Welcome to the newest volume of Uber+, Silky and Sheer – a package of not only physically correct Silk, Spandex, and Nylon – but shaders that are also designed with an eye towards the Artists who use them and the works they create. From Sci-Fi to Pinups, these unique looks can find a home in your artistic visions.

Basic Application of Shaders:

To apply any of the shaders in the package you must first have the node/item selected from the scene hierarchy tab, or by using one of the selection tools. The Surfaces tab must also be open and selected and the surfaces that you wish to shade selected there. Then you can apply the shader through the Content Tab or from the Surfaces Tab.

For quick selection and application, I use the select surfaces tool, as that automatically selects the item in the scene hierarchy and the surfaces tab!

Modifiers/Extras:

New to the Uber + Line are Extras and Universal Modifiers. Extras apply to the material subset that they are labeled for (Silk extras will have Silk in the title) – These might add or modify shine characteristics or the weave of the Nylons for Example

Universal Modifiers are designed to work with every shader in the package! The UM's for this set are: Lace, Sheer, & Weave

UM's are Stacking with other UM's as well as Extras!

Colors:

Don't feel locked into the colors that I have set up! If you need a specific color, it's an easy modification to make what you need from the bases or colors I have included.

Silk: Both Silk sets use a Base Color, Glossy Color, and Backscattering Color – Base is mid range, Glossy is a lighter and less saturated color version of the base, and the Backscatter Color is a VERY dark version of the Base.
Nylons: Base Color & Glossy Color (Should be a lighter and less saturated color then Base)
Spandex: Glossy Color & Backscatter Color – Backscatter should be a darker version of Base. For the Metallic Spandex you will also need a Metallic Flakes Color as well. This should be the primary color you are going for.

Utility:

The base tile for every shader is 6 by 6 – I have found that this is a good starting point for most clothing items, props, and even figures. If the shader appears to fine or small on your item, use the utility shaders to adjust the tiles lower. If the shader appears to large then shift the tiling higher.

I have also included a hide/show shader to make an element not render if you need to remove a layer or some element you don't need.

Use with Geo-Shells:

As seen in some of the promotional images, these work great on GeoShells of figures. Now there will always be seams and scale differences between the different map areas. However if you set the Arm map to 2x2 tile, and leave the rest at 6x6 it blends in very well!