

You need to own the Iray Layered Fabric System for this bundle to work, both this bundle and the IRLF original bundle must be installed in the same library.

1 - Select the object you wish to add the surface preset to. IT IS VITAL THAT WHEN USING ANY OF THE PRESETS OR PREMADE SHADERS IN THIS BUNDLE THE ITEM IS SELECTED AND THE SURFACE YOU WISH TO APPLY THE SHADER TOO IS SELECTED IN THE SHADER PANE AND SCENE PANE FAILURE TO DO THIS WILL MEAN THE PRESET WON'T WORK

2 - Apply the ILFS base shader from the original bundle - your object will show as white in the Iray preview

3 - If you are applying a premade shader do so now making sure your surface is selected.

4- If you are working on your own fabric shader add a base colour and texture from the base pack or the tweed base from the toolkit. Use the base utility presets to determine the scale of the weave .

5 - Add a base colour from the base colour selection or in the shader tab.

6 -.Activate the Colour pattern layer - your object will again turn white in the iray preview. This is normal.

7 - Add a colour pattern design and colour from the selection in either the tool kit or the original ILFS Bundle. Adjust using the Colour Pattern Layer Utility settings for scale, and strength in the original ILFS bundle settings.

8 -. Activate the Pattern Overlay layer - your object will again turn white in the iray preview. This is normal.

7 - Add a Pattern Overlay Layer design and colour from the selection in either the tool kit or the original ILFS Bundle. Adjust using the Colour Pattern Layer Utility settings for scale, and strength in the original ILFS bundle settings.

9 -.Activate the Wear and Tear layer - your object will again turn white in the iray preview. This is normal.

7 - Add a Wear and Tear design and colour from the selection in either the tool kit or the original ILFS Bundle. Adjust using the Colour Pattern Layer Utility settings for scale, and strength in the original ILFS bundle settings. If you are using the edge patterns you will need to use the scale utility settings in the Tool Kit bundle for them - though they are designed not to need too much scaling in most cases.

You can choose to deactivate any layers at any time to remove a pattern.

If you want to deactivate the transparency for a tucker cloth you can do so using the utilities in the original bundle for the specific weave 1,2 or 3. (this is not available for the Net,Lace, Tweed or Knit settings)

You can manually alter any of the settings, or colours in your shader tab to create even more looks and fabrics.

It is also possible to add your own maps to the shader layers in the surfaces tab (diffuse specular and normal/bump maps). If you wish to do this for mapped items you'll need to set that layers tiling to 1x1 - this is a bit more advanced and will appeal to the more experienced user but it does mean you can actually use the base settings of this set with existing mapped textures