DG Brocade and Satin Shader Presets for DAZ Studio Iray User's Guide by DestinysGarden

Brocade and Satin uses Iray Uber as a base for the shader presets. It is easy to use. Apply the shader to the surfaces in your scene as you would any other shader/preset. First have the object(s) selected in the scene tab, and also the desired surfaces need to be selected in the surfaces tab.

There are 46 full **!Presets** included as a one click option, or as a starting point for further customization. They feature all new lace maps created specifically for this shader set. Using any one of these presets first will remove any texture maps that may have loaded onto your item by default. Every aspect of the preset surface may then be modified to suit your needs by using the included Colors, Lace Maps, Make it Lace and tiling preset options.
The **Colors** presets will only change color values in the diffuse and specular channels. They will not erase any previously set image map.

Lace Maps presets will load image maps in the Glossy Weight, Base Bump, Metallic Flakes Weight, Reflectivity, and Top Coat Weight. They will remove any image map in the Diffuse channel as well.

Make it Lace is exactly like the Lace Maps above, except the lace image is also inserted into the Opacity Channel, instantly changing any surface to transparent lace.

The Colors, Lace Maps, Make it Lace and Tile presets are meant to be interchangeable. They will only modify one aspect of the surface and will not change anything else on the surface. This makes it easy to switch the color of the fabric, the pattern of the lace, or the amount of tiling without affecting any other previously set parameter.
For best results, use one of the 46 full presets first, or if you prefer to build your surface from the ground up, there are some helpful utilities included in the "Tile and Utilities" folder.

!Lace Opacity Off - will remove the lace image from the opacity channel only, leaving it intact in the other channels. Using this will produce the two tone overlay effect.

!Maps Blank - will put a white image map in the Glossy Weight, Base Bump, Metallic Flakes Weight, Reflectivity, and Top Coat Weight. It is important to have an image map of some kind in these channels so that the respective parameter sliders do not get hidden. It will not change any existing color settings. It will also leave intact image maps in all other channels not listed above, such as Opacity Cutout, or Base Color. The functionality of this utility is to revert one of the full presets in this shader package from the brocade pattern, back to a solid color. If it is undesired to have stray image maps on the surface, it is suggested to start with one of the full presets, or use the **!Zero All Maps** utility.

!Zero All Maps – will completely remove all images from every channel that has one. Some parameters and dials may be hidden if there is no image map present in the respective weight channel.

There are many tiling presets included for ease of use. Of course the amount of tiling may also be changed manually in the surface tab. Tile 1 is very large, with the whole base image spread across the entire surface. Tile 50 is very small, with 50 repeats of the base image across the entire surface. For most items, tiling at a rate of 5-20 works best, but this is all very dependent on the scale of the item's UV map and the desired look of the finished render.

Rendering Tips: These shaders are very specular, so don't be afraid if what you see in the preview doesn't look like the thumbnail. You have to render to see the full effect. For a quick preview use the NVIDIA Iray view in the Draw Style Options Menu, located by the camera tab in the preview viewport. These shader presets are very sensitive to light, and you may get wildly different results in your renders depending on the type and amount of lights used in your scene. All promos and thumbnails were created with InaneGlory's Photo Studio Iray light set, which utilizes mesh lights and the Iray Emissive shader.

I hope you enjoy using DG Brocade and Satin Shader Presets for DAZ Studio Iray. Please do not hesitate to contact DestinysGarden by private message in the DAZ3d forum if you have questions or concerns.