USER GUIDE

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PARQUET FLOORS
for DAZ Studio

This is a quick guide on how to use shader presets in DAZ Studio and how to get the best out of the 'Parquet Floors for DAZ Studio' shaders set.

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Installation Notes

For a guide on installing the presets in DS4 see the article 'Content Configuration in DAZ Studio 4' which is in the DAZ Documentation Center:

http://docs.daz3d.com/doku.php/artzone/pub/software/dazcontentconfiguration#configure_ preferences_in_daz_studio

Applying shader presets in DAZ Studio is very easy and involves only a few clicks. They can be applied to a simple plane primitive or flattened cube for an instant floor, or applied to   prop where the floor has it's own separate texture. Examples of how to do both is included in this guide. Your DAZ Studio interface layout may be different to that shown in the screen shots, but the steps will be the same.

These shaders are compatable with any version of DAZ Studio using the .dsa file format. All the shaders are made using 1024x1024 textures and come with bump maps.

The texture files supplied may only be used as part of these DAZ Studio shaders, and may not be used separately as an artist's resource, in or as part of texture collections, a new product, or in any other re-packaging.

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Section 1 - How to apply shader presets in DAZ Studio

1. Applying the shader presets to a plane primitive

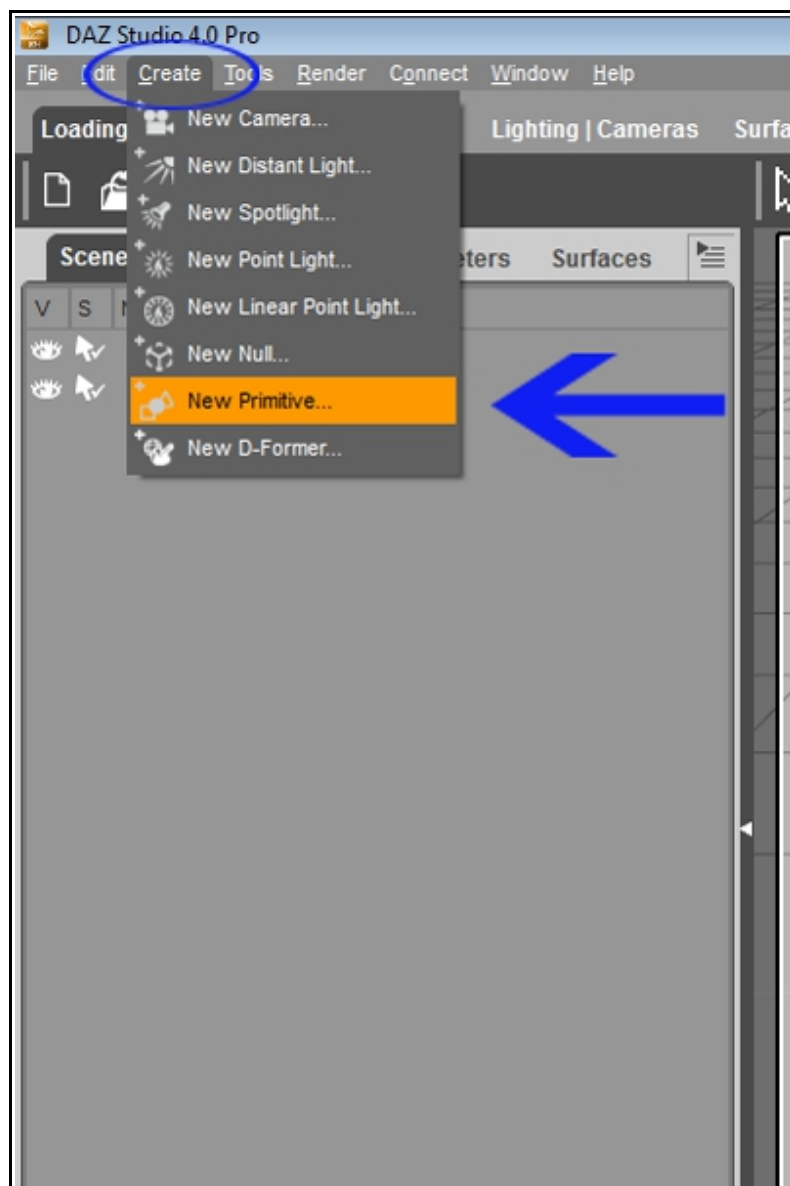   1.1 Go to **Create>New Primitive>** and then select the plane primitive:

Image 1
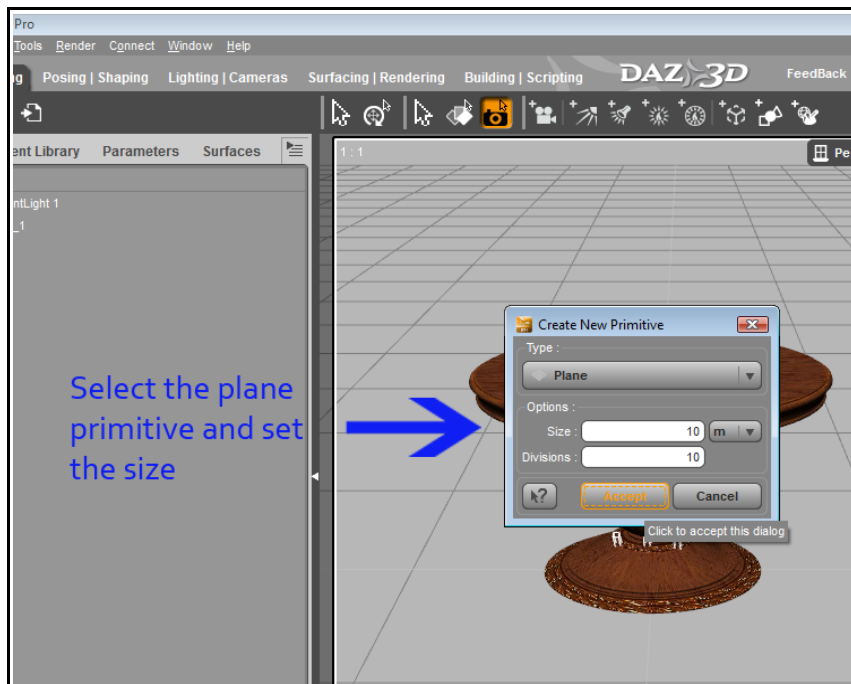
Image 2

1.2 Select the object in the **Scene** tab:
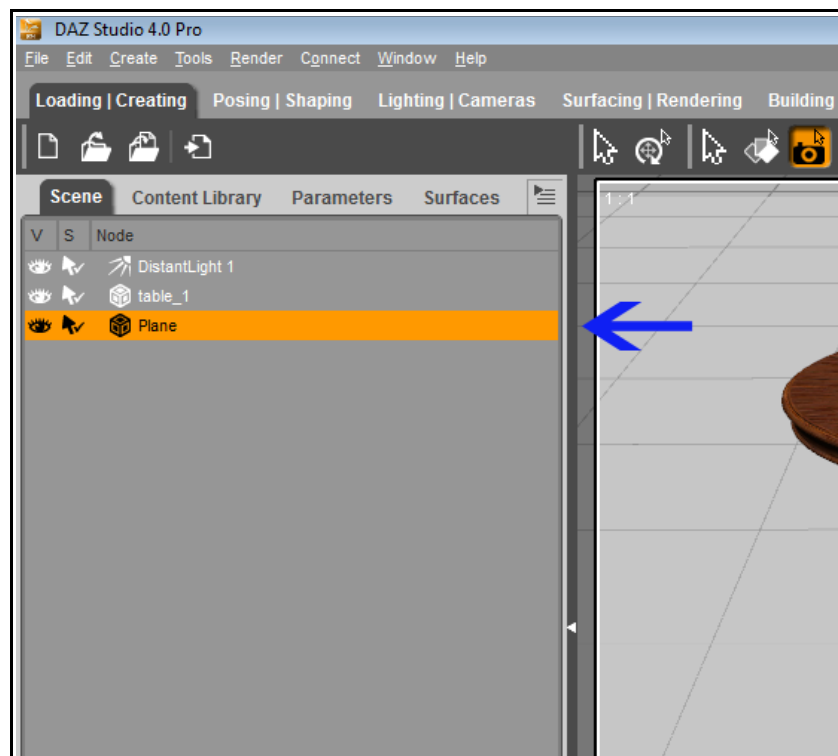
Image 3

1.3 Select the object's surface in the '**Editor**' section of the **Surfaces** tab:
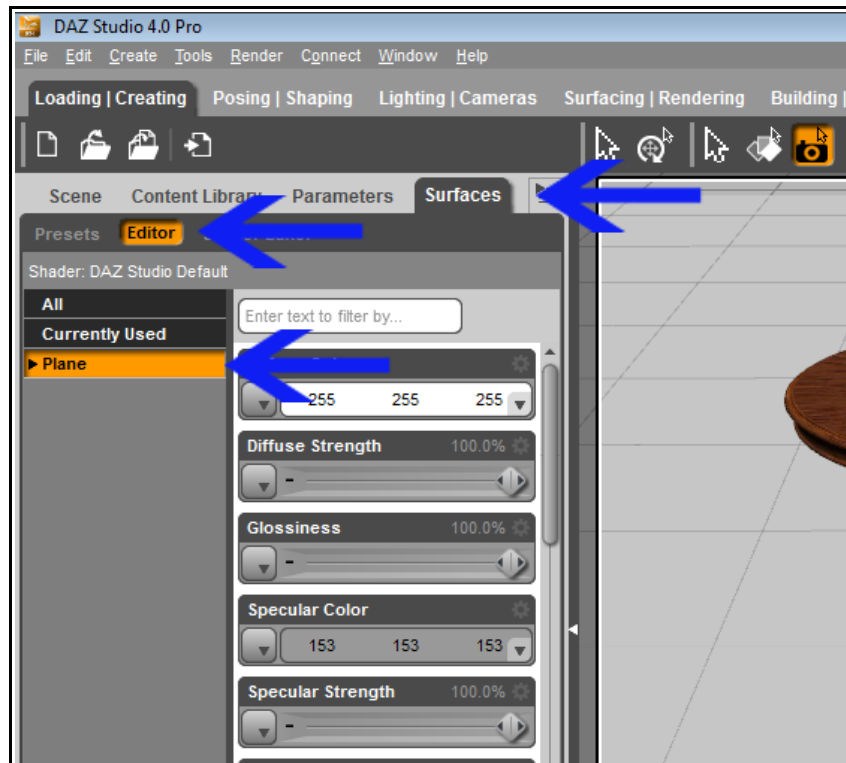
Image 4

1.4 Next go to the **Contents Library** tab and Locate the Eva1 Parquet Floor shaders - double click on the shader you wish to apply.
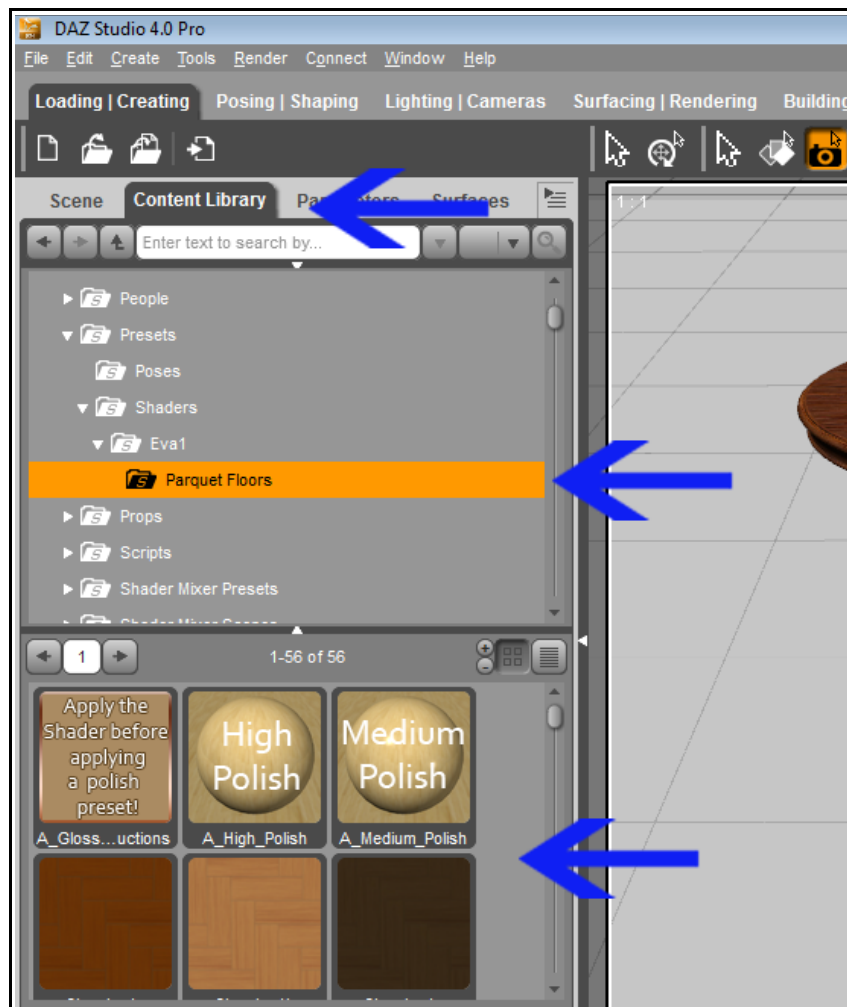

Image 5

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You should now see the shader applied to the plane :
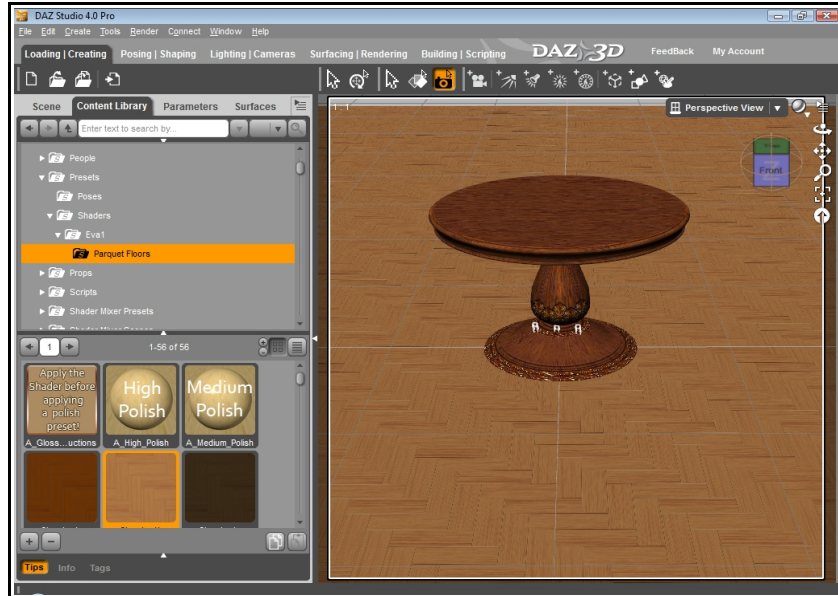
Image 6

You can apply one of the alternative polish presets to give the surface a more polished look, or apply one of the alternative tile size presets to make the shader tiling smaller or larger to suite your scene. Ensure the floor object and surface are still selected and a shader applied as described in steps 1.2 -1.4 above *before* you apply these. The following image shows a render of the tutorial scene using the High Polish preset applied to the plane used in steps1.2-1.4, and also the tile size preset 10x10:

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Image 7

2. Applying shaders to a prop floor
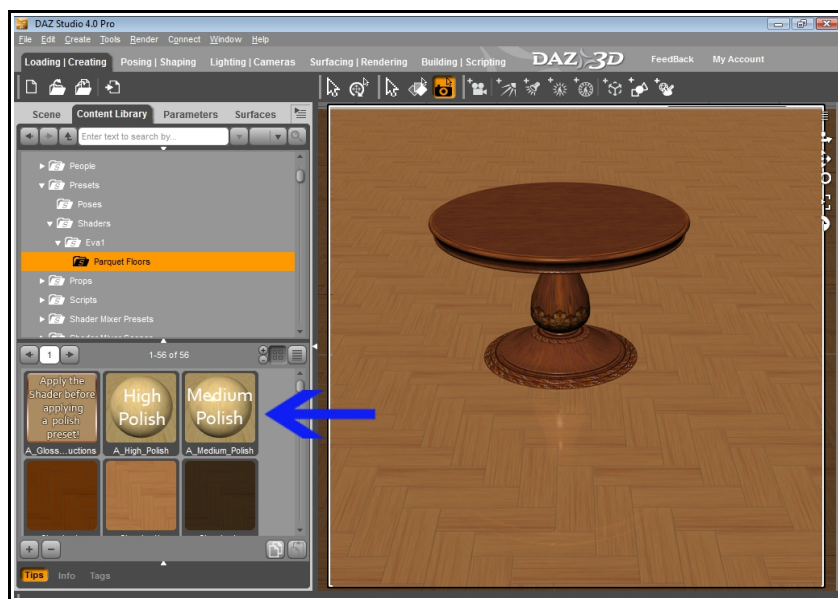
If you already have a prop that you want to use, which contains a floor with it's own texture, you can apply one of the parquet shaders to the floor to get a new look:

2.1 Select the object the **Scene** tab as shown in step 1.2.

2.2 Select the object surface in the **Surfaces** tab. You may need to click the arrow below the main prop name to reveal the various surfaces the prop has, including the floor. In the example image below (Image 8) DAZ 3D's Dream Home Great Room is used, which includes a floor surface with it's own texture. Shader preset Classic_8a will be applied to the floor in the next step, instead of using the default floor prop texture.

2.3 Select the parquet shader you wish to apply in the **Contents** tab as shown in step 1.4, and you should see the shader applied to the floor prop:
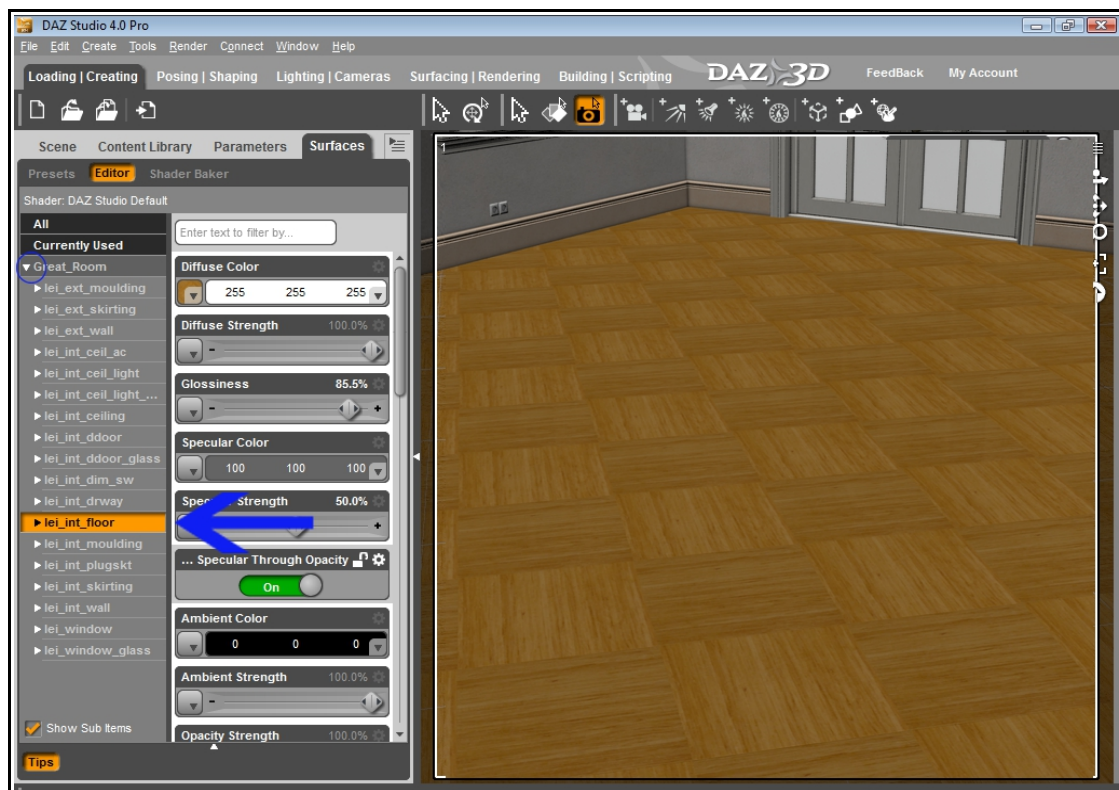

Image 8

Depending on the shader design selected you may wish to rotate the floor so that the pattern goes in a certain direction. To do this ensure the floor plane is selected

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in the **Scene** tab. Then go to the **Parameters** tab and use the Y-Rotate control to rotate the floor as needed.

Section 2 - How to manually adjust the shader settings

1. How to manually change the tile size

The shaders have been created with default values of between 7 and 10 tile units to suite a floor plane of 10 units x 10 units in size. Depending on the size of your plane or floor object you may want to increase or decrease the tile size to suite your scene. This is easy to do:
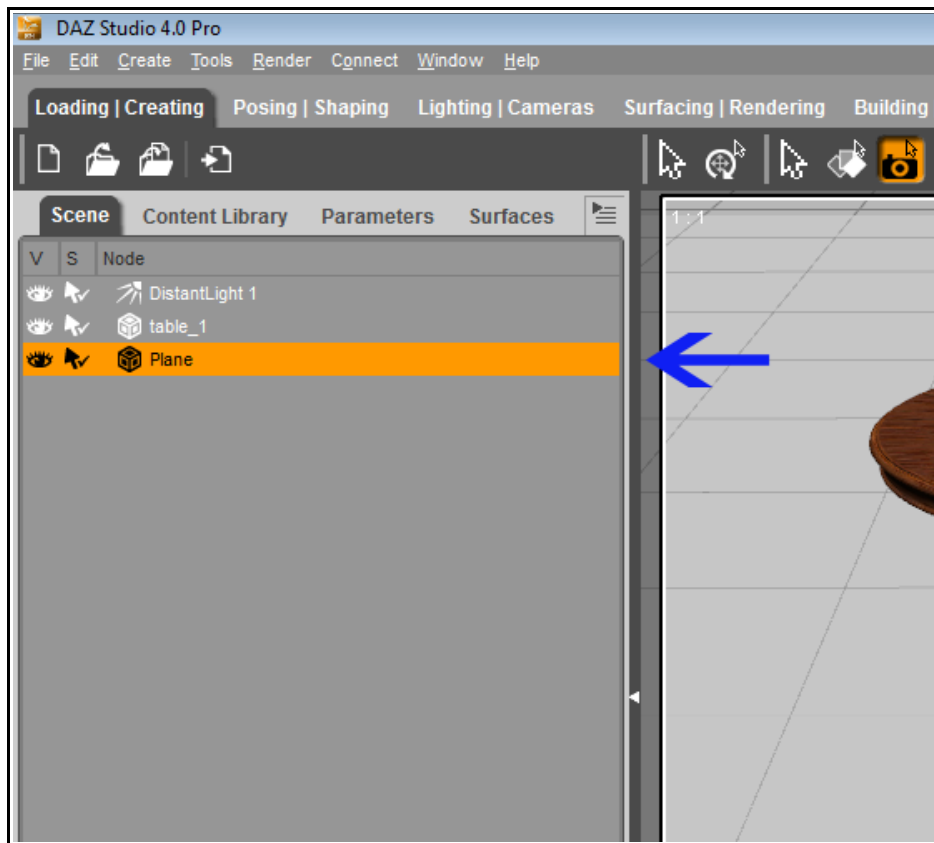
1.1 Select the object in the **Scene** tab

Image 9

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1.2 Go to the **Surfaces** tab. Scroll down through the various settings and find setting 'Horizontal Tiles'. Increase or decrease the value. Do the same for 'Vertical Tiles'. The shader designs are square in ratio so it's best to keep the values for both horizontal and vertical tiles the same to avoid the designs looking skewed.
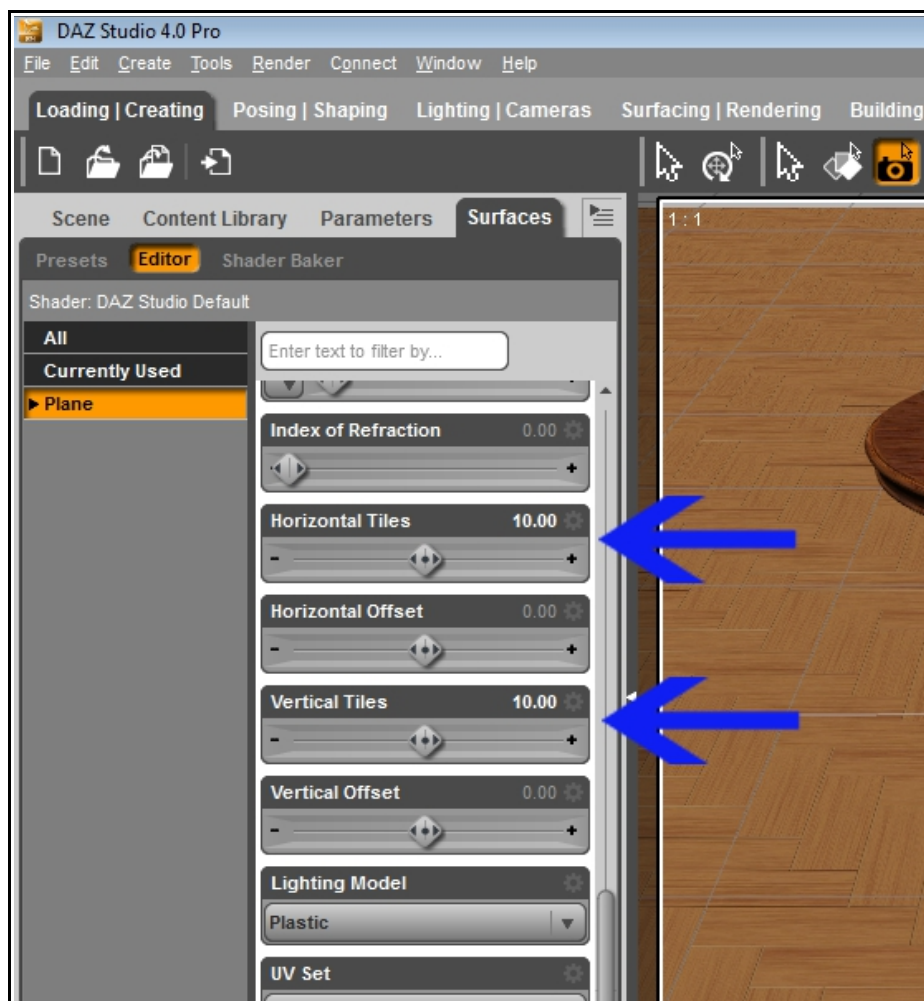

Image 10

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2. How to manually adjust the shaders to give a more polished appearance

The shaders have been made with surface settings which give a slight sheen effect. To make them have a more polished looking, reflective appearance do the following steps:

2.1. Select the object in the **Scene** tab and the surface in the **Surfaces** tab using the same steps as in section 1.

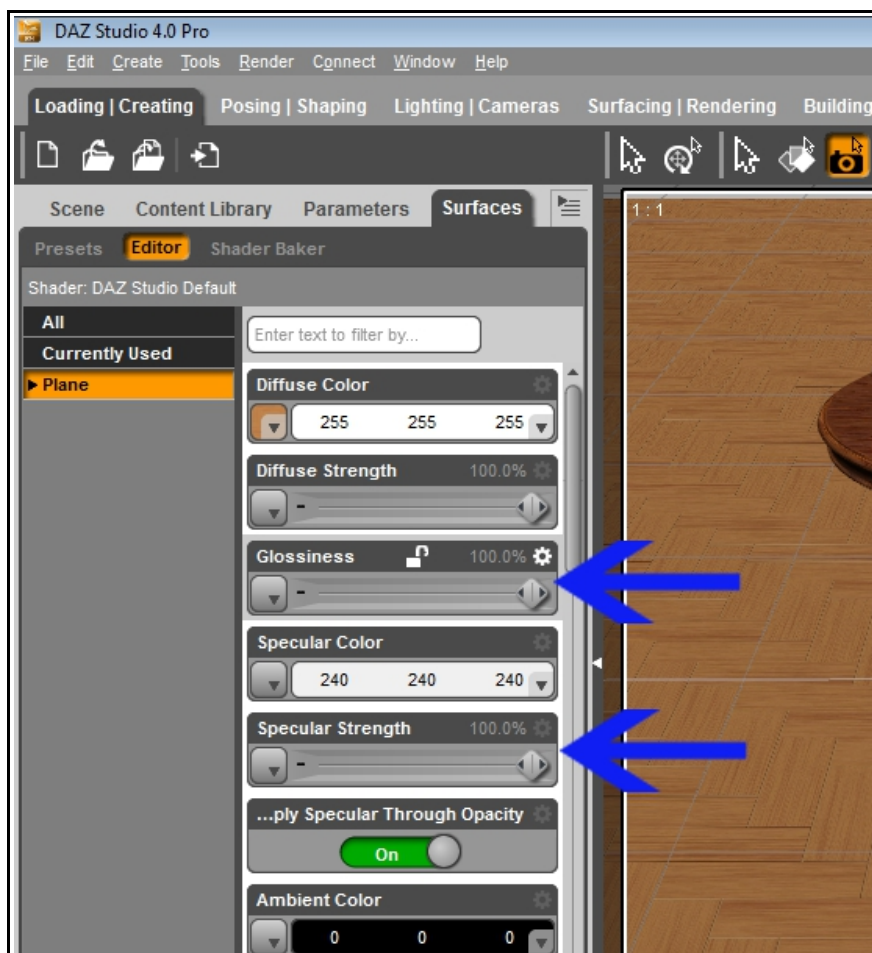2.2 Increase the following settings:
- Glossiness
- Specular Strength

Image 11

You can also experiment with increasing the Specular Color value (i.e. making it

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lighter) or changing the Lighting Model setting from 'Plastic' to 'Glossy(Plastic)'.

Section 3 - Notes on DAZ Studio scene lighting

As with any shaders or textures, the lighting in your scene will have an effect on how the texture appears. Diffusion and Ambience settings in the **Surfaces** tab may need to be adjusted accordingly.

When using IBL/UberEnvironment lighting, additional lights may be required to bring out object specularity as this kind of lighting can reduce specularity effects.

Appendix I – Shaders and Links

Other Shader Presets available for DAZ Studio

You can find more shader presets created by Eva1 at Eva1s DAZ 3D store

http://www.daz3d.com/shop/eva1/

- Wood Shaders for DAZ Studio:

http://www.daz3d.com/shop/wood-shaders-for-daz-studio/

20 versatile shader presets for DAZ Studio. The pack consists of a variety of shaders from light to dark wood shades, and smooth to rough textured. As all the textures are seamless they are ideal for use on a variety of objects and surfaces.

- Floor and Wall Shaders for DAZ Studio:

http://www.daz3d.com/shop/floor-and-wall-shaders-for-daz-studio/

This pack of shader presets includes a variety of surface types from stone to marble effects in a range of different tile designs, perfect for both indoor and outdoor environments. Each versatile design is suitable for either a wall or floor covering.

Also in Eva1's store are preset materials for DAZ3d's Bryce software.

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Links

- DAZ 3D http://www.daz3d.com/shop/
- DAZ 3DCommunity http://www.daz3d.com/community/

Have fun with your shaders!