Urban Environment Shaders
50 Presets for DAZ Studio

USER GUIDE

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Urban Environment Preset Shaders
for DAZ Studio

This is a quick guide on how to use shaders presets in DAZ Studio and how to get the best out of Urban Environment Preset Shaders for DAZ Studio shaders.

Table of Contents

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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 can be found in the DAZ Documentation Center:

http://docs.daz3d.com/doku.php/artzone/pub/software/dazcontentconfiguration#configure_%20preferences_in_daz_studio

Included in this product are shaders in both .dsa file format and .duf format. All the shaders are made using 1024x1024 textures and come with bump maps, and most with displacement maps also.

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. All textures supplied are copyright of Eva1.

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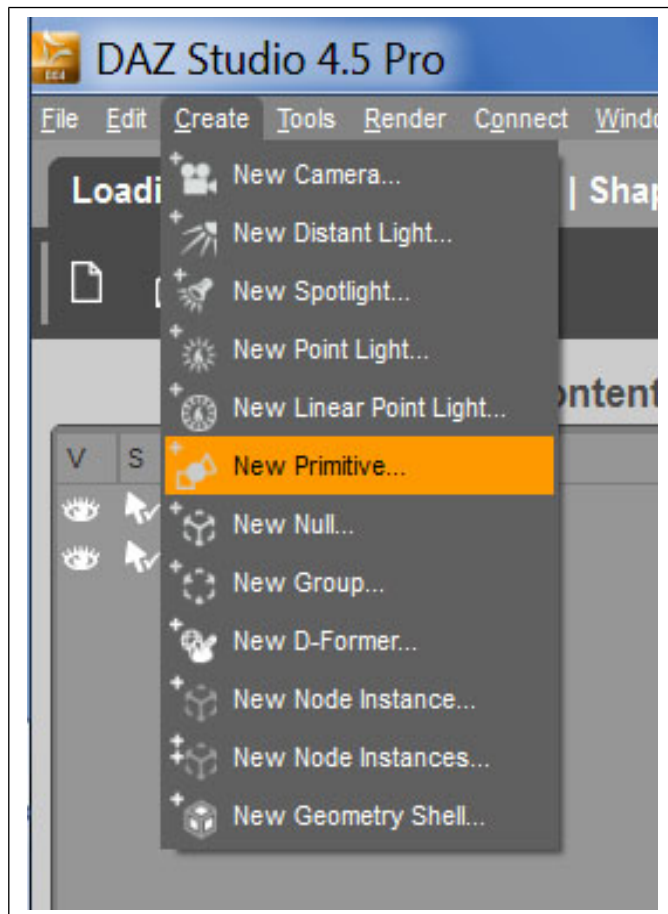# How to apply shader presets in DAZ Studio

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, a resized cube for a wall, or applied to prop which already comes
with a texture to give it a new look for your scene.

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.

1. Applying a shader preset to a primitive

In this example a shader will be applied to a plane primitive. The steps will apply
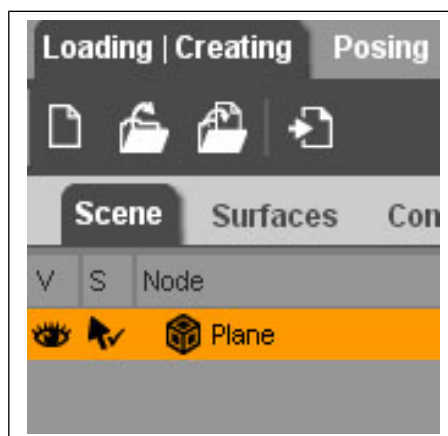to any primitive shape selected.

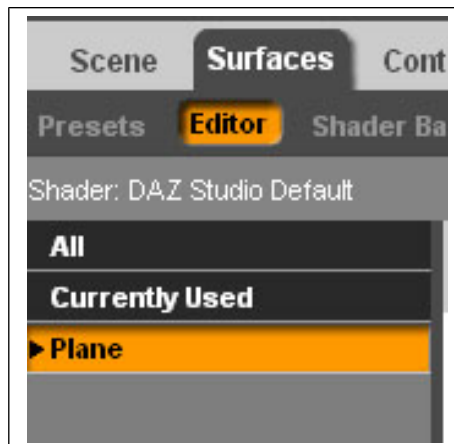**1.1** Go to **Create>New Primitive>**

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1.2 In the **Create New Primitive** window that appears select Plane from the Type dropdown, and set the **size/divisions** as required.

1.3 Select the object in the **Scene** tab.

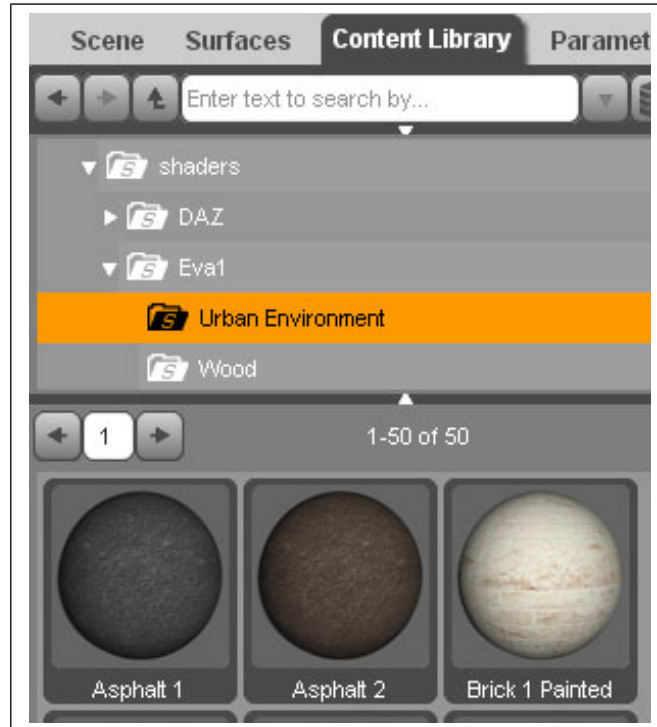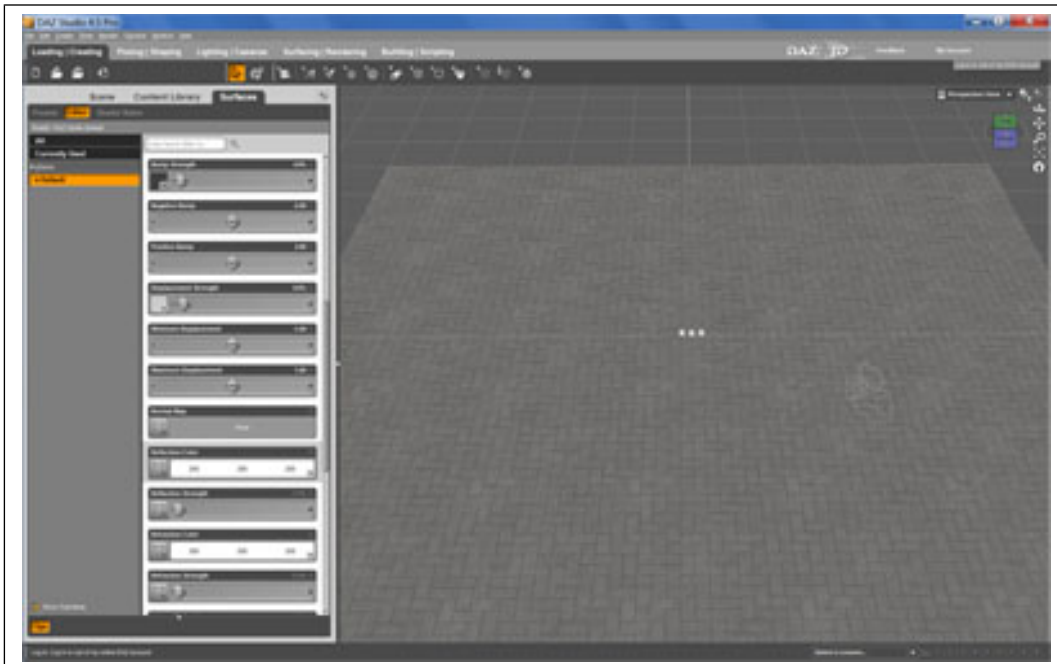**1.4** Next select the object's surface in the Editor section of the **Surfaces** tab.

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1.5 Now go to the **Content Library** tab and locate the Eva1' Urban Environment' shaders - double click on the thumbnail image of the shader you wish to apply.

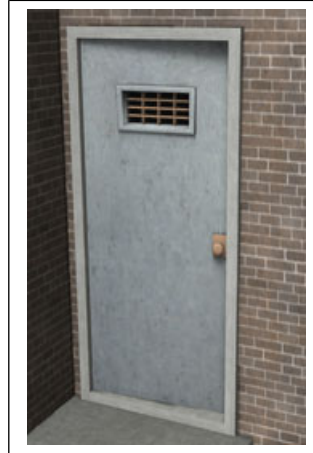You should now see the shader applied to the plane:

You can resize the primitive by ensuring the object is selected in the **Scene** tab, and then going to the **Parameters** tab and increasing or decreasing the Scale setting.
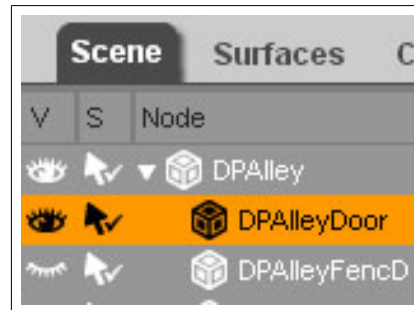
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2. Applying shaders to a prop

If you already have a prop that you want to use, which comes with a texture, you can apply one of the Urban Environment shaders to get a new look:

2.1 Load the prop into the scene. For this example Stonemason's 'Dark Places: Back Alley 2K9' prop is used.
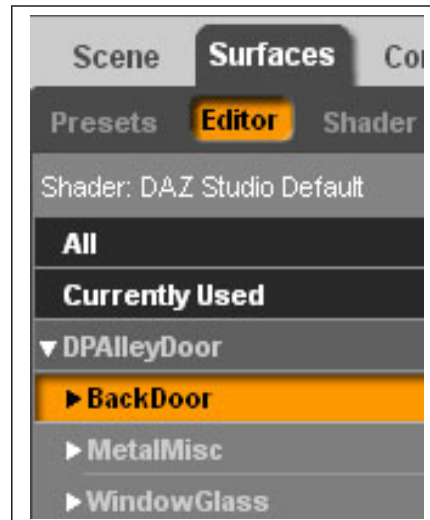
2.2 Select the object the **Scene** tab.

2.3 Now select the object surface in the **Surfaces** tab.
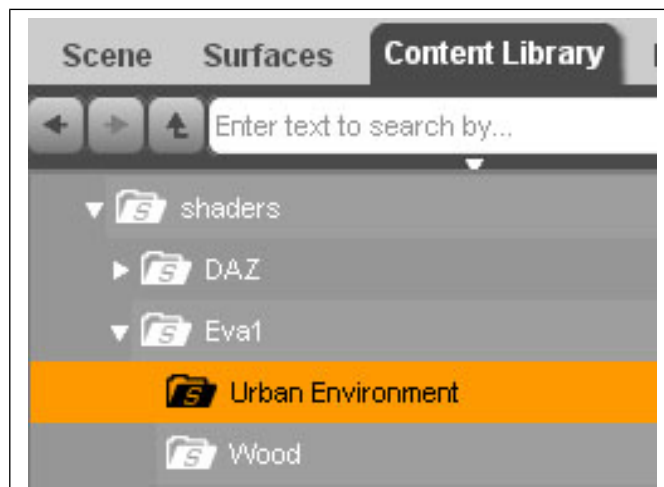
You may need to click the arrow next to the main prop name (DPAlleyDoor in the example shown) to reveal the various surfaces the prop has.

In the example image left, the door surface of the prop (labelled 'BackDoor') comes with its own texture in the model pack. We are going to change the texture using one of the cracked paint shaders in the 'Urban Environment' shaders pack.

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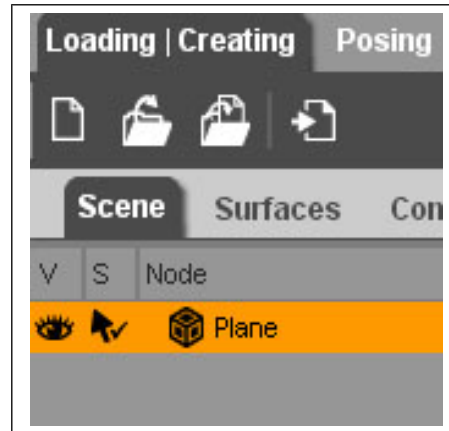**2.4** With the surface selected switch to the **Contents Library** tab and browse to the shader you wish to apply.

2.5 Double click on the shader icon of the shader you wish to apply (as in step 1.5) and you should see the texture applied to the prop.

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3. How to manually change the tile size

Depending on the size of the object you may want to increase or decrease the shader tile size from the default to suite. You can do this using one of the three optional tile size presets which are included with the shaders – just apply the shader to the object first then double click on the required tile size to change it. Or you can customize the tiling size further by adjusting it manually as follows:
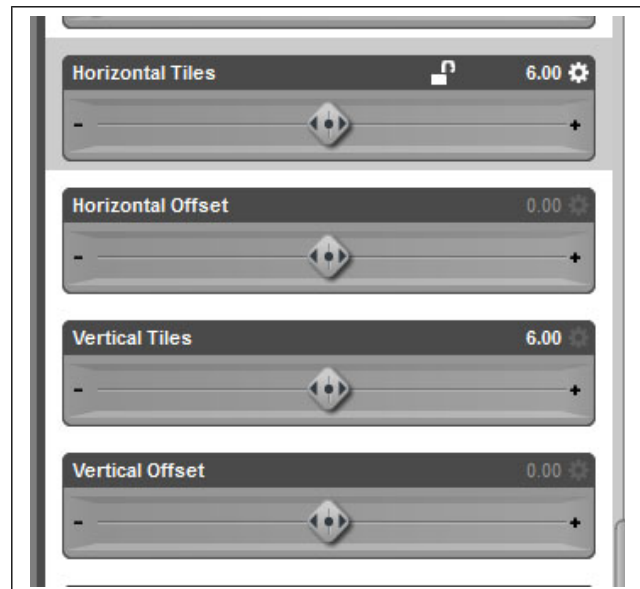
3.1 Select the object in the **Scene** tab.

3.2 Go to the **Surfaces** tab (as in step 2.3).

Scroll down through the various settings and find Horizontal Tiles. Increase or decrease the value. Do the same for Vertical Tiles.

The shader textures 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.

The offset values may help to position the texture if necessary (dependent on the shape of object the shader has been applied to).

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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.

Appendix I – Shaders and Links

Other Shader Presets available for DAZ Studio

You can find more shader presets created by Eva1 at Eva's DAZ 3D store:
http://www.daz3d.com/eva1/

• **Wood Shaders for DAZ Studio:**
http://www.daz3d.com/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/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.

• **Parquet Floor Shaders for DAZ Studio:**
http://www.daz3d.com/parquet-floors-shader-presets-for-daz-studio

This pack includes fifty preset parquet floor shaders for DAZ Studio in classic and pattern designs in various wood textures and shades to suit a variety of scenes. Also included are two additional presets to quickly and easily add a more polished look to the floor surface, and three presets to adjust the tile size. These presets have been included for ease of use, but the shader settings can also be changed manually.

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

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Links

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