DG Dual Layer Shader User's Guide

Introduction-Thank you for purchasing a DG Dual Layer Shader. This shader preset works just like most other shader presets. One very big noticeable difference is that any surface the shader is applied to will turn grey in the DAZ Studio preview window. Don't worry, you haven't done anything wrong. DG Dual Layer Shader uses two diffuse channels, and DAZ Studio/3Delight does not know how to display a preview of an object with two possible diffuse maps. Also, the limitations of shader mixer shaders comes into play.

Please note: by its nature, DG dual layer shader adds a transparency layer on any surface it is applied to. Some types of light sets may require extra render time due to the extra transparency channels.

If you have never used a shader preset before, it is dead easy. First select the object you wish to apply the shader to in your scene tab, and also make sure the object and any relevant surfaces are selected in the surfaces tab. Then just double click the preset you wish to apply. See, dead easy right?

Using DG Dual Layer Shader takes it one step further and will allow you to apply 2 separate image maps to the same surface. Each layer can be tiled independently. There is also a channel to plug in an overall transparency map that will affect the entire surface. This is particularly useful if your item has a transparency map for a window or door opening for example, and you wish to tile a brick pattern at a different scale than the rest of the of the maps.

Quick start overview-how to use DG Dual Layer Shader

Step 1: Apply a base layer. The options available for the base layer are in the Base Layer folder. If you want to use only the Base Layer without a grungy top layer, apply preset !Show Base Layer Only found in the Utility folder.

Do a test render to check the scale of the tiling. Adjust tiling as needed with the presets labeled Base Layer Tile. Tile 01 is the default and will apply the entire texture image one time across the surface. Tile 02 will apply the texture image at 50% of the original. Tile 03 is 33% of the original and so on. There are no limits set on the tiling, so if you require a tiling factor at a different rate than one given in the presets, you can adjust that value manually in the surfaces tab. (See below.)

Step 2: Apply a top layer. The options for the top layer textures are in the Top Layer folder. If you would like to see what the grungy layer looks like without using a base layer, you can apply the !Base Layer Grey preset found in the utility folder.

Again, it is recommended to do a test render to check the scale of grunge, and adjust as needed with the presets labeled Top Layer Tile found in the Utility folder.

Step 3: If your object requires a transparency map to give it the correct look, you can add it into the image channel for overall opacity strength in the Whole Surface section. (See below.)

This should get you going to effectively using the Dual Layer Shader. I tried to keep it as uncomplicated as possible. If you need to adjust any settings beyond the presets included in the Utility folder, the next section will explain the separate parts of the shader.

DG Dual Layer Shader parts:
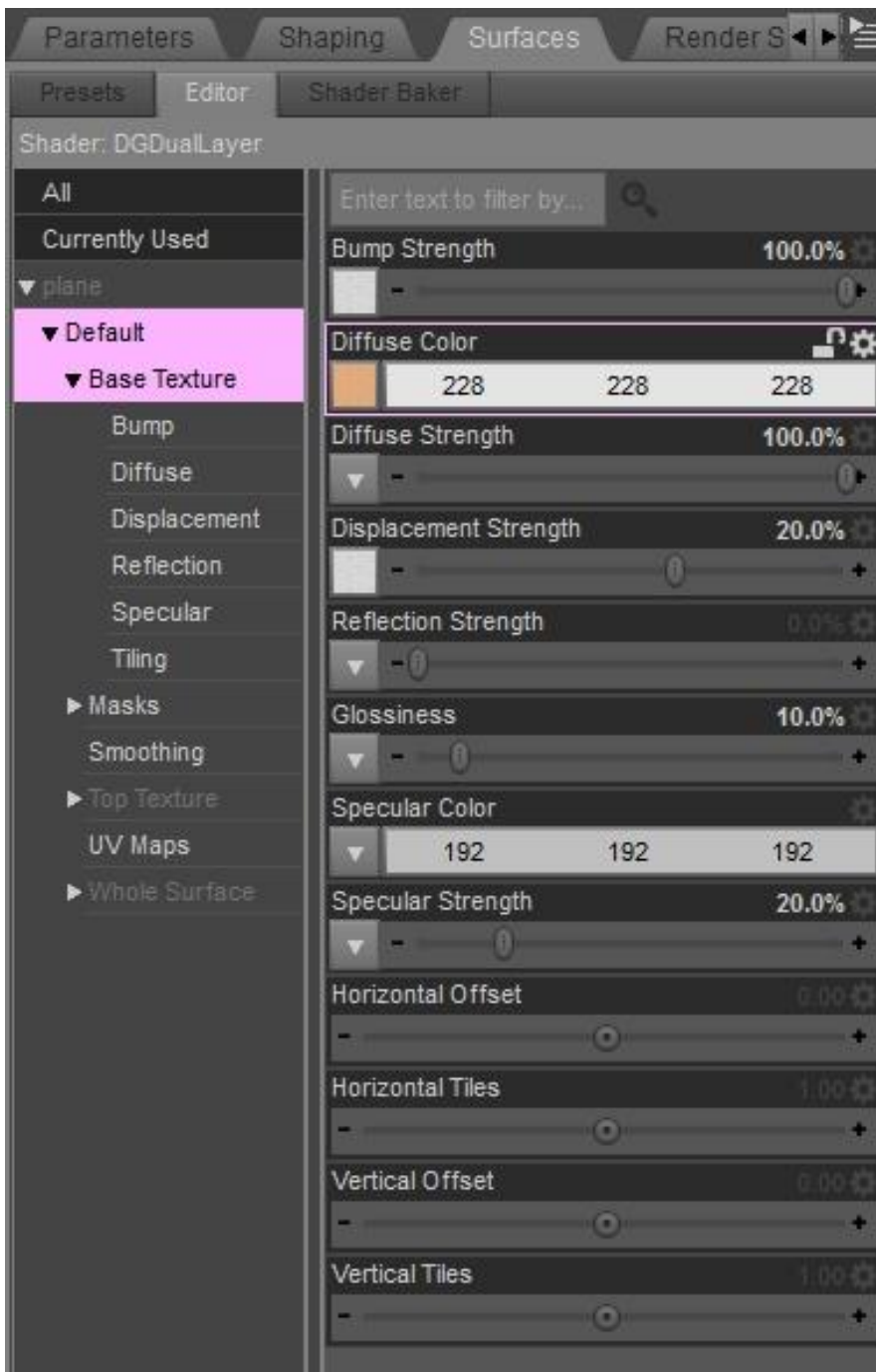
Base Texture - Bump Strength, Diffuse Color, Diffuse Strength, Displacement Strength, Reflection Strength, Glossiness, Specular Color, Specular Strength, Horizontal and Vertical Offset, Horizontal and Vertical Tiles.

Any values shown here, including tiling, will apply to the Base Layer only.

Presets for the Base Layer will only affect this layer, and have been recorded with a tiling rate set to 1.

You can adjust the Horizontal Tiles and Vertical Tiles for the Base Layer from this window, as well as modify the bump, displacement, specular, etc. based on the lighting in the scene and the desired look of the surface.

The image channels shown here under the Base Texture tab are what would be replaced if you wish to apply cracks or grime to an item's existing surface. Recall the maps for Bump, Diffuse, Displacement, etc., after applying the Dual Layer Shader.

 Step 1-Load the item with its textures.

Step 2-Apply the top layer preset you wish to use.

Step 3-Recall the item's image maps from the drop down box as shown in the example below.
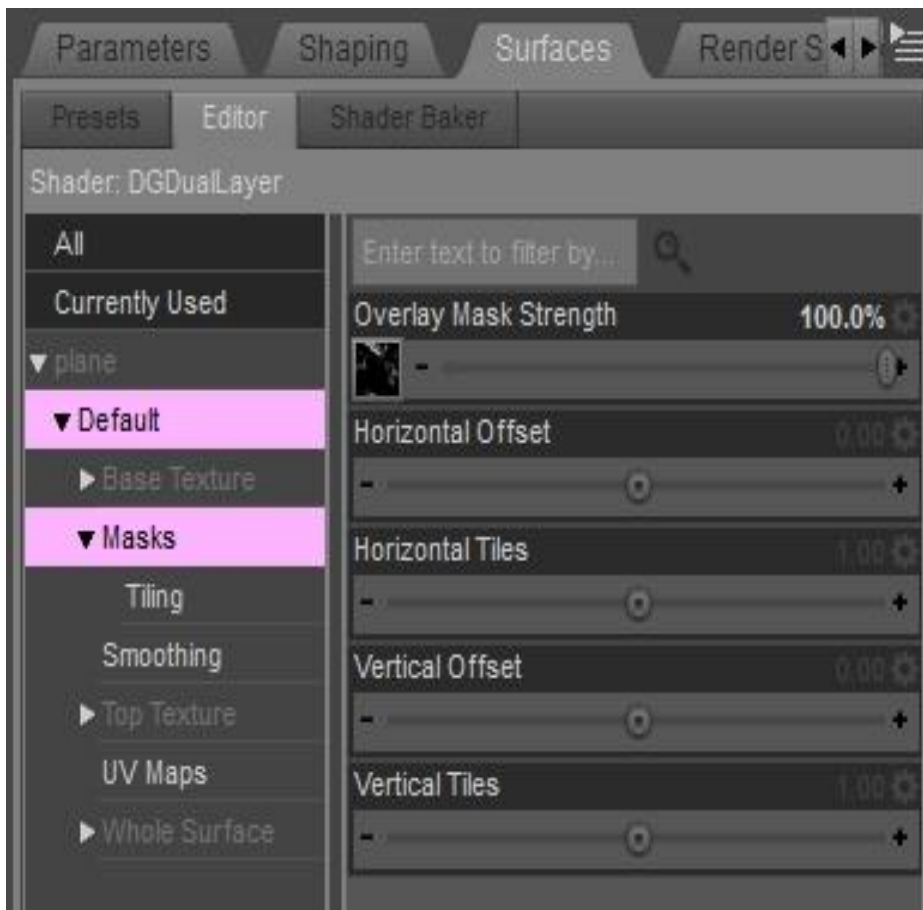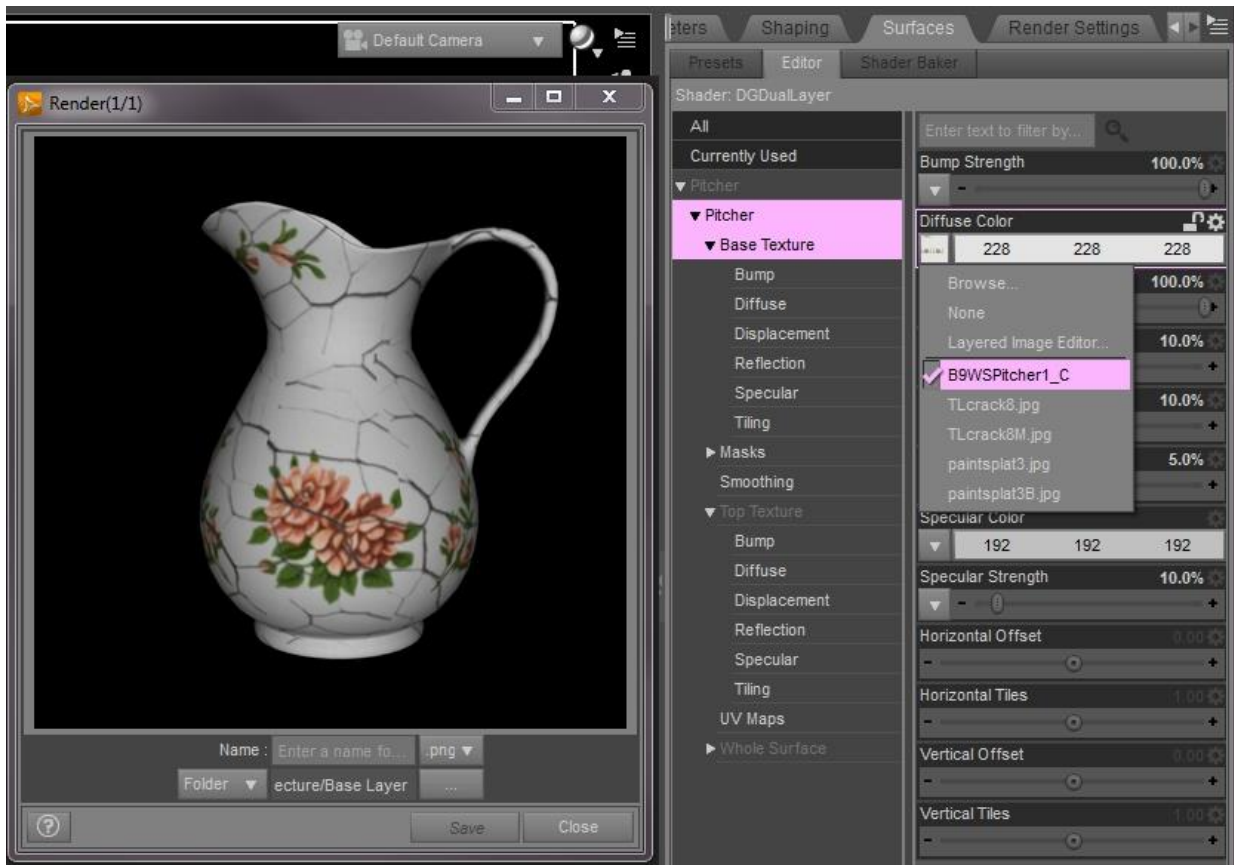
Masks - the mask layer is the layer that does the heavy lifting that makes layering textures possible. Anything that appears black on the mask will reveal the base layer, anything that is white will show the top layer, and anything grey will give a mix of both. The slider marked Overlay Mask Strength is set to a default of 100%. You can reduce the percentage to decrease the opacity of the top layer, allowing the grunge layer to be lighter over the base layer. (In other words, make the surface less dirty.)

All tiling presets for Top Layer will tile the Masks and Top Texture images at the same rate. You can tile each of them independently though if you wish. For extra variation, feel free to experiment with keeping one of the included masks, or adding a greyscale image of your own in the Overlay Mask Strength image channel, and swapping in your desired image in the top texture.

Another fun thing you can try is to create your own mottled backgrounds. The example shown here was created very easily by applying a top layer texture, then removing all the other images in the base layer and top layer and replacing them with any solid color in the diffuse channel.
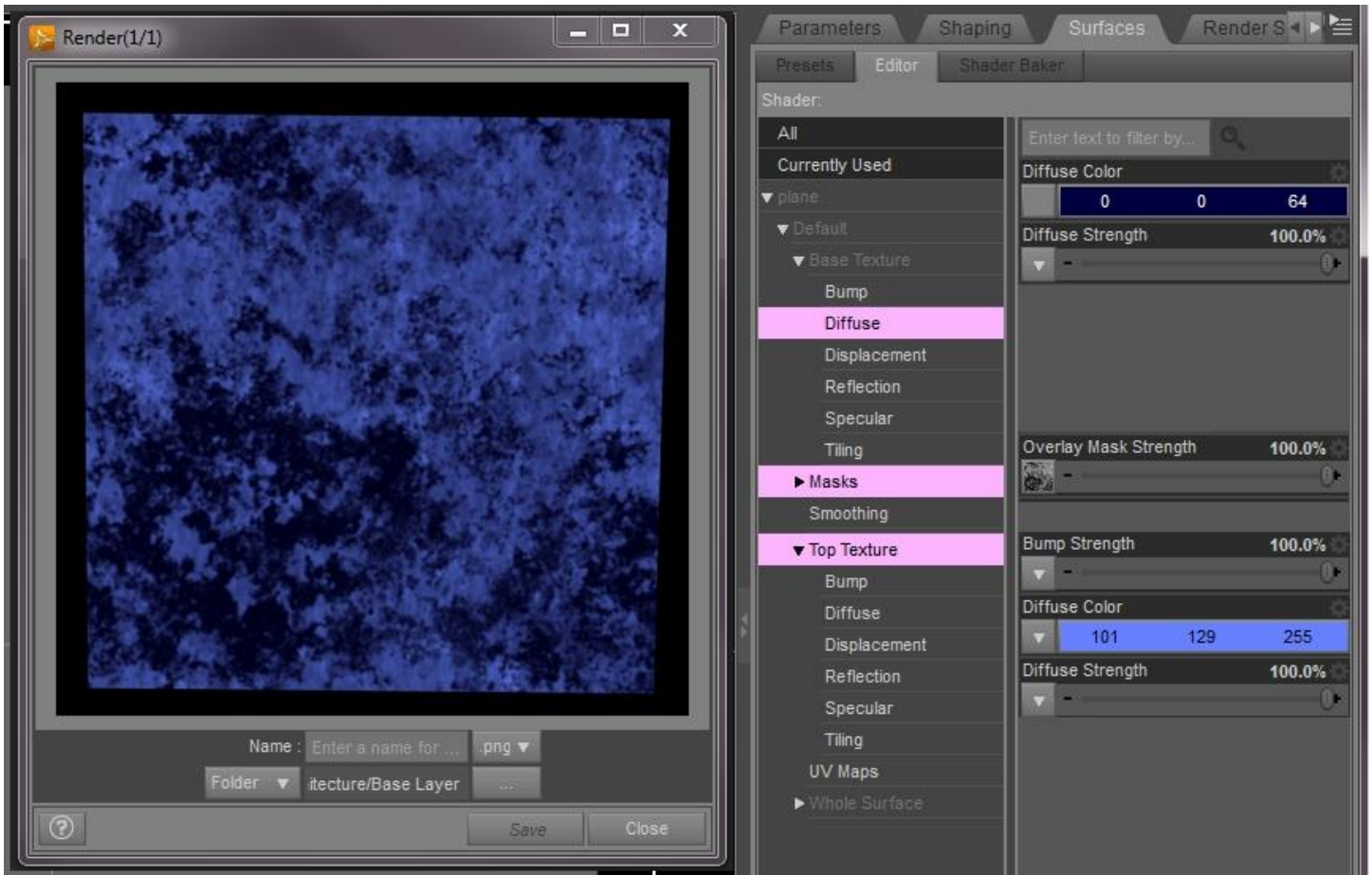
The mask layer is what determines how much of the top layer and base layer show.

Smoothing - angle and on/off toggle here affect the whole surface. Presets included in this product will not influence these settings in any way

UV Maps - select an alternate UV set in the drop down box if it is loaded. Presets in this product will not change this setting in any way.
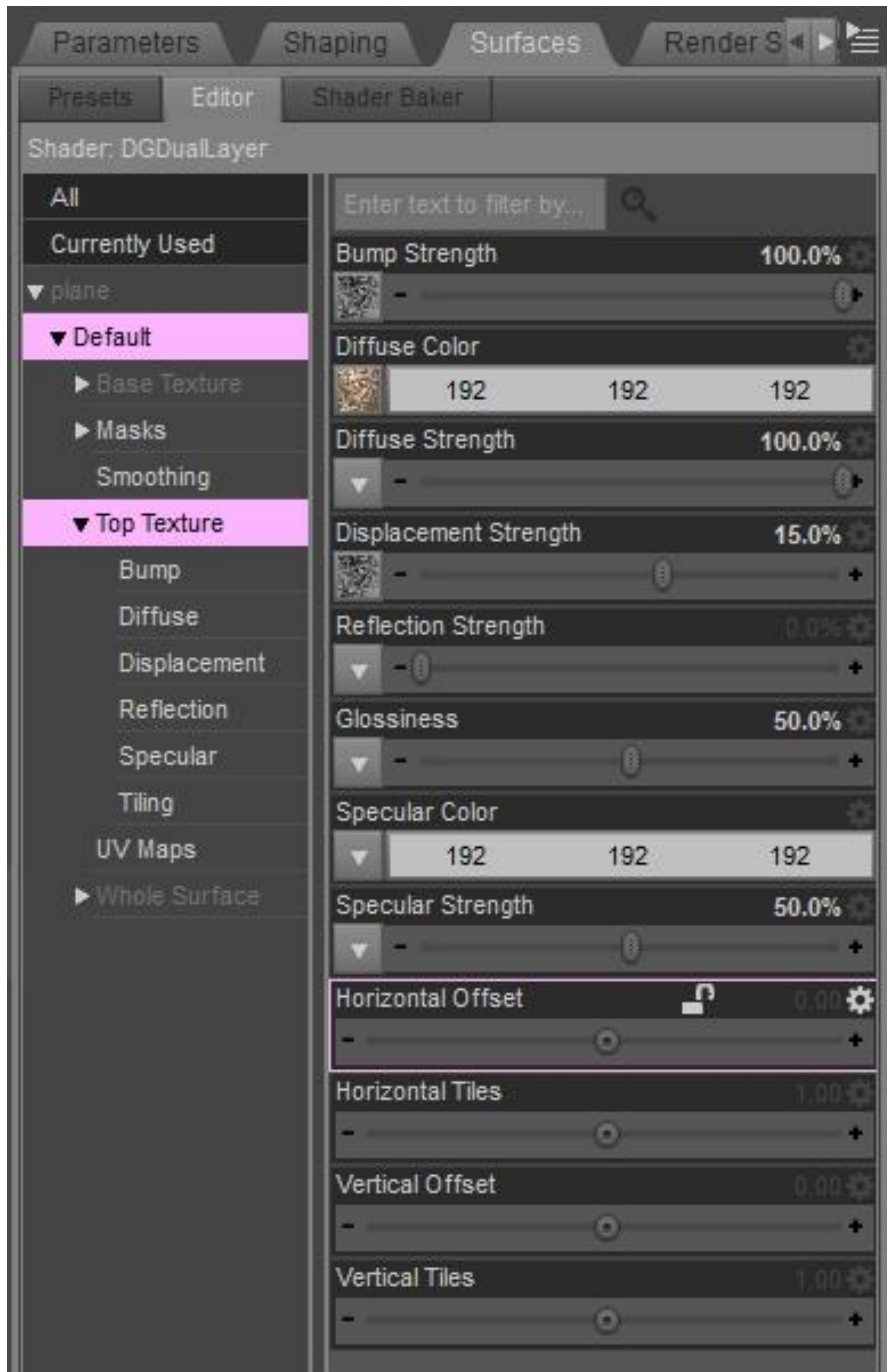

Top Texture – Bump Strength, Diffuse Color, Diffuse Strength, Displacement Strength, Reflection Strength, Glossiness, Specular Color, Specular Strength, Horizontal and Vertical Offset, Horizontal and Vertical Tiles.

Any values shown here, including tiling, will apply to the Top Layer only.

If desired, you can replace the image map in the Diffuse Color channel, or remove it entirely and change the Diffuse Color to give a different look to the grungy top layer. For example, changing the Diffuse Color to a red-orange can create a rusted look. The Mask image determines the final look.

All tiling presets for Top Layer will tile the Masks and Top Texture images at the same rate. You can tile each of them independently though if you wish.
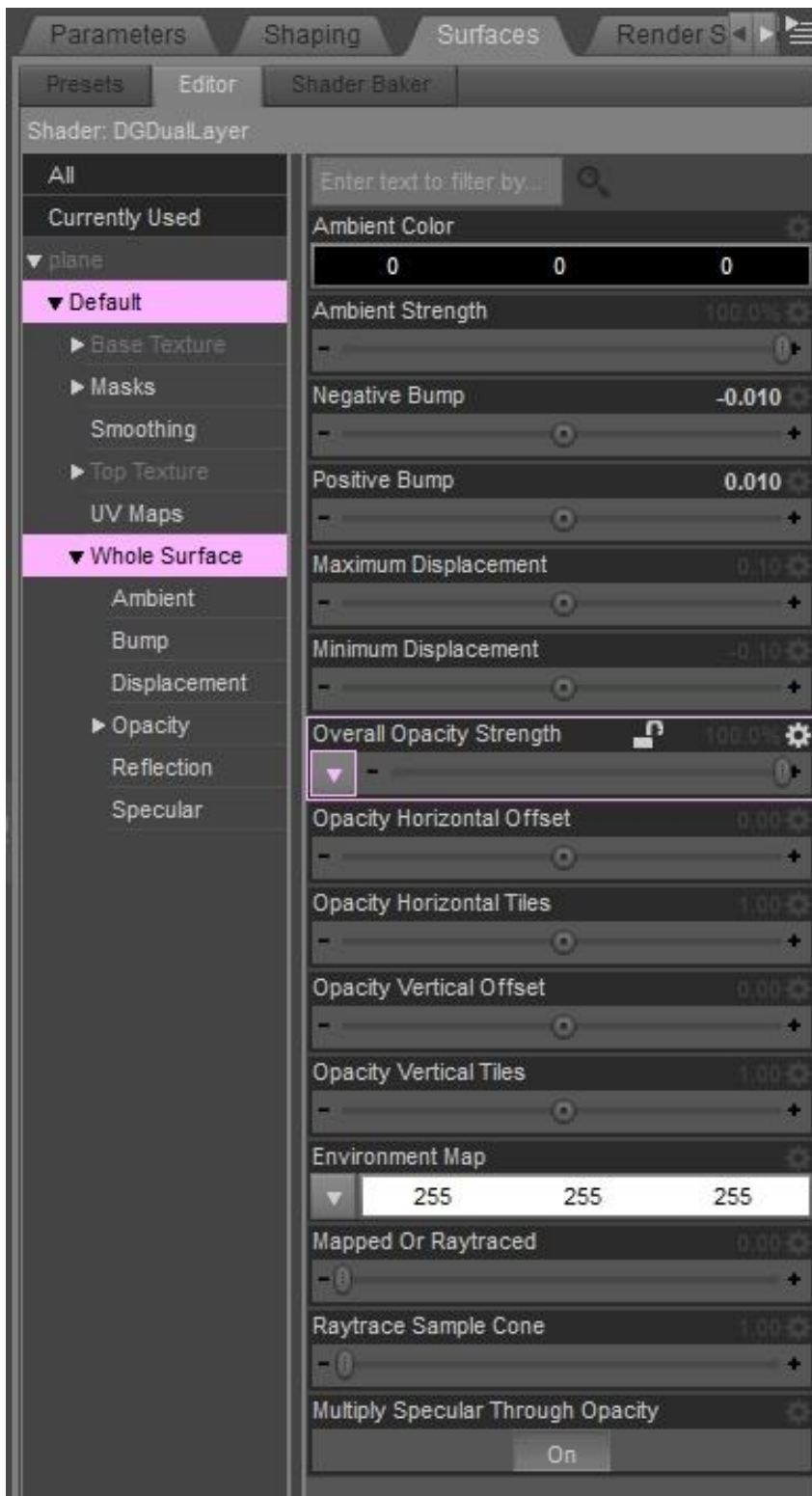
Whole Surface – Ambient Color, Ambient Strength, Negative Bump, Positive Bump, Maximum Displacement, Minimum Displacement, Overall Opacity Strength, Opacity Horizontal and Vertical Offset, Opacity Horizontal and Vertical Tiles, Environment Map, Mapped or Raytraced, Raytrace Sample Cone, Multiply Specular Through Opacity.

By selecting the down arrow in the Overall Opacity Strength, you can browse to the location of an original transparency map if included with the object.

Any values shown here, except tiling, will apply to the Whole Surface, including Base Layer, Top Layer and Masks, as one unit.

Offset and tile values will only apply to the Overall Opacity Strength channel. The Overall Opacity affects the entire surface. In this way you can keep a transparency for a window or door opening tiled at 1 (full scale), add a brick layer tiled at 4 (25%) and an overlay layer with dirt, grime or cracks tiled at 2 (50%.)

I hope you enjoy using this product as much as I enjoyed developing it. Please contact me with any questions or concerns through the PM system as DAZ3d.com.

All lighting in the thumbnails and promo art is Ring of Light by InaneGlory and InaneGlory's Photo Studio products.

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