

Fabulous Fabrics: **Combat**



USER GUIDE

Fabulous Fabrics: Combat Preset Shaders

for DAZ Studio

This is a quick guide on how to use Fabulous Fabric: Combat preset shaders in DAZ Studio.

Table of Contents

Installation Notes.....	3
How to apply shader presets in DAZ Studio.....	4
1. How to apply the fabric presets.....	4
2. How to apply the blood and dirt presets.....	9
3. How to change the tile size quickly and easily.....	11
4. How to change the tile size manually.....	12
Notes on DAZ Studio scene lighting.....	15
Appendix I – Shaders and Links.....	15

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 preset shaders in .duf format. All the shaders are made using 1024x1024 textures.

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.

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 any prop in your content library, which may already come with a texture so applying these presets can give your content a whole new look.

In addition to the fabric presets, overlays are included as presets also to add a dirty or bloody look to the fabrics. Examples of how to do this is included below. Your DAZ Studio interface layout may be different to that shown in the screen shots, but the steps will be the same.

1. How to apply the fabric presets

1.1 Load the prop into the scene. For this example I am using DAZ 3D and 3DUniverse's Future Cop outfit on Genesis:



1.2 In the **Scene** tab select the object you want to apply the preset shader to. In this example I am going to apply the preset to the Future Cop Top.

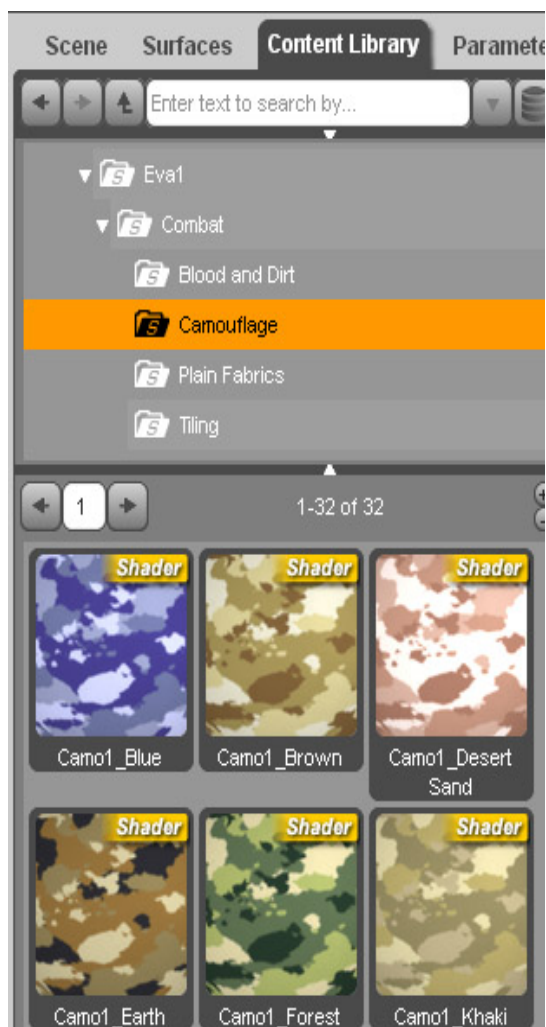


1.3 Now select the object surface that you want to apply the preset to in the **Surfaces** tab (or use the Surface Selection tool). You may wish to apply the preset to the whole surface of the object in which case select the top surface name. If the object has multiple surfaces (material zones) you can select just one to apply the preset to. You may need to click the arrow next to the main object name to reveal the various surfaces the prop has.

In the example image below, the 'Shirt' material zone is selected. I will be applying one of the camouflage fabrics to that zone:



1.4 With the material zone selected switch to the **Contents Library** tab and browse to the shader preset folder.



1.5 Double click on the shader icon of the shader you wish to apply. In this example I have chosen 'Camo1_Khaki'. The material zone will turn grey in the viewport as you can see in the example image below – this is okay! Nothing has gone wrong - the fabric texture does not show in the viewport but will show when a render is made...



...as you can see here...



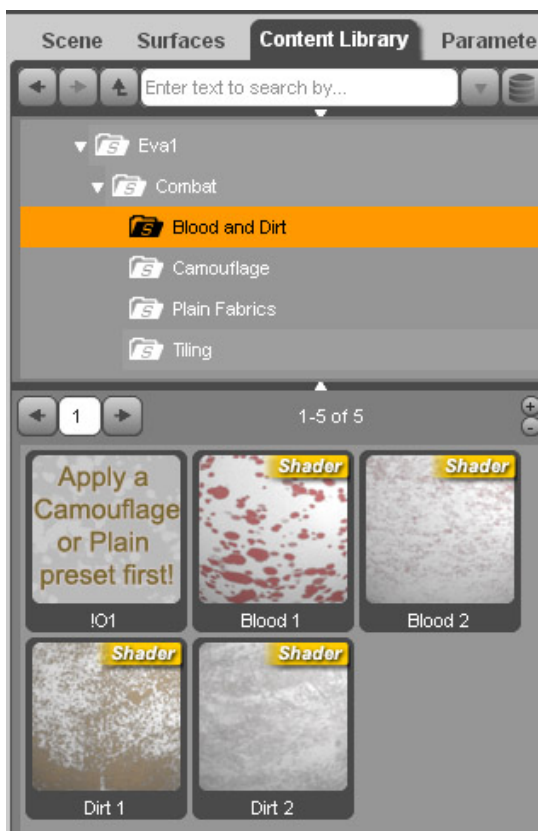
If there are different material zones you can easily mix and match different fabrics using the steps given above to get a more customized look...in the following image I have used a camouflage fabric and a plain fabric on different material zones...



2. How to apply the blood and dirt presets

2.1 Applying the blood and dirt presets is done in the same way as applying the fabric presets – select the object surface or material zone, browse to the Blood and Dirt folder in your content library, and double click on whichever preset you would like to apply.

PLEASE NOTE: The fabric preset must be applied **FIRST**, before applying the blood/dirt preset.



The image below shows the preset called 'Blood 2' applied over the outfit we applied the fabric shaders to in section 1.



3. How to change the tile size quickly and easily

Depending on the size of the object you may want to increase or decrease the shader tile size from the default to suite. The default for all the shaders in this pack is 1. You can do this easily using one of the optional tile size presets located in the 'Tiling' folder in your content library.

You can also tile the blood and dirt overlay presets, and tile them independently from the fabric it is applied to. First apply the fabric preset then blood/dirt preset to the object. Then from the [Tiling](#) folder double click on a fabric tiling preset and a blood/dirt tiling preset you wish to be applied.

In the example scene I want to change the tile size of the camouflage fabric so that the tiling increases, making the fabric design smaller. Here are the steps:

3.1 Ensure the surface is selected using the steps given in 1.1. In this example I will adjust the tiling for the material zone called 'Shirt', which I applied a camouflage fabric to in section 1.

3.2 Double click on a tiling preset – here I am choosing 'Tiling 2x' under the Fabric presets:



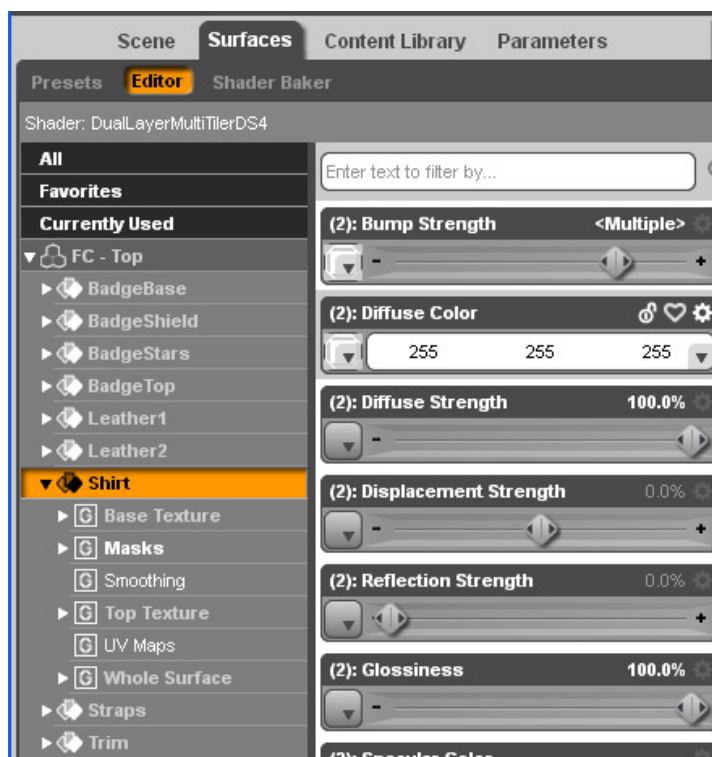
You can see the difference in the pattern size between the tiling at 2x as shown below, and the pattern size using the default tiling size of 1 shown at the end of step 2.1



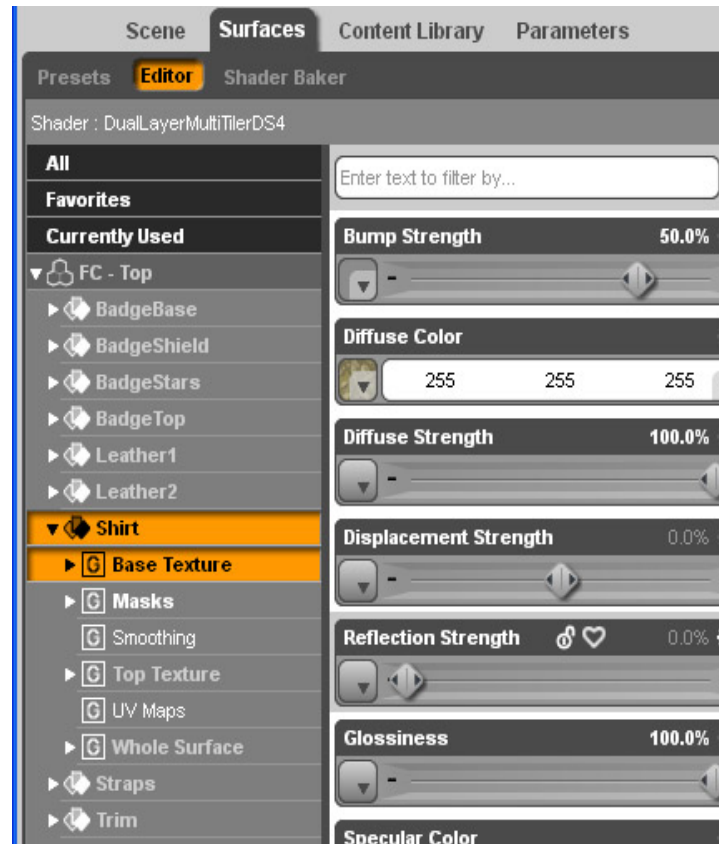
4. How to change the tile size manually

4.1 Select the object in the **Scene** tab as you did in step 1.2

4.2 Select the surface/material zone you wish to tile in the **Surfaces** tab (as per step 1.3). Expand the options using the arrow to reveal the various surface attributes that can be changed.



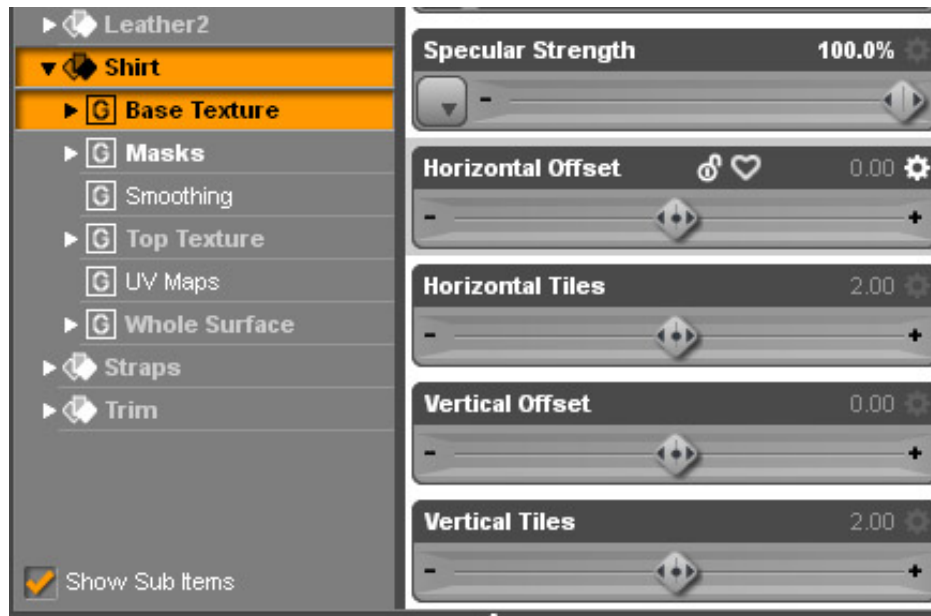
4.3 If you wish to change the tiling for the fabric texture select '[Base Texture](#)'. If you wish to change the tiling for a blood or dirt preset select '[Top Texture](#)' (you do not need to adjust the tiling for 'Masks').



4.4 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).



Notes on DAZ Studio scene lighting

As with any shaders or textures, the lighting in your scene may 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.

- **Metalize! Shader Presets for DAZ Studio:**

<http://www.daz3d.com/metalize-shader-presets-for-daz-studio>

A pack of beautiful metallic shader presets, which come in a variety of colors, both real world and fantasy. You can use the metal colors as they are or together with the patterned or aged texture presets that are also included - these can be mixed-and-matched to overlay with any of the metal colors to give you a great range of metallic looks. Use the shaders on weapons, vehicles, sci-fi items, everyday objects - anything you want to be metal!.

- **Fabulous Fabrics: Silks and Sheer: Shader Presets for DAZ Studio:**

<http://www.daz3d.com/fabulous-fabrics-silks-and-sheer>

Add a touch of elegance to your DAZ Studio clothing, accessories, or furniture props, with these easy to use preset shaders. Included are 4 pattern variations of silk, and plain silks, each in 16 elegant colours. The plain sheer fabrics come in 10 soft colours, with 5 stylish pattern presets which can be easily applied to give a total of 50 possible sheer shaders. Mix and match silk and sheer fabric to create beautiful combinations.

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

Links

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