

## DG Brocade and Satin Shader Presets for DAZ Studio 3Delight User's Guide

by DestinysGarden

Brocade and Satin uses Omnifreaker's UberSurface 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 Bump, Specular 1, and Specular 2. They will remove any image map in the Diffuse channel as well. These presets also load corresponding maps into the Reflection, Velvet, Translucency, and Sub Surface Scattering channels, although these parameters are not used in this particular shader package. Test renders have shown these parameters to increase render times, with little or no discernable difference in the finished render. I have included images in these unused channels as a convenience to those that wish to further customize these parameters.

**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.

**!Transparency 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.

**!Zero All Maps** - will blank out any image map that is present on the surface, leaving you a base starting point. It will not change any existing color settings.

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 crazy 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 Aux Viewport (in DS4.7+) and turn on Interactive Progressive Rendering. 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 light sets, which are UberArea light shader mesh lights, and DG Easy Portraits, which uses and UberEnvironment2 IBL light and standard DAZ Studio spotlights and distant lights.

Additional note: All of the Colors, Lace Maps, Make it Lace, and Tile and Utilities presets from DG Brocade and Satin 3Delight are interchangeable with the Colors, Lace, Scale Maps and Tile and Utilities presets from IDG Silk and Lace and IDG Shiny Scales. Mix it up and have some fun.

I hope you enjoy using DG Brocade and Satin Shader Presets for DAZ Studio 3Delight. Please do not hesitate to contact DestinysGarden by private message in the DAZ3d forum if you have questions or concerns.