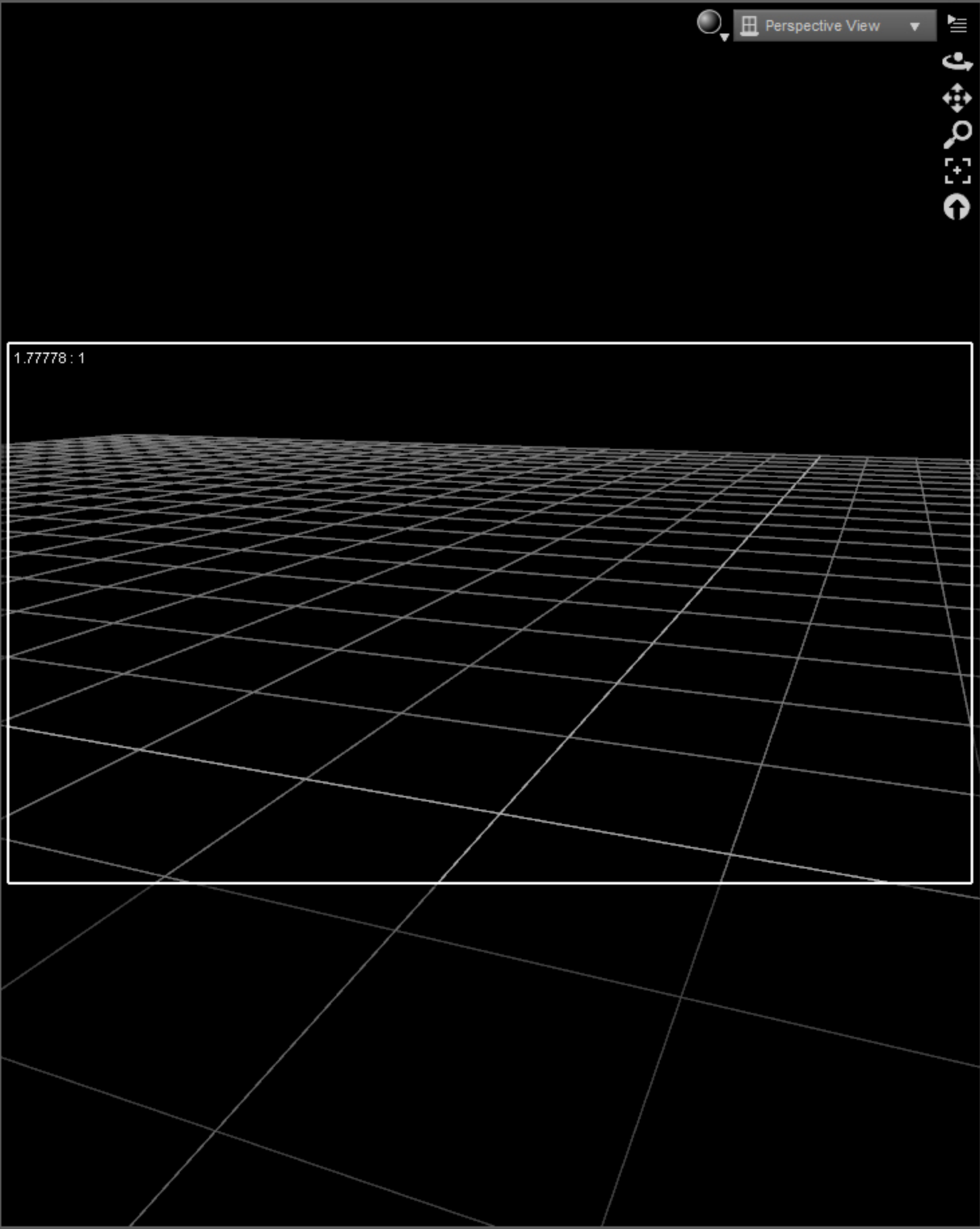


What do I do?

- 1. Make sure the "Surface Selection Tool" is selected. Main Menus: Tools > Surface Selection.
- 2. Select a surface on an object in the scene.
- 3. Select a material group from the list on the left, then adjust the property controls that will show up here.

Video: Surfaces

Render Library Render Settings Surfaces (Color)



Scene Parameters Content Library Tool Settings Cameras

What do I do?

- 1. Select something in your scene.
- 2. Select a property group from the list on the left and then adjust the property controls that will show up here.

Video: Parameters

**HELLO EVERYONE! ECVHO HERE.
 FIRST THANK YOU SO MUCH FOR SUPPORTING MY WORK!
 AND HERE IS A QUICK TUTORIALS TO GET YOU STARTED!**

Presets Editor Advanced Render Defaults

Engine : NVIDIA Iray Defaults

Render Settings

Enter text to filter by...

Tone Mapping Enable On

Exposure Value + 13.00

Shutter Speed (1/x) + 128.00

F/Stop + 8.00

Film ISO + 100.00

cm² Factor + 1.00

Vignetting + 0.00

White Point Scale + 1.00

White Point

Burn Highlights Per Component On

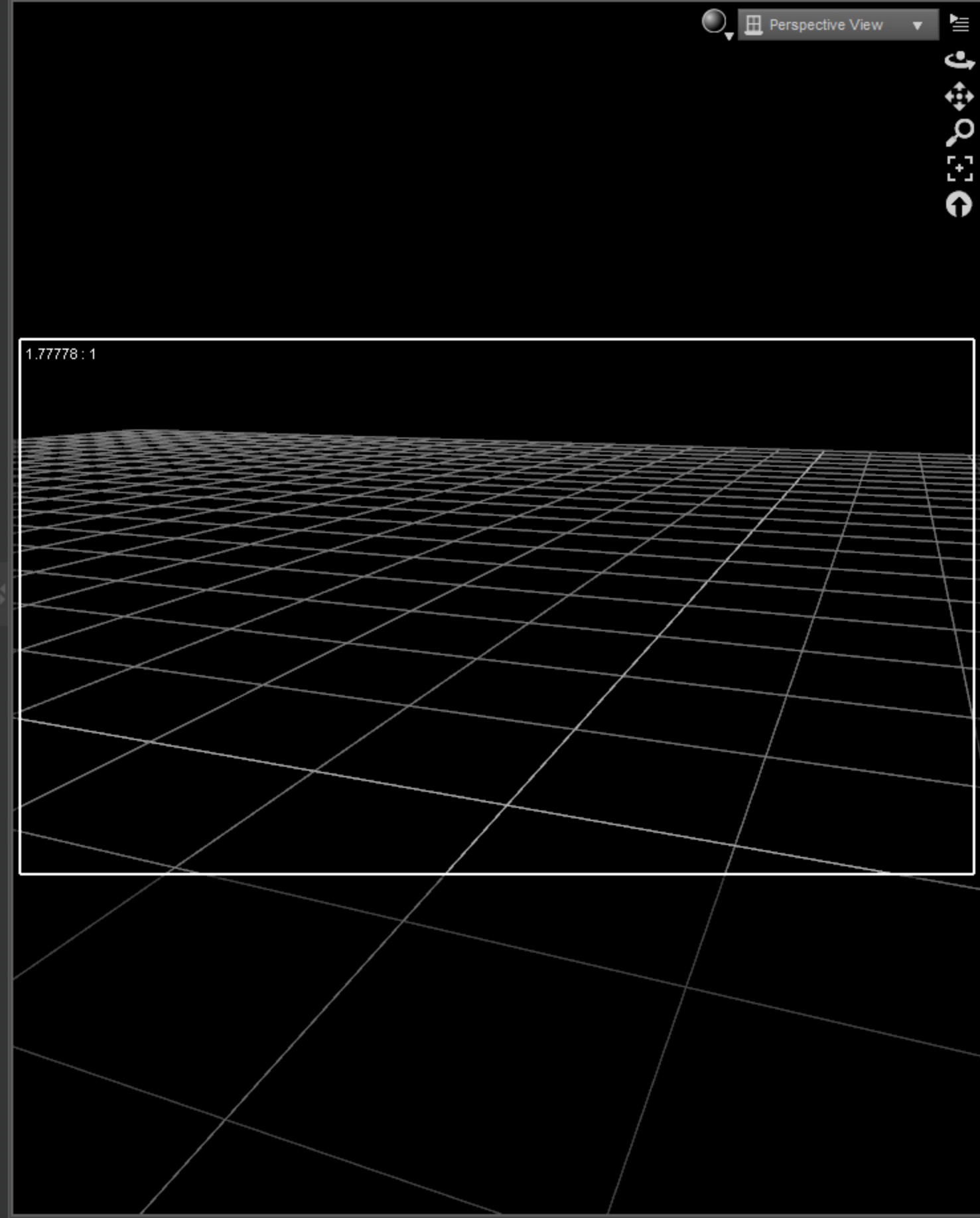
Burn Highlights + 0.25

Crush Blacks + 0.20

Saturation + 1.00

Gamma + 1.80

Viewport Perspective View



Content Library

Enter text to search by...

- emale Characters
- emales Clothing
- ale Expressions
- emale Hair
- emale Materials
- emale Poses

Tool Settings

1-7 of 7

Actor Adaline EJ Valeria Karen 7 HD

Karen 7 Summer Victoria 7 HD

BEFORE DOING ANYTHING, LET'S GET INTO "RENDER SETTING" TO CHANGE THE "GAMMA" VALUE TO ANY VALUE BETWEEN 1.5 - 2.0 TO GET RID OF THE GAMMA DECOLONIZATION.

Tips Info Tags

Tip 1 - To add a root directory to the DAZ Studio Formats, Poser Formats or Other Import Formats containers, right click on the container and choose the "Add a..." option from the resulting menu.

Video: Content Library

Render Settings

Enter text to filter by...

Tone Mapping Enable On

Exposure Value + 13.00

Shutter Speed (1/x) + 128.00

F/Stop + 8.00

Film ISO + 100.00

cm^2 Factor + 1.00

Vignetting + 0.00

White Point Scale + 1.00

White Point

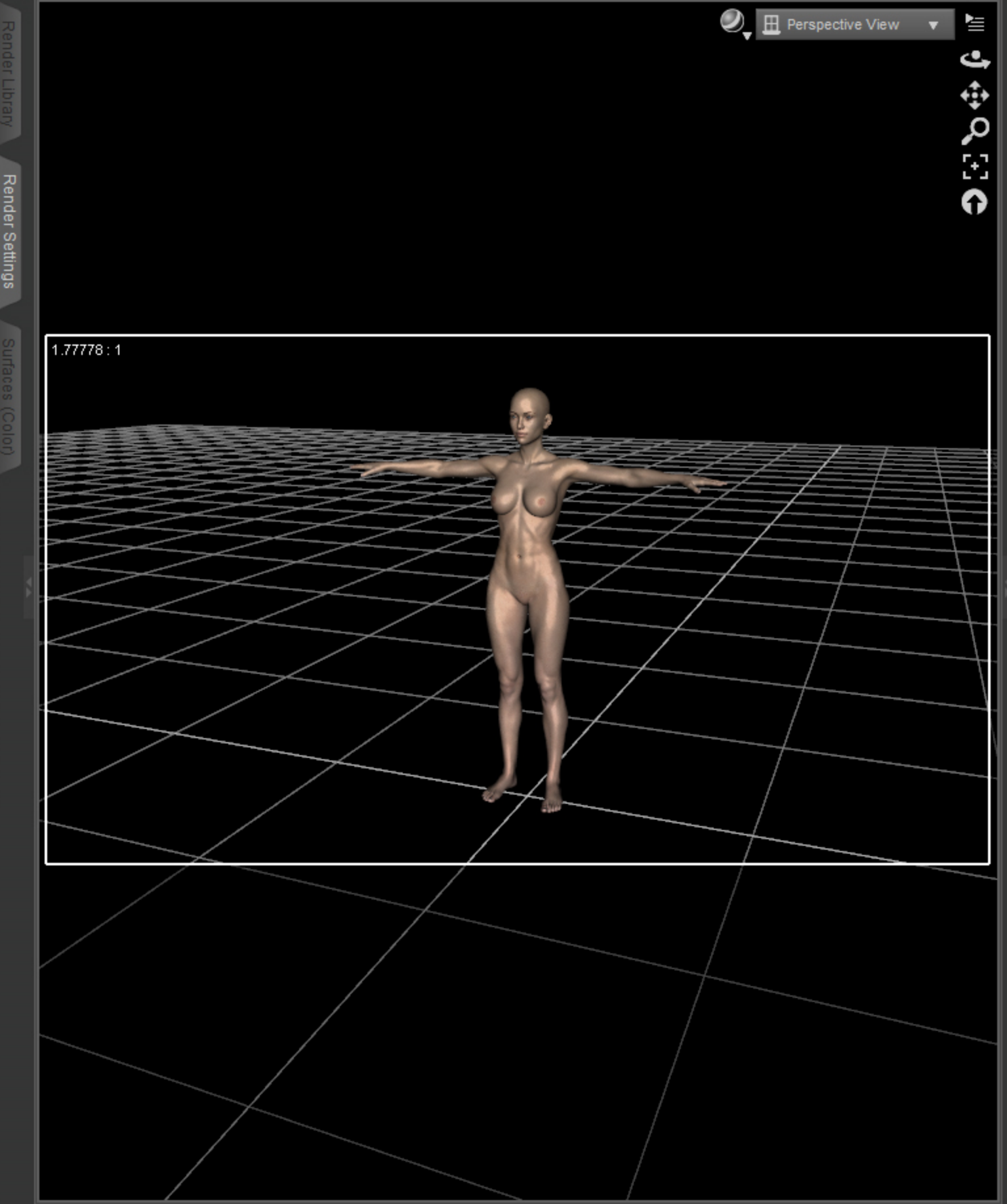
Burn Highlights Per Component On

Burn Highlights + 0.25

Crush Blacks + 0.20

Saturation + 1.00

Gamma + 1.80



Content Library

- emale > Anatomy
- emale > Characters
- emales > Clothing
- emale > Expressions
- emale > Hair
- emale > Materials
- emale > Poses

Adaline
EmmaAndJordi
Summer

Tool Settings

Cameras

Actor

Adaline
EJ Valeria
Karen 7 HD
Karen 7
Summer
Victoria 7 HD

THEN LOAD IN YOUR LOVELY KAREN 7 CHARACTERS, APPLY THE CHARACTER TEXTURES / DOING SOME MORPHS ETC... BEFORE WE SETTING UP THE SHADERS. NOTE: REAPPLYING TEXTURES WILL RESET THE SAHDER.

Tips Info Tags

Tip 1 - To add a root directory to the DAZ Studio Formats, Poser Formats or Other Import Formats containers, right click on the container and choose the "Add a..." option from the resulting menu.

Video: Content Library

Presets Editor Shader Baker

Shader : Iray Uber

All Favorites Currently Used

Karen 7 HD

- Default Templates
- Nails
- Skin
- Skin-Lips-Nails
- Surfaces**

Enter text to filter by...

(17): Tags

(17): Material ID

(17): Base Mixing
PBR Metallicity/Roughness

(17): Metallicity
0.00

(17): Base Color

(17): Diffuse Roughness
0.00

(17): Translucency Weight

(15): Base Color Effect

(15): Translucency Color

(9): SSS Reflectance Tint

(17): Glossy Layered Weight

(17): Share Glossy Inputs
On

(17): Glossy Color

(17): Glossy Color Effect

(17): Glossy Reflectivity

(17): Glossy Roughness

(16): Glossy Anisotropy
0.00

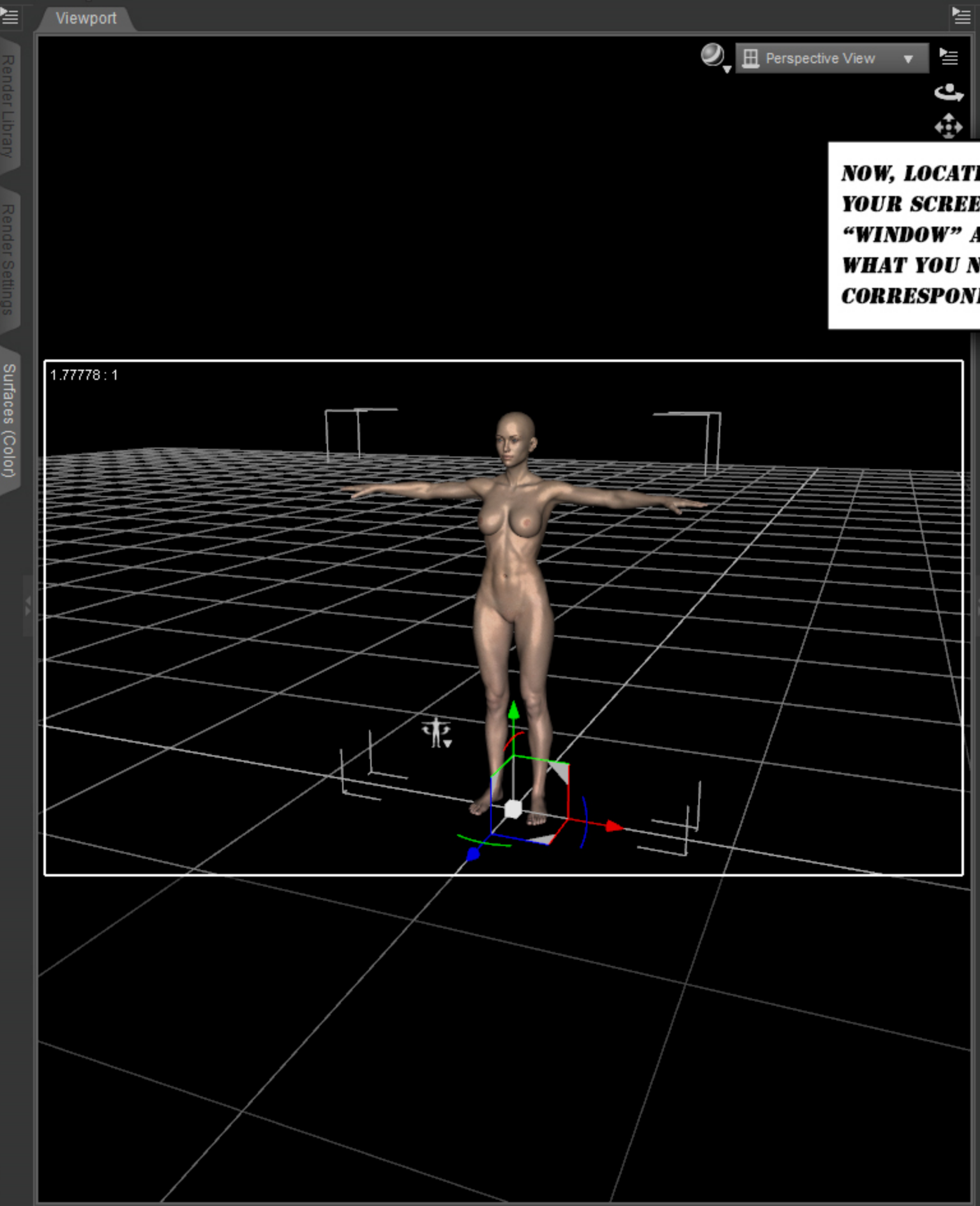
(17): Backscattering Weight
0.00

(17): Refraction Index

(17): Refraction Weight

(16): Glossy Anisotropy Rotations
0.00

Show Sub Items



NOW, LOCATE THE "SURFACE" TAB SOMEWHERE ON YOUR SCREEN (IF YOU CAN'T FIND IT THEN - GOTO "WINDOW" AND FIND SURFACE IN THERE). WHAT YOU NEED TO DO IS APPLY THE CORRESPONDING SHADERS ONTO THE SURFACES

Scene

Enter text to search by...

- Anatomy
- Characters**
- Clothing

Adaline EmmaAndJordi Summer

1-7 of 7

Actor Actor Actor Actor Actor Actor

Adaline EJ Valeria **Karen 7 HD** Karen 7 Summer Victoria 7 HD

Tips Info Tags

Tip 1 - To add a root directory to the DAZ Studio Formats, Poser Formats or Other Import Formats containers, right click on the container and choose the "Add a..." option from the resulting menu.

Video: Content Library

Select a Lesson...

Presets Editor Shader Baker

Shader: Iray Uber

All Favorites Currently Used

Karen 7 HD

- Default Templates
- Nails
- Skin
- Skin-Lips-Nails**
- Surfaces
 - Arms
 - Cornea
 - Ears
 - Eyelashes
 - EyeMoisture
 - EyeSocket
 - Face
 - Fingernails
 - Irises
 - Legs
 - Lips
 - Mouth
 - Pupils
 - Sclera
 - Teeth
 - Toenails
 - Torso

Enter text to filter by...

(8): Tags

(8): Material ID

(8): Base Mixing
PBR Metallicity/Roughness

(8): Metallicity

(8): Base Color

(8): Diffuse Roughness

(8): Translucency Weight

(8): Base Color Effect
Scatter & Transmit

(8): Translucency Color

(8): SSS Reflectance Tint

(8): Glossy Layered Weight

(8): Share Glossy Inputs

(8): Glossy Color

(8): Glossy Color Effect
Scatter Only

(8): Glossy Reflectivity

(8): Glossy Roughness

(8): Glossy Anisotropy

(8): Backscattering Weight

(8): Refraction Index

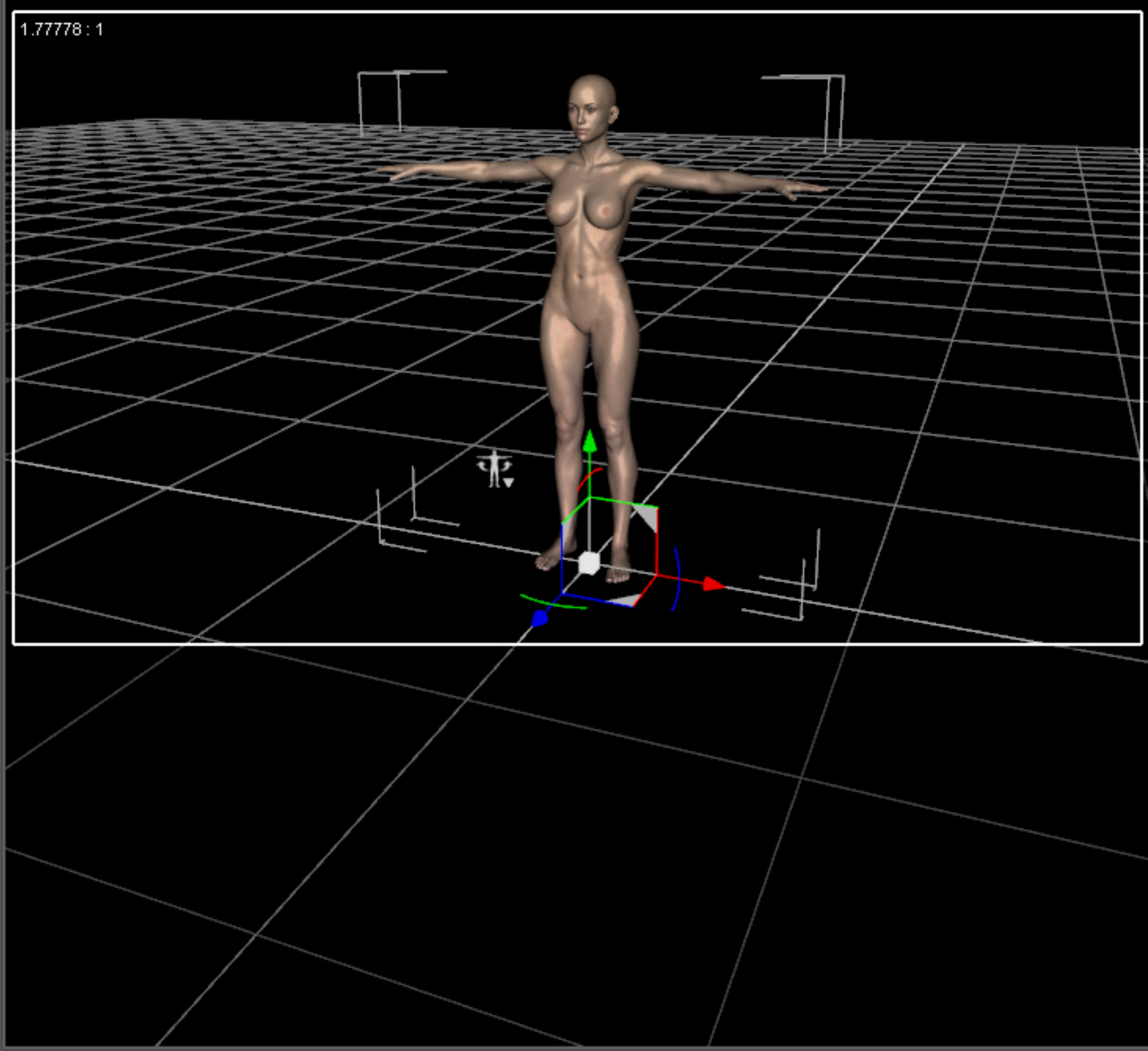
(8): Refraction Weight

(8): Glossy Anisotropy Rotations

Show Sub Items

FOR EXAMPLE:

SELECT "SKIN-LIPS-NAILS" FROM THE SURFACES, AND THEN FIND "SKIN, LIPS, NAILS" SHADER AND DOUBLE CLICK TO APPLY.



Enter text to search by...

Readme Shader Preset EcVh0 Iray Skin Shader

1-10 of 10

EyeSocket - Iray Shader for Karen 7

Irises - Iray Shader for Karen 7

Mouth - Iray Shader for Karen 7

PUPILS

SCLERA

SKIN LIPS NAILS

Pupils - Iray Shader for Karen 7

Sclera - Iray Shader for Karen 7

Skin Lips Nails - Iray Shader for Karen 7

TEETH

Teeth - Iray Shader for Karen 7

Tips Info Tags

Tip 1 - To add a root directory to the DAZ Studio Formats, Poser Formats or Other Import Formats containers, right click on the container and choose the "Add a..." option from the resulting menu.

Video: Content Library

Presets Editor Advanced Render Defaults

Engine : NVIDIA Iray Defaults

- All
- Favorites
- Currently Used
- General
- Render Mode
- Progressive Rend...
- Alpha
- Optimization
- Filtering
- Tone Mapping**
- Environment

Enter text to filter by...

Tone Mapping Enable On

Exposure Value

Shutter Speed (1/x)

F/Stop

Film ISO

cm² Factor

Vignetting

White Point Scale

White Point

Burn Highlights Per Component On

Burn Highlights

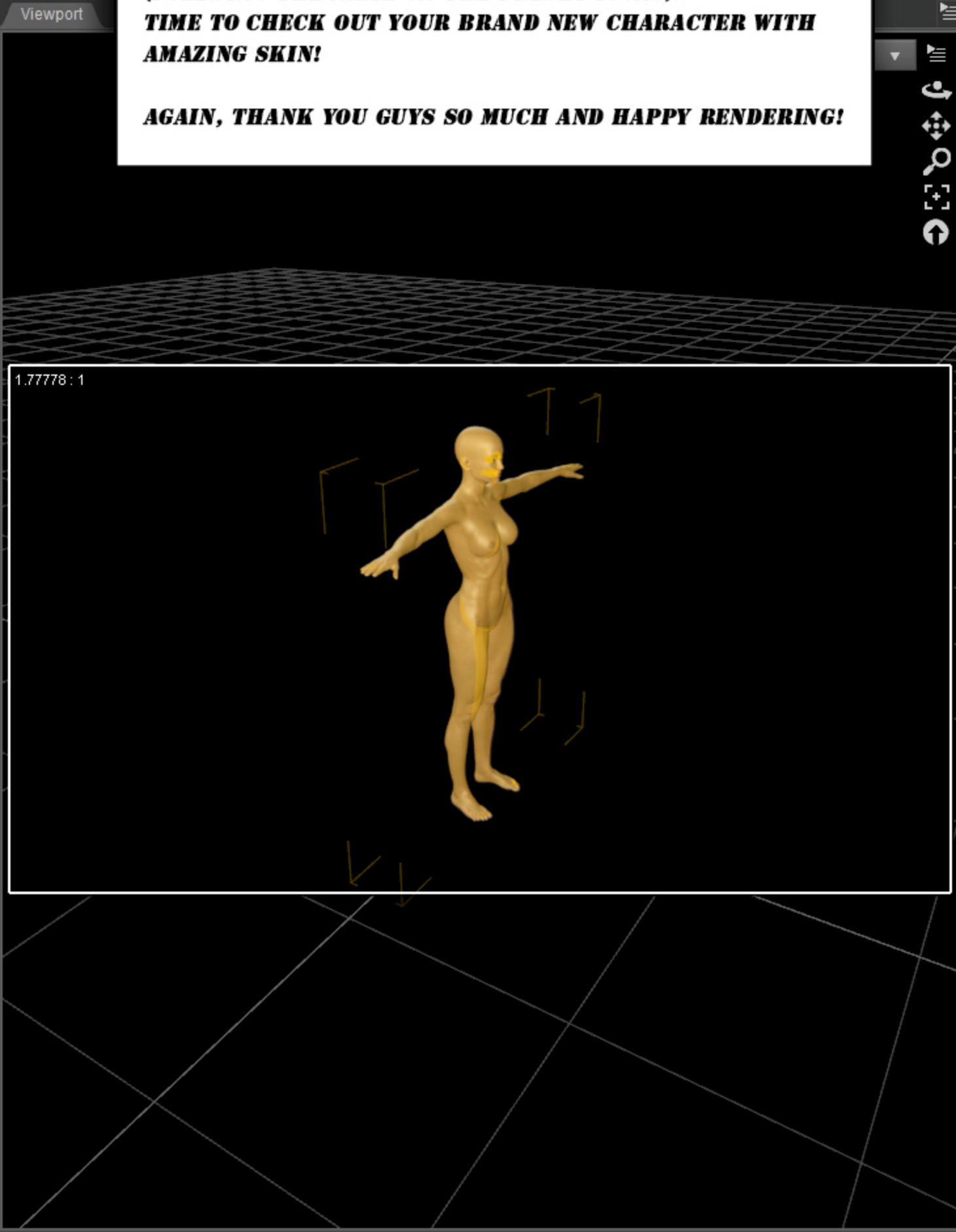
Crush Blacks

Saturation

Gamma

AFTER DOING THE SAME THING TO ALL OTHER SURFACES (FOLLOWING THE NAME ON THE PRESET ICONS). TIME TO CHECK OUT YOUR BRAND NEW CHARACTER WITH AMAZING SKIN!

AGAIN, THANK YOU GUYS SO MUCH AND HAPPY RENDERING!



Enter text to search by...

- Readme
- Shader Preset
- EcVh0 Iray Skin Shader

1-10 of 10

- EyeSocket - Iray Shader for Karen 7
- Irises - Iray Shader for Karen 7**
- Mouth - Iray Shader for Karen 7
- PUPILS**
- SCLERA**
- SKIN LIPS NAILS**
- Pupils - Iray Shader for Karen 7
- Sclera - Iray Shader for Karen 7
- Skin Lips Nails - Iray Shader for Karen 7
- TEETH**
- Teeth - Iray Shader for Karen 7

Tips Info Tags

Tip 1 - To add a root directory to the DAZ Studio Formats, Poser Formats or Other Import Formats containers, right click on the container and choose the "Add a..." option from the resulting menu.

Video: Content Library