

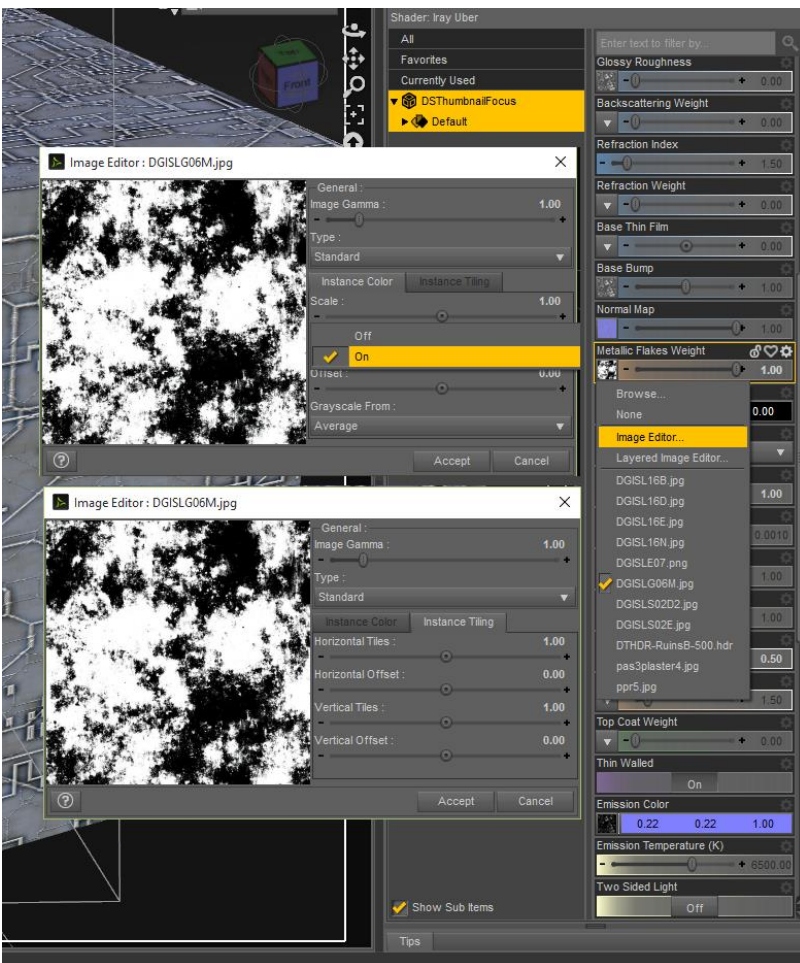
DG Iray Sci-Fi Surface Lights Shader Presets for DAZ Studio User's Guide

DG Iray Sci-Fi Surface Lights uses Iray Uber as a base for the shader presets. It is easy to use. Apply the shader preset 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 30 full surface light emitting presets, 27 non emissive presets, 6 non emissive metal grids, and 12 emissive wireframe presets. There are also 12 Grunge Partial Surface Presets. They feature all new pattern maps created specifically for this shader set. Using any of the full surface presets first will remove any texture maps that may have loaded onto your item by default, except for any images or values in the Metallic Flakes channel. The Grunge presets activate the Metallic Flakes Weight layer at 1.0, or 100%. If the effect is too strong, you can change the value to a lower number on the slide, or use one of the Metallic Flakes Weight presets included in the utility folder.

!Metallic Flakes Off will set the Metallic Flakes Weight value to zero, and this also removes the image map from the channel. This reverts back to the clean surface. To reactivate the Metallic Flakes, use one of the 12 Grunge presets. There are many Metallic Flakes Weight Percentage, and Tiling presets included for ease of use. Of course, both of the values may also be changed manually in the Surfaces tab.

For an extra change, try inverting the images in the surfaces tab. See screenshot for where to find this parameter.



By inverting the map on the Metallic Flakes Weight image, you can change the placement of the top layer color. If you would like to tile the Metallic Flakes Grunge layer separately from the Base Color, see the tiling tab

Rendering Tips: Some of the emissive materials show up as black in the viewport. You must render to see the full effect. For a quick preview, use the NVIDIA Iray view in the Draw Style Options Menu, located by the camera tab in the preview viewport.

You can change the grunge color in the Metallic Flakes Color channel. It is set to black by default, but you may want to set it to a rust color, or a lighter gray if using on one of the presets with a black background. The Metallic Flakes density is set to 1 for most presets. Some load up at a value of 2. Increase the Metallic Flake Density value to make the grunge effect much heavier.

Changing the color of the light is as easy as selecting a new in the Emission Color channel. Lighter and brighter colors show up the best. The Emission Temperature default value of 6500.00 is a clean, white light. Set the value lower to give a warm, yellow cast to your lights, or higher to give a cold, blue cast to the lights. The Luminance setting governs how bright the lights are. Most of the materials are set at 40000 to 60000. There are many graphs and charts on the internet that correlate Luminance to the wattage output of modern light bulbs. My easy tip is to adjust this value by increments of 10000 until you get the amount of light desired.

There are a few tiling presets included for convenience, but go ahead and change the values to appropriately fit your item. You may also want to utilize the Horizontal Offset and Vertical Offset to make the edges of the pattern align with the items in your scene.

All promos and thumbnails were created with the light emitting surface shaders in this set, occasionally also utilizing the Dome and Scene option in the Environment Mode.

I hope you enjoy using DG Iray Sci-Fi Surface Lights Shader Presets for DAZ Studio Iray. Please do not hesitate to contact DestinysGarden by private message in the DAZ3d forum if you have questions or concerns.