FabTex Iray Shaders Pattern Pack: Ellie
by Diane

FabTex Iray Shaders Pattern Pack: Ellie is a collection of patterns based on real world surface patterns, designed around a specific colour palette, a main and blender patterns. Although I've designed them to be used as fabrics and textiles, the main patterns can be applied to any object in your 3D scene.

Please Note: These shader presets can be used with any clothing or object by using the Iray Uber Shaders. To activate Iray Shaders if you can't see them in the Surfaces tab, select your object and go to **Shader Presets | DAZ Uber** and choose !Iray Uber Base. You should now see all the Iray Shader options available in your Surfaces tab.

This set includes patterns, textures (bumps), top coat sheen and plain linen presets. Designed to work together giving you lots of "mix and match" options.

There are 9 bumps (fabric weaves) and 3 sheen options. I have also included a Photoshop Pattern file (.pat) of the patterns for your convenience.

Each preset in - *Patterns, Fabric Weaves* and *Sheens* - has been created so they don't affect other parts of any shader you may have applied to an object/clothing.

For example, you can apply a pattern preset to your chosen object/clothing and it will only change the Diffuse information of the shader already applied. No other part of the shader will be affected which means any bumps/normals/transparency (Cutout) will remain as originally applied.

When applying these presets, you may have to render your object to see how it looks. Alternatively you can choose the NVIDIA Iray view within the DrawStyle Options Menu.

Instructions for Use
To view the FabTex Iray Shaders Pattern Pack shaders go to:

Content Library | Shader Presets | Diane | FabTex Pattern Packs

The shaders have been split into the following folders:
- Ellie (name of the pattern collection)
- Fabric Sheen
- Fabric Weaves
- Lace | Tulle
- Linen
- Tiling Options

To apply a pattern, weave or sheen preset, load and select your object/clothing.

Select the part you want to apply the pattern to by using the *Surface Selection Tool* and double click on the preset of your choice.

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Fabric Weaves
Once you've applied a pattern preset of your choosing, you can now add some texture (bump) via the Fabric Weaves presets. There are 9 options including 4 cotton weaves, 2 linen, burlap, denim and a knitted option.

Fabric Sheens
There 3 sheen presets within the Fabric Sheens folder Slight, Medium and High sheen. You can apply these to any shader as they only affect the Top (Coat) information of a shader.

Tulle | Lace
Each set of my Pattern Packs also includes presets of Tulle and/or Lace. Ellie Pattern Set has a set of 6 Tulle presets for your convenience that match the colour palette of the patterns. These presets are easy "one click" to apply to any surfacte/clothing/object.

Linen Presets
I have created a set of linens that coordinate with the patterns. Each one is a full preset that has both diffuse and bump applied. You can apply sheen separately if required.

Tiling Options
There are some tiling option presets included for your convenience. Apply your pattern and then double click on the tiling preset of your choice. Tiling options are dependant upon the original image size and the object/clothing's UV maps and, as such, you will get varying results. You can also manually change the pattern size via the Surfaces Tab | Geometry | Tiling.

Please Note: tiling changes are global and so they affect all maps that you have within the shader.

If you'd like to apply tiling to a pattern but keep the Normal or Bump map at it's original size, you can do so via Instance Tiling in the Image Editor.

To access the Image Editor apply your shader and tiling options

Go to the the map you'd like to keep at it's original size | click on it (as if you were "browsing" for another map, and choose Image Editor which will then open up the Instance Tiling dialogue box.

You can now manually change the size of the map to what you want. See below.
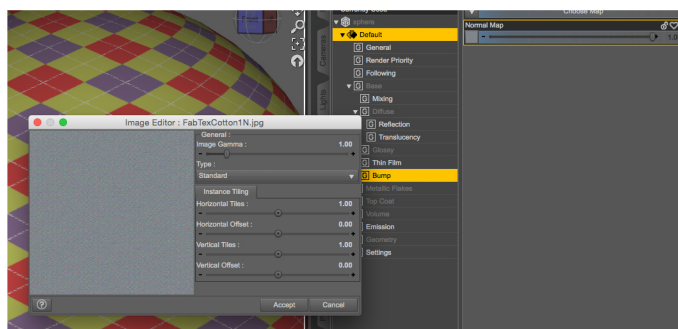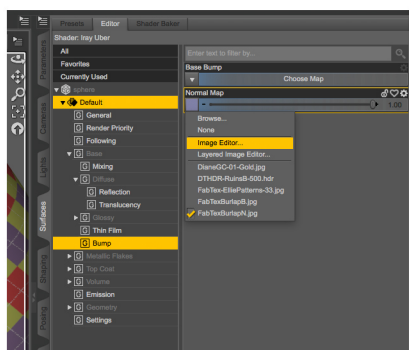
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Photoshop Pattern File
The Photoshop pattern file contains all 62 patterns that are part of the Iray Shader set so you can easily use and edit the patterns in Photoshop as needed for your texturing.

Merchant Resource
If you prefer to use the jpegs for your texturing, as a merchant resource, they are located here:

Runtime | Textures | Diane | FabTex | Ellie

Please see the **Terms of Use** below for using these shaders/patterns as a merchant resource.

Terms of Use
These FabTex Iray Shader sets can be used for your commercial projects e.g texture add-on sets.

However, they cannot be used to create shaders or similar products e.g backgrounds (for sale or to give away) unless they're for your own Personal Use.

You cannot use them to create 2d digital products including, but not limited to, digital scrap-booking kits, backgrounds, paper textures, clipart, Photoshop tools.

They cannot be used to create products for sale or freebies for virtual 3d worlds e.g Second Life

Please note these Terms of Use are in addition of the DAZ End User Licence Agreement.

Thank you,
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