

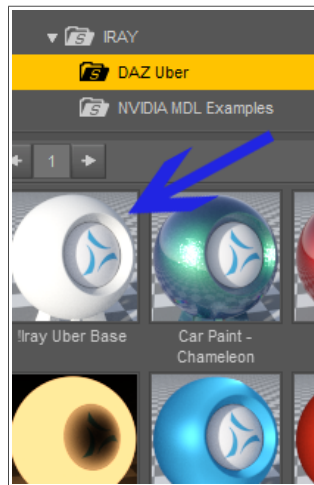
E1 Fantastic Plastic

Iray Synthetic Shaders for Daz Studio

by Eva1

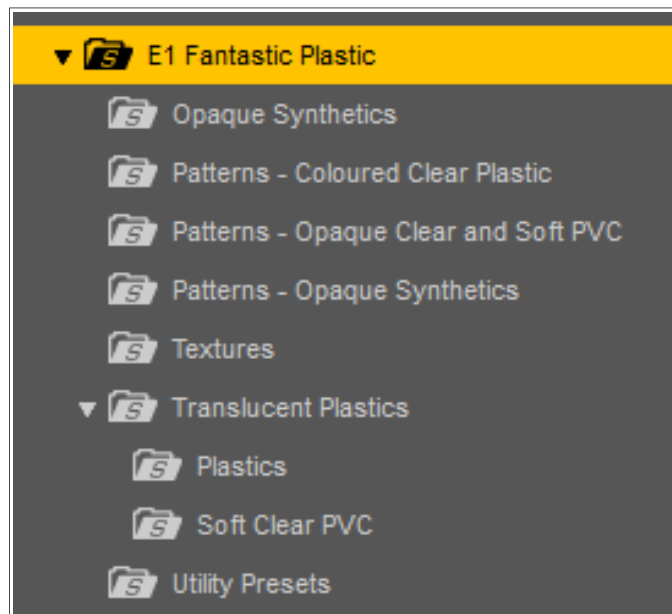
Fantastic Plastic is a collection of Iray synthetic shader presets for Daz Studio. They can be applied to any items you have in your content library such as clothing, furniture, floors or general props.

For items which have a 3Delight surface by default apply the **Iray Uber Base** shader first otherwise the shaders will not appear correctly when you render. This can be found in your Content Library under **Shader Presets>IRAY>DAZ Uber**.



BASE SHADER PRESETS

Fantastic Plastic shaders are located in the folder E1 Fantastic Plastic in your Daz Studio Content Library.



The shaders have been created using real world values for the surface settings such as Refraction and Abbe, to give realistic material properties.

The base shader presets are split into two categories:

Opaque Synthetics:

- Hard Plastic
- Latex
- PVC1
- PVC2
- PCV3
- Rubber

Translucent Plastics

- Plastics
 - Plastic Clear
 - Plastic Opaque
 - Clear Coloured Base
- Soft Clear PVC
 - Soft PVC Base Glossy
 - Soft PVC Base Matt

Apply base shader presets before applying colour, pattern or texture.

NB: The translucent effect of the Soft Clear PVC shaders will vary according to the thickness of the object it is applied to. For example when used on clothing they will usually show the character skin below (as seen in the main product image), but if applied to a solid sphere the effect will be more that of a soft opaque surface.

COLOURS

Colour presets are supplied for each synthetic type in their respective Content Library folder. You can also adjust colours or apply your own custom colours from the Surfaces tab. The Plastic Clear and Plastic Opaque presets are designed to be used without colour. For coloured clear plastic use the 'Clear Coloured Base' preset.

If you wish to apply your own custom colours these are colour settings you need to adjust for each synthetic preset type:

Base Shader Preset	Surfaces Setting
Opaque Synthetics (all types)	Base Colour
Plastics Clear Coloured Base	Refraction Colour
Soft Clear PVC	Transmitted Colour

DESIGNS

12 designs have been created for use with the base synthetic shaders. Each design can be applied in one of three ways to give different looks:

- As a texture (the texture is driven by a normal map)
- As a surface pattern
- Texture and surface pattern combined

These are explained further below.

Textures

The texture presets ([E1 Fantastic Plastic>Textures](#)) can be used on any of the base presets. You may need to adjust the tiling to suit the object being applied to using the supplied tiling presets ([E1 Fantastic Plastic>Utilities>Tiling](#)), or you can manually adjust the tiling settings in the Surfaces tab if you prefer.

Patterns

The different categories of base presets have different surface settings requiring the pattern presets created specifically for that base preset type to be applied. The following table gives an overview of which patterns to use for each synthetic type:

Base Shader Preset	Patterns to use (folder name in Content Library)
Opaque Synthetics (all types)	Patterns - Opaque Synthetics
Opaque Plastic, Clear Plastic, Soft Clear PVC	Patterns - Opaque Clear and Soft PVC
Coloured Clear Plastic	Patterns - Coloured Clear Plastic

For example using patterns from the [Patterns - Opaque Synthetics](#) folder will not have any visible effect if used on the Coloured Clear Plastic preset.

Combined Texture and Surface Pattern

Each texture design has an equivalent surface pattern of equivalent size. This means you can easily use both the texture and pattern of the same design together. Tiling can be further adjusted if required using the tiling presets supplied, or directly via the Surfaces tab.

UTILITY PRESETS

Utility presets are included to make adjusting the shaders easy if you need to. The following presets are supplied:

- Tiling
- Normal Strength
- Remove Pattern
- Remove Texture

Terms of Use

The texture files supplied may only be used as part of these DAZ Studio shaders, and may not be modified or used separately as an artist's resource, part of texture collections, in or as a new product, or in any other re-packaging for sale or as freebies. Please refer to the Daz End User Licence Agreement.

For more shader presets for Daz Studio (and Bryce) by Eva1 please visit
<http://www.daz3d.com/eva1>