

N.G.S. Anagenesis Guide

by audioslave74 (aka dimension-z)

For best results you must have these maps exactly as it shown in the guide below.

Any other map not shown in guide must be remove!

Note: The shader also converts non-Iray materials into Iray.



- If no SSS exists, use Diffuse Map



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Glossy Color

▼ 0.50 0.50 0.50

Glossy Color Effect

Scatter & Transmit ▼

Glossy Specular

▼ 0.10 0.10 0.10

Glossiness

▼ - + 0.65

Glossy Anisotropy

▼ - + 0.00

Backscattering Weight

▼ - + 0.00

Refraction Index

- + 1.60

Refraction Weight

▼ - + 0.30

Refraction Color

0.66 0.56 0.47

Refraction Glossiness

▼ - + 0.00

Abbe

- + 0.00

Glossy Anisotropy Rotations

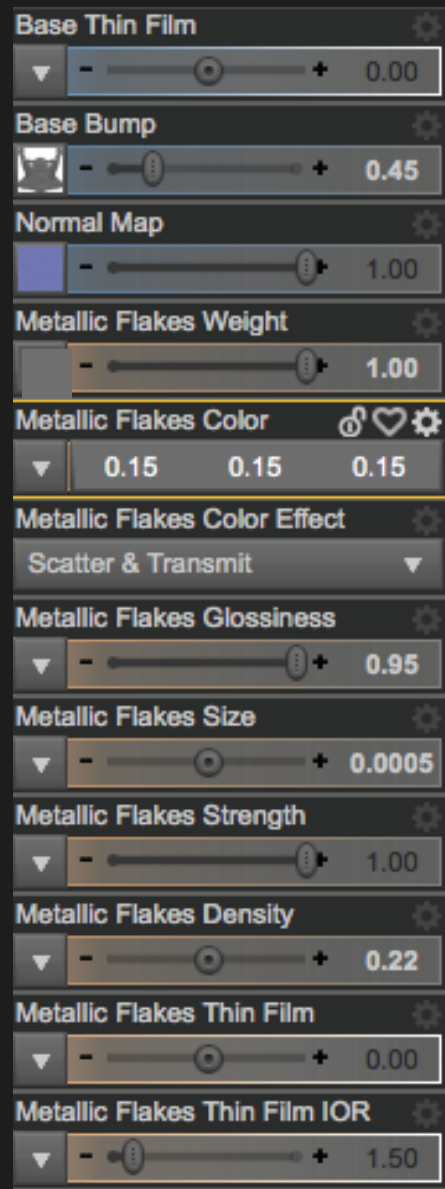
▼ - + 0.00

● Daz Studio Auto-Generated Maps



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Top Coat Weight 1.00

Top Coat Color
▼ 1.00 1.00 1.00

Top Coat Color Effect
Scatter & Transmit ▼

Top Coat Glossiness
▼ + 0.86

Top Coat Layering Mode
Custom Curve ▼

Top Coat Curve 0
▼ + 0.00

Top Coat Curve 90
▼ + 60.00

Top Coat Curve Exponent
▼ + 6.00

Top Coat Anisotropy
▼ + 0.00

Top Coat Rotations
▼ + 0.00

Top Coat Thin Film
▼ + 0.00

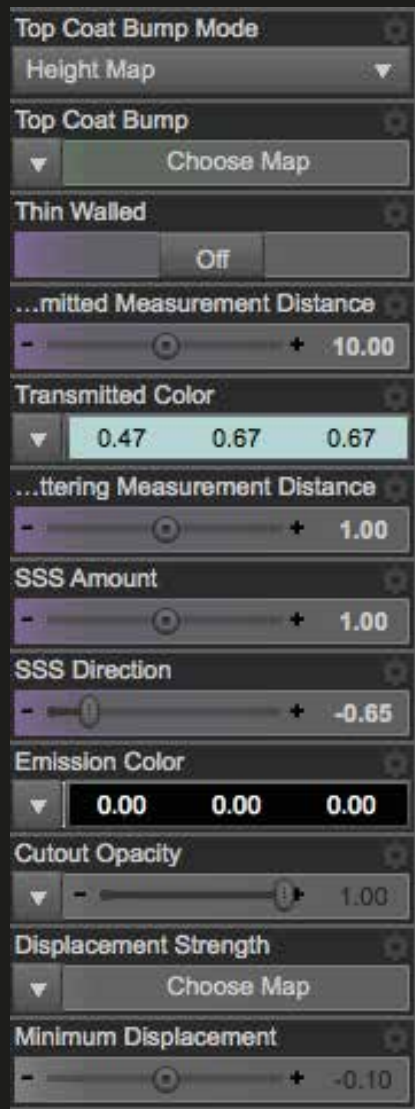
Top Coat Thin Film IOR
▼ + 1.50

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• You can Use Bump Map for better result



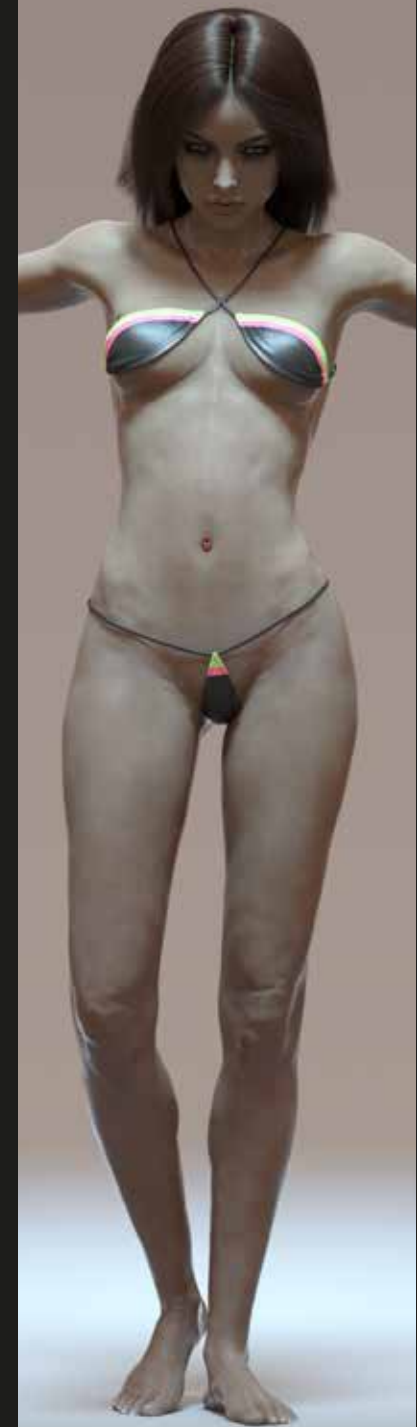
• You can Use Bump Map

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Minimum Displacement	<input type="text" value="-0.10"/>
Maximum Displacement	<input type="text" value="0.10"/>
SubD Displacement Level	<input type="text" value="0"/>
Horizontal Tiles	<input type="text" value="1.00"/>
Horizontal Offset	<input type="text" value="0.00"/>
Vertical Tiles	<input type="text" value="1.00"/>
Vertical Offset	<input type="text" value="0.00"/>
UV Set	Base Female
Smooth	<input checked="" type="checkbox"/> On
Angle	<input type="text" value="89.90"/>
Round Corners Radius	<input type="text" value="0.00"/>
...und Corners Across Materials	<input checked="" type="checkbox"/> On



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Extra Instructions:

- 1.You can also add Bump Map in Top Coat Bump (it has default value) & in Displacement Weight (it has default value).
- 2.You can add Specular Map in Metallic Flakes Weight instead of N.G.S. default & then decrease weight value if needed.
- 3.You can add Specular Map in Refraction Weight instead of N.G.S. default.

Bump Instructions:

For better results with Bumps, you have to decrease Bump Map Weight & increase Top Coat Bump Map Weight.
(values for 1st: 0.5 - 0.6 & for 2nd: 8-10 (you must uncheck limits first))

