DG Iray Super Sheer Shader Presets for DAZ Studio User's Guide

DG Iray Super Sheer Shader Presets 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 or shader preset. First have the object/objects selected in the scene tab, and also the desired surfaces need to be selected in the surfaces tab.

There are full surface **!Presets** included as a one click option, or as a starting point for further customization. Using any one of these presets first will remove any texture maps that may have loaded onto your item by default. Every aspect of the surface may then be modified to suit your needs by using the included Colors, Patterns, and Utility options.

The **Colors** presets will change color values in the Base Color, Translucency Color, and Glossy Color channels. They will not overwrite any other previously set image map.

Note: Due to the multiplicative properties of the Iray Uber shader, the very dark colors, especially the blues and blacks, do not get very sheer without also turning down the Cutout Opacity value. A setting of .8 to .95 is what I've found works best for most situations. You may have to adjust this manually to achieve the desired result.

Patterns - these will load an image map in the Translucency Weight, Glossy Reflectivity, Base Bump, and Cutout Opacity image channels. This is where the overall surface pattern comes from.

Opaqueness – these modify the vales in the Translucency Weight channel to make the item more, or less, sheer.

Glossiness – these modify the Glossy Layered Weight and Glossy Reflectivity to make the surface more, or less, shiny.

Tiling- 12 presets are included. The default for the full surface !Presets is set to 10 to make the pattern very small like finely knitted fabric. Please feel free to lower the tiling values to make the pattern more visible, or to achieve a different effect.

The Colors, Patterns, and Utilities are meant to be interchangeable. They will only modify one aspect of the surface, and will not change anything else on the surface. This makes it easy to switch the color, pattern, or amount of tiling without affecting any other previously set parameter. There are some helpful utilities included in the Utilities folder.

!Opacity Off will remove the image in the Cutout Opacity image channel. This is great to use with props or non-clothing items as the object will still be highly translucent, but it will no longer be slightly transparent. It does not change the Cutout Opacity strength that was already set, it only removes the image map.

!All Maps Off will remove every image map over the entire surface. This leaves all values and colors intact, retaining the highly translucent properties on an entirely smooth surface.

Rendering Tips: These shader presets create the look of very sheer fabric, but the overall patterns do not appear 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.

All promos and thumbnails were created with InaneGlory's Full Spectrum Iray light set, or IDG Easy Iray Studio lights using the Dome and Scene option in the Environment Mode with the environment set to .2 intenesity. I hope you enjoy using DG Iray Super Sheer 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.