

DG Iray Flocking, Fur, and Scales Quick Guide

Note: These shader presets make heavy use of displacement. To get the correct look, you will need to be sure the SubD Displacement Level in the **Surfaces tab** is set to at least 3. A value of 4 is best for most situations, and a value of 6 is even better, hardware depending.

Like any shader presets, please be sure your desired surface is selected in both the scene tab, and also in the surfaces tab.

!Full Presets – full surface presets, set up and ready to go. They do not affect the Cutout Opacity, and will not remove any opacity maps from the surface.

Fur Colors – These presets change color maps in the Base Color, Top Coat Color and Translucency Color. No other value or map is affected. The presets are meant to be used when you just want to change the color from the Full Presets, or used in conjunction with the Make It Furry presets.

Make it Furry – Partial Surface Presets that can be applied to any existing surface to give it a fur like, velvety flocked, or scaled appearance. It will activate the Top Coat and Translucency channels, so a color or image map must be set in these color channels. (The Fur Helper Script described below will automate this for you.) These presets can be used in conjunction with the Fur Colors, to change the fur type on any of the Full Presets, or to use with any existing textures.

Note on Precious: For some reason, the Iray materials on the Precious Base skin default has the Translucency Color image mapped deactivated. The work around I have found is to apply the 3Delight materials to Precious first, and then use the Make It Furry presets, followed by the Fur Helper Script.

Tile and Utility – The combination of tiling presets described below allows one to further customize the size and scale of the various patterns. They use the tiling function of the Image Editor, so they must be rendered to see any changes.

Fur Color Tiling presets will only tile the maps as described in the Fur Colors Section above.

Luster – Will only change the values of the Translucency Weight and Top Coat Weight. No maps are changed.

Fur Tile – Will change the tiling of the maps in the Make it Furry presets. This is not noticeable on the fur presets, but is very noticeable on the scales presets, and to a lesser degree, the flocking presets.

Fur Helper Script – will grab whatever map is in the Base Color and add it to the Translucency Color and Top Coat Color.

Please direct any comments or questions to DestinysGarden via Daz3d.com forum PM. Thanks, and have fun!