UHD Fuzzy Cloth Usage Guide

In general these UHD Fuzzy Cloth presets work the same as other shader presets you may have used.
There are however a few differences due to the way that the fuzz is created.
This guide will show you how to make use of the presets as intended and hopefully
answer questions you may have about how they work.

Using The Included Presets

Inside the main "UHD-FuzzyCloth"folder you will find a single preset for removing fuzz along with the following sub-folders containing shader presets.

"01 - Not So Fuzzy"
"02 – Fuzzy"
"03 - Super Fuzzy"
"04 – Tiling"

The first three folders contain shader presets with varying amounts of fuzz while the fourth has presets for tiling the textures across your surface.

First thing that we want to do is load a clothing item to apply our presets to. The product used for this guide is part of Hellenic for Genesis 3 Female(s).

If you're unfamiliar with the Surface Selection Tool it allows you to click
on any surface in your scene to select it.
This makes it very easy to change specific surfaces that you want without navigating menus.
You can find the Surface Selection Tool in the toolbar at the top.
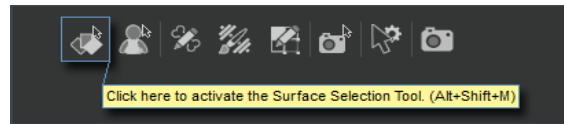
After activating the Surface Selection Tool go ahead and click on the surface you want to change.
You'll notice the surface you select becomes outlined in the 3D view.

It will also be highlighted in your Surfaces tab.
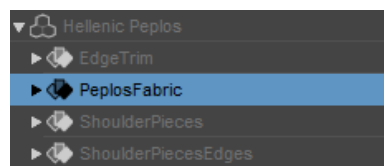
When loading a preset you'll notice the script at work loading new layers and applying textures.
After the preset is finished loading you'll find some new "shell" objects
parented under the object you're changing the surface of.
These shell objects are important to how the fuzz effect functions and will be mentioned again later.

I'm applying "Fuzzy Preset 25" to the main portion of the clothing in my scene.
After loading the preset I did a test render to see how it looked and noticed it's very "chunky".
This is because the texture tiling hadn't yet been accounted for.

Depending on the UVs for the model you're using it may be only showing a portion of the textures.
Sometimes though you may want your cloth to be more "chunky".
This can all be changed using the tiling presets provided with the product.

When applying tiling settings to these cloth surfaces make sure you first select
the same surface you previously applied the cloth preset to.
Remember that you are applying these tiling presets to the main mesh and not the created shells.
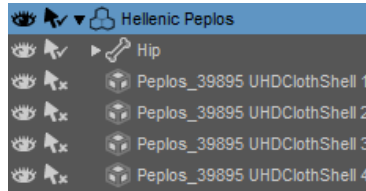

The script will run and apply the desired tiling preset.
For this example I used Tiling Preset 03.

To help sell the fuzz effect try to think about the amount of texture detail versus the amount of fuzz.
If you want to make your surface chunky try starting with the Super Fuzzy presets.
For cloth that has a lot of detail you may be better off using the Not So Fuzzy presets.

Now that the main cloth is looking good I want to load a separate shader preset to the trim.
By repeating the steps in this guide I've selected the trim with the Surface Selection Tool.
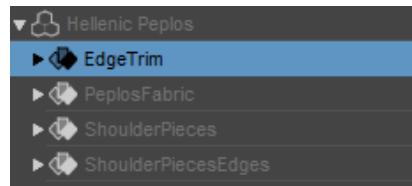
I then applied Fuzzy Preset 16 and loaded Tiling Preset 05.
The example render below shows what I'm currently working with.

You may have noticed that fuzz only appears on one side of the cloth.
Fuzz created by these shaders applies based on object normals so you won't see fuzz on backfaces.
Most often backfaces on character clothing will be covered from view.
When both sides of the cloth will be seen try sticking to cloth that has thickness if you're able.

These shaders can also be used without any fuzz at all by simply selecting the model
and loading the Remove Fuzz preset.
This will delete all of the created shells while leaving the base material intact.
You might find this useful when you want the cloth material on background subjects.

If you ever want to change how fuzzy your cloth is be sure to remove the current fuzz first.
After removing the fuzz simply load new presets from a different folder.

You can change presets without removing the fuzz if they are the same level of fuzzy.
For example to switch from "Not So Fuzzy" to "Super Fuzzy" existing fuzz must be removed first.
Changing between different "Fuzzy" presets doesn't require anything to be removed.

It is not possible to have two different levels of fuzz on the same object.
This is a restriction caused by the way the fuzz works being linked to geometry.
You can load as many different types of cloth to a model as long as they have the same level of fuzz.