



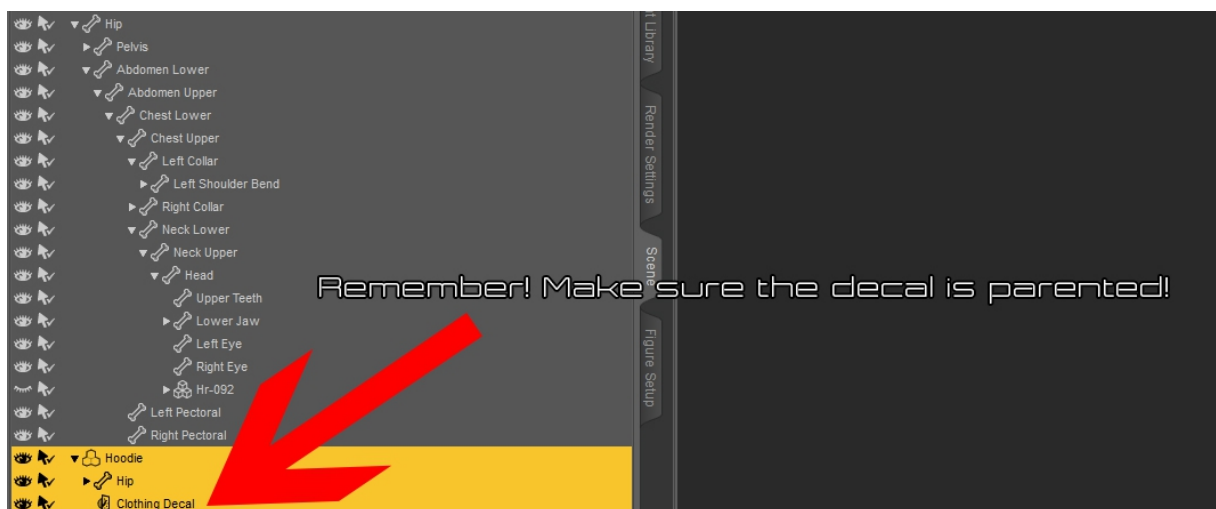
IRAY *Clothing Decal Kit*

Introduction

Iray Clothing Decal Kit is a set of Dirt/Liquid/Paint presets for the Daz studio Iray Decal Node system. Decals can be applied to any garment, regardless of UV's or generation. The dirt and liquid presets can be controlled via diffuse color presets too, which allows for more variation than unique diffuse maps.

Setup

Make sure your character and outfit is loaded into the scene before applying decals. Once loaded, select the garment you wish to affect in the scene, and double-click "Clothing Decal". Your garment should now have a decal parented to it, please check this is the case. Remember that decals will only affect the object they are parented too, so if you can't see your decal, it's more than likely isn't parented. After your decal is loaded and parented, you can start making style selections. Open one of the dirt, liquid or paint folders, and double-click a style with the decal selected in order to apply that style. If you chose a decal from the dirt or liquid folders, you can use the "Color tints" folder in order to make diffuse color selections. The decals in the paint folder however, use diffuse maps and can't be effectively tinted. You can use iray viewport mode in order to see your decal, it's a good idea to do this before final renders so you can determine if the decal requires any more manipulation.

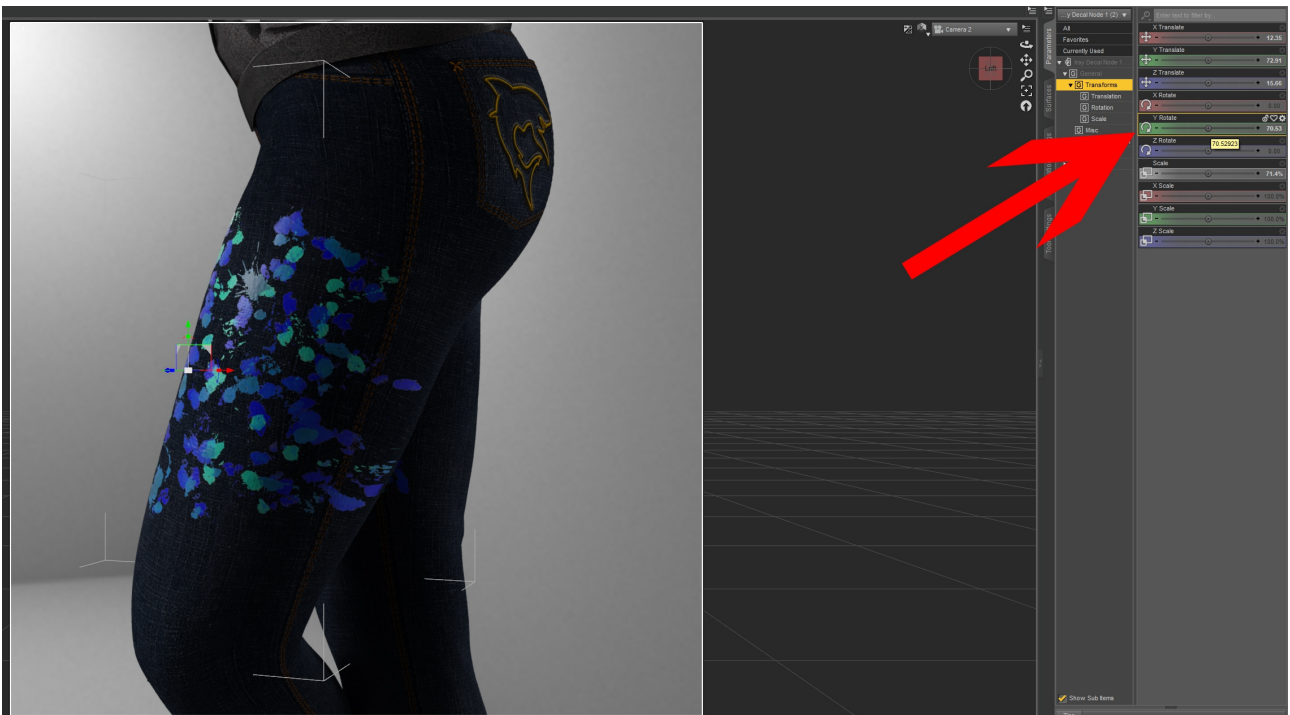


My Decal Looks distorted!

Decals work via projection, so that little bounding box you can see when you select the decal, it's a projector. So, for instance, if your decal is pointing directly at the front of the leg, and you're experiencing a distorted effect on the side of the leg – It's because the decal is trying to project around a corner. Like so..



As you can see, the Blue arrow (Z) is pointing at the front of the leg and causing deformation. All we need to do, is have that blue line point at the side of the leg. We can achieve this by rotating the decal on the Y axis. Like so...



Now the decal is aligned with the surface it's trying to project onto. Always do this in Iray viewport mode so you can see the effects of your alterations in realtime.

Dirt, Liquid and Paint

These folders contain your 20 decal options. The decal options in the dirt and Liquid folders simply use cutout and bump maps, leaving the choice of color up to you. The decals in the paint folder however, use diffuse maps for variety, you can still tint them but your mileage may vary.

Color Tints

As above, these options are available to set the diffuse color of both the Dirt and Liquid decals.

Utilities

The utilities folder contains some handy presets to manipulate gloss and transparency. These options can help blend decals or provide higher specular reflectance if needed.

Support

Thank you for purchasing Iray Clothing Decal Kit, I sincerely hope it comes in handy. If you get stuck, or need help, you can contact me in a number of ways. You can PM me on the forums, find the relevant support thread for this item, or email me at Dazkindredarts@gmail.com. I should respond to you within 24 hours, whichever way you decide to contact me. Just be aware that i'm not always notified of comments on my forum threads, so if I don't get back to you, message me directly.