



GORGEOUS GLASS SHADERS FOR IRAY

Volume 1
(Merchant Resource)

Digital Delirium

Daz Studio



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Introduction

Thank you for purchasing **Digital Delirium's Gorgeous Glass Shaders for Iray Vol. 1**. (DDGG1). Getting glass to look right can be incredibly difficult, which is why this product has been designed to give you the versatility to use multiple presets in combination, so that you can achieve beautiful, realistic looking glass in your Iray renders easily, under virtually any lighting settings.

Not only can you create glass with this product. It can be used to create many things that contain transparency properties of some nature, such as liquids, plastics, ice, etc, so feel free to be as creative as you want. By using the included Easy Tiling UV's You can even use it on your favorite Genesis 8 male or female character!

DDGG1 can also be used as a Merchant Resource. For guidelines, please refer to the section Merchant Resource Information at the end of the guide.

This PDF can be accessed by clicking the icon in the DD Gorgeous Glass for Iray Vol. 1 folder.

We are really looking forward to seeing how you use DDGG1 in your renders.

What's Included

- 15 premade glass full presets
- 10 glass material partial presets
- Thin wall on/thin wall off partial presets
- 4 frosted glass partial presets (light, medium, heavy, ultra)
- 11 colour infusion partial presets
- 12 opaque glass colour partial presets
- 9 smoky metallic glass partial presets
- 6 etched pattern glass partial presets
- 5 glass texture partial presets
- 3 wet glass surface partial presets
- 10 global utility tiling presets
- 15 smoky metallic utility presets
- 5 etched glass pattern utility presets
- 11 glass texture utility presets
- 12 wet glass surface utility presets
- 7 removal utility presets
- 7 basic props
- PDF manual

Textures Include:

- 21 seamless texture maps (4096x4096)

UV Maps

- Easy Tile UV set Genesis 8 Female
- Easy Tile UV set Genesis 8 Male

*UV Sets kindly provided for use with permission by Oso3D

How to use DD Gorgeous Glass Shaders for Iray Vol. 1

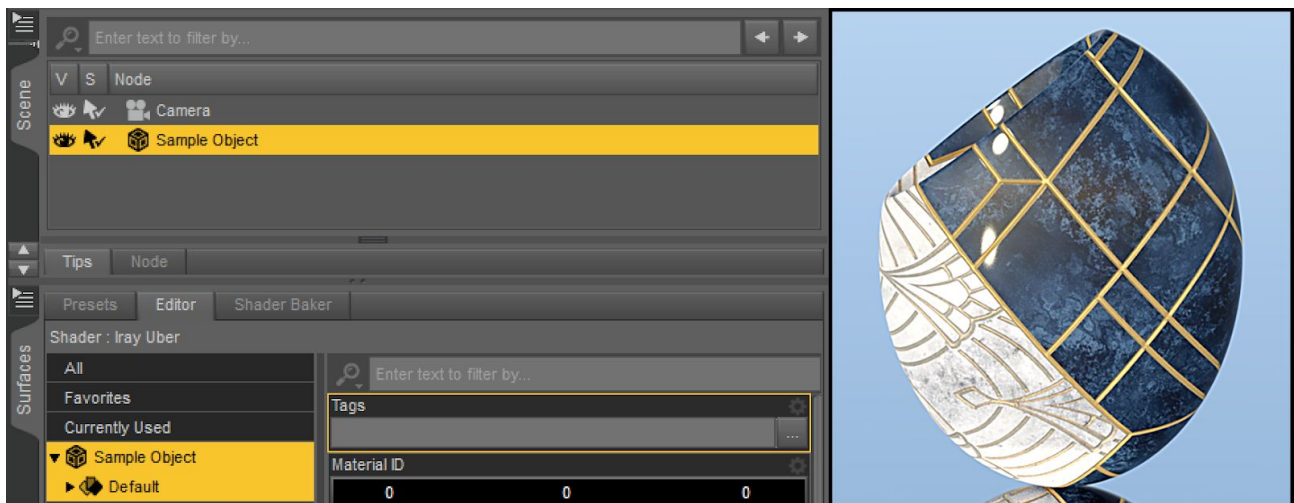
The product has been divided into 4 main sections which can be found in the content library under shader presets/Digital Delirium/DD Gorgeous Glass for Iray Vol. 1. The 4 main sections are as follows and each section is described below.

- Make Your Own Glass
- Premade Glass Full Presets
- Props
- Utilities

Make Your Own Glass

This is the core section of DDGG1 and allows you to really get your creative juices flowing! It's where you get to decide and fine tune how you would like your glass to look. The steps below show an example of how to make your own glass using the included presets.

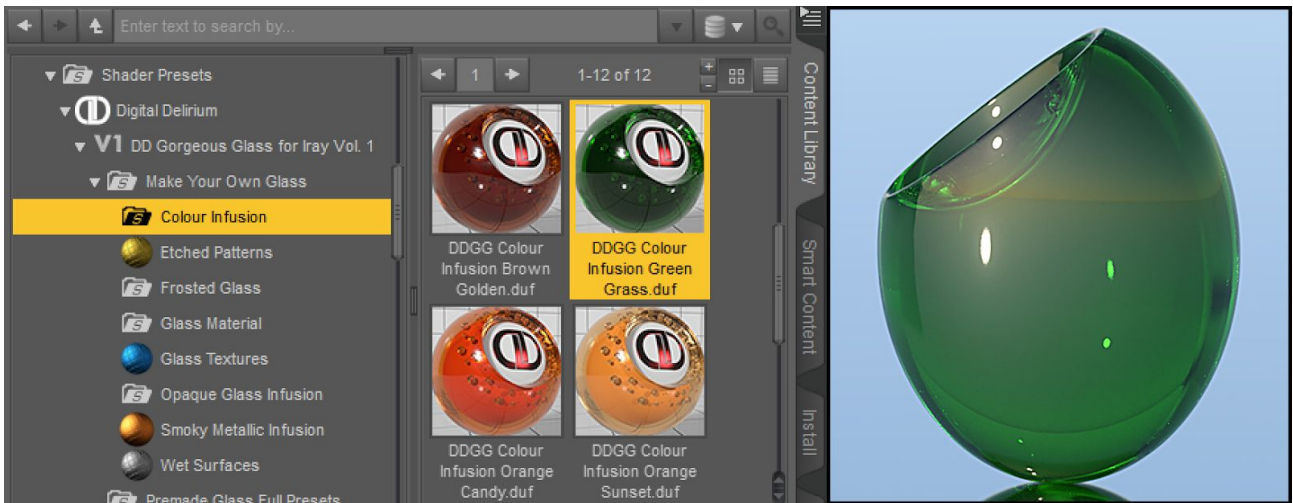
1: Select the object(s) you wish to apply glass to in both the Scene pane and Surfaces pane.



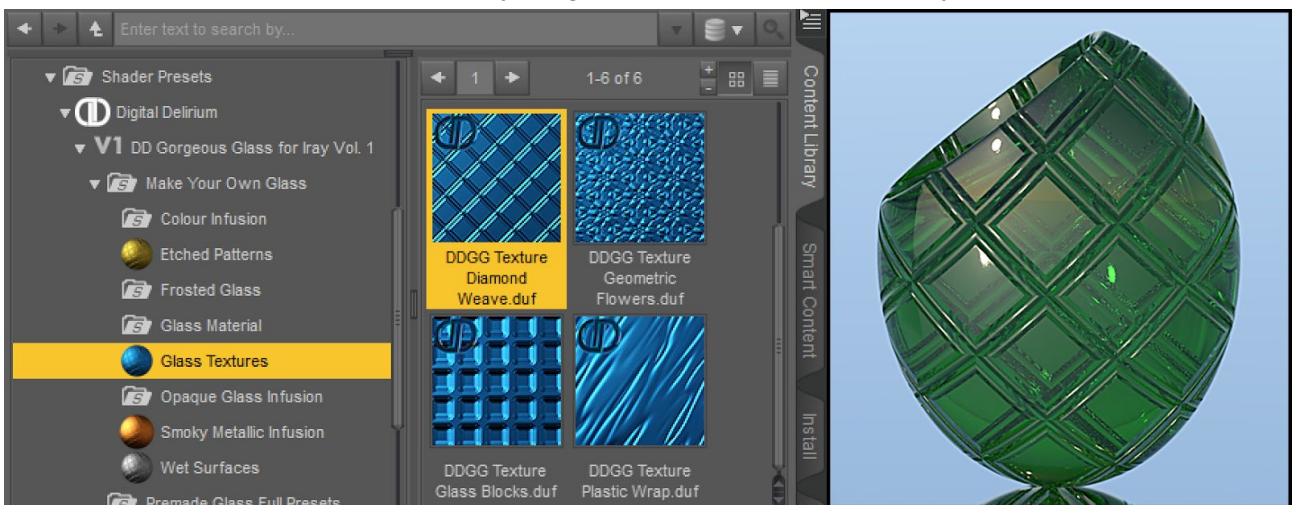
2: Double click either of the two icons in the **Make Your Own Glass** folder.



3: Now to get creative. Use any of the presets in the **Make Your Own Glass** sub-folder sections to begin your glass-ter-piece!

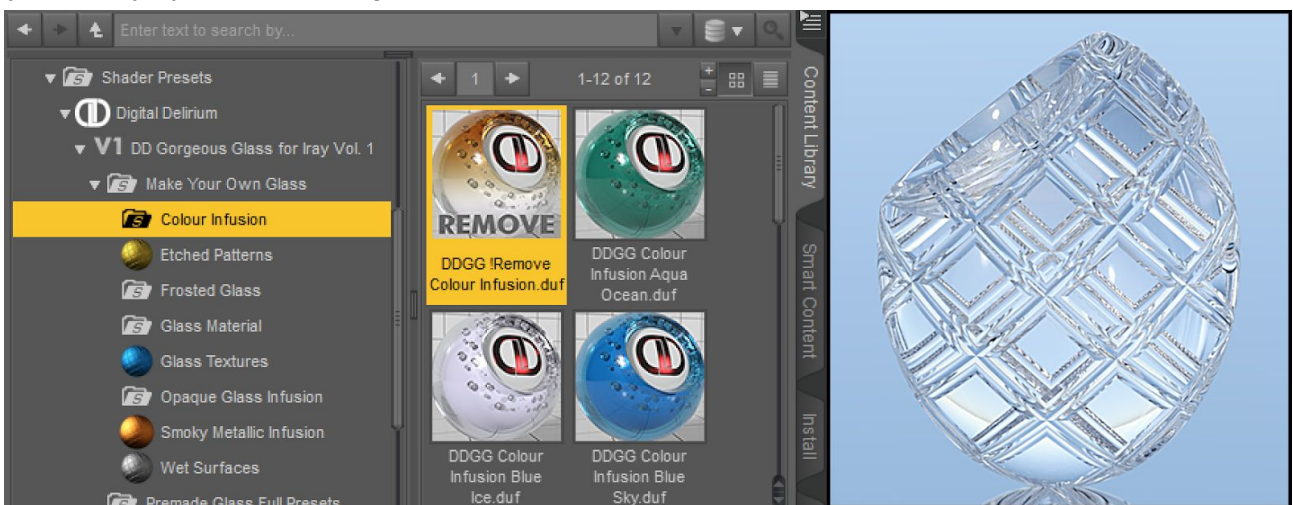


4: Experiment! Add different effects to your glass and 'build' it up to how you would like.

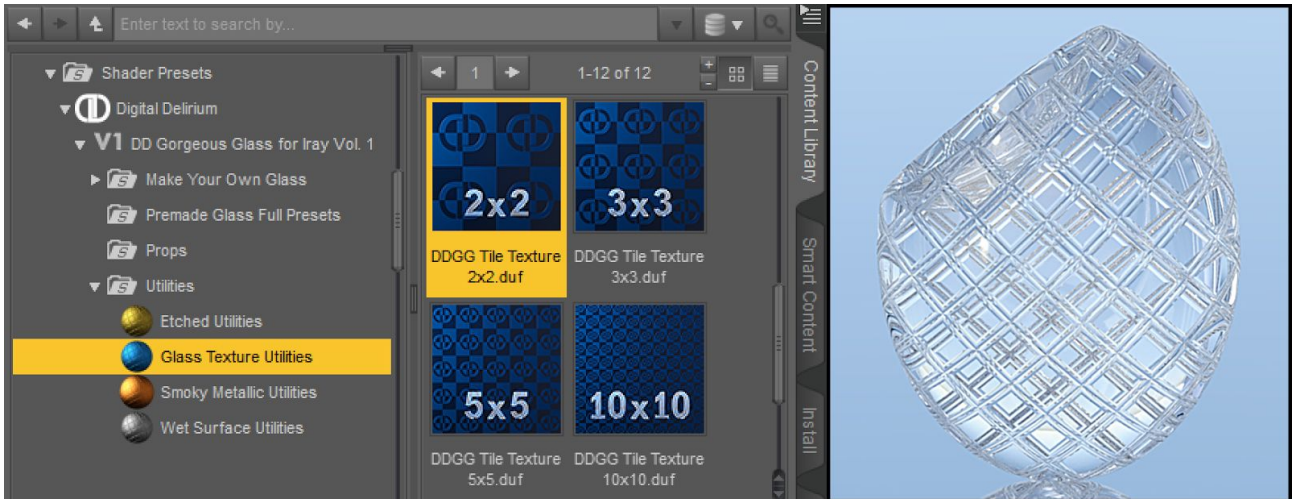


5: If at any time you would like to remove a particular effect, use the **Remove** tool icon in the folder containing the relevant effect.

Note: The **Glass Material** folder does not contain a **Remove** tool icon. In the **Glass Material** folder you can change glass from thin walled to thick or vice versa, or change the glass material type simply by double clicking on the icons

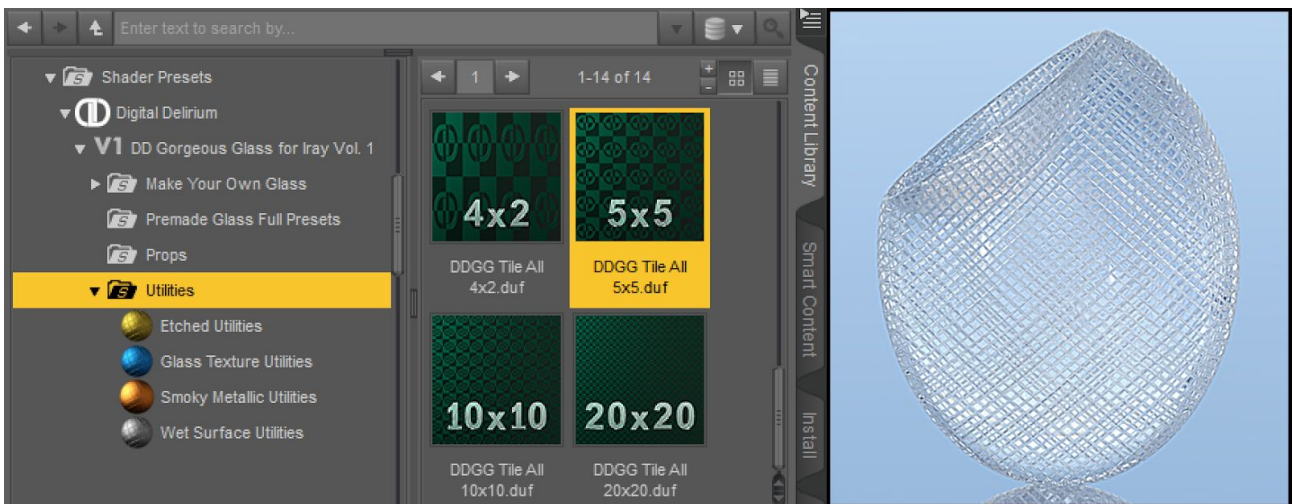


6: Whilst creating your own glass, you can jump to the **Utilities** folder. When expanded you will see that each section has a convenient colour coded icon which matches the **Make Your Own Glass** sub-folders. Once an effect is applied, you can use presets from the corresponding **Utilities** sub-folders to tile a particular effect or change its strength.



7: To tile all effects you have built into your glass at once, use the **Tile All** presets in the **Utilities** root folder.

Note: If, for example, you have selected a texture and used the 2x2 tile in the **Glass Texture Utilities** folder, then apply say the 5x5 **Tile All** preset from the **Utilities** folder, the texture will now be tiled at 10x10 (2x2 texture multiplied by 5x5 tile all =10x10 tiling of the applied texture). This gives much more flexibility in your tiling options. The **Tile All** preset will multiply whatever tiling size you have already applied by the selected Tile All preset amount.



Note:

- You **DO NOT** have to follow any order when making your own glass (You can jump back and forth between the **Make Your Own Glass** and **Utilities** folders at any time). The key here is to experiment and to have fun!
- Although every effort has been made to make any combination of effects look great, you may find that certain effects will cancel out other effects you have applied. Changing parameters such as the strength of a particular effect can help alleviate such issues.

Premade Glass Full Presets

Here you can find 13 creative full presets (all of which can be made by using the **Make Your Own Glass** and **Utilities** sections of the product), as well as the **Solid Clear** and **Thin Clear** presets, also found in the **Make Your Own Glass** folder.

These full presets can be used by themselves, or you can use them as a starting point to achieve the look you want. Once you apply any one of them, feel free to further alter your glass in the **Make Your Own Glass** section and/or **Utilities** section of the product.

For further information on how this can be achieved, please read from point 3 in the previous section, **Make Your Own Glass**.

Utilities

Although the **Utilities** section has been covered in the **Make Your Own Glass** section of the User Guide (points 6 and 7), it is worth noting a couple of specific things.

Firstly, the focus was to make the product extremely easy to use, so in the **Utilities** root folder there are a couple of tiling options which may at first appear a little strange, infact, they will make texturing Daz3D primitives a breeze. These are the 2x1, 3x2 and 4x2 tiling options. The reason for including these is as follows.

If you are applying any texture to a Daz3D sphere primitive, to reduce distortion textures should be tiled at a 2:1 ratio. The 2x1 and 4x2 Tile All options achieve this.

When using Daz3D cube primitives, textures should be tiled at a 3:2 ratio. By applying the 3x2 Tile All option, the texture will appear on all sides of the cube. Note: If you are using the DDGG Glass Block prop which comes with this product, you will not need to use this tiling option as the glass block prop comes set up with 6 material zones, one for each side of the block.

Props

The DDGG Glass Block prop comes set up with 6 material zones, one for each side of the block, allowing for great flexibility, from applying the same effects to all 6 sides, to multiple effects. By default this prop uses Solid Clear glass and Glass Blocks texture when added to your scene.

The glass sheet props are great for kitbashing when you need a pane of glass. The DDGG Glass Sheet Thick prop has 3 material zones (front, back, sides), to give it some thickness, the two thin sheet props are both single sided, the difference being that one has more geometry than the other.

Easy Tiling UV Utility Genesis 8

If you wish to apply one of the shader presets to either Genesis 8 Female or Genesis 8 Male please try using this utility. It will eliminate seams which you get from the default UV sets.

A BIG thanks to Oso3D, the creator of the Easy Tiling UV sets and for permitting us to include this. The original is included on the Daz3D store in the product "Oso Shader Pack 1 for Iray".

Merchant Resource Information

Hard Surface Shaders for Iray is a Merchant Resource. Please note the limitations below and if you have any questions or are unclear on how this product may be used commercially, please contact the vendor.

- You cannot use the maps in this product to create another product of similar nature, such as another shader pack.
- The texture maps cannot be used in products which are given away as freebies, in any way whatsoever.
- Texture maps cannot be re-distributed in any product "as is". They must be baked in to the product in such a way that the person who purchases that product is not able to extract the maps. For example, saving for a specific model as a material preset would be acceptable provided that product was not then given away as a freebie.
- Users may of course use this product in their own renders for both personal and commercial use.

Vendor Store Link



www.daz3d.com/digital-delirium