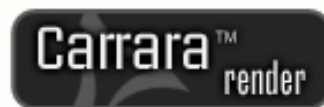# How to get the most out of your Jeremy Elite Carrara Shaders.

These sets are designed to be installed into your main Carrara install folder and the instructions provided will assume that is the case. If not, before you begin you will have to add the appropriate folders to your Browser before proceeding.

Please note that these sets were designed for use in Carrara 6.2 and later. If your version of Carrara 6 (It will say what version you have on the splash screen.) then please update your copy from [DAZ3D's website](#) before proceeding.

These shaders come in two varieties, Base and GI. The difference between the two sets is that GI includes Sub-Surface Scattering or SSS. SSS in Carrara is designed to be used with Global illumination turned on in your rendering and tends to act more like a glow channel when there is no Global Illumination.
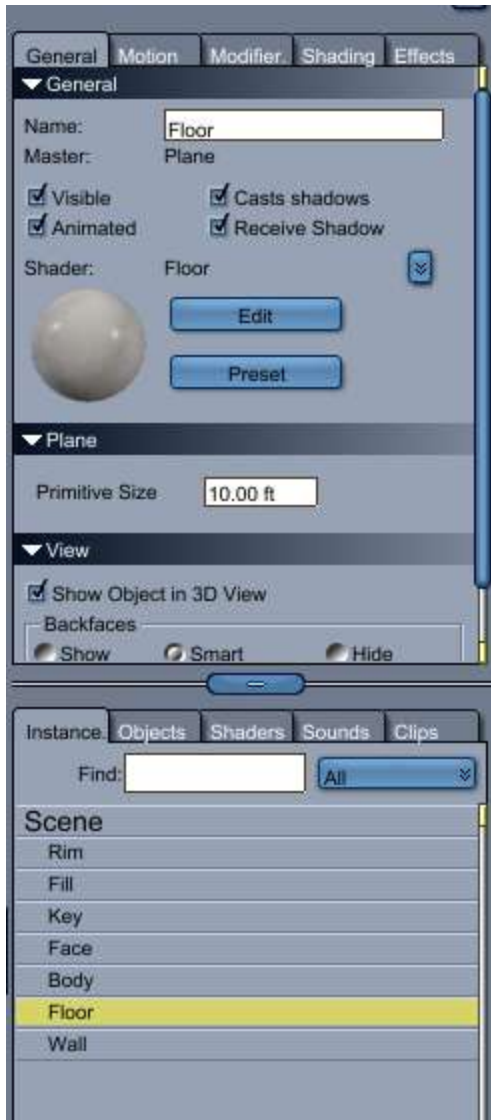
Using the backdrop and preset lights

Included in this set is a pair of Light, Camera and Render presets plus a backdrop along with your Carrara shaders. Since the presets use Global Illumination the backdrop and floor are used to bounce light and make the lighting more realistic.

To load one of these presets go to your Browser's **Scenes** tab. Under the heading of Lights you will find Elite. In that folder are the two presets.
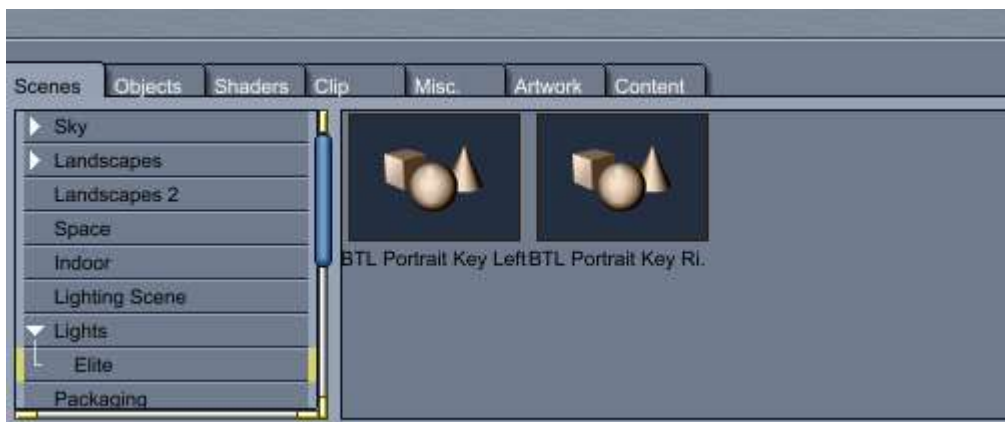
The difference between the two presets is the key or main light comes from either the left or the right. To load, simply double click on the one of your choice.

If you wish to change the texture on the backdrop or the floor you can simply select the floor or the wall in the Instance tab and push the edit button.

You can then replace the texture with either a preset shader or your favorite tiled texture. You can also replace the backdrop and floor entirely with something similar such as DAZ3D's Multiplane Cyclorama. Just remember this light set is designed with Global illumination and therefore light is designed to bounce. Changing the background may cause you to have to adjust your light levels. Further the "Rim," or rear, light is set behind the backdrop but is designed to exclude the backdrop from that light's lighting, so if you intend to replace the backdrop please remember to take that into account.

Since the preset scene does use Global Illumination and settings to really bring out the quality of the Elite textures these renders will take a while to complete, longer if your scene is complex or you have complex alpha mapped hair.

Using the Shaders

To use the shaders load Michael 4. On the "Instance" tab choose the line under Michael 4 that says "Model" and click the edit button.

In the Shader Room go to the Browser tab marked "Shaders" navigate down to skin->Michael 4->Jeremy, choose your shader then Drag and Drop onto the big multi-colored ball on the top right. Remember if you are not going to be using Global Illumination in your scene you are better off not using the GI shader.
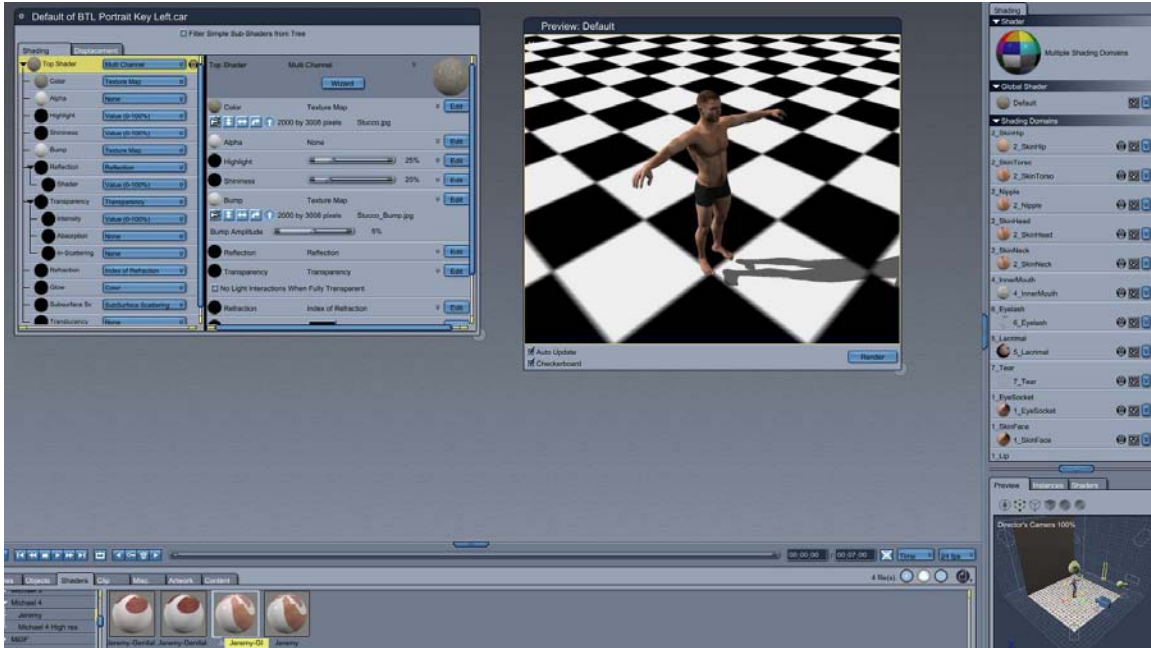
Use the little hand at the top of the screen to go back to the assembly room. It is usually best if you then Remove Unused Master Shaders. (This is a good habit to be in when you replace shaders because it frees up memory.)

You can then select Michael 4 and add clothing, hair and other content to the scene. (If you apply a texture using a Mat pose you should also probably remove unused shaders.) You will likely wish to adjust shaders for any other content you add to the scene, specifically Highlight, Shininess, Bump and possibly Displacement and Glow.

These shaders are set up to work in a wide variety of lighting situations. However since shaders and lighting are interdependent it may be necessary to adjust one or the other for the look you are going for. To do that each skin material zone has a pair of extra sliders, one in shininess and the other in highlight. This should make it easy to adjust for your particular render.
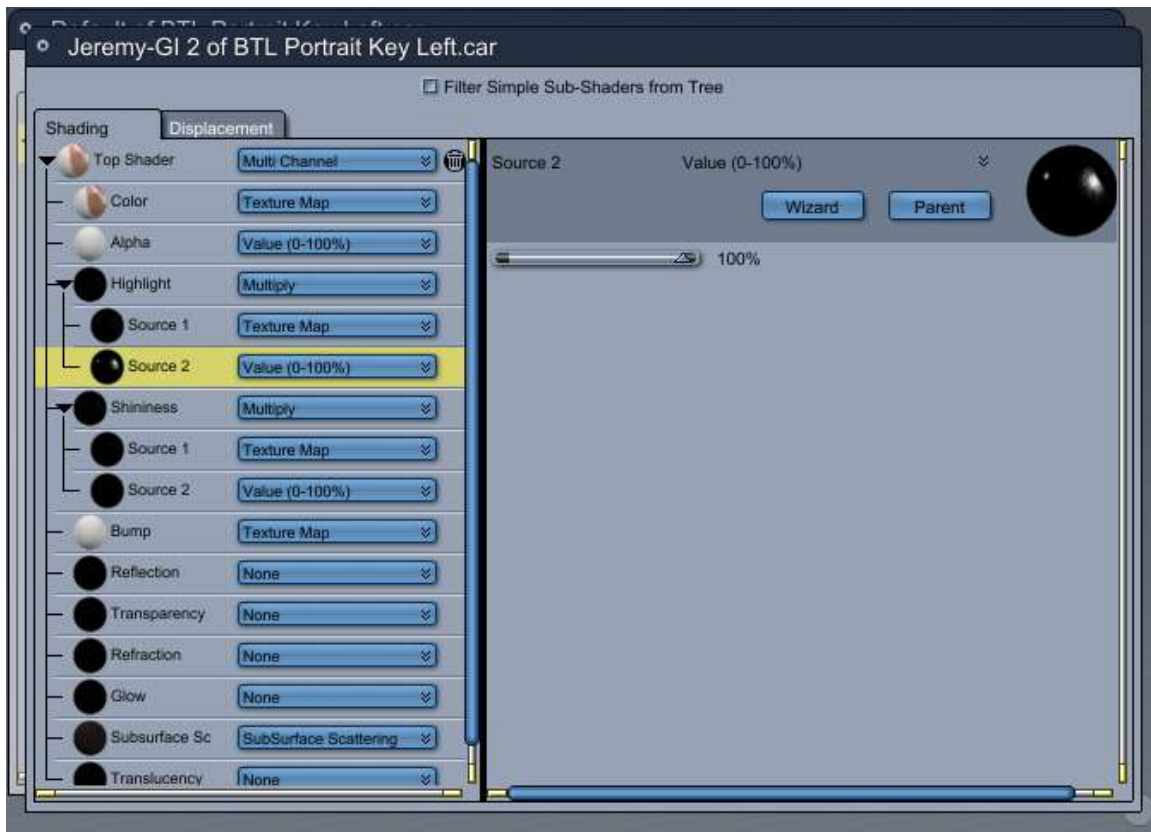
Also note that pure HDRI lighting in Carrara does not produce skin highlights. To bring those out, in conjunction with an HDRI map, it is usually necessary to add a low intensity spotlight or two or other direct light to the scene.

Thanks for reading this. I hope you enjoy your shaders as much as I enjoyed making them.