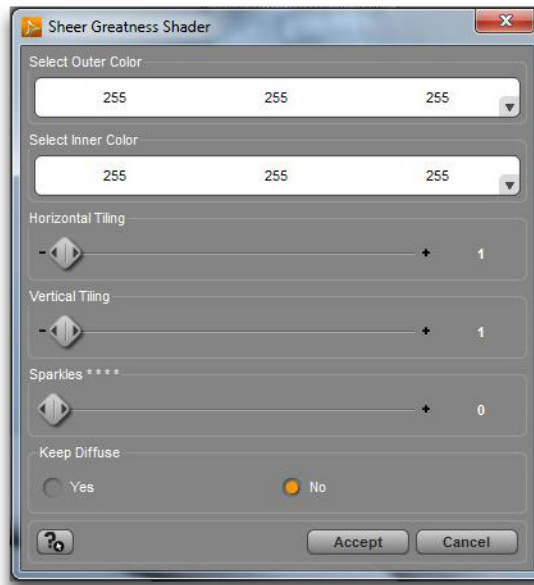


SHEER GREATNESS SHADER TUTORIAL

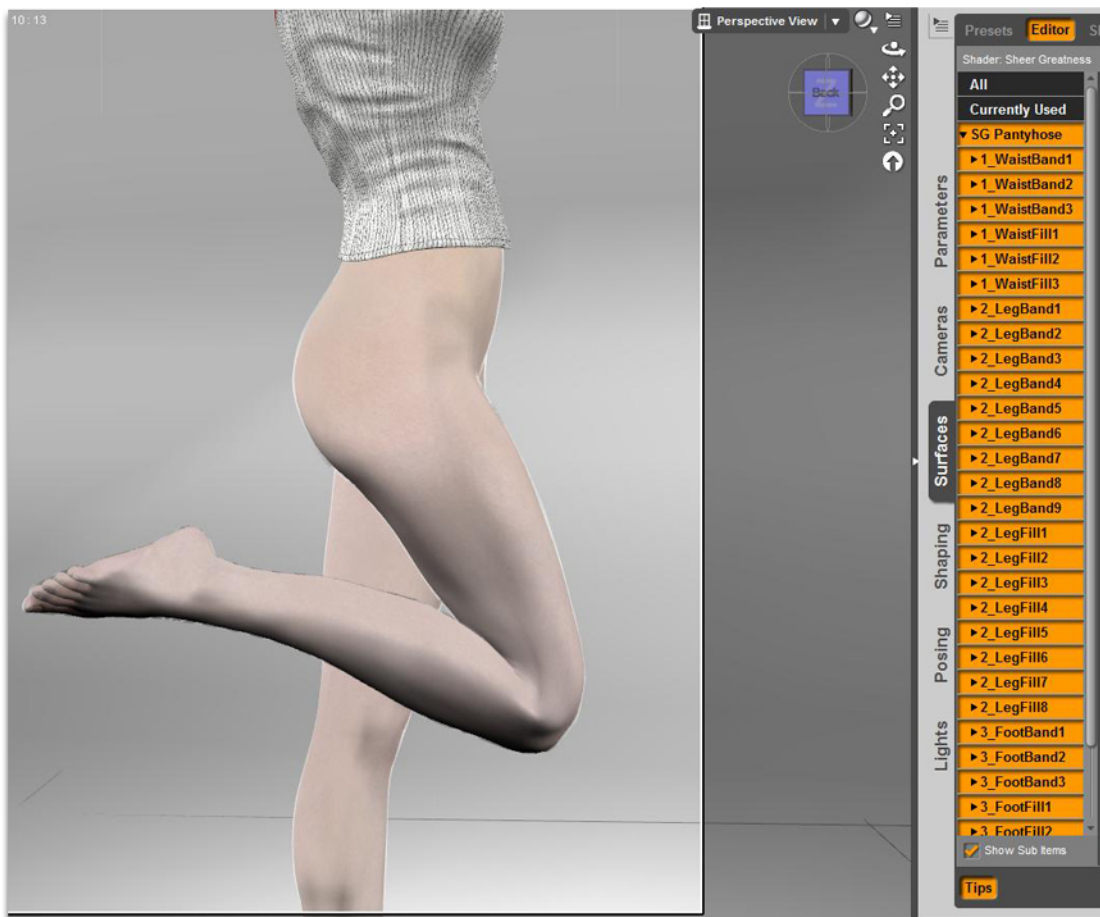
TO GET A FEEL FOR THE SHADERS, LOAD UP THE SG PANTYHOSE ONTO GENESIS AS WELL AS THE PROMO LIGHT SET PROVIDED. THE PROMO LIGHT PRESET CAN BE FOUND UNDER PRESETS\LIGHTS\SHEER GREATNESS. ROTATE GENESIS -90 DEGREES ON Y ROTATE AND VIEW FROM THE BACK. THIS WILL MAKE UNDERSTANDING HOW TO USE THE SHADERS EASIER AS IT WILL BE USED IN THE TUTORIAL EXAMPLES.

ONCE THE PANTYHOSE IS LOADED ONTO GENESIS, GO TO THE SHADERS FOLDER IN DAZ, SELECT SHEER GREATNESS AND CLICK ON THE !SHEER GREATNESS SHADER ICON.

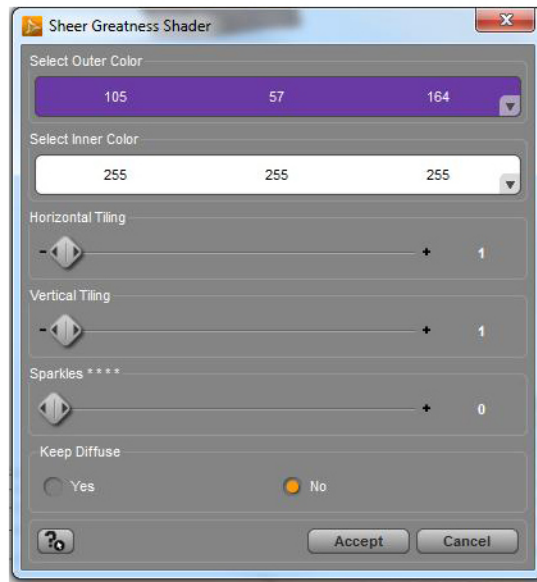
NOW YOU ARE PRESENTED WITH THE FOLLOWING INTERFACE.



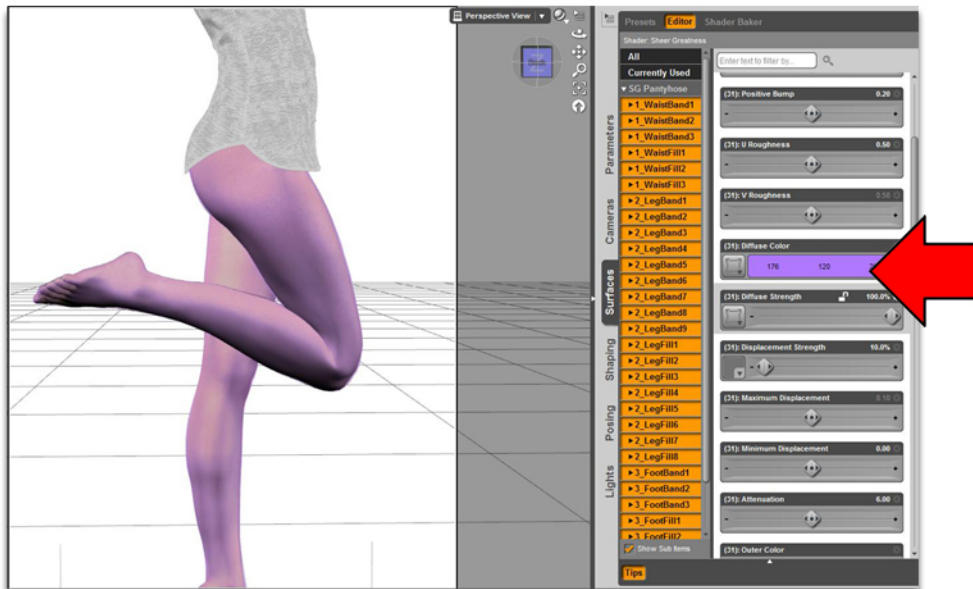
MAKE SURE YOU HAVE THE PANTYHOSE SELECTED FROM THE SCENE TAB AS WELL AS THE SURFACE GROUPS SO THE SHADER WILL KNOW WHAT IT IS BEING APPLIED TO. DO THIS BEFORE CLICKING THE SHADER.



FOR NOW LETS JUST ADD AN OUTER COLOUR AND LEAVE THE REST OF THE SETTINGS AT DEFAULT THEN HIT APPLY.



NOW LETS ADD A DIFFUSE COLOUR. THIS WILL ACT AS THE BASE COLOUR FOR THE PANTYHOSE. I AM GOING TO MAKE IT A LIGHTER PURPLE.

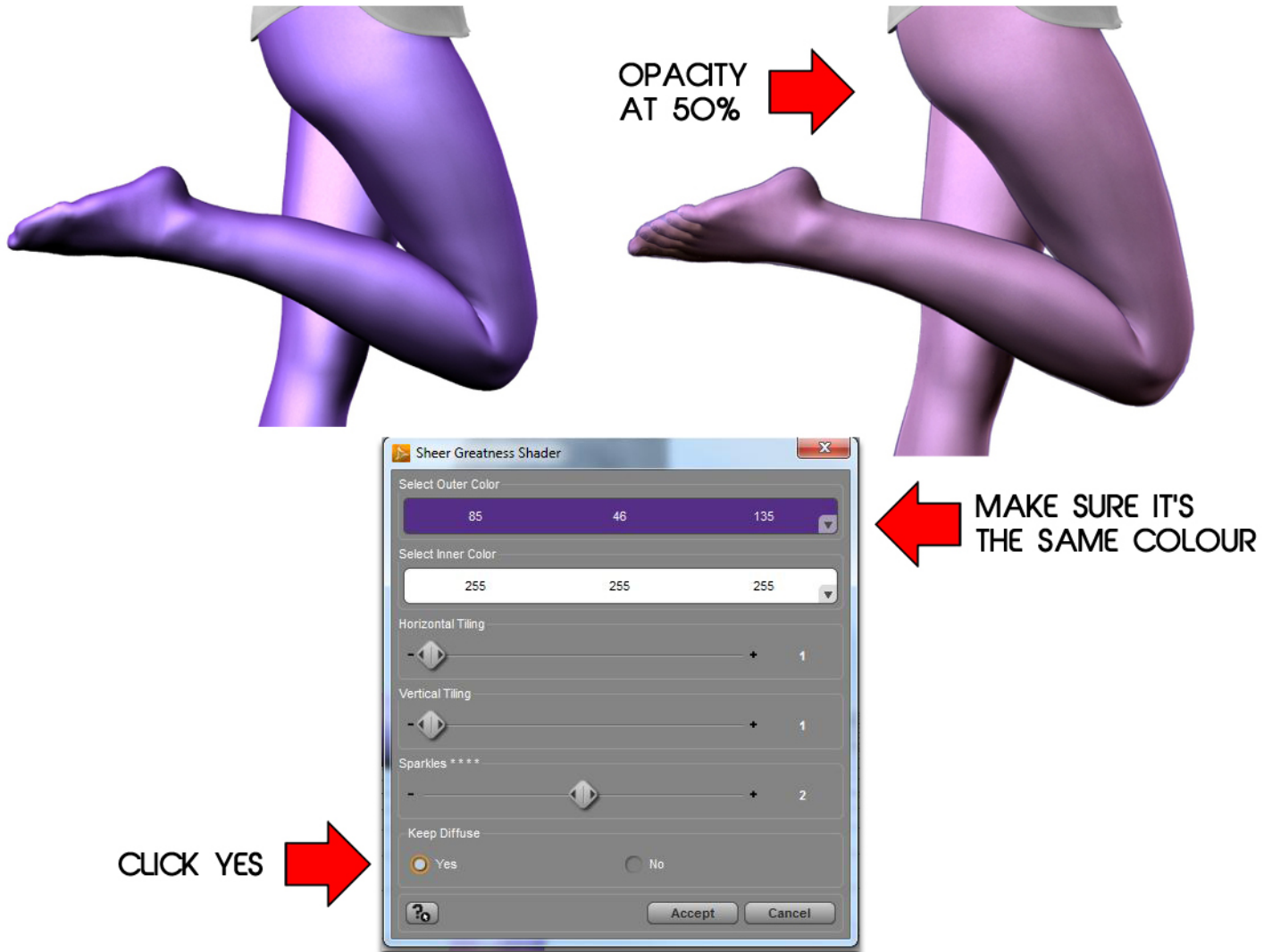


NOW LETS RENDER TO SEE THE RESULTS.

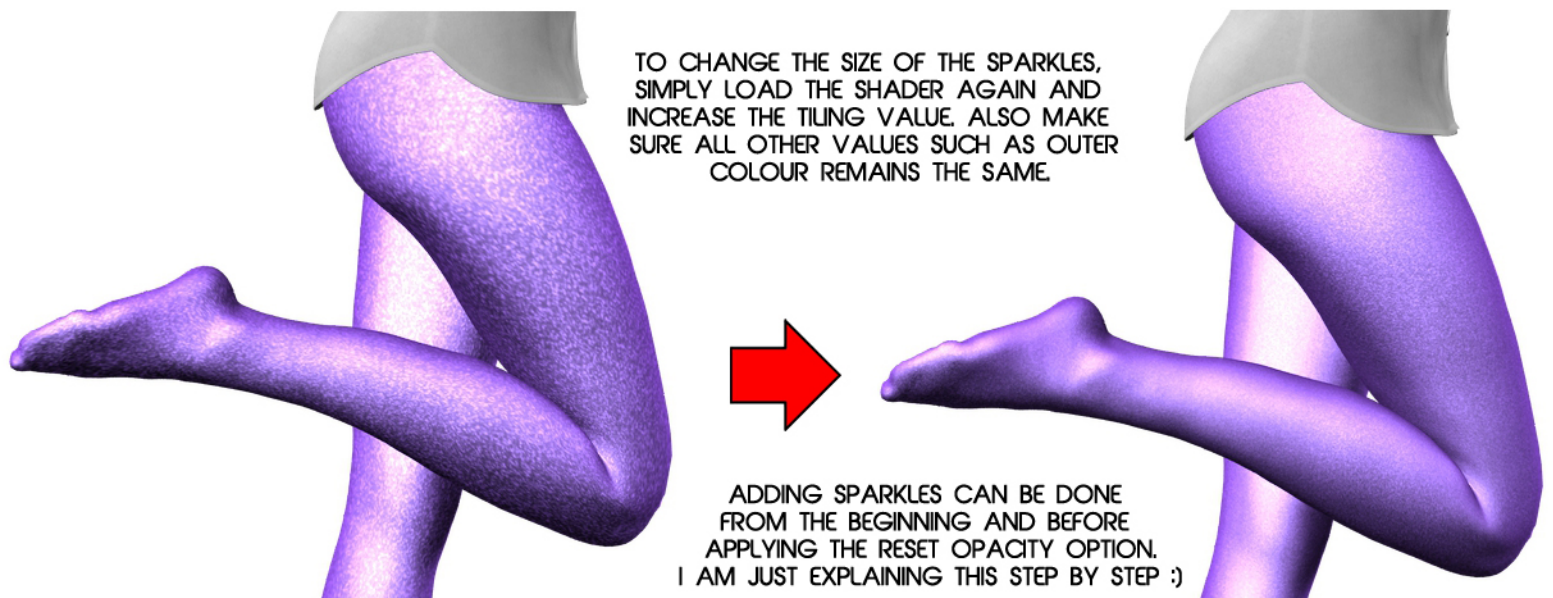


NOT BAD, BUT I WANT TO TWEAK IT A BIT. TO GET MORE SHINE, SIMPLY DARKEN THE OUTER COLOUR OR LIGHTEN THE DIFFUSE COLOUR. THIS CAN BE DONE IN THE SURFACE TAB AFTER THE SHADER HAS BEEN LOADED. THERE WON'T BE MUCH OF A VISIBLE DIFFERENCE BECAUSE THE SHADER AUTOMATICALLY APPLIES A SLIGHT OPACITY TO THE SURFACE. TO SEE THE REAL DIFFERENCE THE OUTER AND DIFFUSE COLOURS MAKE, WE CLICK ON THE RESET OPACITY ICON. THIS WILL MAKE THE SHADER 100% STRENGTH. ONLY USE THIS IF IT'S THE LOOK YOU ARE AFTER.

THIS IS THE RESULT. BUT I WANT TO TWEAK IT FURTHER AND ADD SOME SPARKLES.
TO DO THIS I AM GOING TO OPEN THE ISHEER GREATNESS SHADER AGAIN AND
ADD SOME IN. BUT BEFORE I DO THIS I NEED TO REMEMBER THE OUTER COLOUR VALUES
BECAUSE LOADING THE SHADER AGAIN WILL RESET IT. I ALWAYS JUST ADD IT TO
CUSTOM COLOURS SO I CAN SELECT IT WHEN CHOOSING A COLOUR.
IF YOU WANT SOME OPACITY, SIMPLY DIAL DOWN THE STRENGTH IN
THE SHADER TAB ON THE OPACITY STRENGTH DIAL.



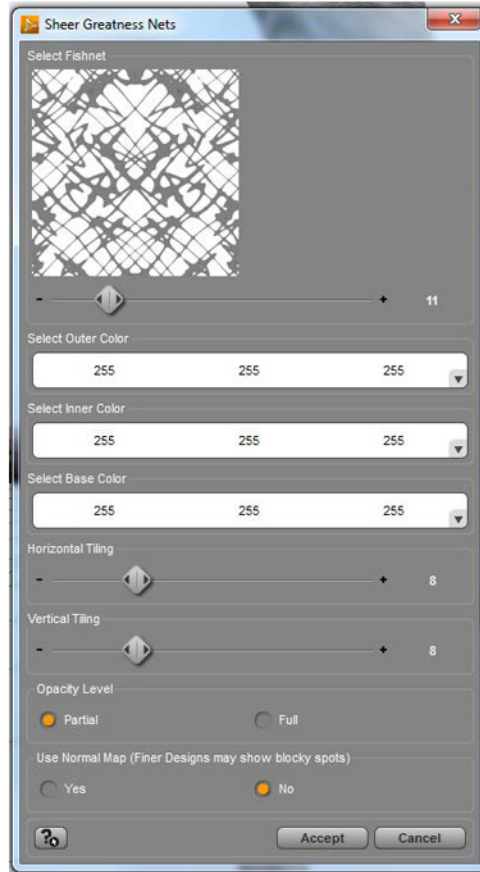
TO ADD SPARKLES, SIMPLY DIAL UP THE SPARKLES SLIDER. THE TILING SETTINGS ARE
FOR HOW FREQUENT IT WILL BE ON THE SHADER. ALSO I HAVE SELECTED 'KEEP DIFFUSE'
SO THE BASE COLOUR WILL STAY THE SAME AS I HAD IT. AFTER CLICKING
'APPLY', THE PANTHOSE WILL TURN WHITE. THIS IS NORMAL UNTIL YOU RENDER IT.



USING LACE & NETTING SHADERS

WELL NOW THAT WE HAVE COVERED THE BASICS OF HOW THE SHADER WORKS, WE CAN LOOK AT HOW TO USE THE LACE AND NETTING SHADERS. IT IS FAIRLY STRAIGHT FORWARD AND REQUIRES NO REAL EXPLANATION.

THE INTERFACE IS A LITTLE DIFFERENT AND PRESENTS YOU WITH DIFFERENT OPTIONS BUT ESSENTIALLY IT WORKS THE SAME.



← NORMAL MAPS AND PARTIAL OPACITY ENABLED

NORMAL MAPS DISABLED AND OPACITY SET TO FULL →



IF YOU LIKE, YOU CAN EVEN LOAD THE RESET OPACITY SETTING AFTER THIS PROCESS AND GET A MORE SOLID LOOK.



YOU CAN ALSO DARKEN AREAS OF THE PANTYHOSE OR OTHER CLOTHING SIMPLY BY APPLYING A DARKER DIFFUSE COLOUR ON CERTAIN MATERIAL GROUPS.

SO AS YOU CAN SEE BY THIS BASIC TUTORIAL, THERE ARE MANY OPTIONS AVAILABLE TO GET A WIDE VARIETY OF DIFFERENT LOOKS.

THANK YOU FOR USING SHEER GREATNESS. IF YOU HAVE ANY QUESTIONS PM EITHER ONE OF US.

WE LOOK FORWARD TO YOUR RENDERS:)