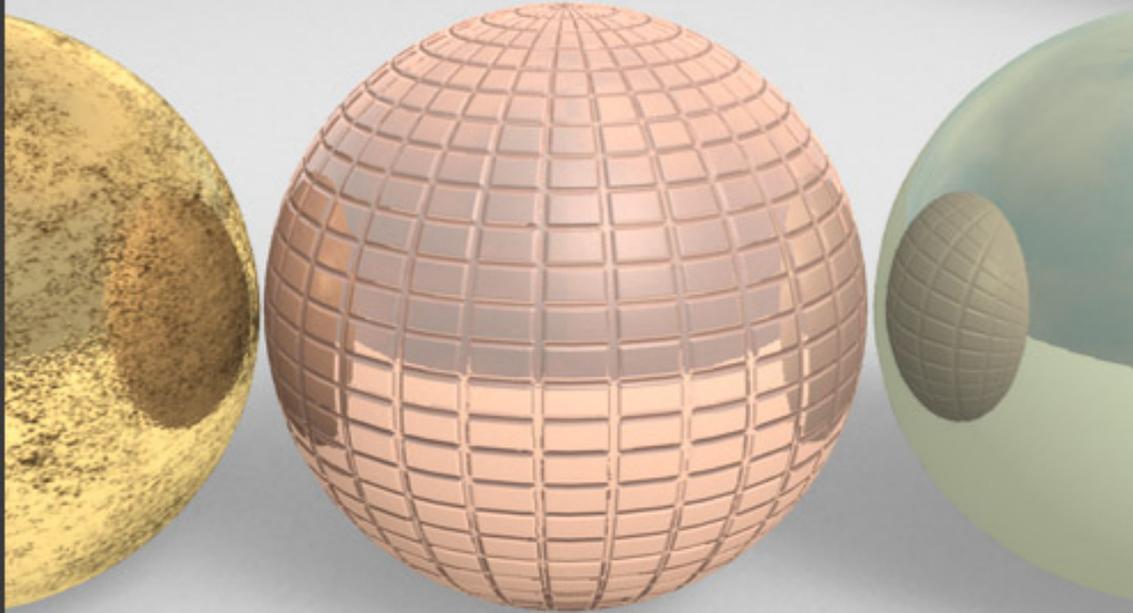
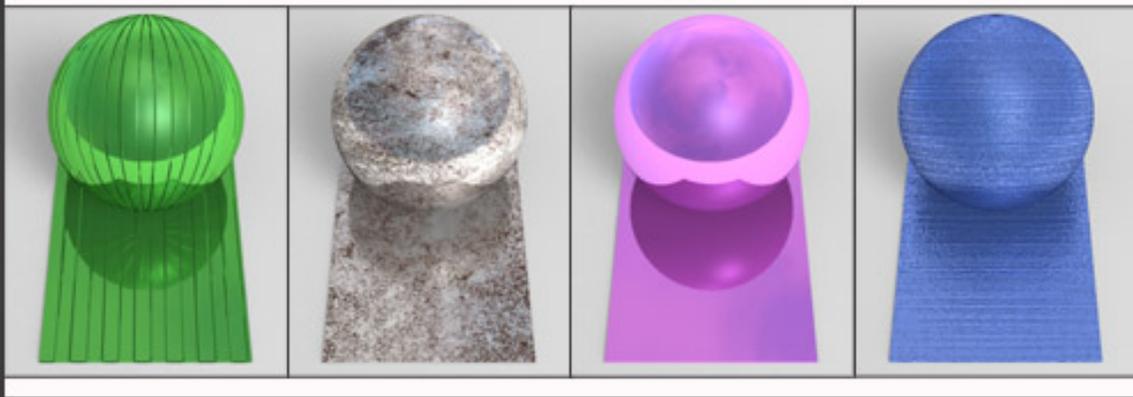


METALIZE!

METAL SHADERS FOR DAZ STUDIO



MIX 'N' MATCH COLOURS AND TEXTURES



USER GUIDE

Metalize!

Preset Shaders for DAZ Studio

This is a quick guide on how to use shaders presets in DAZ Studio and how to get the best out of Metalize! Preset Shaders for DAZ Studio.

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Installation Notes

For a guide on installing the presets in DS4 see the article 'Content Configuration in DAZ Studio 4' which can be found in the DAZ Documentation Center:

http://docs.daz3d.com/doku.php/artzone/pub/software/dazcontentconfiguration#configure_%20preferences_in_daz_studio

Included in this product are shaders in both .dsa file format and .duf format, so it can be used in DAZ Studio versions 4.5 and newer or DAZ version 4.0. All the shaders are made using 1024x1024 textures.

The texture files supplied may only be used as part of these DAZ Studio shaders, and may not be used separately as an artist's resource, in or as part of texture collections, a new product, or in any other re-packaging. All textures supplied are copyright of Eva1.

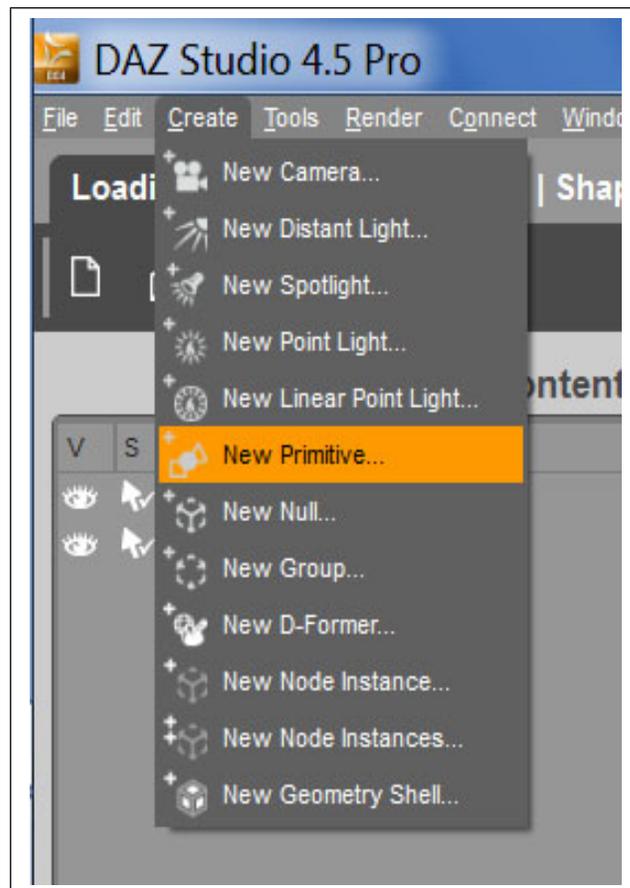
How to apply shader presets in DAZ Studio

Applying shader presets in DAZ Studio is very easy and involves only a few clicks. They can be applied to a simple primitive or applied to an object in your content library to give it a new look for your scene. An example of how to do this is given in the steps below. Your DAZ Studio interface layout may be different to that shown in the screen shots, but the steps will be the same.

1. Applying a shader preset to a primitive or object

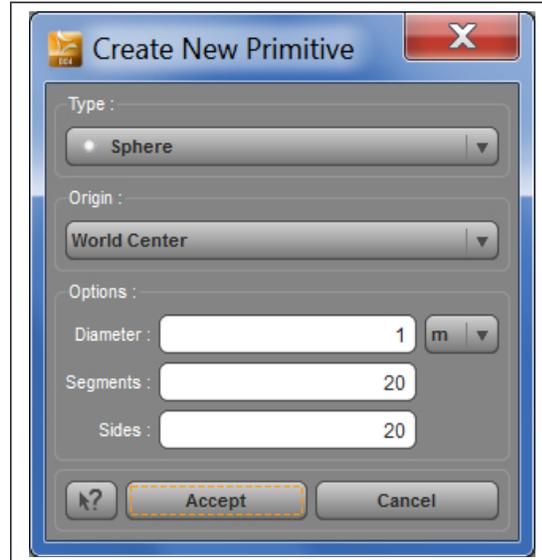
In this example a shader will be applied to a sphere primitive. The steps will apply to any primitive shape or object selected (from step 1.3).

1.1 Go to **Create>New Primitive>**

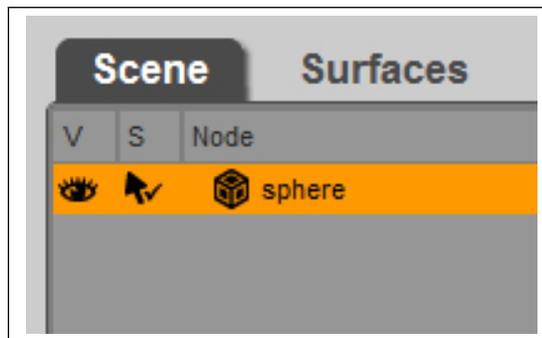


1.2 In the **Create New Primitive** window that appears select **Sphere** from the **Type** drop down, and set Diameter, Segments and Sides as required.

Or select instead an object from your Content Library.

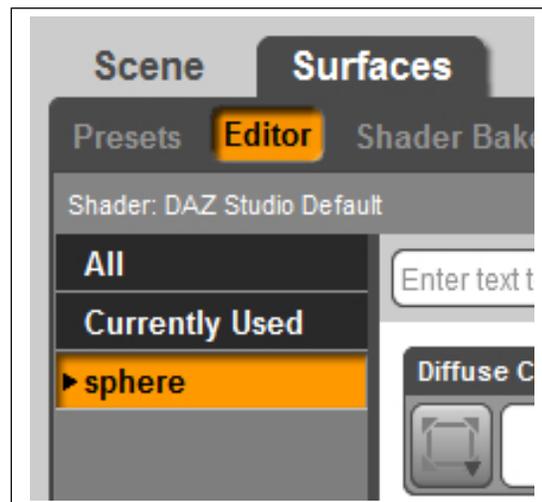


1.3 Select the sphere/object in the **Scene** tab.



1.4 Next select the object's surface in the **Editor** section of the **Surfaces** tab.

You may need to click the arrow next to the main object prop name to reveal the various surfaces the object has. Some objects come with multiple surfaces and textures.

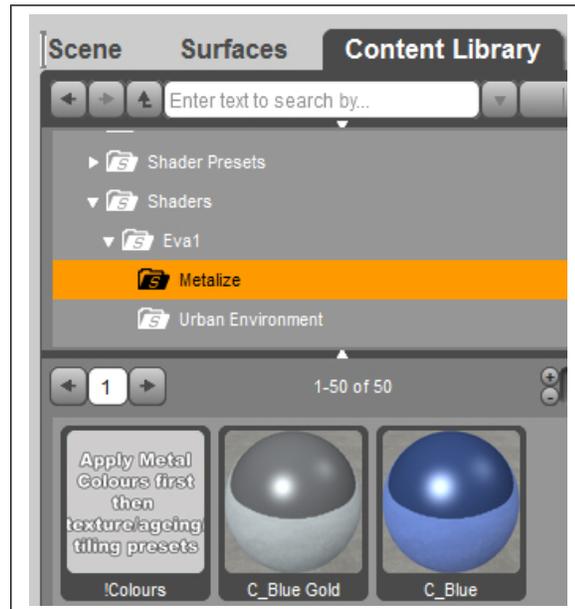


Metalize! Preset Shaders for DAZ Studio

1.5 Now go to the **Content Library** tab and locate the Eva1 Metalize! shaders - double click on the thumbnail image of the shader you wish to apply.

You should now see the shader applied to the sphere or chosen object in the viewport. Please note the texture patterns will not be visible until you render your scene.

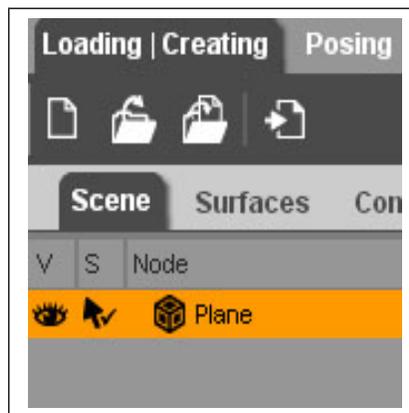
You can resize an object by ensuring it is selected in the **Scene** tab, and then going to the **Parameters** tab and increasing or decreasing the **Scale** setting.



2. How to manually change the tile size

Depending on the size of the object you may want to increase or decrease the shader tile size from the default to suit. You can do this using one of the optional tile size presets which are included with the shaders – just apply the shader to the object first then double click on the required tile size to change it. Or you can customize the tiling size further by adjusting it manually as follows:

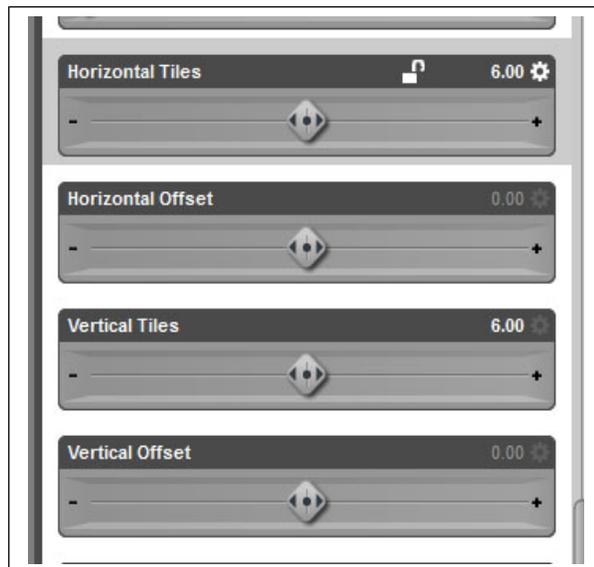
2.1 Select the object in the **Scene** tab.



2.2 Go to the **Surfaces** tab. Scroll down through the various settings and find **Horizontal Tiles**. Increase or decrease the value. Do the same for **Vertical Tiles**.

The shader textures are square in ratio so it's best to keep the values for both horizontal and vertical tiles the same to avoid the designs looking skewed.

The offset values may help to position the texture if necessary (dependent on the shape of object the shader has been applied to).



3. Notes on DAZ Studio scene lighting

As with any shaders or textures, the lighting in your scene will have an effect on how the texture appears. You can manually adjust settings such as **Reflection**, **Specular**, **Diffuse** and **Ambient** in the **Surfaces** tab to suit if necessary:



Appendix I

Shaders and Links

Other Shader Presets available for DAZ Studio

You can find more shader presets created by Eva1 at Eva's DAZ 3D store:

<http://www.daz3d.com/eva1/>

- **Wood Shaders for DAZ Studio:**

<http://www.daz3d.com/wood-shaders-for-daz-studio>

20 versatile shader presets for DAZ Studio. The pack consists of a variety of shaders from light to dark wood shades, and smooth to rough textured. As all the textures are seamless they are ideal for use on a variety of objects and surfaces.

- **Floor and Wall Shaders for DAZ Studio:**

<http://www.daz3d.com/floor-and-wall-shaders-for-daz-studio>

This pack of shader presets includes a variety of surface types from stone to marble effects in a range of different tile designs, perfect for both indoor and outdoor environments. Each versatile design is suitable for either a wall or floor covering.

- **Parquet Floor Shaders for DAZ Studio:**

<http://www.daz3d.com/parquet-floors-shader-presets-for-daz-studio>

This pack includes fifty preset parquet floor shaders for DAZ Studio in classic and pattern designs in various wood textures and shades to suit a variety of scenes. Also included are two additional presets to quickly and easily add a more polished look to the floor surface, and three presets to adjust the tile size. These presets have been included for ease of use, but the shader settings can also be changed manually.

- **Urban Environment Shaders for DAZ Studio:**

<http://www.daz3d.com/urban-environment-shaders-for-daz-studio>

50 shader presets for DAZ Studio, giving you added realism and helping you urbanize your scenes. Included in this pack are a variety of textures such as asphalt, brick, concrete, hazard lines and many others to give you a realistic town or city look.

Metalize! Preset Shaders for DAZ Studio

As these are shader presets, it only takes a few clicks to apply them to DAZ Studio primitives, for example creating quick and easy walls or floors. Or give a totally new look to ready made props by easily replacing the textures with Urban Environment Shaders.

- Also in Eva1's store are preset materials for DAZ3d's **Bryce** software.

Links

- DAZ 3D <http://www.daz3d.com/>
- DAZ 3D Community <http://www.daz3d.com/community/>
- Eva1's store at DAZ 3D <http://www.daz3d.com/catalogsearch/result/?q=Eva1>