

Glittering Shaders

A Quick Overview

Ambient Glitter Concentration	Changes the amount of glitter in the ambient channel. This glitter shows up even without light. Change this value in increments of .05-.1. Start at -.25 for extreme close-ups.
Ambient Glitter Strength	Set this value to 0 to remove the ambient glitter all together.
Glitter Concentration	Changes the amount of glitter in the diffuse channel. This glitter reacts strongly to light and can be controlled by the specular settings, see below. Change this value in increments of .05-.1. Start at -.25 for extreme close-ups.
Glitter Size	The lower the number on this value the bigger the glitter. You want bigger glitter when you're doing a smaller render, or when you have the shading rate (advanced render settings) turned way down low. Get it too big though, and you'll end with paint splotches. This has a range of 1-150 by default. I've had to get even smaller (270) for some close-ups.
Glitter Strength	Set this value to 0 to remove the main glitter all together. Turning this setting down to around .5 can give it a more subtle effect on darker colors.
Diffuse 1 and 2 Color and Percent.	This shader has an altitude algorithm added to keep it from looking flat and lifeless. Color 1 is on the top—the highest y value of the mesh. Color 2 is on the bottom. The percent shows at what level each color starts. So, to make diffuse 1 the only diffuse used bring it down to 0%, that means it will start at the bottom and go all the way up. For a smooth gradient from top to bottom I'd recommend setting Diffuse 1 at 90% and Diffuse 2 at 10%. Say you just want a pink stripe around the bottom edge set 1 at 20% and 2 at 10%. The closer the values the harsher the line. For most things, however, a slightly darker bottom and both percentages in the middle somewhere will give you a lovely subtle effect.
Velvet	By default most of the presets have a subtle velvet color. Change it closer to white and increase the velvet strength for a stronger effect.
Shine Strength	Set this value to 0 to remove the shine all together, this dial does not affect the glitter.
Specular Color 1	This is the sharper of the two Specular Nodes keep it a bit brighter.
Specular Color 1 Strength	This is tied in with the volume of the glitter, dropping the strength on this will drop the amount of glitter.
Secular Color 2	This is a wider Specular Node, keep it close to the diffuse color (not too close) for a satin-type effect.
Specular Color 2 Strength	Also tied into the volume of the glitter.
Translucence	If you have light shining on the object from one side it will show through to the other, like curtains. The higher this value the stronger the effect. For dark colors .25 - .3 is a good starting place, for lighter colors .4+ will help it show up for clearly.
Translucence Color	Leaving this at white will transfer the color of your light, but, if it just looks wrong try changing it to a pale color to match the diffuse. Making it slightly blue can add a daylight-look while gold suggests sunset.
Displacement Strength	This is buggy. Keep at 50% if you want it to lay flat.

Help! There's no Glitter!

And other quick fixes.

	<p>No Glitter! Step 1: Check the <u>Glitter Strength</u>, make sure it's at 1. Step 2: Decrease the <u>Glitter Size</u>. Step 3 (Maybe): Increase <u>Glitter Concentration</u>.</p>
	<p>Splotchy? Increase the <u>Glitter Size</u>. (Remember, it's inverted, smaller values mean bigger glitter.)</p>
	<p>Dark scene? Step 1: Increase the <u>Ambient Glitter Density</u> Step 2: Decrease <u>Glitter Size</u>. Step 3 (Maybe): Increase <u>Glitter Concentration</u>*. <small>*May not help, depending on lighting.</small> Step 4: Add a Spotlight, under its properties find <u>Illumination</u> and set it to <u>Specular Only</u> point it at the offending glitter. You'll probably need to turn down the <u>Shine Strength</u> and the light's intensity.</p>
	<p>Speckled? Decrease <u>Glitter Concentration</u>.</p>
	<p>Washed out? Decrease <u>Shine Strength</u>.</p>
	<p>Too obvious? (Not a common problem, but...) Decrease the <u>Glitter Strength</u> a bit.</p>
	<p>All Black... DAZ Studio is having issues, save the scene as a new file and restart DAZ Studio.</p>