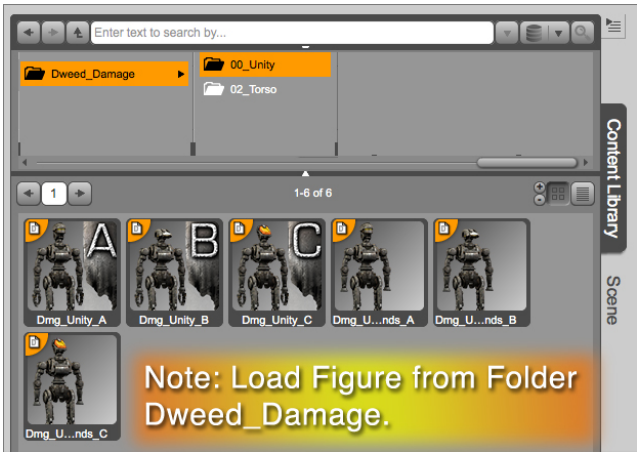

## Daz Studio Users: Important Changes

Current conditions in DAZ Studio 4.6 have required modificatiion of the Dystopian Worker Drone figure setup for the Dynamic Damage Texture Package.
When loading the figure for use with any of the Dynamic Damage presets be sure to use a character from this folder:

Runtime/Libraries/Figures/Dystopia/Figures/Dweed_Damage

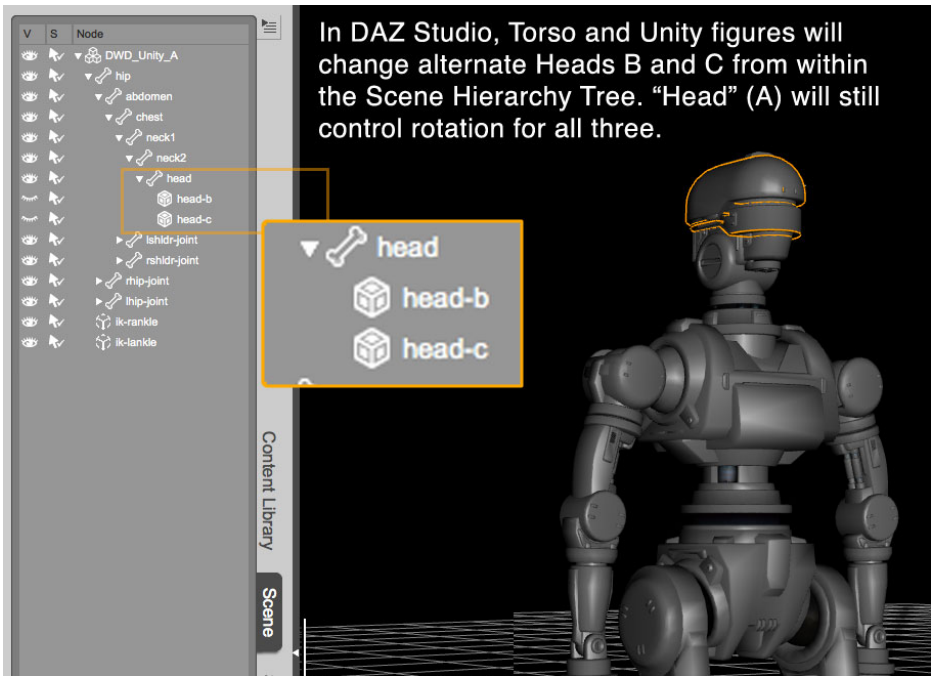



The Torso and Unity characters have the alternate heads, **B** and **C** parented to the default **Head A**.
Switching heads will now occur by turning on the alternate head of your choice in the **Scene tab** and likewise turning off the head that you will not be using.
This replaces the previous method of switching the heads via dial in the parameters tab.
A, B, and C character presets have been provided so you can avoid having to do any of this but if you change your mind after loading the figure the head can be switched in the way just described.

**The original Dystopian Worker Drone Package still works as it always has with the original material presets.**

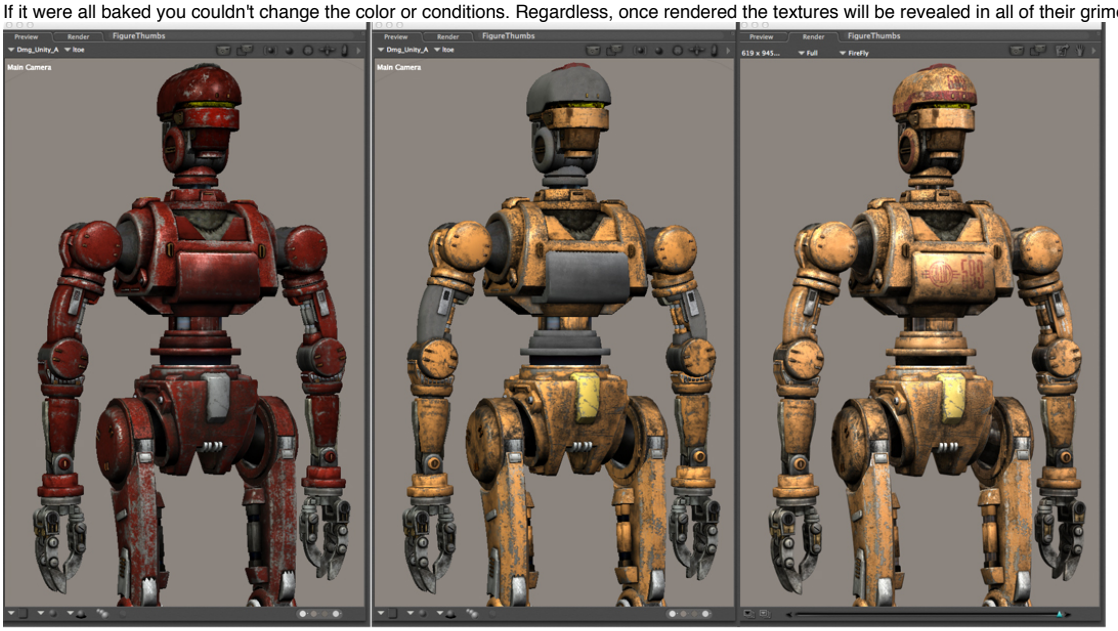
Any new materials you might make with the Dynamic Textures should be saved as Hierachical Material Presets so that B and C head material assignments go with it.

DAZ Studio material presets for the Dynamic Damage Texture Pack will now look for the alternate heads as children of the **default head: A** and all head materials associated with that preset will be loaded with the body type chosen.




## General Usage of the Dynamic Textures for Poser and DAZ Studio

The first thing to consider regardless of which package you use (DAZ Studio or Poser) is the graphics card in your computer. Depending on its abilities the Dynamic texture may not fully display in OpenGL when it is loaded. This is normal and is due to the shader pipeline that keeps the texture dynamic. If it were all baked you couldn't change the color or conditions. Regardless, once rendered the textures will be revealed in all of their grimey glory.



Static Red displays completely.

Dynamic Yellow stops where an extra layer of Graphics is under Chips & Dirt.

It renders as it should.

Depending on your computer’s Graphic Card the OpenGL preview may not be as complete as you would like it to be. If all you get is a blank grey, don’t worry. It will render correctly.

These Screen grabs were taken on my iMac with NVIDIA GeForce GTX 680MX 2048 MB. Your machine’s performance may vary.

## Static vs. Dynamic

**Static** refers to the original DWD color textures in an Oily condition. These are provided for continuity should one need to transition an original DWD to a dirtier version. In this case, the color choices are baked.

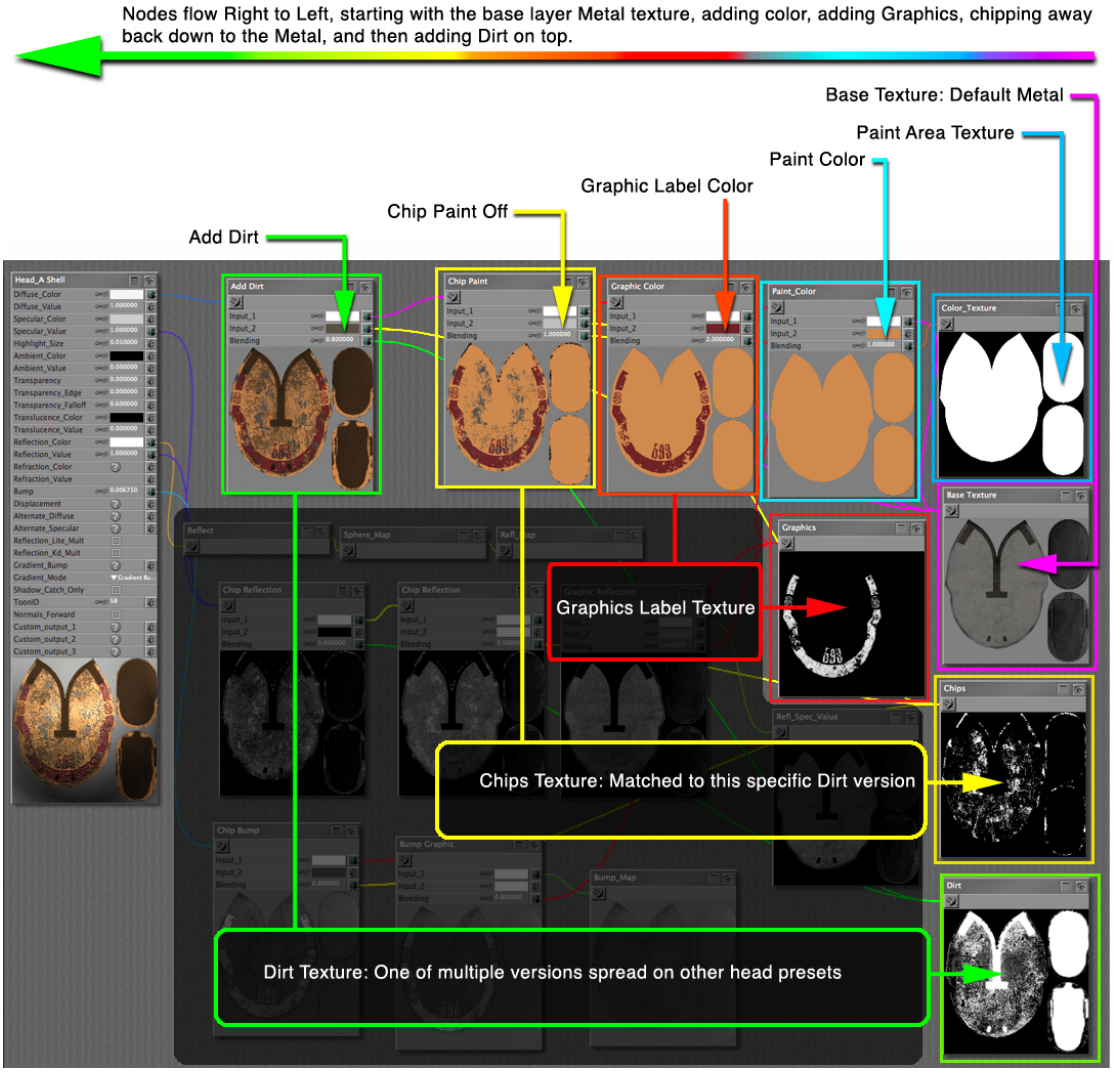
**Dynamic** uses the original metal texture as a base material and applies color through a pre-defined area, avoiding parts that need to remain *paint free*. The paint color is chipped away by a chip texture revealing the metal underneath and a dirt texture is added on top of that.
While parameters can be changed in any material file, the Dynamic textures were built to facilitate changes.

There are a lot of preset variations available. The purpose for so many is to provide a wide range of choices so you can pick a preset and get to work creating a scene without having to worry about method. However, it's no surprise that color choice can be very personal and if a hue that suits your mood isn't available in a preset then it is available by changing the color chips within the Material Room in Poser or the Surfaces Tab in DAZ Studio.

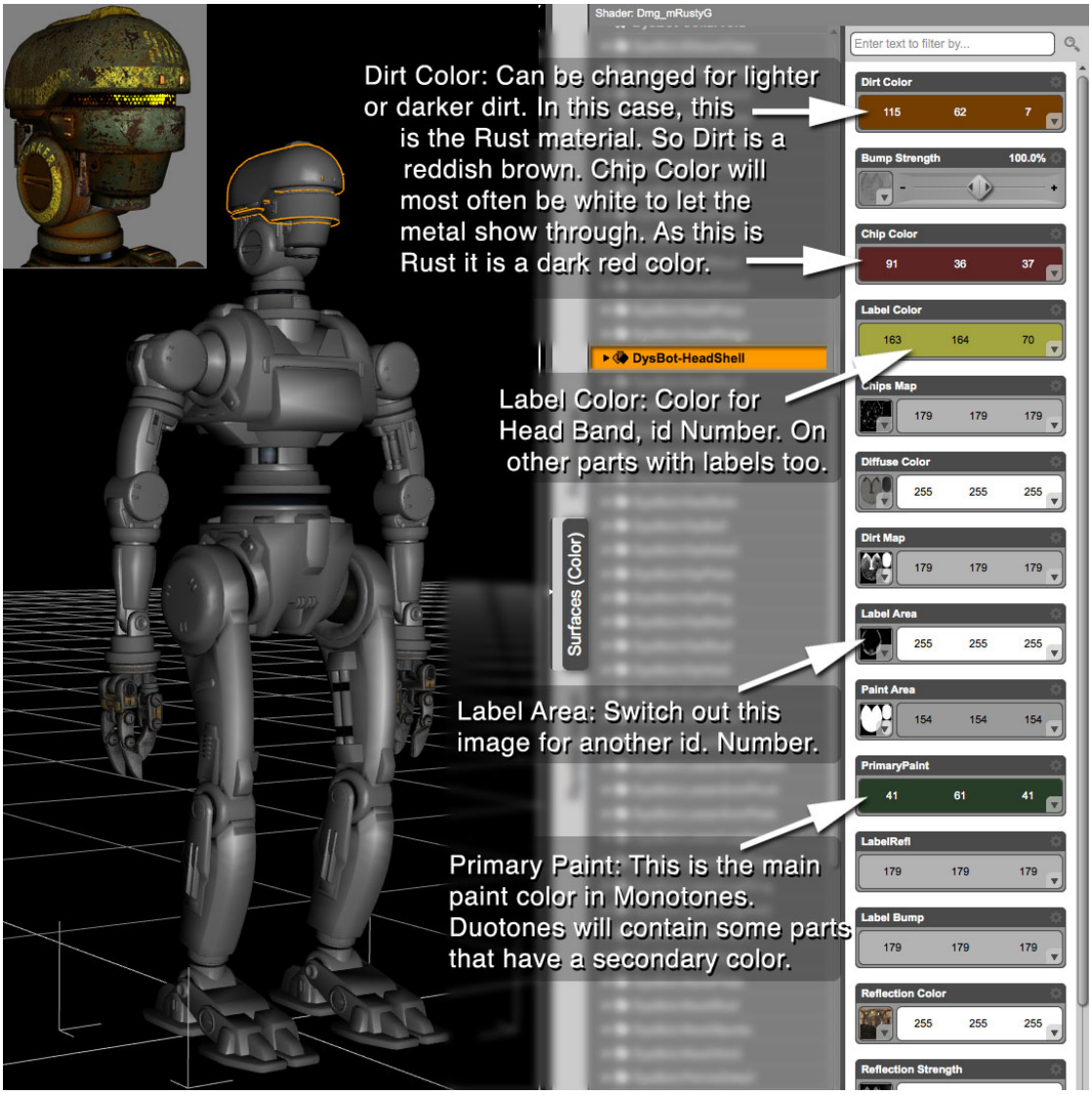
## Uh-Oh! Spaghetti Nodes!

Depending on your familiarity with the Material Room in Poser or the Surfaces Tab in DS it may look daunting to see the multi-node layout. Veterans of shader writing will know that they have seen much worse. The layout of all these materials are in a friendly mode, expecting and inviting visitors by keeping nodes in order and labeled to their purpose.

By this method it will be easy to see the Paint Color chip in order to change the hue or change the color of the Dirt.



Material nodes are constructed the same for Poser and DAZ Studio so either illustration will have  useful information no matter which 3D application you favor. Color assignment flows in the same way for both.



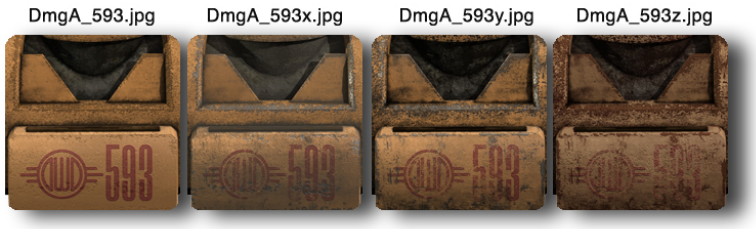

Each body part has a texture to chip away paint and add dirt. Some have more than one version of chips and dirt. These variations sometimes represent less damage and some are just alternates to illiminate the group from all having the same battle scars.
Most of these variations are centered around the head and chest as that is most often the focus. These variations have been spread across all the color groups but can always be swapped into the current character if you are partial to a certain look.
This applies to the eyes as well. Spread across the Duo and Monotones those eye changes have been saved as individual mats so you can load them into any character regardless of condition.

## Dynamic goes beyond color choice

Added to each Dynamic color preset is a unique number label applied to the chest and head. While this assignment keeps each color group identifiable it need not be limited to that purpose.

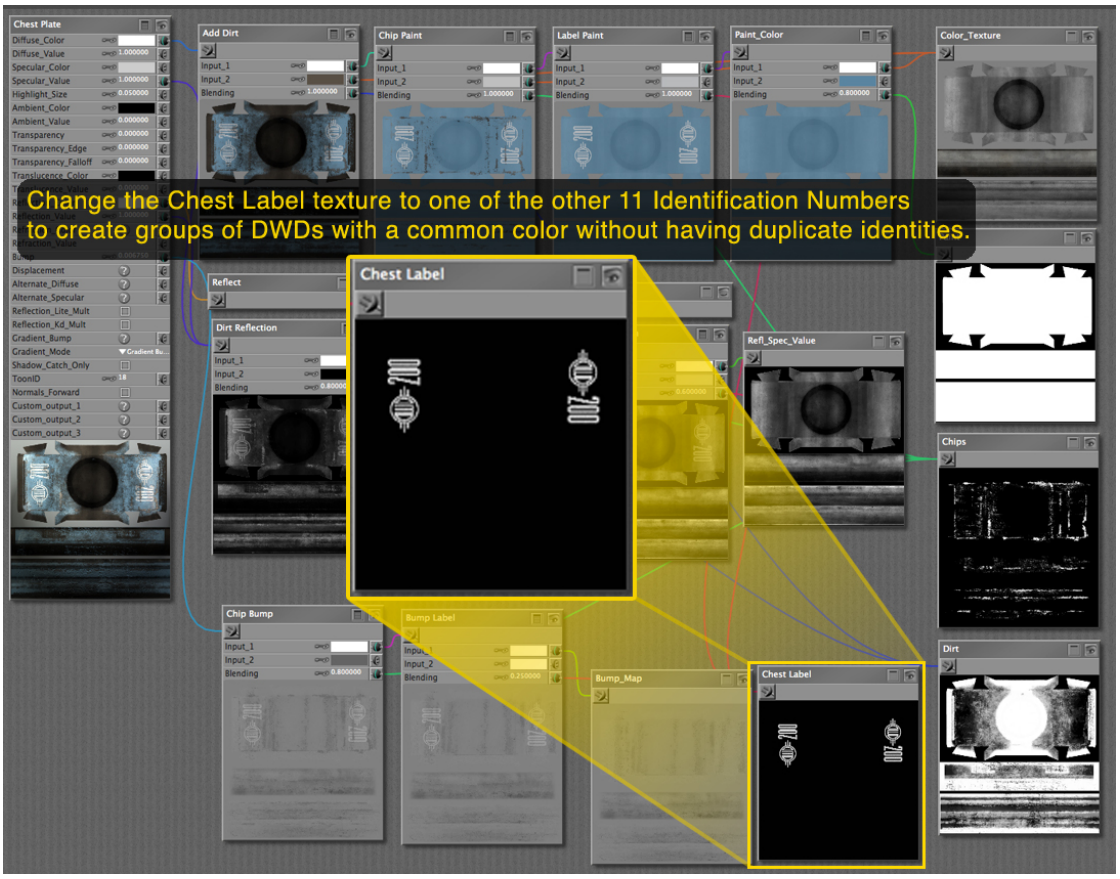
Each Color group has a unique id number. Within that group the number remains constant while its condition worsens.
There are separate graphic labels for the head shell and chest plate.


The filename protocol includes the id number. As the condition gets worse a letter is added to the end.
For example, the filename for the Chest Plate below is DmgA_593.jpg in its cleanest state.




Suppose your scene centers around a group that is teamed by color; the Blue team, or the Green Squad.
Loading those presets will give you a group of Blue robots all with the same number but it need not stay that way. As long as those other numbers aren't being used by characters in the scene you can apply them to the other members of the Blue group.

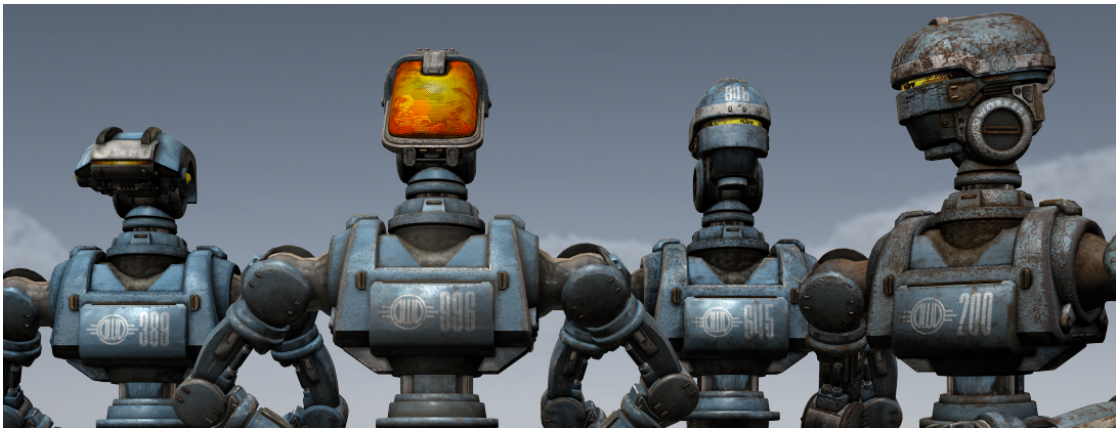

In the Material Room or Surfaces Tab, choose the material Chest Plate.
The node "Chest Label" (Poser) or "Label Area" (DS) contains an image assignment, i.e.; dmgA_200.jpg
This depends on the color and condition that was originally loaded, in this case it is the Monotone-Blue Dirty.




Each Chest Plate number stands alone or can be followed by the letter x, y, or z to indicate an increasing amount of damage to the label.
To change the label, choose the assignment and browse to the texture folder:

## Runtime/Texture/deci6el/DWDmg

and select **dmgA_645.jpg**. This will assign a new label number to the Chest Plate.
Choose the surface: Head Shell and repeat the process.
This time choose the Head Graphic and change the texture image to **dmgA_HdShell_645.jpg**.



There are 11 unique numbers each with four levels of wear and tear.
That allows 11 characters to grab central screen time and appear unique while burying any repeats in the background without ever having to create a new texture.

## Summation

These simple variations in color and texture assignment are what lead to the Dynamic Damage pack. There are still many options open just by adjusting the existing assets without adding new textures. Some examples would be making the Dirt color: White.
This creates a frosty look like the DWD has been trudging across the tundra, mile after mile.
Just as the Rusty look comes from making the Dirt: Red and Orange, The chips, rather than revealing metal could be an older color of paint or primer showing through. Who knows what you might create?  Surprise me. Surprise yourself.