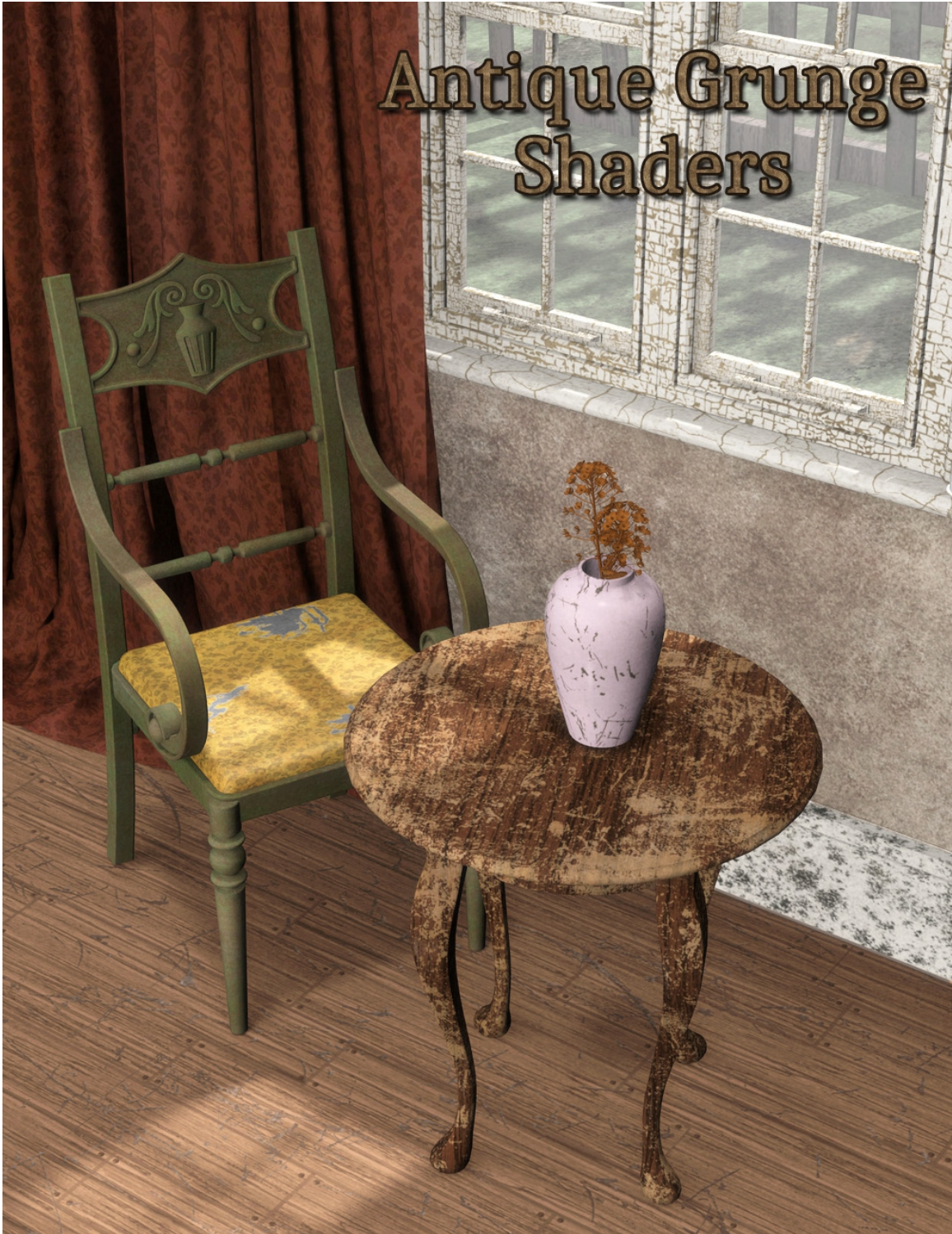# Antique Grunge Shaders

USER GUIDE

Vintage Grunge Shaders
for DAZ Studio

This is a quick guide on how to use Eva1's Vintage Grunge Shaders for DAZ Studio.

Table of Contents

1. 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 .duf format.

All the shaders are made using seamless 2048 x 2048 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.

2. Combining the presets

Thank you for purchasing Vintage Grunge Shader Presets for DAZ Studio. I hope you have as much fun using them as I did making them.

The shaders allow you to combine textures and detailing effects to get a realistic antique grunge effect to objects in your DAZ Studio scenes.

- All the textures are available as both top and base texture presets. They can be used as stand alone textures or you can combine top and base textures with a detailing preset to really grunge it up.

- Apply base textures first. When you apply the top texture this will overlay the base layer, so if you render before applying any detailing you will only see the top texture. Once the detailing preset has been applied the base texture will be revealed according to the preset chosen.

- All layers can be tilled and adjusted independently.

The following table gives my suggestions on how to get great detailing effects. Have fun experimenting with combinations to get whatever look you find works best for your scene. Presets are included to adjust the tiling or totally clear the textures if you need to.

Detailing Preset	Apply detailing colour/texture from Base Texture presets	Apply detailing colour/texture from Top Texture presets
Cracked	✔	
Cracks	✔	
Mould		✔
Rips	✔	
Scratches	✔	
Scuffed		✔
Stains		✔

Examples:

1) Cracks: Apply an unpatterned texture preset for the cracks from the Base Textures such as 'Grunge 1 Grey'. Next apply a Top Texture – this will be the main texture of the object such as a wall. For example apply 'P Green' form the Plain Colours set. Next apply the detailing.

2) Mould: Apply the main texture of the object from the Base Texture presets, for example 'Grunge 2 Brown'. Then apply a mould texture from the Top Texture presets, e.g. 'Mould Green'. Finally, apply one of the mould detailing presets.


Detailed steps are given in the next section.

3. Applying the presets

Applying shader presets in DAZ Studio is very easy and involves only a few clicks. They can be applied to any of the DAZ Studio supplied primitives (for example a simple plane primitive or flattened cube for an instant floor, a resized cube for a wall,) or to prop which already comes with a texture to give it a new look for your scene.

In the following example I am going to apply a stain effect to a wood texture.
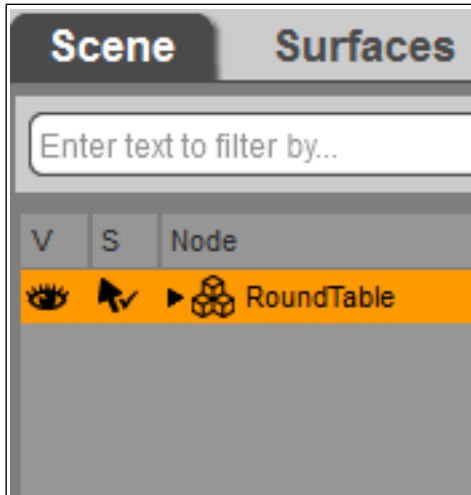
3.1 Load the prop into the scene. For this example I am using a table prop. Select the object so that it is highlighted in the **Scene** tab.
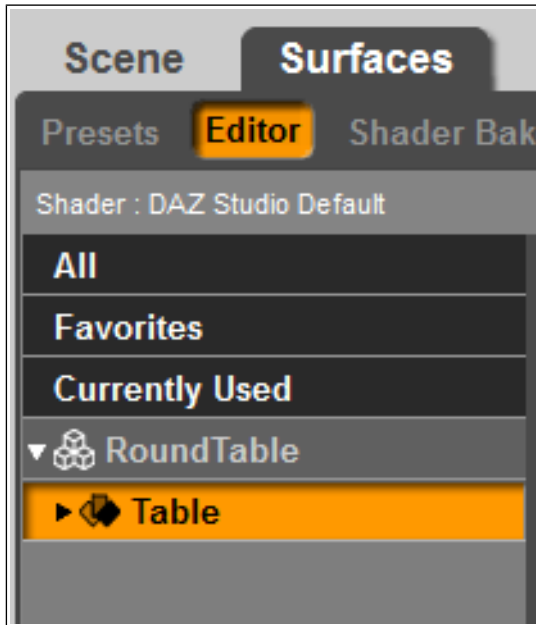
3.2 Now select the object surface in the **Surfaces** tab, or by using the surfaces selection tool or going to Tools>Surface Selection.

If the prop has multiple surfaces, you may need to click the arrow next to the main prop name to reveal the various surfaces the prop has. Select the surface you wish to apply the textures to.
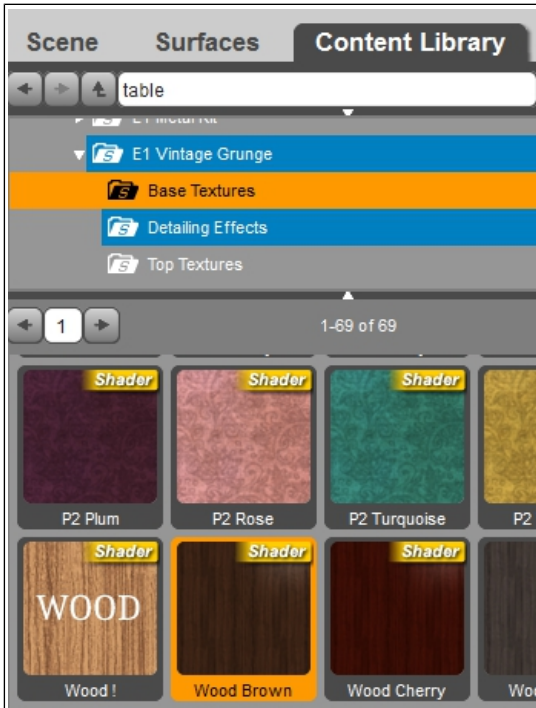
3.3 With the surface selected switch to the **Contents Library** tab and browse to the shader you wish to apply for the bottom layer (please see the previous section for suggestions and examples of top and base layer combinations). In this example I have selected 'Wood Brown'.

Double click on the shader icon of the shader you wish to apply.

Repeat for the top layer (apply the base layer before the top layer). I have selected 'Grunge 2 Murky' – this will be the colour of the stains.

Please note the texture will not be visible in the viewport in Texture Shaded or Wire Texture Shaded mode. It will appear when you render.
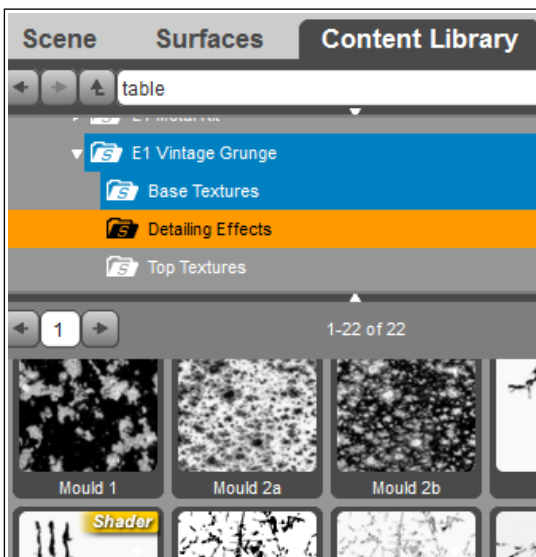
3.4 Now apply the detailing preset. For the stains I'll choose the 'Stains_lighter'. Double click to apply the preset.

When you render you should see the wood texture applied to the table with some brownish coloured stains which are slightly transparent, showing the wood underneath.

You can adjust the size and distribution of the stains by using a smaller tiling setting. In my example I have chosen 2x2 tiling for the stains only.

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. Textures can be manually adjusted in the **Surfaces** tab if needed.

Appendix I

More Shaders and Links

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

• **Floor and Wall Preset Shaders for DAZ Studio:**
http://www.daz3d.com/floor-and-wall-shaders-for-daz-studio

• **Parquet Floor Preset Shaders for DAZ Studio:**
http://www.daz3d.com/parquet-floors-shader-presets-for-daz-studio

• **Urban Environment Preset Shaders for DAZ Studio:**
http://www.daz3d.com/urban-environment-shaders-for-daz-studio

• **Metalize! Preset Shaders for DAZ Studio:**
http://www.daz3d.com/metalize-shader-presets-for-daz-studio

• **Fabulous Fabrics: Silks and Sheer Shader Preset Shaders for DAZ Studio:**
http://www.daz3d.com/fabulous-fabrics-silks-and-sheer

• **Fabulous Fabrics: Combat Preset Shaders for DAZ Studio:**
http://www.daz3d.com/fabulous-fabrics-combat-preset-shaders-for-daz-studio

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

Other Links

• DAZ 3D http://www.daz3d.com/
• DAZ 3DCommunity http://www.daz3d.com/community/