

Pd Iray Shader Kit 1 Guide

How it works

Pd Iray Shader Kit 1 is a do-it-yourself shader kit for Iray rendering. All of the shader presets are based off the Daz Iray Uber Base. You can create 1000's upon 1000's of different shaders with just a few clicks.

There are Base Shaders, which you apply first. Then you can add a bump map to it or a color or both., and you can add other things like patterns, opacity settings and metallic overlays.

For example, if you wanted a red, sheer silk you would double-click on a Silk Base Shader, then double-click on one of the red Base Color presets, then double-click on an Opacity setting. If you wanted a black PVC (or latex) you would double-click on the PVC Base Shader, then double-click on the black Base Color preset.

If you wanted a green sport mesh, you would double-click on the Cotton Base Shader, then double-click on one of the green Base Color presets, then double-click on one of the Sport Mesh patterns. There is also a handy script for scaling the texture size easily. I'll go through each of the shader types in the following sections.

General Info on Applying Shaders

Before you can change a surface, you will need to select it. You probably want to be in the Actors, Wardrobes & Props main tab, then click on the Surface Selection Tool (it looks like 3 fanned out rectangles) or use Alt-Shift-M then click on the surface in your scene that you would like to change. Alternately, you can go to the Surfaces (Color) tab then into the Editor tab and select the surface from the list. You can also select multiple surfaces by Ctrl-clicking on the ones you want to change.

Pd Iray Shader Kit 1 is located in Shader Presets -> ParrotDolphin -> Pd Iray Shader Kit 1. The shader presets are applied to the selected surface(s) by double-clicking on the shader preset.

Base Shaders

The kit comes with 4 Iray Base Shader presets in 2 versions each - one version that keeps images and one that clears them. If you want to use a base shader with existing texture maps then use a Base Shader preset that says KEEP MAPS. If you want to start from scratch, choose a Base Shader preset that does not say KEEP MAPS.

You need to apply a Base Shader preset first so that the surface's shader is turned into an Iray shader. This needs to be done before the other shader presets will work correctly.

If you are creating a shader and decide you like it but you want to change the base shader, use one that doesn't say KEEP MAPS - this will keep any color, bump, pattern etc that is already applied.

Bump Maps

There are 5 bump maps you can apply. These work best when you don't want a pattern because the patterns all use their own bump map. You can still apply a bump map after a pattern was applied but the pattern will likely change size and its bump map will be replaced

Base Colors

There are 38 base colors you can apply. Color for all the shaders is set by just changing the Diffuse Color so it's pretty easy to change. You don't have to change the colors on any other shader elements. If you don't like any of the base colors or you want to adjust one of them you can go into the Surfaces (Color) tab then into the Editor tab. Then locate the Diffuse Color, click in the color rectangle and that should bring up the color picker.

Opacity Settings

These are really Cutout settings since Iray uses the term Cutout and not Opaque, but they do the same thing. There are 5 Opacity settings - 0%, 25%, 50%, 75%, 100%. 0% makes the surface invisible. There is also a setting to clear out any opacity (cutout) map and make the surface non-transparent (all opaque).

Metallic Overlays

There are 5 Metallic Overlay settings - 0%, 25%, 50%, 75%, 100%. 0% makes the surface completely non-metallic. These work best when you don't use a pattern that already has a metallic element to it. There are 3 metallic colors you can choose from: Copper, Gold and Silver. You can also set your own metallic color by going into the Surfaces (Color) tab then into the Editor tab. Then locate the Metallic Flakes Color, click in the color rectangle and that should bring up the color picker.

Clear Settings

There are 2 Clear Settings. One to remove any bump map, and one to remove any normal & displacement maps. These are just for convenience, in case you might need them.

Patterns

The patterns all have a sheer element to them. You can remove the sheerness by using the Opacity setting marked "ALL OPAQUE NO CUTOUT MAP, NO TRANSPARENCY" - this one might work best with the L.I.E. Presets.

L.I.E. Presets

The L.I.E. Presets are in their own sub-folder. These patterns use the Layered Image Editor. You can apply one of the L.I.E. Presets then use the Layered Image Editor to change the colors to whatever two colors you like. You can also use the "ALL OPAQUE NO CUTOUT MAP, NO TRANSPARENCY" preset to make the shader opaque if you want to. Not all the patterns in the main folder have an equivalent L.I.E preset because it didn't really make sense for some of them.

To use the Layered Image Editor, go into the Surfaces (Color) tab then into the Editor tab. Then locate the Base Color and click on the image map (it's a little square with a picture of the pattern). Clicking on it gives you a drop-down list and from it, select Layered Image Editor. That should bring up the Layered Image Editor window. There are 2 layers, one called Base Color and one called Layer Color. Click on a layer, then click on its color bar, and that should bring up the color picker and you can change the color there. Then click on the other layer and repeat the process to change its color too.

Happy Rendering!

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