FabTex Iray Shaders Pattern Pack: Classic Textiles
by Diane

FabTex Iray Shaders Pattern Pack: Classic Textiles is a collection of classic textile patterns such as Houndstooth, Plaids, Pinstripes etc.

This set includes base (diffuse) patterns, textures (bump and normal maps), top coat sheens plus some plain linen and knit presets. They have been designed to work together giving you lots of "mix and match" options.

It's easy! Choose a pattern and then add your own choice of bump/normal (fabric weave) and sheen.

Each preset in - *Patterns, Fabric Weaves* and *Sheens -* has been created so they don't affect other parts of any shader you may have applied to an object/clothing. *For example*, you can apply a pattern preset to your chosen object/clothing and it will only change the Diffuse information of the shader already applied. No other part of the shader will be affected which means any bumps/normals/transparency (Cutout) will remain as originally applied.

Please Note: These shader presets can be used with any clothing or object by using the Iray Uber Shaders. To activate Iray Shaders if you can't see them in the Surfaces tab, select your object and go to **Shader Presets | DAZ Uber** and choose !Iray Uber Base. You should now see all the Iray Shader options available in your Surfaces tab.

When applying these presets, you may have to render your object to see how it looks. Alternatively you can choose the NVIDIA Iray view within the DrawStyle Options Menu.

Instructions for Use
To view the FabTex Iray Shaders Pattern Pack shaders go to:

Content Library | Shader Presets | Diane | FabTex Pattern Packs

The shaders have been split into the following folders:
- Bump Settings
- Classic Textiles (name of the pattern collection)
- Fabric Sheen
- Fabric Weaves
- Knits
- Linen
- Tiling Options

To apply a pattern, weave or sheen or any of the other presets, load and select your object/clothing using the *Surface Selection Tool* and double click on the preset of your choice.

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Classic Textiles
This folder is made up of the different pattern types:
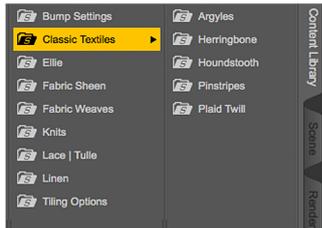
Fabric Weaves
Once you've applied a pattern preset of your choosing, you can now add some texture (bump or normal options) via the Fabric Weaves presets. There are 9 options including 3 Wool Mix, 2 Cotton, Burlap, 2 Linen and Knitted.

Fabric Sheens
There 5 sheen presets within the Fabric Sheens folder Slight, Medium and High sheen plus 2 pinstripe options that match the Pinstripe patterns. You can apply these to any shader as they only affect the Top (Coat) information of a shader.

Knits Presets
These are knits that coordinate with the rest of the patterns. Each one is a full preset that has both diffuse and bump applied. You can apply sheen separately if required.

Linen Presets
I have created a set of linens that coordinate with the patterns. Each one is a full preset that has both diffuse and bump applied. You can apply sheen separately if required.

Bump Strengths
These are different settings for the Base Bump node of the shaders. There are 5 bump sizes/strengths. These are really useful as they can be applied to any bump (not just the ones in my sets). Apply your bump and then choose the setting you require.

Tiling Options
There are some tiling option presets included for your convenience. Apply your pattern and then double click on the tiling preset of your choice. Tiling options are dependant upon the original image size and the object/clothing's UV maps and, as such, you will get varying results. You can also manually change the pattern size via the Surfaces Tab | Geometry | Tiling.

Please Note: tiling changes are global and so they affect all maps that you have within the shader.

If you'd like to apply tiling to a pattern but keep the Normal or Bump map at it's original size, you can do so via Instance Tiling in the Image Editor.

To access the Image Editor apply your shader and tiling options

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Go to the the map you'd like to keep at it's original size | click on it (as if you were "browsing" for another map, and choose Image Editor which will then open up the Instance Tiling dialogue box.

You can now manually change the size of the map to what you want. See below.
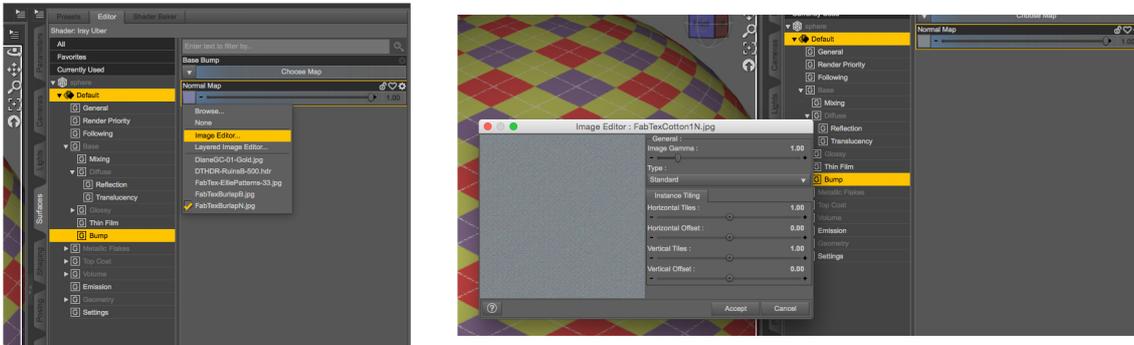
Using the Pinstripe Patterns, Bump and Top Coat (Sheen).
I have created 2 different types of pinstripe patterns with coordintation Top Coat (sheen) options to match.

It's easy to create a great looking pinstripe:

First of all load the clothing/item into DAZ Studio.

Select that part you want to apply the pinstripe pattern to by using the Surface Selection Tool (Make sure you've activated the Iray Shader surfaces by applying the DAZ Uber Base if your item isn't already an Iray Shader surface - see page 1 of this PDF for instructions on how to do it)

Choose a pinstripe pattern. With your item selected, simply double click to apply the pattern:

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Now choose a bump (Fabric Weave). I recommend trying one of the Wool Mix options.
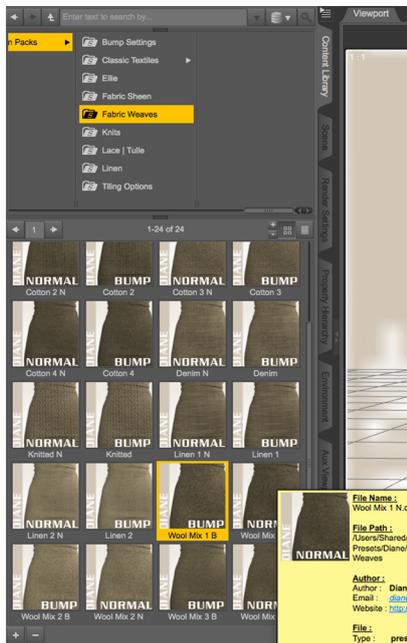
Next you need to choose a Top Coat (Sheen) that matches your Pinstripe pattern. For example, if you chose a Pinstripe 2 pattern, you need to apply the matching Fabric Pinstripe Sheen 2:
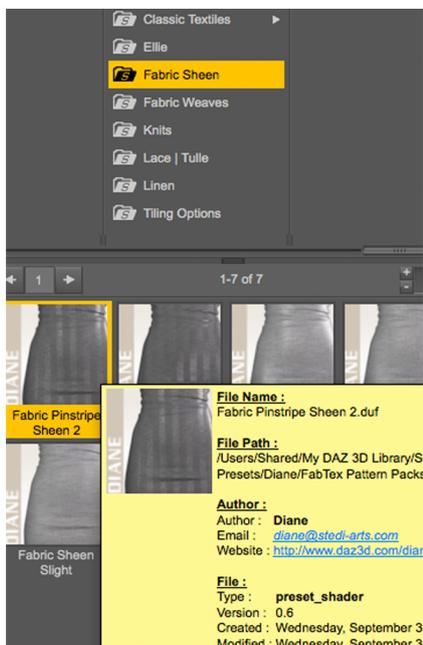
Be sure to also try the different tiling options and bump strengths to give you more versatility.

Photoshop Pattern File
The Photoshop pattern file contains all the patterns that are part of the Iray Shader set so you can easily use and edit the patterns in Photoshop as needed for your texturing.

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Merchant Resource
If you prefer to use the jpegs for your texturing, as a merchant resource, they are located here:

Runtime | Textures | Diane | FabTex | Classic Textiles

Please see the **Terms of Use** below for using these shaders/patterns as a merchant resource.

Terms of Use
These FabTex Iray Shader sets can be used for your commercial projects e.g texture add-on sets.

However, they cannot be used to create shaders or similar products e.g backgrounds (for sale or to give away) unless they're for your own Personal Use.

You cannot use them to create 2d digital products including, but not limited to, digital scrap-booking kits, backgrounds, paper textures, clipart, Photoshop tools.

They cannot be used to create products for sale or freebies for virtual 3d worlds e.g Second Life

Please note these Terms of Use are in addition of the DAZ End User Licence Agreement.

Thank you,
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