

FabTex Iray Shaders Pattern Pack: **Violetta**

by Diane

FabTex Iray Shaders Pattern Pack: Violetta is a collection of Gothic inspired patterns in a palette of purple, reds, orange, black and white.

This set includes base (diffuse) patterns, textures (bump and normal maps), top coat sheens, colour presets, laces 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, Colours, Lace 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. These make them extremely versatile enabling you to create lots of different looks.

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 will need 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

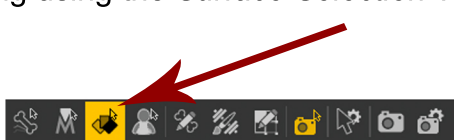
To view the FabTex Iray Shaders Pattern Pack shaders go to:

Content Library | Shader Presets | Diane | FabTex Pattern Packs

The shaders have been split into the following folders:

- Bump Strengths
- Colour Presets
- Fabric Sheen
- Fabric Weaves
- Knits
- Lace | Tulle
- Linen
- Tiling Options
- Violetta (name of pattern pack and where you will find the pattern presets)

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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This folder is made up of the different pattern types: Damasks, Geometrics, Roses and Spider Webs.

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.

Colour Presets

Change the colour of any object/clothing easily with these presets. Use them to mix and match with the bumps, sheens and laces to create a unique new shader. They only affect the Diffuse | Base.

Fabric Weaves

Once you've applied a pattern or colour 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 Cottons, 3 Damask (these are pattern bumps and best used with plain colour or linens), Burlap, 1 Linen and Knitted.

Fabric Sheens

There are 6 sheen presets within the Fabric Sheens folder: Slight, Medium and High sheen plus 3 damask pattern options. 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.

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 its original size, you can do so via Instance Tiling in the Image Editor.

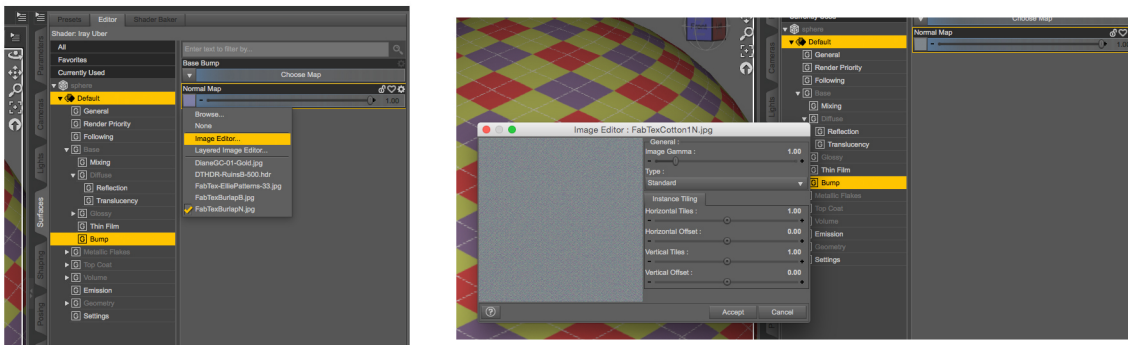
To access the Image Editor, apply your shader and tiling options:-

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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.



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 need for your texturing.

Merchant Resource

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

Runtime | Textures | Diane | FabTex | Violetta

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 scrapbooking 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

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Thank you,
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