

DG Iray Sci-Fi Surface Lights 2 Shader Presets for DAZ Studio User's Guide

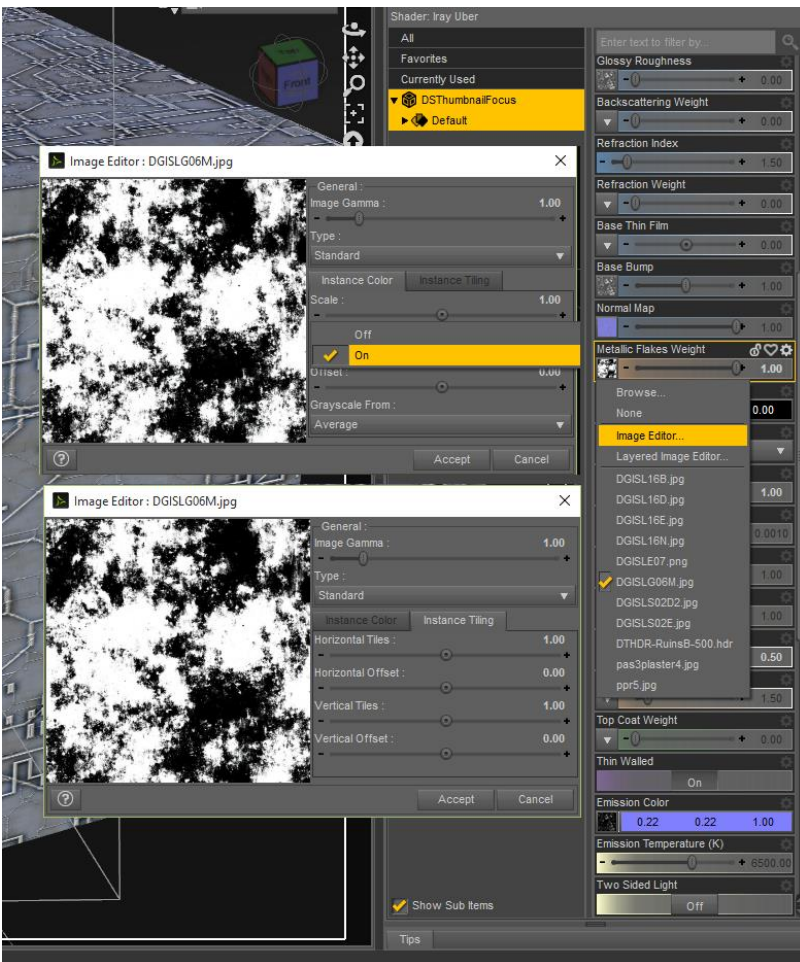
DG Iray Sci-Fi Surface Lights uses Iray Uber as a base for the shader presets. It is easy to use. Apply the shader preset to the surfaces in your scene as you would any other shader/preset. First have the objects selected in the scene tab, and also the desired surfaces need to be selected in the surfaces tab.

There are 57 full surface light emitting presets, 25 non emissive presets, 11 non emissive metal grids, and 27 emissive wireframe presets. There are also 12 Grunge Partial Surface Presets, and 12 Rust Partial Surface Presets. They feature all new pattern maps created specifically for this shader set. Using any of the full surface presets first will remove any texture maps that may have loaded onto your item by default. All of the Emissive, Non Emissive, Transparent and wireframe presets will remove any pattern already seat in the Metallic Flakes or Top Coat, so use the Rust and Grunge presets after you are satisfied with your base material.

The Grunge presets activate the Metallic Flakes Weight layer at 1.0, or 100%. If the effect is too strong, you can change the value to a lower number on the slide, or use one of the Metallic Flakes Weight presets included in the utility folder.

!Metallic Flakes Off will set the Metallic Flakes Weight value to zero, and also removes the image map from the channel. This reverts back to the clean surface. To reactivate the Metallic Flakes, use one of the 12 Grunge presets.

For an extra change, try inverting the images in the surfaces tab. See screenshot for where to find this parameter.



By inverting the map on the Metallic Flakes Weight image, you can change the placement of the top layer color. If you would like to tile the Metallic Flakes Grunge layer separately from the Base Color, see the tiling tab.

The Rust presets activate the Top Coat Weight layer at 1.0, or 100%. If the effect is too strong, you can change the value to a lower number on the slide, or use one of the Top Coat Weight presets included in the utility folder.

!Top Coat Off will set the Top Coat Weight value to zero, and also removes the image maps from the associated channels. To reactivate the Top Coat, use one of the 12 Rust presets.

There are many Metallic Flakes Weight Percentage, Top Coat Weight Percentage, Glossy Roughness, and Tiling presets included for ease of use. Of course, any of the values may also be changed manually in the Surfaces tab.

You can change the grunge color in the Metallic Flakes Color channel, and the rust color in the Top Coat Color channel. They are set to a dark or rust color by default, but you may want to set it to a lighter color if using on a darker object. The Metallic Flakes density is set to 1 for most presets. Some load up at a value of 2. Increase the Metallic Flake Density value to make the grunge effect much heavier.

Changing the color of the light is as easy as selecting a new one in the Emission Color channel. Lighter and brighter colors show up the best. The Emission Temperature default value of 6500.00 is a clean, white light. Set the value lower to give a warm, yellow cast to your lights, or higher to give a cold, blue cast to the lights. The Luminance setting governs how bright the lights are. Most of the materials are set at 40000 to 60000. There are many graphs and charts on the internet that correlate Luminance to the wattage output of modern light bulbs. My easy tip is to adjust this value by increments of 10000 until you get the amount of light desired.

!Reset Base will remove all image and parameter settings and revert Iray Uber back to its original state.

There are a few tiling presets included for convenience, but go ahead and change the values to appropriately fit your item. You may also want to utilize the Horizontal Offset and Vertical Offset to make the edges of the pattern align with the items in your scene.

All promos and thumbnails were created with the light emitting surface shaders in this set, occasionally also utilizing the Dome and Scene option in the Environment Mode.

Rendering Tips: Some of the emissive materials show up as black in the viewport. You must render to see the full effect. For a quick preview, use the NVIDIA Iray view in the Draw Style Options Menu, located by the camera tab in the preview viewport.

I hope you enjoy using DG Iray Sci-Fi Surface Lights 2 Shader Presets for Daz Studio Iray. Please do not hesitate to contact DestinysGarden by private message in the Daz3d forum if you have questions or concerns.