

Marble Shaders for iRay User Guide

Description

Combining beauty of real imported marble textures and the ultra-realism of the iRay render engine, Marble Shaders for iRay offers a step forward in the production of photorealistic designs. Created with scrupulous attention to detail, these shaders are ideal for both distance and close-up shots alike.

What's Included

Marble Shaders for iRay

- 20 Seamless Marble Prests
- 20 Tiled Marble Prests
- 12 Designer Marble Presets
- 1 Cracked Marble Preset

User Guide (.PDF)

Textures Include

- 27 Normal, Bump, and Specular Maps

Daz Studio Iray Material Presets (.DUF)

User Guide

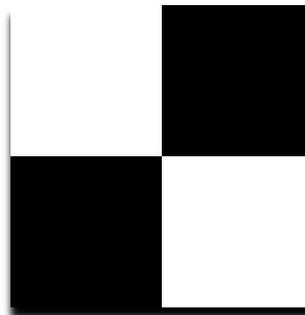
In order for these shader presets to achieve ultra-realistic results, some minor adjustments may be necessary (most importantly, proper tiling and lighting).

Proper Tiling:

Since these presets utilize square 2048x2048 textures, it is recommended to adjust the tiling of the preset after loading it onto an object to match its native resolution (the goal being: to set the tiling to be as square as possible, and thus avoid stretching/distortion of the texture):

1. Load the preset onto your object
2. Replace the diffuse texture with the tiling calibration (located in the same folders as the textures). See example below.
3. Adjust the tiling to make it appear square as possible, as shown below
4. Replace the calibration texture with the original diffuse texture

Tiling Calibration Texture (included in textures folders):



Examples of proper tiling for certain primitives:

Sphere:

Horizontal-to-Vertical Tiles Ratio 2:1

Cube Face:

Horizontal-to-Vertical Tiles Ratio 3:2

Plane

Horizontal-to-Vertical Tiles Ratio 1:1

Proper Lighting:

Lighting is perhaps the single most important factor for creating ultra-realistic results. Since reflected light draws out more details in the shader material maps, it is recommended to use light sources that reflect light, such as emissives and dome lighting, rather than the native lights built in to Daz. The promo images for this product, for example, utilizes emissive lighting exclusively, in the form of a dome HDRI and planes.

If you have any questions about this product, feel free to contact me personally at ThePhilosopher.PA@gmail.com

Enjoy!



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