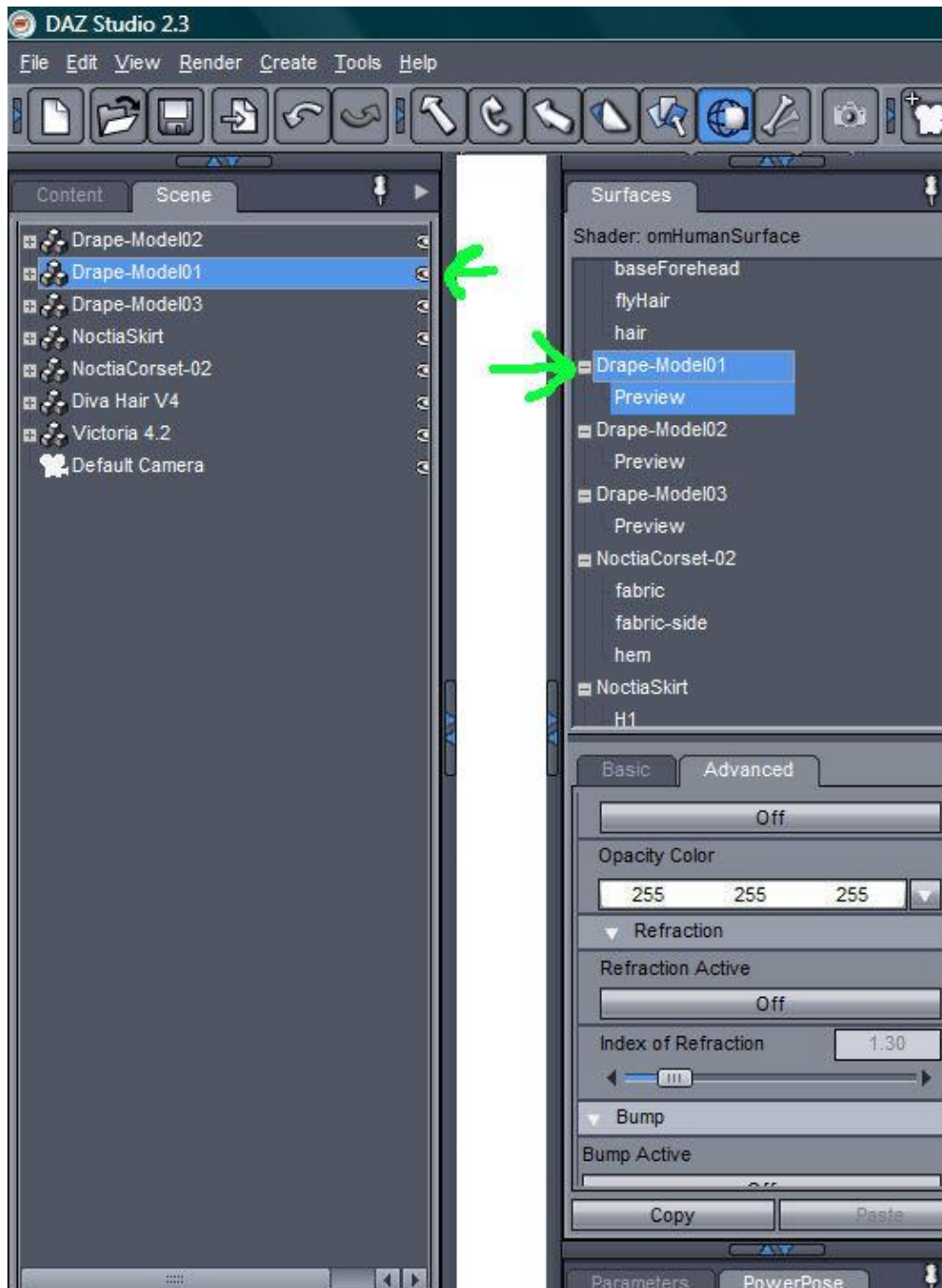


How to use Shader Presets

Load the item you wish to apply the shaders to into your scene.



Make sure the item you wish to apply the shader to is selected in both the Scene tab and the surfaces tab.

Click the shader preset you would like to apply and it should automatically apply the preset.

You can choose to either apply the texture to the whole article, or just part of it.

When you first apply the shader, it may look a little shiny, and without the texture, but that is fine, as the results don't show properly until you render.

Below are images of before and after rendering pictures.

Before



After



These shaders were originally created using Daz Studio original lighting. Brighter or IBL lighting may cause different effects. You may need to adjust your light settings with brighter lights.