FabTex Iray Shaders Pattern Pack: Camellia
by Diane

FabTex Iray Shaders Pattern Pack: Camellia is a pattern collection based on real life surface patterns. Inspiration for this pattern collection came from the beautiful camellias (tea plants) growing in our back garden in beautiful Cornwall. All patterns are created in Illustrator working from my own original sketches.

This set includes base (diffuse) patterns, textures (bump and normal maps), top coat sheens, colour presets, lace, sheer fabric, knit and plain linen presets.

It's easy! Choose a pattern and then add your own choice of bump/normal (fabric weave) and/or a top coat 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 have been created to 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 Sheer
- Fabric Weaves
- Knits
- Lace | Tulle
- Linen
- Tiling Options
- Camellia (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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Camellia
This folder contains 81 pattern presets. Double click to apply to your object. It will only affect the diffuse information. Any bump, transparency (Cutout) etc. already applied to your object will not be affected.

Bump Strengths
These are different settings for the Base Bump node of the shaders. There are 5 bump 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 13 options including 2 cotton, denim, burlap, linen, knit, woolmix plus 6 patterns.

Fabric Sheen
There 3 sheen presets within the Fabric Sheens folder Slight, Medium and High sheen. You can apply these to any shader as they only affect the Top Coat information of a shader.

Fabric Sheer
There are 5 sheer fabric presets within the Fabric Sheer folder. These are similar to Gossamer, Chiffon and similar fabric types. They are semi-transparent and have a beautiful sheen to them similar to silk.

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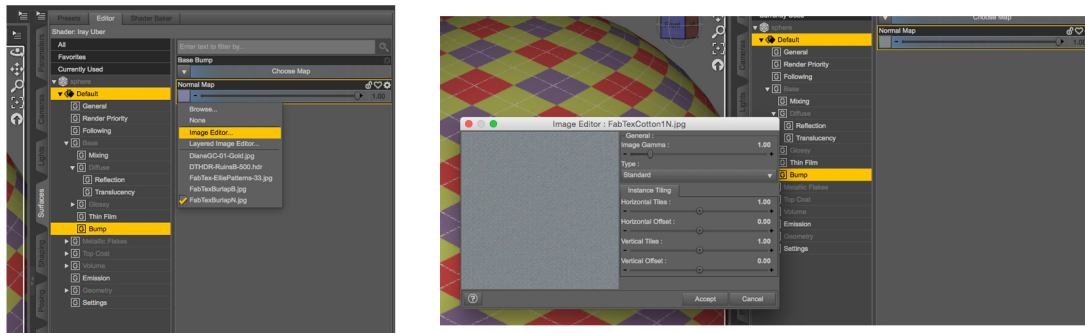
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Instance Tiling cont..
Go to the the map you'd like to keep at it's original size | click on it (as if you were "browsing" for another map, and choose Image Editor which will then open up the Instance Tiling dialogue box.

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 needed e.g for 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.

- 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

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

Thank you,
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