

Ornate Glass

This is a mix and match system to create metals with designs on top. It's easy to use.

Instructions

1. Choose a base glass from either the JG/Ornate Glass/Frosted or JG/Ornate Glass /Glass shaders (you can also create your own glass or use my other glass shaders
2. Choose an overlay pattern from JG/Ornate Glass/Overlay/ shaders
3. Choose a overlay Color from JG/Elaborate/Overlay/Colors shaders
4. Render

Subd Displacement utility shaders have been added to the Iray/Utility folder in case you need to add more geometry to your object for these. Tiling Utility Shaders have also been added so you can adjust the overlay's repeat rate.

You can use metals under the overlays as well.

In different lighting/rendering setups you may need to adjust the color or choose another overlay as they will appear differently under different lights.

I hope you enjoy these shaders!