DG Iray Bling It! Shader Presets for DAZ Studio User's Guide

DG Iray Bling It! 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 or shader preset. First have the object/objects selected in the scene tab, and also the desired surfaces need to be selected in the surfaces tab.

Beads and Sequins: There are 30 full surface beaded presets and 40 full surface sequined presets.

Patterns and Solids: There are 60 solid colors to give the look of woven metallic fabric. Solid 01, Solid 02, and Solid 03 uses different bump maps/layered weight maps and have different surface settings to simulate different types of fabric. The 01 series is very shiny, with strong metallic flakes, the 02 series uses pastel colors and is more subdued, and the 03 series very general purpose. All of the solids have a coordinating or contrasting color saved in the metallic flakes color. This gives a depth to the colors, and the effect is really brought out when using the pattern presets, described next.

The 27 Pattern partial surface shader presets will add a black and white image in the Glossy Layered Weight, Metallicity, and Metallic Flakes Weight channels. They affect no other part of the surface. Using these presets with the solid colors creates a striking, two-toned look. The Metallicity channel is set to a value of 0 on the solid colors series 01 and 03, but you can get even more interesting results by turning it .8 or 1.0 after you use the pattern presets.

Rendering Tips: These patterns do not appear 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.

Tile and Utility

All Maps Off -removes any and all maps on the surface. This is useful for turning the solid colors into something like car paint or nail polish.

Pattern Off-removes the Pattern from the metallicity, metallic flakes weight and glossy layered weight channels only. The bump, normal, and glossy reflectivity will remain intact.

Texture Smooth-this turns the bump and normal values to .1 or 10% of strength. This was found to be useful to make the heavily woven lame fabrics react more like silk or satin, or smooth out the details and sheen on the sequined fabric. It can also speed up render times.

12 Tiling Presets- By default, all full surface presets load up at a tile of 5. If you are using these on an item with an opacity cutout mask, you can restore the tiling on that map only by using the Image Editor. The effects of image editor tiling and overall tiling are multiplicative, so if your overall surface is tiled at a value of 10, then you will want to change the tiling of the opacity mask in the image editor to .1.

Using shader presets as merchant resources:

It is a common restriction when shader presets are allowed to be used as merchant resources that the textures must be baked to a texture map, and materials saved as Material Presets, and not Shader Presets. This is to prevent the base texture tiles from being redistributed in their unaltered form, and to prohibit the creation of competing products. Contact me directly to seek permission if you need to create shader presets from this product.

What does it mean to "Bake to a texture map?" Well, that is not so hard, really.

The typical workflow I use is to apply the shader preset to the item I need a texture for, and change the tile value to fit the scale of the item. Make a note of this number. In my image editor, I will use the base tile as a flood fill at the same scale; example: tile 5 equals 20%. Then fill in the outside of the template with a solid color.
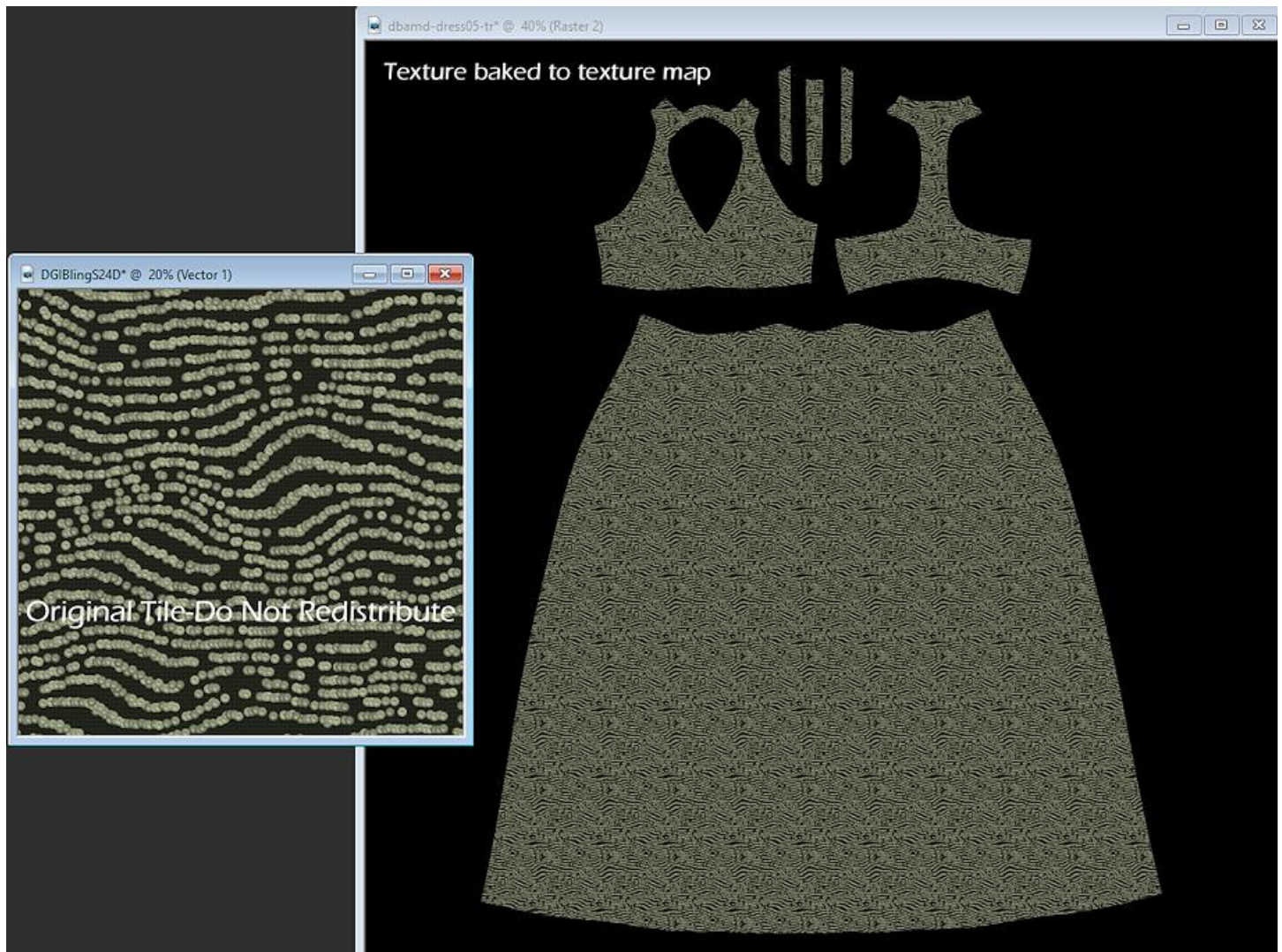
Repeat the process for any other maps that need to be created (bump, normal, etc.) Back in Daz Studio, replace the existing maps with the newly created maps, reset the overall tiling back to 1.0 and save a Material Preset for your item.

You may also extract parts of the base maps to use as trims or embellishments for your items.

Please do not hesitate to contact DestinysGarden by private message in the DAZ3d forum if you have questions or concerns.