

# TRAFFIKAR

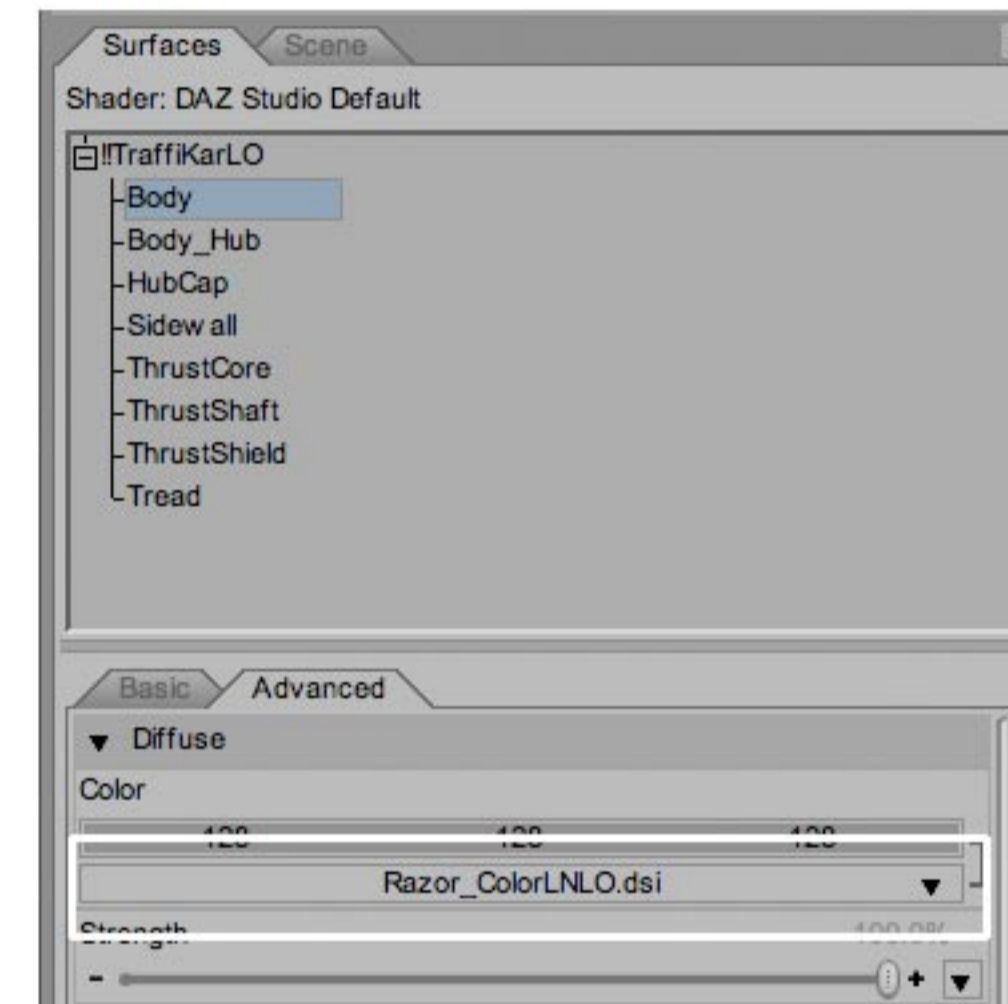
## GUIDE TO MATERIAL MANAGEMENT IN DAZ STUDIO

Daz Studio handles materials a little differently than Poser and as such the approach to recreate the node setup needs some explanation. Giving the user the ability to choose the body color has been done by using the Layered Image Editor.

### The Layered Image Editor

To change the color of the TraffiKar body:

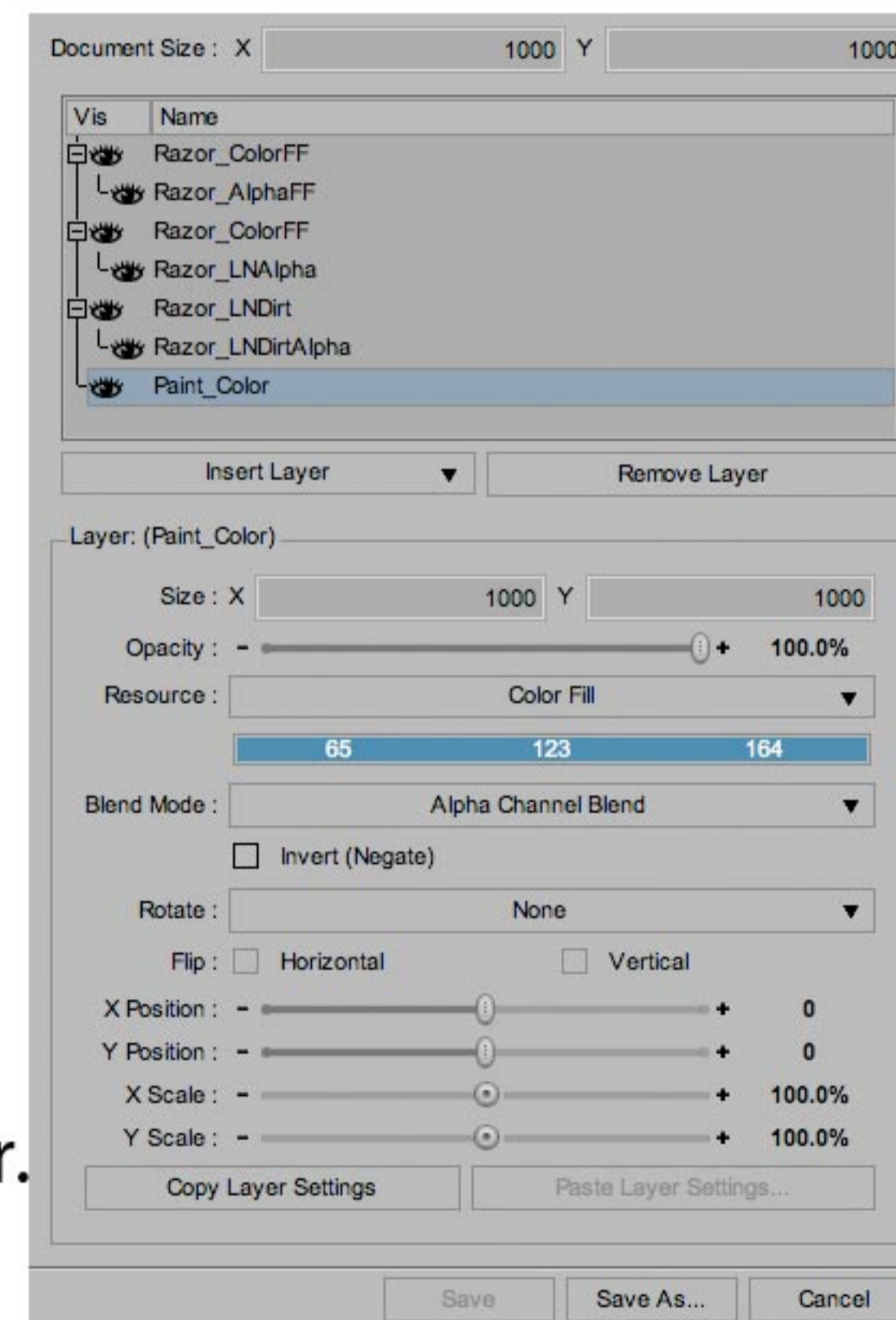
1. Choose the TraffiKar element, Body.
2. In the Surfaces palette, in the Advanced tab under the Diffuse Color setting click on the Image title below the color chip. In the example to the right, it is called Razor\_ColorLNLO.dsi. A pop-up will reveal other image choices and The Layered Image Editor. Click on that to open it.



#### **A Warning:**

*Any changes made here will need to be saved as a new file. To save over the current file will change other settings within the TraffiKar folders that call up that specific file.*

3. At the bottom of the list of layered images is the layer named Paint Color. Click on that and in the layer details below will be a color chip with rgb values.
4. Click on the color chip and a color picker will pop up. Pick a new color.
5. Save as a new file with a name in the texture directory of TraffiKar.



You have now changed the color of the car. Unlike Poser, you will be able to see the color change displayed in Preview Mode.

### Naming Conventions

In order to keep new files consistent with the default TraffiKar files these are the naming conventions used throughout.



The name of the design type comes first. There are three design types so it will start with Razor, Sedan, or Teardrop, sometimes Tdrop. In this example I have included the purpose of the texture as the Color of the car. Other examples would be; Reflection and Displacement, sometimes shortened to Repl and Displ.

If appropriate the next letters would indicate the condition:

FF      Factory Fresh

LN      Like New

Used    Used

RB      Rust Bucket

If there is an Accent you might want to include that in the name.

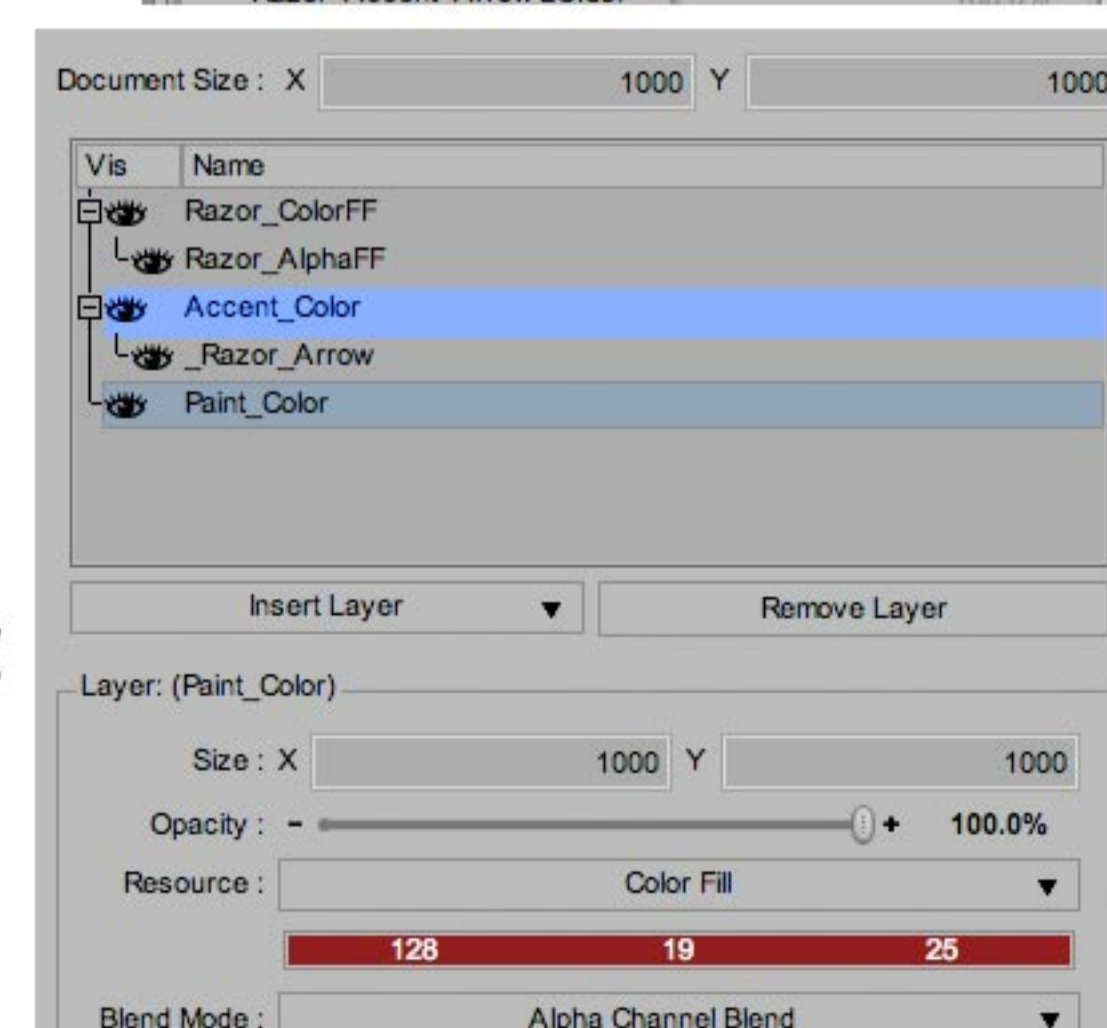
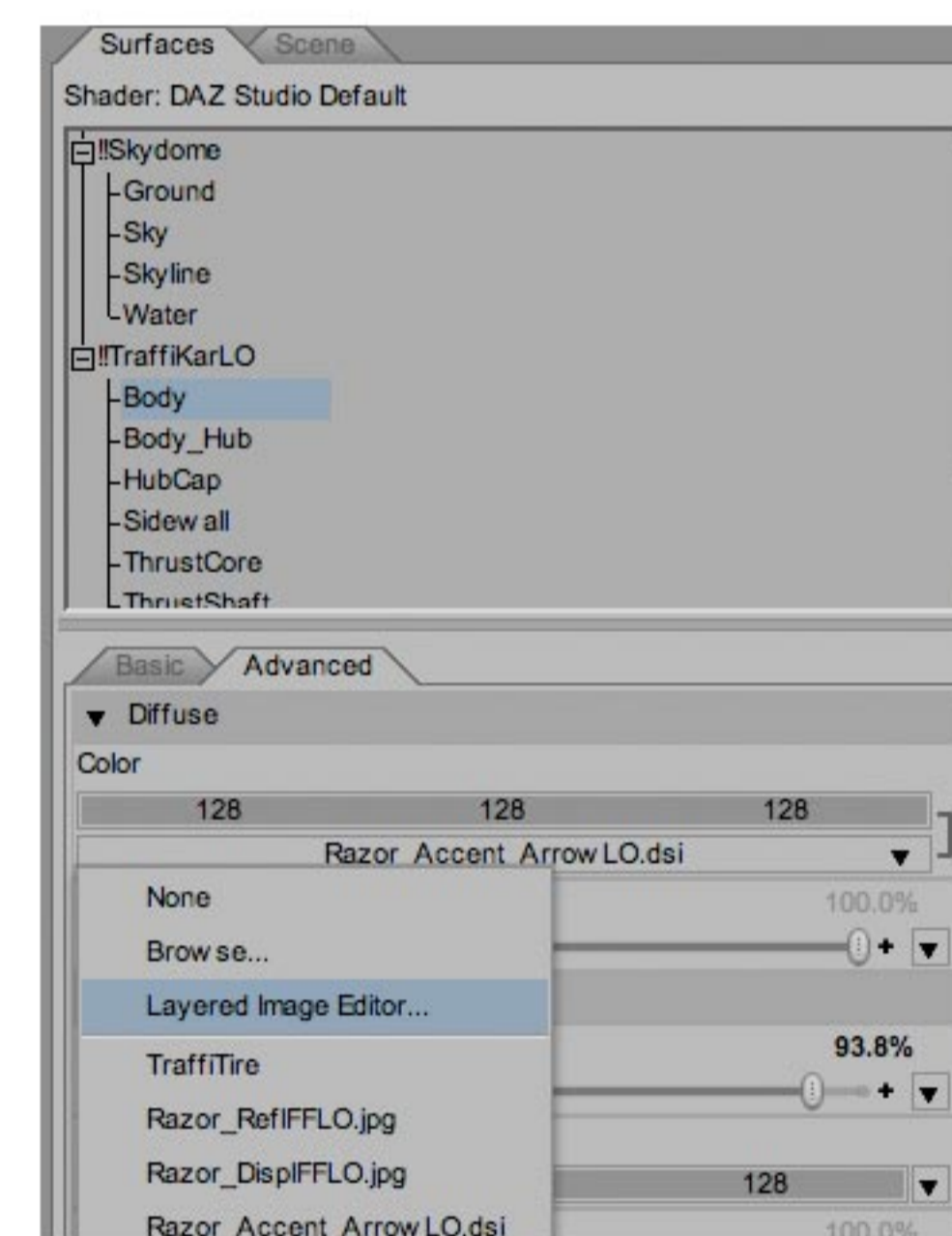
If it is made of lores textures you might want to end with LO.

From all of that you could tell that *Razor\_Color\_LNLO.dsi* is the Razor design for the Color node in Like New condition, the lores version.

## Adding and Changing Accents

Why have one color when you can have two? As an added feature to make each repetition of TraffiKar seem less repetitious there is a second color option available. There is a directory of materials called Accent\_Mats. This is a starter set of combinations that use the accent mattes available and combine some of the conditions as well in the HIRES directory. The lores accent directory contains only Factory Fresh to conserve RAM and with the idea that they would be used mostly for distant shots.

1. In the Surfaces Palette choose the Body of TraffiKar.
2. Click on the diffuse color texture and in the pop-up choose Layered Image Editor.
3. In the layer named Accent Color, click and go down to the color chip to change its color just as you did for Paint Color. Remember to **Save As** a new file with a unique name in the TraffiKar texture lib.
4. To change the accent itself go to the next layer down named whatever accent is currently in use; *\_Razor\_Arrow* is pictured to the right.





5. Click on the accent file to navigate to the TraffiKar textures library. If your Finder window is set to display files by name the available accents will be at the top of the list grouped by the underscore character. These are all jpg files. Anything with a .dsi extension would not be an option in this instance.
6. Once the new accent is loaded you might want to change the layer name to indicate what's inside. And then **Save As** a unique .dsi file to the TraffiKar texture library.