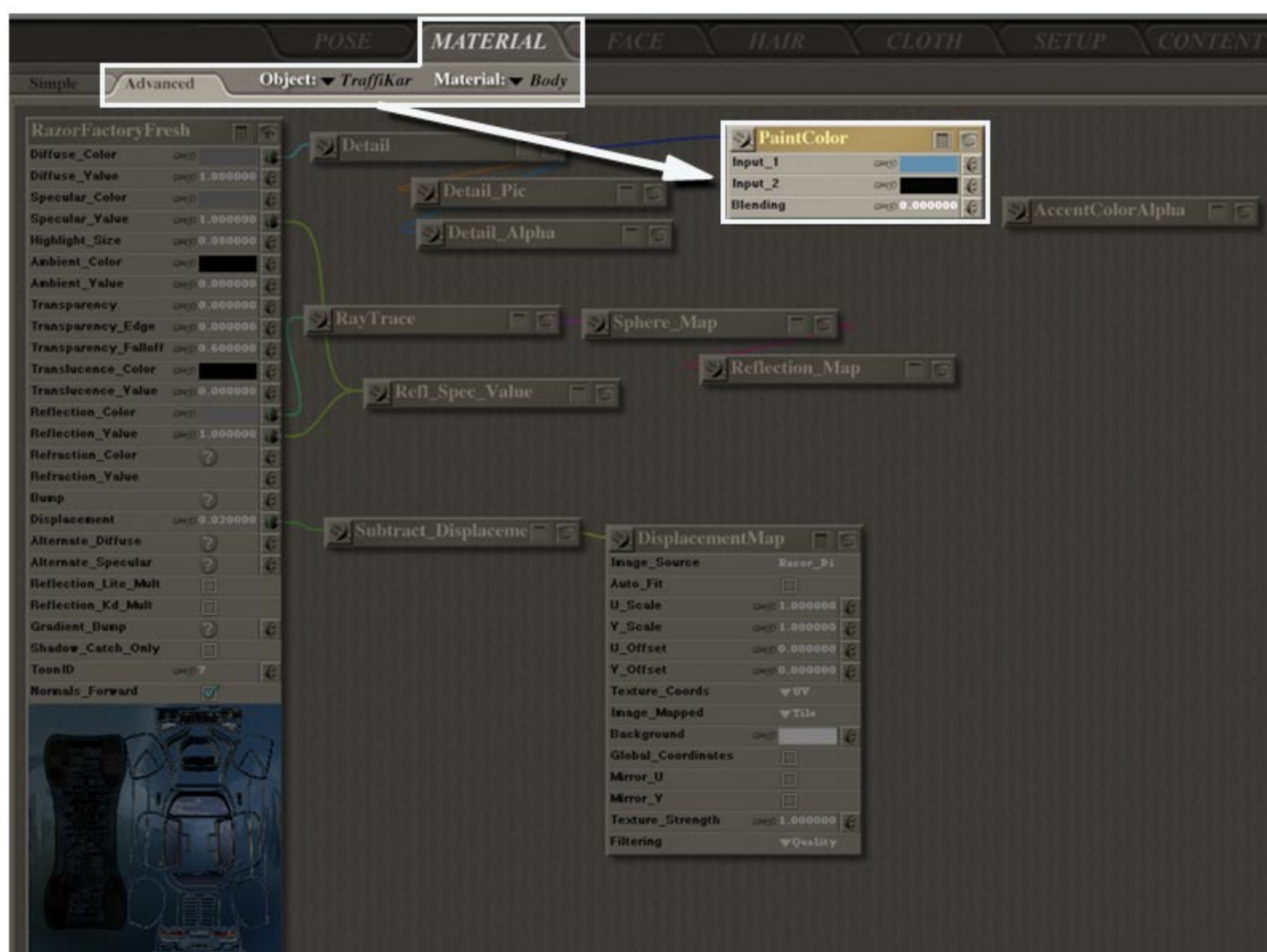# TRAFFIKAR

GUIDE TO MATERIAL MANAGEMENT

For those who are not familiar with the Materials Room in Poser, or for those who took one look and thought that it was no fun, TraffiKar is the opportunity to dip into the world of Material Nodes just for the time it takes to pick a color.

The Simple Approach

To change the color of the TraffiKar body:

1. Choose the TraffiKar element.
2. Open the Materials Room by clicking on the Material tab at the top of Poser.
3. Make sure you have the Advanced tab activated so that you can see the Node Tree.
   (Which I guess makes this the simple Advanced approach)
4. Look to the upper right of the screen for a node named Paint Color, containing two color boxes. The top color box is the color of the car. Click on that color and the color picker will pop up.
5 Choose a different color and the new color will be displayed in the box marked input_1.
6. Click the tab at the top of the screen named Pose to go back to the Pose Room.

You have now changed the color of the car.

But my car didn't change Color!

The OpenGL preview of TraffiKar does not show the results of the color change. Just as the displacement or reflection are not displayed in Preview, the layered color and textures can not be seen until they are rendered.

The Advanced Advance Approach

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. Just as the Input_1 value in the Paint Color node changes the color of the body, the Input_2 value in the same node will add a secondary color to the body.

1. Load TraffiKar and choose it in the Advanced Menu of the Material Room. Make sure you have chosen the Body material.
2. Choose the Paint Color node and click on the Input_2 color box.
3. When the color picker pops up choose a new color.

You have now assaigned a secondary color to TraffiKar but the task is not complete.
Depending on what material TraffiKar was set to when you entered the Material room there are some other choices available you might want to consider.

In the Paint Color node, make sure the Blending value is set to 1.0.
Also, connect the Blending value to the Image node just to the right.
That image node contains a black and white image that is used to define where the second color will go.

Now my car is Black with a White shape on it!

While the color accent node is connected to the Diffuse color branch it will upstage the other textures in the chain. When rendered all textures will appear.

While working in the Pose Room if your Document Display Style is set to Texture Shaded, TraffiKar will display the black and white values of the accent matte if the Accent Alpha node is attached. If this makes choreography of the car too disorienting then;
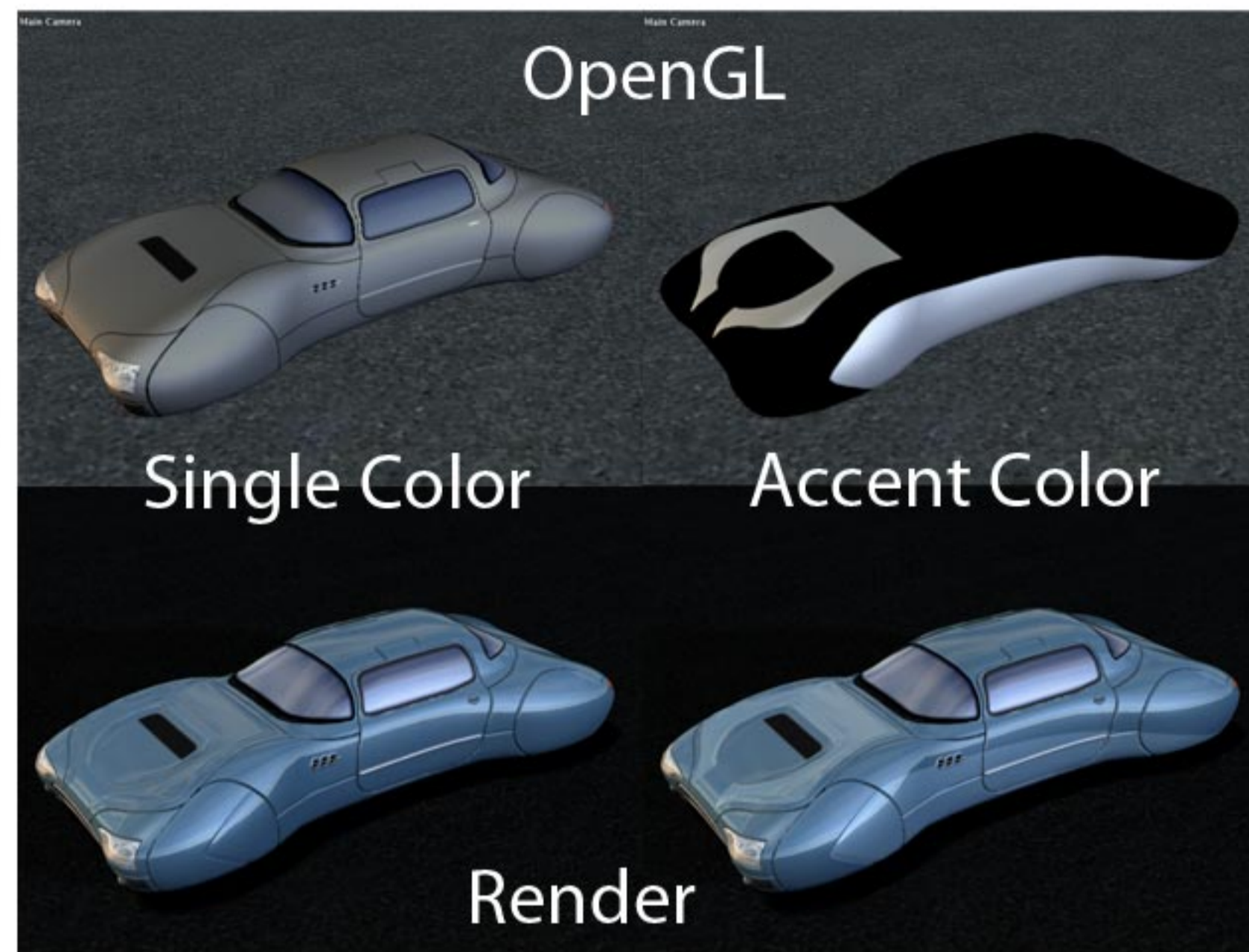
1. Go to the Materials Room, Advanced Tab
2. Disconnect the Image node (Accent Alpha) at the far right from the Paint Color node.
3. Return to the Pose Room

As a temporary measure this will allow you to see the car details while in Preview. Before any final render be sure to reattach the Accent node to the Paint Color node.

What if I don't want a secondary color or accent, at all, ever?

If you picked a car from the TraffiKar library that had an accent and you like the color but don't want the accent and don't want to load a non-accent material from the TraffiKar library then;

1. Go to the Materials Room, Advanced Tab and choose the Body material of the car you want to change.
2. Disconnect the image node attached to the Blending value of the Paint Color node.
3. Set the Blending Value to 0 (zero).
4. Return to Posing

Step three above is very important. If left with a value higher than zero it will start to add whatever color is in the Input_2 color value to your primary color. Even if the color is black, it will start to add black to the Input_1 value if the Blending value is not zero.

How do I change the Accent only?

Assuming you are familiar with the choices in the Accent Mats directory of TraffiKar then you know that each of the three design types has its own choices in accents. If you have already chosen one of these but want to change it or are using a material that currently doesn't use an accent and you would like to add it then;

1. Go to the Materials Room, Advanced Tab and choose the Body material of the car you want to change.
2. If disconnected then connect the Blending value of the Paint Color node to the Image node to the right (sometimes labeled Accent_Alpha). Make sure the Blending value is set to 1.0.
3. Choose the Image node and click on "Image_Source". This will reveal a pop-up to choose a new image. Click on Browse to reveal your directories. Navigate to the TraffiKar texture directory in your Runtime.
4. Choose the design type currently used; Razor, Sedan, or Teardrop.
5. Choose HIRES or lores depending on which texture resolution you are currently working in. All lores textures will end in the letters LO. Hires textures will not. Usually the name of the character will have this indicator and/or the Root node of the material will indicate the resolution in its name.
6. If your directory is set to sort files by name then the accent mats should all be listed at the top, distinguished by the lead character of an underscore ie; _Sedan_Front. When sorted by name all accent choices will be grouped together. Choose from one of these accent images to return to Poser.

An example path would be:
  Runtime
    Textures
      TraffiKar
        Razor
          lores
            _Razor_ArrowLO
            _Razor_BorderLO
            _Razor_CanopyLO
            _Razor_OutlineLO
            _Razor_Sides2LO
            _Razor_SidesLO
            _Razor_StripeLO