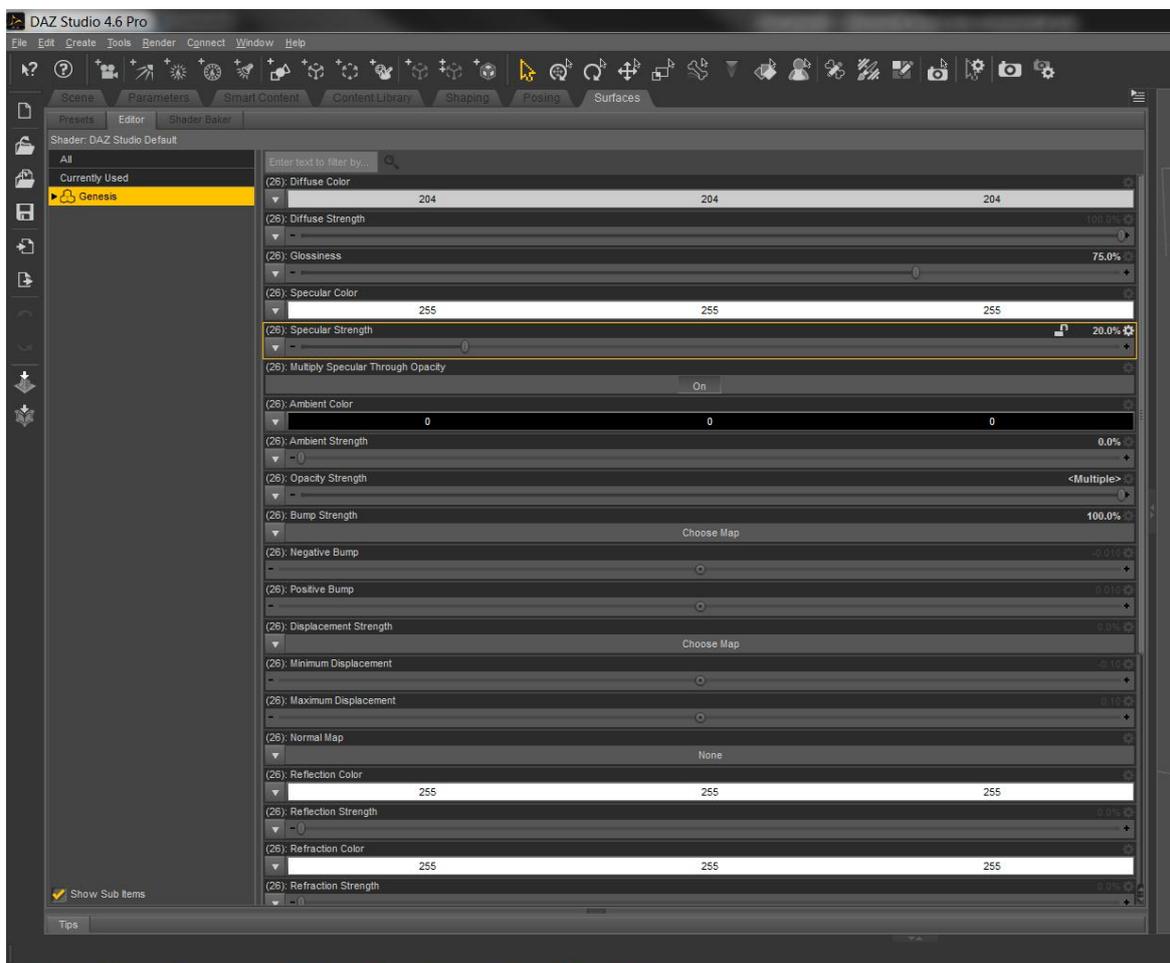


Creating a Simple Mix Network to Layer Materials using Shader Mixer in DS

1. Start by going to Window/Panes(Tabs)/Shader Mixer. Click on Shader Mixer and a new tab should open up.

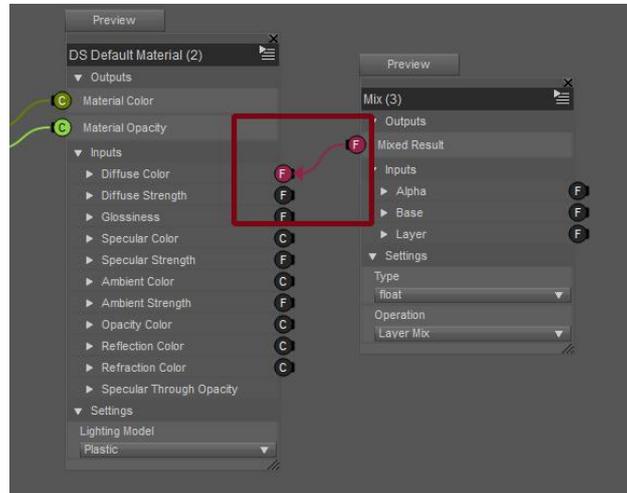


2. There should be two bricks already on the screen. These bricks represent the DAZ default material with the settings you would normally use in the surface tab.

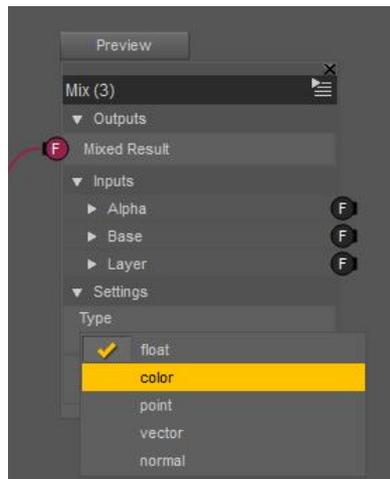


3. To insert the first brick in our network you have two options the first is to right click on the network space. This will bring up a menu that you can select from. Select Insert/Bricks(default)/Functions/Mathematical/Mix and click on Mix. This will insert a mix block into your workspace.

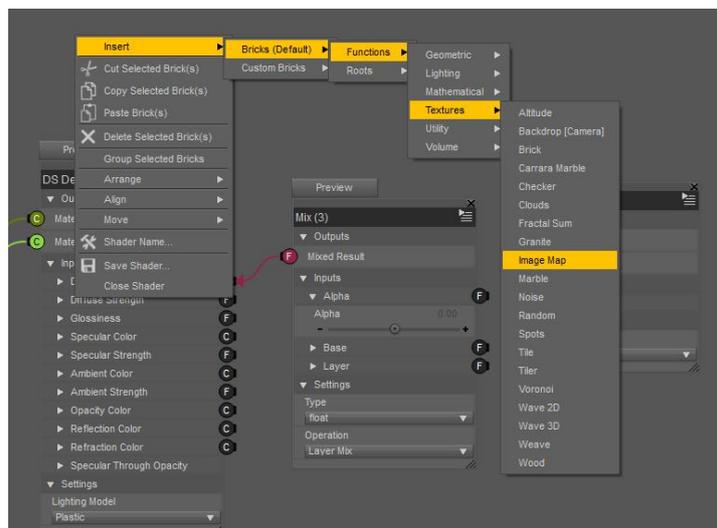
4. Link the Mix brick to the DS Default Material Brick by clicking on the node(circle) next the words Mixed Result. An arrowhead with a dotted line will show up. Drag the mouse to the node next to Diffuse Colour and click. This should create a line from the mix brick to the DS Default Material Brick and is the connection between the two bricks.



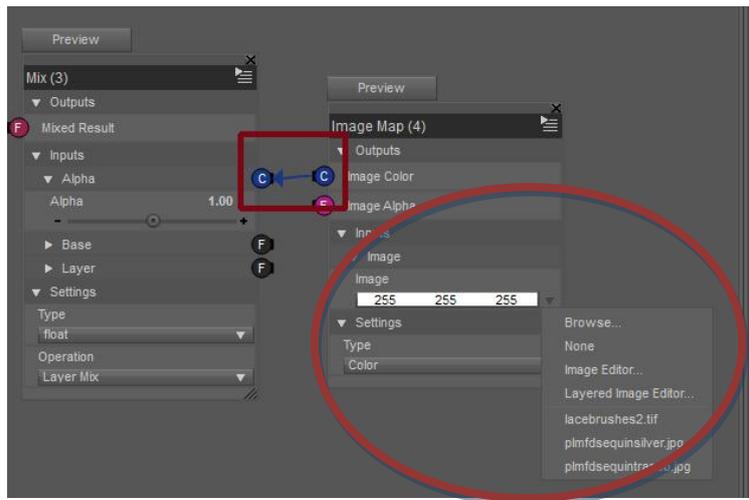
5. Select the dropdown arrow for Type and change it from float to colour.



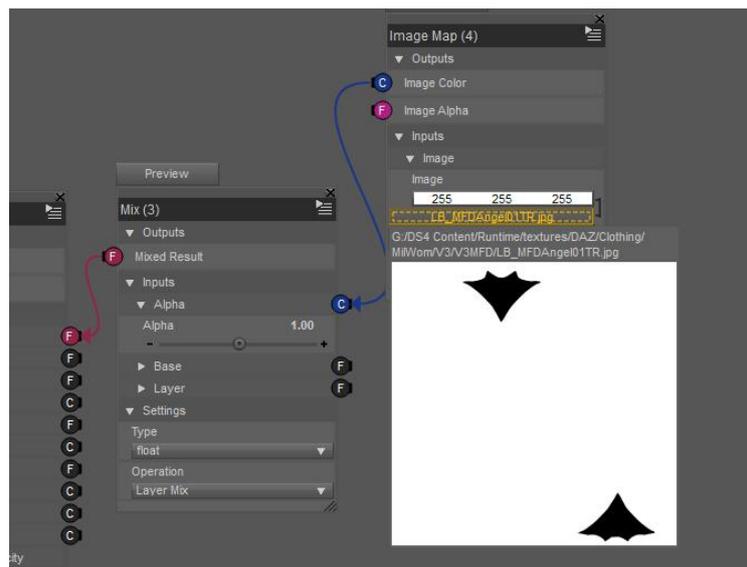
6. Right click on the workspace select Insert/Bricks(default)/Functions/Textures/Image Map and select Image Map.



7. Connect the Image Map Brick to the Mix Brick by clicking on the node for Image Colour and dragging the mouse to the Alpha node and clicking. Change the Alpha setting to 1.00 and hit enter.

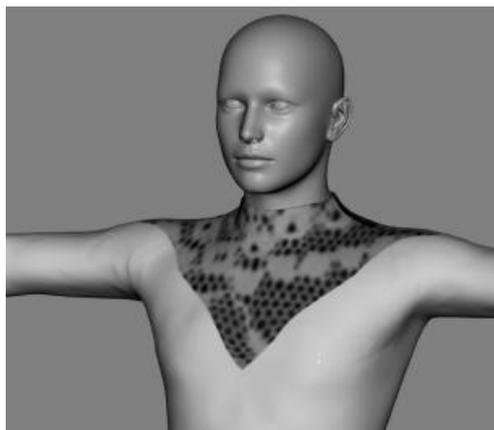


8. Click on the small triangle at the end of the colour selector under image. This will open up a dialogue box that will allow you to select an image. Hit browse and navigate to your black and white image. This image is the one that tells the Mix brick where to put the different maps or textures. Select your image.



9. Following step 6 add another two image bricks to the workspace.

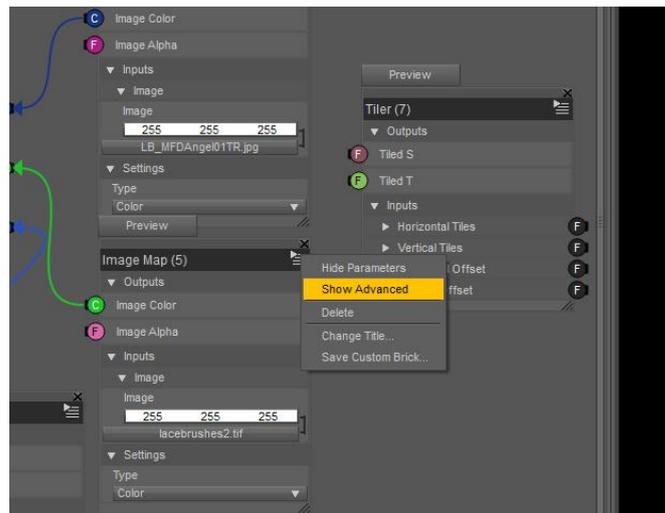
10. Link the Image Colour from the second Image Map Brick to the Base Node on the Mix Brick. Apply the image you want to appear on the black section of the map to this brick. It should appear like this.



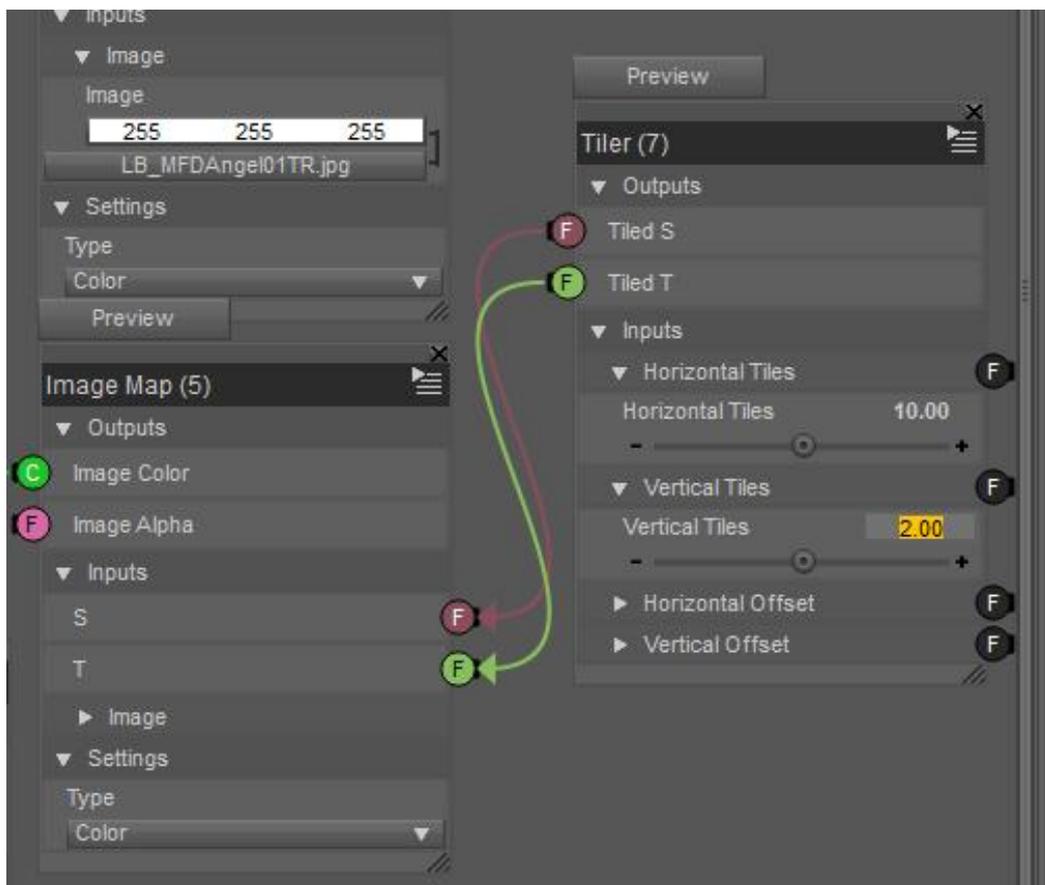
As you can see the lace texture I have applied is now showing on the black area, at the moment thought it is too large for my purpose so I need to add a Tiler Brick to allow me to specify the number of repeats of my seamless texture.

11. Right click on the workspace select Insert/Bricks(default)/Functions/Textures/Tiler and select Tiler.

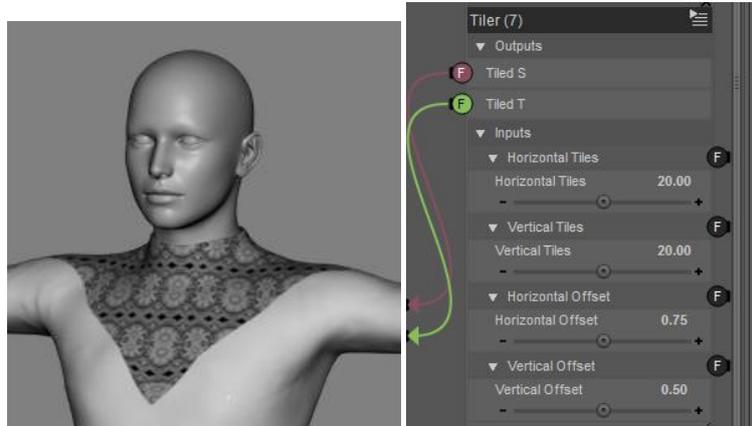
12. Our Tiler Brick that we just inserted has two nodes on its left hand side, we need to plug these into our image brick. Our Image Map doesn't seem to have any nodes on the right hand side though. To get the nodes to show up we need to click on the triangle with lines in the top right corner of the brick and click show advanced.



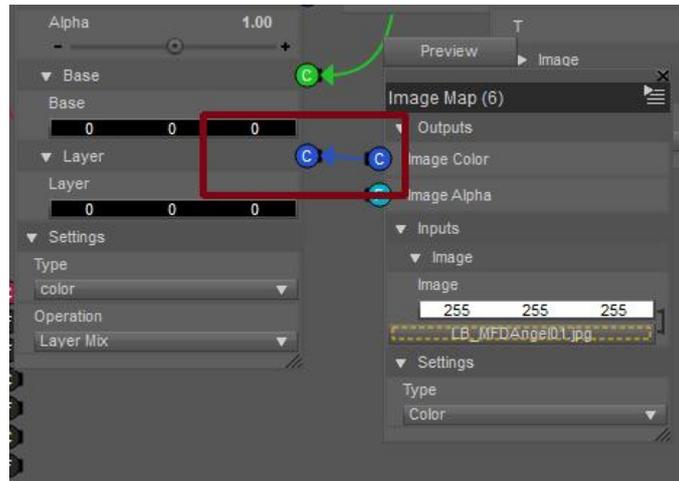
13. Now that we have our nodes showing on both bricks we can connect Tiled S to the S node and Tiled T to the T node. We will also need to change our Horizontal Tiles and Vertical Tiles to ensure the number of repeats suits our seamless tile. Normally this will be approx 10 repeats but can go as low as 5 or up to 50 depending on the size of your seamless tile and the look you are trying to achieve. I've changed mine to 10



14. As you can see from the next image this is still not high enough for my seamless tile so I've adjusted it to 20 and also adjusted the Horizontal and Vertical offsets to centre the pattern how I want it. The settings for this will depend on the texture and you will need to play with different settings to find out what suits your purpose and texture.



15. Now for our last Image Map. Connect the Image Colour Node to the Layer Node. This image will show up on the white area of the image we connected to our Alpha Node. Select the image you wish to apply to the white area.



As you can see we now have two layers of textures on the same object.

This has been done using the MFD from DAZ3D but it could be used also to create a second skin for a character. It can also be use with simple seamless black and white patterns to create more complex patterns by selecting different colours for the Base and Layer settings instead of/or with patterns.

An example of this:

