

Monochromatic Iray Shaders



Product Name:	Monochromatic Iray Shaders
Product ID:	57295
Published Artist(s):	vyktohria
Created By:	N/A
Release Date:	2018-12-13

Product Information

- Required Products: *None*

Shimmery, shiny, slightly iridescent, this mini set of Iray shaders is my holiday treat to you. Use them to texture fabrics, props, people...anything your imagination holds.

Simple and easy to use, these shaders have a quick render time and are low-impact on your computer's resources. I've included 5 white scale HDRI maps as a bonus, but feel free to experiment with other HDRI maps and lighting.

The materials will experience a subtle variation depending on the environment they're in, so it makes them truly versatile. Beautiful and easy to use, the possibilities are endless and are guaranteed to produce realistic and dramatic results.

Product Notes

Installation Packages

Below is a list of the installation package types provided by this product. The name of each package contains a [Package Qualifier \(WIP\)](#), which is used as a key to indicate something about the contents of that package.

- 1 Core ¹⁾

Not all installation packages provide files that are displayed to the user within the interface of an application. The packages listed below, do. The application(s), and the location(s) within each application, are shown below.

Monochromatic Iray Shaders (Core)

- You can find new icons for loading this product in the following DAZ Studio Folders:
 - "Shader Presets:Monochromatic Shaders"
 - "Shader Presets:Monochromatic Shaders:Bumps"
 - "Shader Presets:Monochromatic Shaders:Environments"
 - "Shader Presets:Monochromatic Shaders:Utilities"
- You can find new icons for this product in the following DAZ Studio Categories:
 - "Render-Settings:Iray"
 - "Shaders:Iray:Fabric"
 - "Shaders:Iray:Utilities"

Additional Details

Below is a list of files provided by the [Monochromatic Iray Shaders](#) product.

Core

Monochromatic Iray Shaders

• Content :

- /Runtime/Support/DAZ_3D_57295_Monochromatic_Iray_Shaders.dsa
- /Runtime/Support/DAZ_3D_57295_Monochromatic_Iray_Shaders.dsx
- /Runtime/Support/DAZ_3D_57295_Monochromatic_Iray_Shaders.jpg
- /Runtime/Textures/vyktohria/MonochromelrayShaders/vykmis_bump01.jpg
- /Runtime/Textures/vyktohria/MonochromelrayShaders/vykmis_bump02.jpg
- /Runtime/Textures/vyktohria/MonochromelrayShaders/vykmis_bump03.jpg
- /Runtime/Textures/vyktohria/MonochromelrayShaders/vykmis_bump04.jpg
- /Runtime/Textures/vyktohria/MonochromelrayShaders/vykmis_bump05.jpg
- /Runtime/Textures/vyktohria/MonochromelrayShaders/vykmis_Enviro01.hdr
- /Runtime/Textures/vyktohria/MonochromelrayShaders/vykmis_Enviro02.hdr
- /Runtime/Textures/vyktohria/MonochromelrayShaders/vykmis_Enviro03.hdr
- /Runtime/Textures/vyktohria/MonochromelrayShaders/vykmis_Enviro04.hdr
- /Runtime/Textures/vyktohria/MonochromelrayShaders/vykmis_Enviro05.hdr
- /Shader Presets/Monochromatic Shaders/Bumps/Monochromatic Shaders Bump 00-OFF.duf
- /Shader Presets/Monochromatic Shaders/Bumps/Monochromatic Shaders Bump 00-OFF.png
- /Shader Presets/Monochromatic Shaders/Bumps/Monochromatic Shaders Bump 01.duf
- /Shader Presets/Monochromatic Shaders/Bumps/Monochromatic Shaders Bump 01.png
- /Shader Presets/Monochromatic Shaders/Bumps/Monochromatic Shaders Bump 02.duf
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- /Shader Presets/Monochromatic Shaders/Bumps/Monochromatic Shaders Bump 04.duf
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- /Shader Presets/Monochromatic Shaders/Bumps/Monochromatic Shaders Bump 05.duf
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- [illegible]

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- /Shader Presets/Monochromatic Shaders/Utilities/Monochromatic Shaders 05 x 05.duf
- /Shader Presets/Monochromatic Shaders/Utilities/Monochromatic Shaders 05 x 05.png
- /Shader Presets/Monochromatic Shaders/Utilities/Monochromatic Shaders 10 x 10.duf
- /Shader Presets/Monochromatic Shaders/Utilities/Monochromatic Shaders 10 x 10.png

Resolved Issues

- *None*

Known Issues

- *None*

Support

Visit our site for [technical support](#) questions or concerns.

1)

The contents of this package are in DAZ Studio Native formats

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