

# EZMetals v1.1 by Snarlygribbly

For Poser

## Parameters

The parameters can be found in the fourth column of nodes in the Material room.

NB: In all cases other than colour chips the value that should be changed in the node is the Value\_1 parameter. This shader uses real reflections and therefore needs a complete environment. With nothing to reflect it will look bad. If you don't have a complete environment then add a reflection map to the Reflect node.

Where applicable, measurements are in **INCHES**. Please adjust if your Poser units are set differently.

## Quality (1 to 10)

This affects the quality of the reflections. The range is from 1 to 10, with a default of 8. Lower the value to reduce rendering time at the expense of quality.

## Rust colour

This is the base colour for rust effects.

## IOR (Index of Refraction)

This should normally be left at 20. Lowering the value will reduce reflectivity and usually darken the material.

## Rough (0 or 1)

This is a switch. With a value of 0 no displacement is applied to the surface. With a value of 1, displacement is applied according to the 'Roughness Type' and 'Roughness Amount' parameters.

## Roughness Type (1 to 3)

Select between 'Pitted' (1), 'Brushed' (2) and 'Hammered' (3) surface displacement effects.

## Roughness Amount

This is the degree of displacement. Values between 0.01 and 0.03 inches are most suitable.

## Scale (1 to 10)

This determines the size of the indentations when Roughness Type 3 is selected. Otherwise, has no effect.

## Rusty (0 or 1)

If 0, no rust effects are applied. If 1, rust effects are applied as determined by the 'Rustiness' parameter.

## Rustiness

This determines the degree of coverage when rust effects are applied. Values between 3 and 8 seem best, but you can try others.

## Colour

This is the base colour of the metal. For your convenience, just plug one of the colour chips in the fifth column into this node.

## Blurriness

This determines how sharp the reflections are. Use a low value such as 0.2 for very shiny metals like chrome, and anything up to 5 for dull metals. The highest value in the pre-set metals is 3 (Gunmetal)

## Note:

If you want to use your own displacement map, replace the node labelled '0 Displacement Map' with your own imagemap node. Then set the 'Rough' parameter to 1 and the 'Roughness Type' parameter to 0. Control the depth of displacement with the 'Roughness Amount' parameter.