

# Using a custom shader engine EZSkin 3

## What is a custom shader engine?

It is a plugin that works in the same way as the two built in shader engines for Firefly and Superfly, offering alternate shaders.

## Installing a customer shader engine

Ensure that you have configured EZSkin to use a custom shader engine folder.

Do this by clicking on the Setting toolbar icon (The one with the wrench, or spanner, on it) and making sure the 'custom shader engines' control is pointing to a valid folder (one you have read and write access to).

Copy the custom shader engine file to the folder.

Restart EZSkin 3 for the new shader engine to be found by EZSkin.

## Assign custom shaders to material zones

You need to assign the custom shaders to material zones on your figure for them to be applied.

Select the custom shader engine from the 'Shader engine' drop down box.

Open the Editor window

Select the shader you want to use from the Editor's shader drop down box

Highlight the material zone(s) to which you want to apply the shader. Click the 'Apply shader' button and confirm that the material zones are now set to use the custom shader.

**From the 'Use figure definition' drop down box in the Editor, select 'Custom' (it will be the top item).** If you don't do this, the custom shaders will be ignored and the shaders designated in the saved figure definition will be used instead.

Close the editor.

## Configure the custom shaders

Some custom shader engines are configurable. If they are, the 'CFG' button will be available (it is next to the 'Shader engine' drop down box). Click on the button to access the configuration options.

## Apply the shaders

**Make sure the 'All others' is ticked in the list of things to process.**

Click on the 'Apply' button or the 'Apply' toolbar icon just as you normally would.