GLEAM

12 FABULOUS EASY TO USE & FAST RENDERING PORTRAITS LIGHTS

So what is Gleam?
Gleam is a set of 12 lightsets to create beautifull portraits.

Where can i find the Gleam light files ?
The lights will be accessible from your Content Library,
in «Light Presets > Gleam»
It's also accessible from «Smart Content» : Light > Gleam

What kind of lights are used?
Each set uses at least 1 uberenvironment2 light
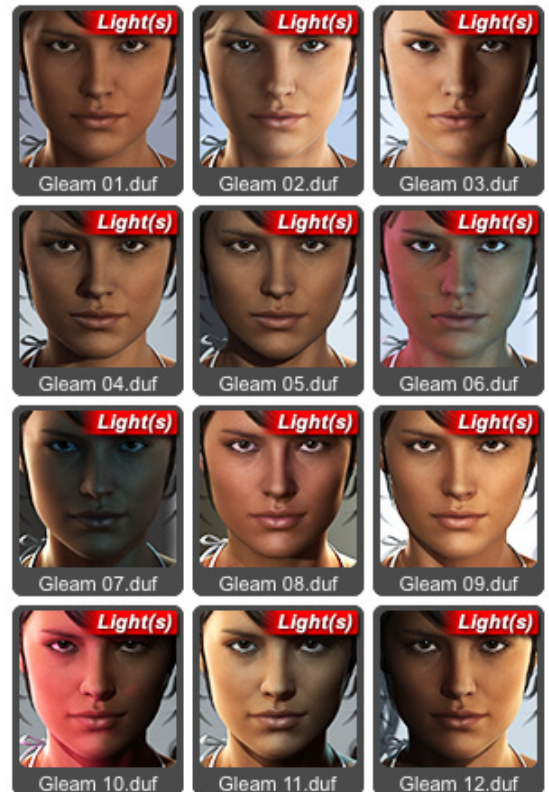Are also used, distant lights, spotlights and linear pointlight.

Do i need to have anything more than Daz Studio installed on my system ?
No, you do not need anything else installed, just Daz Studio.

If it's for portraits, does it mean i can't use them for full figure renders?
You can of course use them on full figure renders.
On some sets, as the spotlight is really focused on the head, you may need to adjut some of the lights for the perfect lighting.

Gleam 01.duf	Gleam 02.duf	Gleam 03.duf
Gleam 04.duf	Gleam 05.duf	Gleam 06.duf
Gleam 07.duf	Gleam 08.duf	Gleam 09.duf
Gleam 10.duf	Gleam 11.duf	Gleam 12.duf

But isn't it a «click and render» product?
It can be click and render if your character is in a position more or less similar to the character the lights set were created for (standard Gen2F position).

What does that mean?
It means that in Studio, just like in a real photographer studio, lights are set up for a specific situation.
You need to light up a subject, so you ask your subject to be in position X and set up the light for that position.
If your subject decides to go in position Y, the light will still light up position X.
To avoid that, you need to rearrange your lights to fit the new position Y.

Is it hard to do?
No it's very easy and in most case it won't be needed as the main lights are from uberenvironments and distant lights.
But to explain how to do it, let's say you choose Gleam 09 as your light set. This one has a spotlight directed to the head. YOu can have your character sit or lay down but there is a possibility the spotlight don't light the head anymore. Just select your spotlight and move it (mainly up/down) so that it lights up the head again, and that's it.

My character is way too bright with one of your light, is it normal?
or
My character is way too dark, what should i do...?
We have explained that lights are created for a specific position. We should add that they are also created for a specific skin tone to light up.

What does that mean?
It means that if you're in a pro photographer studio, you'll notice that he won't use the same lights to take a picture of Scarlett

Johansson, Naomi campell or Salma Hayek. The Gleam light set tries to be as versatile as possible but in some case, you may need to tune some of the lights to fit your character skin tone and specular aspect.

If your character is too dark, increase the Uberenvironment of 5% as a first try. If not enough, push it to 10% etc.
If your character is too bright, decrease the uberenvironment of 5% as a first try. If not enough, push it to 10% etc.

In some sets, Linear point lights are used to create a specific mood (for exemple to had pink or blue shades). If your character head moves a lot from its initial position, you may need to move the coloured point light so that they still light up your character's head.

Are the light really fast rendering?

The light sets have been created, tested and validated on a 2006 mac. Each render (1000x1300) never lasted more than 15 minutes with 3Delight shading rate set at 0.10 .
You can of course increase or decrease the uberenvironment quality settings (see uberenvironment docs or duf files that are included within Daz Studio).
You can also increase or decrease your own 3Delight render settings.
In both case, it will affect your render times.

What if i have a problem or a question using this set?

The creator of this products recieves hundred of spam a day so a direct mail might sometimes be lost.
A thread in the «DAZ PA Commercial Products» forum will be opened when the set is released, where users can come and ask question or give feedback on the product.

Credits
We wish to thank *www.hdri-hub.com* for allowing us to use some of their amazing free IBL images.

The Uberenvironements image maps contented in this set are used with the courtesy of the HDRI Hub team
More infos on their excellent HDRI maps can be found at *http://www.hdri-hub.com/hdrishop*

For each of the images used on the set, they have super high resolution of it, and background images that can be used on environment spheres or ibl images.
In their online store you can find this and many other bundled together with their high resolution source hdr files.

They can also be found on facebook : *https://www.facebook.com/hdrihub*