# DOUBLE EXPOSURE CAMERA
## Instructions
by Llola Lane and Marshian

THANK YOU for purchasing our DOUBLE EXPOSURE CAMERA. We hope you enjoy creating renders with it as much as we do.

Files can be found under **CAMERA PRESETS**



**To get familiar with how the camera works we suggest starting with one of the preload scene subsets...**

1. Load a scene subset of your choice

2. Add clothes, hair, accessories, and skin/materials to the character (default skins are Bree and Phillip from Genesis Starter Essentials)

3. RENDER through the DE camera
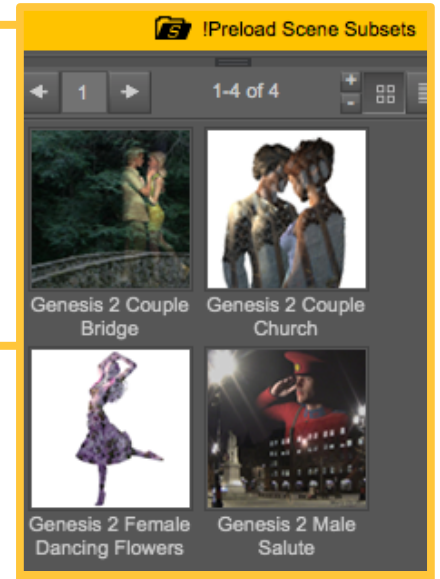
**To create your own scene...**

1. Load the 2X Double Exposure Camera

2. Add character, clothing, hair, skin, etc.

3. Select POSE of your choice

4. Add your own lighting or use one of the presets

5. Select the **Image Plane** (parented to the camera) and add a MATERIAL of your choice to the plane. Frame the **Image Plane** and characters as desired (see helpful hints on second page)

6. Add a Background SPHERE of your choice (black for LOW KEY or white for HIGH KEY renders)

7. RENDER through the DE camera.



All photography by Llola Lane
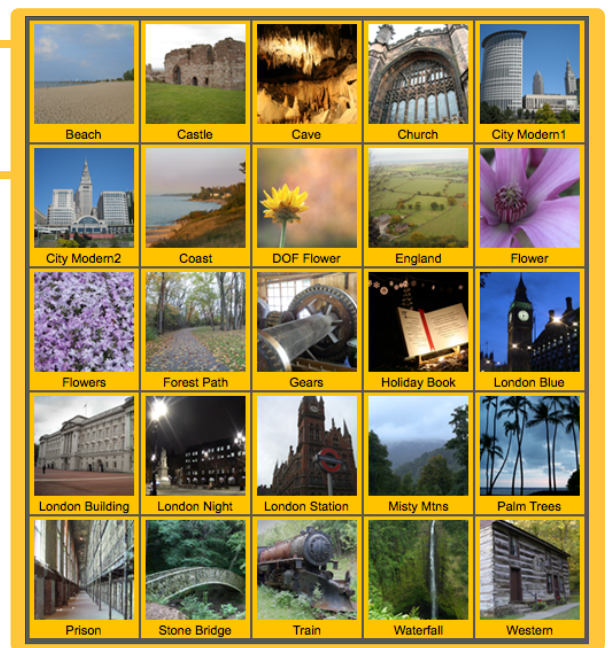
## WHAT MAKES A GREAT DOUBLE EXPOSURE???

You should be able to see both image AND character equally with a true Double Exposure image. Use spotlights to reveal only the areas you wish, as areas in shadow become invisible. Lighter parts of the figure are highlighted in the shadows of the Image Plane when combined together to make a Low-Key render.
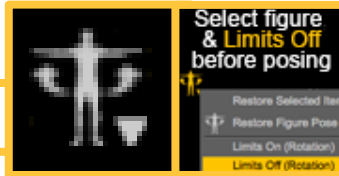
Keep your composition simple, having lots of props can clutter the scene. Think in terms of large basic shapes to frame your subject.

# HELPFUL HINTS:

## Posing & Lights

- IMPORTANT...Turn Off Rotation Limits for ALL poses!



- The male/female single poses work with all Genesis 2 characters but... Arms/Hands may need to be adjusted for larger characters and when clothing is fitted.

- For the couple poses... Parent the spotlight and the Female to the Male figure and then move them together where you want in the scene.

## Image Plane (parented to DE camera)

- Move the DE Camera anywhere you want to frame your subject but keep the **Image Plane** parented to the camera. Once the DE Camera is in position you can fine tune the **Image Plane** by transitioning or scaling but do not rotate the **Image Plane** or move it away from the camera to scale it. Leave any rotation to the camera itself as the **Image Plane** needs to stay parallel to the camera.

- Adjust the OPACITY of the **Image Plane** if it seems too light or dark for your render. Using Aux Viewport IPR render really helps here.

- You may want to turn off the SPHERE (eye) temporarily to see the **Image Plane**- easier for posing and setup.

- If you are loading your own photograph or render onto the **Image Plane** crop it to a square before loading or you'll need to scale it ( X or Z ) .

## Background Spheres

- Black Background Sphere- Use spotlights to reveal only the areas you wish, as areas in shadow become invisible. Lighter parts of the figure are highlighted in the shadows of the **Image Plane** when combined together to make a Low-Key render.

- White Background Sphere and High-Key renders- You may want to lower the ambient level in order to show more of the **Image Plane** beyond the figure. (see below)

Ambient at default setting

Ambient at 100%

Image Plane shows only on figures

Full **Image Plane** shows