RENDERSTUDIO 2014 – Module #1 – Environments...

Welcome...

It's all about the quality of the light. The mood that the light portrays is the most essential part of any visual art.

That is what I try to achieve with my lighting products and RenderStudio 2014 is the next step in the endless quest for light quality and mood.

So let's start...!

Firstly you need to load up Poser. Any version from Poser 8 onwards will be able to utilise all of RenderStudio 2014.

In this section I will show you how to load the lighting control prop, use the new morphing backdrop prop and create a simple but highly effective studio set-up for one figure.

Ok... First things first. You need to delete all the lights in your scene. The quickest way to do this is by using the built in script in Poser. In the top Scripts menu, scroll down to 'Utilities' and then click on 'Delete Lights'. Click through any questions until the lights are deleted.

You now need to navigate your Poser library to Props:! RenderStudio2014:IDL_Utilities:

In there you will find the BackgroundProp. Please load this using the single check-mark at the bottom of the library window.

Do exactly the same with the !ControlProp in the same library folder.

Now load a basic figure into the scene. Something like Victoria or Michael 4 will be fine. Here is no need to load hair or clothing.

Lets load our first light into the scene:

Navigate too your Lights library:! RenderStudio 2014: Lights-RSP2014:SpotLights:No AO:Key Lights: and load the 'RightKeySpotSoft' light.

This light is now automatically parented to the !ControlProp.

Select the !control Prop in the scene and in the Parameters window turn the 'Y Rotate' dial. You should see that the light is now moving around the figure in the scene.

Create a quick draft render of this scene to see the result. Make sure to select IDL in your render settings.

Now navigate to Lights library:! RenderStudio 2014: Lights-RSP2014:Fill Lights and load the Diffuse Fill light. Turn the intensity dial down to 25% on the parameters tab. This light is NOT parented to the !Control Prop as it is just filling the scene with diffuse light so there is no need.

Create another draft render to see the effect.

Next load a background light. This light will auto parent to the background. However you can move the X,Y and Z translate dials to move it to your desired position. You will find this

light in Lights library:! RenderStudio 2014: Lights-RSP2014:Spot Lights:No AO: and it is called 'BackgroundSwipe L'. This will create a nice swash of light across the background.

Create another draft render. It should look something like this:

Now select the 'RightKeySpotSoft' light in the scene...

Click on the Material Room tab and select the Materials icon at the top of the Library palette. Navigate to Materials: ! RenderStudio 2014:Photo Filters and load 'Warm (85) on to the light.
Return to the Pose room and create a draft render. It should look something like this:

See how much warmer the image is. However the background swipe light is still very neutral looking. Load the same photo filter onto this light too and create another draft render.

Here is what it looks like:

See the difference? The original, although a colour render didn't actually have much colour at all and was very neutral. Adding this filter to some of the lights has given the image much more of a mood by making it warm. You can experiment with different lights and different filters.

THE SOFTBOX LIGHT...

The softbox is a standard in all good photographic and cinematic studios. It is by far the best studio solution for soft light. It usually is a big square light covered in a huge diffuse filter.

Delete all the lights in the previous scene and load only the soft box light from Props:! RenderStudio2014:IDL Light: Softbox Light (Rotate).

You should also load the specular shine light from your Lights library:! RenderStudio 2014: Lights-RSP2014:Auxiliary Lights. IDL lights cast no light in the preview so you will need this to see what you are doing.

The softbox works exactly the same as the rotating spot light. As long as the !controlProp is still in the scene it will automatically be parented to it.

Turn the 'Y Rotate' dial on the control prop to -45 degrees. This will make the light cast from the right of the scene.

Making sure that IDL is still selected in your render settings create another draft test render. This is what you should have.

See render on next page....

Here we can clearly see that this render is much softer and subtle. You can also use this light as a fill light but you will have to turn the intensity down by going into the material room and lowering the intensity of the Ambience Value channel on the Poser Surface tab for the SoftBox light. By default is set at 5.000. For a fill light try it at 2.000.

TIP: To see the softbox light in the scene more clearly try using the 'Auxiliary Camera.

On the following pages I have included some screen shots of my render setting for draft

and high quality rendering. You can copy these and save the settings into Poser for yourself.

If you have any questions regarding this product please contact me at colm@colmjackson.com.
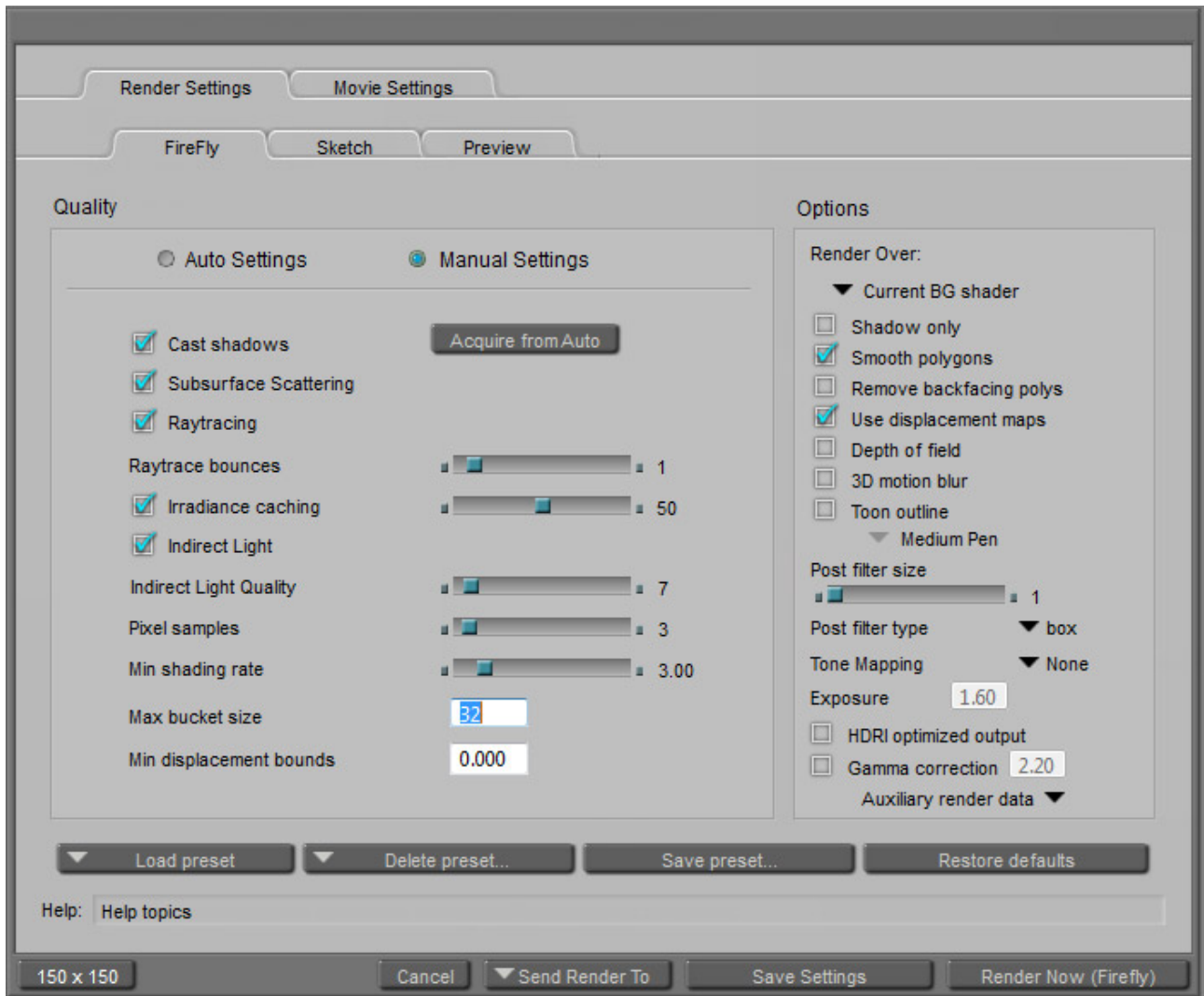
Colm.:-)

This render setting is the worst possible quality I can get out of Poser but I use it all the time for test renders…
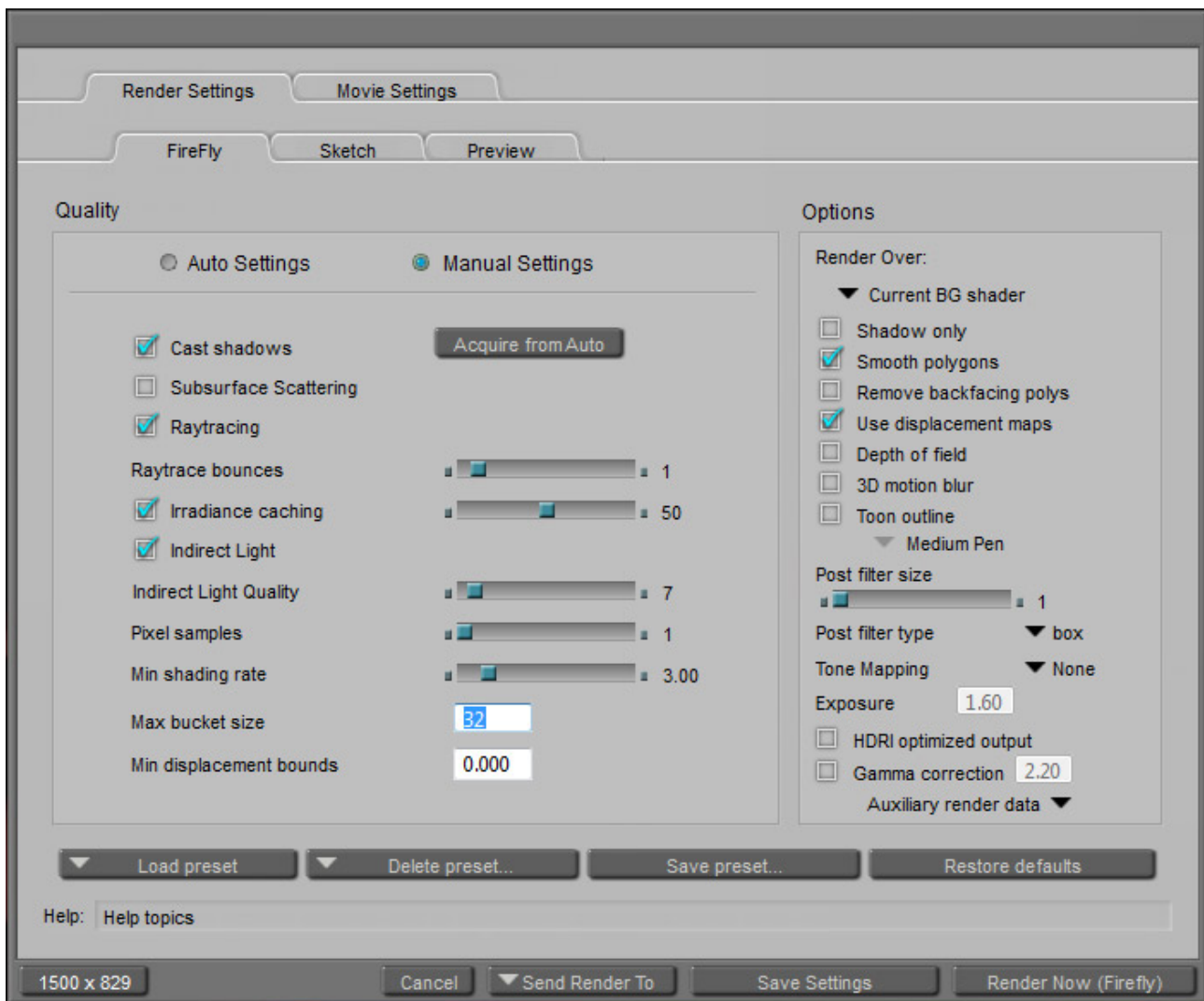
See next page..

A slightly better render setting with Sub Surface Scattering...

See next page...

Final Render Settings…