RENDERSTUDIO 2014 – Module #4 – Hollywood - Noir...

Welcome...

"When you photograph people in color, you photograph their clothes. But when you photograph people in Black and white, you photograph their souls!"
-Ted Grant

In the 1930's and 40's George Hurrell photographed every Hollywood movie star that was contracted to MGM. His iconic style has made him one of the greatest portrait photographers of all time.

This product is in some ways a homage to George Hurrell. With the lights and props in this set I hope to give you the tools to turn your Poser renders into fantastic Hurrell style images. Maybe we will start a new trend in Poser. Who knows...

For inspiration visit http://georgehurrell.com/gallery/

This is an exciting set of lights and tools. Considering that retro Hollywood photography was in fact glamour photography it often used very hard contrasty lighting with deep shadows and bright highlights. Often with bleached out skin that hid the movie stars bad complexion.

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 Lights, the Gobo light and Gobo props and the simple background prop., By the time you have finished reading you will have

successfully rendered a basic but highly effective render in Poser.

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:IBL_Utilities:

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

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

Lets load our first light into the scene as you are now working in the dark:

We need to use the Gobo Light first so load it up from your Lights library using the double check mark.

Back in the props library open up the Light Gobos folder and with the double check mark load the 'Blinds Gobo prop. This should automatically parent to the Gobo Light. Before you do this you should make sure that the 'Gobo Light'is actively selected in the scene.

NOTE: The Gobo props are set to only render shadows in your scene so don't worry if you can see the prop itself in the scene.

You are going to move the Gobo light and prop so it just casts shadows on the background prop using the trans and rotate dials on the Gobo light. This may take a bit of practise. Use the X Tran dial to move the light to the right, theZ Tran Dial to move it closer to the background. Use the Y Rotate dial to turn it in the correct direction and the X rotate if necessary to tilt it.

The image below shows the Gobo projecting shadows onto the figure and the background which is also possible. However you may need to turn down the intensity of the Gobo light if you use this technique.

GoBo Light

BlindsGobo

GoBo's are automatically parented to the GoBo Light. Use the X,Y,X Trans, and Rotate dials to position. Gobo will not render in the scene and can be projected anywhere within your scene.

Use the 'Angle End' dial on the Gobo Light to adjust the area of light. Use the Scale dials on the Gobo Light and the Gobo prop to adjust the size of the Gobo shadow.

Only the shadow of the Gobo prop will render in your scene...

If you choose to project the gobo on the background only then it should look something like this:

See next page…
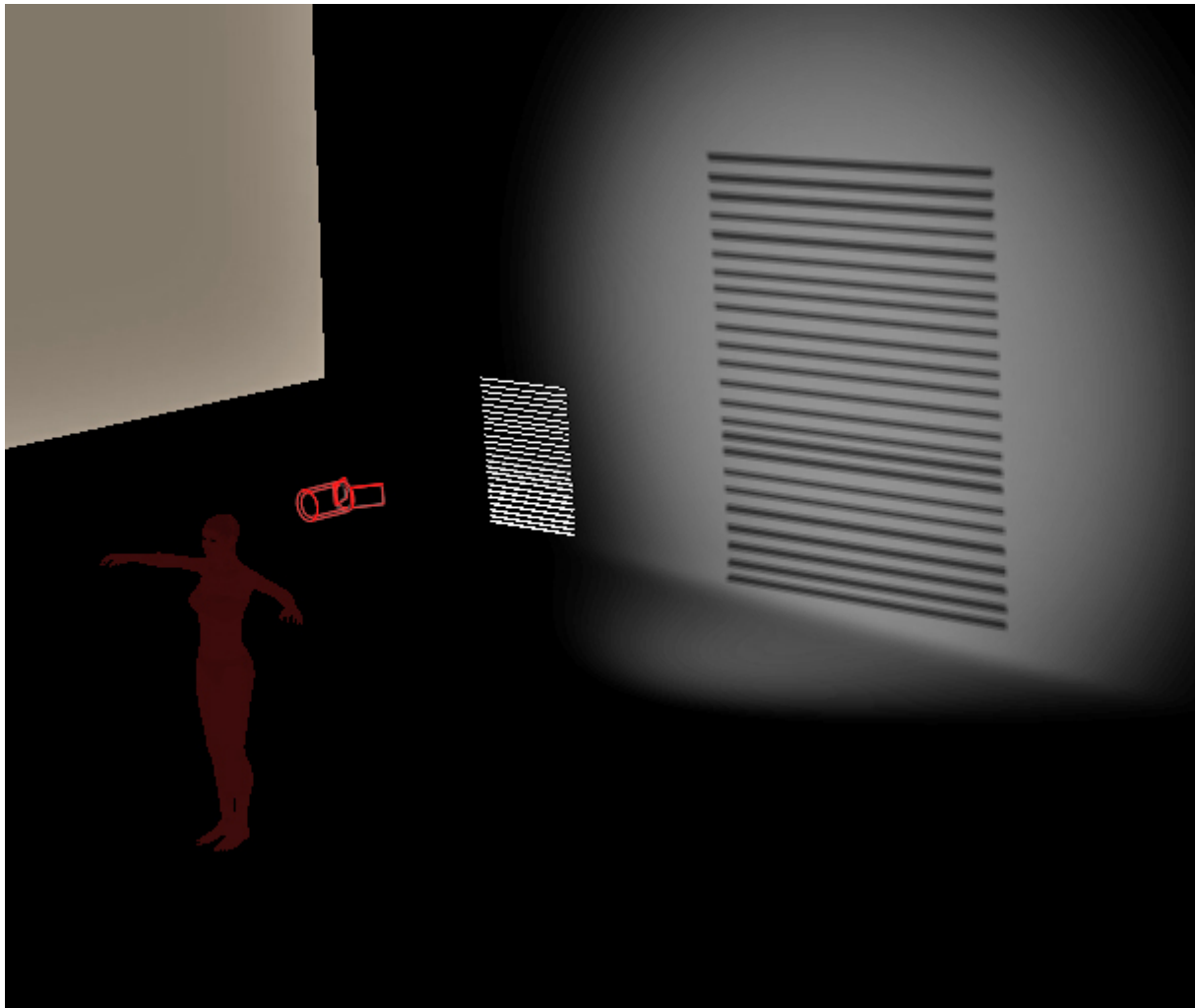
NOW... Navigate to your Lights library:! RenderStudio 2014: Lights-RSP2014:Hollywood Noir: and load the !KeyHardHighR light. This light will give a very stark and hard light with very dark shadows. Typical of this style of lighting.

Create a quick draft render of this scene using the Face camera to see the result. Make sure to **select** IDL in your render settings. At the end of this document you will find screen shots of the most common render settings that I use.

You should have render that looks something like this:

See next page...

NOTE: It is vitally important that you use the 'Double Check-Mark' when loading single lights. This adds lights to the scene. The single check-mark replaces them and we don't want to do that!!!

So now you have the basic idea it is time to go and have some fun....

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USING THE PHOTOSHOP ACTION SET...

The action set can be unzipped to any location.

To load the action into your version of Photoshop please refer to your user manual or use these instructions:

With your Photoshop program open:

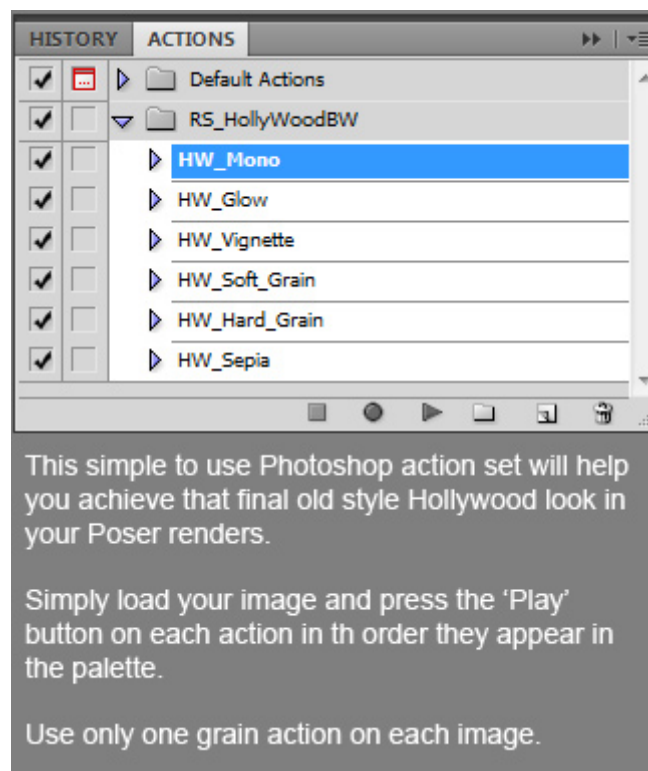From the MENU Bar choose Window>Actions.

In the Actions palette, click on the tiny black triangle in the top right corner.

Click on "Load Actions".

Find the HW_MonoChrome.atn file in the directory where you just saved it.

Select the Action and open the file – this will load the actions into the Actions palette.

It should look something like this:

All you need to do is to load your render into Photoshop and select the 'HW_Mono' action and click on the 'Play' button at the bottom of the palette. Next play the HW_Glow, then the vignette. Choose either the soft or the hard grain action but not both. Then finally play the sepia action and you are done.

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…
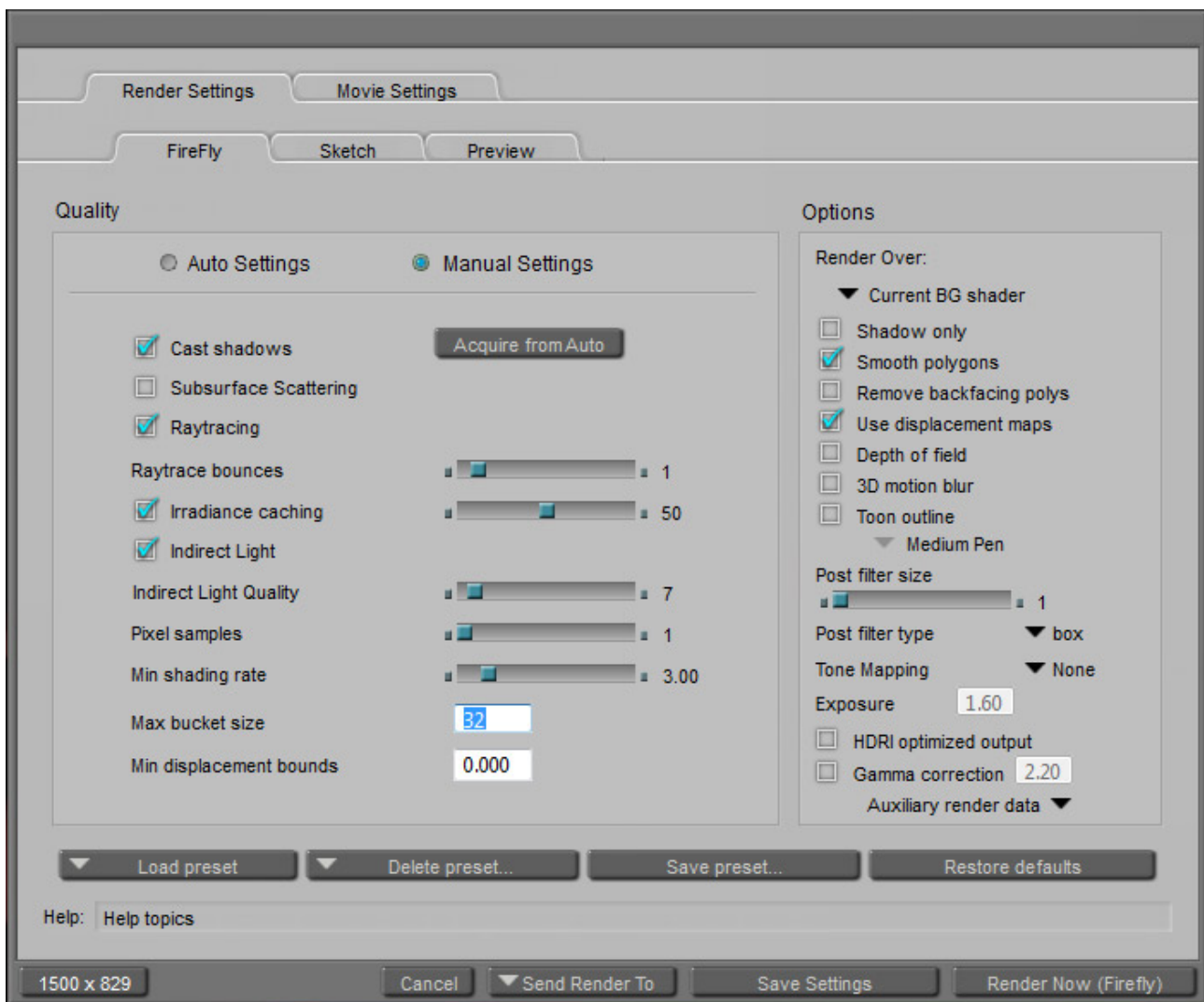
See next page..

This is what I use for my final high quality renders...