

Fairytale Book Photo Album Add-on

ANIMATED PHOTO ALBUM

ADD ON FOR THE FAIRYTALE BOOK
TEXTURES ARE NOT INCLUDED!



British Museum



Trafalgar Square



Behind Tower of London



Oxford Street

MIKED
WWW.MIKEDDES.COM

MikeD

2018

Thank you for purchasing **Photo Album** add-on for the **Fairytale book** for DAZ Studio!

This product includes all the files you need to make an animated Photo Album with DAZ Studio, using the Fairytale Book prop.

The package includes a scene set for Iray and one for 3Delight. You can find a backdrop, two cameras (16:9) and (4:3) and a light (the Iray has a plane emitter and the 3Delight a spot light).

The main files are 5 animation files and one for starting pose, in case you want to build manually your animation. There are also 6 ready animated Books with 5, 10, 15, 20, 25 and 30 pages, as scene sets. You can find some Render settings for the Pixel Size and the Quality! Also, the package includes a script that allows you to set up any Fairytale Book you want, with your own number of pages, time for each page turn and gap time and a save prop script. There is another script with instructions for manual or scripting set up of the animation.

The product includes:

6 animated scene set Books: With 5, 10, 15, 20, 25 and 30 pages.

These can be found in the Content Library in:

“Your Daz Library\Props\MikeD\Fairytale Book\Photo Album”

3 Scripts: These can be found in the Content Library in:

“Your Daz Library\Props\MikeD\Fairytale Book\Photo Album\Scripts”

2 scene sets: One for Iray and one for 3Delight. These sets includes a backdrop, two cameras (16:9 and 4:3) a emission surface for Iray and a spot light for 3Delight. The lights and the cameras can be found as standalone props as well.

These can be found in the Content Library in:

“Your Daz Library\Props\MikeD\Fairytale Book\Photo Album\Scenes”

- 12 material presets for the **backdrop** in 3Delight and 12 material presets for Iray. These can be found in the Content Library in:

“Your Daz Library\Props\MikeD\Fairytale Book\Photo Album\MAT\3Delight”

“Your Daz Library\Props\MikeD\Fairytale Book\Photo Album\MAT\Iray”

- 8 Render Setting presets for the **Pixel Size**. These can be found in the Content Library in:
“Your Daz Library\Props\MikeD\Fairytale Book\Photo Album\Render Settings”

- 3 Render Setting presets for the **Render Quality**. These can be found in the Content Library in:

“Your Daz Library\Props\MikeD\Fairytale Book\Photo Album\Render Settings”

- 12 Texture maps (2048x2048) for the backdrop and a .psd file to build your own backdrop texture. These can be found in:
“*Your Daz Library*\Runtime\Textures\MikeD\Fairytale Book”

Instructions

First of all you have to load a 'Fairytale Book' in the scene. You can do it manually or through the 'MD Fairytale Book Settings' script! The easiest way is to load one of the 6 presets of animated Fairytale Books, with 5, 10, 15, 20, 25 and 30 Folding Pages correspondingly, and just add some textures! Next you have to load the 'Photo Album Iray Set' or 'Photo Album 3Delight Set', according to your render preference. You can turn off visibility of Backdrop, in the case of you want a transparent background.

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//////////-----**Quick Start**-----//////////

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-----**Manually**

1. Load the 'MD Fairytale Book' prop.
2. Load any number of 'MD Fairytale Book Page' props you want
3. Run the '**MDFB Set Pages Rotations**' script
4. Apply any Material preset you want (and maps)
5. Load the scene set up props.
6. DELETE the keys of these pages at the first frame.
7. Select the frame rate.
8. Select the Fairytale Book in the scene and choose a start animation.
9. Select the first 'MD Fairytale Pages' of the scene. Load the '**MDFB Photo Album Page Turn**'. CHOOSE 'LEAVE LIMITS ON' from the dialog that will be appeared.
10. Repeat step (9) for all the 'MD Fairytale Pages' of the scene.
11. Select again the 'Fairytale Book' in the scene and select an ending animation.
12. Set your render settings and render.

----- With the **MDFB Photo Album Build Animation**

1. Load the 'MD Fairytale Book' prop.
2. Load any number of 'MD Fairytale Book Page' props you want
3. Apply any Material preset you want (and maps)
4. Load scene set up props.
5. Run '**MDFB Photo Album Build Animation Script**'. Choose the animation properties according to your preferences.

6. Press 'Create' button.

7. Render the scene.

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----- Extensively Instructions -----

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-----Manually load -----

1. Make sure your animation cursor is at 0 frame. Load a 'MD Fairytale Book' prop, from the *Content Library/Props/MikeD/Fairytale Book* folder.
2. Select the Book in the scene and load any number of 'MD Fairytale Book Page' props you want.
3. Run the '**MDFB Set Pages Rotations**' script from the *Content Library/Props/MikeD/Fairytale Book/Scripts* folder (that is crucial or the pages will fold the one into the other). You **don't** have to run this script if you have loaded the book through the '**MD Fairytale Book Settings**' script!
4. Apply any Material preset you want from the MAT folder or change any maps in the textures, apply Glossiness and Roughness to the pages by the Settings Folder in the *Content Library/Props/MikeD/Fairytale Book/MAT/Inner Pages and Content Library/Props/MikeD/Fairytale Book/MAT/Folding Pages* folders! It is advisable to load the 'MD Book Script **Custom** IRay/3Delight' material presets and load your own maps in each part of the book. Of course you will already have the correct maps for the book if you have used the '**MD Fairytale Book Settings**' script, so step (4) won't be necessary.
5. Load '**MDFB Photo Album Iray Set**' or '**MDFB Photo Album 3Delight Set**' from the *Content Library/Props/MikeD/Fairytale Book/Photo Album/Scenes/* folder. Select the '**FBPA Backdrop**' from the scene and choose any color you want from the *Content Library/Props/MikeD/Fairytale Book/Photo Album/MAT/IRay (or 3Delight)* folder. You can also select the '**FBPA Emission Light Iray**' from the scene (in the case of IRay) and choose its Luminance by loading the corresponding Material Preset file from the same folder.
6. Find the Fairytale Book in the scene and select ALL its 'MD Fairytale Pages' (folding pages)! With all these pages selected, move the animation cursor to the 0 frame and DELETE the keys of these pages at the first frame. **This is critical** for the smooth turning of these pages in the animation.
7. Select the frame rate. Higher value will cause smoother movement but more frames and more render time.
8. Make sure that the animation cursor is at frame 0. Select the Fairytale Book in the scene and choose a start animation, from the *Content Library/Props/MikeD/Fairytale Book/Photo Album/Animation* folder. There are two 'Starting' animation Presets. '**MDFB Photo Album Intro**' for an intro of the book of the left side of the screen (the book ends up open) and the '**MDFB Photo Album Book Open**' file which places the book static at the right side of the screen and just opens it.
9. Move the animation cursor to the next desirable frame, according to the time you want to show the first page. Select the first 'MD Fairytale Pages' of the scene. Load the '**MDFB Photo Album Page Turn**' form the same folder. CHOOSE 'LEAVE LIMITS ON' from the dialog that will be appeared or the pages will cover each other in the animation.

10. Repeat step (9) for all the 'MD Fairytale Pages' of the scene.

11. Move the animation cursor at the frame you want to start the exit of the book. Select again the 'Fairytale Book' in the scene and select an ending animation. There are two 'Ending' animation Presets. '**MDFB Photo Album Outro**' for an outro of the book to the right side of the screen (the book closes first) and the '**MDFB Photo Album Book Close**' file which closes the book static at the right side of the screen.

12. Set your render settings manually or by choosing any of the Presets in the *Content Library/Props/MikeD/Fairytale Book/Photo Album/Render Settings* folder and Render.

It is advisable to render the animation by choosing 'Image Series' in the 'Render Type' of the 'General' Tab and make it movie in an editor. In that case you won't lose the animation in the case of a PC crash or a power failure.

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----- **MDFB Photo Album Build Animation** script -----

'**MDFB Photo Album Build Animation Script** is the easiest way to have the Book animated!



1. Load a 'MD Fairytale Book' prop, from the *Content Library/Props/MikeD/Fairytale Book* folder or with the '**MD Fairytale Book Settings**' script.

2. Select the Book in the scene and load any number of 'MD Fairytale Book Page' props you want, in the case you haven't use the '**MD Fairytale Book Settings**' script.

3. Apply any Material preset you want from the MAT folder or change any maps in the textures, apply Glossiness and Roughness to the pages by the Settings Folder in the *Content Library/Props/MikeD/Fairytale Book/MAT/Inner Pages* and *Content Library/Props/MikeD/Fairytale Book/MAT/Folding Pages* folders! It is advisable to load the 'MD Book Script **Custom** IRay/3Delight' material presets and load your own maps in each part of the book. Of course you will already have the correct maps for the book if you have used the '**MD Fairytale Book Settings**' script, so step (3) won't be necessary.

4. Load '**MDFB Photo Album Iray Set**' or '**MDFB Photo Album 3Delight Set**' from the *Content Library/Props/MikeD/Fairytale Book/Photo Album/Scenes/* folder. Select the '**FBPA Backdrop**' from the scene and choose any color you want from the *Content Library/Props/MikeD/Fairytale Book/Photo Album/MAT/IRay (or 3Delight)* folder. You can also select the '**FBPA Emission Light Iray**' from the scene (in the case of IRay) and choose its Luminance by loading the corresponding Material Preset file from the same folder.

5. Select the 'Fairytale Book' in the scene and run '**MDFB Photo Album Build Animation Script**'.
6. Choose your frame rate from the top of the dialog.
7. Choose a Start for the animation.
8. Choose the approximate time gap between turn of each page in ms (1000 ms = 1 sec).
9. Choose the duration of each page's turn in ms.
10. Choose an Ending for the animation.
11. Check 'Apply Render Settings' in case you want to set these settings by the script.
12. Press Create.
13. Render the animation.

Your animation is ready. You DON'T have to delete keys or set Turn limits with the script. It does these works automatically.

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It is advisable to **save your new animated book** as a 'Scene Subset' for future use. The book will not have the correct page limits and animation if you just save the scene, without saving the book first as a 'Scene Subset'. You can do it manually or with the script 'MDFB Save Book'.

The script has some file dependencies. If you move or rename these files the script will throw an error and it will exit. Reload the package in this case.

Instruction Script



This script will give you instructions about the Fairytale Book and the other two scripts any time you need it.

Save Book Script



This script saves the current animated (or not animated) book in:

“Your Daz Library\Props\MikeD\Fairytale Book\ Photo Album\” folder

Credits

For the scripts of this product are used parts of the next ‘Sample Scripts’ of DAZ documentation (http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/start), which are under Creative Commons Attribution 3.0 Unported (CC BY 3.0):

- <http://creativecommons.org/licenses/by/3.0>

// - Simple Input Dialog

(http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/general_ui/simple_dialog/start)

// - File Find

(http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/file_io/file_find/start)

// - ERC Freeze

(http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/properties/erc_freeze/start)

// - Save a Scene Subset

(http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/file_io/save_duf_scene_subset/start)

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