

RS Iray 2.0



Welcome to the Render Studio 2.0 user-guide...

NAVIGATION:

Render Studio 2.0 is split into 7 sections with various sub-sections.

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ATMOSPHERE: The Atmosphere section contains many options and various sub-sections. The root section contains the 'Atmosphere Projectors', the 'Atmosphere Environment' and an 'Atmosphere Projector Quick Setup' scene sub-set that you can add to your scene at any point that will add the tools you need to create the volumetric lighting fx.

About the Atmosphere Projectors... The Atmosphere Projector is a very bright spotlight with a 'Gobo' (2D Plane) placed in front of the beam. Shapes and patterns are applied to the gobo and projected through the atmosphere creating realistic 3D volumetric light beam fx. The Gobo is parented to the projector light and shapes and patterns are loaded from the 'Volumetric Gobos' sub-section. You must select the Atmosphere Gobo in the 'Surfaces' tab to load the shapes and patterns.

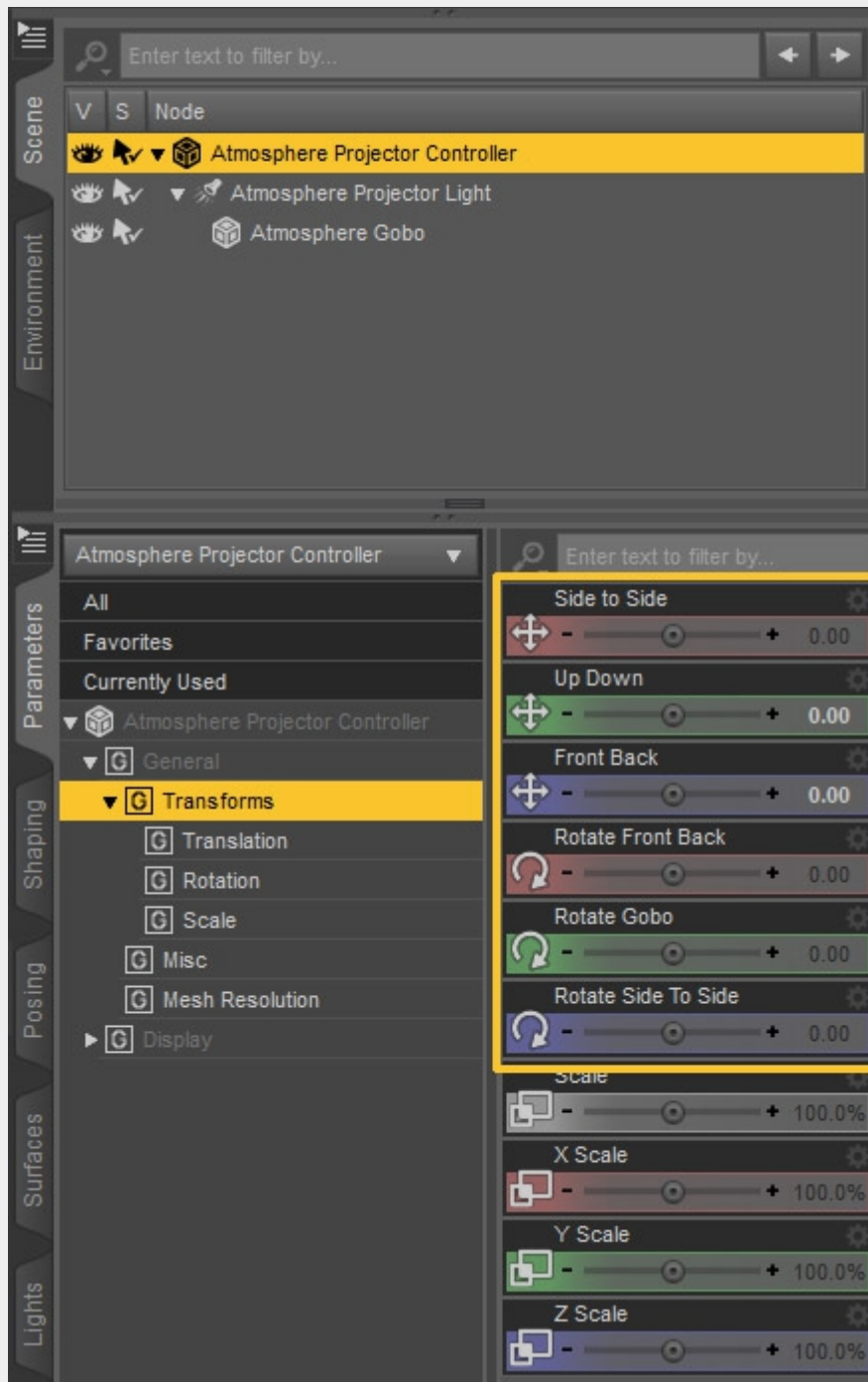
About the 'Controller Prop'... As with almost all of the lights included in Render Studio 2.0 the 'Atmosphere Projector light' is parented to a controller prop. This acts like a gimbal allowing the rotation and XYZ movement of the light to be centered at the certain position in the scene. Most controller props are positioned within the head of a zero positioned figure. For example, when you load a figure such as Genesis 8 Female the controller will be inside her head and invisible. As you rotate the controller prop the light or projector that is parented to it will always point at the figures head. When you move the figure to another position in the scene you will simply have to move the controller prop back into the head. This makes it really easy to position a light on your figure in the scene.

The Parent/Child relationship of the Atmosphere Projector is like this...

Atmosphere Projector Controller

>Atmosphere Projector Light

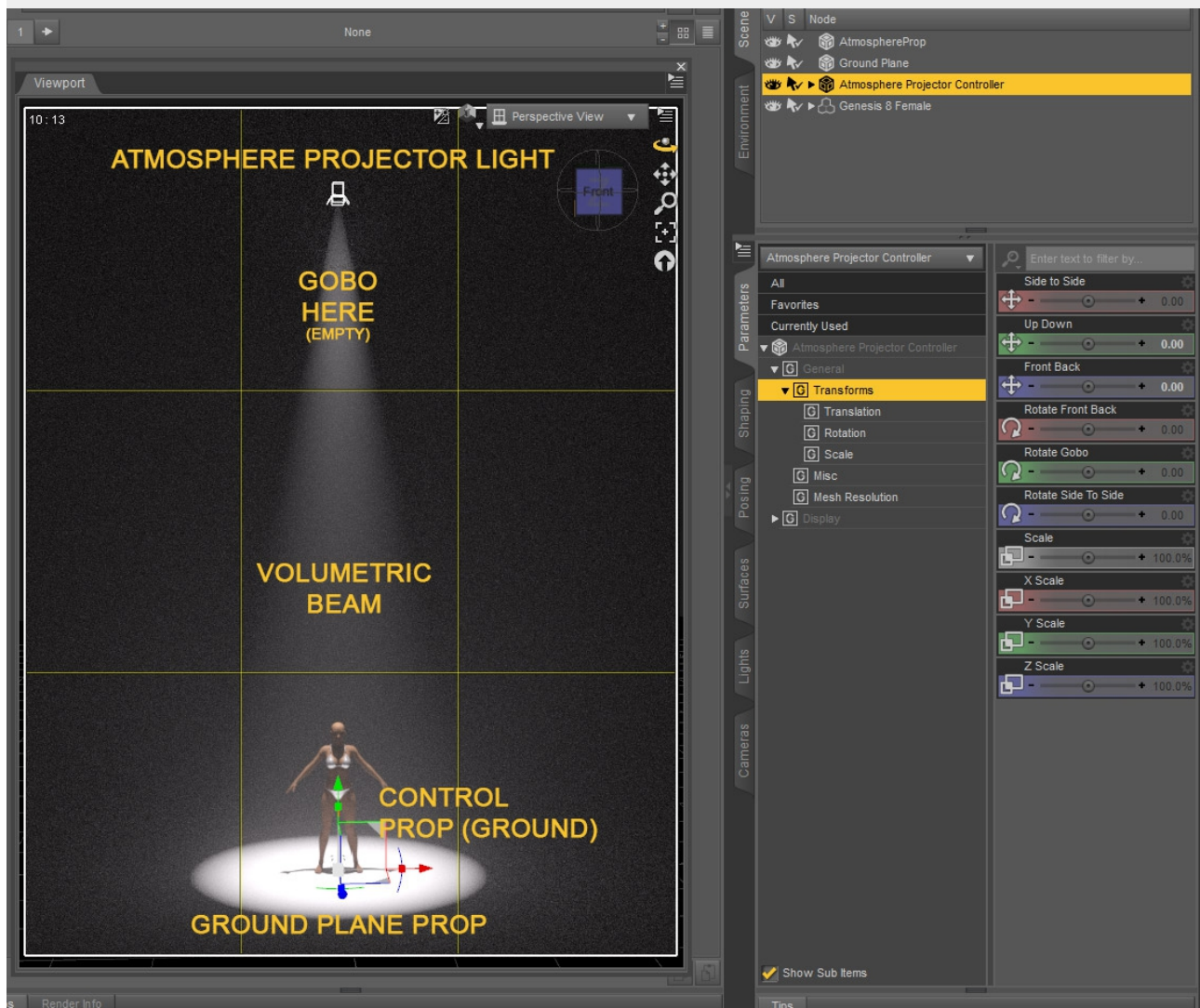
>Atmosphere Gobo



To move and position the projector select the controller first in the scene tab and use the parameters dials shown in the image above.

There are two Atmosphere Projectors in the root section. Both are identical apart from the position of the controller prop. One loads into the scene with the controller in the head and the other loads with the controller on the ground between the figures feet. The reason for this is when the projector light is controlled from the floor position, the gobo projection will always be in the center of the scene no matter what position or angle you use the projector from. When the controller is in the head of a figure the gobo projection will be projected further away from the center of the scene depending on the angle and position of the projector light. Only projectors are controlled from the floor in Render Studio 2.0. All other lights apart from the background lights are controlled from within the figures head. However you can move the controller to any position in the scene for the desired fx you are looking to achieve.

NOTE: Although the layout and the dials will vary, these same principles apply to all lights in Render Studio 2.0 that are parented to a controller prop.

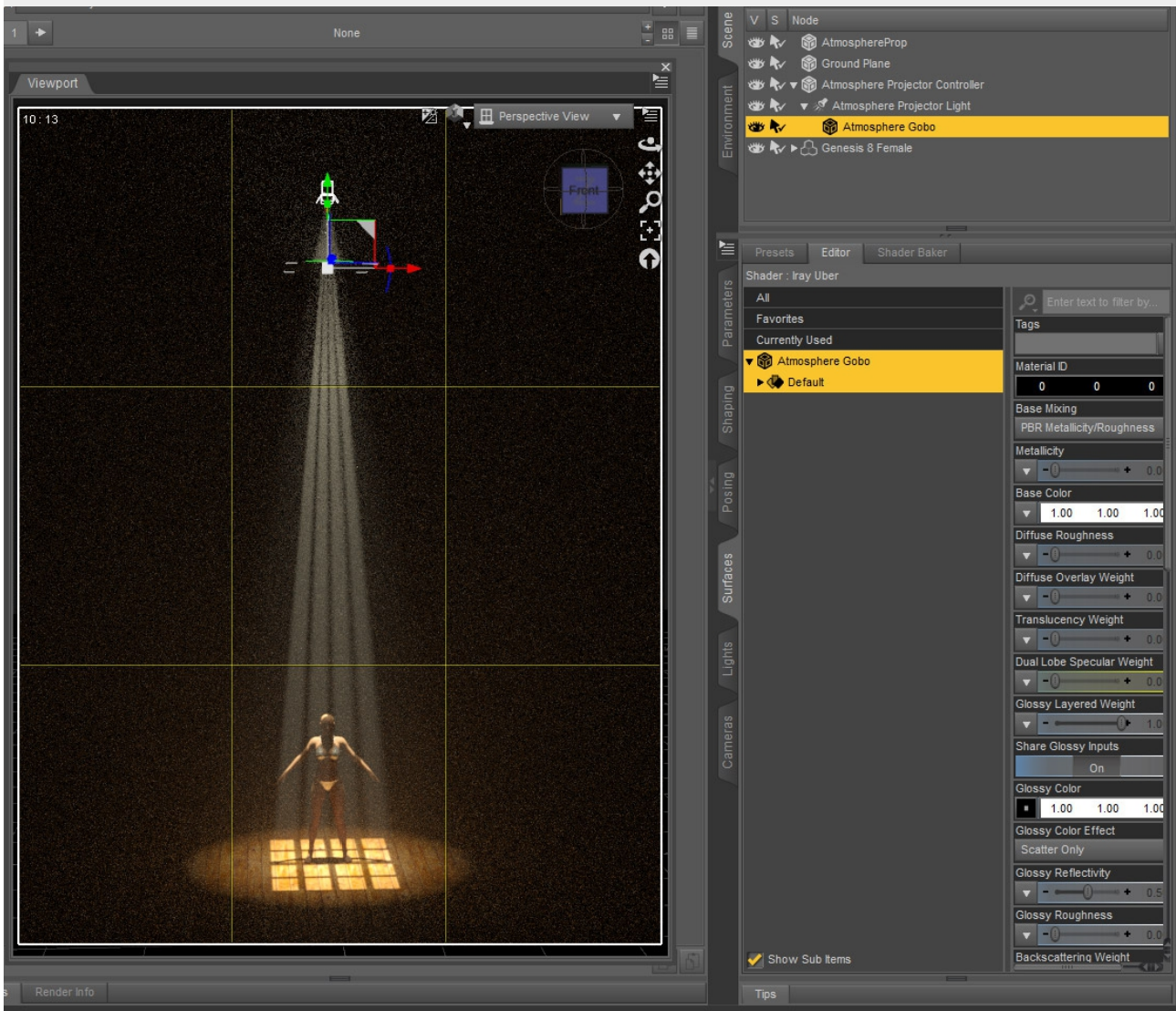


You will also find two more files in the 'Atmosphere' root section.

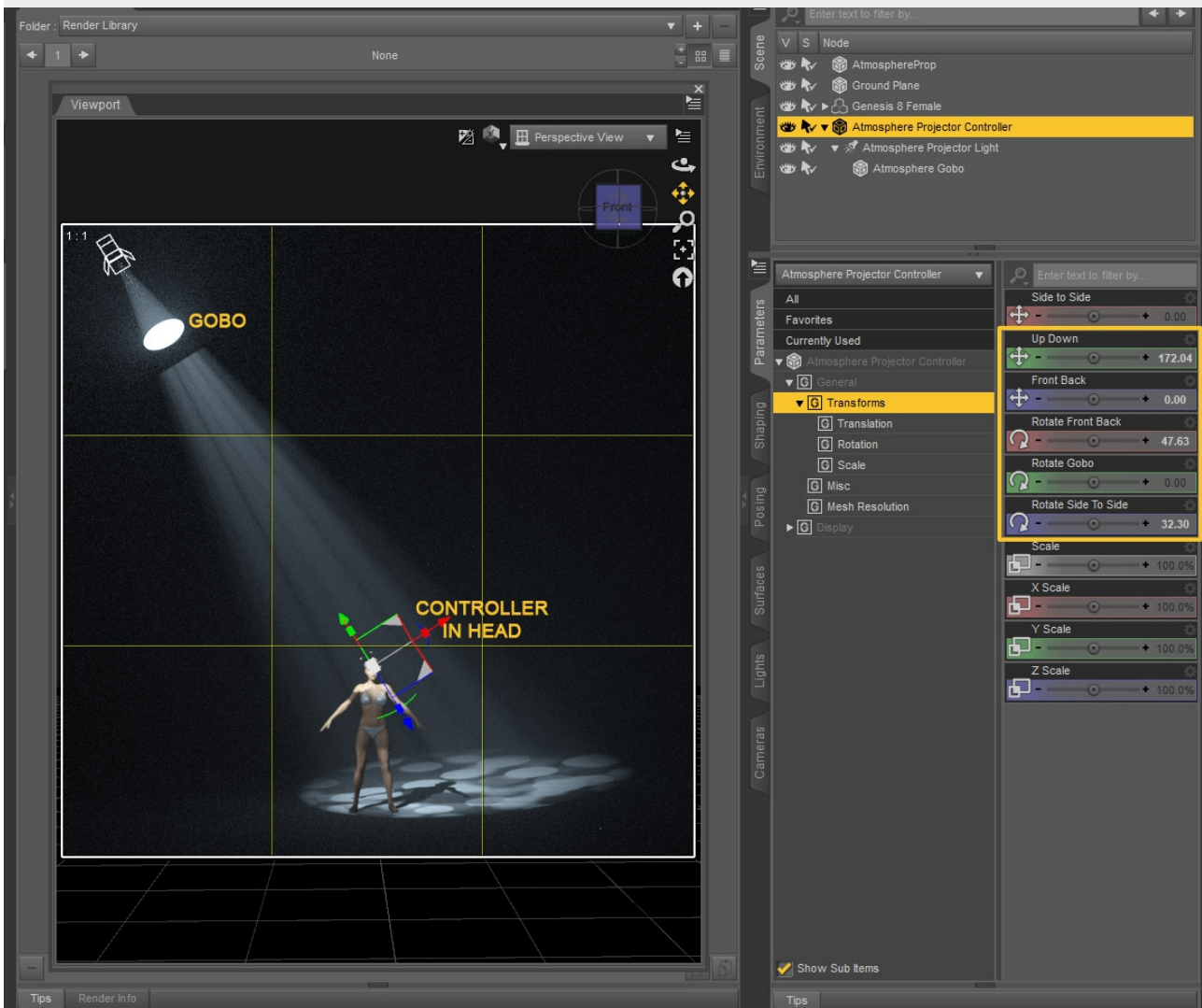
The '**Atmosphere Projector Environment Setup**' file will set up the Environment Dome within the Iray renderer to 'Dome And Scene' mode within a 'Finite Sphere' with a Dome Radius of 500.0. It will also make the Environment completely black. The darker the environment that the volumetric projections are used in, the clearer they will render. This file should always be launched first when setting up a scene using atmosphere.

The '**Atmosphere Projector Quick Setup**' file is a shortcut to loading all that you need to create basic volumetric light projections. This will load the Atmospheric Projector, the Atmosphere Dome and Ground Plane that you will find separately in the '**Atmosphere Props**' sub-section. **NOTE:** You will still have to load the '**Atmosphere Projector Environment Setup**' file first.

The following image shows the same scene with a window shaped gobo loaded from the '**Volumeetric Gobos**' sub-section, the Ground Plane has a wood material loaded from the '**Ground Plane Materials**' sub-section and the projector light has been colored yellow from the '**Atmosphere Color**' subsection. **NOTE: The correct prop must be selected in the 'Surfaces' tab to load the materials. To change the color of the projector light, select it in the 'Scene' tab and load any color from the 'Atmosphere Color' sub-section in the Content Library.**



The image below shows that the projector light has been moved and rotated via the dials in the controller parameters to a more oblique position. The gobo has been changed to a Bokeh pattern and the projector light color is now blue. Multiple projectors can be used in a scene with different colors and different angles and gobo patterns.



ATMOSPHERE SUB-SECTIONS:

Atmosphere Color: This section contains 12 colors that can be loaded onto the projector light. Select the Atmosphere Projector light before changing the color.

Atmosphere Density: First select the Atmosphere Prop in the Scene tab and then the Atmosphere Prop in the Surfaces tab to change the density (thickness) of the atmosphere. There are 6 pre-sets ranging from very thin to very thick.

Volumetric Beam Size: Select the Atmosphere Projector Light in the Scene tab and use any of the 6 pre-sets to change the beam size from very thin to very wide.

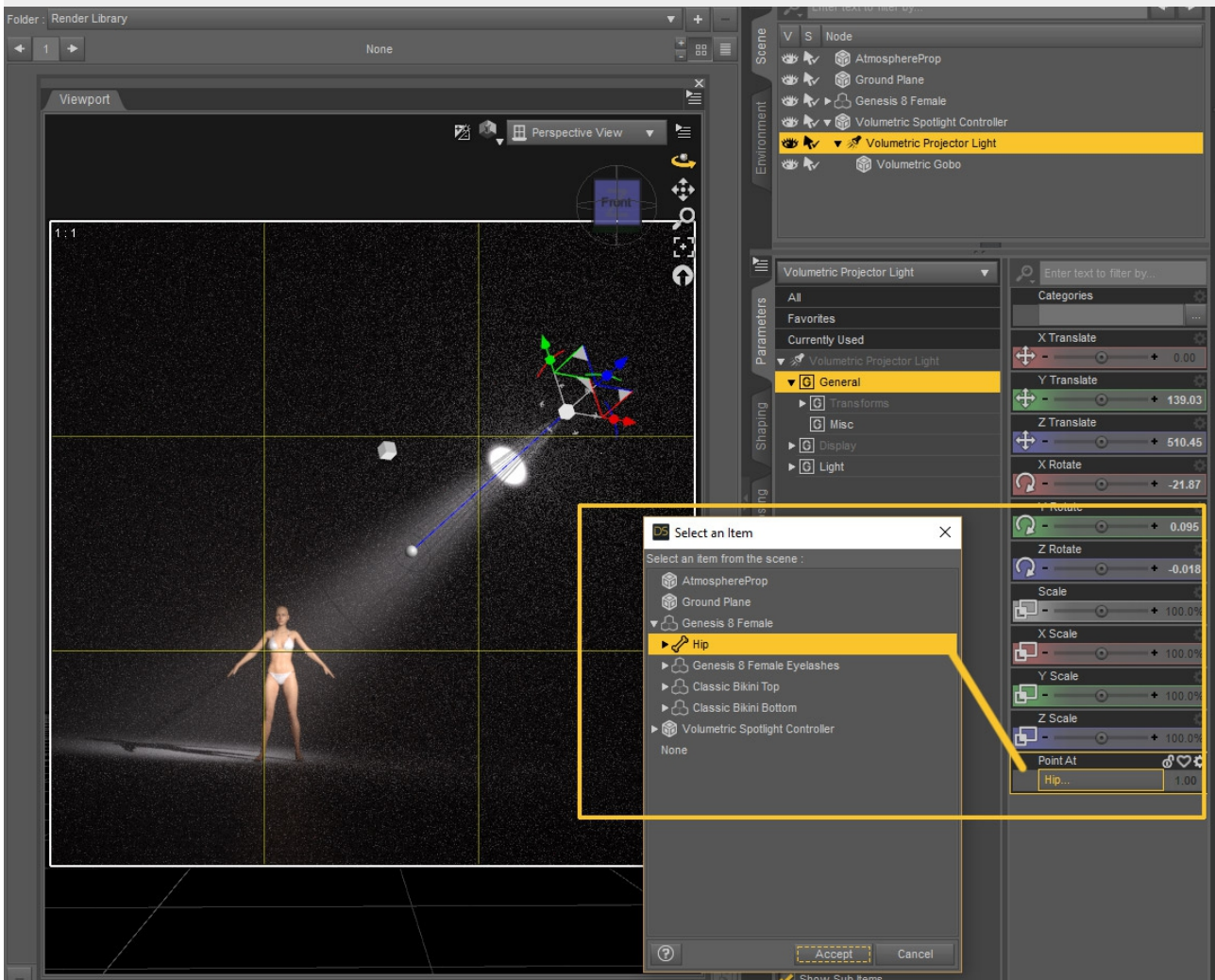
Volumetric Gobos: Select the Atmosphere Gobo in the Scene tab and the same in the Surfaces tab. Load any of the 24 gobo patterns.

Volumetric Intensity: Select the Atmosphere Projector Light in the Scene tab and use any of the 12 pre-sets to change the brightness of the beams. Default is 100%.

Atmosphere Props: This section contains the Atmosphere prop which is a large sphere that contains the atmosphere that enables the volumetric projections to cut through. The projection beams will not work unless this prop is loaded into the scene. Here you will also find the Ground plane as it is most useful when using the Atmosphere projections. Without it the beams would go beneath the Iray environment dome ground. The ground prop is much larger than seen in the above images. Only where the light beam is hitting the ground plane is being seen.

Ground Plane Materials: This sub-section contains 8 materials for the ground plane. Select the Ground Plane in the Surfaces tab before loading the materials.

Volumetric Projector Spotlight: This is very similar to the Atmosphere Projector except it is much closer to the figure in your scene. Think of this like a 'Follow Spot' on a stage. Wherever the figure goes the light will follow. You must use the 'Point At' function in the 'General tab' of the Volumetric Projector light and point it at the head or the hip depending on where you want the brightest part of the light to fall.. **NOTE:** The Gobo's can be loaded in exactly the same way as with the other Projector lights. However, due to how close the light is to the figure, not all are suitable. I find the more diffuse gobos work best such as Fog, Diffuse, Round Beam, Square Beam or Sunbeams. You can use all the other files in the Atmosphere section on this light. You can also use the controller on this light in the same way, with or without using the 'Point At' function.



BACKGROUND:

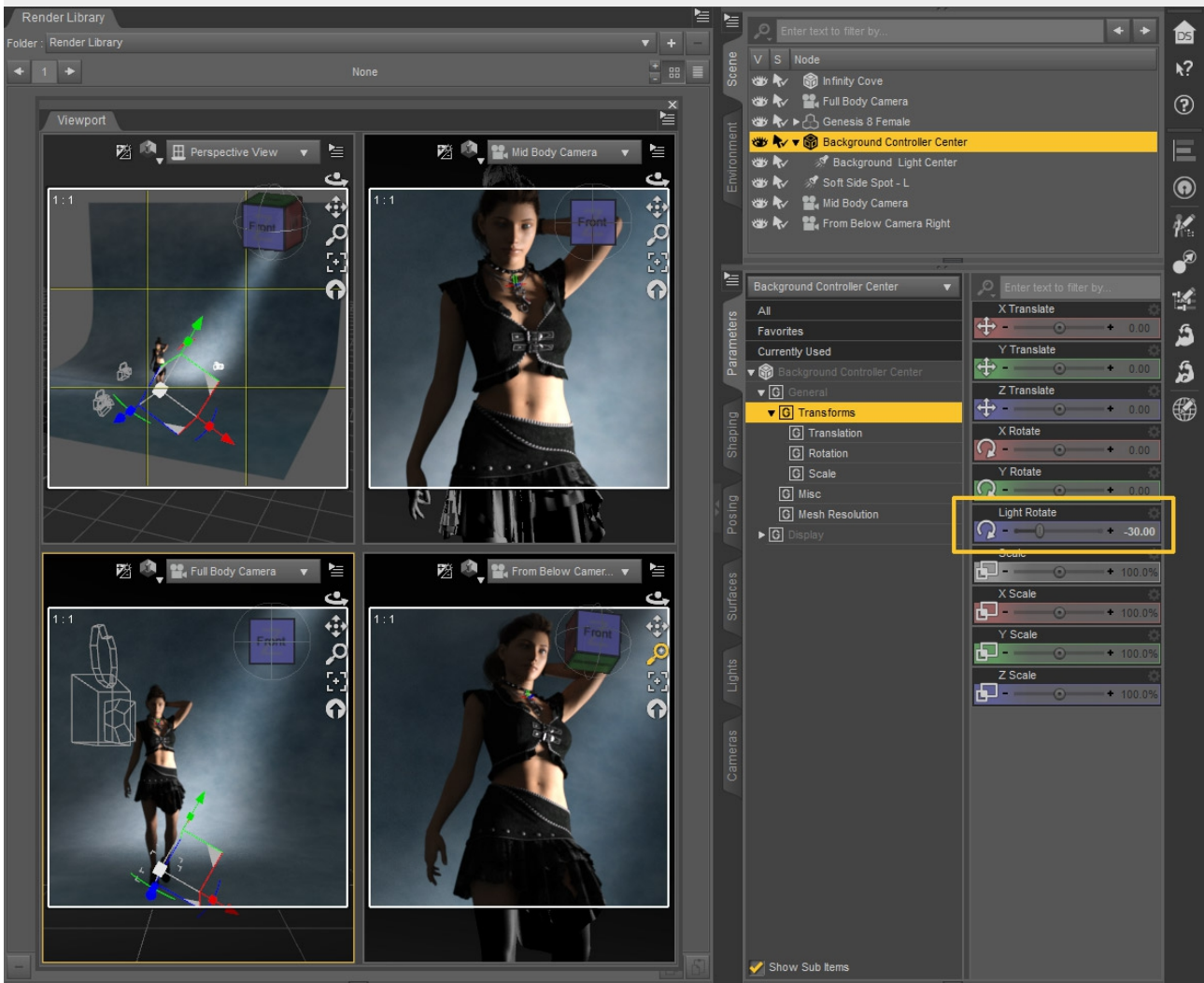
Other than the root section, the Background section contains four sub-sections. In the root you will find the Infinity Cove. This is a curved background prop similar to what is used in a photographic studio but much bigger. It gives the impression of an infinite background.

Background Lights: This subsection contains 5 background lights to light the Infinity Cove. All lights are parented to a controller prop and can be moved, angled and rotated by using the dials on the controller prop.

Background Materials: 16 material textures to load on to the Infinity Cove. Make sure to select the Infinity Cove in the 'Surfaces' tab.

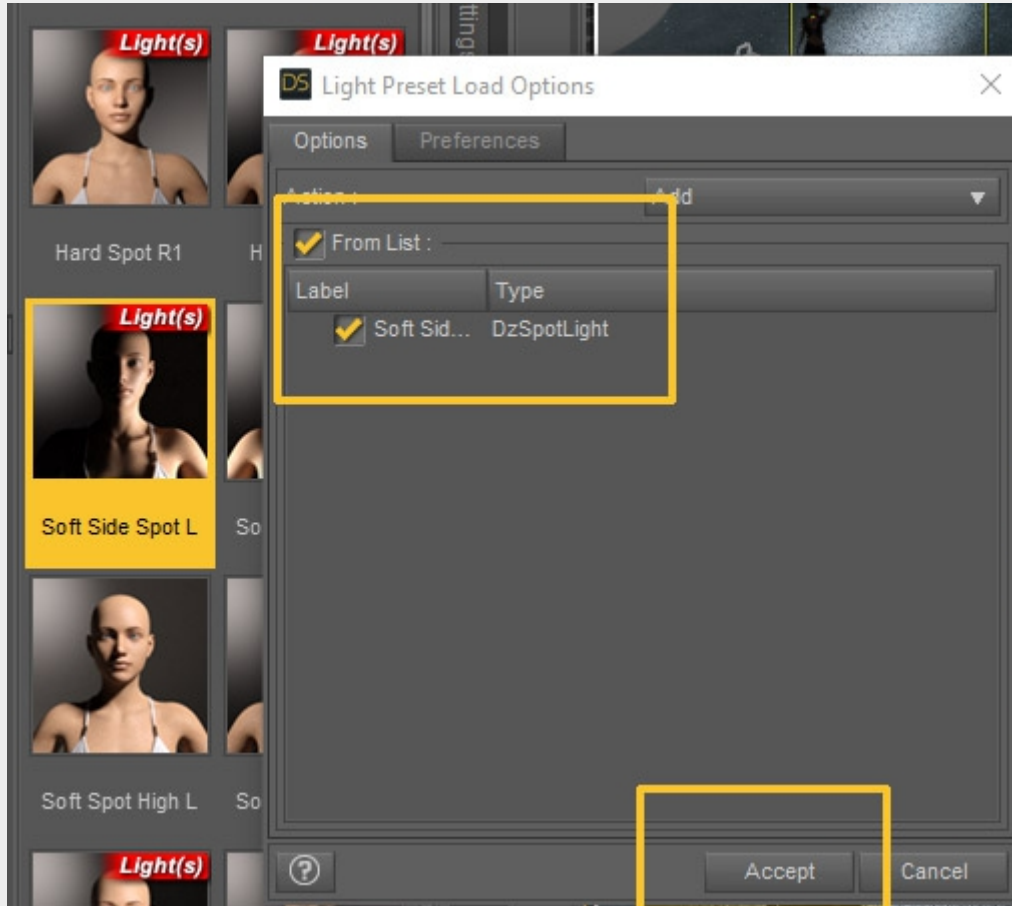
Background Pastel Colors: Twelve pastel shades for the Infinity Cove. Make sure to select the Infinity Cove in the 'Surfaces' tab.

Beams For BG Light 1: These can be applied to 'Background Light 01' only and will change the shape of the light beam falling on the Infinity Cove. Select 'Background Light 01' in the Scene tab before applying.



BASE LIGHTS:

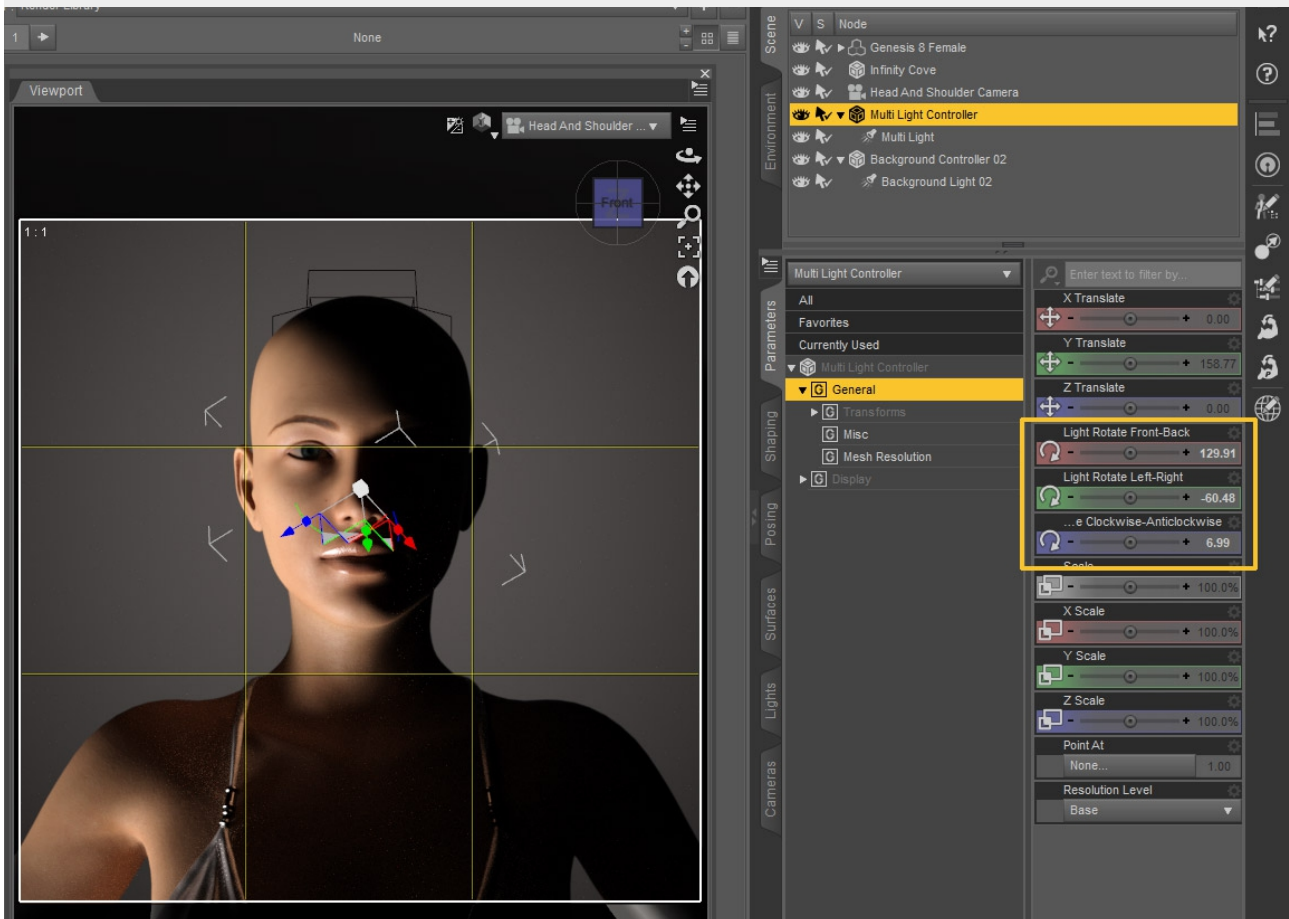
NOTE: When loading more than one light or light set please hold down your CTRL/CMD key when double clicking on the light preset, as not doing so will delete the previous light from the scene. This also applies to using multiple cameras. You will see the following dialog. Make sure both check marks are 'On'. Click 'Accept' to load.



Fill Lights: Use these two lights to help lighten shadows created by the key lights.

KEY LIGHTS: The key lights in this section and described below should be used as the main light in your scene. This is the light that gives the subject form or what photographers call 'Modelling'. It creates the light and shadow area's on the subject making it look more three dimensional.

Multi Light: The Multi Light is a multi-functional light and can be used to get odd angles that might be used to create a very dark mood. It can also be used as a key light and a rim light. There are three dials to rotate the light in various directions. It has a controller so it will always be pointing at the head. Or whatever else you may wish to move the controller to.



No Controller: This is a set of 14 key lights set up in all the classic protographic positions. Due to not having a controller, these lights are all free standing and need to be moved manually in the standard way if needed. They include hard and soft spot lights, side lights and lights modelled on Rembrandt's style of lighting which is still the most popular type of portrait lighting

With Controller: As above these 10 key light setups will give you all the classic photographic lighting set-ups but this time with a head controller on each light.

Light Color: Select your light in the Parameters tab and use these 12 pre-sets to change the color.

Light Intensity: Select your light in the Parameters tab and use these 12 pre-sets to change the light intensity making it darker or brighter.

Light Temperature: Select your light in the Parameters tab and use these 8 pre-sets to change the color temperature of the light making it warmer or colder.

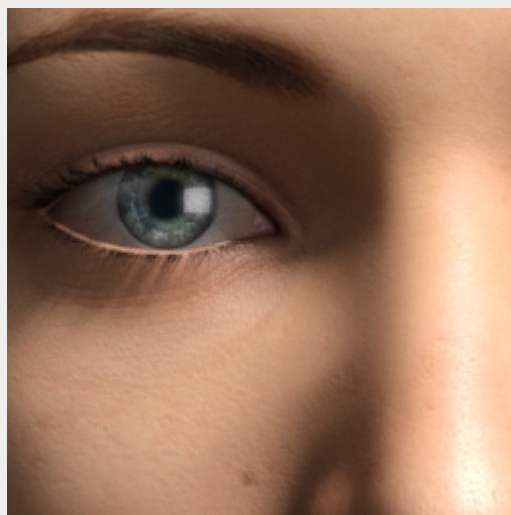
RIM LIGHTS:



No Controller: Use these 8 lights to create a rim of light around your figure to make it stand out from the background and light hair etc. These lights have no controller and are free standing.

With Controller: Use these 8 lights to create a rim of light around your figure to make it stand out from the background and light hair etc. These lights have a head controller and should be rotated using the 'Rim Light Rotate' dial to move the rim of light around the figure.

SPECULAR LIGHTS: These four specular lights add extra highlights in eyes. Many lights, depending on their angle to the eyes will give eye reflections but if the light is not pointing in the right direction the eyes can look dull and lifeless. Use these lights and their controller to add that extra sparkle.



CAMERAS:

There are 30 camera pre-sets covering many classic angles and focal length's. **Don't forget to hold down the CTRL/CMD key when loading more than one.**

ENVIRONMENT SETTINGS: Just like loading the black environment when using the volumetric atmosphere here are 6 environment pre-sets including the same black one. Loading the 'Almost White' one will give your scene a 'High Key' look. The others will give you darker moods the get closer to black. For their simplicity these are very powerful and can completely change the look and feel of your render.

QUICK SCENES: Four scenes to help you get started. You can right click and select 'Merge Into Scene' with all of these or use them to start a new scene.

RENDER SETTINGS: This section contains 8 pre-sets to render your scene in monochrome or black and white. Some of the pre-sets are subtly different and some are not. Use the two color pre-sets to return to color rendering or to the default render settings of Daz Studio.

Big thanks to Sickleyield for her Tutorials and help...!

That about wraps it up. I do hope that you enjoy using this suite of tools and look forward to seeing your renders online. Thanks again for purchasing my product.

Have fun,

A handwritten signature in black ink on a white rectangular background. The signature appears to be the name 'Colin' written in a cursive, flowing style.