



PERFECT PORTRAIT LIGHTS

TIPS AND TRICKS

ENVIRONMENTS

THE ENVIRONMENT MAPS IN THIS SET ARE HAND - PAINTED HDRI MAPS WITH LIGHTING INFORMATION INBEDDED IN THEM. THEY WILL ADD COLOR, A BACKGROUND, AND SOME LIGHT TO YOUR SCENE. THERE ARE TWO HDRI SETS WITH VERY DIFFERENT LOOKS INCLUDED.

SATURATED ENVIRONMENTS

THESE ENVIRONMENTS ARE VERY DARK AND VERY SATURATED, CREATING DARK AND MOODY SHADOWS. ADDING LIGHTS FROM THE SUPPORT LIGHTS OR EYELIGHTS FOLDERS WILL BE ESSENTIAL.

PASTEL ENVIRONMENTS W TONE MAPPING

JUST AS THE FOLDER STATES, THESE ARE PASTEL ENVIRONMENTS WITH TONE MAPPING ADDED. TONE MAPPING CAN CHANGE THE BRIGHTNESS, THE COLOR, THE BLACK POINT, ETC. IN THIS CASE THE TONE MAPPING CHANGES THE WHITE POINT. WHY IS THIS IMPORTANT? I ADDED TONE MAPPING TO REDUCE THE OVERALL SATURATION OF COLOR EMITTED FROM THESE HDRI IMAGES. THERE IS A RESET WHITE POINT OPTION INCLUDED. SHOULD YOU USE THESE, AND THEN FORGET TO RESTORE YOUR WHITE POINT, YOU MAY GET SOME UNEXPECTED RESULTS. SO ALWAYS REMEMBER TO RESTORE YOUR WHITE POINT WHEN YOU ARE DONE WITH YOUR RENDER!



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EYELIGHTS

THE EYELIGHTS ARE PARENTED PROPS TO ADD THAT SPECIAL GLIMMER IN THE EYE. THEY CAN BE USED ANYTIME YOU REQUIRE AN EYE REFLECTION. BECAUSE THEY ARE PARENTED TO THE HEAD, THEY CAN FOLLOW ALONG WITH THE CHARACTER'S POSE! NO MORE FIGHTING TO GET A NICE EYE REFLECTION. THESE WERE DESIGNED TO FOR GENESIS 8 FEMALE. THAT MEANS THE INITIAL PLACEMENT HAS BEEN SET JUST FOR HER. HOWEVER, IF YOU WANT TO USE THESE ON ADDITIONAL FIGURES THEY WILL STILL WORK, BUT THEY WILL NEED SOME ADJUSTMENT TO SHOW UP PROPERLY.

ADJUSTING FOR OTHER FIGURES OTHER THAN G8 FEMALE

SET UP YOUR FIGURE IN THE DEFAULT POSITION. THEN CLICK ON THE EYELIGHTS OF CHOICE. THEN RENDER. BY RENDERING YOU WILL KNOW EXACTLY HOW YOU WILL WANT TO MOVE THEM FOR THE MOST PART. SELECT THE EYELIGHT PROP IN THE SCENE, SELECT THE PARAMETERS, AND ADJUST THEM A LITTLE AT A TIME. ONCE THEY ARE SET, YOU CAN POSE YOUR FIGURE. THE EYELIGHTS WILL MOVE RIGHT ALONG LIKE A PIECE OF JEWELRY OR CLOTHING.

ADJUSTING THE BRIGHTNESS

THESE MUST BE SELECTED IN YOUR SCENE TO ADJUST THEM. THE EASIEST WAY IS TO SELECT THE FIGURES HEAD, THEN SCROLL DOWN IN THE SCENE TAB TO FIND THE EYELIGHT. ONCE SELECTED, ADJUST THE BRIGHTNESS.



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SUPPORT LIGHTS

THESE SUPPORT LIGHTS ARE MEANT TO HELP YOU BUILD/ GUIDE YOUR LIGHTING. THE LIGHTS ARE INDIVIDUAL. CLICK ON ONE TO ADD IT TO THE SCENE. YOU CAN EASILY CHANGE THE STRENGTH, COLOR AND PLACEMENT BY CLICKING ON THE LIGHT IN YOUR SCENE TAB, THEN SELECTING YOUR LIGHTS TAB. THERE YOU CAN ADJUST THE STRENGTH, THE COLOR, AND THE EXACT PLACEMENT. TO ADD MORE LIGHTS TO THE SCENE, HOLD DOWN THE CTRL BUTTON ON YOUR KEYBOARD WHILE SELECTING AN ADDITIONAL LIGHT. WHEN THE LOAD OPTIONS DIALOGUE BOX COMES UP, YOU WILL SEE A SMALL DROPDOWN BOX ON YOUR RIGHT. CHANGE THE DROPDOWN FROM "REPLACE ALL" TO "ADD". THEN CLICK ACCEPT.

THERE ARE NO SPOTLIGHTS INCLUDED IN THIS SET. THAT IS BECAUSE ALL OF THE EYELIGHTS CAN BE USED AS A FRONT SPOTLIGHT. JUST SELECT THE EYELIGHT IN THE SCENE, AND THEN CHANGE THE BRIGHTNESS TO USE AS SPOTLIGHT.