

UIS & STYLES FOR EVERYBODY



FOR DAZ STUDIO

About this guide and EJ Easy Mastery Suite

EJ UIs And Styles For Everybody is a bundle of interfaces from beginning to expert level, integrated lessons to help you from inside Daz Studio, and this tutorial.

This tutorial helps you to know and use Daz Studio, and also the interfaces included in this Suite (an interface is a disposition of buttons, controls and tools that allows you to work with a program).

This tutorial is not going to be extremely technical in its explanations. The purpose is that everybody can understand it. If you are a novice trying to learn, this will allow you to learn fast. If you are already someone who is experienced, or even an expert, this will help you to get used to these interfaces, use them, and get what you pretend: to make the things that you already know faster and easier.

THE INTERFACE LEVELS

There are several interfaces, each one thought for a level of mastery of Daz Studio: Basic, Intermediate, Experienced, and Expert.

All the interfaces are progressive: each one contains the same buttons and tabs in the same places (with rare exceptions). So when you progress to the next level, you don't have to re-learn anything. You just accumulate what you learn.

The purpose of these interfaces is to help all users of all levels. A beginner can start with the Basic interface, so they have just what they need to render and use Daz Studio.

Soon the beginner can become an Intermediate user. As the Intermediate level is very similar to the Basic, learning it is very easy.

The Experienced and Expert users can also get benefit of their respective interfaces: the better sorting and having at hand the most useful functions allow the experts to make things faster and easier. Their time is better employed, and they can concentrate on creating instead that on searching where a tool is.

It is recommended that even if you are an expert, go quickly through using and checking the Basic and Intermediate interfaces, so you see in a more simple way where is each thing located. That way, it would take you a short time to see them, and then set the Experienced or Expert interface once you see all things. Anyway, you can use the Expert directly too, because you will notice all interfaces add features to the previous ones are there (it just adds more tools) so buttons and tabs are on the same places.

THE INTERFACES

- **EJ Basic Interface:** Although it is easy and minimal, it allows you to completely use the majority of the products that you can purchase at Daz. You can make renders, pose, use materials, even use dForce, and do a complete render artist job.

- **EJ Intermediate Interface:** This interface is for the people that already want to make more. It includes tools to make modifications to a material, or to modify poses or do your own.

- **The Experienced Interface** is for the user that already masters the previous interfaces, and has a good level of experience in Daz Studio. It includes three tabs: General rendering, Surface edition, and Animation and Posing. It's for the user that wants to edit the materials of the products purchased, or wants to create their own shaders, or adjust what they bought. It's also for the animator, the poser artist, and all those people who want more control

- **The Expert Interface** adds more tools, tabs and actions. It's for the user that makes an intensive use of Daz Studio, the advanced user that gets the most of Daz Studio, the script programmer, the professional render artist, and other high level artists. It allows to modify the dForce items, create them edit them, make new morphs or modify the existing, deal with dformers, and make scripts.

How To Use The Lesson Strips (Help)

In the bottom right of Daz Studio, there is a small box that says "Select a Lesson". That is the Lesson Strips menu, that is a sort of integrated help system.

EJ UIs And Styles For Everybody has lesson strips included. You can use them to remember the functions of the interface. You should read this manual, but the lessons provide quick help when needed.

To select a lesson, click on the small arrow that is highlighted in a circle in (1).

Then select "EJ UIs And Styles" in the popup menu (2).

After that, select one of the interfaces (3). You should select the one that you are using in this moment.

Then click one of the numbers in small boxes (4). These are the lessons for that interface. Not all the numbers are active, so not all of them can be always clicked, only the ones that contain a lesson.

To close the lesson, click the same number again. To change to another lesson, click another number.



Questions & Answers For The New User Of DAZ Studio

The following answers are for the person that has started using Daz Studio and 3D render applications and needs to know some basic concepts. People that already know all this can skip to the next sections.

- ¿What is a 3D model? A person called a content creator (a PA at DAZ) makes a product that is a representation of something in 3 dimensions: hair, clothing, a character, a scenery... This comes in a file that you install. When loaded in Daz Studio, it appears in the program and you can move around it as it is like a real object, it's in 3 dimensions.

- ¿What is Daz Studio? It's an application with all that is needed to make renders of 3D models. It has lots of amazing features. The main feature is being able to take a 3d model and do an image with them.

- ¿What is a render? That process of taking a 3d model and doing an image with it, is called render.

- ¿How do I 'render'? You tell Daz Studio, by setting cameras, lights, and actors (figures, props, sceneries) what will the image contain. When you have everything set up, you tell Daz Studio to render. The computer then makes an image with all that you provided.

It is very simple to understand if you compare rendering with photography. You are the photographer. The computer is the photo camera.

- ¿What is render art? It is the art made with a rendering application. It can be done good or bad, as there are good and bad photography. The artistic value of a render art is perceived by everyone considering the inspiration, the message you try to deliver, the quality of the setup you did, how did you frame it... exactly like in photography.

- ¿What is a pose? A pose is like in real life, the way that a 3d figure poses its body. For example it can be a pose of someone sat in a particular way. It can be a body pose, or a face pose, that is called 'expression'.

- ¿What is an animation? The render artist takes a figure, or an scene, and makes several changes. These changes are ordered in time, so one happens after the other. Then when it's played, it is like a small movie, called animation.

-¿What is dForce? It's the name of a way of adding natural fall and draping to clothing. Usual 3d clothing follows the movement of the body of your actors. But it can't recognize gravity or wind. When a clothing item is prepared for dForce, it means that clothing can fall like if there was gravity, or be blown with the wind, or can fall over the arms and legs of the actor like in real life.

-¿What is a scene, scenery, camera, light, prop, figure? These words mean the same as in common English. Figure means the same as character: a virtual person. But figure means the kind of human (for example, V4, Genesis... it's like their species), and character is a human of a particular kind (like the individual from a species, for example you are Homo Sapiens and your name is John or Margaret). Scene means everything that you have in the scene that you are making, and scene may also be called to the computer file that you save or load. Cameras, lights, and props, and sceneries are just what their name says. Again, think of all this like photography: the scene is the scene that the photographer makes in their workplace, the cameras is their camera, the lights are the ones they put in the photo studio, and so on.

- Genesis ¿Who is that dude? LOL! Genesis is the main figure of Daz Studio. The first Genesis was neutral gender. But now it comes in Male and Female. Then the name can be followed by a number (Genesis 3, Genesis 8...).

- What is a texture? It is an image that simulates the appearance of an object. For example, a character can have a texture of human skin.

- What is a material and a shader? Both are a combination of texture and adjustments to how it shines, or how bulgy it is, or how rough, so it looks realist. A material is something specially prepared for a particular item. It doesn't work with other items. A shader can work over any item, but can look good or wrong: it's not the same shine in a fabric than in a rock, for example.

- What is a "character based in Genesis 8"? It is a model of a 3d person that uses a custom texture for their skin. It usually contains a head and face shape, and uses a standard body. If you buy clothing for them, it is expected that most clothing will fit perfectly, because their body is made with standard shapes. All our clothing (EmmaAndJordi) contains all standard shapes, and all our characters use standard bodies, so all our clothing fits perfectly. If you buy a clothing that doesn't have all the standard morphs, it will not fit perfectly, although you can use autofit and smoothing to adapt it (see below).

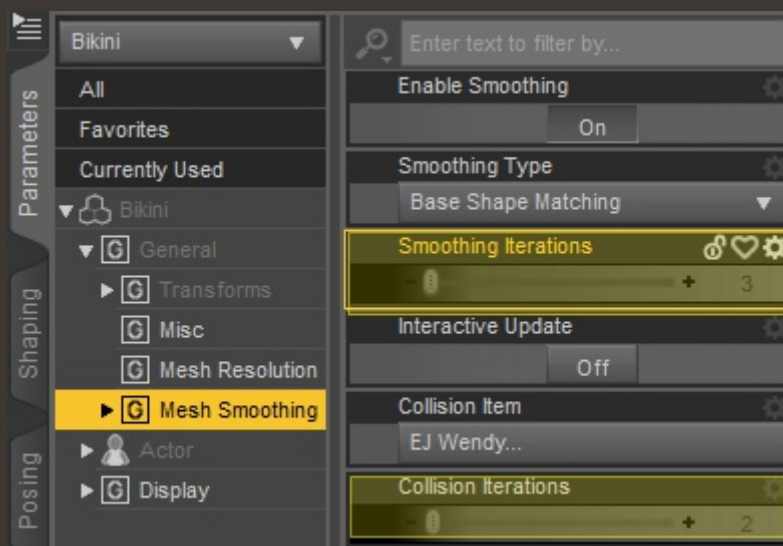
- Victoria 8, Michael 8... who are those people and what do they want? LOL! They want to be rendered :)

Seriously, they are official main characters made by Daz. There are many more, of all ages and appearances. They use a head, and a body shape.

- What is a morph? A morph is a change of the shape of something. When you apply a morph, usually moving a dial, you will see how the shape of a character or a prop changes. The custom shape for a character head or body is usually also called a head morph or a body morph. Actually, "custom shape" or "shaping preset" is the name of an adjustment that moves dials of morphs.

- What is autofit? Autofit is a feature of Daz Studio. It is for fitting old clothing or clothing that is made for another figure. When you try to add a clothing to a figure doesn't belong to them (for example, a clothing for Genesis 3 that you try to fit to Genesis 8), there is a popup that asks you, and in doubt just press the Accept button. Then Daz Studio fits the clothing. Usually it won't be perfect and you will need to use smoothing and collision levels.

- What is smoothing and collisions? These are adjustments of a clothing. They are here:



When you increase Smoothing, the shape of the clothing appears rounder. If the body of the character appears through the clothing, as if it was broken, it is called "poke thru". To solve it, you can increase, one by one level, collision iterations. Try also increasing smoothing iterations. Go step by step as increasing a lot slows down Daz Studio and can give worse results.

The computer and Daz Studio take some moments to update and apply this adjustments, so you have to wait while it does, before rendering. Otherwise you can render without seeing any changes.

Using this feature of Daz Studio is important, as many clothing doesn't contain all the morphs of Genesis. Other times, you may have made a morph combination or posed the figure in a way that was not expected, or beyond what is possible to adapt a product. In those situation, smoothing and collision saves the day. This is actually the main advantage of Genesis over previous figures that existed before autofit and smoothing/collisions appeared.

- And what are X, Y, Z? These are the directions of the space in 3D, or the values of position of a 3d object. X works for left or right, Z far or close, and Y is up or down, basically.

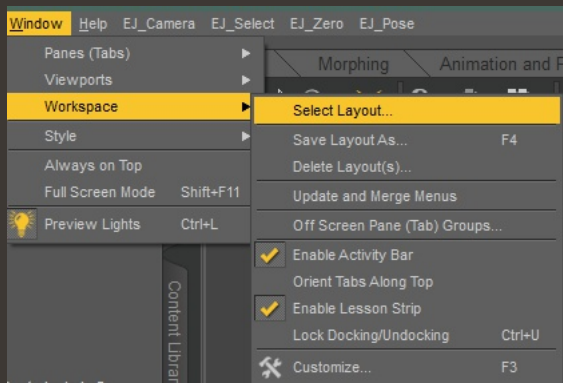
- What is a poly? A poly is a short name for polygon. A polygon is the geometric basic shape that forms a 3d object. A 3D object may seem round, but it is made of many polygons like triangles or squares (called quads usually).

How To Load The Interfaces

LOADING THE INTERFACES

Loading an interface is simple. Open Daz Studio and select the menu called:

Window / Workspace / Select Layout



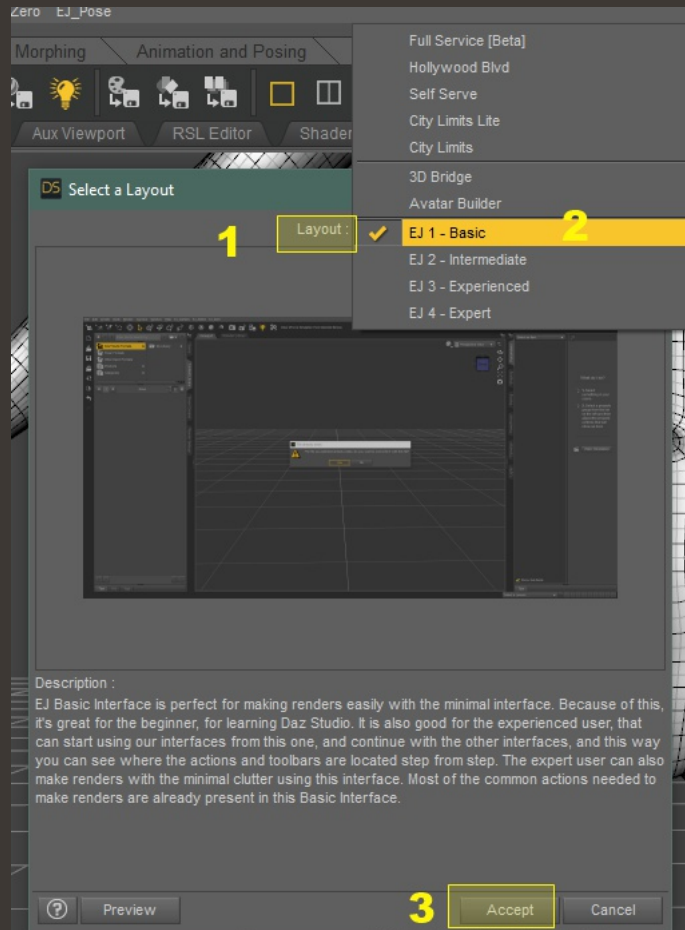
After you do that, look at (1) and there click to select a Layout.(2)

Then you have to click the Accept button. (3)

After a moment, the new layout will be applied and will replace the current one.

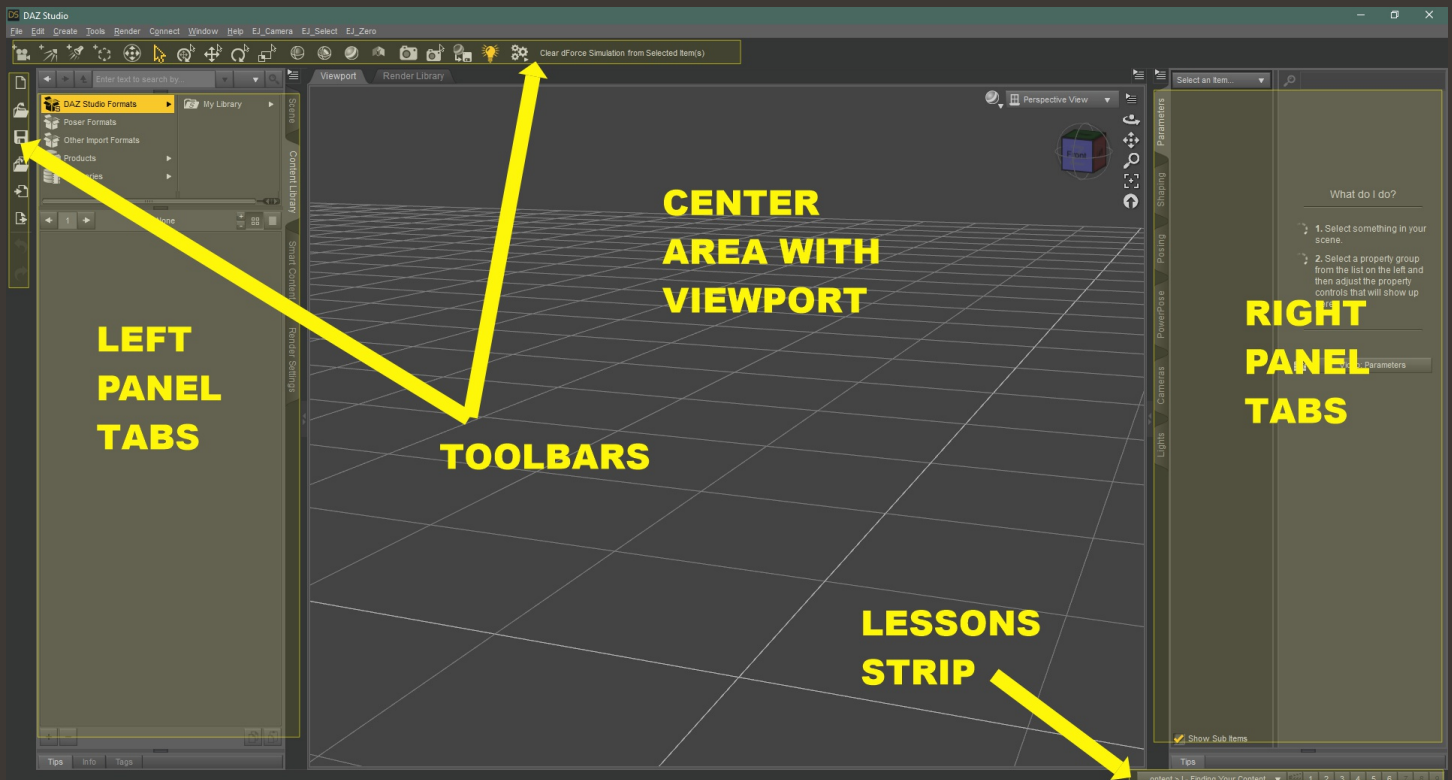
If you have some layout already made, you should have it saved. If you didn't do it before applying the layout.

You can read how to save a layout at the end of this manual.



The Basic Interface and the basics of Daz Studio

This is an image of the Basic Interface:



The left panel will be used in all the interfaces for functions that should be always be at hand because you will be using them all the time. Also for some tabs that you need to have open at the same time as the right panel tabs.

The right panel tabs are for specific tasks. You will see they change more. They do things that depend on what you are doing and what you have selected.

The toolbars are icons that you can click and they perform an action when clicked. The left vertical one is always the same.

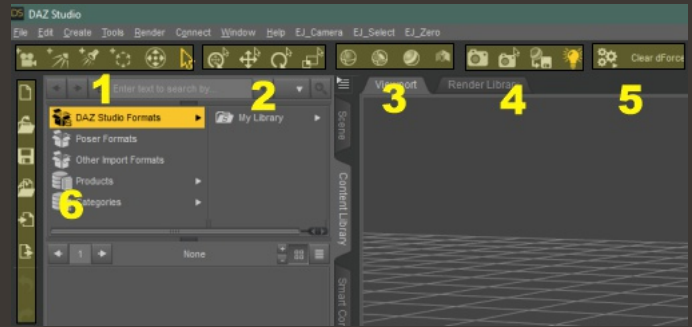
The upper toolbar are the icons that you use most while working on a render. The icons of the toolbar of the Basic interface will remain there where you see them in all other interfaces. You will simply see there are more icons, but this common part remains there.

The Lesson Strip is a series of buttons that pop up a window with explanations. We will explain them later.

Every time you stop the mouse pointer over an icon of the toolbar, and wait for a moment, you will see a tip popup appear that tells you the name of the icon. Familiarize yourself with those names, so you identify the icon with their name and what they do.

Look at the image on the right.

This is what you can find in each numbered area of the image:



1- Add things to the scene like (from left to right) a camera, a distant light (a light that comes from a direction and lightens everything) a spotlight (behaves like a photo focus, shining only in a direction and a specific part of the scene), and group.

A group is a special item that is added to the scene, and can contain several objects, so you can hide them or show them at once, or move them together.

After the group, you can find the Scene Navigator tool, a tool that allows you to move the camera. The following tool is the Select Tool, whose purpose is to select items in the scene.



2- The Universal Tool, a tool to make translations (move objects), rotations (twist the object in several directions), and scales (make it bigger or smaller). It is followed by the translate, rotate, and scale tools. You can play with these tools, and if you did something that you don't like, press CTRL-Z to undo the changes.



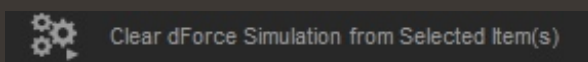
3- The most usual view modes: white with lines that represent the polygons of the 3d object that is selected, textured with poly lines, textured without lines, and Iray. The Iray mode is a continuous render, it renders all the time, and every time you make a change, it takes some seconds to re-calculate everything and render again.



4- The first icon is the Render command, it will render the scene in a popup. The second one is a Spot Render. You have to drag on the scene, and it will render that area, in the preview. This is only for having a look to a particular detail, to see how it renders. If you feel it's ok, then you can render the whole scene. The following icon is Save Last Draw. This means: save what I am seeing now (or save the last thing that the computer has drawn). The bulb icon is to preview the lights (we will see it later).



5- When you buy a clothing that has dForce, and if you want to simulate its fall, you have to click the first icon (Simulate). If you didn't like the simulation, you can click the following command "Clear dForce Simulation..." and it will remove the simulation, so you can pose the figure in another way and click Simulate again (we will see dforce later).



6- The vertical toolbar has icons for making a new file, save, load, merge, and undo and redo. These are like in all your programs and applications. The only one that is different is Merge. When you use Merge, it will ask you a file of another scene.

It will allow you to load the items that are in another scene that you saved. They will be added to the current scene.

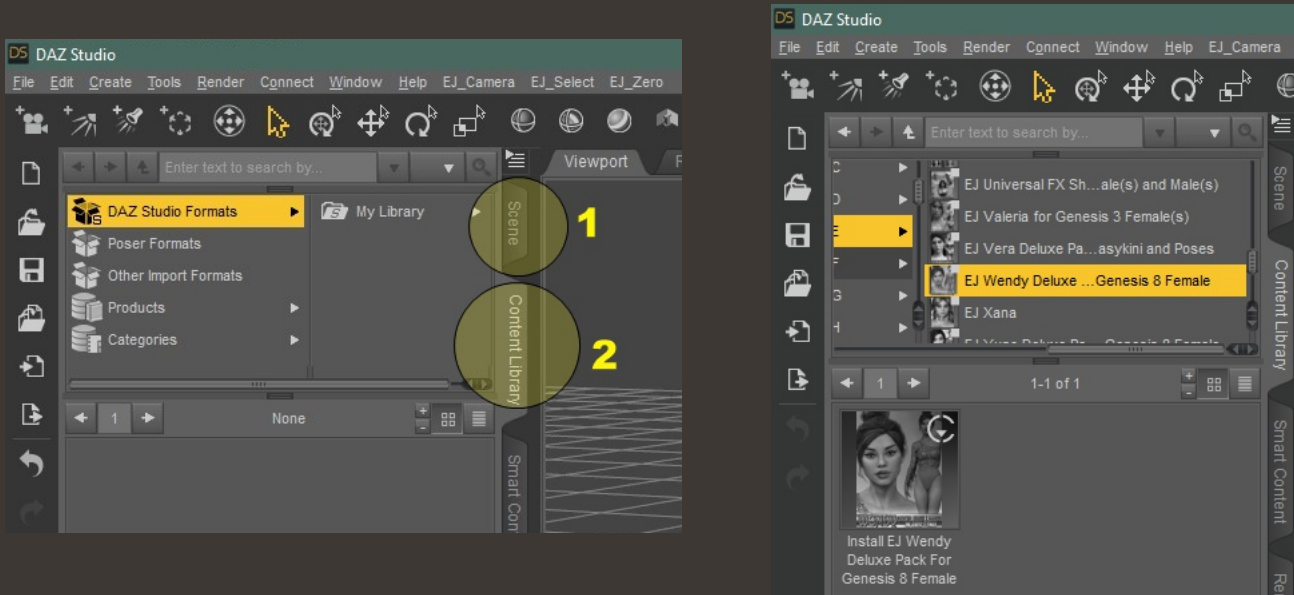


The left panel contains several tabs sorted in vertical:

- **Scene tab (1):** Click it and you will see the items that are in your scene. At the beginning probably it will contain nothing. You may put Genesis 8 in your scene, loading it. Or you can create a camera or a light, and it will appear in the Scene tab.

- **Content Library (2):** It's similar to a file browser that allows you to load products in the scene. Click on each folder to enter the inner folder. The "Daz Studio Formats" folder shows the files that you have in your hard drive. There are other sections for other formats.

The Products section lists the products that you have installed, and also those that you bought and are not installed yet (that look gray, and if you double click them, they are downloaded and installed)

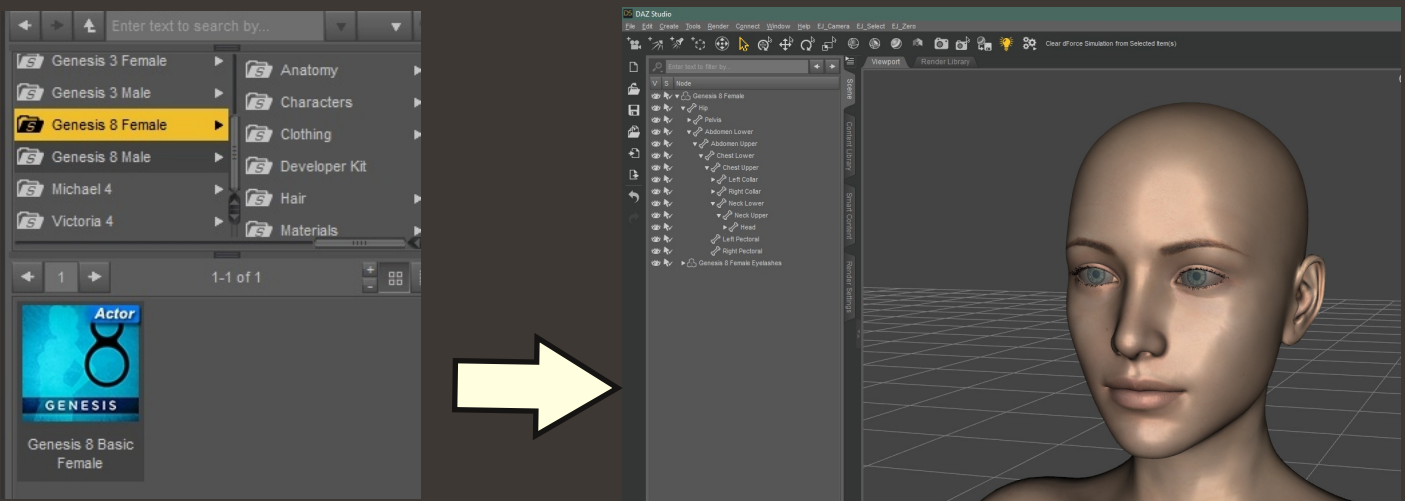


For example, click on 'Daz Studio Formats', then 'My Library', and keep on clicking on the folders that appear. You can scroll up and down in the folders using the mouse wheel. Search for the 'People', and then 'Genesis 8 Female'.

When you reach some folder that has products inside, you will see their icons appear in the space below the folder browser.

Double click in the color icon that appears below, called 'Genesis 8 Basic Female'. The computer will do some things, display some messages, that you don't need to read, and a girl will be added to the scene.

You can switch to the Scene tab and see the Genesis 8 Female name is there too. In the big central area of Daz Studio, you will see the girl. What you see is called 'Viewport': the representation of the scene in 3D.

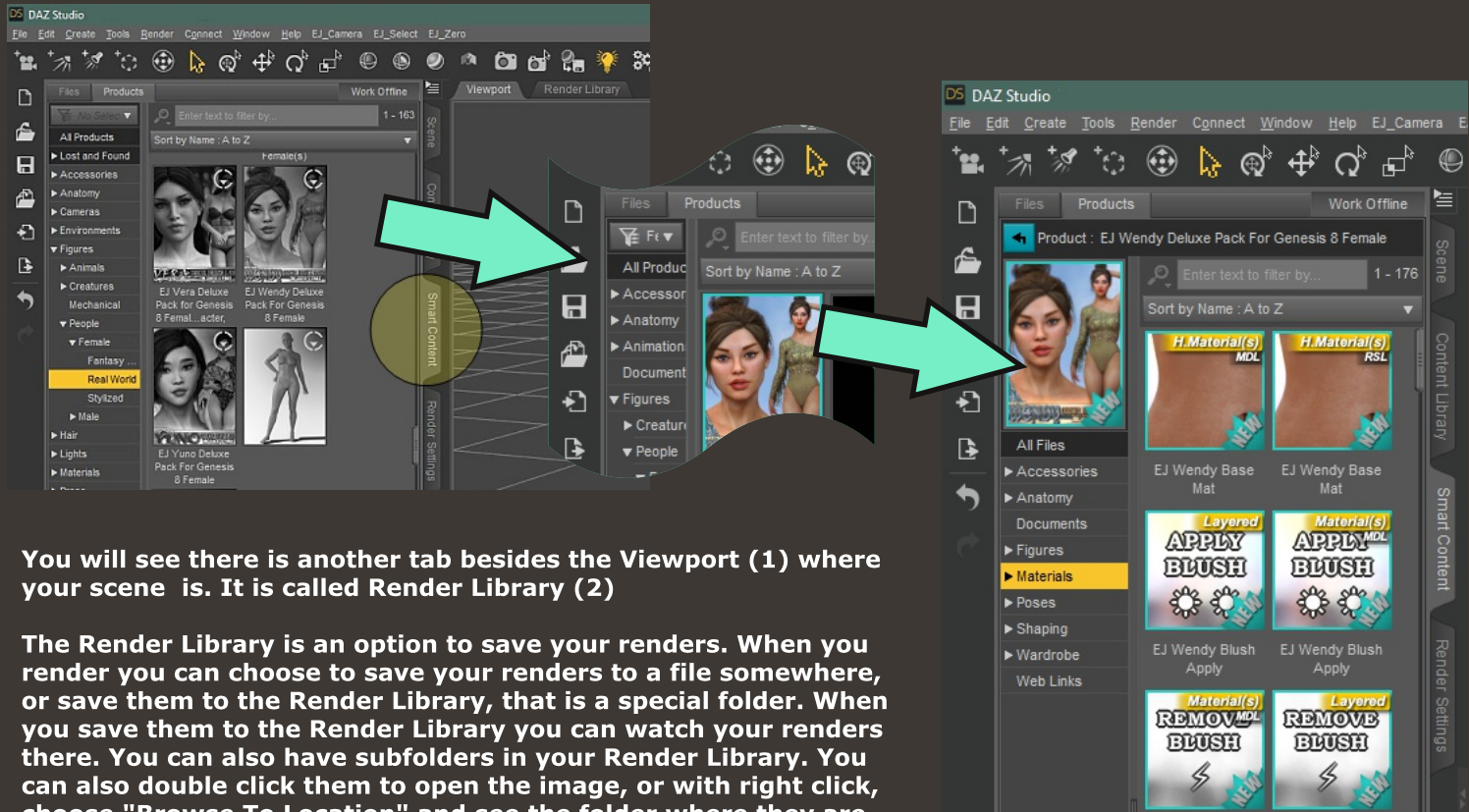


The Smart Content is tab another way to add the items to your scene. It is below the Content Library tab. The main difference between this one and the Content Library, is that Smart Content can filter what content is made for the figure that you have selected.

It also displays everything sorted by their category. Some people prefer to browse their files with the Content Library, and others prefer the Smart Content tool.

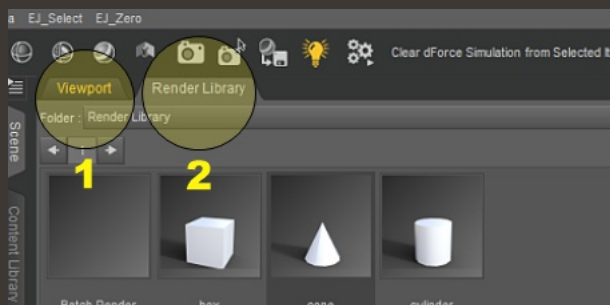
If you have some items that were purchased but are not installed in your hard drive, they appear in gray too. You can double click them and download them directly from here. They will be installed in Daz Studio so you can use them right now.

It is actually the easiest way to install a product. Go to Daz, purchase it, then come here to the Smart Content, and double click it. It will install automatically. Once installed, it will be all in color, and when you click it again, it is added to the scene.



You will see there is another tab besides the Viewport (1) where your scene is. It is called Render Library (2)

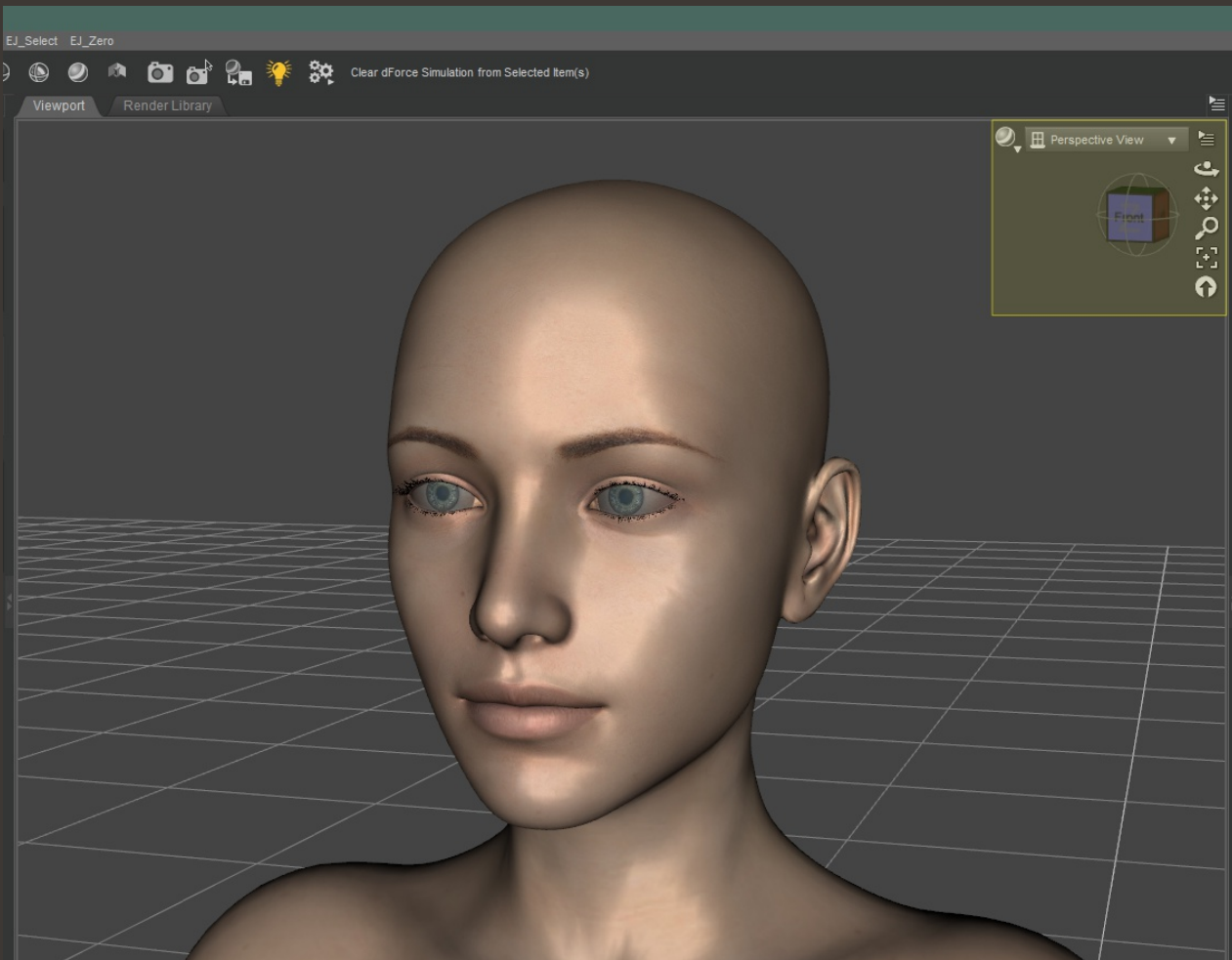
The Render Library is an option to save your renders. When you render you can choose to save your renders to a file somewhere, or save them to the Render Library, that is a special folder. When you save them to the Render Library you can watch your renders there. You can also have subfolders in your Render Library. You can also double click them to open the image, or with right click, choose "Browse To Location" and see the folder where they are stored..



In the next page we will do a render of Genesis 8 and save the render in the Render Library.

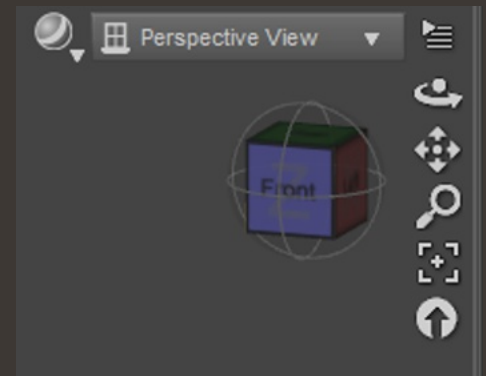
We will also use the interface buttons doing a basic render. Follow the steps for your first render, and you will see it's easy.

You already added a girl called Genesis 8 Female to your scene. Look at the Viewport. If you don't see her, click on the tab named 'Viewport' so it switches to it. You should be seeing her and in the Viewport there are some controls on the right side:



Those controls allow you to move inside the scene. The "Perspective View" name is the current camera. You can play clicking on it, then selecting another camera. You'll see the view changes. Get back to the "Perspective View" clicking on that option again so we can continue the tutorial.

To the right of "Perspective View" there is an icon. Ignore it for now (it contains options that we already configured to be easy). Below it you see a ball with an arrow around it. That is an icon that you can click and drag. Do it, and you will see that the view orbits around. If you click and drag the 3d cube in colors, the same happens. But if you simply click one of the faces of the cube, it brings you to a position in which you see the scene from the front, back, left, right, etc.



Below, there is an icon of four arrows in cross shape. If you click and drag over it, you can move left, right, up and down. And it follows an icon of a magnifier glass, that is for zooming with click and drag (in and out).

The other icon below it, a cross inside a square, is for centering the camera framing some actor. And the last icon is for reset the camera. If you reset the Perspective camera, it goes to the default position it is in Daz Studio at the beginning (framing all Genesis 8 Female). Both icons just need one click to do something.

Now we will frame Genesis 8 face. To frame something you need to have it selected.

For selecting something, there are several ways. One is to use the Select Tool. This is a good technique when what you want to select is in the Viewport.



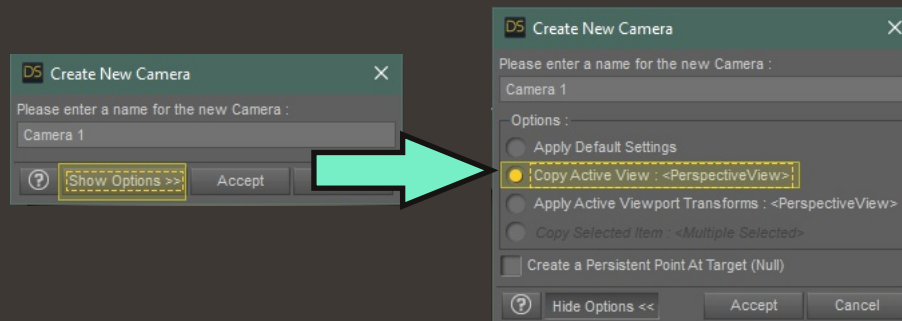
In the image on the left, you can see the select tool in the circle. Click it, and then click the head of Genesis 8 Female. The head will be selected. Then click the Frame icon of the Viewport (the one that is a cross inside a square). It should frame the head of Genesis in the Viewport.

The other way to select is to look in the Scene tab, and search for the Head. You may need to click the small arrows that appear before the name of Genesis 8 Female. It will expand and show what is inside. Search for the Head, click it, and then frame.

We may render now, but if we need to move in the Viewport, we may loose the camera that we like.

To prevent this, we will create a new camera. For doing this, click the New Camera icon, that is the top-left first icon in the toolbar, that shows a camera with the + sign.

There is a dialog that appears:

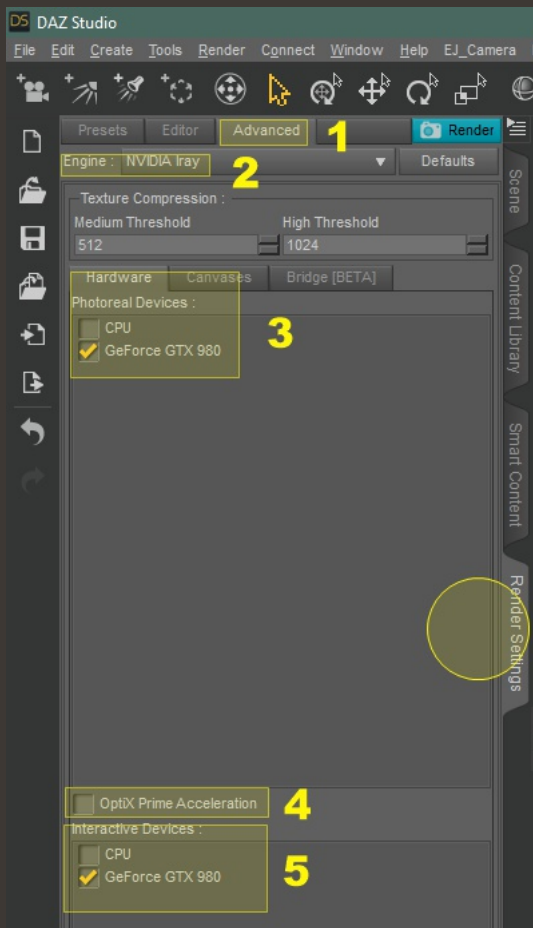


We won't accept the dialog directly because we want to learn to create cameras easily. The best way to make cameras with ease is to move in the Perspective as you like, then create a camera.

Click the "Show Options" button, and then the option that is called "Copy Active View...". This means that the new camera will be exactly in the same place that you see in the Viewport.

Now you are ready to go to the camera selector in the Viewport (where it says "Perspective View", and select "Camera 1".

We may render now, but we won't because first we are going to have a look to our Render Settings.



Click the last one of the left panel tabs. It is called "Render Settings". To understand every setting of this panel may require a very long tutorial or a book. Fortunately, with this tutorial you can do the basic setting.

Click the "Advanced" section (1). Then in (2) you see it says "Engine". Click and select "NVIDIA Iray" if it is not selected. If it is, do nothing.

Then in "Hardware" (3), uncheck CPU, and check the other cases. The other cases are your graphics card names.

The graphics card is the component of your computer that displays the graphics that you see in the screen. The CPU is your computer processor, the "brain" of your computer.

If you have more than one graphics card in your computer, they may appear there. You can activate only one or several, or them all.

In 4 you can leave it activated or not. When you do a render later, you can compare the time it takes. Then come here again, toggle it. If you see it takes a shorter time, leave it checked. Usually, it is better to check it.

In 5, do the same as in 3: uncheck CPU, check the others.

Now, some explanation:

- Why do we uncheck the CPU? Unless you have a quantic computer, it has no sense. Because all modern graphics card are much faster than any cpu when doing graphics. So if you leave the cpu checked, it will actually slow down your render.

The exception may be if you don't have a modern graphics card. Your graphics card may not appear here, or the render may be incredibly slow. Then you should check the CPU, but it will be slow anyway, just a bit faster, but there are snails that go faster. The solution is to buy a new graphics card, and when in the shop ask one that has many CUDA cores (the more, the better).

It may also happen that you have several graphics cards. If you do, do an internet search with the name of your graphics cards and check the number of CUDA cores. Check the one with more cuda cores. If the other has a similar amount, check it too. If not, leave it unchecked, as it will be better for you to not overload your computer.

Now we have finished our settings. This setting will be saved. You won't need to set it again.

In the future, you can simply set your camera and render.

That is what we are going to do. Click the Render icon in the toolbar, that has the shape of a camera.

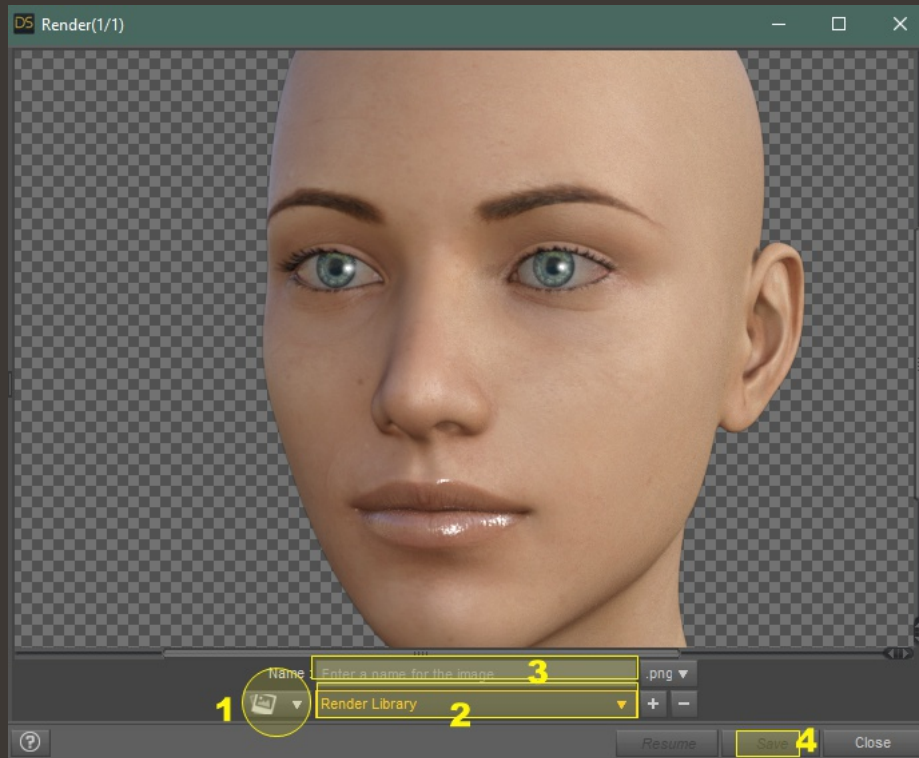
The computer will start to display a popup and DAZ Studio will stop for about 20 seconds (or maybe less if your computer is fast). Then you will see a popup that displays an image of the face of Genesis.

The render result will not be fantastic, though. But it's enough to learn the program. Your renders will improve a lot as you get experience on lighting the scene, putting good cameras, and as you use good products. We recommend our products at:

<https://www.daz3d.com/emmaandjordi>

After rendering, you can save your render.

The popup window looks like this:



The order in which you have to click the buttons is the following:

1- Decide if you want to save your render to the Render Library or to a folder in your computer. In this example we will save it to the Render Library, because saving to a folder is the same as in any other program.

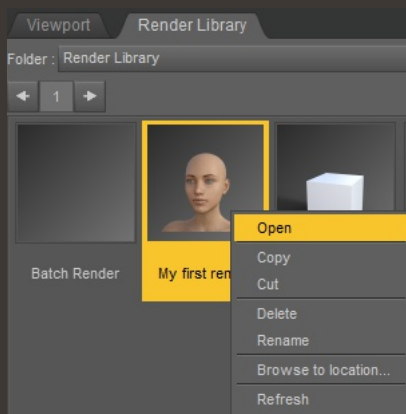
If you are always saving to the Render Library, you don't have to do it every time. It will be remembered by Daz Studio for the next time.

2- If you are going to save in the general Render Library, you don't have to do anything else. But when saving to a folder, you probably will save in different folders each time, so remember to click on (1) and choose the folder by clicking the "..." button that will appear to the right.

You can make subfolders in the Render Library, using the buttons that appear when you click on the "Render Library" name (2).

3- Enter the name of your render in (3). For example "My first render". You can select the kind of image to the right. It is png in this example, that is what we recommend, because it gives a good quality, and has transparent background. If you want another one, you can select it.

4- The last step is to click the "Save" button (4).



Daz Studio doesn't display a popup telling if it was saved, but unless you clicked "Close" by mistake, it will be saved.

If you now go to the "Render Library", you will find your render there. If you double click it, it opens and you can see your image. If you right click it, a menu is displayed.

In that menu you can do several things, including renaming, deleting, or open the folder where it is stored.

Now that we know the basics of making a render, we are going to tweak things. We have put the tabs for tweaking on the right.



You need to select something in the scene. As you know how, select Genesis. Now click the Parameters tab. You will see dials with colors, and names with small arrows. If you click the small arrows you see more names inside. That way you can navigate between all the things that you can change.

Try in the Parameters tab. Look for Transforms, like in the screenshot on the right. Now move the dial for "X Translate" and look to the Viewport. You will see that Genesis moves its position. You can set the dial to zero again, so she returns where she was. If you click on the numbers, you can set a value directly. If you press the Alt key and click the dial, it returns to zero again.



You can play moving all the sliders and trying them in Genesis 8 Female, and seeing what changes happen. Don't worry, you won't break a thing.

The following tab is Shaping. As you see, the Shaping tab contains morphs. These morphs can also be found in Parameters, but here you only see morphs. This is a way of doing morphing in a more comfortable way, without distractions.

The same applies to Cameras tab, and Lights tab, that are below. They can deal only with the selected camera or light, and will show only their parameters.



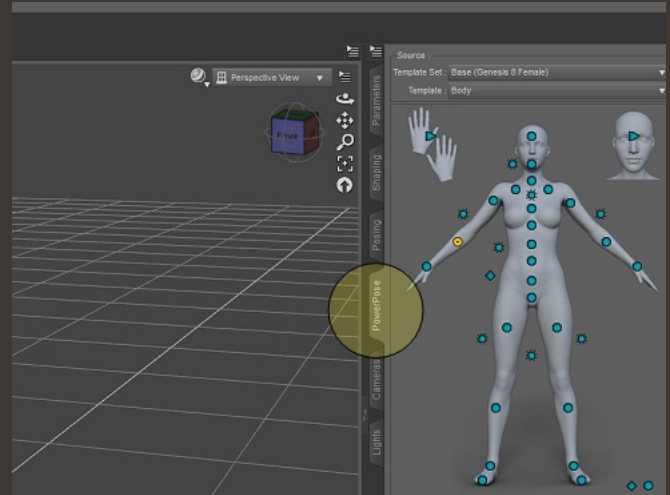
To select something, you can use the selector of these tabs. In Parameters, Posing, Cameras or Lights, and in general in any tab on the right, you can click the box with a name and an arrow to display a list of what you can select. You can also select in the Scene tab or with the Select tool as we told you before.

Look at the image on the left. The box highlighted in yellow in this image is where you have to click.

The PowerPose tab is an useful tool for posing a figure. Select the figure in the Viewport. Then in PowerPose, click one of the points and drag. Depending on the direction in which you drag the mouse, the selected part of the body will rotate.

If you want to pose the hands or the head, click the top left or top right images, and you will be able to pose the small bones of those areas.

PowerPose is a fast and intuitive way to pose, or to modify an existing pose.



The Basic Interface also has some custom menus:



These menus are another way of using some commands that may be useful for you.

EJ_Camera is a menu for changing the camera to one of the flat views. The flat views are a way of looking at the subject completely flat, so you can see how it looks from one side or if the feet are on the ground, and things like that.

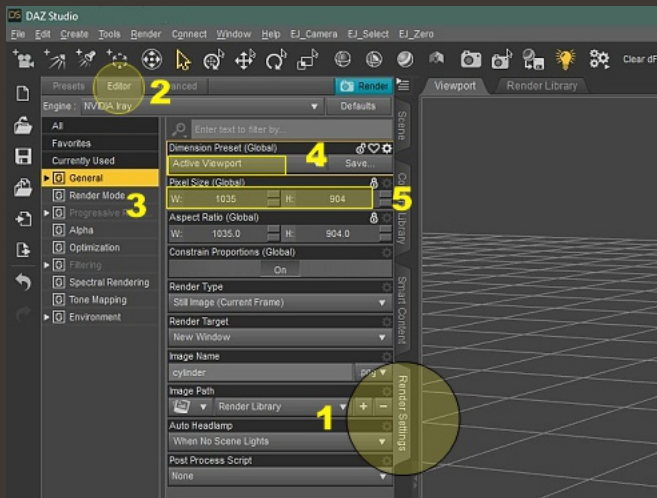
You can also change the views from the camera selector of the Viewport. You can use one way or another depending on what is more comfortable for you.

The **EJ_Select** menu is to select in special ways: select all, select all cameras, select all lights... or delete what you have selected. These commands are in other parts of the interface, but in different places. Here, you have them all together and at hand.

The **EJ_Zero** menu is for resetting a figure or a prop. You can set to zero morphs, pose, or everything. Again, these commands are in different parts of the menus and interfaces. We just did it easier for you putting them all together in a menu that is easier to use.

Note: Most of these commands come in the arrow that is in the left side of the Parameters tab selector (the one you use to select something). Others are in the Edit menu. By using our interfaces, you have them all grouped in a same menu, and you don't have to search for them in different places.

More About Render Settings



We have explained how to do a render. But in **Render Settings** you can adjust how the render is made.

The most basic adjustment that you can do is to choose the size of the render. To change it, click the **Render Settings** tab (1), then **'Editor'** (2), the **'General'** section (3), and in **'Dimension Preset'** (4), you can choose **'Active Viewport'** so the image you get is the same size of what you see in the Viewport, or you can choose **'Custom'**.

If you do it, set the **Width and Height** (5) just below it, and your image will render in the size that you have set in the **W** and **H** numbers.

The other **Render Settings** values and options may need a manual by themselves. But the adjustments that come by default are quite right.

For those who want to play with the render settings or those who want to set them in a more intuitive and practical way, we can recommend this product:

EJ Easy Pro Render Suite

<https://www.daz3d.com/ej-easy-pro-render-suite>

The Intermediate Interface

The intermediate interface introduces some new features. We have new tools in the toolbar:



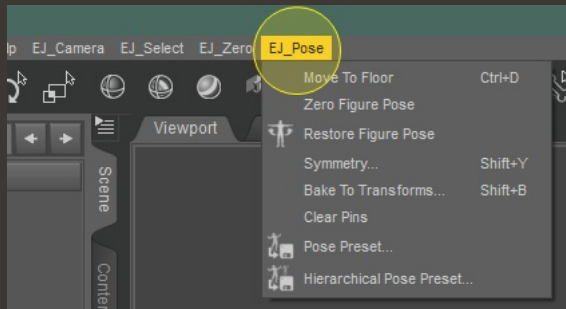
(1) Surface Selection Tool, and ActivePose Tool.

(2) Save Materials Preset, Save Shader Preset, Save Hierarchical Materials Preset.

(3) Single Viewport, Double Viewport, Four Viewports.

We will see what all they do later.

There is also a new menu: EJ_Pose. This menu is for helping you in making poses. Zero and Restore reset the figure to the zero or the default pose.



Symmetry is for making things like mirror poses (a pose that is the contrary of the original, like reflected in a mirror).

Bake to Transforms is an operation that takes the dials in the Posing tab and converts their values into rotations of bones, so you can use the pose dials again if you like to refine the pose.

The Clear Pins is for removing the pins of the selected figure. We will see what is that soon.

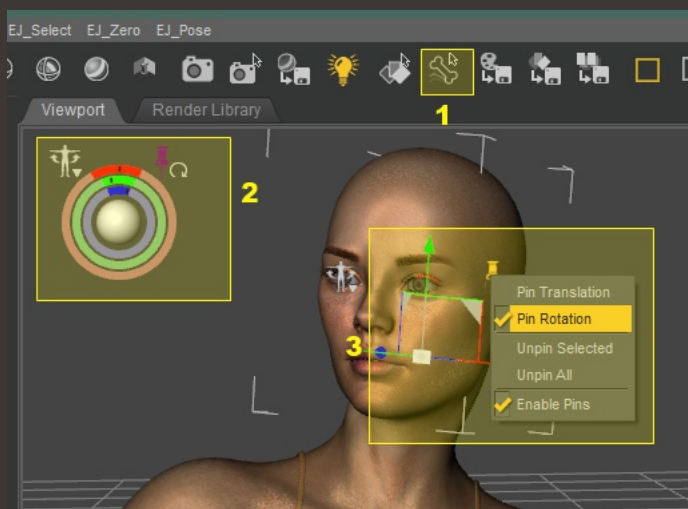
The other icons are for saving a pose or a hierarchical pose, which is a pose that saves the posing of the figure, and of everything that she wears at the same time. For example, if a dress she is wearing has some pose dial for the skirt (as for example, a morph that moves it to a side), it saves it too.

BUT HOW DOES THIS WORK?

All this stuff for posing works this way: click the ActivePose tool, then click on any part of Genesis (the head, an arm, the chest...) and drag. You will see she moves to follow your pointer. This is a way to tweak a pose a figure in a quick way, specially good for doing natural-looking poses. It is difficult to make a natural pose just with this, but you can use a purchased pose or make a basic posing of Genesis and then use the ActivePose tool to give her a natural look.

As when you pull from her limbs with the ActivePose tool she tries to follow, it creates some kind of natural looking because it re-positions the bones like in a real skeleton, one following the movement of the other.

There are other ways to pose. We are going to explain them. Look at this picture:



In the picture, (1) is the ActivePose Tool, that we already explained. You can click it, or the general Select Tool to select parts of Genesis.

And you can also use the Rotate Tool too. The bones of Genesis can rotate, and that is what they usually do, like in a real person: they rotate around the joints.

You can make them rotate with the Rotate Tool, using the small circles that appear when you hover with the mouse over the controls that you see in (3). If you right click, there is a popup menu that gives you the options to "pin rotation", and other options.

You can also use (2). For that you can have the Select tool or the ActivePose tool active, which is easier. You can drag on the circles or in the sphere. The circles only rotate in X, Y or Z. The ball rotates in all directions. The pin icon sets a pin on this part.

BUT WHAT ARE PINS?

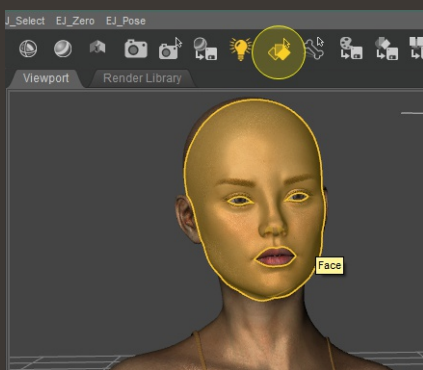
Ok, pins are a way to lock a part of Genesis. If you put the pin, it locks. If you unpin it, it can move. What pins are used usually is for locking the rotation.

You can put the head looking to somewhere, then lock rotations using the "pin". Then move the neck, and you will see she keeps her head position angle.

Experiment with all this, pinning and moving with the pose tool, and you will get interesting results as you learn.

The Surface Selection Tool

This tool is for clicking in something (for example, Genesis), and it will do two things at the same time: select that figure or prop, and select its surface. A surface is a description of how that part looks: texture and properties like shine, reflection, and more.



Try it. Click on the tool in the toolbar, then click on the face of Genesis. You will see her face is highlighted.

The usual use of this tool is to click, then switch to the Select tool so you don't get distracted with that yellow highlight.

Then, on the Right Panel, there is a new tab called "Surfaces".(1)

Click on the tab, and search for Genesis 8 Female. Then click the small arrow besides her name, and it will expand showing several things.(2)

Where it says Surfaces, you can find that the "Face" surface is highlighted (3). Then, at the right part, there are lots of values and dials. All these dials define how the surface looks.

Explaining them all would need a whole tutorial. You can begin experimenting changing them if you like.

For the basic use of this tab, let's say this:

- You can click on Base Color and make the object look darker if you set a color that is not completely white, but a bit gray.

- You can get interesting shine moving Metalicity up.

These things work better in objects or sceneries, not in people. In characters, these changes look weird.

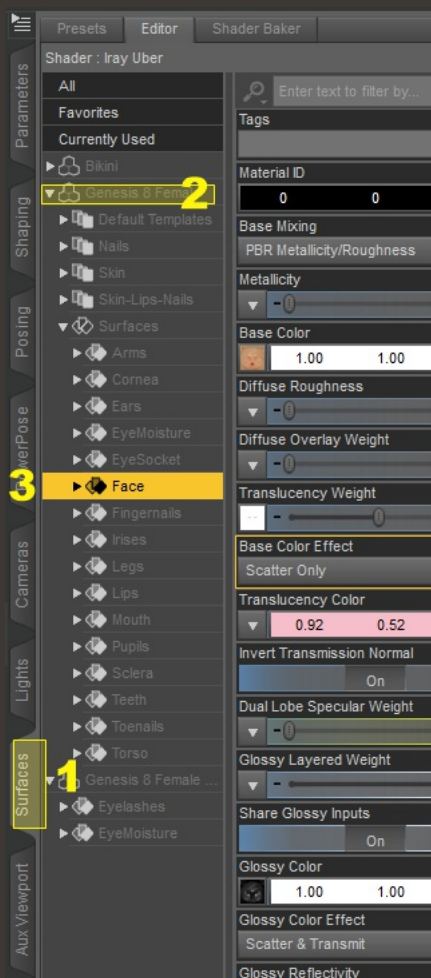
You can also see a new tab on the right panel, in addition to Surfaces: Auxiliary Viewport.

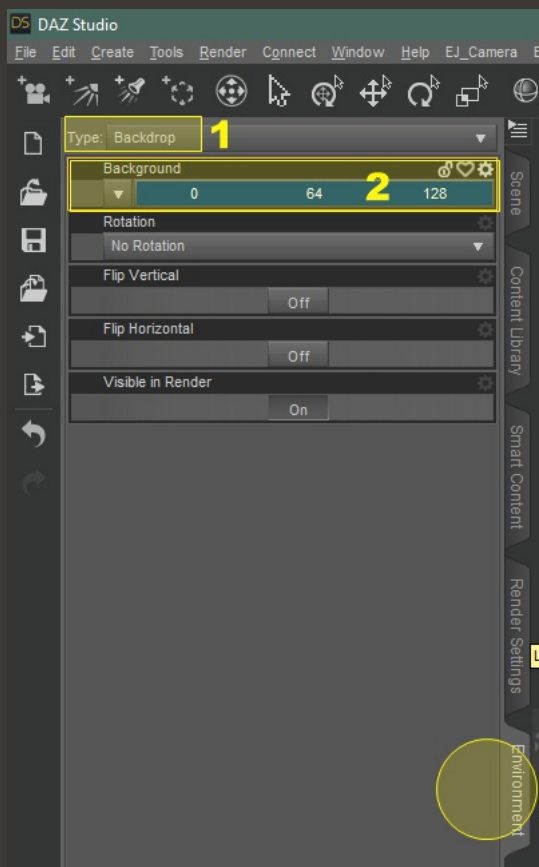
The Auxiliary Viewport is a new Viewport that is contained in this tab. You can set a different camera for each one, and also a different view mode.

For example, you can have the Perspective camera in the Viewport, with the textured view. Then have for example Camera 1 or the Front Camera and Iray preview in the Auxiliary Viewport.

The purpose of this is being able to do quick changes and see them rendered, or have two viewpoints while keeping a single viewport view.

The Single, Double and 4 Viewport toolbar icons do a similar thing, but they divide the viewport in several areas, inside the same Viewport, and each one can have a different camera and view mode.





The other new tab in this interface is on the left. It's the "Environment" tab. It allows you to add a backdrop.

A backdrop is an image or color that is set behind the scene.

It is not a 3D object. It is not affected by light. It's also not affected by distance, or anything else.

This is something that can be a limitation but can also work for you.

First select the tab, then click on (1) and select "Backdrop". To remove the Backdrop, click (1) and select "None".

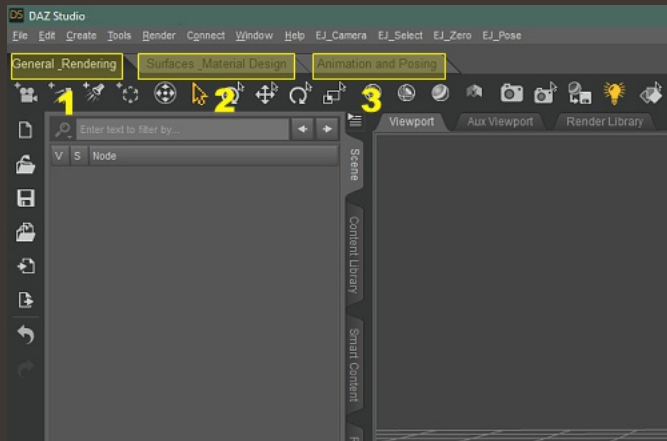
You can click the color and set a color background, or click the arrow in the "Background" section, and then "Browse...", and tell it to use an image.

If you set an image that works for your render, you have a very quick alternative, because it will render very fast.

To deal with colors and backdrops in an easy way, we can recommend this product of ours:

Ej Easy Pro Render Suite
<https://www.daz3d.com/ej-easy-pro-render-suite>

The Experienced Interface and Introduction to Animation



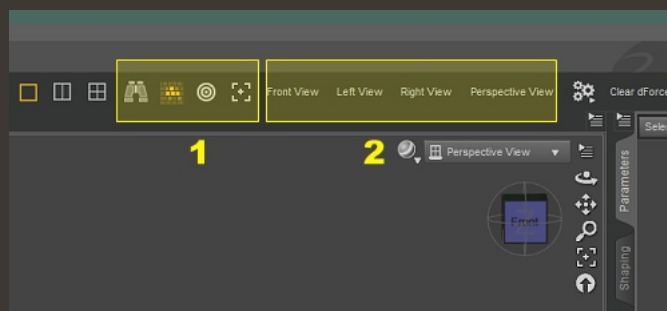
The Experienced Interface has three top tabs (called Activities). If you click on each Activity, the interface changes to show toolbars, controls, and tabs that are more useful to make that activity.

The General and Rendering Activity (1) is for doing renders, adjusting parameters and most of the render artist's work.

The Surfaces and Material Design (2) is for modifying and creating new materials.

The Animation and Posing (3) is for making poses, and making animations.

GENERAL AND RENDERING ACTIVITY TAB



The General And Rendering activity has some new tools in the toolbar:

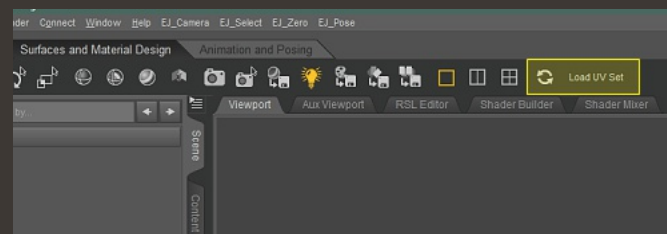
View Pane (click to hide it or show it) - displays and hides some buttons to orbit, zoom, move, and pan the camera, making it very easy to move and adjust the camera in the scene. The tool is very easy, just play with it a while.

Keyboard Navigation (click toggles it) - Connects and disconnects the possibility of moving through the scene with the QWE and ASD keys like in a game.

And you will also find several viewport shortcuts (2) to change to the front, left, right, and perspective views, which are very useful while working with poses, and other adjustments.

Only two things have moved: Auxiliary Viewport has been moved besides the Viewport, and Power Pose is now in the Pose and Animation activity tab.

SURFACES AND MATERIALS ACTIVITY TAB



The Surfaces and Material Design activity includes two new toolbar icons:

- Reload Textures (so if you made a change in the textures, they are reloaded)

- Load UV Set, which is useful if you did new uvs for an object.

When you make some change to the textures of an item (for example you modify the jpg that it uses as texture in Paint, Photoshop or any other image editor), it doesn't automatically change in Daz Studio. You must press the Reload Textures button.

If you were in Iray Render mode in the Viewport, you have to change to another view mode (for example, Textured), save your texture, then click the Reload Textures button, and then go back to Iray mode in the Viewport. If you do it in another order or skip something, it won't update the file for the texture. You may be seeing an old file.

If you have a Render window opened because you rendered something, the same can happen. Save that render or close the Render popup window without saving. Then save your texture, reload textures, and render again.

Sometimes after some time working on a texture, even doing this doesn't update the textures. In that cases, maybe your computer is confused by the dates of the savings or whatever other reason. Then it is recommended to save your file, close Daz Studio, open it again, and reload your file.

The UV maps are a representation of the polygons of your 3d object. It looks like if a steamroller had squashed your 3d model, or like the pattern of a clothing, as you prefer. The model is cut with some seams, and then put all flat in two dimension, like over a table.

The UV set is a group of UVs for all the parts of a 3d model. You can edit the UV sets in some 3d modeler or UV mapping application. Then export it as an obj, and import it in Daz Studio with the "Load UV Set" button.

The process of making new UVs and UV mapping is beyond the scope of this tutorial, because it's 3d modeling, and not the common use of Daz Studio. Explaining it all may take many tutorials.

THE ANIMATION TAB

The Animation and Posing Activity has new icons in the toolbar:

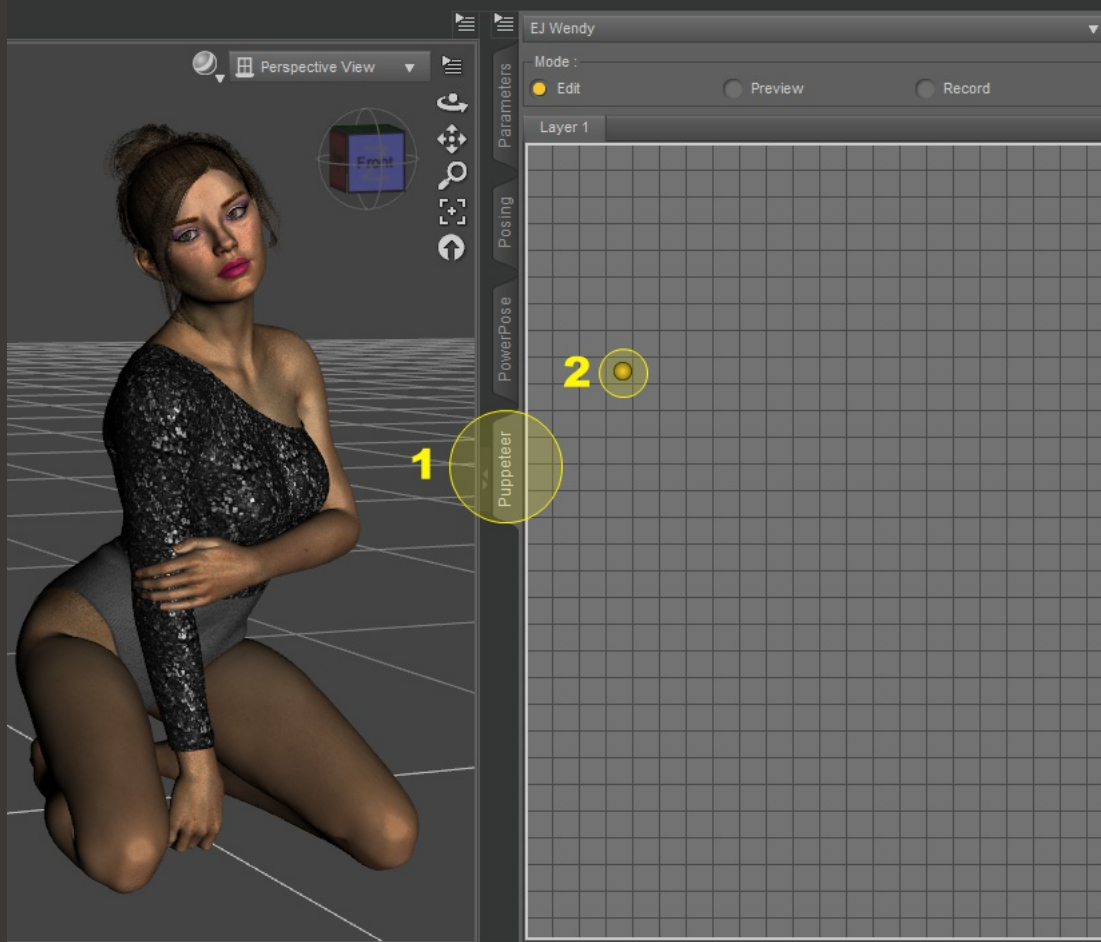
- Limits (on and off) - these remove or activate the angle limit that a bone can rotate, so you can pose it in an extreme way if you need it.

- Bake to Transforms, Zero Pose, Save Pose, and Save Hierarchical Pose. You still have them in the menu, but they are also here so you can use them faster.

On the right you will find the tabs of this activity: Parameters, Posing, and PowerPose, that you already know, and Puppeteer, which is a tool for animation..



Puppeteer is a new tool that is great for doing animations. Actually, it's the most easy and fun way to make an animation.



The first thing that you have to do is to pose your character. Here you can see our character EJ Wendy with her clothing that is included in the same product.

She is using one of the base poses of Genesis 8 Female.

Once your character is posed, open the Puppeteer tab (1), and then be sure that on the top, the Edit mode is selected.

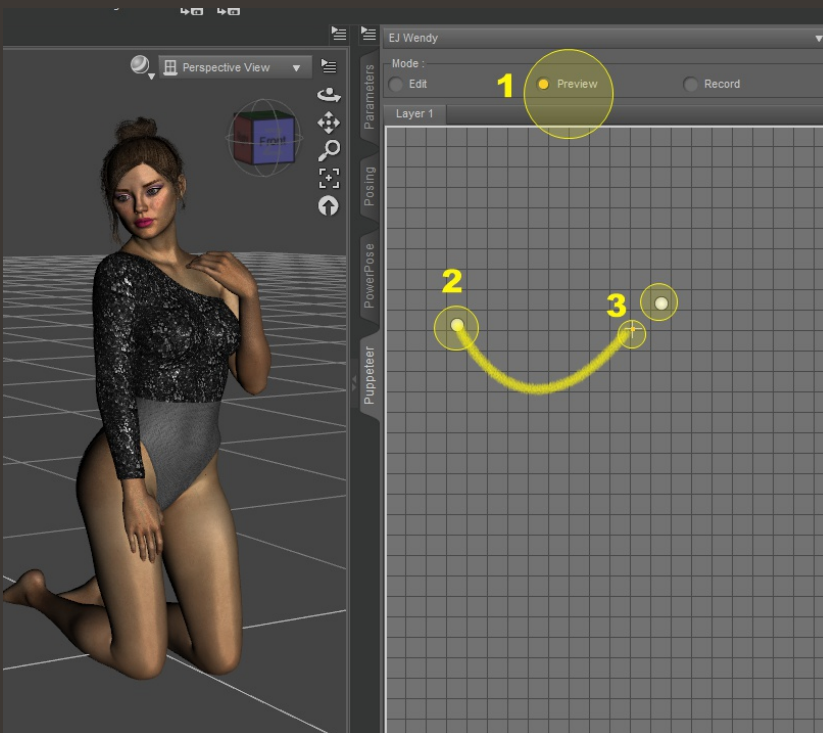
Then click anywhere is the squared paper.(2)

Now, apply another pose to the character, and click another point in the squared paper. Put it at some distance, not too close to the other point.

Now we are going to create an animation.

See the image below. Now comes the fun part. Set the mode to "Preview" (1). Click and drag from the point that represents the first pose (2) to the one that you did for the second pose (3). You can drag directly in a straight line, or in a curve like in the example below, or in any way.

You will see that while you drag, the character will be changing her pose. You can move all around the squared paper and she will change to the nearest pose point in a smooth way.



Now that we know how it works, we are going to record an animation.

Click on the "Record" mode. Repeat the movements that you like or do another different over the squared paper.

When you have enough, just switch to Preview mode again.

You may notice that while you were dragging in Record mode, there were things happening in another part of the window of Daz Studio: the Timeline.

The timeline is like a player and recorder of animations. It has numbers that represents the frames of a movie. You can move through that timeline and use the play/stop button, the full rewind to go to the beginning, and other things to play or record changes.

The simplest way to use the Timeline is with Puppeteer.

Click on the Timeline tab, then click the Play button, and you will see what the character does. A nice animation will be played.



You can drag the big yellow arrow point left and right so you move between frames. If you want to delete a frame, you have to move the yellow arrow to the small black arrow that represents it, and click the icon on the player that is for deleting a key (a key with a X on it).

What if I want to change the animation?

You could simply re-record it again. Rewind the movie to the beginning in Timeline. Set Record mode again in Puppeteer, and do what you like. If you want to overwrite all the frames so at the end or in some moment, the character stands still without moving, just keep the mouse clicked and wait until you like.

If your new animation is shorter and don't want that, you can go to the bottom left corner of Timeline, and where it says Total set a number that is the last frame that you want in your animation. There is not a way to delete all frames. you will have to delete one by one if you don't do this.

The only workaround is to set Total to 1, zero Genesis pose, and save. Then close and restart Daz Studio and load your file again.

And how to add more poses to the animation? Switch to Edit mode in Puppeteer, and apply the new pose you like to Genesis. Now, as you did before, click on a point in the squared paper.

Try that the point is in a place that makes you easy to pass easily between poses. When in doubt, try to place your points for example, in triangle or square or some geometric shape so you can go from one to the other, if they are poses that are not clearly consecutive. If they are, put them more or less in line.

Now record again and re-do your animation in Puppeteer.

OTHER USES FOR PUPPETEER

Not only for animations, Puppeteer can also be used to save a number of points in edit mode, and as each point is a pose, you can also click them in Preview mode later to alternate a series of poses for renders.

For this, think of Puppeteer like a memory for poses.

SAVING YOUR WORK

When you save as a scene (menu File/Save As/Scene...) all is saved, including the animation. To save only the animation, to be applied to another character or scene, you have to save it as a Pose, but instead of saving the "Current Keyframe", you click the other option that says "Animated Range", that is below it.

HOW TO MAKE A VIDEO WITH THE ANIMATION?

You can make a video with this animation. Just do your animation as we have explained. Then open the "Render Settings Tab".

Now, instead of making a single render, we need to do a lot of renders: one for each frame of our animation.

Click the "Editor" (1), then the "General" section (2).

In (3) set the dimensions of your video. You can have a look at the common video sizes (for example, the size of the videos that you watch at YouTube).

Then and you need to set the following parts of the settings:

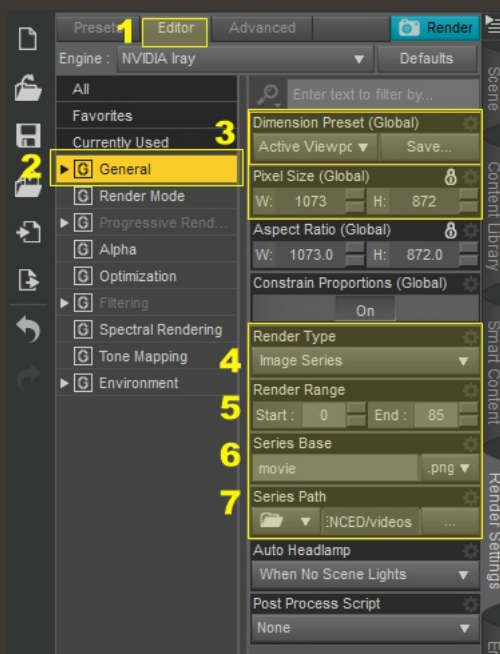
(4) The Render Type: it must be set to "Image Series", so a number of renders is made, one for each frame. You can also make a video directly, but it is recommended that you do a series of renders instead, so you can put them together in your video editor later.

(5) "Render Range" can be left as it is. If you want to only record a part of the animation, you can set the start and end frames here.

(6) "Series base" is for entering the name for the rendered image files. For example, here we named them "movie". Besides this there is a box that says "png" with a little arrow. You can click that arrow and select another format, like jpg. But remember that png renders to transparent background. You may prefer png or jpg depending if you want this or not. Bmp or Tiff both make very big files, and are advisable only on some special cases.

(7) This section is a folder selector. You can choose to save the renders to a folder, and specify it, or to the Render Library. For the purpose of making a video, the folder option can be better. Just select the folder in the first selector, then click the "..." button to browse to the folder that you want to keep all the renders.

After these steps, you are ready to render. But before rendering, please continue reading the following advices.



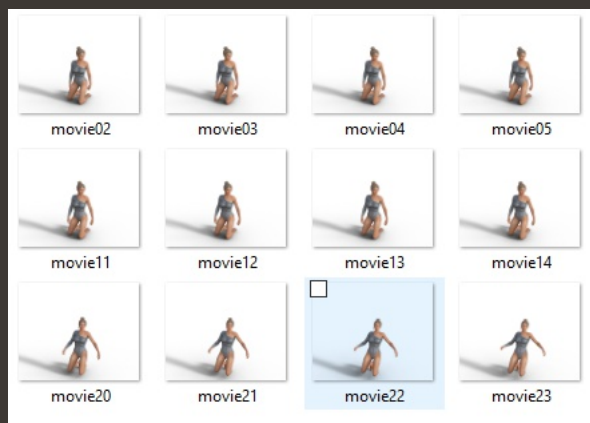
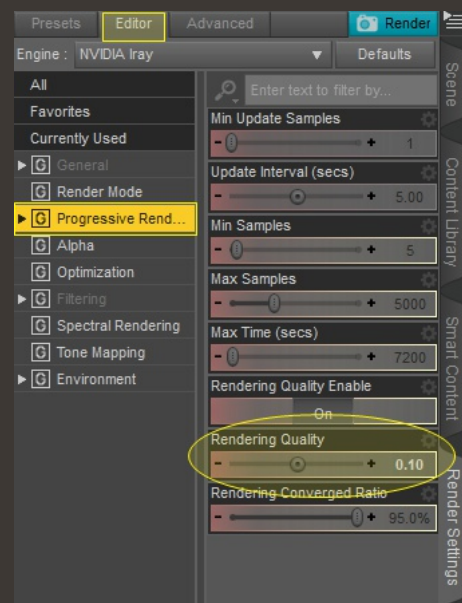
The rendering of so many scenes may take a while. If you want to speed it up, you can do the following: go to the "Progressive Rendering" section of the "Render Settings/Editor" and look at the "Rendering Quality" part. Set the number lower than 1. For example, 0.1 will speed all very much. Of course, this means also losing render quality.

A heavy scene with scenery, characters, and other things can take a long time to render. A simple one with some props may take less time.

If you want a high quality for the movie, another option is to perform these renders at night or in the hours that you are not using the computer.

Now that you have all set up, you can render.

After you rendered all the images, they will be saved in the folder that you specified in the settings. If you open that folder, you will find all your renders there.



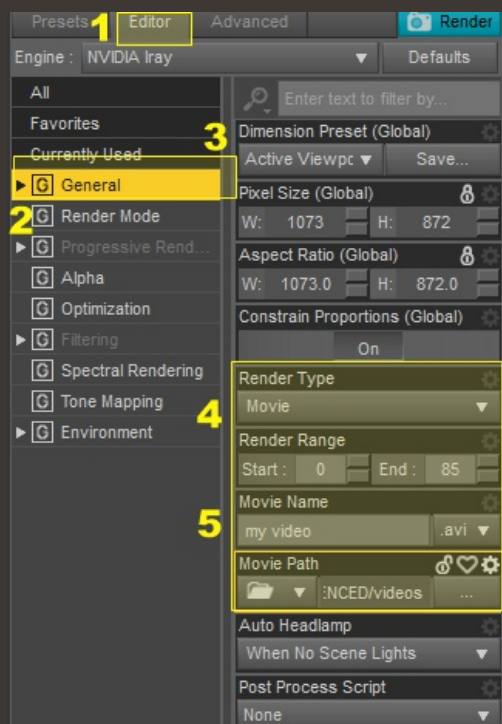
Now what you need to do is to take all these renders and import them into your video application. If you put them in the same order as the number of the renders, you will get a perfect sequence in your video.

There are many video editing applications. Some options are these:

Filmora - paid professional video editor, relatively easy, and with many effects and controls.

DaVinci Resolve - free but needs you to spend some time learning it, because it's not so intuitive.

NCH VideoPad Editor - it has a free version and several paid versions with different prices. It's easy and intuitive.



What if you wanted to make a video directly? Or if you don't have a video editor?

You can render the animation directly to a video, in AVI format. Just do the same, but with these changes:

Remember to be in the Render Settings tab, and the Editor section (1), and click General (2) and set the size of your video (3).

In "Render Type" (4) set "Movie".

And then in "Movie Name" give it a name. The only option for a movie is AVI format, but this format is supported in all video applications.

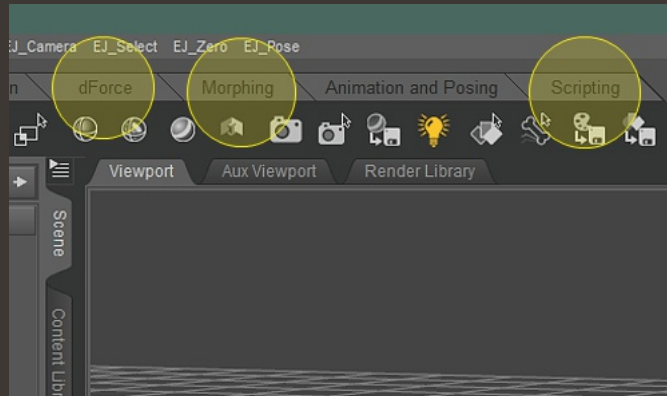
Under that, you can set the folder where you want to save your movie. As you see all the steps are the same except that you will save a movie instead of lots of renders.

Try both methods and choose whatever one you think it's best or works better for you.

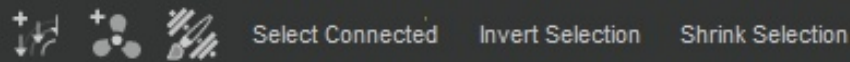
The Expert Interface

The Expert Interface adds three new Activity tabs:

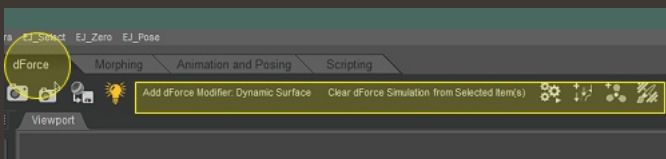
- **dForce:** for making simulations of clothing, and also for modifying and creating dForce items.
- **Morphing:** for an advanced use of morphs, and for creating new ones or modifying the existing morphs.
- **Scripting:** for creating and modifying scripts in a comfortable way.



In the dForce activity tab, you will find icons for several dForce tasks:

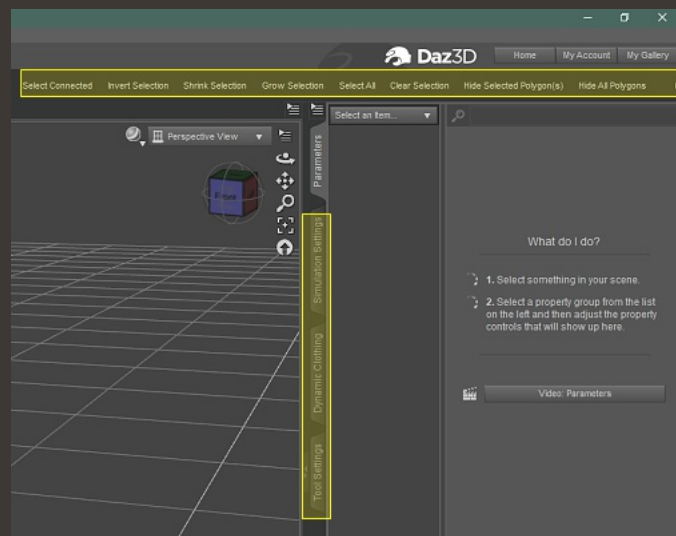


- Add dForce to something that doesn't use dForce.
- Clear the simulation and Simulate. These buttons are the same as in previous interfaces.
- New dForce Modifier Weight Node: add a weight map that allows you to modify the dForce influence on the item. For that you have to paint this weight map as you like. The red color means more influence, and blue is less, nothing in color is no influence at all.
- New dForce Wind Node: create wind that moves the items that use dForce. Remember to set the wind so it is near your dForce item so it can reach the clothing.
- Node Weight Brush Tool: This is the weight mapping tool. Edit the weight maps of dForce so you control what parts fall and what other parts are not affected.
- Many tools to select, smooth and fill parts of the dForce item, for painting weight maps easily.



There are many buttons in the dForce toolbar that are for selecting and filling, hiding and showing parts of the dForce clothing. Their names show what they do. At the end of the toolbar you may see a small arrow. If you hover over it, you will see more buttons.

There are also three new tabs on the right part of Daz Studio: Simulation Settings (to adjust how the dForce clothing falls and moves), Dynamic Clothing (more options to adjust dForce parameters), and Tool Settings (for using it with the weight map tool).



You are now in the Expert interface. This is an interface that is for really experienced people, and the tasks added are complex. We are explaining its features with that in mind. The expert can read this part of the manual and know where to find the functions that they use often.

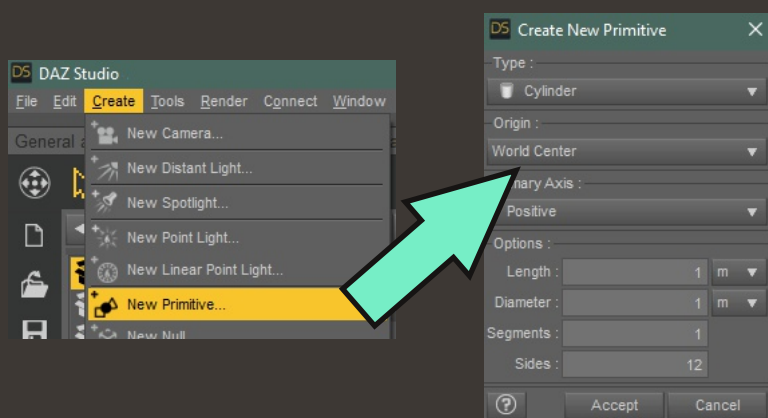
Creating a dForce clothing is a huge task that requires lots of steps. It is beyond the scope of this tutorial and would require a book.

But we can see the basics of making a dForce item that is not rigged. Even more: we will do a magic trick! LOL!

Let's create a couple of primitives, a cylinder and a plane. For that, go to the menu:

Create / New Primitive

And when asked, in the first selector of the popup, select "Cylinder", and then press the Accept button.

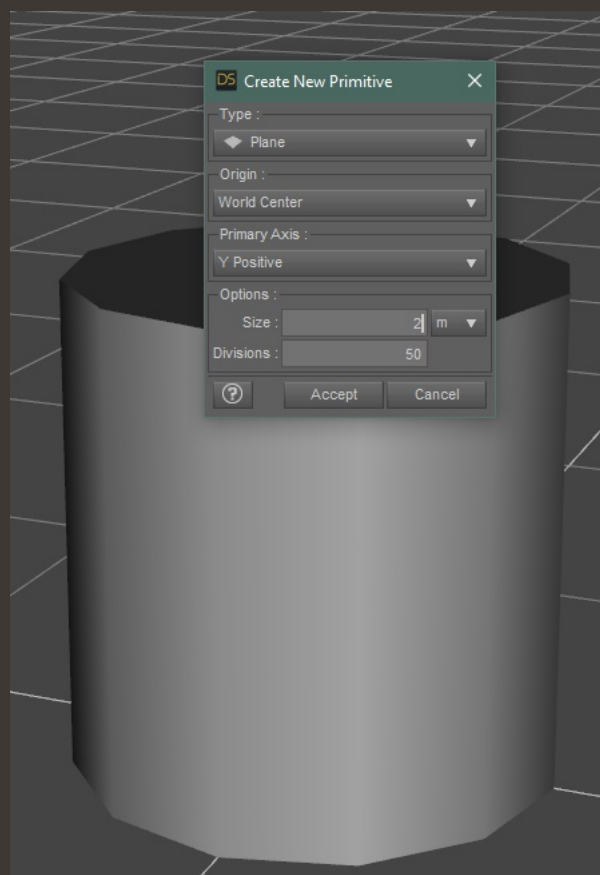


A cylinder will be created.

You can see the cylinder has sharp angles.

We are using simple shapes so you can see in the following steps how you can get an interesting effect from simple primitives.

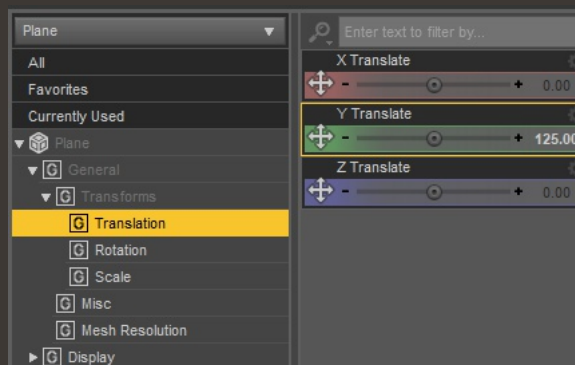
Now run the same menu again: **Create/New Primitive**.



In the popup, look at the "Options" section at the bottom.

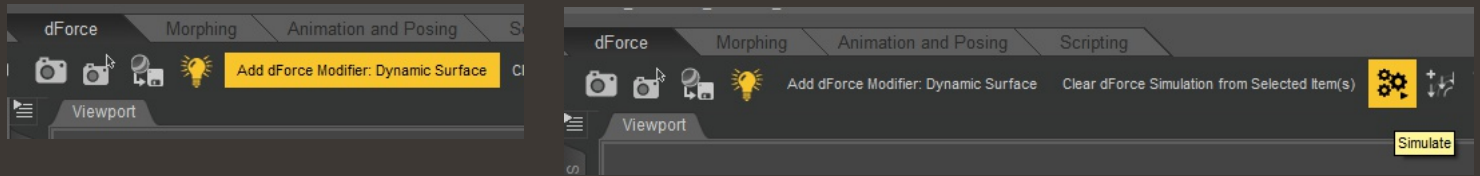
Then set Size to 2 meters and Divisions to 50. Click the Accept button, and a plane will be created.

The plane will be created on the ground. We must move it up in the Y Translate to 125 approximately.

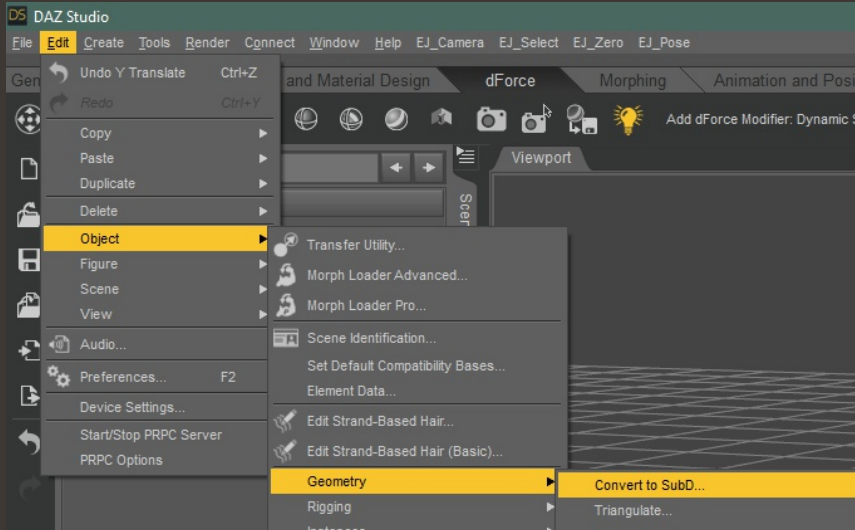


You have to look at the toolbar of the dForce activity tab. With the plane selected, click the "Add dForce Modifier...." button. This adds dForce to the plane.

Now click on the "Simulate" button and the plane will fall over the cylinder, and become a tablecloth.



The tablecloth looks very faceted. To fix this, we can convert it to as SubD object, which means that it is converted to something that is divided and smoothed so in the render it looks good.



You need to select the menu named:

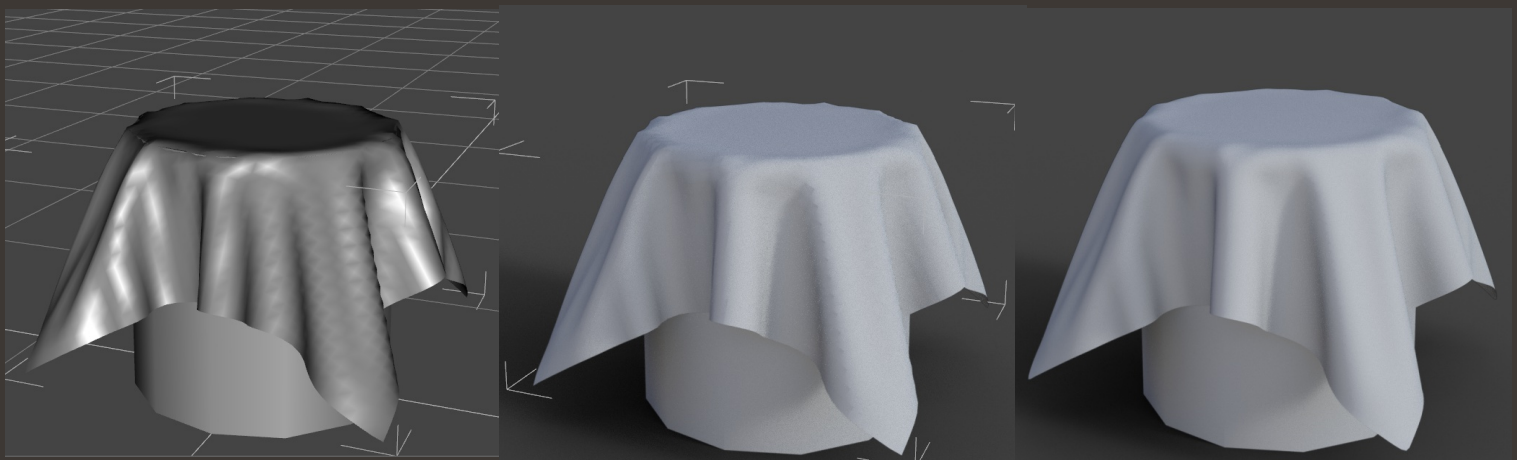
Edit / Object / Geometry / Convert to SubD

This will divide the object, so it becomes what you see in the images below: the first one is the Preview as it appears in textured mode of the Viewport.

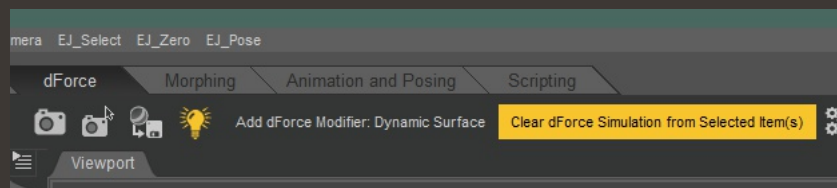
In the second image you can see how it looks when rendered. The big polys make it look bad.

When we apply the "Convert to SubD", it looks much better.

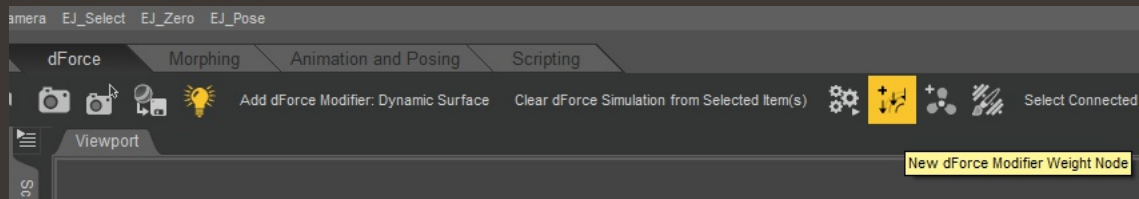
We have created a tablecloth.



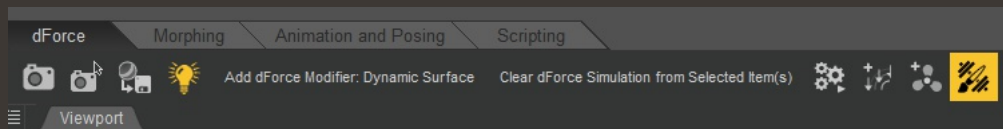
Now we are going to modify the weight map of dForce in this example. The first step is to reset what we did in the simulation. For that, we have to click the "Clear Simulation..." button in the toolbar.



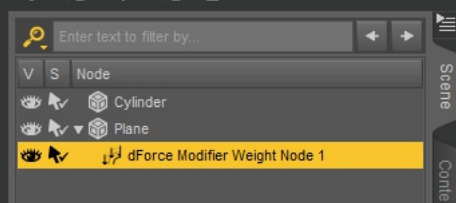
To modify the weight map we have to click this button in the toolbar that says "New dForce Modifier Weight Node".



Now select the "Node Weight Brush Tool" in the toolbar, that is the tool for making weight mapping.



You will see that something new appeared inside the Plane object in the Scene tab. That things with that fancy name is something that represents the weight map.

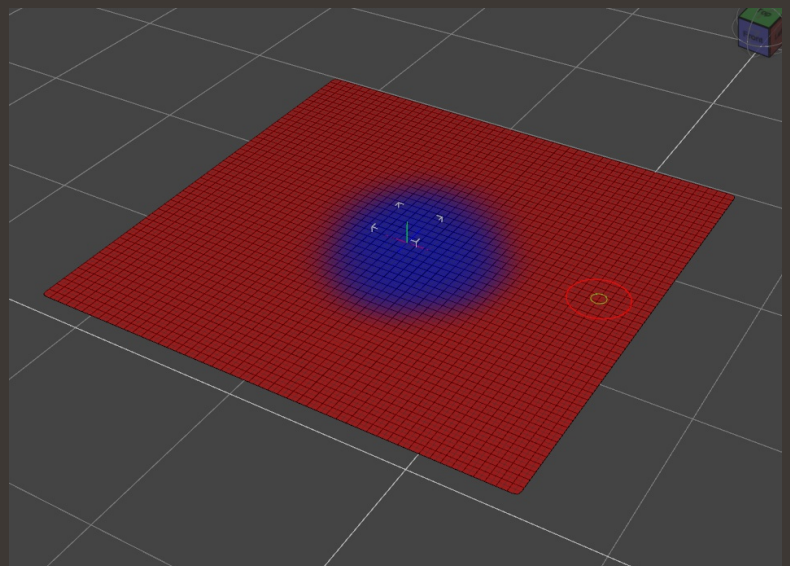
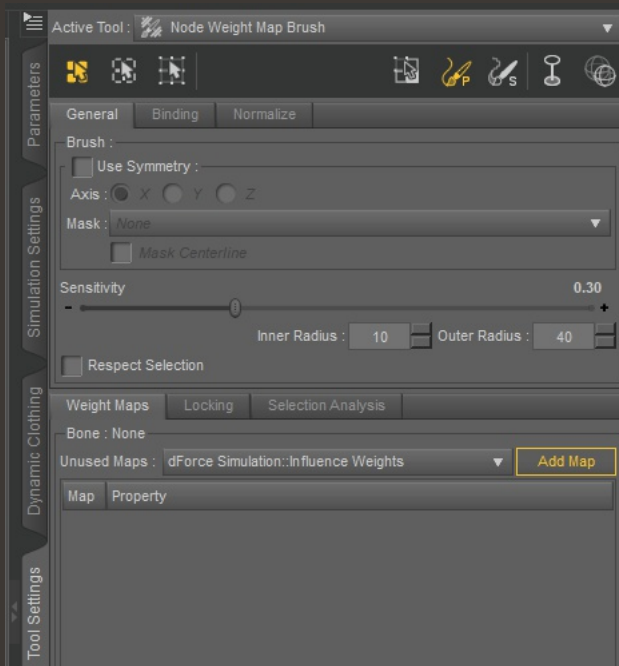


Select the "dForce Modifier..." in the Scene tab.

You have to look at the right panel, and open the "Tool Settings" tab. There, click the Add Map.

Then click on the map that was just created in the list that is below the button (where it says "Map | Property").

Now you can paint the weight map. You will see the plane turns all red. It means that it's all affected by dForce.



With the weight map selected and the "Node Weight Brush Tool", you can click and drag over the tablecloth to paint the weights. Use this keys to paint:

- Just clicking and drag: paint more weight

- Alt+click and drag: subtract weight, so what you see becomes less red and then blue. If you remove more once it's blue, it shows no color (that means it won't fall at all)

- Shift+click and drag: smooth the weight. Use this to remove sharp angles when you do the simulation or to make a smooth transition. It is recommended to always smooth a little.

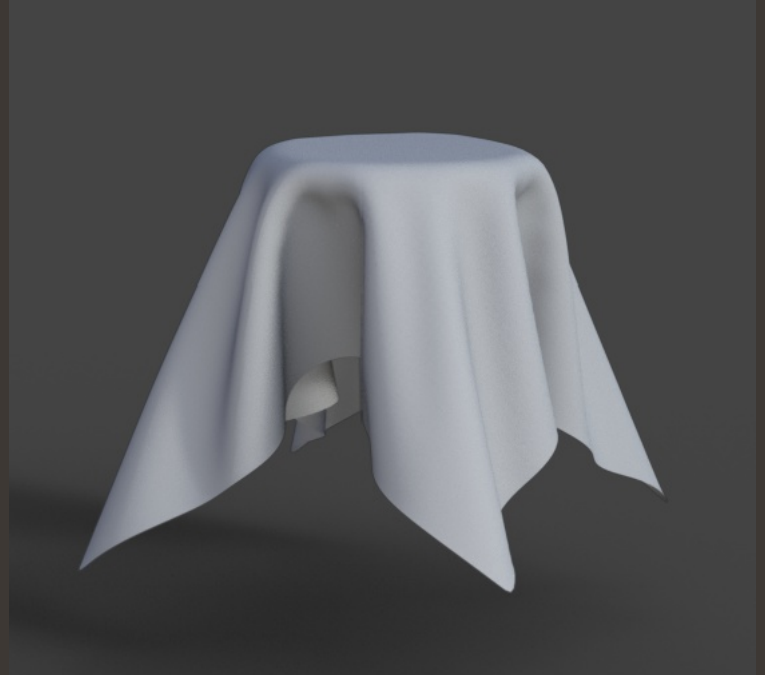
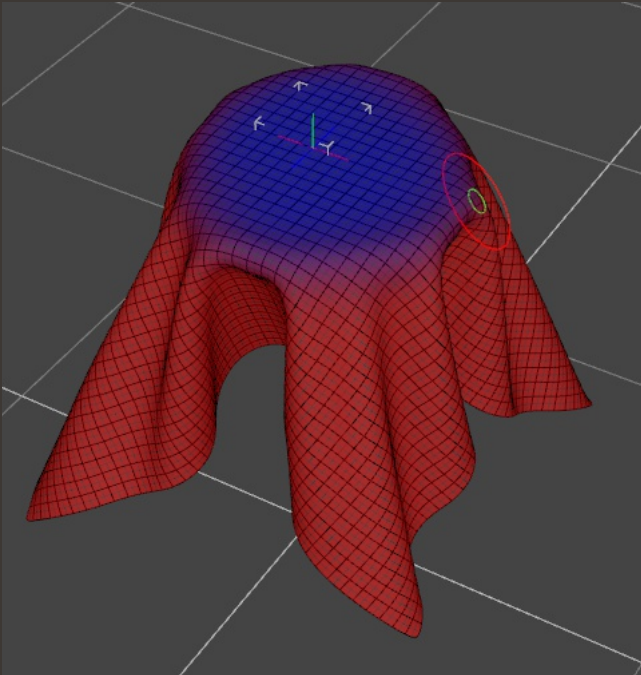
With this, subtract some weight in the center of the tablecloth and smooth the border of the blue area a little, so it looks like in the previous.

Doing this, you have just learned the most practical weight mapping commands.

Now we are going to do a magic trick. The tablecloth will levitate like if there was a stand under it.

Delete the Cylinder from the Scene.

Now we can click "Simulate" again in the toolbar, and we got is that the tablecloth center doesn't fall!!



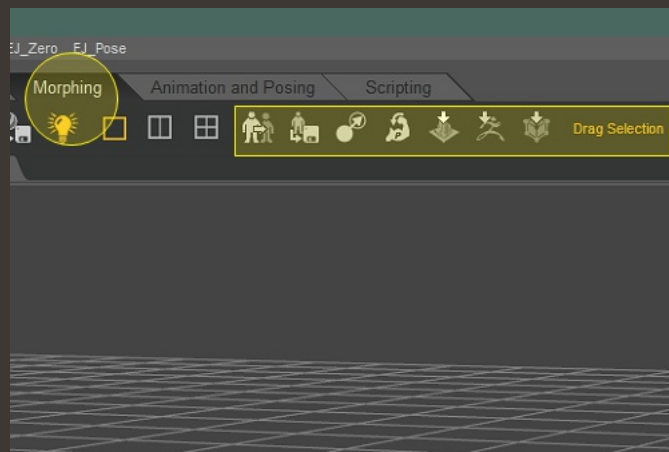
With these simple tricks, you can start doing original effects, there's a whole world to discover!

THE MORPHING ACTIVITY TAB

The new Morphing activity tab is for working with morphs. This means:

- Modifying the existing morphs
- Creating new morphs with dFormers
- Creating new morphs with your 3d modeler
- Using the already existing morphs with ease
- Using dFormers to deform a shape

In this activity you can see new icons for resetting a figure morphs to it returns to its default shape, an icon to save a shaping preset, the transfer tool to adapt old clothing to a new figure, the Morph Loader Pro tool to load a new morph that you made in your 3d modeler, icons to export to Bryce, Zbush and Hexagon (if you own those), and then several polygon selection icons.

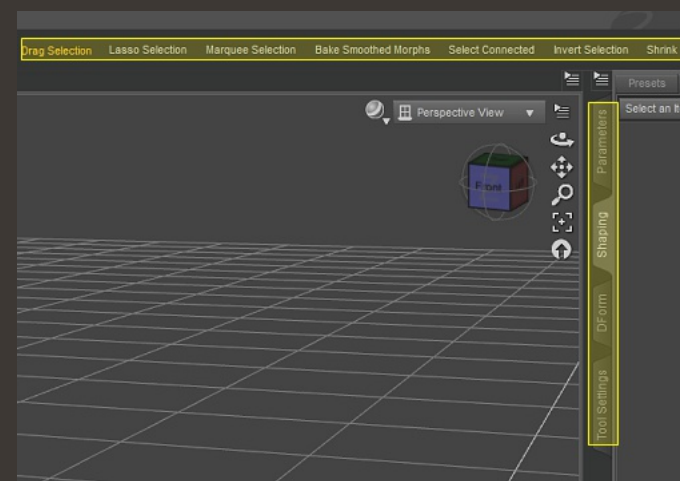


Those buttons are for selection tools that select polygons in different ways, and also for hiding and showing the selection.

There are also other buttons that you may use in advanced techniques of dformers with weight maps, for filling and smoothing those weight maps.

The new tabs on the right side of this activity are:

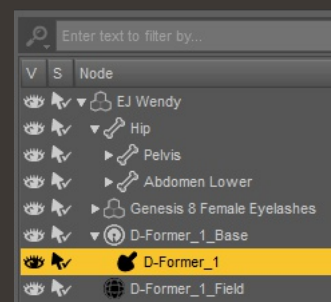
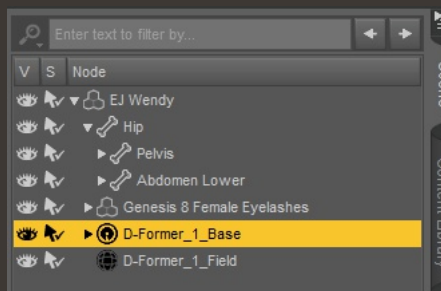
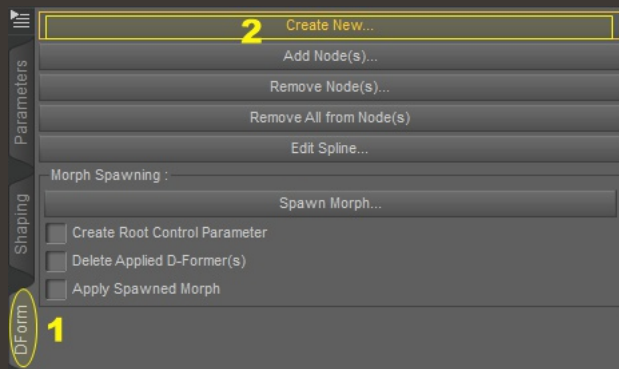
- Shaping: for dialing the existing morphs.
- Dform: for creating dformers, and doing several things on them.
- Tool Settings: for the edition of weight maps, or for grouping and adjustment of morphs.

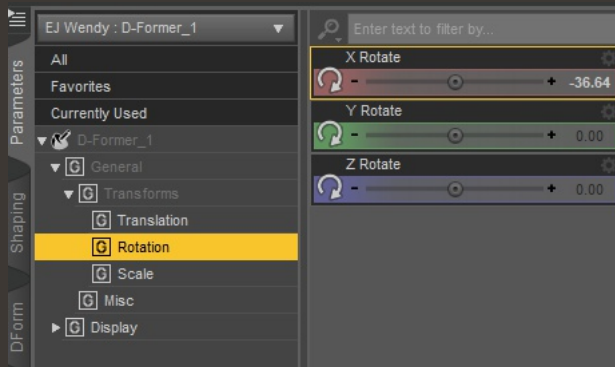


The Shaping tab is like other tabs that we've seen before. Instead of showing all the parameters that exist for a character, this only shows the morphs.

The Dform panel is for creating d-formers. Those are useful sphere-like invisible objects that deform what is inside them. The basic usage is the following: as an example, create a scene, and put Genesis 8 inside the scene. Keep Genesis selected.

Then go to the Dform tab, and click the "Create New..." button. You will see that in the Scene tab, a D-Former was created. Expand the "D_Former_1_Base", and inside it, click to select the "D-Former_1" part.

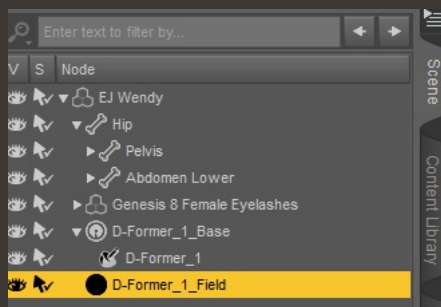
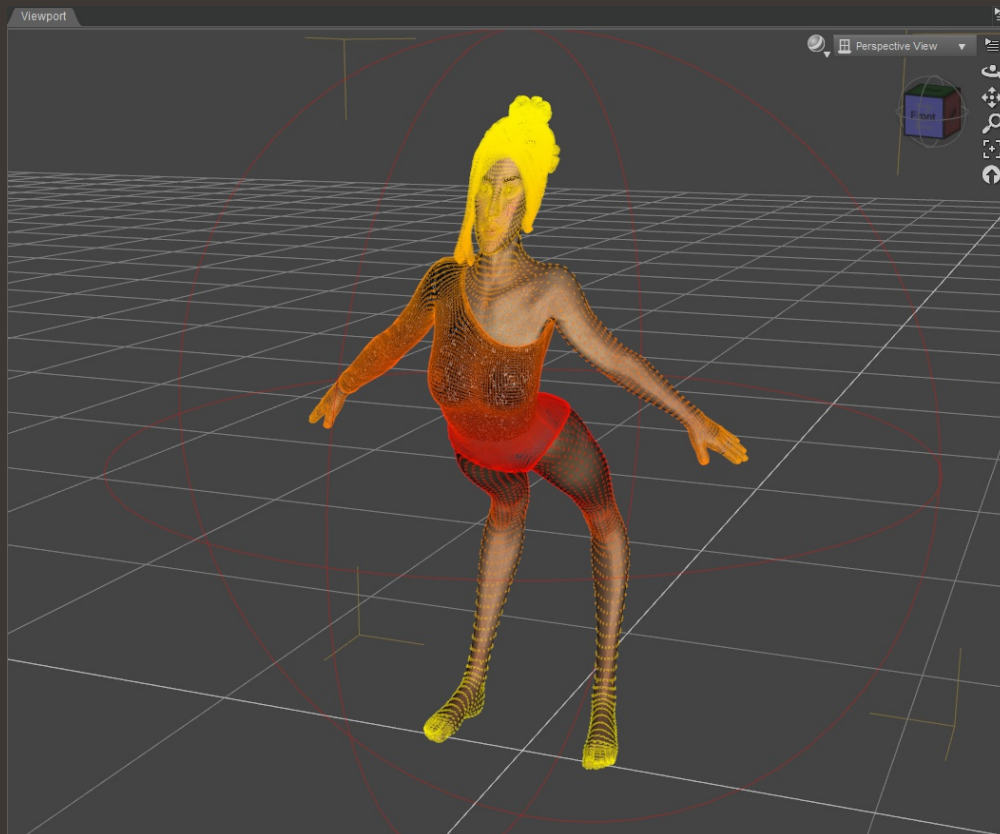




Now go to the "Parameters" tab, on the right panel, and select Rotation/X Rotate. You will see that when you move the dial, the character is deformed, bending its shape like if she was a elastic super-hero.

This looks weird, so as you suppose this is not the usual use for a d-former. To be really useful, you need to control which part of the figure or any other object in the scene is affected.

The first thing you must know is that a d-former affects the object that was selected when it was added.



If you want it to affect other things, select them, and go to the DForm tab and use the buttons named "Add node" and "Remove node". Then in the popup selecte the d-formers that you want to use with those items.

You can also select the "D-Former_1_Field" (Field is the important part of the name), and go to the Scale/Translate parameters in the Parameters tab.

You will notice that when you move or scale this, the sphere that defines the d-former changes.

By changing those values, you can decide which part of the object it will influence. If you want to make a d-former that makes the nose longer, you have to do that sphere small enough to only affect the nose, and then put it in the nose with translate. Then do an animation and you get the growing nose of a famous character in children's books.

D-Formers can also be used for things like solving an impossible to fix pokethru in clothing, or simulating effects like a door of metal being combed by a hard hit, or bumps in an armor or a car.

THE SCRIPTING ACTIVITY TAB

The Scripting Activity is for creating, editing and modifying scripts made with Daz Studio scripting language.

For this, you can find a tab besides Viewport that is called Script IDE which is a code editor.

The code editor has some functions that allow you to write your scripts, reload them every time you make a change, and test the scripts.

There are also new icons in the toolbar:

- New, Load, Save, Save As: these are the usual functions in any text or code editor.

- Reload Script: when you make a modification to a script, using this IDE or an external editor, hit this button. Daz Studio will reload the new version of the file. Otherwise it may run the old version.

- Search and replace: find and/or replace something in the file.

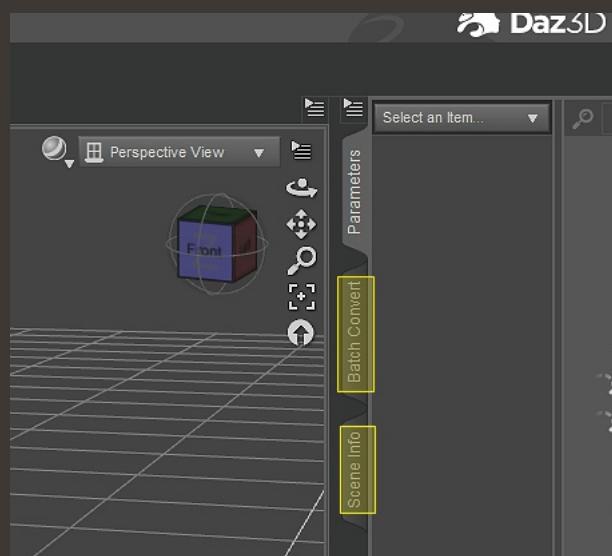
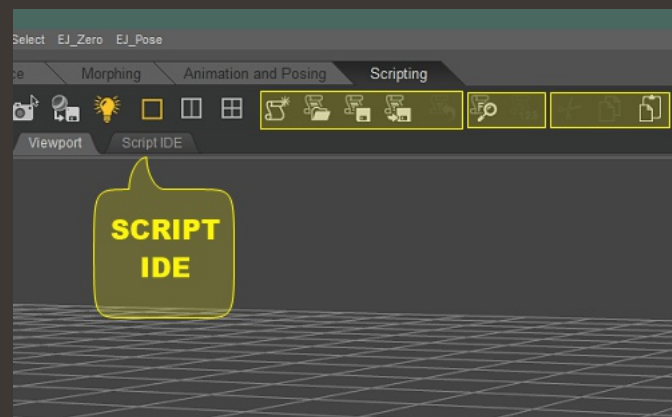
- Goto: you can tell a line number and it brings you there. Useful for going directly to a line in very long scripts when some error happens.

- Cut, Copy, and Paste: the useful and common functions for code copy, cut and paste.

On the right side of the Scripting activity you can find two new tabs:

- Batch Convert: a tab for converting scripts and other files to encrypted, compressed, or uncompressed format.

- Scene Info: a tab that shows the number of polygons, lights, cameras and other useful information about your scene.



If you want to learn to make your own scripts, the best resources available are the Scripting forum at DAZ, and the documentation:

<https://www.daz3d.com/forums/categories/daz-script-developer-discussion>

<http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/start>

Doing scripts is a very advanced topic, and you will need programming skills.

The Scene Info tab is easy to understand. You just have to look at what it shows, and see important information about the scene.

The Batch Converter needs some explanations. There are several formats for the files of Daz Studio:

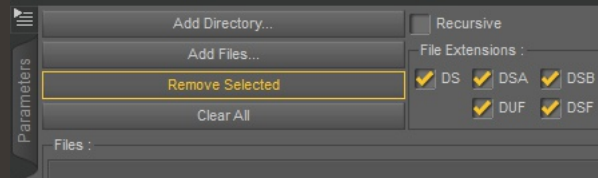
- DSA is a Daz Studio script
- DSB is a script, but in machine code (so it is a sort of encoded, it can't be read by human beings, but the machine reads it faster)
- DSE is an encrypted script. An encrypted script can't be unencrypted, so you better keep an unencrypted version saved in your computer before encrypting, or you may be unable to modify your script in the future.
- DS is an old daz studio file
- DUF is a daz studio file that is more modern

In the upper part of the "Batch Convert" tab, you have some buttons and checkboxes.

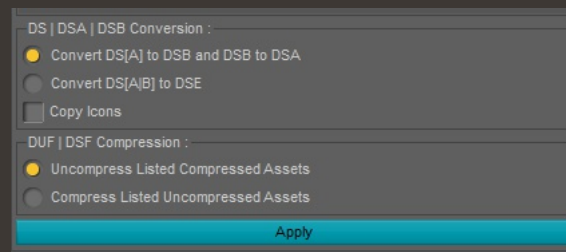
The Add Directory button will allow you to add a full folder to the selected files. The Add Files one is for adding individual files. Clear all and Remove Selected are for removing everything or just some.

The Recursive check searches for files in the folders inside the folder that you selected.

The other checkboxes are for selecting the kind of file that you want to look for. For example, you can check only duf files or dsa files to affect only non-script files or script files, respectively.



In the lower part of the tab, you have two sections. The first one, called "Conversion" has two options:



- Convert DSA to DSB and DSB to DSA: Depending on what it finds, it will convert your scripts to binary files, that are faster. If you did a mess, you can use this also to return them to dsa files, and make them readable again. With the speed of modern computers, it has little sense to make binary files, unless your script is really huge. No one will notice the difference.

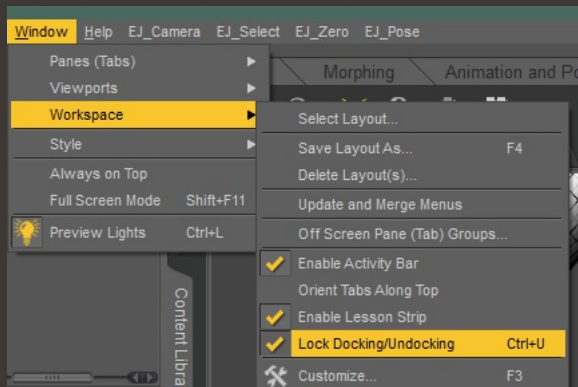
- Convert DSA or DSB to DSE: This encrypts the script files. Once encrypted there is no way back, so save your source code. As you do this to protect your source code from other eyes than yours, go to the folder and also remove the remaining dsa files there, or save them to another folder.

"DUF/DSF Compression" is the following section. It allows you to compress or uncompress files. Compressing the files may save disk space.

Final Trick: Customize the Interface

In the same way that once you buy a house, even if it's new and good, it's never to the taste of the family of the buyer, you may not like something in the interface.

In case you want to change it, we will explain here how.



The first thing to learn is that in the menu **Window/Workspace/Select Layout** you can set the option named **"Lock Docking/undocking"** to protect the interface from moving (if it is checked), or to allow customization.

If you disable this checkbox, you will be able to move the panels.

You can drag one vertical tab over the other to change their sorting.

You can also click a tab on the left panel and drag it to the right panel.

The same happens with the Viewport and those tabs besides it. You can drag them to any of the side panels, left or right. Or you can do vice versa, and drag a side panel to the center.

If you make a complete mess, you can reload the interfaces.

Because of that, it is recommended that you save your changes with another interface name. For example **"EJ Basic Modified 1"**.

For saving use the same menu **Window/Workspace/** and this time select **"Save Layout As..."**, and remember to put a name that is not the same.

After that, you will be able to select the original interfaces or your modifications every time you want.

The End

And this is the end of the tutorial. We hope you enjoyed it. If you are a beginner, we hope you learned lots with it, and we are sure that if you spend some time with this tutorial and this product, you will be an experienced render artist in no time.

If you are an expert, we hope this products helps you to work faster, better, and with much more comfort!

Thanks a lot for your support!

You can find us at our Daz store:

<https://www.daz3d.com/emmaandjordi>

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