Auto Focus Suite

scripts for DAZ Studio

by MIKED

Interaction with:

18-55mm 1:3.5 - 5.6G

AoA Lumins

AoA - AF-A

STREAM DECK

| | V1 | V2 | V3 |
| AF | | | NEW |

| FOCAL LENGTH | MANUAL A/FOCUS | PERSPECTIVE COMPOSITION | REMOTE CAMERA |

STREAM DECK

FO	DOF	F STOP	NEW
PC	DOF NEAR	FL	V1
AF	DOF FAR		

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Introduction

Welcome to the Auto Focus Suite by MikeD!

The suite includes 45 scripts that can make your work easier when you use any camera function for building a scene or setting a render. It includes 23 major scripts and 22 auxiliary scripts. The scripts were originally created to control some of the Daz Studio's camera functions by using the 3DConnexion SpaceMouse® Enterprise edition, Elgato Stream Deck classic (15 keys) and Elgato Stream Deck Plus devices but they can be used as standalone applications even without any of these devices, or with any other console having programmable keys. A custom 3DConnexion settings file is also included, so you can easily import the settings in your SpaceMouse® Enterprise edition device, and 2 profile files for interaction with Elgato Stream Deck devices!

The first script of the package adds/removes the other scripts of the product into/from the menu and into/from a toolbar for easy access.

 The second script cycles through the 3DConnexion Mouse settings so it can be used for controlling the "Orbit Camera", "Rotate Camera" or "Transform Scene Item" settings.

The next three scripts control the DOF (Depth of Field). One of them sets the current camera's DOF On/Off without the need to select the camera and search into its properties and the other two turn the "Near DOF Plane Visibility" and the "Far DOF Plane Visibility" On or Off.

Another script creates a camera using the current view. It lets you choose the focal length for the new camera from a dropdown box. There are eight other complementary scripts as presets for the most common focal lengths (28mm, 35mm, 50mm, 65mm, 80mm, 105mm, 150mm, 200mm) that are used mostly with the 3D Mouse and the Elgato Stream Deck devices.

The following script is used to set the current camera's Focal Length without the need to access the camera properties pane. There are 3 additional scripts used exclusively with the Elgato Stream Deck devices, that give the same functionality to them.

A group of three scripts saves a custom view (Custom View 1, Custom View 2, and/or Custom View 3) and the following group of three scripts restores these custom views with a single click! You can overwrite any custom view any time you want.

The next three scripts are the flagships of the suite. The first of them focuses to the selected item. It calculates the Focal distance to the selected item, for the current camera in the viewport. Now you don't have to struggle trying to focus on the eyes of your figure in your renders. Select the figure you want and use the script. If your selected item is not a figure it will focus on its center. The second script is the Auto Focus script. It has the same function as the Focus script, but it also tracks the item in the scene. If you change the position of the camera or the position of the selected item, the camera will always focus on the selected item. The third of them is the "Perspective Compression" script that can be used to make your frame wider or narrower and at the same time it moves the camera closer to, or further from the focused item leaving it at the same relative size in your frame. Additionally, there are two complementary scripts that add the "Perspective Compression" function to the Elgato Stream Deck Plus.

You can also manually focus the current camera anywhere in the scene, using the Elgato Stream Deck Plus device using two auxiliary scripts about Focal Distance.

Another script cycles through the custom cameras and the perspective one in your viewport selection.

The two following scripts reset the tilting of the camera in the z axis and the tilting of the selected item in xz axis. These are extremely helpful when you accidentally have rotated the camera or the items and they are not parallel to the horizon! With these scripts you don't have to reset the camera to obtain its normal position or the pose of the selected item.

The next two scripts rotate the camera around the selected item in the scene. The first script rotates the camera clockwise and the second one rotates the camera counterclockwise. Two additional similar scripts are included to be used exclusively with the Elgato Stream Deck Plus Device.

The following script creates a dropdown menu, which allows you to choose the F/Stop of the camera among the most common values, without the need to search into the camera properties tab. There are also 3 complementary scripts that add the same function to the Elgato Stream Deck plus device.

The next script is not about the camera, but it toggles the left and right dock panels of Daz Studio On/Off to maximize the working area, leaving the toolbars in sight, in contrast to the Daz Studio "Full Screen Mode" that lacks that function.

The Lock/Unlock current camera script is a bonus free script, as you can already find it in my site, but it fits nicely with this suite, so I included it for anyone who has not downloaded it yet! As its name suggests, it locks

the translation and rotation of the current camera (or light under some conditions), so you don't accidentally move it around the scene!

The last script is used to adjust the settings for some of the above scripts, in order to be more useful to your workflow.

The suite also includes a detailed manual describing the function of each script, to help you achieve the optimal use of your cameras and create outstanding renders!

Before Starting

Beware that some functions require the scripts to interact with each other, so don't rename any of them and don't change their original location. The folder "Dynamic Script Libraries" is a library including some scripts that are used by the main ones. The folder "3D Mouse and Stream Deck interaction" includes some scripts that are meant to work exclusively with the 3DConnexion SpaceMouse® Enterprise edition and with the Elgato Stream Deck classic (15 keys) device. The "Stream Deck Plus interaction" folder includes the scripts that add functionality to the Elgato Stream Deck Plus device's knobs. Don't change the name of any script or move them into another folder. This will break the functionality of the main scripts. If you need to relocate the scripts,

move their parent folder ("Auto Focus Suite") with the included folders to the new location without renaming any of them.

Most of the scripts affect the current camera. "Current camera" is the chosen camera in the active viewport. If you have a multi-viewport layout or the "Aux Viewport" visible, the "current camera" is the one of the active viewport. The active viewport is designated as the one with the yellow border around its frame. You can change the active viewport by clicking on it.

It is mandatory that you execute the "Add to menu and to toolbar" script first, in order to add the other scripts into the "Scripts" menu and into a toolbar for easy access.
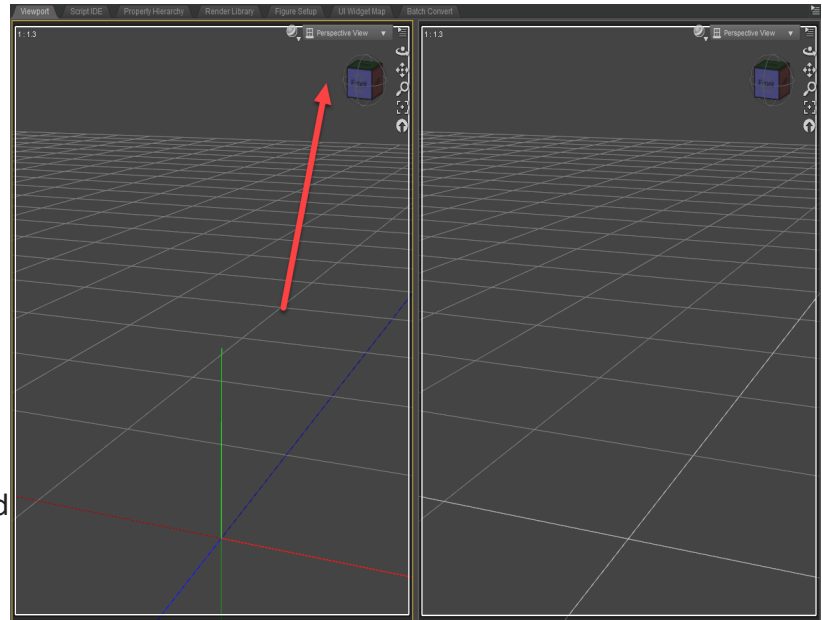
The scripts use some shortcuts that are not used, by default, from any other function of Daz Studio. These shortcuts are used by the 3DConnexion SpaceMouse® Enterprise edition or the Elgato Stream Deck devices! If you own any of these devices and you want the scripts to interact with them, don't change their shortcuts. If you do, assign manually the same new shortcuts at the corresponding functions of the 3D mouse or the Stream Deck device as well. (See Index A: "Interacting with 3DConnexion SpaceMouse® Enterprise edition" and

Index B: "Interacting with Elgato Stream Deck").
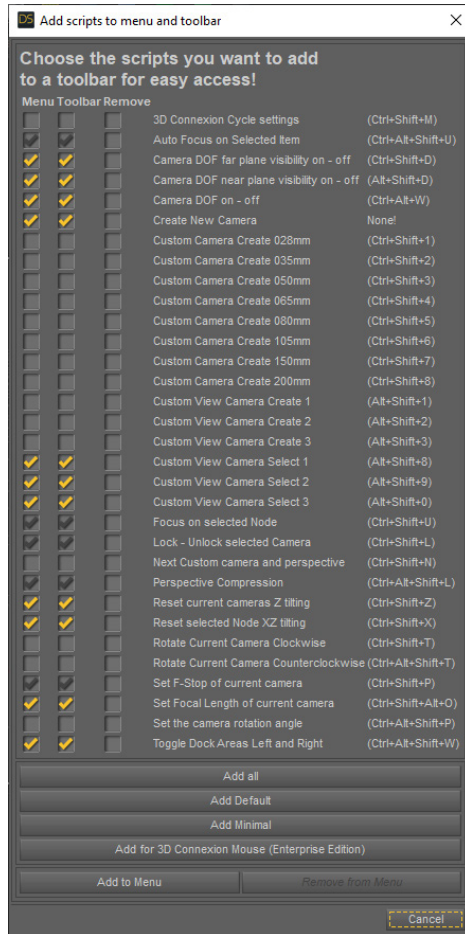
Most scripts give you the option of an undo action after their use. In this way you can revert their outcome if you are not happy with the results.

Always keep an eye on the Daz Studio's status bar. All non-critical messages will be shown there. When a script changes the value of a parameter, the new value will be displayed on the status bar, staying visible for 5 sec.

Add to Menu and to Toolbar

Use this script to add/remove the scripts of this suite into/from the menu and into/from a toolbar for easy access. You can see the shortcuts for each script in a parenthesis next to its name.

Menu	Toolbar	Remove	Script	Shortcut
☑	☑	☐	3D Connexion Cycle settings	(Ctrl+Shift+M)
☑	☑	☐	Auto Focus on Selected Item	(Ctrl+Alt+Shift+U)
☑	☑	☐	Camera DOF far plane visibility on - off	(Ctrl+Shift+D)
☑	☑	☐	Camera DOF near plane visibility on - off	(Alt+Shift+D)
☑	☑	☐	Camera DOF on - off	(Ctrl+Alt+W)
☑	☑	☐	Create New Camera	None!
☐	☐	☐	Custom Camera Create 028mm	(Ctrl+Shift+1)
☐	☐	☐	Custom Camera Create 035mm	(Ctrl+Shift+2)
☐	☐	☐	Custom Camera Create 050mm	(Ctrl+Shift+3)
☐	☐	☐	Custom Camera Create 065mm	(Ctrl+Shift+4)
☐	☐	☐	Custom Camera Create 080mm	(Ctrl+Shift+5)
☐	☐	☐	Custom Camera Create 105mm	(Ctrl+Shift+6)
☐	☐	☐	Custom Camera Create 150mm	(Ctrl+Shift+7)
☐	☐	☐	Custom Camera Create 200mm	(Ctrl+Shift+8)
☐	☐	☐	Custom View Camera Create 1	(Alt+Shift+1)
☐	☐	☐	Custom View Camera Create 2	(Alt+Shift+2)
☐	☐	☐	Custom View Camera Create 3	(Alt+Shift+3)
☑	☑	☐	Custom View Camera Select 1	(Alt+Shift+8)
☑	☑	☐	Custom View Camera Select 2	(Alt+Shift+9)
☑	☑	☐	Custom View Camera Select 3	(Alt+Shift+0)
☑	☑	☐	Focus on selected Node	(Ctrl+Shift+U)
☑	☑	☐	Lock - Unlock selected Camera	(Ctrl+Shift+L)
☐	☐	☐	Next Custom camera and perspective	(Ctrl+Shift+N)
☑	☑	☐	Perspective Compression	(Ctrl+Alt+Shift+L)
☑	☑	☐	Reset current cameras Z tilting	(Ctrl+Shift+Z)
☑	☑	☐	Reset selected Node XZ tilting	(Ctrl+Shift+X)
☐	☐	☐	Rotate Current Camera Clockwise	(Ctrl+Shift+T)
☐	☐	☐	Rotate Current Camera Counterclockwise	(Ctrl+Alt+Shift+T)
☑	☑	☐	Set F-Stop of current camera	(Ctrl+Shift+P)
☑	☑	☐	Set Focal Length of current camera	(Ctrl+Shift+Alt+O)
☐	☐	☐	Set the camera rotation angle	(Ctrl+Alt+Shift+P)
☑	☑	☐	Toggle Dock Areas Left and Right	(Ctrl+Alt+Shift+W)

Add all
Add Default
Add Minimal
Add for 3D Connexion Mouse (Enterprise Edition)

Add to Menu	Remove from Menu

Cancel

Use the checkboxes of the first column ("Menu") to add a script into the menu. Check the respective box in the second column ("Toolbar") to add a script into the toolbar. In order to have a script in the toolbar, it needs to exist in the menu first, so if you check a box in the "Toolbar" column and it is not checked in the "Menu" column, the script will automatically check it in the first column as well. The third column ("Remove") will be enabled only for the scripts that already exist in the menu. You can select any of these if you want to remove the respective scripts from the toolbar and the menu.

When you execute the script, you will see some checkboxes checked but disabled. These are the mandatory scripts. They are going to be added into the menu and into the toolbar anyway (minimal installation).

You will also see some already checked checkboxes for other scripts, but you can turn them on or off, and they are part of the default installation. It is helpful to have them in the menu and in a toolbar, but if a user does not want them, they have the option to uncheck their checkboxes. These scripts are useful for someone who wants to use the suite but does not own the 3DConnexion SpaceMouse® Enterprise edition, or any other 3D mouse or shortcut device like a Stream Deck.

The rest of the scripts will be unchecked, but you have the option to add them into the menu and into the toolbar if you want. They are scripts with functions that can be achieved through other ways like the 'Custom Camera Create xx mm' script that creates new cameras based on the current view. You can achieve the same function and create a

new camera using the 'Create New Camera' script, or even using the default 'Add new camera' button of Daz Studio.

At the lower part of this script's dialog, you can find some buttons that mark some shortcut checkboxes so you can easily add specific groups of scripts:

- Select all: It adds all the scripts that don't already exist in the menu. This option gives access to all the functions of the suite as it adds all the scripts into the menu and the toolbar. If a script already exists in the menu but not in the toolbar, it will not be added into the toolbar by checking this checkbox.
- Select Default: It adds only the default scripts that dont't already exist in the menu. It practically marks the checkboxes you see when you first execute the script. If a script already exists in the menu but not in the toolbar, it will not be added into the toolbar by checking this checkbox.

- Select for 3D Connexion Mouse (Enterprise Edition) and/or Elgato Stream Deck classic (15 keys) interaction: It adds all the scripts you are going to need for achieving full functionality of your 3DConnexion SpaceMouse® Enterprise edition, or any other device for shortcuts like a "Stream Deck".

- Add for Elgato Stream Deck Plus interaction to selection: If you own the Elgato Stream Deck Plus device, click this button, additionally to the previous one, to achieve full functionality for the Stream Deck Plus device's knobs.
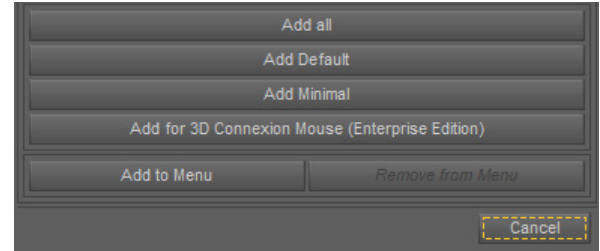
Clicking the "Add to Menu" button, the selected scripts are going to be added into the "Scripts/MikeD Auto Focus Suite" menu and a new toolbar "MikeD_Auto_Focus_Suite" will be created. If the program finds out that a shortcut for a script is used by another function it will notify you through a message, waiting for your choice to replace the shortcut or not. It is recommended to use the default shortcuts for the scripts of this suite if you want Daz Studio to interact with the 3DConnexion SpaceMouse® Enterprise edition or the Elgato Stream Deck devices, without having to readjust the shortcuts in the device's settings.

Clicking the "Remove from Menu" button, the selected scripts are going to be removed from the "Scripts/ MikeD Auto Focus Suite" menu and from the "MikeD_Auto_Focus_Suite" toolbar.

Clicking the "Add to Menu" or the "Remove from Menu" button will close the dialog box. It is not possible to add and remove scripts simultaneously. You need to restart Daz Studio before continuing.

Focus on Selected Item

Script Icon: Script toolbar Icon: Script's Default Shortcut: Ctlr+Shift+U

Conditions of Use: The current camera must be a user's camera (other than the "Perspective View", "Front View", "Left View", "Right View", "Back View", "Top View", or "Bottom View") in the current viewport and an item, that is a DzNode, must be selected in the scene.

The script will focus the current camera to the level of the selected item, without changing the position of the camera or the item. This function is useful if you use or you are going to use the camera's Depth of Field (DOF), so the camera will always be focused on the item of your choice.

In the case that the item is a DzFigure (DzFigure means all rigged items in the scene), the script looks for any child node labeled "Right Eye" and "Left Eye". If both children exist in the figure the script will prompt the user to focus between the eyes instead of the selected node, displaying a message.

If you have activated the AF (Auto Focus) function for the current camera, use the "Auto Focus on Selected Item" script to cancel the AF monitoring through the pop-up dialog before using this script. Otherwise, the AF monitoring will re-focus on the original item each time the camera or the item moves.

Two additional versions of this script can be found in the folder "Stream Deck Plus interaction", which allows you to change the camera's Focal Distance by 1 cm (Focal Distance Increase [Shortcut: Ctlr+Shift+E], Focal Distance Decrease [Shortcut: Ctlr+Alt+Shift+D]). This is extremely helpful when you use the Elgato Stream Deck Plus device, as you can change the camera's Focal Distance (Focal Point) using the 2nd knob. You can use it to manually focus in order to make micro-adjustments. For example, the Focus Camera script always focuses on the middle of the selected item's level, but if this item occupies much space in the scene you may want to focus closer to the camera, to the front side of this item.
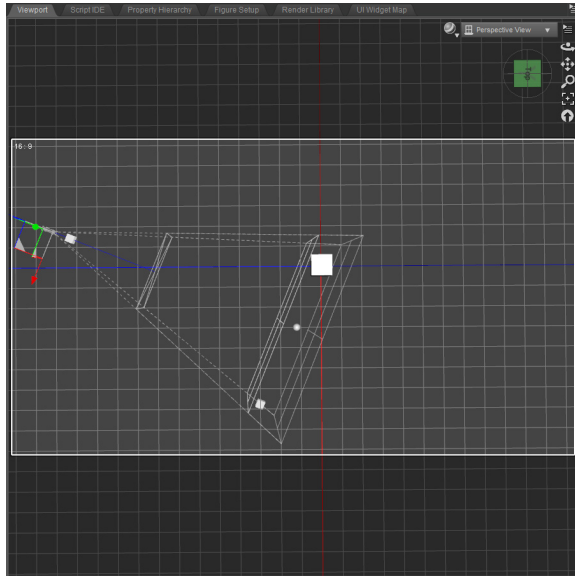
Auto Focus on Selected Item

Script Icon: Script toolbar Icon: Script's Default Shortcut: Ctlr+Alt+Shift+U

Conditions of Use: The current camera must be a user's camera (other than the "Perspective View", "Front View", "Left View", "Right View", "Back View", "Top View", or "Bottom View") in the current viewport and an item, that is a DzNode, must be selected in the scene.

The function of this script is similar to the "Focus on selected Node" script. The script will focus the current camera to the level of the selected item, without changing the position of the camera or the item. The script will follow the camera's or the item's movements and it will re-focus the camera again if any of these objects moves in the scene. This function is useful if you use or you are going to use the camera's Depth of Field (DOF), so the camera will always be focused on the item of your choice.
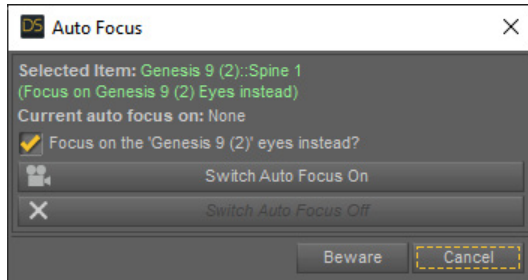
Before moving the cube
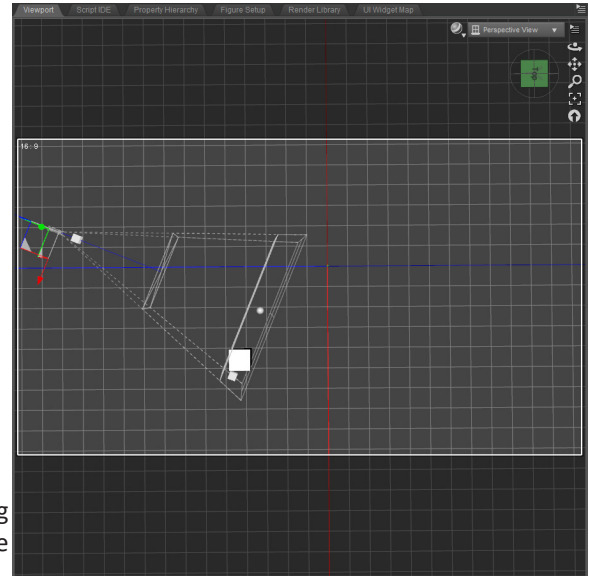
After moving the cube

When you execute this script, a dialog will pop up with information about the selected item and the camera's current focused item. With this dialog you can also remove the AF (Auto Focus) function from the selected camera.

In the case that the item is a DzFigure (by DzFigure is meant every rigged item in the scene), the script looks for any child node labeled "Right Eye" and "Left Eye". If both children exist in the figure the script will prompt the user to focus between the eyes instead of the selected node, displaying a message.

Beware that the script is monitoring the translation and the rotation properties for both the camera and the selected item. In the case that the item is a child of a skeleton, or a child of a group, the translation and the rotation properties do not change if the root items are moved or rotated. For this reason, the script is monitoring the root item (figure's root skeleton) as well, if the selected node is a child of a figure. Additionally, it is also monitoring the root group node, if the item is in a group. Remove the Auto Focus function of any item (using the same script) before you parent or unparent it to any figure or group.

If you have activated this function and you want to use the "Focus on selected Node" script, use this script to cancel the AF monitoring through the pop-up dialog before using the "Focus on selected Node" script. Otherwise, the AF monitoring will re-focus on the original item every time the camera or the item moves.

The script cannot track the movements of a figure's child, (for example of a hand) if a parent node is moved (for example the forearm). This script's function is not permanent, meaning that it can not be saved with the scene or within a scene subset. You need to reactivate it manually any time you load a scene.

Camera DOF on – off

Script Icon: Script toolbar Icon: Script's Default Shortcut: Ctlr+Alt+W

Conditions of Use: The current camera must be a user's camera (other than the "Perspective View", "Front View", "Left View", "Right View", "Back View", "Top View", or "Bottom View") in the current viewport (this is the first condition the script will look for) OR the selected item in the scene must be a user's camera (the script will look for this condition if the viewport current camera is a Daz's View camera).

The script is going to toggle the DOF (Depth of Field) of the current camera on or off. A message displayed on the Daz Studio's status bar will inform you about the current status of DOF.
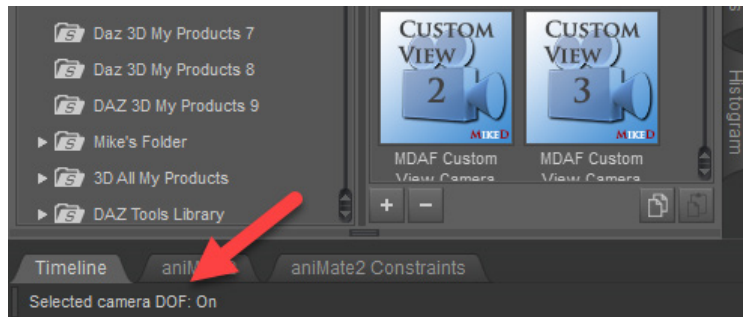
This script is very useful as you no longer have to select the camera in the scene tab and navigate through its parameters tab to enable or disable the DOF property. Use this script in combination with the "Auto Focus on Selected Item" or the "Focus on selected Node" script to achieve a perfect focus on your selected item. The "Camera DOF near plane visibility on – off" and the "Camera DOF far plane visibility on - off" can also be used to have a visual reference of the blur and the clear areas of the scene. You can change the size of these areas using the "Set F-Stop of current camera" script.

Camera DOF near plane visibility on – off

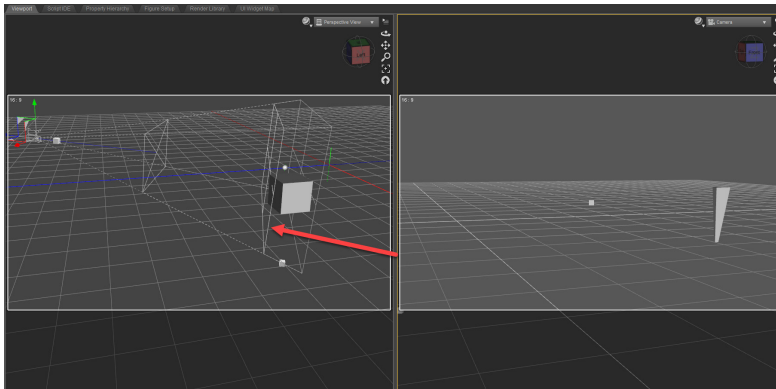Script Icon: Script toolbar Icon: Script's Default Shortcut: Alt+Shift+D

Conditions of Use: The current camera must be a user's camera (other than the "Perspective View", "Front View", "Left View", "Right View", "Back View", "Top View", or "Bottom View") in the current viewport (this is the first condition the script will look for) OR the selected item in the scene must be a user's camera (the script will look for this condition if the viewport current camera is a Daz's View camera).

The script is going to toggle the "DOF near plane visibility" property of the current camera on or off. In order to see the plane's visibility in the scene, you have to select the camera both in the current viewport and in the scene as well. The camera's DOF property should be turned on too. If you don't have the camera selected in both the scene and the active viewport, or you have not set the camera's DOF property on, the script will automatically do all these actions for you when the plane's visibility is turned on.


When you turn the plane's visibility on, a semitransparent white (by default) plane will cover the scene, preventing you from seeing behind it (you can change the color and opacity of the plane in the camera's parameters tab, in the properties group "Display/Camera View"). Every object you see IN FRONT of the plane (visible to you) will be OUT OF FOCUS, which means that it will appear blurred in the render. You can change this area by moving the camera closer to or further from the object (it is not suggested), by changing the camera's focus (it is not suggested if you have already focused on the item of your choice), or by changing the F/Stop of the camera (this is the recommended action). You can easily achieve this using the "Set F-Stop of current camera" script, without the need to mess around with the camera's properties, and at the same time having a visual presentation of the focused area.

When you are satisfied with the focus area execute the script again to set the plane's visibility off. This will also happen automatically if you use the "Camera DOF far plane visibility on – off" to turn the far plane visibility on before you turn off the near plane's visibility.

A message at the Daz Studio's status bar will inform you about the current status of DOF near plane visibility.
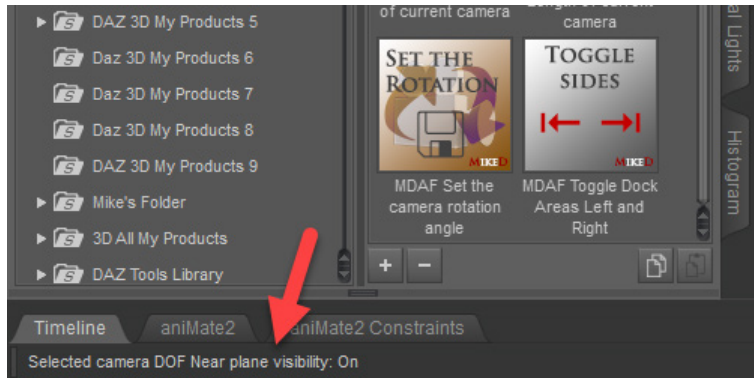
This script is very useful as you no longer have to select the camera in the scene tab and navigate through its parameter tab to turn on or off the camera's corresponding property. It will also automatically fulfill all the other conditions in order to make the best use of the camera's "near plane visibility". Use this script in combination with the "Camera DOF far plane visibility on – off", the "Auto Focus on Selected Item", or the "Focus on selected Node" script to achieve a perfect focus on your selected item. You can change the size of the focused area using the "Set F-Stop of current camera" script.

Camera DOF far plane visibility on-off
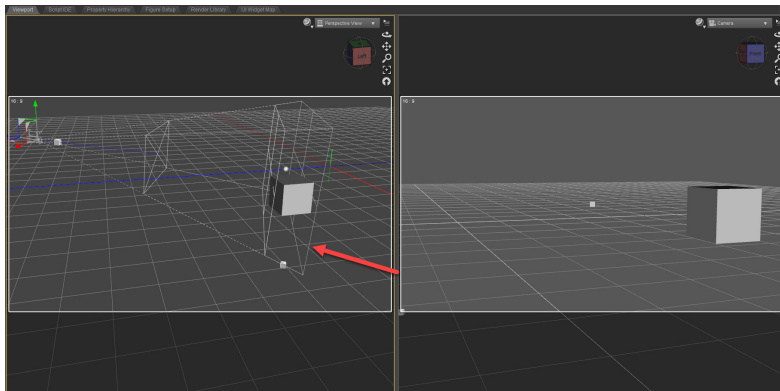
Script Icon: Script toolbar Icon: Script's Default Shortcut: Ctlr+Shift+D

Conditions of Use: The current camera must be a user's camera (other than the "Perspective View", "Front View", "Left View", "Right View", "Back View", "Top View", or "Bottom View") in the current viewport (this is the first condition the script will look for) OR the selected item in the scene must be a user's camera (the script will look for this condition if the viewport current camera is a Daz's View camera).

The script is going to toggle the "DOF far plane visibility" property of the current camera on or off. In order to see the plane's visibility in the scene, you have to select the camera both in the current viewport and in the scene as well. The camera's DOF property should be turned on too. If you don't have the camera selected in both the scene and the active viewport, or you have not set the camera's DOF property on, the script will automatically do all these actions for you when the plane's visibility is turned on.


When you turn the plane's visibility on, a semitransparent white (by default) plane will cover the scene, preventing you from seeing behind it (you can change the color and opacity of the plane in the camera's parameters tab, in the properties group "Display/Camera View"). Every object BEHIND the plane (not visible to you) will be OUT OF FOCUS, which means that it will appear blurred in the render. Not all the visible items are going to be focused. You have to use the "DOF near plane visibility" to see which of them are out of focus too. You can change this area by moving the camera closer to or further from the object (it is not suggested), by changing the camera's focus (it is not suggested if you have already focused on the item of your choice), or by changing the F/Stop of the camera (this is the recommended action). You can easily achieve this using the "Set F-Stop of current camera" script, without the need to mess around with the

camera's properties, and at the same time having a visual presentation of the focused area.

When you are satisfied with the focus area execute the script again to set the plane's visibility off. This will NOT happen automatically if you use the "Camera DOF near plane visibility on – off" to turn the near plane visibility on. You always have to manually turn this plane's visibility off by yourself when you're done.

A message at the Daz Studio's status bar will inform you about the current status of DOF far plane visibility.
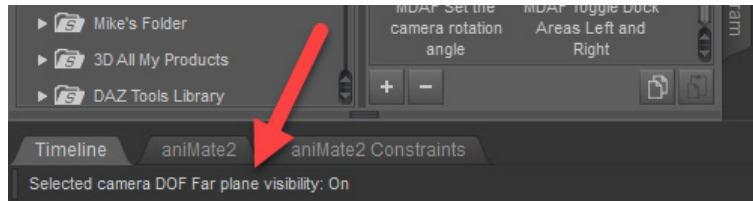
This script is very useful as you no longer have to select the camera in the scene tab and navigate through its parameters tab to turn on or off the camera's corresponding property. It will also automatically fulfill all other conditions in order to make the best use of the camera's "far plane visibility". Use this script in combination with the "Camera DOF near plane visibility on – off", the "Auto Focus on Selected Item" or the "Focus on selected Node" script to achieve a perfect focus on your selected item. You can change the size of the focused area using the "Set F-Stop of current camera" script.

Create New Camera

Script Icon: Script toolbar Icon: Script's Default Shortcut: Ctlr+Alt+Shift+N

Conditions of Use: The current camera must be a user's camera (other than the "Front View", "Left View", "Right View", "Back View", "Top View", or "Bottom View") in the current viewport or the "Perspective View".

With this script you can easily create a new camera copying the active viewport current camera's position. When you execute the script, a dialog will pop up asking you about the new camera's Focal Length. The default value is 65mm, but you can choose any of the most common Focal Lengths (28mm, 35mm, 50mm, 65mm, 80mm, 105mm, 150mm, 200mm) from the drop-down menu.

Every new camera created by the script will be locked, so you cannot move it in the scene until you use the bonus "Lock - Unlock selected Camera" script. This feature exists to prevent accidental movement of the new camera. The new camera will have a label showing its original Focal Length. If you change the Focal Length of the new camera afterwards, its label will NOT change. Of course, the new camera is a DzBasicCamera and you can put a custom label to easily recognize it.

In the folder "3D Mouse and Stream Deck interaction" there are 8 additional scripts, that are working as presets for creating a custom new camera with the most common Focal Lengths. These presets are used by the setting of the 3DConnexion SpaceMouse® Enterprise edition and the Elgato Stream Deck classic (15 keys).

Beware: Don't delete or rename this script in any circumstances. This script is called by other scripts of the suit like the "Custom View Camera …" scripts and this action will break their functionality.

Custom View Camera Select 1, Custom View Camera Select 2, Custom View Camera Select 3
Custom View Camera Create 1, Custom View Camera Create 2, Custom View Camera Create 3

Script Icon:

Script toolbar Icon:
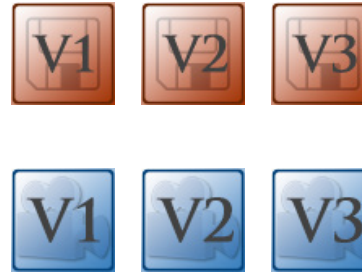
Scripts' Default Shortcuts: Select: Alt+Shift+(8 or 9 or 0), Create: Alt+Shift+(1 or 2 or 3) correspondingly

Conditions of Use: The current camera must be a user's camera (other than the "Front View", "Left View", "Right View", "Back View", "Top View", or "Bottom View") in the current viewport or the "Perspective View".

This pack of scripts are used to save and restore custom view cameras in the scene. Use them if you want to save up to 3 custom views in your scene. Use the "Custom View Camera Create X" scripts to create a new basic camera, copying your active viewport current camera's position, with a focal length of 65mm (the default focal length of a new camera or the perspective view). If the scripts are visible in the toolbar, you can hold the Control key on your keyboard and execute any of the "Custom View Camera Select X" script and the script will save the custom view instead.

If you have any of the "Custom View Camera X" as a current camera in the active viewport and you execute the "Custom View Camera Select X" script again, it will jump into the "Perspective View". With this function you can press the "Custom View Camera Select X" button in the toolbar or in any of the 3DConnexion SpaceMouse® Enterprise edition or Elgato Stream Deck devices to momentarily jump into the custom view X and then press again the same button to return to the perspective view.

These custom view cameras are locked and hidden in the scene. You can access them from the viewport selection drop-box, or if you set your scene to show the hidden items, or by using the "Custom View Camera

Select X" scripts. The "Next Custom camera and perspective" script bypasses these cameras, so you cannot access them using it. Also, you cannot unlock them using the Lock-Unlock script.

If you want to save a different view into an existing "Custom View Camera", just execute the "Custom View Camera Create X" script (or hold the Control key to your keyboard and execute any of the "Custom View Camera Select X" scripts, if they are in the toolbar) to overwrite the "Custom View Camera" with the current view.

If you change the focal length of any of the "Custom View X" cameras and you overwrite it, the "Custom View Camera X" will move to the new location without resetting its parameters. This means that the new camera will have the custom focal length and not the default 65mm.

It is not recommended to change the label of the "Custom View Cameras". If you want another camera at the same point, you can create one with the "Create New Camera" script.

The "Custom View Cameras" are extremely helpful when you need an alternative fixed view without messing with the render cameras or the perspective one. The "Custom View Camera Select X" scripts are ideal if you need to get a glimpse of the custom view and return working in the perspective camera, thanks to their ability to toggle between the Custom View Camera X and the Perspective View. These scripts are compatible with ManFriday's newest "Render Queue 3" as they don't render in the scene. This way you can set all the other user's scene cameras to be render, but the plugin will not render any "Custom View Cameras" as they are hidden.

Lock - Unlock selected Camera

Script Icon: **Script toolbar Icon:**   **Script's Default Shortcut:** Ctlr+Shift+L

Conditions of Use: The current camera must be a user's camera (other than the "Perspective View", "Front View", "Left View", "Right View", "Back View", "Top View", "Bottom View", or a "Custom View X" (X:1, 2 or 3) camera) in the current viewport (this is the first condition the script will look for) OR the selected item in the scene must be a user's camera (the script will look for this condition if the viewport current camera is a Daz's View camera or a "Custom View X" (X:1, 2 or 3) camera).

This bonus script is a modified version of the "Lock - Unlock selected Camera" script you can find for free in my site. This is a bonus for anyone who has not already downloaded it as it fits nice with this suite.

The script is going to lock or unlock the current camera's movement. A message at the Daz Studio's status bar will inform you about the current status.

It is very useful and has received very positive feedback from those who have already downloaded it from my site, as it prevents the accidental movement of the selected camera. There are many times when we mistakenly think that the perspective camera is selected and we move the render camera instead. Now, when you are satisfied with your render camera's position you have the ability to lock it, using this script. If you need to make any modifications you can unlock the camera, do your work and lock it again.

Next Custom camera and perspective

Script Icon: Script toolbar Icon: Script's Default Shortcut: Ctlr+Shift+N

Conditions of Use: -

This script rotates the viewport camera selection between the custom user cameras and the perspective one. The hidden or non-visible cameras are bypassed! You can achieve the same with the drop-down box of camera selection inside the current viewport, but the script makes the cameras swapping quite fast and easy.

This script does not view any of the "Custom View Cameras" that have been created with the corresponding script. If you have any of these "Custom View Cameras" the script will bypass them.

This script is extremely useful if you have it in any of the 3DConnexion SpaceMouse® or Elgato Stream Deck devices. In this case you can toggle between the cameras by pressing a single key.

Perspective Compression

Script Icon: Script toolbar Icon: Script's Default Shortcut: Ctlr+Alt+Shift+L

Conditions of Use: The current camera must be a user's camera (other than the "Perspective View", "Front View", "Left View", "Right View", "Back View", "Top View", or "Bottom View") in the current viewport and an item, that is a DzNode, must be selected in the scene.

The Perspective Compression is a photographic term, meaning you can make your camera's lens wider, including more items in your frame, or narrower, including less items in your frame, without changing the relative size of your main (focused) item in the scene.

Let's see some examples first to fully understand the Perspective Compression term. Let's say we have a scene that includes a figure (Luci), a necklace in her right hand, an environment, lights, and a user camera with 105mm focal length. The main item is the necklace in Luci's hand.

If you look at the scene with the current camera set up (105mm), you can see that the door behind Luci is barely visible and both the stairs at the left side and a tree trunk at the right side are not visible. You can see that only one of the two beams is visible in the frame at the right side.
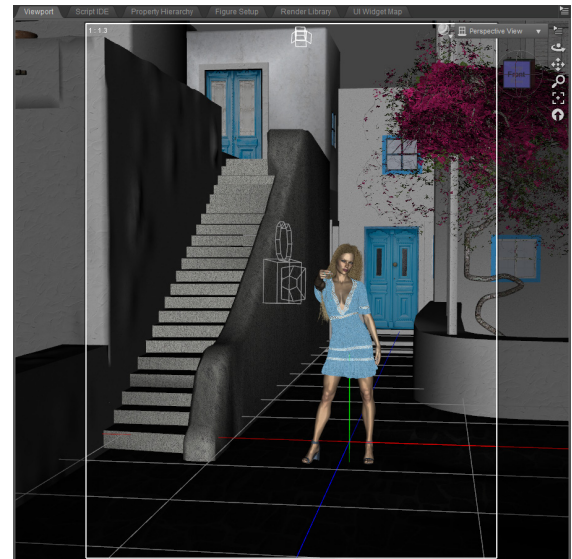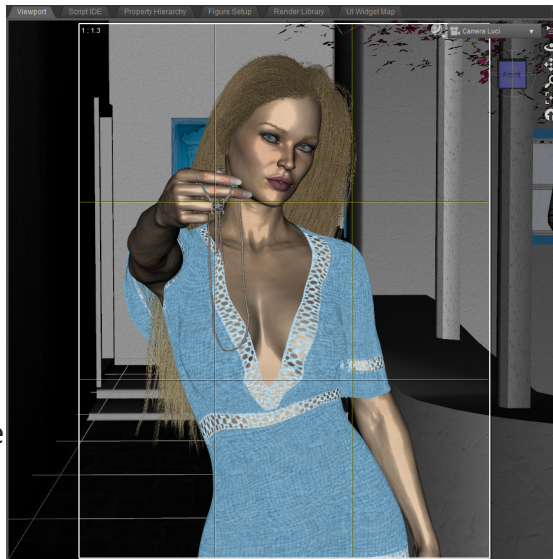
Using the script to change camera's focal length to 200mm, we get the following result.

You can see now that the background has become a lot narrower. The door behind Luci occupies almost all of the left side of the frame and the beam at the right side is no longer in the frame. Let's take a look at a different view of the same scene.
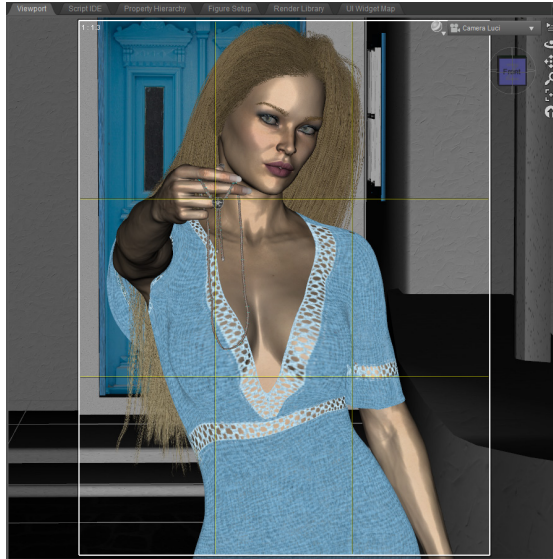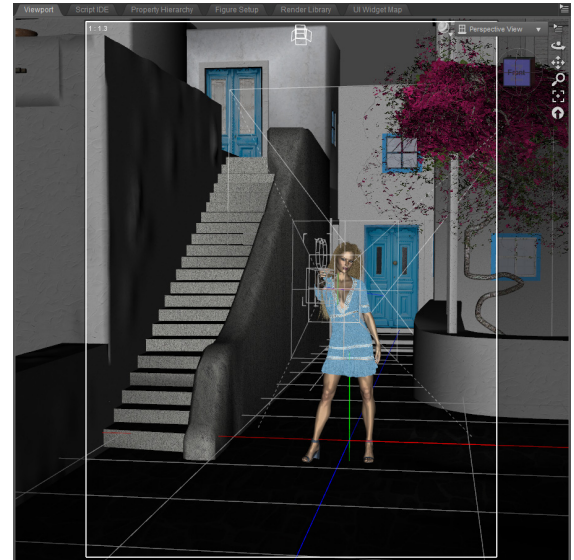
You can see that the camera has moved further away from the necklace. The change in the camera's focal length (200mm) in combination with the backward movement of the camera caused the background to become tighter in order for the necklace (the main focused item) to sustain its relative size in the frame.

Using the script again, we change the camera's focal length to 35mm. We get the following result.

Now the background has become wider, and more objects are included in the frame. The left side now includes the stairs, and the right side includes the trunk of the tree and a part of the next door, but we have lost the details of the blue door behind Luci. The necklace still has the same relative size in the scene. Let's see another angle of the same scene.

You can see that now the camera has moved quite closer to the necklace. The change in the camera's focal length (35mm – wide angle) in combination with the forward movement of the camera caused the background to become wider in order for the necklace (the main focused item) to sustain its relative size in the frame.

The script does the following things for you:

- It focuses on the selected item's level (it will ask you if you want to focus on the eyes if the selected item is a figure).

- It changes the camera's focal length.

- It moves the camera forward or backward to sustain the focused item's relative size in the frame.

- It re-focuses on the selected item to increase precision (in case the camera has lost focus during its movement).

(In the case that the item is a DzFigure (DzFigure means all rigged items in the scene), the script looks for any child node labeled "Right Eye" and "Left Eye". If both of these children exist in the figure the script will prompt the user to focus between the eyes instead of the selected node, displaying a message).

If you execute the script a dialog will pop up. At the top of the dialog you can see the selected item's label. Next there are two sliders, permitting you to change the distance from the target's level, or the camera's focal length. Changing either of these two sliders, the other one will recalculate its value. At the same time, you can see the script's effect live in your scene. At the bottom of the dialog, you can see some info about the camera's field of view (FOV). Using the dialog you can undo the changes in the focal length and distance, but not in the camera's focused item.

There are two additional scripts in the folder "Stream Deck Plus interaction" that increase and decrease the perspective compression by 1mm (the units refer to the camera's focal length [Shortcut: Ctlr+Shift+V], [Shortcut: Ctlr+Shift+B]). They are extremely useful when you use the Elgato Stream Deck Plus device, because they allow you to change the perspective compression just by rotating the 3rd knob of the 1st page, bypassing the dialog.

Beware: If you have activated the AF (Auto Focus) function for the current camera, use the "Auto Focus on Selected Item" script to cancel the AF monitoring through the pop-up dialog before using this script. Otherwise, the AF monitoring will re-focus on the original item every time the camera or this item moves.

Make sure there is plenty of space behind the camera if you are going to raise the "distance" value (slider to the right), or the camera's focal length value (slider to the right). If there are items behind the camera they may block your view as it moves backwards.

Reset current camera's Z tilting

Script Icon: Script toolbar Icon: Script's Default Shortcut: Ctlr+Shift+Z

Conditions of Use: The current camera must be a user's camera (other than the "Perspective View", "Front View", "Left View", "Right View", "Back View", "Top View", or "Bottom View") in the current viewport (this is the first condition the script will look for) OR the selected item in the scene must be a user's camera (the script will look for this condition if the viewport current camera is a Daz's View camera).

This script resets the Z axis tilting, as its name suggests. Practically, it brings your view parallel to the horizon. If you have accidentally rotated the camera on the Z axis (you can easily do this by accident using a 3D mouse) or if you have done it deliberately and you want to reset the Z axis, use this script.

Reset selected Node XZ tilting

Script Icon: Script toolbar Icon: Script's Default Shortcut: Ctlr+Shift+X

Conditions of Use: An item must be selected in the scene.

This script resets the X and Z axis tilting, as its name suggests. Practically, it brings your item parallel to the horizon (if the item has a YXZ rotation order - like Daz Figures - or YZX rotation order). If you have accidentally rotated the item on the X or Z axis (you can easily do it by accident using a 3D mouse if the device setting is "Transform Scene Item") or if you have done it deliberately and you want to reset the X and Z axis, use this script.

Rotate Current Camera Clockwise/Counterclockwise

Script Icon: Script toolbar Icon: Script's Default Shortcut: Ctlr+Shift+T, Ctlr+Alt+Shift+T

Conditions of Use: The current camera must be a user's camera (other than the"Perspective View", "Front View", "Left View", "Right View", "Back View", "Top View", or "Bottom View") in the current viewport and an item must be selected in the scene.

The "Rotate Current Camera Clockwise/Counterclockwise" scripts will rotate the current camera around the selected item clockwise (CW) or counterclockwise (CCW) as their names suggest. You can set the angle of rotation using the script "Auto Focus Suite Settings". The default value is 45 degrees.

These scripts add functionality to the 3DConnexion SpaceMouse® Enterprise edition device as they are used by one of the camera's movement buttons.

An alternative version of these two scripts can be found in the folder "Stream Deck Plus interaction" ([Shortcut: Ctlr+Alt+Shift+V], [Shortcut: Ctlr+Alt+Shift+B]), which allows you to rotate the current camera CW or CCW around the selected item in step of 1 unit (by default the step is 0.5 degrees but you can change it with the "Auto Focus Suite Settings" script). This is extremely helpful when you use the Elgato Stream Deck Plus device, as you can rotate the camera by rotating the 4th knob of the 1st page of settings.

Set Focal Length of current camera

Script Icon: Script toolbar Icon: Script's Default Shortcut: Ctlr+Alt+Shift+O

Conditions of Use: The current camera must be a user's camera (other than the "Perspective View", "Front View", "Left View", "Right View", "Back View", "Top View", or "Bottom View") in the current viewport (this is the first condition the script will look for) OR the selected item in the scene must be a user's camera (the script will look for this condition if the viewport current camera is a Daz's View camera).

This script allows you to set the Focal Length (FL) of the current camera without the need to use the camera's parameters tab and navigate through the properties' group. In common words, you can change the zoom factor of the camera. A dialog will pop up and you can set the FL value using the slider or typing the new value. If you use the slider you can see the result as the script updates the FL live. You have the option to undo the final action.

Three additional versions of this script can be found in the folder "Stream Deck Plus interaction", which allow you to change the camera's FL value by 1 mm (Focal Length Increase [Shortcut: Ctlr+Shift++], Focal Length Decrease [Shortcut: Ctlr+Shift+-]) or to see FL current value (Focal Length Show Current [Shortcut: Ctlr+Shift+K]). This is extremely helpful when you use the Elgato Stream Deck Plus device, as it enables you to change the camera's FL by rotating the 1st knob of the 1st page or see its current value by pressing the same knob.

Set F-Stop of current camera

Script Icon: Script toolbar Icon: Script's Default Shortcut: Ctlr+Shift+P

Conditions of Use: The current camera must be a user's camera (other than the "Perspective View", "Front View", "Left View", "Right View", "Back View", "Top View", or "Bottom View") in the current viewport (this is the first condition the script will look for) OR the selected item in the scene must be a user's camera (the script will look for this condition if the viewport current camera is a Daz's View camera).

This script allows you to set the F/Stop of the current camera without the need to use the camera's parameters tab and navigate through the properties' group. In common words, you can change the focused area of the camera. A dialog will pop up and you can select the F-stop value using the dropdown menu. The camera updates live so you can see the result in your scene, if you have the NVIDIA IRay preview and the DOF property on (you can activate it with the "Camera DOF on - off" script).

Remember that a higher value means a larger focused area (in front and back of the focused item) and a lower value means a smaller focused area (in front and back of the focused item). If you choose higher values, you will get clearer areas in front and back of your focus level, and if you choose smaller values it will result to more blurred areas in front and back of your focus level. You have the option to undo the final action.

This script is very useful as you no longer need to select the camera in the scene tab and navigate through its parameters tab to enable or disable the F/Stop property. As mentioned before, the results of this script are visible in the render (and in the scene if the NVIDIA Iray preview is on for the current viewport) only if the DOF property is on, so this script is used in combination with "Camera DOF On-Off" script of the same suite. The "Camera DOF near plane visibility on – off" and the "Camera DOF far plane visibility on - off" can also be used to have a visual reference of the blurred and clear areas of the scene. This script will set the distance between the 2 DOF planes, which border the clear areas, while the areas outside of them appear blurred at the render. You can also use this script in combination with the "Auto Focus on Selected Item" or the "Focus on selected Node" script to achieve a perfect focus on your selected item.

The values in the menu (and in the additional scripts in the "Stream Deck Plus interaction" folder) are in steps of 1/3 of F-stop, with a maximum value lower than 257, by default. You can change these settings using the

script "Auto Focus Suite Settings". The "step" key may be 0, 1, 2 or 3. The value of 1 means that the F/Stop values in the dropdown dialog will be only the major ones. The value of 2 means that the F/Stop values in the dropdown dialog will be only the major ones and the 1/2 step subdivisions. A value of 3 means that the F/Stop values in the dropdown dialog will be only the major ones and the 1/3 step subdivisions. The value of 0 means that the drop-down menu will include all the major F-Stops and the 1/2 step and 1/3 step subdivisions. The maxFStop value determines the maximum value of the list.

Three additional versions of this script can be found in the folder "Stream Deck Plus interaction", which allow you to change the camera's F/Stop value by 1 unit (F-Stop Increase [Shortcut: Ctlr+Shift+Y], F-Stop Decrease [Shortcut: Ctlr+Shift+H]) or to see F-Stop current value (F-Stop Show Current [Shortcut: Ctlr+Alt+Shift+H]). These scripts are extremely helpful when you use the Elgato Stream Deck Plus device, as you can change the camera's F-Stop value by rotating the 4th knob of the 2nd page of settings or see its current value by pressing the same knob. The F-Stop unit and its maximum value can be changed using the "Auto Focus Suite Settings" script, as mentioned in the previous paragraph.

Toggle Dock Areas Left and Right
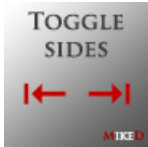
Script Icon: Script toolbar Icon: Script's Default Shortcut: Ctlr+Alt+Shift+W

Conditions of Use:-

This script is not related to any camera function, but it allows you to maximize your working area by hiding or unhiding the dock areas at the left and right size of Daz Studio. The bottom area is not affected as you may want to work with the animation's timeline. This script hides the dock areas without affecting the toolbars, in contrast with the Daz's Studio action "Full Screen Mode" located in the 'Window' menu, which not only hides the useful toolbars, but also re-paints the UI when you exit the "Full Screen Mode", causing Daz Studio to crash in many situations. You can achieve the same by clicking on the arrows at the sides of the dock areas, but it is a waste of time. The script will do it for you at once.

Remember that the first priority of this script is to hide the dock areas. If you have one dock area hidden and one visible the script will primarily hide both dock areas. In a second execution it will unhide both of them.

3D Connexion Cycle settings

Script Icon: Script toolbar Icon: Script's Default Shortcut: Ctlr+Shift+M

Conditions of Use: Compatible only with the 3DConnexion SpaceMouse® device

This script cycles through the modes of Device settings for the 3DConnexion Mouse that you can find in the menu "Edit/Device Settings" of Daz Studio. These settings are "Orbit Camera", "Rotate Camera" and "Transform Scene Item". This script can be found exclusively in the folder "3D Mouse and Stream Deck interaction" of the product.

Online tutorials

Auto Focus Suite for Daz Studio Standalone

https://youtu.be/_2MgM4Tb1Us

Auto Focus Suite for Daz Studio Using 3D Connexion Space mouse Enterprise Edition

https://youtu.be/YKPIbloGJC0

Auto Focus Suite for Daz Studio Using Stream Deck Classic 15 Keys

https://youtu.be/1vwhEhz2yR4

Auto Focus Suite for Daz Studio Using Stream Deck Plus

https://youtu.be/rXokIyaA-NM

Index A: "Interacting with 3DConnexion SpaceMouse® Enterprise edition"

Importing the settings file for Daz Studio connectivity

The initial purpose of this suite is to add full functionality to the 3DConnexion SpaceMouse® Enterprise edition. If you own this mouse and you want to add interaction with Daz Studio, you can do it using the settings file included in your "Library Folder/General/MikeD/Auto Focus Suite" folder. The file name is "MikeD 3D Mouse Settings for DAZ Studio.3dxz".

At this point it is an obvious requirement to have already set up the 3DConnexion SpaceMouse® Enterprise edition to your PC and installed the appropriate drivers.

The communication between Daz Studio and 3DConnexion SpaceMouse® Enterprise relies on the shortcuts of the scripts. The device calls the suitable shortcut and Daz Studio executes the corresponding script. As you can understand, the first move is to add the scripts to the menu so the suitable shortcuts can be created.

First of all, make sure that you have already executed the "Add to menu and to toolbar" script of the suite, pressed the "Select for 3D Connexion Mouse (Enterprise Edition) and/or Elgato Stream Deck classic (15 keys)

interaction" button, at the bottom of the dialog, and clicked the "Add to Menu" button, so the necessary scripts already exist in the "Scripts" menu of Daz Studio, with their default shortcuts. In the case that you have changed the default shortcuts during the scripts' installation, you have to manually assign the changed shortcuts in the 3DConnexion SpaceMouse® Enterprise edition settings page, as detailed below.

Click on the Daz Studio to take focus, then press the "MENU" button on the 3DConnexion SpaceMouse® Enterprise edition and a window will pop up. Click on the "More" button and choose "Import settings" in the popup menu. Choose the "MikeD 3D Mouse Settings for DAZ Studio.3dxz" in the "Library Folder/General/ MikeD/Auto Focus Suite" folder. Alternatively,
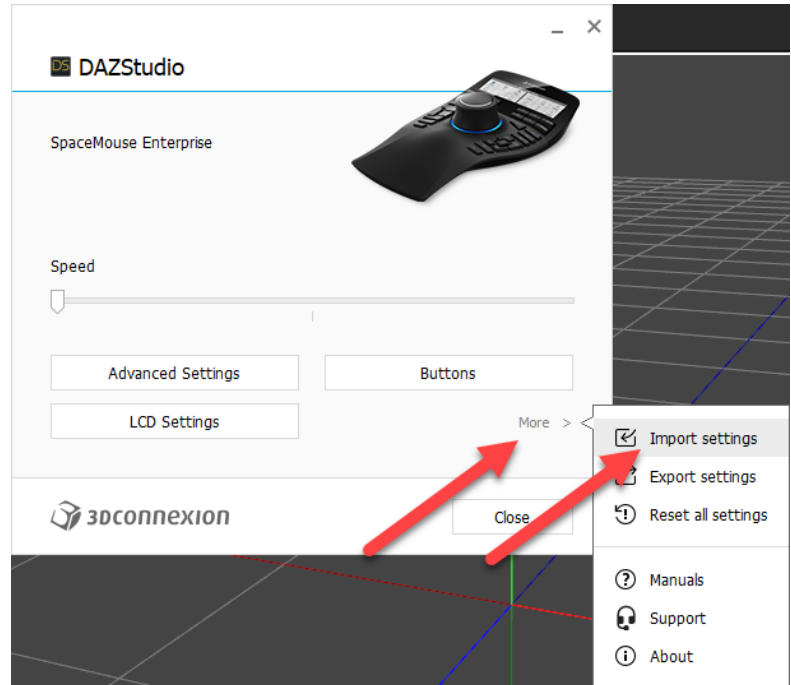
you can copy the file "MikeD 3D Mouse Settings for DAZ Studio.3dxz" in another location and choose the copied file.

You may also need the file DAZStudio.xml, located in the same folder as the settings file. This xml file should be copied into your:

"C:\Users\<user_account>\AppData\Roaming\3Dconnexion\3DxWare\Cfg" folder.

The following table shows the correspondence between the 3DConnexion SpaceMouse® Enterprise edition buttons and their functions in Daz Studio, achieved when you use the included settings file: "MikeD 3D Mouse Settings for DAZ Studio.3dxz"

Buttons	Function
1	Toggle Dock Areas Left and Right
2	PAN/ZOOM of 3D Mouse On/Off
3	Focus on selected node
4	Create a new camera (8 choices of focal length)
5	Camera DOF On/Off
6	Camera DOF Far plane visibility On/Off
7	Cycle next custom camera and perspective view
8	Lock – Unlock Translations and Rotations of current camera
9	Auto Focus (AF) on selected item
10	Set Focal Length (FL) of current camera
11	Set F-Stop of current camera
12	Camera DOF Near plane visibility On/Off
ESC	Keyboard Escape Key
TAB	Keyboard Tab Key
SHIFT	Keyboard Shift Key
CTRL	Keyboard Control Key

| ALT	Keyboard Alt Key
SPACE	Keyboard Space bar
MENU	Opens 3D Mouse Menu
ENTER	Keyboard Enter Key
DELETE	Cycle 3D Connexion Mouse settings in Daz Studio
V1	Select Custom View 1
V1 (Hold)	Set Custom View 1
V2	Select Custom View 2
V2 (Hold)	Set Custom View 2
V3	Select Custom View 3
V3 (Hold)	Set Custom View 3
Rotate Clock	Rotate the current camera clockwise around the selected item
Rotate Clock (Hold)	Rotate the current camera counterclockwise around the selected item
T	Select Top View Daz Studio Camera
T (Hold)	Select Bottom View Daz Studio Camera
F	Select Front View Daz Studio Camera
F (Hold)	Select Back View Daz Studio Camera
R	Select Right View Daz Studio Camera
R (Hold)	Select Left View Daz Studio Camera
LOCK	Rotate of 3D Mouse On/Of
ISO 1	Reset current camera's Z Tilting
ISO 1 (Hold)	Reset current item's ZX Tilting
FIT	Perspective Compression

Changing the 3DConnexion SpaceMouse® Enterprise edition buttons and settings

If you want to change the function or the shortcut for any button of the 3DConnexion SpaceMouse® Enterprise edition, click anywhere on the Daz Studio to take focus and then press the "MENU" button on the 3DConnexion SpaceMouse® Enterprise edition. A dialog will open. Click on the "Buttons" key. A new dialog will open, showing all the assignments of the 3DConnexion SpaceMouse® Enterprise edition buttons. Click on the arrow next to the assignment
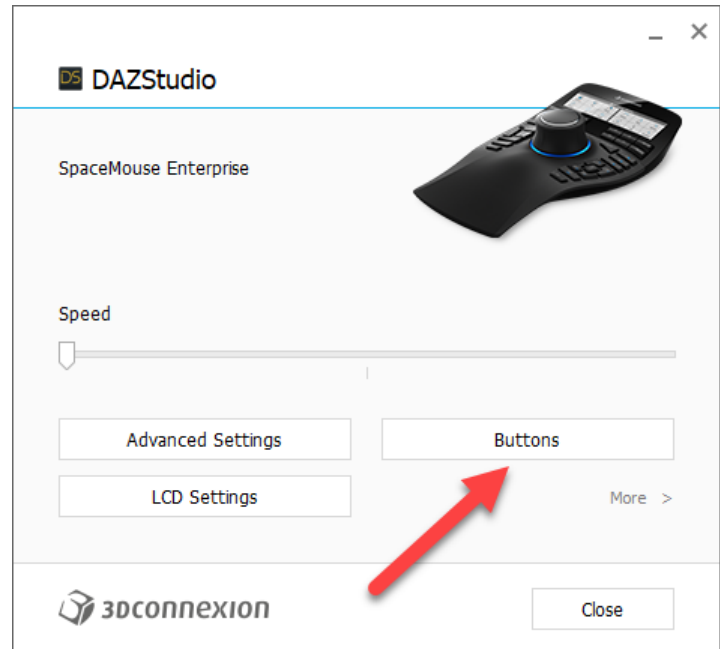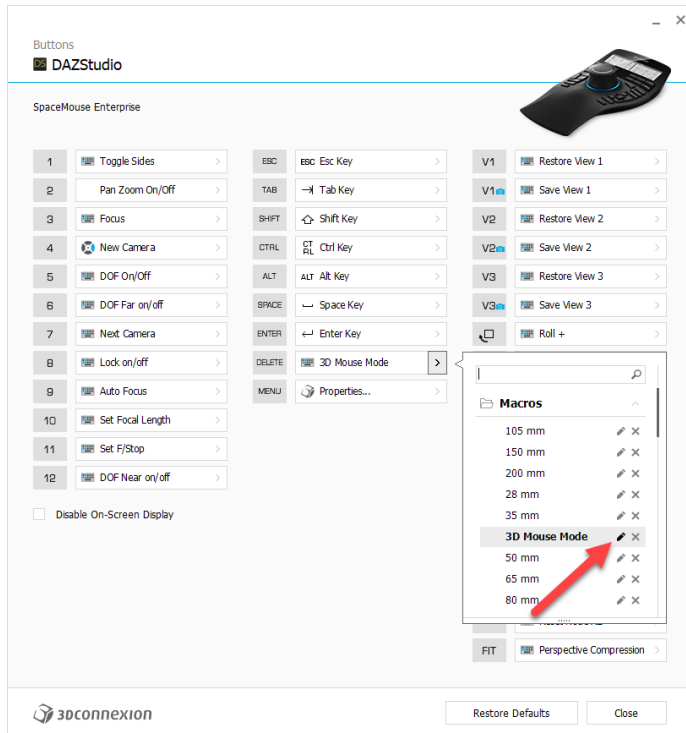
you want to change. All scripts are in the "Macros" section of this popup. Scroll down to find the one you want and click on the pencil icon to the right if you want to change the name or the shortcut. A new dialog will pop up. In the "Macro Name" area write

the new name you want for this macro. If you want to change the shortcut, press the "Delete Macro" key, and then put the mouse cursor in the text area above it and type the new shortcut for your macro. Press the "Save" button to save and exit this dialog. Repeat for all the assignments you want to change and close the menu when you're done.
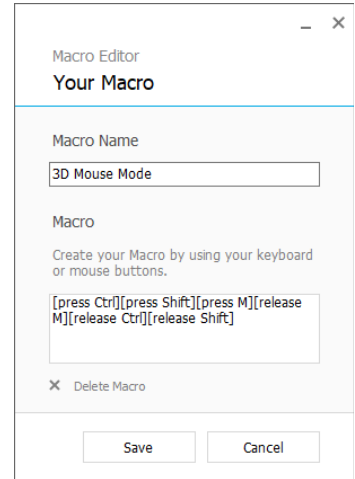
Changing Axis Sensitivity

The 3DConnexion SpaceMouse® Enterprise edition wheel is by default too sensitive for my taste so I have lowered the sensitivity of the movement axis and also inverted some of them to match with the "ZBrush" and other 3D programs movement. If you want to change the sensitivity, click on the Daz Studio to focus on it and then press the "MENU" button of the 3DConnexion SpaceMouse® Enterprise edition. In the popup dialog choose "Advanced Settings". There you can adjust the sensitivity by dragging the corresponding sliders and, if you want, reverse the axis movement.

Index B: Interacting with Elgato Stream Deck devices or any other device having programmable keys.

Importing the profile files for Daz Studio connectivity

This suite can interact with the Elgato Stream Deck classic (15 keys) and/or the Elgato Stream Deck Plus device, in order to accelerate your workflow. If you own any of these devices and you want to add interaction with Daz Studio, you can do it using the profile files for the Elgato Stream Deck and the Elgato Stream Deck Plus device included in your "Library Folder/General/MikeD/Auto Focus Suite" folder. The profile file name for the Stream Deck classic (15 keys) is "MikeD Auto Focus Suite 15 Keys.streamDeckProfile". The profile file name for the Stream Deck Plus is "MikeD Daz Auto Focus Plus.streamDeckProfile".

At this point it is an obvious requirement to have already set up the Elgato Stream Deck device (or devices) to your PC and installed the appropriate drivers.

The communication between Daz Studio and any Stream Deck device relies on the shortcuts of the scripts. The

device calls the suitable shortcut and Daz Studio executes the corresponding script. As you can understand, the first move is to add the scripts to the menu so the suitable shortcuts can be created.

First of all, make sure that you have already executed the "Add to menu and to toolbar" script of the suite, clicked the "Select for 3D Connexion Mouse (Enterprise Edition) and/or Elgato Stream Deck classic (15 keys) interaction" button, at the bottom of the dialog, and then clicked the "Add to Menu" button, so the necessary scripts already exist in the "Scripts" menu of Daz Studio, with their default shortcuts. If you want to add interaction with the Elgato Stream Deck Plus device press the "Add for Elgato Stream Deck Plus interaction to selection" button as well before pressing the "Add to Menu" button. In case you have changed the default shortcuts during the scripts' installation, you have to manually assign the changed shortcuts using the Elgato Stream Deck classic and/or the Elgato Stream Deck Plus settings application.

Open your Windows Explorer and navigate to the folder "Daz Library Folder/General/MikeD/Auto Focus Suite". Double click on the file "MikeD Auto Focus Suite 15 Keys.streamDeckProfile" to load the profile for the Stream Deck Classic (15 keys) and/or double click on the "MikeD Daz Auto Focus Plus.streamDeckProfile" to load the profile for the Stream Deck Plus device. In case you have both devices connected into your computer you have to open Elgato Stream Deck settings application in your computer and then select the Stream Deck device in the drop-down menu at the top, before double clicking on the profile for the Stream Deck classic. After installing the profile for the Stream Deck classic, you have to choose the option "Stream Deck +" in the drop-down menu at the top of the application, before double clicking on the profile for the Stream Deck plus.

Beware that the profile for the Stream Deck Plus device uses a custom free plugin called "SuperMacro" by BarRaider. You need to have installed this plugin into your Stream Deck before installing the "MikeD Daz Auto Focus Plus" profile. You can install this plugin by clicking on the icon with the keyboard at the top of your Stream Deck settings dialog, choose the "PLUGINS" tab at the left of the dialog and navigate to find the "SuperMacro" plugin by BarRaider. Click the install button to download it.

Both the Elgato Stream Deck classic (15 keys) and the Elgato Stream Deck Plus devices use three pages of shortcuts. You can access each page by clicking the next page arrow (in Elgato Stream Deck classic device) or by sliding its touch screen left or right (in Elgato Stream Deck Plus device).

Additionally, in the included profiles there are shortcut keys for the Daz's Store and for my store in Daz. Also, there are shortcuts keys for the Lights Console profile (if you own this product), for the Mapping Options Console profile (if you own this product), and for any Daz main profile you have. You have to set those last keys to point to the right profile, after installation.

Index C: Scripts Shortcuts

If you own any other device with programmable keys, use the (default) shortcuts of the following table as reference.

Script	Shortcut
Auto Focus Suite Settings	Ctrl+Alt+Shift+P
3D Connexion Cycle settings	Ctrl+Shift+M
Auto Focus on Selected Item	Ctrl+Alt+Shift+U
Camera DOF far plane visibility on - off	Ctrl+Shift+D
Camera DOF near plane visibility on - off	Alt+Shift+D
Camera DOF on - off	Ctrl+Alt+W
Create New Camera	Ctrl+Alt+Shift+N
Custom Camera Create 028mm	Ctrl+Shift+1
Custom Camera Create 035mm	Ctrl+Shift+2
Custom Camera Create 050mm	Ctrl+Shift+3
Custom Camera Create 065mm	Ctrl+Shift+4
Custom Camera Create 080mm	Ctrl+Shift+5
Custom Camera Create 105mm	Ctrl+Shift+6
Custom Camera Create 150mm	Ctrl+Shift+7
Custom Camera Create 200mm	Ctrl+Shift+8
Custom View Camera Create 1	Alt+Shift+1
Custom View Camera Create 2	Alt+Shift+2
Custom View Camera Create 3	Alt+Shift+3
Custom View Camera Select 1	Alt+Shift+8
Custom View Camera Select 2	Alt+Shift+9
Custom View Camera Select 3	Alt+Shift+0

|	
F-Stop Decrease	Ctrl+Shift+H
F-Stop Increase	Ctrl+Shift+Y
F-Stop Show Current	Ctrl+Alt+Shift+H
Focal Distance Decrease	Ctrl+Alt+Shift+D
Focal Distance Increase	Ctrl+Shift+E
Focal Length Decrease	Ctrl+Shift+-
Focal Length Increase	Ctrl+Shift++
Focal Length Show Current	Ctrl+Shift+K
Focus on selected Node	Ctrl+Shift+U
Lock - Unlock selected Camera or Light	Ctrl+Shift+L
Next Custom camera and perspective	Ctrl+Shift+N
Perspective Compression	Ctrl+Alt+Shift+L
Perspective Decrease Compression by 1	Ctrl+Shift+B
Perspective Increase Compression by 1	Ctrl+Shift+V
Reset current cameras Z tilting	Ctrl+Shift+Z
Reset selected Node XZ tilting	Ctrl+Shift+X
Rotate Clockwise by 1	Ctrl+Alt+Shift+V
Rotate Counterclockwise by 1	Ctrl+Alt+Shift+B
Rotate Current Camera Clockwise	Ctrl+Shift+T
Rotate Current Camera Counterclockwise	Ctrl+Alt+Shift+T
Set F-Stop of current camera	Ctrl+Shift+P
Set Focal Length of current camera	Ctrl+Shift+Alt+O
Toggle Dock Areas Left and Right	Ctrl+Alt+Shift+W

Index D: Changing or adding Scripts Shortcuts in Daz Studio

If you do not use the default shortcuts for the scripts or you need to change a shortcut of the package, do the followings.

Open the Daz Studio menu path: Window/Workspace/Customize... or press F3 on your keyboard (default shortcut).
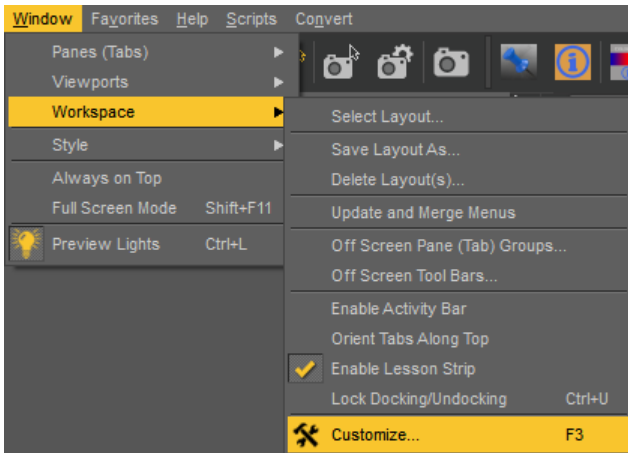
In the popup dialog click the "plus" (+) sign, on the "Custom" group, in the left column "Actions". The group will expand, and you can see all the custom actions names in the first column and their assigned shortcut in the second column (if there is a shortcut for this action). Scroll down to find the script you want and click on it to select it.
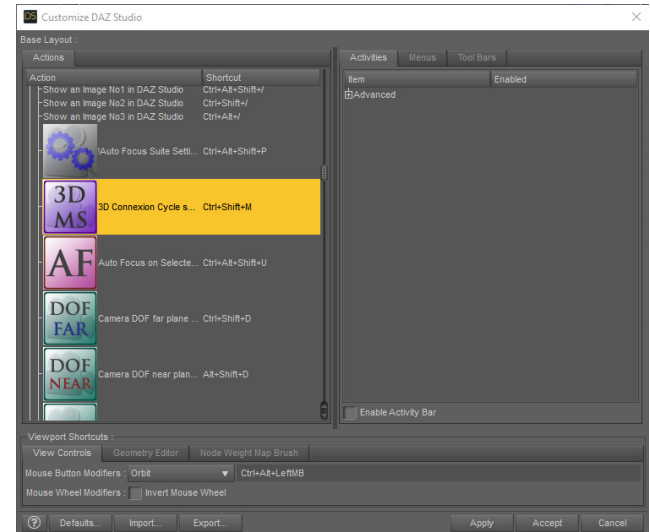
Right click on the right side of its name, in the shortcut column and choose "Change Keyboard Shortcut". If this shortcut is already in use by another action a popup message will inform you about it.
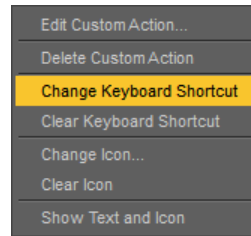
Repeat for any actions you want. If you successfully change the shortcut of any action, don't forget to press "Accept" on the dialog to confirm it. The Daz Studio's UI will be repainted in this case.

If you change any of the package's scripts shortcuts, go into your controller device menu (3D Connexion Mouse, Stream Deck device, or any console with programmable keys) and assign the new shortcuts to the respective actions so you don't break the device's interaction with the Daz Studio.

Credits

The following DAZ Scripts have been modified and used for the creation of this product:

- Simple Input Dialog

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

-Element Post-Load Create Callbacks

http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/elements/callbacks_element_post_load_create/start

-Post-Load Script Data Item Add

http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/elements/post_load_script_data_item_add/start

-Render Settings - Find Property

http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/rendering/render_settings_find_property/start

- Calculate FOV

http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/rendering/calculate_fov/start

-Sub Script

http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/remote_operation/sub_script/start

-Create Custom Action

http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/actions/action_custom_create/start

-File Find

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

- Simple Composite Image Dialog

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

History Logs

Version 1.0 February 2023

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- 3D Connexion Cycle settings
- Auto Focus on Selected Item
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- Custom Camera Create 200mm
- Custom View Camera Create 1
- Custom View Camera Create 2

- Custom View Camera Create 3

- Custom View Camera Select 1

- Custom View Camera Select 2

- Custom View Camera Select 3

- F-Stop Decrease

- F-Stop Increase

- F-Stop Show Current

- Focal Distance Decrease

- Focal Distance Increase

- Focal Length Decrease

- Focal Length Increase

- Focal Length Show Current

- Focus on selected Node

- Lock - Unlock selected Camera or Light

- Next Custom camera and perspective

- Perspective Compression

- Perspective Decrease Compression by 1

- Perspective Increase Compression by 1

- Reset current cameras Z tilting

- Reset selected Node XZ tilting

- Rotate Clockwise by 1

- Rotate Counterclockwise by 1

- Rotate Current Camera Clockwise

- Rotate Current Camera Counterclockwise

- Set F-Stop of current camera

- Set Focal Length of current camera

- Toggle Dock Areas Left and Right

MIKE**D**
2023