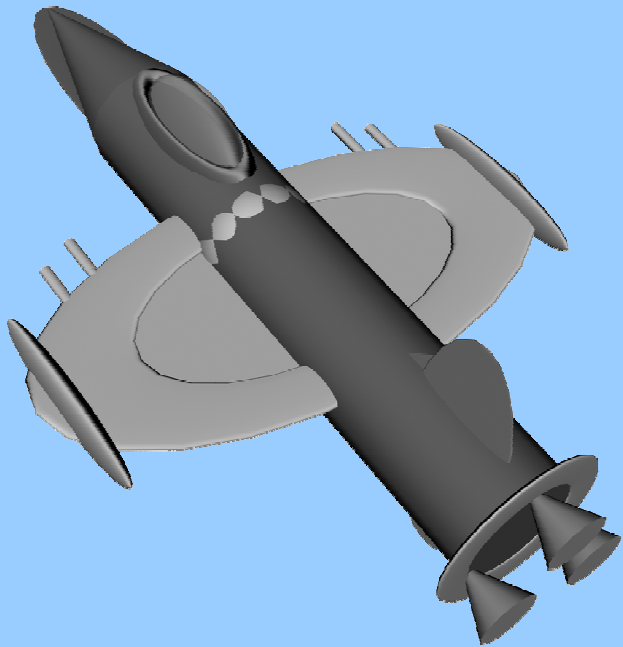


Building Blocks

FOR DAZ STUDIO

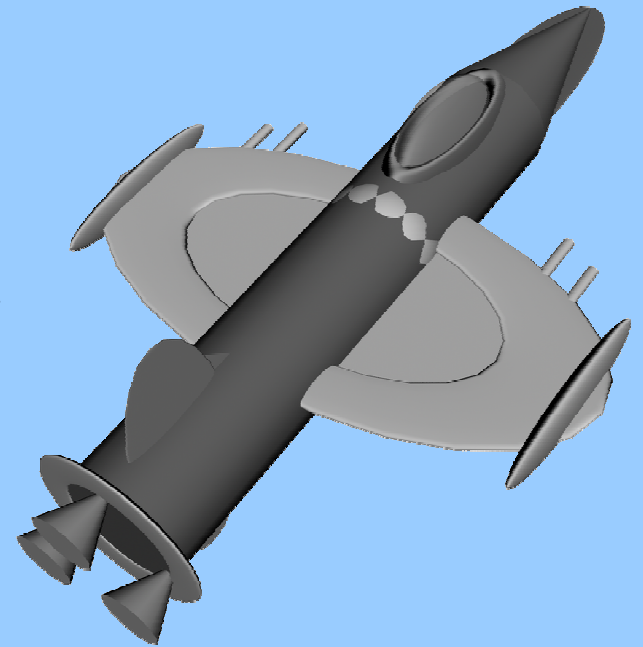


PRIMITIVE STARFIGHTER

by

RoLoW

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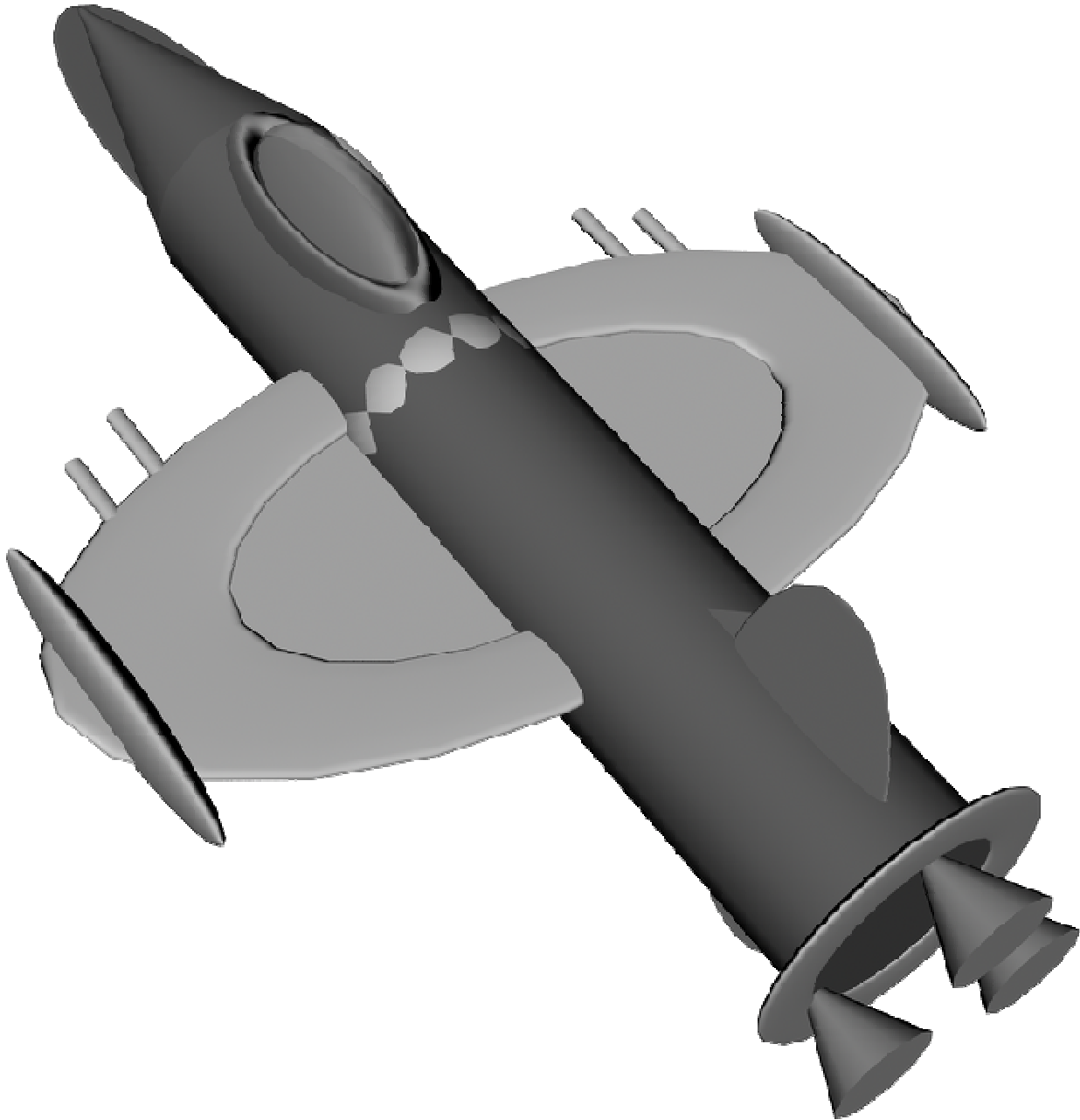
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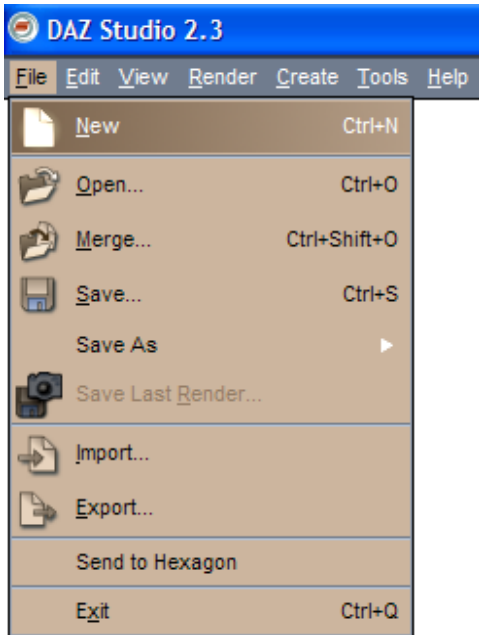
PROJECT

For this tutorial we are going to create the model of a **Starfighter spaceship** using only 5 Primitive shapes available in both Daz Studio v2/v3; they are the sphere, plane, cone, torus and cylinder. Using these techniques, you can recreate this model over and over again.

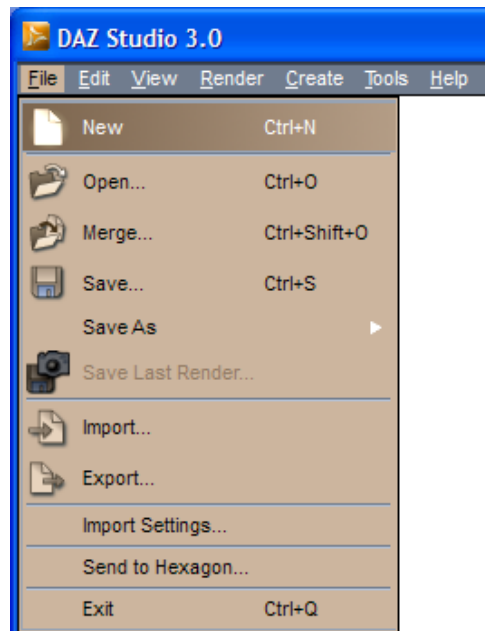
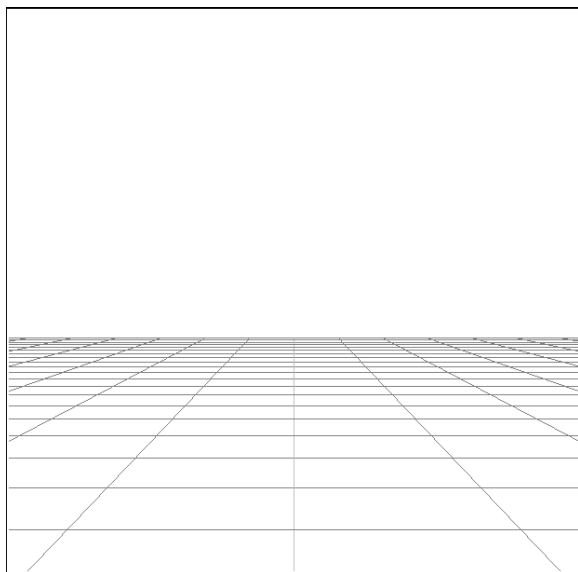


SETUP

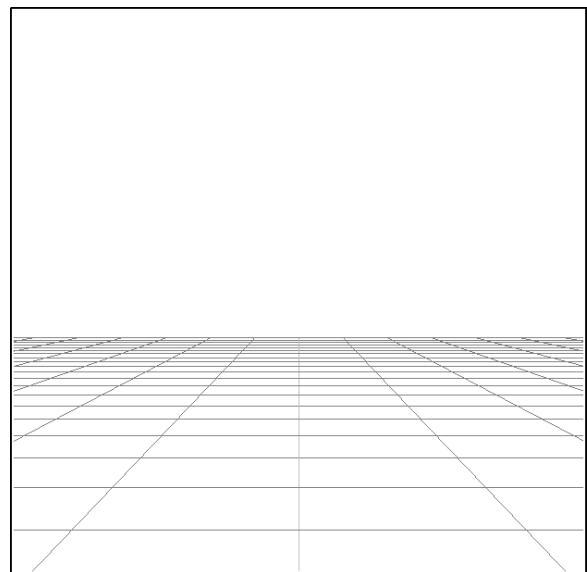
We will need to start a new scene from scratch to build the model for this project using File / New or by clicking on the New Scene icon if available. Be sure to Save your work often as you go along, but mostly before you start using a new type of primitive shape.



DazStudio 2.x



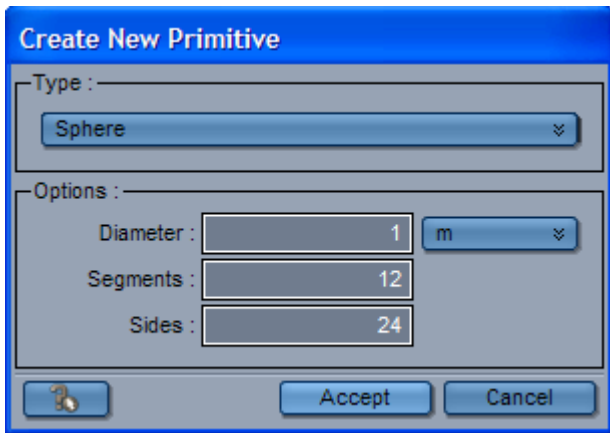
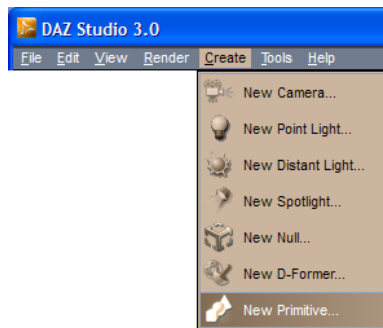
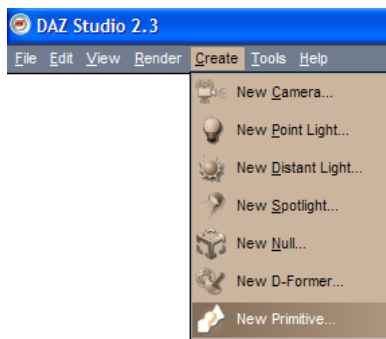
DazStudio 3.x



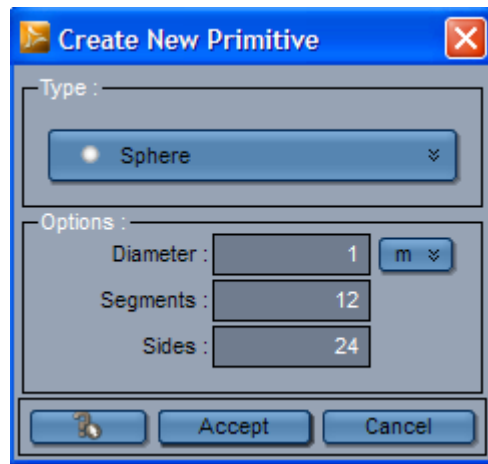
SPHERE

For this project, we will be using 5 sphere primitives. We will start by loading them into the scene and then selectively make adjustments to each sphere to place and shape it for our Starfighter. As we advance through the primitives, we will slowly use less and less detail as you pick up new skills. If at any time you feel lost or confused, just refer back to this section to help you remember the steps for using a primitive shape in DazStudio.

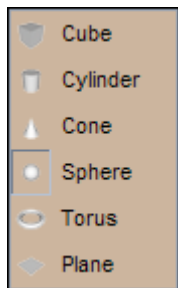
1) Make a Sphere primitive using Create on the File menu. If “Sphere” does not appear in the Type box, click the down arrow on the right for the selection menu.



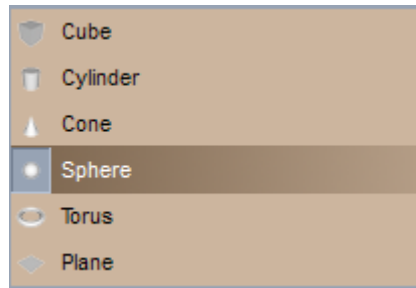
DazStudio 2.x



DazStudio 3.x

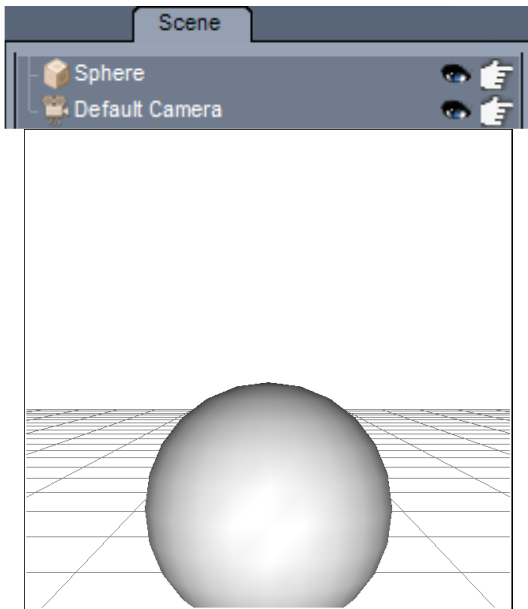


DazStudio 2.x

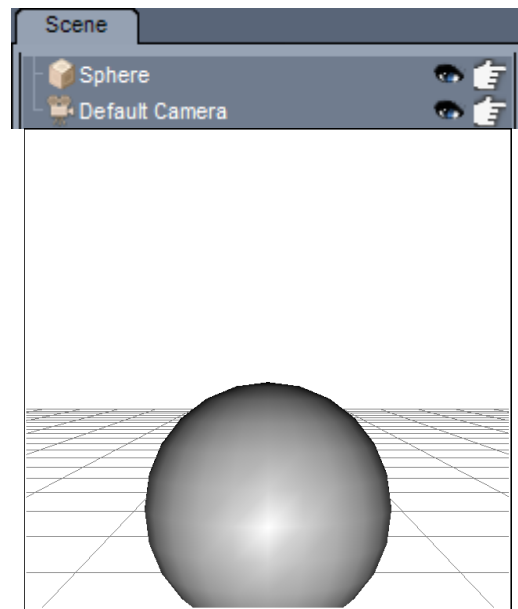


DazStudio 3.x

2) The default name for this first sphere is “Sphere” in the Scene tab.

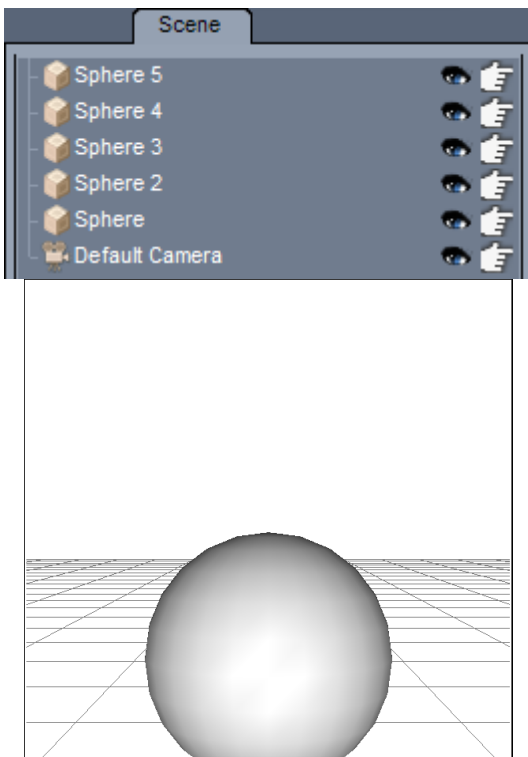


DazStudio 2.x

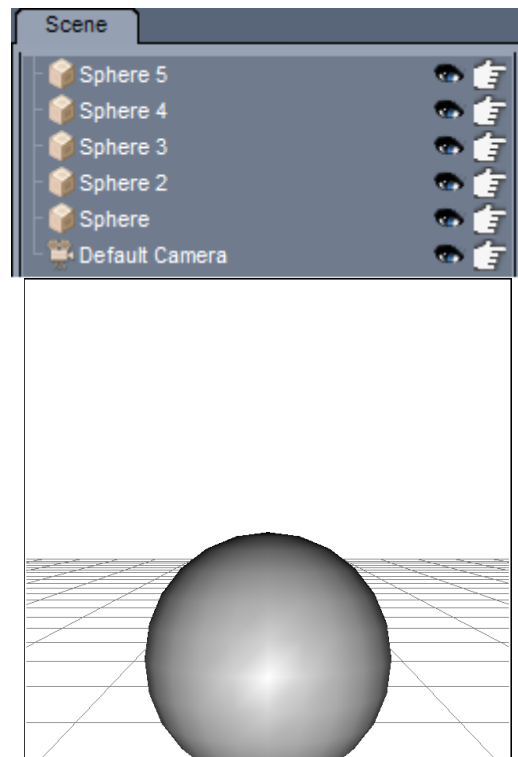


DazStudio 3.x

3) Now use Create / New Primitive / Sphere on the file menu 4 more times to create the remaining spheres we need. You won't be able to distinguish each one because they are all the same size and occupy the same space in the scene, however each has a unique name.



DazStudio 2.x




DazStudio 3.x

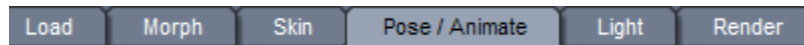
4) Below are the parameters for each of the 5 spheres. I will show you how to apply them to our first sphere item named “Sphere”, and you can repeat the process for the remaining four spheres.

Primitive Starfighter

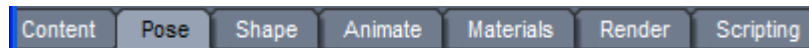
	TRANSLATE			ROTATE			SCALE			
	X	Y	Z	X	Y	Z	Scale	X	Y	Z
Sphere	0.00	-100.00	562.00	0.00	0.00	0.00	100.00	200.00	200.00	200.00
Sphere 2	0.00	-241.00	81.00	0.00	0.00	0.00	100.00	22.00	489.00	200.00
Sphere 3	0.00	0.00	748.00	0.00	0.00	0.00	100.00	105.00	165.00	236.00
Sphere 4	-409.00	-14.00	439.00	0.00	0.00	0.00	100.00	39.00	67.00	339.00
Sphere 5	411.00	-14.00	439.00	0.00	0.00	0.00	100.00	39.00	67.00	339.00

 Values highlighted in gray are the default value and do not need changed.

5) I like to use the “Pose” Activity tab to make changes to my parameters. Your D/S may look slightly different depending on the Interface Layout & Style you use.

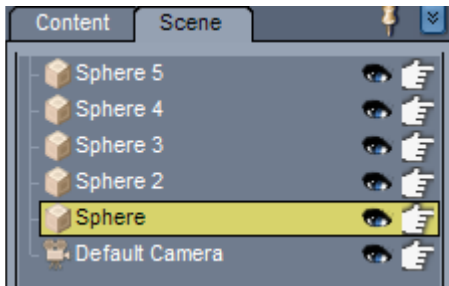


DazStudio 2.x

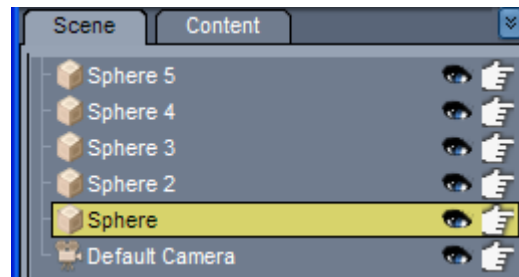


DazStudio 3.x

6) Click on “Sphere” on the Scene Tab to select (highlight) it.

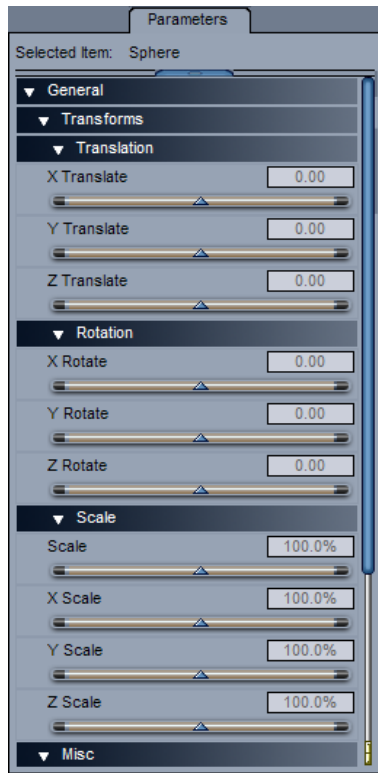


DazStudio 2.x

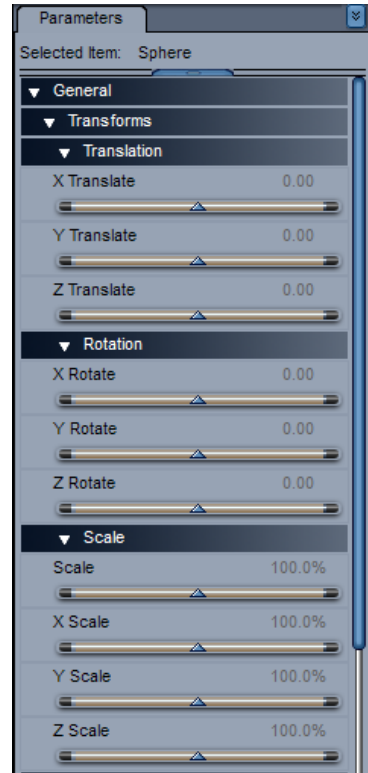


DazStudio 3.x

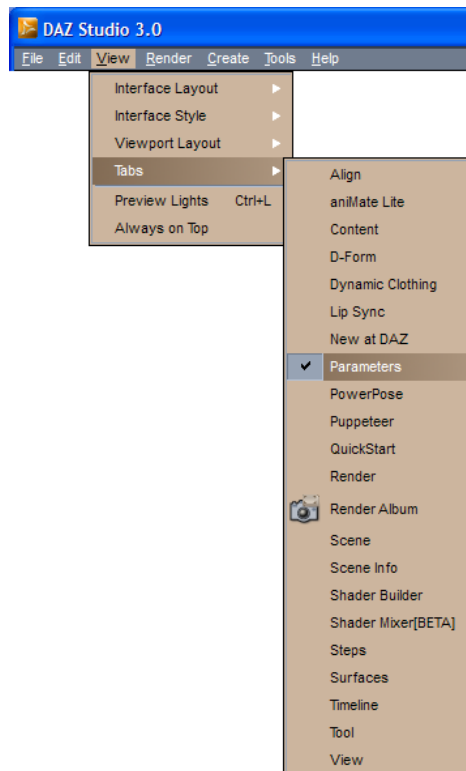
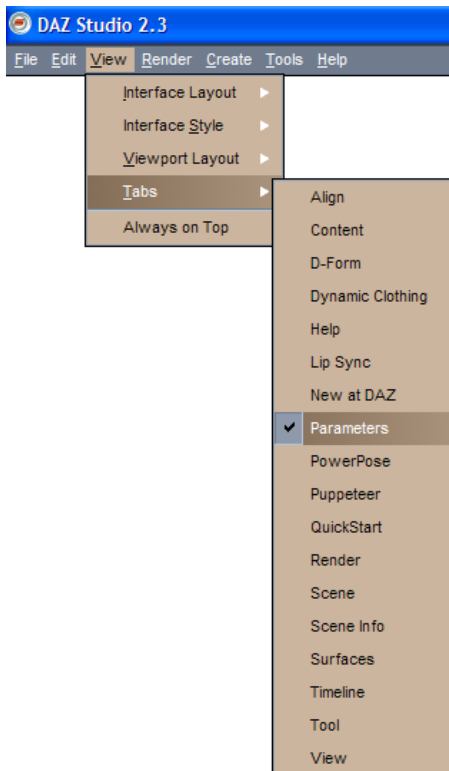
- 7) You should see a Parameters tab appear on the screen (usually on the right side). If not, you may need to turn it on in the View / Tabs menu like shown below.



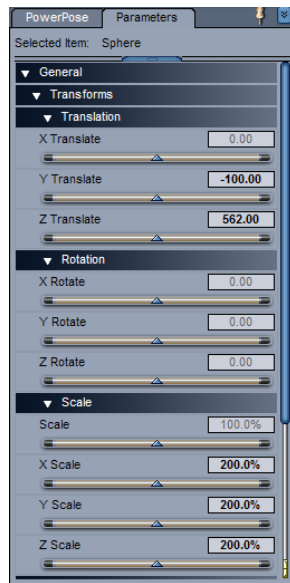
DazStudio 2.x



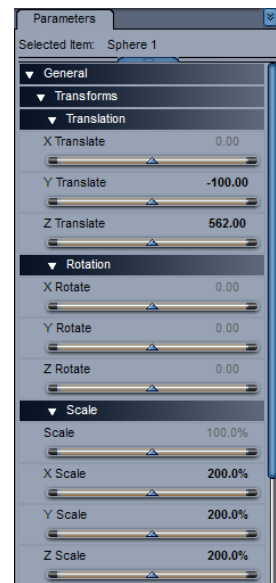
DazStudio 3.x



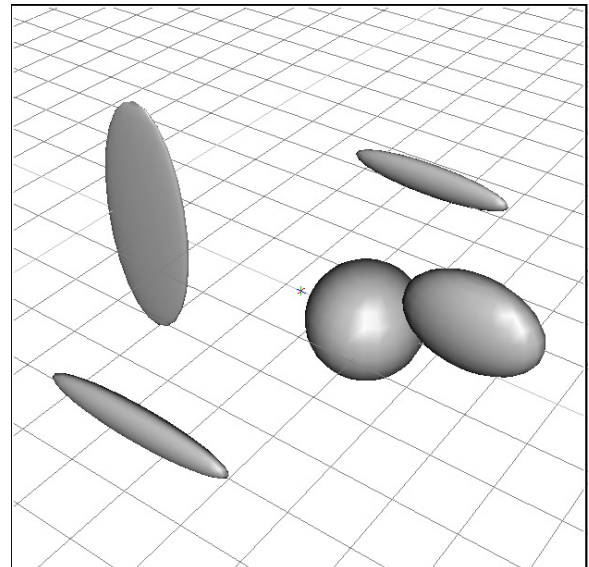
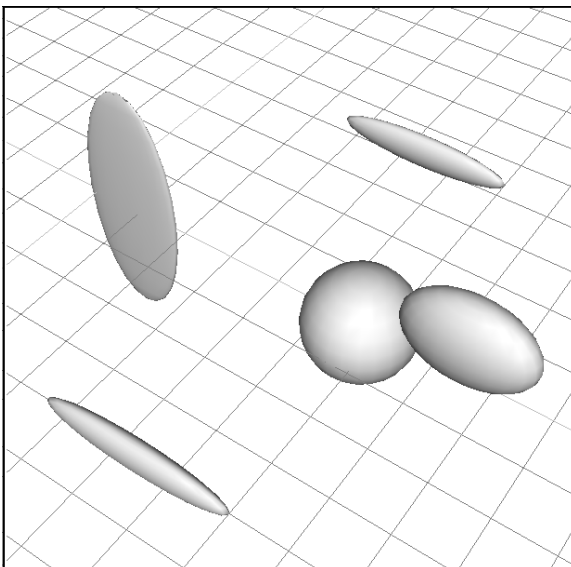
8) Now simply type in the values for our first Sphere as shown in the table into the Parameter fields. You can use the sliders to increase or decrease values for the individual fields, but simply clicking on the existing number allows you to directly type in the values you desire. The images below show how your scene should look at this point. You may have to move your view around and zoom in or out to see it all.



DazStudio 2.x



DazStudio 3.x



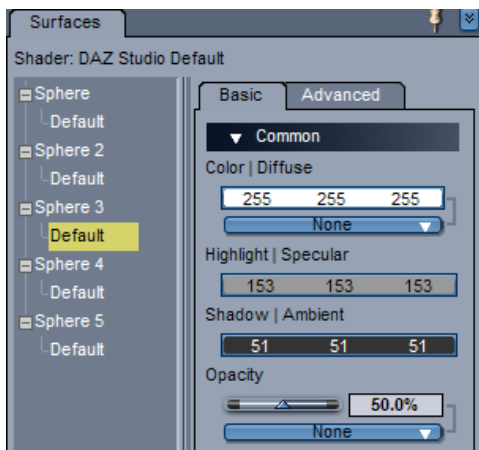
9) One last thing before we move on to the next primitive shape. We need to change the opacity for the sphere that forms the canopy for our Starfighter. This will be performed under the Skin or Materials activity tab using the Surfaces section instead of the Parameters section this time. We will change the opacity level to 50% as shown below to create a glass effect with transparency (just in case we decide to add a pilot later on inside the cockpit).



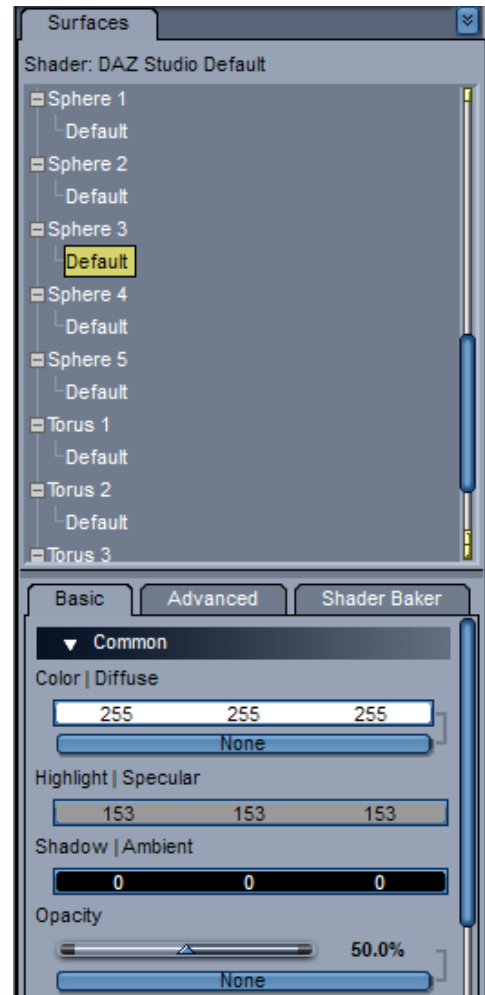
DazStudio 2.x



DazStudio 3.x

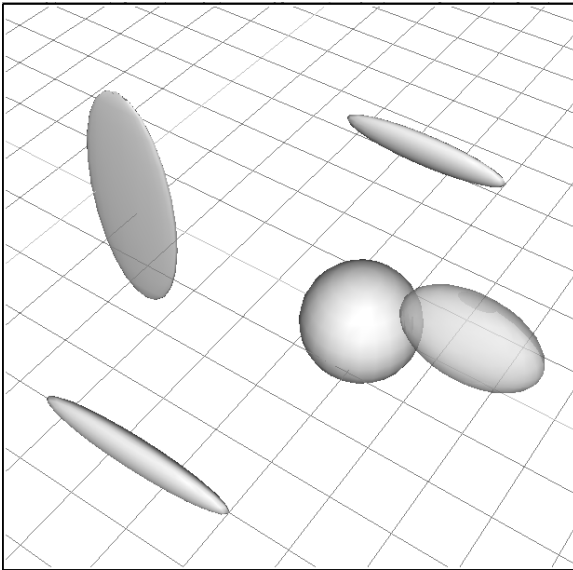


DazStudio 2.x

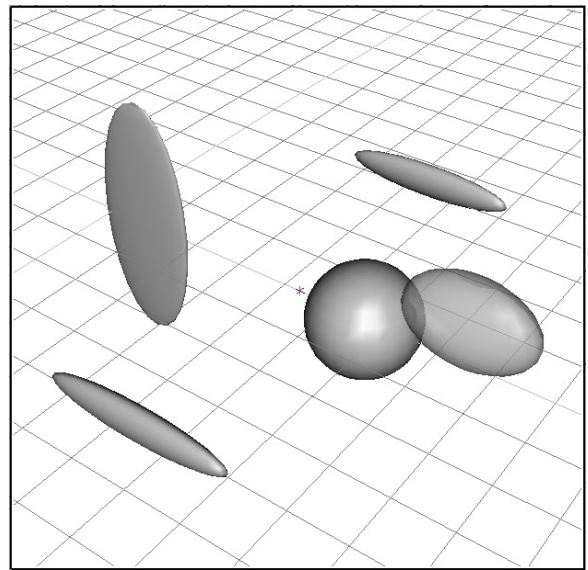


DazStudio 3.x

10) You should be able to see through lower right-most sphere object because it is now semi-transparent. The difference is more visible in the DS3 screenshot.



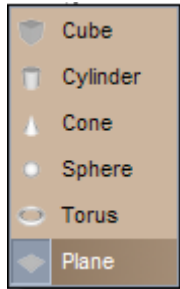
DazStudio 2.x



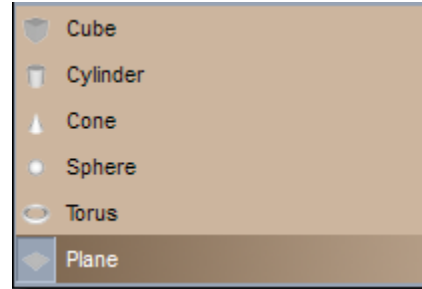
DazStudio 3.x

PLANE

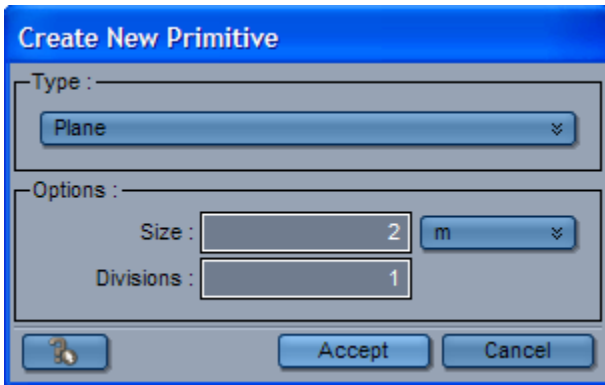
1) Make a Plane primitive using Create on the File menu. Select “PLANE” from the Type box selection menu. Use the same techniques we used for the Spheres. The default name for this first plane is “Plane” in the Scene tab.



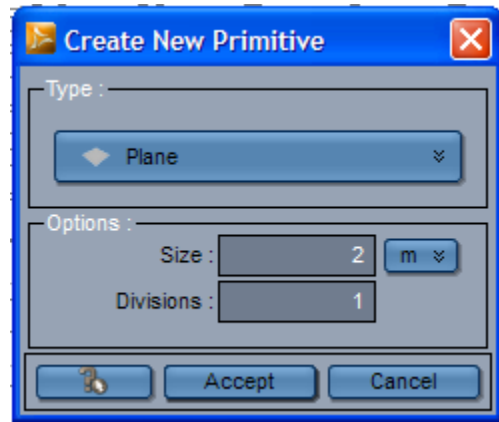
DazStudio 2.x



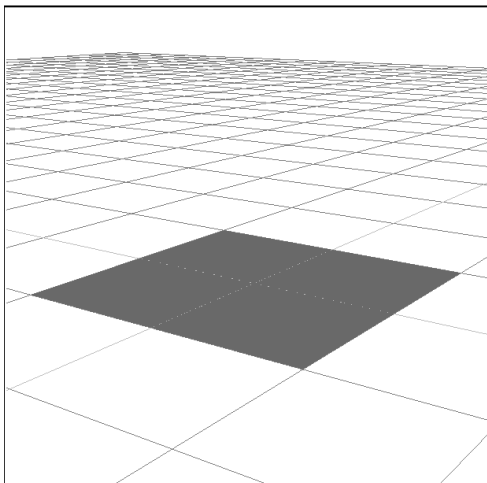
DazStudio 3.x



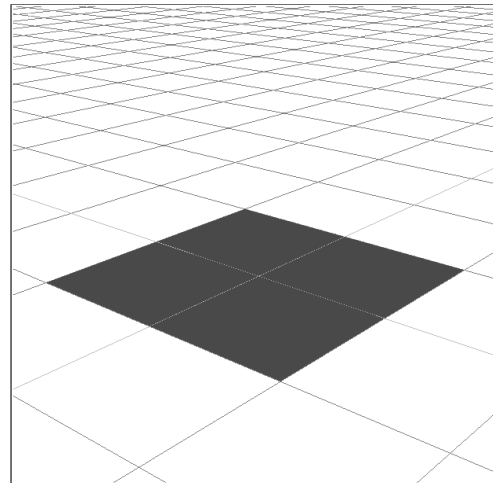
DazStudio 2.x



DazStudio 3.x



DazStudio 2.x



DazStudio 3.x

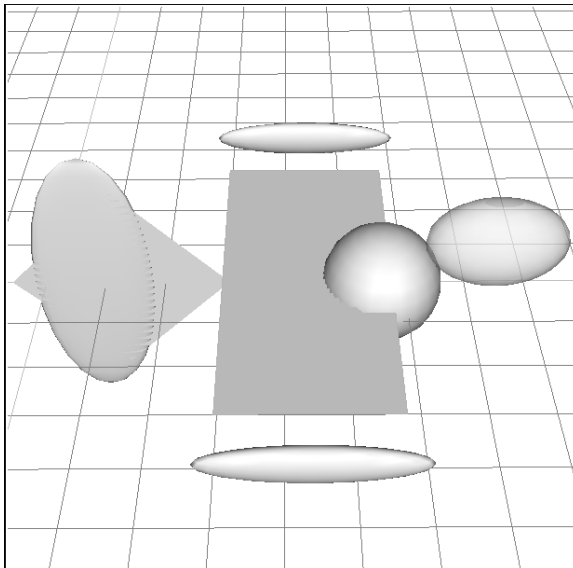
2) Now use Create / New Primitive / Plane to create one more plane. You should know the routine by now. If you forget anything just refer back to the Sphere section. Select each plane and change its parameters as shown in the table below. Select each plane and change its parameters as shown in the table below.

Primitive Starfighter

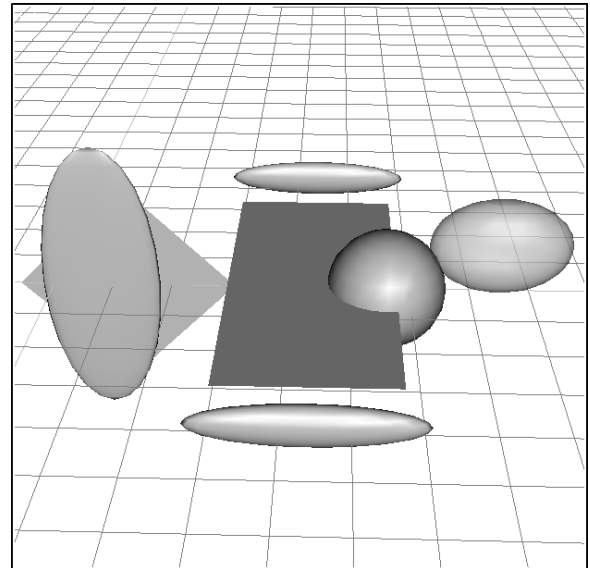
	TRANSLATE			ROTATE			SCALE			
	X	Y	Z	X	Y	Z	Scale	X	Y	Z
Plane	0.00	0.00	125.00	0.00	45.00	90.00	100.00	129.00	129.00	129.00
Plane 2	0.00	12.00	437.00	0.00	0.00	0.00	100.00	310.00	358.00	141.00

Values highlighted in gray are the default value and do not need changed.

3) Our Starfighter is starting to take shape. Here is how it should basically look.



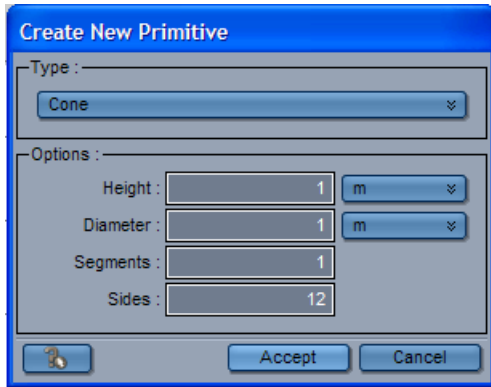
DazStudio 2.x



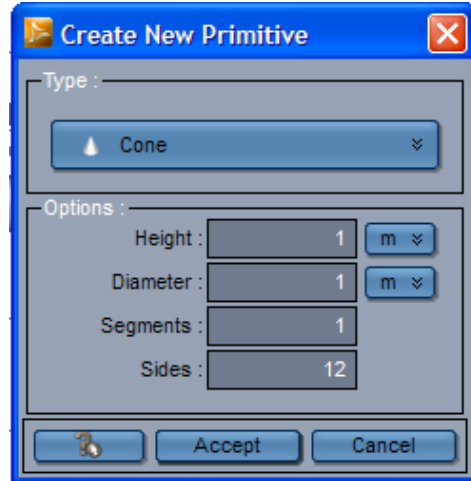
DazStudio 3.x

CONE

1) Now make four Cone primitives. Just in case you haven't noticed, we have been leaving all the options at the default values for our primitives when we create them. Update the cones using our parameters in the table below.



DazStudio 2.x



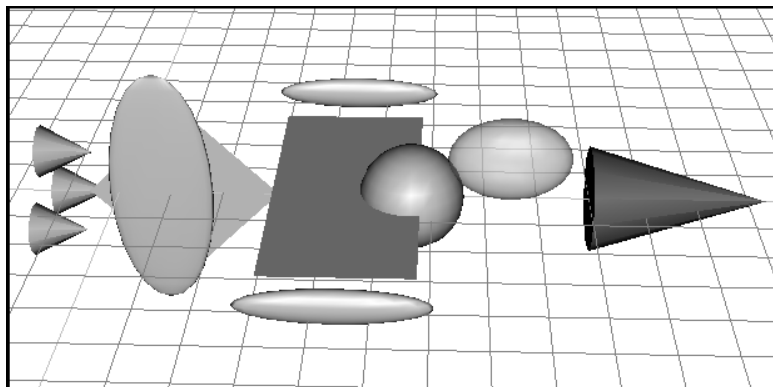
DazStudio 3.x

Primitive Starfighter

	TRANSLATE			ROTATE			SCALE			
	X	Y	Z	X	Y	Z	Scale	X	Y	Z
Cone	0.00	0.00	900.00	90.00	0.00	0.00	100.00	200.00	335.00	200.00
Cone 2	-80.00	-39.00	-147.00	90.00	0.00	0.00	100.00	100.00	100.00	100.00
Cone 3	79.00	-44.00	-144.00	90.00	0.00	0.00	100.00	100.00	100.00	100.00
Cone 4	-1.00	85.00	-144.00	90.00	0.00	0.00	100.00	100.00	100.00	100.00

Values highlighted in gray are the default value and do not need changed.

2) Looking better with every new shape we add.



TORUS

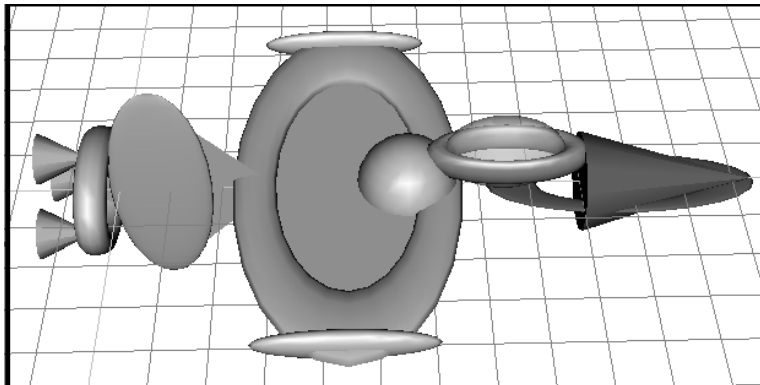
1) Now make four Torus primitives using the parameters listed below.

Primitive Starfighter

	TRANSLATE			ROTATE			SCALE			
	X	Y	Z	X	Y	Z	Scale	X	Y	Z
Torus	0.00	0.00	-71.00	90.00	0.00	0.00	100.00	181.00	212.00	135.00
Torus 2	0.00	0.00	445.00	0.00	0.00	0.00	100.00	570.00	100.00	279.00
Torus 3	0.00	46.00	753.00	0.00	0.00	0.00	100.00	77.00	200.00	200.00
Torus 4	0.00	-11.00	980.00	0.00	0.00	0.00	100.00	103.00	28.00	331.00

Values highlighted in gray are the default value and do not need changed.

2) Almost done, just one more shape to go. The transparency of the cockpit is easier to see now.




CYLINDER

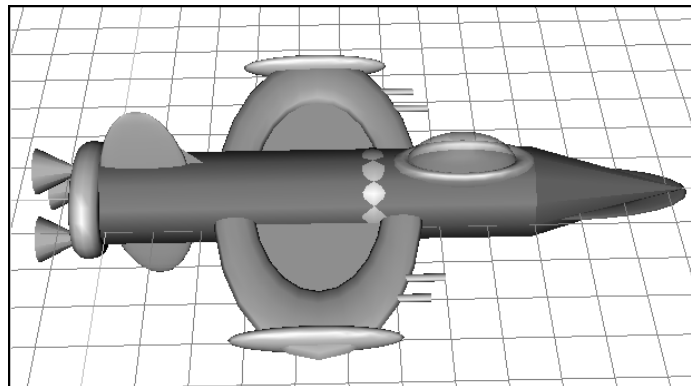
1) Now add the final primitive shapes; five cylinders using our parameters below.

Primitive Starfighter

	TRANSLATE			ROTATE			SCALE			
	X	Y	Z	X	Y	Z	Scale	X	Y	Z
Cylinder	0.00	0.00	-63.00	90.00	0.00	0.00	200.00	100.00	482.00	100.00
Cylinder 2	260.00	16.00	530.00	90.00	0.00	90.00	100.00	15.00	169.00	17.00
Cylinder 3	-308.00	16.00	498.00	90.00	0.00	90.00	100.00	15.00	169.00	17.00
Cylinder 4	-256.00	16.00	530.00	90.00	0.00	90.00	100.00	15.00	169.00	17.00
Cylinder 5	319.00	16.00	498.00	90.00	0.00	90.00	100.00	15.00	169.00	17.00

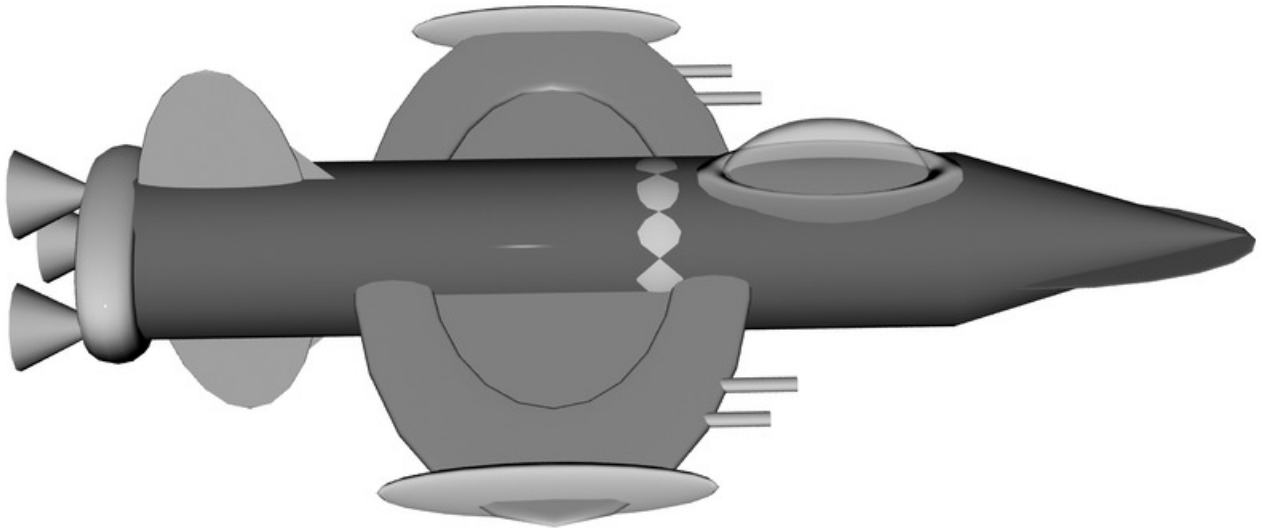
 Values highlighted in gray are the default value and do not need changed.

2) We are finally done, or are we? Hope you enjoyed this.



RENDER

Here's the final render using DazStudio. If you enjoyed this project, please share it with your friends/associates under the EULA guidelines.



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