

Winterbrose Arts and Graphics presents:  
**Create Your Own DS Prop: CGAxis Elderberry Tree**

This model is part of the FREE 3D MODELS SET 2016: <http://cgaxis.com/product/free-3d-models-set-2016/>



1. GET ZIP FILE
2. CREATE FOLDERS
3. COPY MODEL FILES
4. COPY TEXTURE FILES
5. IMPORT MODEL
6. RENAME NODE
7. APPLY SURFACES
8. SAVE AS DAZ STUDIO PROP

**WARNING:** Use of all 3D models is subject to original licensing from distributor. Basically, 1) you cannot redistribute, share or sell Daz Studio props created from copyrighted materials without permission; and 2) the license may authorize use in creating your own digital artwork and animations created from renders.

1. The 2016 set contains 10 unique items for free without any email or registration required. Go to the link above to get and unzip your copy of the 693 Mb into a folder of your choice.
2. You will need to create a folder to hold your new prop after you have completed the conversion.  
**My DAZ 3D Library \ Props \ CGAxis \ Elderberry Tree**  
We opted to also use this location for the mesh (OBJ) and textures (diffuse, bump and opacity).  
Create subfolders = “\ Mesh” and “\ Materials”
3. Copy the files for the Wavefront Object version (.obj and .mtl) of this model into the “Mesh” folder:  
“cgaxis\_models\_54\_02.obj” and “cgaxis\_models\_54\_02.mtl”
4. Copy the files for the various material/surface textures (.jpg) of this model into the “Materials” folder:  
“cgaxis\_models\_54\_02\_01.jpg”, “cgaxis\_models\_54\_02\_01\_bump.jpg”,  
“cgaxis\_models\_54\_02\_02.jpg”, “cgaxis\_models\_54\_02\_02\_bump.jpg”,  
and “cgaxis\_models\_54\_02\_02\_opacity.jpg”
5. Using Daz Studio, import your new object model and size it as Cararra (1 Unit = 1 Inch).
6. Rename “cgaxis\_models\_54\_02” in the Scene tab as “**Elderberry Tree**”.
7. Select node in Scene tab, then open Surfaces panel and expand Elderberry Tree:
  - a. Select surface “cgaxis\_models\_54\_02\_01” and use Browse function to find/apply first and second images respectively to the Diffuse Color and Bump Strength sections, and be sure to set Opacity Strength to 100%.
  - b. Select surface “cgaxis\_models\_54\_02\_02” and use Browse function to find/apply last three images respectively to the Diffuse Color, Opacity Strength and Bump Strength sections, and be sure to set Opacity Strength to 100%.
8. On main menu, select **File -- Save As -- Support Asset -- Figure/Prop Assets...**
  - a. Browse to Props folder you created, type filename “**Elderberry Tree.duf**” and click save
  - b. Vendor = “**CGAxis**”, Product = “**DSprops**”, Item = “**Elderberry Tree**”, Content Type = “**Prop**” then click Accept.

Read this guide on how to convert this model for use in Daz Studio on our website:  
<http://www.winterbrose.com/products/tutorials/Converting-3D-Models-to-DS/CGAxis-Elderberry-Tree.html>

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