

Daz Studio 3 *for Windows*



DS3-UG02

Basic Setup and Configuration

Winterbrose

TM

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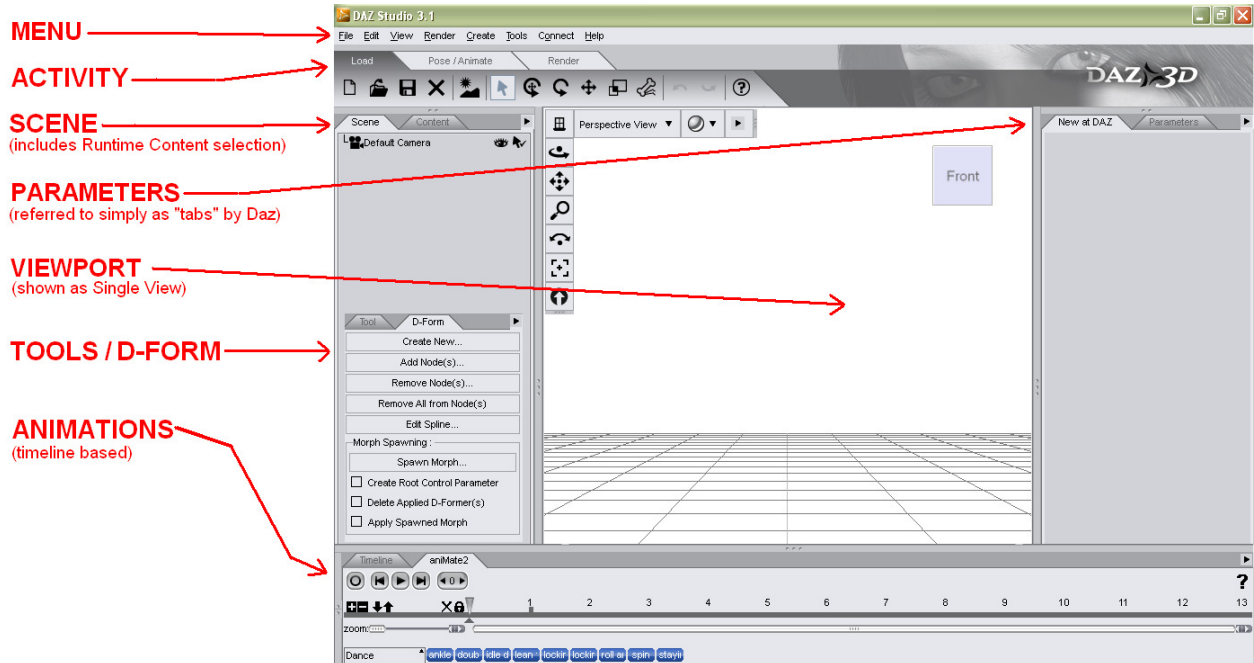
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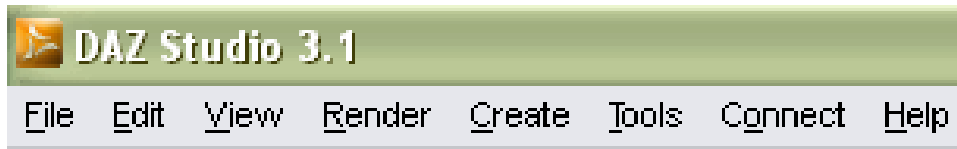
Screen Layout

Let's start with a quick rundown of each portion of the users screen. As you can see in the screenshot below, there are seven basic areas of the DS3 screen which you need to know. Don't worry about remembering them for now because you can always refer back to this picture later if needed.

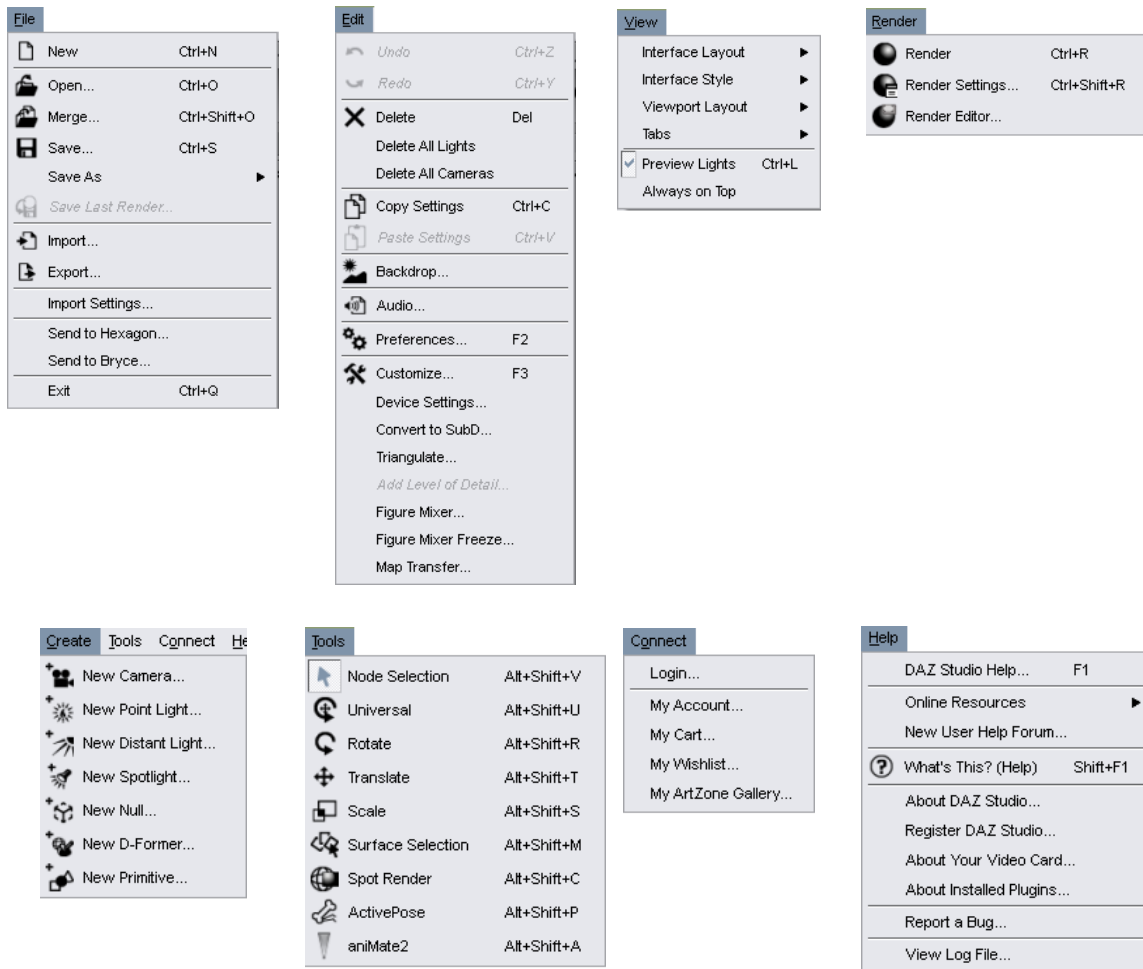


Menu Bar

The MENU bar should look similar that used in most Windows apps. We will quickly review it, but you will find that most of your time will be spent using various tabs and controls. Don't worry about memorizing anything.



Take a peek at what each of the eight Menu Bar items offers you as an action.



Like I stated earlier, there is no reason to memorize all of these. However, you can print this page by itself and use it as a quick reference guide if needed.

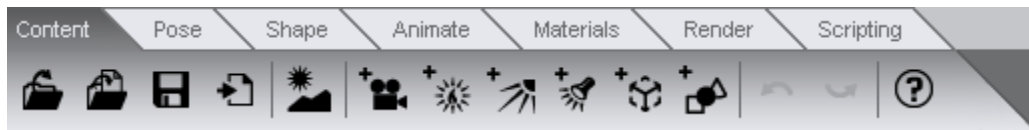
Activity Bar

Now the fun begins; we are going to reconfigure the default layout for the tabs on our Activity bar. After you complete this tutorial series, feel free to set them up anyway you desire. However, you will find it most useful if your screen layout matches the ones used in this series.

It seems easier to use tabs that are not coupled (paired) like the Pose/Animate one shown here. When we get done, your Interface will look like the second figure.



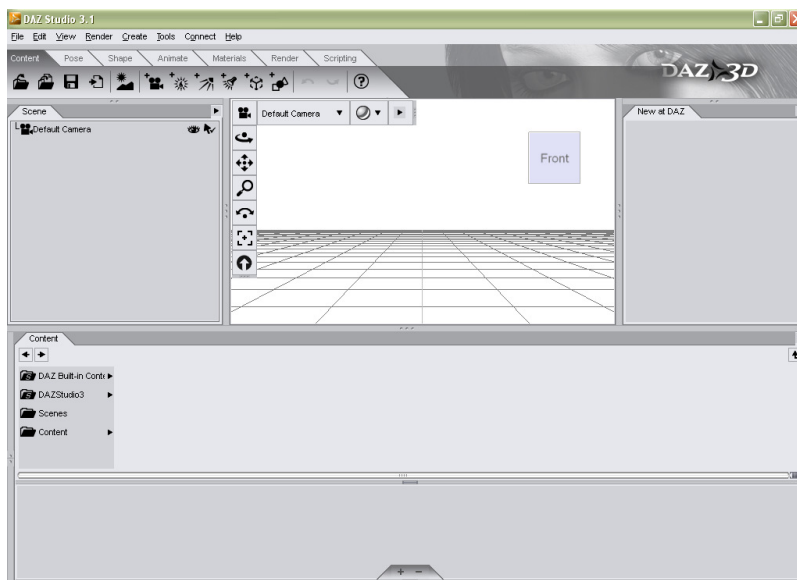
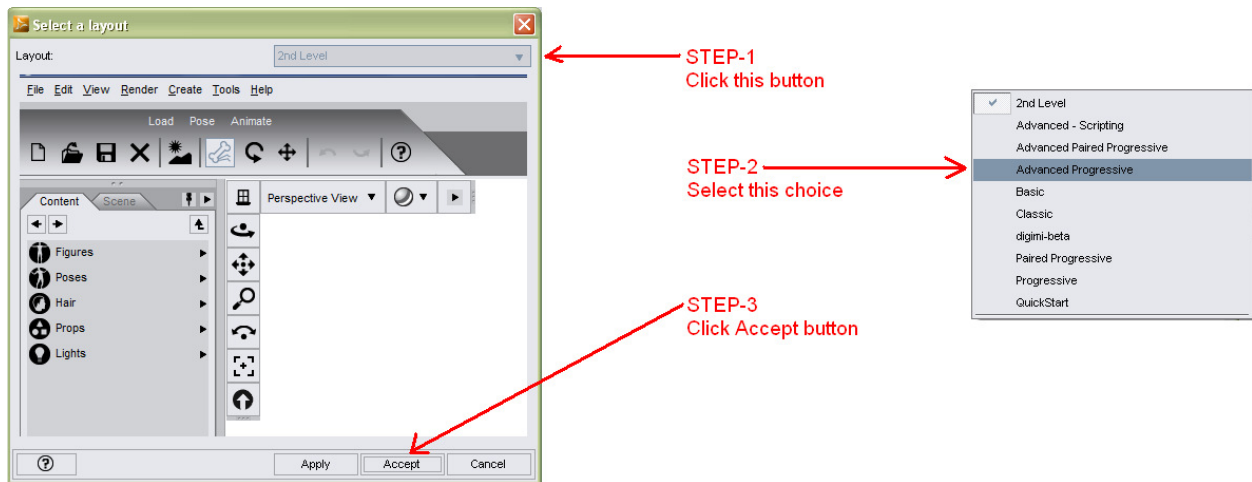
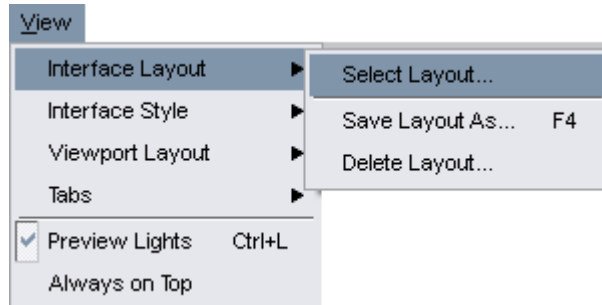
BEFORE



AFTER

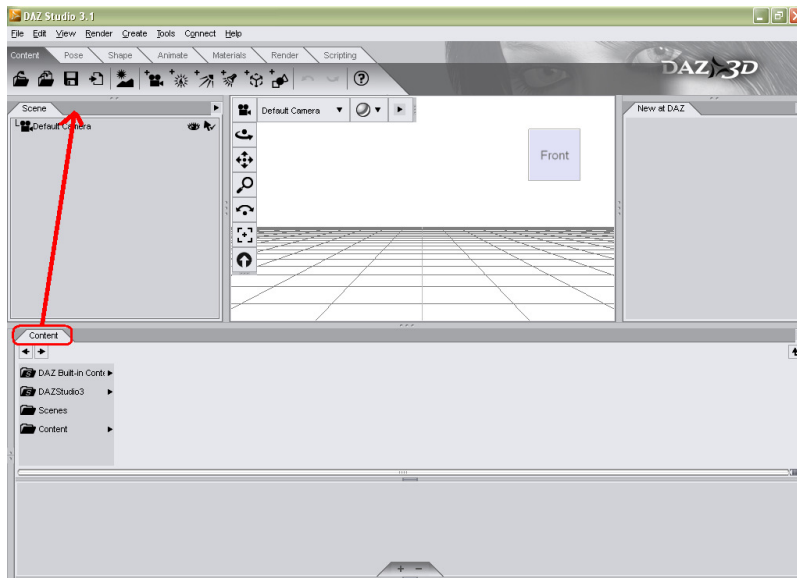
During this process your screen may change dramatically, but don't let that frighten you. We will show you how to get it back to what you first seen as the default.

Let's start by clicking on "View / Interface Layout / Select Layout" from the Menu Bar. We will be changing to the Advanced Progressive layout.



For larger widescreen format displays 23-inches or more, keeping the Content tab at the bottom of DS3 can be useful. However, since it makes the Viewport smaller, we will go ahead and bring it back into the area next to the Scene tab.

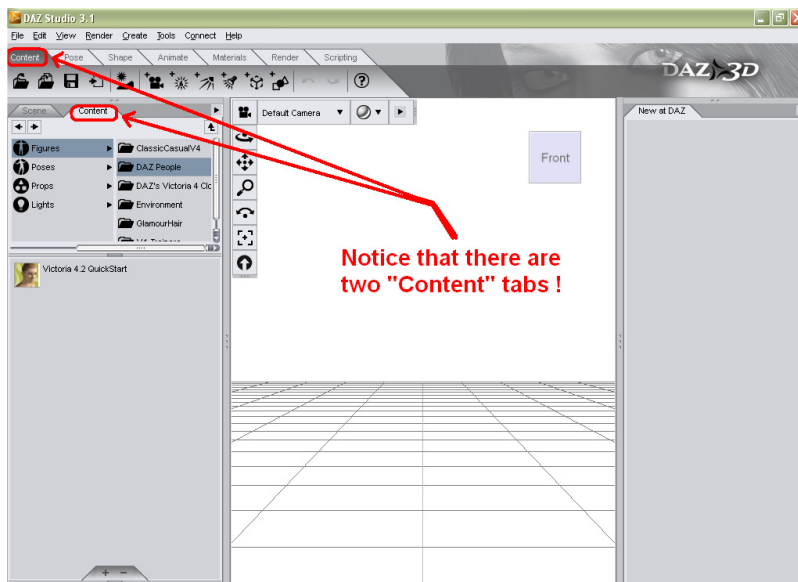
This is easy enough to fix, just be sure to read this next section completely before doing anything. The fix action is as simple as left-clicking on the Content tab without releasing your mouse/pointer button and dragging it up to the right side of the Scene Tab and then releasing the mouse/pointer button.



If you did everything correctly, your screen should be back to what we started with the exception of the Interface tabs.

Scene Area

The tabs that are available in this section depend on which Interface tab you have selected. The Scene tab will always be available here. Other tabs include another Content tab, the Tool tab and the D-Form tab.



If you weren't paying attention, you should note that there are two Content tabs. One is located on the Interface tab line and one is located in the Scene Area tab line. This can create confusion, especially when referring to the "Content Tab". Therefore, throughout this tutorial series any reference to the Content Tab will mean the one located in the Scene Area. Anytime we mean the one located on the Interface tab line, we will say "Interface Content Tab".

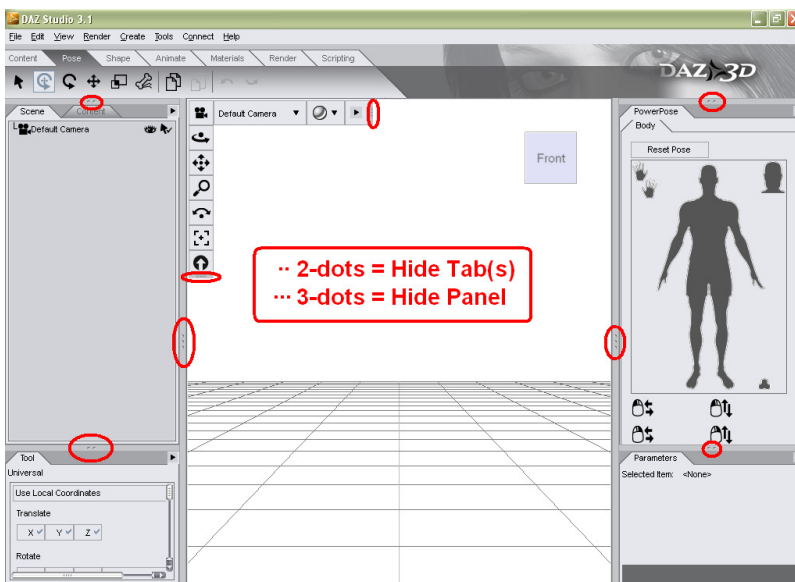
We should already be on the Interface Content Tab, so go ahead and click on the other tabs (Pose, Shape, Animate, Materials, Render and Scripting) to see how the tabs in Scene Area change.

When initially setting up a scene for your render or animation, you will mostly be activities from the Pose tab. So go ahead and select the Pose tab.

Hide and Show

Now would be a good time to explain how to hide and show tabs, tool/control boxes and panels that are not needed at the time. If you will look closely at the screen, you will notice sets of 2- or 3-dots on the edge of certain areas.

If the area is showing, then the dots act to minimize or hide the tab or panel. If the area is hidden, the dots act to restore or show the tab or panel. If you don't see them or can't find them all, the screenshot below shows you were to look



The best way to see how they work is to simply do it yourself. Before you click on a set of dots, just be sure to watch as DS3 hides a tab or panel. The dots will move to a new location (where the tab or panel has been tucked away) and you simply click them again to show that tab or panel.

After you get done playing around, go ahead and hide the following:

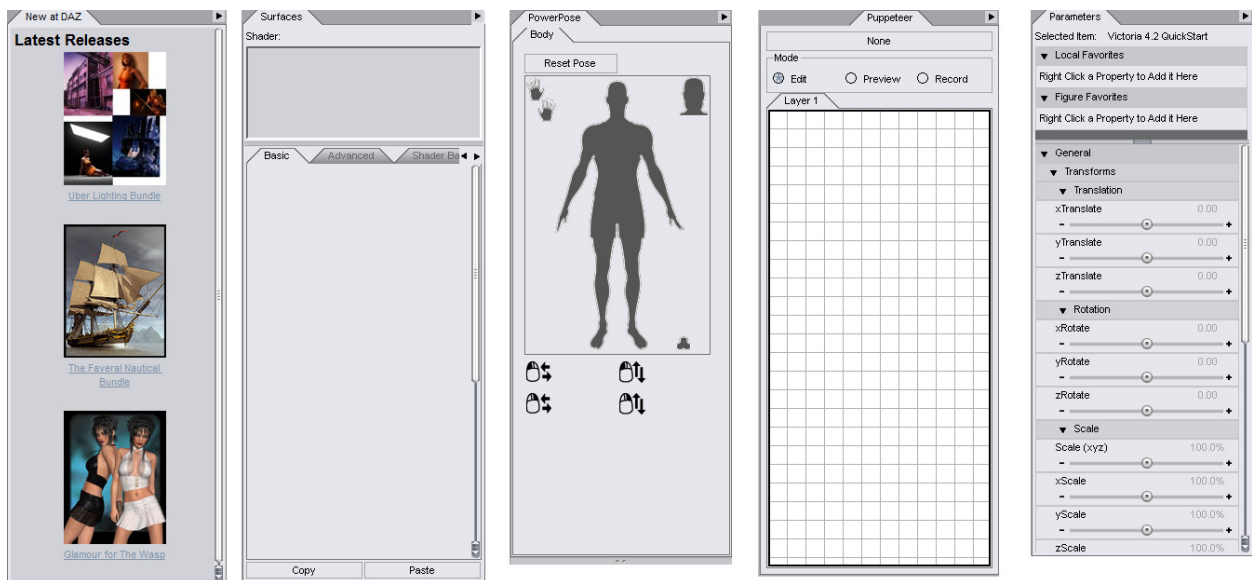
- Tool Tab that shows when using Pose tab

This will give us more area to display contents and items in the scene.

Parameter Area

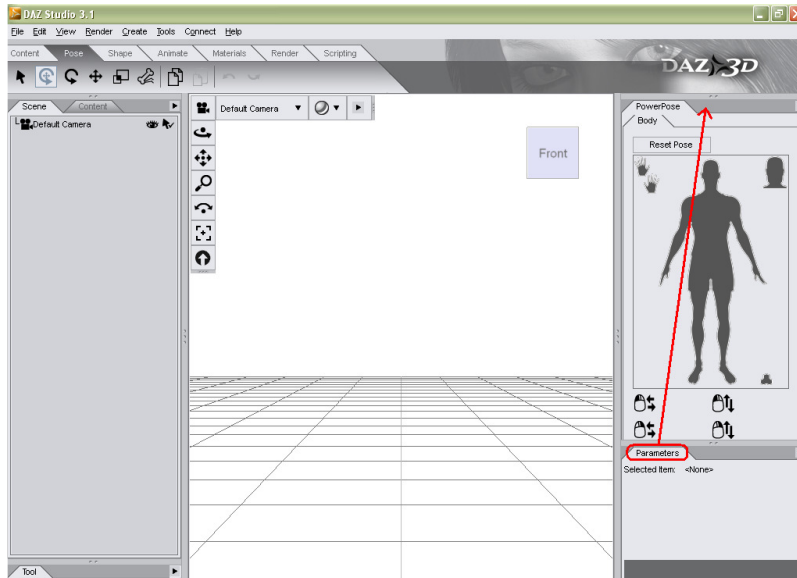
The available tabs in the Parameter Area depend on which Activity Tab you have selected. If you didn't notice, then click on each of the Activity Tabs again (Content, Pose, Shape, Animate, Materials, Render and Scripting) to see how the tabs in Parameters Area change.

This section is used for working with parameters (like position and scaling), surfaces (also called materials) and poses (standing, sitting, looking).

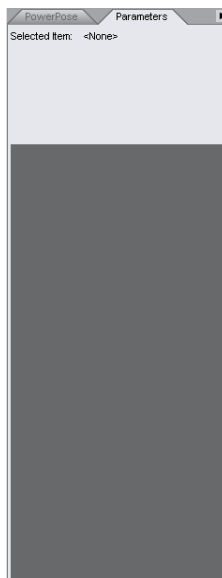


These are examples of most of the tabs you will see in this area. Please note that if your computer is not connected to the internet, you will see a blank area for Daz's Latest Releases section.

When we are placing and posing objects in our scenes, we generally only need the PowerPose or the Parameters tab showing. We don't want to hide either one, so just like we did in the beginning where we moved the Contents tab beside the Scene tab, click-and-hold the Parameters tab and drag it to beside the PowerPose tab then release your mouse/pointer button.

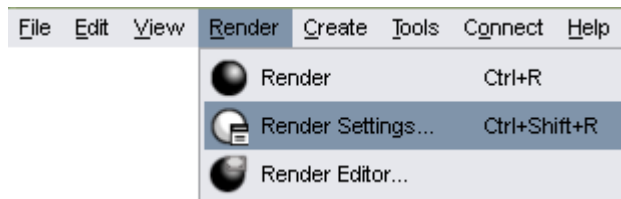


If you did it right, the Parameters area should look like this figure.

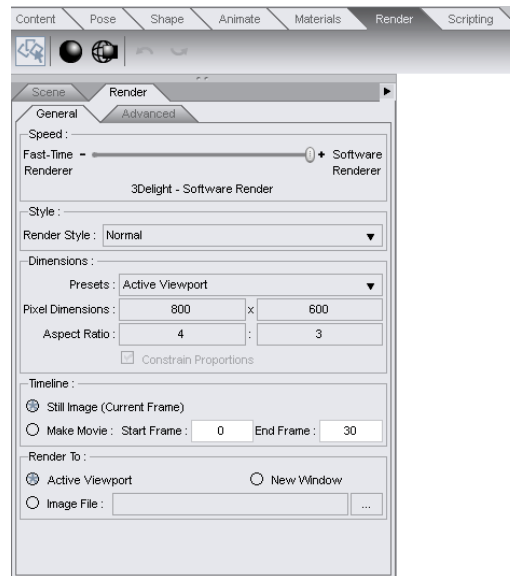
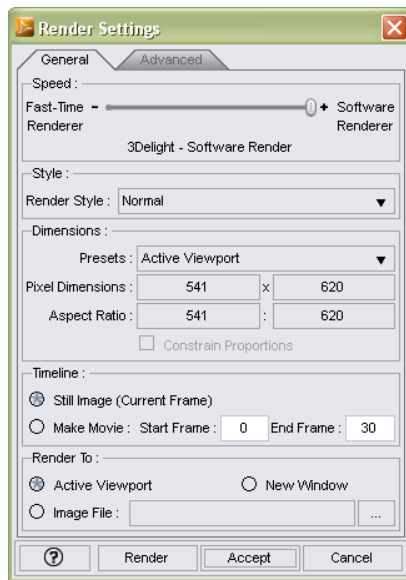


Render Settings

The most important thing to know about the Viewport, is that it resizes itself when you are performing different activities or hide/show different panels. You may have noticed this during the course of this lesson. At first, this doesn't seem to be any problem at all. However, if you go ahead and click on the menu bar Render / Render Settings we will explore this.



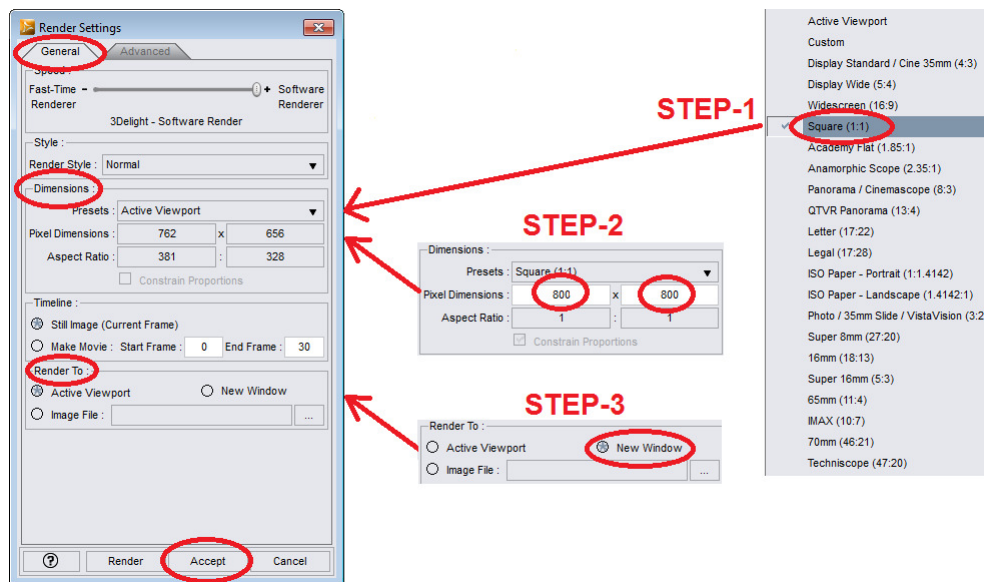
Did anyone happen to notice that we have another duplicate control name? “Render” is both a menu bar item and an Activity bar Tab. But in this case, they perform the same functions just on different panels.



The important part of each panel above to note is the “Render To:” section. You will notice that the default location is the Active Viewport. This is OK for beginners but has very little “real” application except to quickly view a render.

You may or may not already know this, but you will almost always have a set of dimensions in mind to use with your rendered artwork or animation. Nothing would be more upsetting than to wait 15-minutes for a complicated render just to find it is only as big as the viewport instead of the 1024x768 size you need for a desktop background.

We are going to change the size and destination for our renders. Until you learn more about the effects of making any changes to the Render Settings, please just use the General tab and the Dimensions and Render To sections.

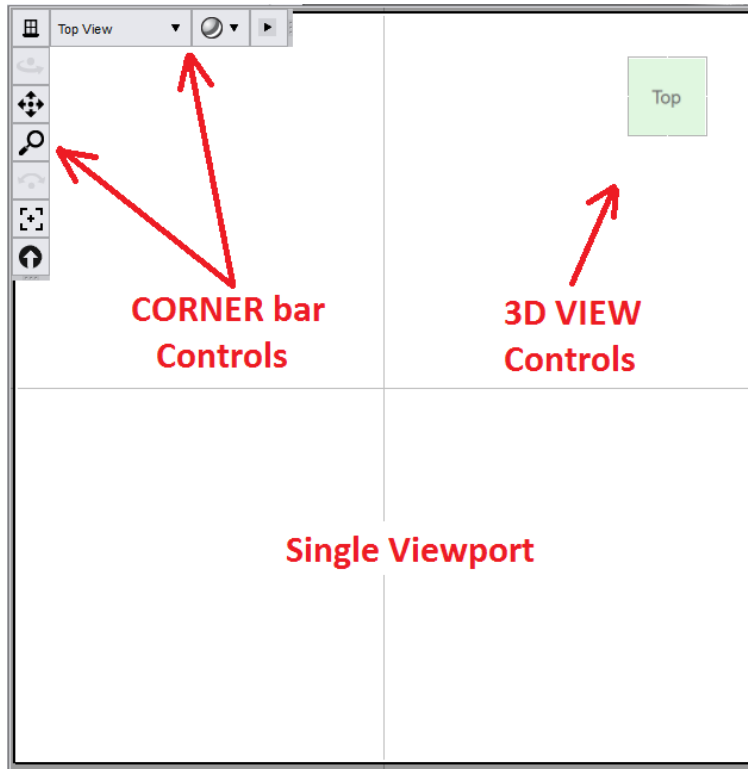


In the Dimensions block, click the Presets field drop-down arrow on the right-side of what should be showing as Active Viewport. Select “Square 1:1” from the listing. Now in the Pixel Dimensions fields, enter 800 in either of the size blocks.

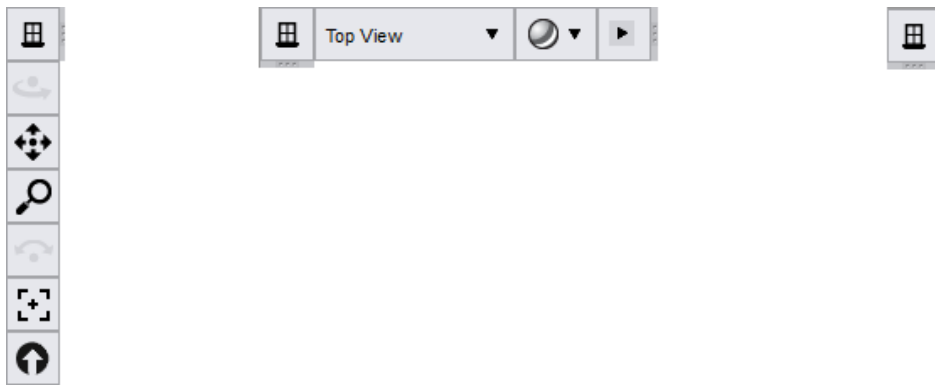
In the Render To block, then click on the radio button for New Window which will now send your renders to a new popup window instead of the Active Viewport. The reason you see the word “Active” is that you could actually have more than 1 viewport opened at a time. This may not make sense now, but it will soon enough.

Viewport

There are two sets of controls in the Viewport: Corner bar and 3D View.



Let's start with the viewport controls on the Corner bar. When you were toying around with hiding and showing, did you try anything on the Corner bar? The hide/show dots are there but because of its design and location, you will find that for the most part you will simply use it as is.



Here are descriptions for all of the Viewport controls available on the Corner bar. Don't worry about what they mean for now because we will be covering them later on in the series. However, feel free to play with these and any other part of DS3 when you get the urge.

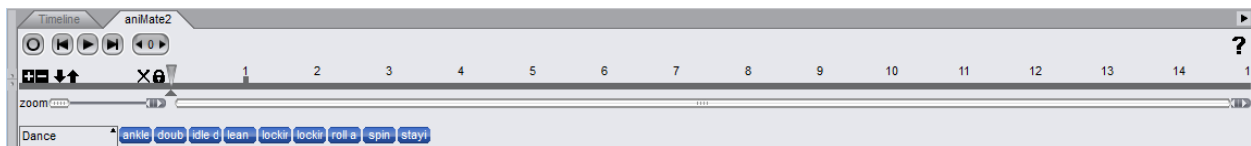


These controls will all make sense once we load our first 3D model and/or prop. Let's take a quick look at the 3D View controls. These controls duplicate the movement controls found in the Corner bar.



Timeline & Animation Area

The most exciting and yet difficult task involving 3D models is animations. When you click on the Animate Activity tab, you will see both a Timeline and aniMate2. Right now you may think they just look like rulers, but later on you will discover that what looks like marks in inches are actually marks in seconds.



We are a long way from creating a successful animation. Even with all the tools and experience, creating a successful animation involves an active imagination and a creative personality.

Almost there, just a little more prep before the fun begins. We will continue with some more downloading/installing of free content we will be using for our training.