

NOVICE <sup>a</sup>n<sup>d</sup> NEWBIE

# Organized Content

Internet  
Explorer

Google  
Chrome

File  
Manager

Mozilla  
Firefox

DAZ  
Install  
Manager

Content  
Cataloger



presented by Winterbrose Arts & Graphics

# End User License Agreement

## EULA

This tutorial, herein referred to as the “work”, is provided as-is with no warranties either expressed or implied.

You MAY copy, share or distribute copies of this “work” only in its original PDF form under these conditions: 1) must give clear and proper credit to the producer "Winterbrose Arts & Graphics"; 2) must clearly and noticeably state source as "www.WINTERBROSE.com"; and 3) must be given without cost of any kind whatsoever to others.

You MAY NOT modify, change or create derivative works based upon this “work” in any form or fashion or by any method. You MAY NOT sell this “work” or include this “work” in any package or collection that is for sell. You MAY NOT claim authorship in any form for this “work”.

Winterbrose A&G retains all copyright ownership and reserves all rights to work.



Copyright (c) 2014, Winterbrose Arts & Graphics. All Rights Reserved.

## TABLE OF CONTENTS

Introduction.....	3
Basic Rules.....	4
DAZ3D Product Page .....	5
Renderosity Product Page .....	6
DAZ Install Manager .....	7
Manual Downloads .....	8
Saving Promo Images .....	9
Above and Beyond.....	11
Using Content-Cataloger .....	12
Conclusion .....	14

## Introduction

It all seems so innocent in the beginning, almost everyone feels that the number of files they download and store will not be a problem. It doesn't take many years to get overly frustrated when you just know you have already downloaded a product but just cannot for the life of you find it anywhere in your collection.

This guide was written to demonstrate some of available tools and techniques that can be used to ensure your collections of 3D content remains "easily" manageable.



*Content-Cataloger Pro*



*DAZ Install Manager (DIM)*

While anyone can manually maintain their own content collections, at some point you may need to use tools designed for the task. You will find that as the number of files in your collection grows, so will that amount of time necessary to keep everything reasonably organized.

## Basic Rules

If you follow these basic guidelines when building your content collection, you will find it much easier to maintain and use both now and in the future.

1. Store each content product purchased/obtained within it's own folder/directory.
2. Do not use numbering and or shortcut names for your storage folders. Use folder/directory names that are not too long yet still convey the actual content that is stored within. The length of your folder names may depend on your operating system. Here are some do/don't examples:

<u>. DISCOURAGED .</u>	<u>. RECOMMENDED .</u>
V4stuff.....	Victoria_4_(V4)
V4Dress1 .....	V4_MorphingFantasyDress

3. When downloading any available files for the product you just purchased, only get the version available for your computer system (Windows or MAC). There is no need to clutter your collection with files you cannot use.
4. Always get the archived version if available (ZIP, RAR). You should also get the installer version (EXE) and use it as required, but as most operating systems advance over time, the executable may become unusable whereas the archive will almost certainly still be useable.
5. Download the most significant image file (promotional or promo graphics image) that corresponds with the product you are adding to your content. It will probably be advantageous to save all available promo images, but this will require more time and storage space. As time passes, these additional images may be changed or deleted so taking the time to get them when you purchase the content might be a blessing in disguise later on.

### NOTE:

Another issue to consider when naming your folders/directories is the way your O/S sorts them for viewing in a file manager.

## DAZ3D Product Page

Here is the layout of a typical product page on DAZ 3D.

**Product Name** → **THERE AND BACK AGAIN: Exporting and Importing Models using DAZ Studio 4 (DS4)**

**Price** → **\$16.95**

**Add to Cart** [button]

**Promo Image** → [Image showing DAZ Studio 4.6 interface with 'Importing' and 'Exporting' labels, and a 'NEW' badge]

**Description** → **Description**  
SKU: 18951  
This 114-page fully illustrated tutorial in PDF format explains the procedures required to move your models between 3D applications.  
There are many applications for the creation of artwork and animation using 3D models. Most of these applications have their own proprietary formats for storing the mesh and texturing information required for the 3D models.  
Early in the development of the CG industry, someone discovered that the more compatible their software was with the competition, the larger their user base would become and in turn result in higher product sales. Your software becomes more desirable to new users because it works with many more object types.  
To make a long story short, one of the biggest formats adopted to allow this cross-use of 3D models in CG was the Wavefront OBJ format. Due to recent advances in the industry like rigging and animation, more information is required of any standard that will

**More Promos** → [Row of small thumbnail images]

**Features** → **What's Included & Features**

What's Included & Features
<ul style="list-style-type: none"><li>• Introduction to DAZ Studio Workspace<ul style="list-style-type: none"><li>◦ Style/Layout</li><li>◦ 3D Space</li><li>◦ Axis Orientations</li><li>◦ Floor/Ground Level</li></ul></li><li>• Basics of Exporting and Importing Using DS4</li><li>• Combining Multiple Objects into Single Object</li><li>• Using the DAZ Studio Bridge for DAZ Apps<ul style="list-style-type: none"><li>◦ Send To Hexagon</li><li>◦ Send To Bryce</li></ul></li><li>• Using Export/Import functions of DAZ Studio<ul style="list-style-type: none"><li>◦ Choosing Correct Type</li><li>◦ Scaling/Sizing Requirements</li><li>◦ Optimal Settings</li></ul></li><li>• How-To Export and Import Models/Props for:<ul style="list-style-type: none"><li>◦ HEXAGON</li><li>◦ BRYCE</li><li>◦ POSER</li><li>◦ PEGASUS</li><li>◦ BLENDER</li><li>◦ SCULPTRIS</li><li>◦ SILO</li></ul></li><li>• TIPS and TRICKS for Potential Problems</li><li>• INCLUDES:<ul style="list-style-type: none"><li>◦ 3D Directional Axis Model</li><li>◦ 3D Advanced Axis Model</li></ul></li></ul>

## Renderosity Product Page

Here is the layout of a typical product page on RENDEROSITY.

Product  
Name

Chain Gang Colors for the Genesis Prisoner Outfit

Promo  
Image

CHAIN  
GANG  
COLORS

for DAZ  
Prisoner  
Outfit

More  
Promos



### Content Information

[ReadMe File](#)  
Digital Product  
File (1): 20.09 MB  
Vendor  
[rolow](#)

### Purchase as gift?

**NOTE** Enter the recipients username or leave blank to purchase product for yourself.

Gift For

Personal Message

### Pricing Information

\$ 9.95 USD

[Add to Wishlist](#)

[Add to Cart](#)

[SHARE](#) [Facebook](#) [Twitter](#) [Google+](#)

### Product Requirements

**Software:** Daz Studio 4.5  
**Base Figures:** Genesis  
**Products:** daz3d - prisoner

### Departments

3D Figure Essentials / AddOns / Clothing / Chain Gang Colors for the Genesis Prisoner Outfit

### Description

[Editorial](#)

[Promo Credits](#)

[Gallery](#)

[More Items](#)

[Free Stuff](#)

[Reviews \(0\)](#)

[Bundling](#)

This collection of textures consists of multiple colors in stripes and solids to bring a modern look to your correctional facility renders and animations.

- \* Chain Gang Textures for the Prisoner outfit for Genesis
- Set of four colors
- Available in Stripes and Solids
- \* Modern Day Color Sets
- Hunter Orange
- County Green
- State Brown
- Federal Blue
- \* Textures Include:
- 8 Texture Maps (2048 x 2048)
- 16 Texture Maps (3072 x 3072)
- 3 Bump Maps

Required Product:  
<http://www.daz3d.com/prisoner>

Price

Description

Additional  
information  
may be found  
under the  
Editorial tab.

## DAZ Install Manager

With the exception of DAZ Studio, one of the best utilities you can get and use is the DAZ Install Manager. It works seamlessly with DS and all of the content you may purchase from DAZ3D. The main problem with depending on DIM for maintaining all of your DAZ content on their servers is three-fold:

1. DIM can only be used for the installation/removal of DAZ products.
2. You do not have your own copy of the products you have purchased.
3. You are depending solely on DAZ3D for maintaining your content.

When you are first starting out and have not invested much money into your new hobby/career, DIM is an excellent tool to use and is highly recommended. In fact, we recommend that no matter what level of expertise that you reach you should use DIM with your DAZ apps. Our point is that you do not rely solely on DIM.

Why not? Here are a few points to consider:

1. What if you lose access to the internet and need access to your content?
2. What happens when your account gets deleted and you have no receipts?
3. Exactly how long will your account be available to download content?

With the advent of new technologies everyday, it has become reasonably affordable to purchase additional storage for computer systems. For the purpose of portability, small-sized external hard drives and thumb drives with large capacities are a great way to backup your content.

To reiterate, we highly encourage the use of DIM to install/remove content but strongly recommend that you also download and maintain your own copies of any content items you purchase from DAZ3D and other distributors. More information about DIM can be read at the link below:

*<http://www.daz3d.com/install-manager-info>*

Please watch our website for the upcoming release of our new tutorial guide on installing and using the DAZ Install Manager.



## Manual Downloads

Most content downloads come in the form of an archive like ZIP or RAR. When you purchase an item, use the provided download link(s) to get your product files.

If you have a DAZ3D Account, you can find any product you purchased under My Account in the Product Library. Serial Numbers (if applicable) can be found in the My Serial Numbers section.



If you need a utility for ZIP and RAR archives, you may want to consider using the freely available 7-Zip application,

<http://www.7-zip.org/>

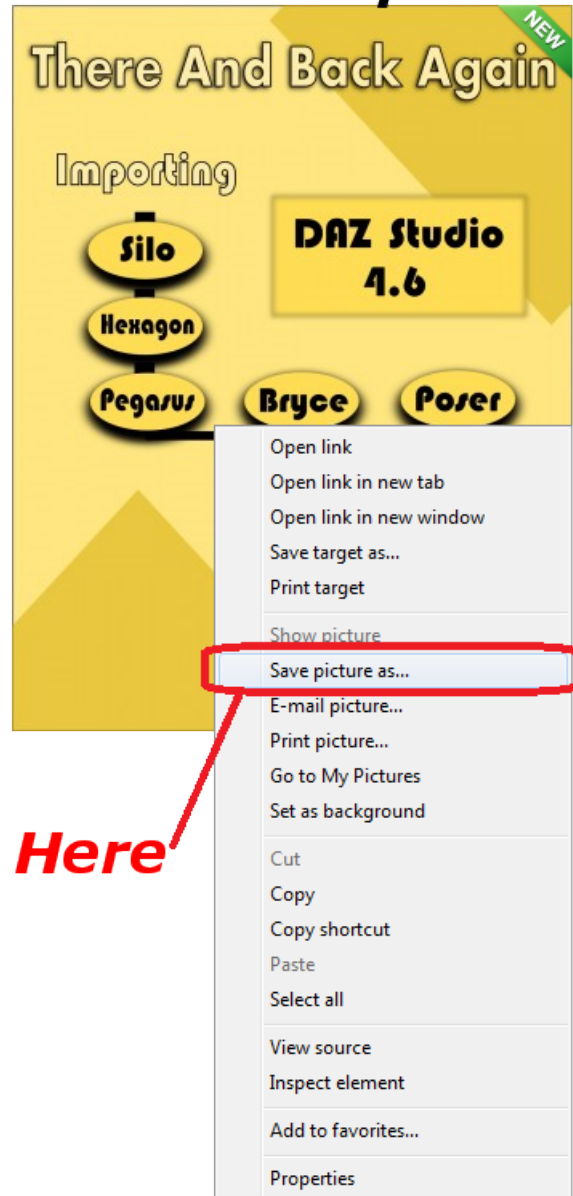
While you can download all O/S versions available for the content product, you will find that this ends up being both a waste of time and storage space for most people. If you own Windows than get the PC version; if you own a Macintosh get the MAC version.



## Saving Promo Images

For every item in your content collection that you download, you should have at least one promo image (preferably the main promo). Most browsers allow you to simply right-click on the image on the product page and select a "Save As" choice.

### *Internet Explorer*

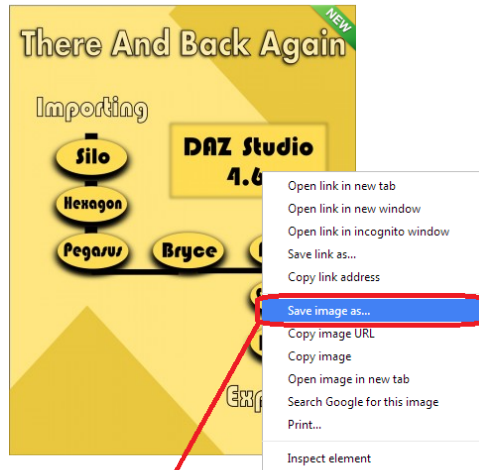


**Here**

*IE*

*Save picture as...*

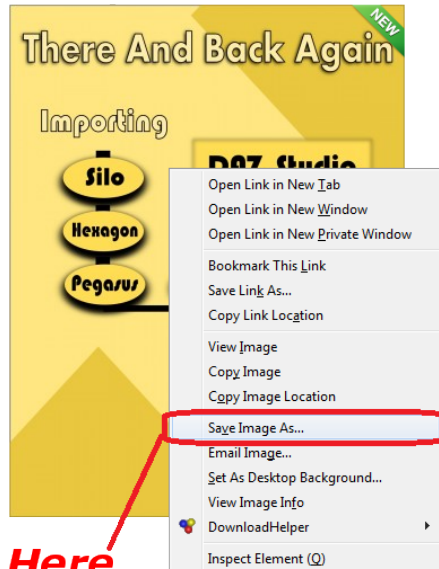
## Google Chrome



**Here**

*Chrome  
Save image as...*

## Mozilla Firefox



**Here**

*Firefox  
Save Image As...*

### NOTE:

**Be sure to save all the promo image(s)  
in the same folder as your product files.**

## Above and Beyond

Though not necessary, if you want to go the extra mile when organizing your content, you should consider adding a few additional items in the folder/directory where the item is stored as shown in the example image below.

1. PDF copy of email regarding purchase or your sales receipt.
2. TXT file containing the description of the product purchased.
3. TXT file named with the original purchase price.



Description.rtf



m2a2-bradley-ods-large\_2.jpg



m1025-hmmwv-humvee-large\_2.jpg



Receipt.pdf



Receipt\_(PayPal).pdf



superhero\_content-bundle2.jpg



the-firearm-pack-large\_2.jpg



uh60-blackhawk-helicopter-large\_2.jpg



\_PRICE\_\$49.95\_.txt

*Supersuit Super Hero Content Bundle*

## Using Content-Cataloger

Content-Cataloger (CC) was designed to be used for any type of content, and requires at least one image to be co-located with the content being cataloged (music, videos, 3D). CC is not designed to analyze and extract image files from archive files such as ZIP, RAR, etc. By having the user choose which image(s) to download with content, the user has full control over the information contained on their system and at the same time can limit or expound upon any available storage space (hard drives, SSD, thumb drives).

Here is a quick step-by-step on how Content-Cataloger is designed to be used:

---

When you download either purchased or free content, you must also download at least one image (usually titled something like Main.jpg or such) into same folder/directory. *{Notice how CC uses the same methodology we are teaching}*

Step-1, When you are creating a new catalog, you will need to locate the highest level folder containing all of the content you wish to view in your new catalog.

Step-2, Choose the folder location and name of the html file to be used for your new catalog.

Step-3, Add a Title for the top of the catalog (ie My 3D Content).

Step-4 thru Step-8 can be left at default until you get used to CCPro.

Step-9, Click the Create Catalog button to create and view new catalog in default browser.

---

In this example catalog below created with CCPro for a recently released pose set, you can see that we also downloaded (saved) all the other promo images.:

## Capsces Poses for Gianni 6

Created on 22-June-2014 with [Content-Cataloger PRO](#) available from [Winterbrose](#)

<a href="#">View Image</a> 	<a href="#">View Image</a> 	<a href="#">View Image</a> 	<a href="#">View Image</a> 	<a href="#">View Image</a> 	<a href="#">View Image</a> 
<a href="#">Open Folder</a> <b>00-main-capsces-poses-gianni-male-warrior-barbarian--daz3d</b>	<a href="#">Open Folder</a> <b>01-capsces-poses-gianni-male-warrior-barbarian--daz3d</b>	<a href="#">Open Folder</a> <b>02-capsces-poses-gianni-male-warrior-barbarian--daz3d</b>	<a href="#">Open Folder</a> <b>03-capsces-poses-gianni-male-warrior-barbarian--daz3d</b>	<a href="#">Open Folder</a> <b>04-capsces-poses-gianni-male-warrior-barbarian--daz3d</b>	<a href="#">Open Folder</a> <b>05-capsces-poses-gianni-male-warrior-barbarian--daz3d</b>
<a href="#">View Image</a> 	<a href="#">View Image</a> 	<a href="#">View Image</a> 	<a href="#">View Image</a> 		
<a href="#">Open Folder</a> <b>06-capsces-poses-gianni-male-warrior-barbarian--daz3d</b>	<a href="#">Open Folder</a> <b>07-capsces-poses-gianni-male-warrior-barbarian--daz3d</b>	<a href="#">Open Folder</a> <b>08-capsces-poses-gianni-male-warrior-barbarian--daz3d</b>	<a href="#">Open Folder</a> <b>Catalog---Capsces Poses for Gianni 6</b>		

If your content collection is small, download and try the Free LITE version of CC:

[http://www.winterbrose.com/products/software/Content-Cataloger\\_PRO/index.html](http://www.winterbrose.com/products/software/Content-Cataloger_PRO/index.html)

## Conclusion

We hope that you enjoyed this instruction guide to more organized content for your 3D models and content. In the end, how you organize your content should be your own personal preference and what works best for you and the resources available to you.

We create many products that you may find useful for 3D projects including software for Windows. Please visit our website to see what other interesting items you may find there.

