

The

Beginner's Guide



to

Starter Essentials

**Daz  
Studio**

**(Winterbrose**

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## *The Beginner's Guide to* *Starter Essentials for Daz Studio*

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# Chapter 1: Introduction

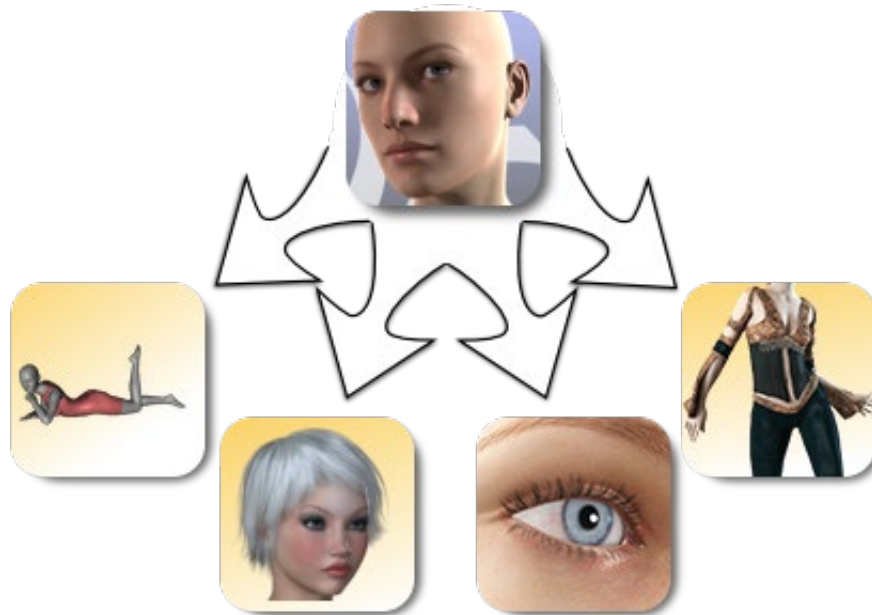


# What is Starter Essentials?

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The "Genesis Starter Essentials" and the "Genesis 2 Starter Essentials" bundles come with your purchase of DAZ Studio 4.6. These bundles contain the essential types of items you will be using when working in DAZ Studio to create projects.

The bundles contain a variety of figures (Genesis, Genesis 2 Female, and Genesis 2 Male) that we will be using in this tutorial along with an assortment of products that go along with them. These include a variety of poses, hair colors, eye colors, and wardrobe (clothing/outfits) for both Genesis and the Genesis 2 figures.



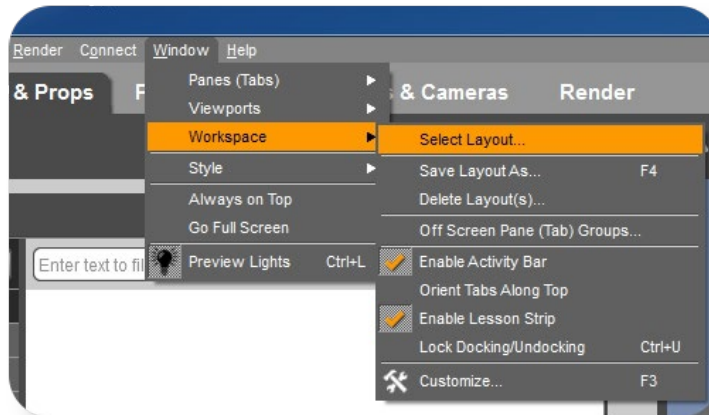
Additionally, there is an assortment of props available to us to enhance your project. The figures and these props come with Materials to further refine your character and scene.

We'll be using these to start you out creating your very own scene, only utilizing the products available to us through each of the Starter Essentials bundles.

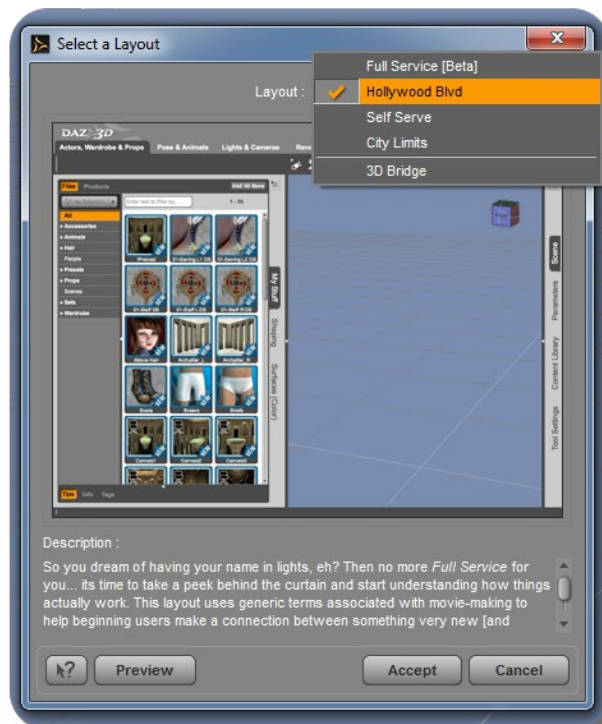


# Layout

In DAZ Studio, there are multiple layouts that you can use. To find them and change your settings, go to **Window->Workspace->Select Layout**.

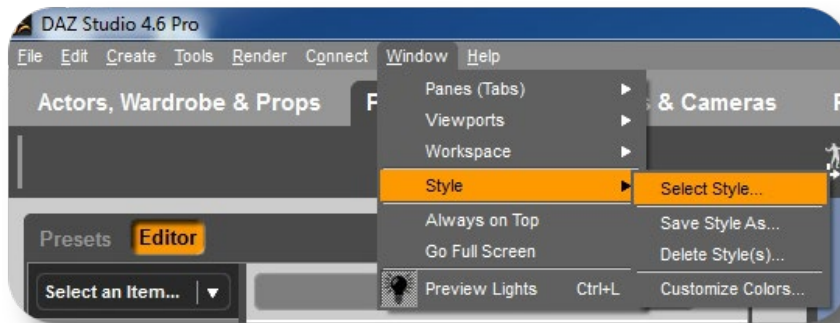


This tutorial will be using the '**Hollywood Blvd**' layout. Choosing the same layout setting will make it much easier to follow along.

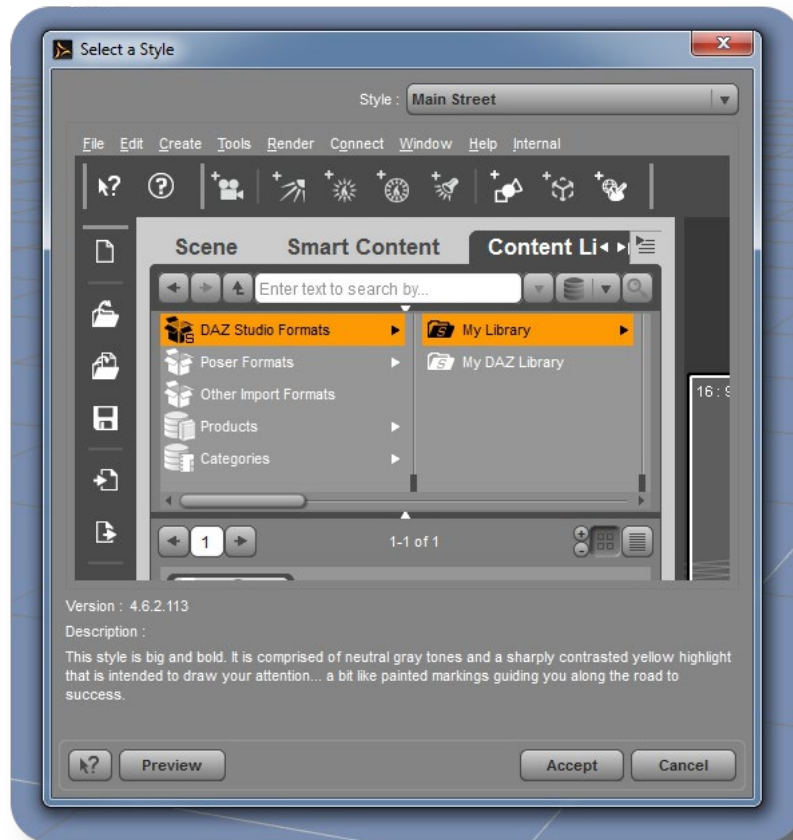


# Style

In DAZ Studio, there are multiple styles that you can use. To find them and change your settings, go to **Window->Style->Select Style**.

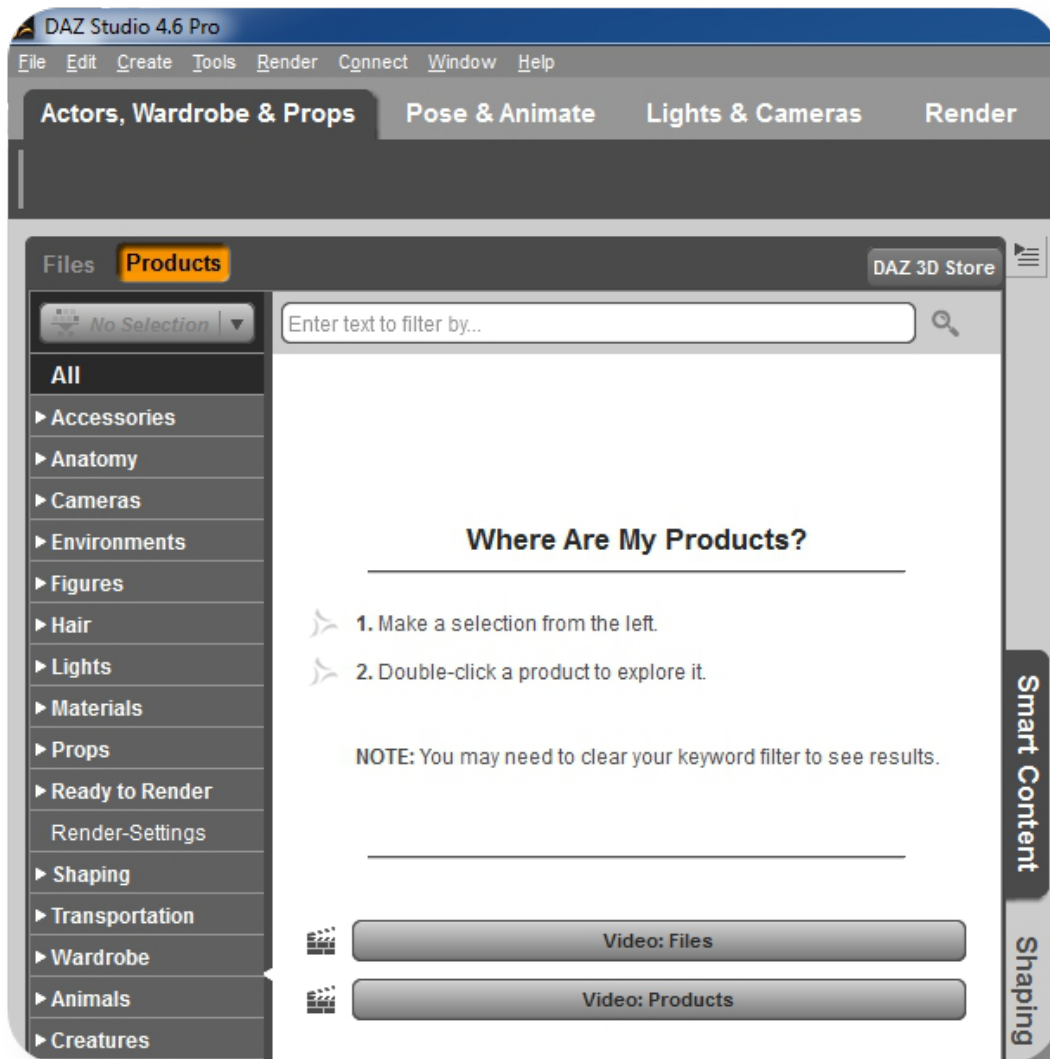


A style window will popup. Select the '**Main Street**' style, then hit '**Accept**' in order to use the same style that we use in this tutorial.



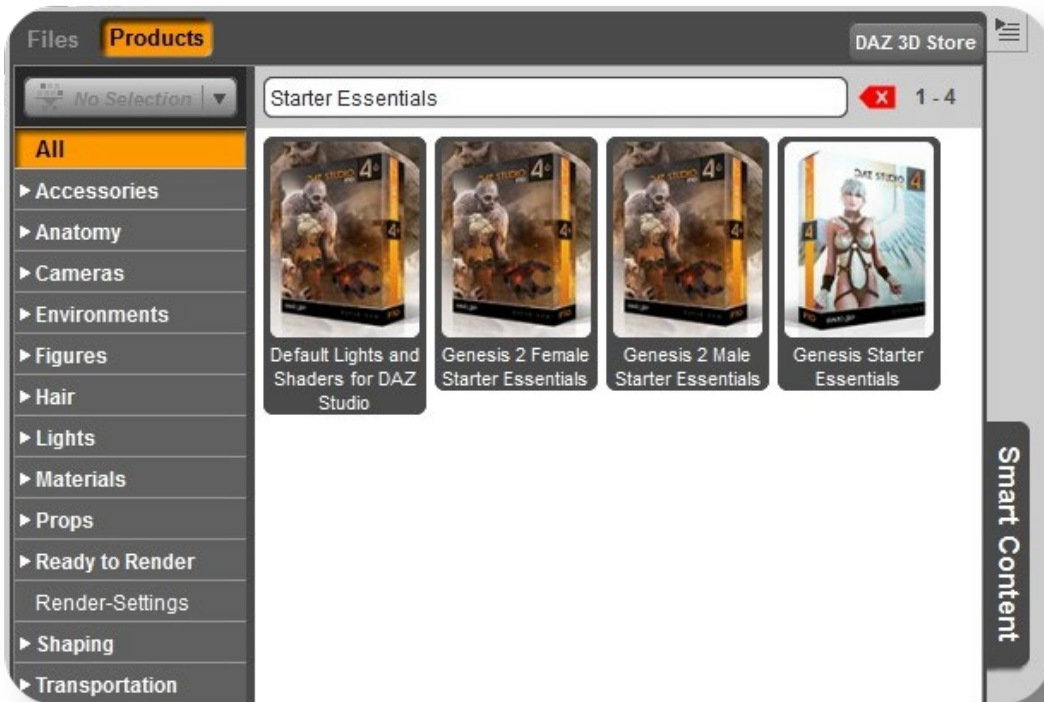
# How to Find Starter Essentials

When opening DAZ Studio, make sure you are on the '**Actors, Wardrobe & Props**' Tab at the top left. Below that make sure you have selected the **Smart Content** tab. Smart Content is the area we will be working in most. Once you are there click the **Products** button at the top left of your Smart Content section. Now we are ready to look for our **Starter Essentials**.





Select 'All' in the left column of your Smart Content section. Then type in '**Starter Essentials**' into the search bar. It will then show you all the Starter Essentials kits you have available to you.

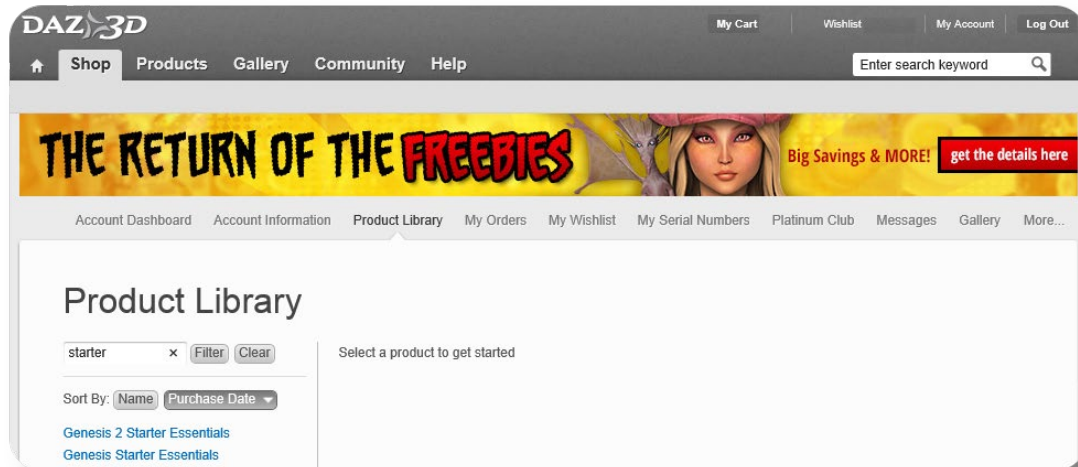


# IMPORTANT

If for some reason **Starter Essentials** does not show up, make sure you have them downloaded and installed. And if they are already installed and still do not show up, uninstall and reinstall them.

Using your account, you can download your copy of the Genesis Starter Essentials and Genesis 2 Starter Essentials through the DAZ website at “www.daz3d.com”.

- Log into your DAZ3D account.
- Click the "My Account" link in the upper right.
- Click the "Product Library" tab.
- Type "starter" in the filter box and hit return.



You can then click each link for the **Genesis Starter Essentials** and/or **Genesis 2 Starter Essentials** and manually download them.



### Genesis Starter Essentials

Order: [#101575256](#) – 23 Apr, 2014

Genesis Starter Essentials is a content bundle for Genesis and DAZ Studio 4.6. This huge package is included for free with your DAZ Studio 4.6 download. Find out how easy it is to render like the pros with this impressive collection of characters, clothing, scenes and props. Upgrade to DAZ Studio 4.6 now to start using all of this new content.

Download this product's **Install Manager Ready** files

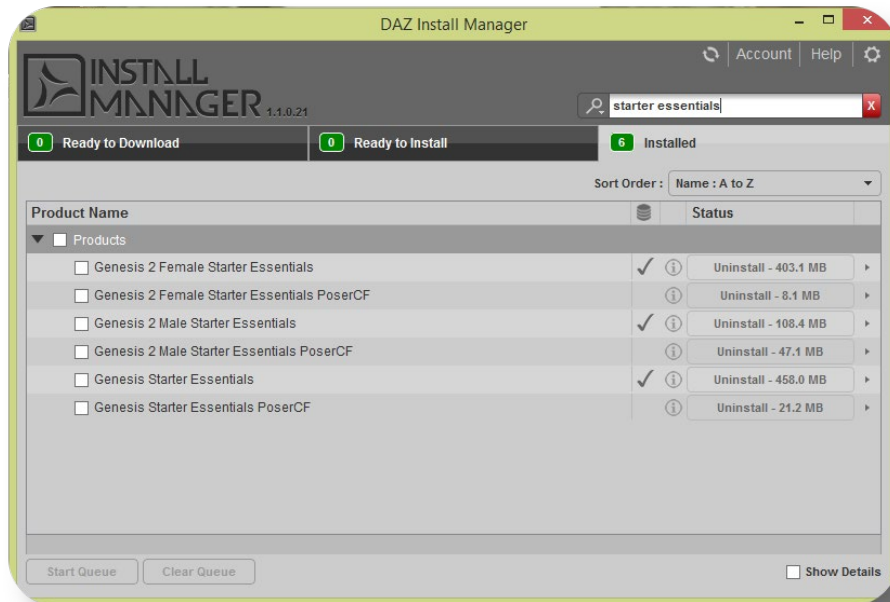
[download & install](#)

[get Install Manager](#)

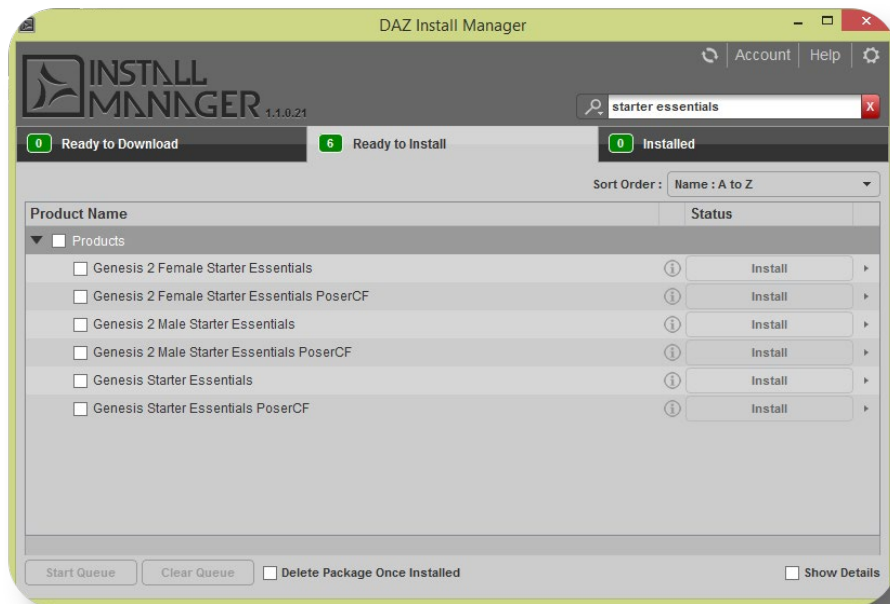
\* Requires latest version of [Install Manager](#)

| FILE NAME                          | SIZE      | MANUAL ?                 | INSTALL MANAGER READY* ?                 |
|------------------------------------|-----------|--------------------------|--|
| Genesis Starter Essentials         | 409.72 MB | <a href="#">download</a> | <a href="#">download &amp; install ↓</a> |
| Genesis Starter Essentials PoserCF | 6.86 MB   | <a href="#">download</a> | <a href="#">download &amp; install ↓</a> |

If you have the **DAZ Install Manager** (DIM), you can download and install them using that as well. You should filter your search using '**starter essentials**'. If it's already installed it will show up in the '**Installed**' tab.



If not installed, look for it in the '**Ready to Download**' and '**Ready to Install**' sections to get it downloaded and/or installed as needed.



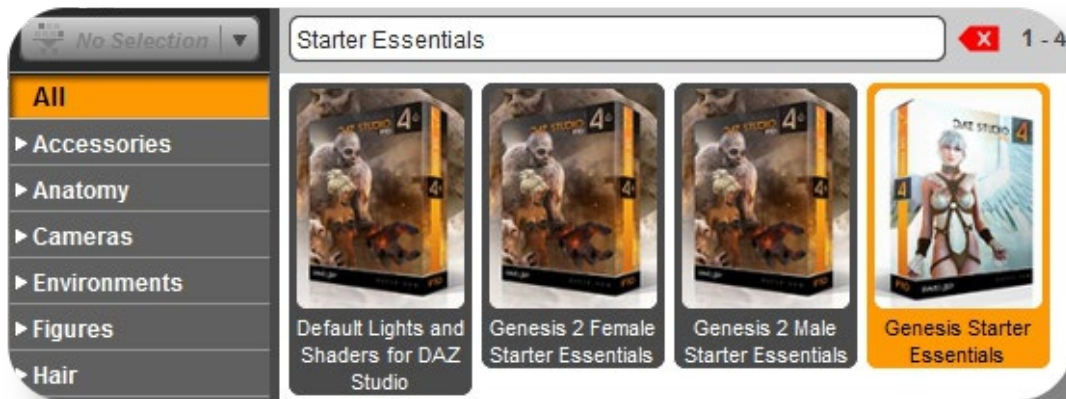
## Chapter 2: Making A Scene





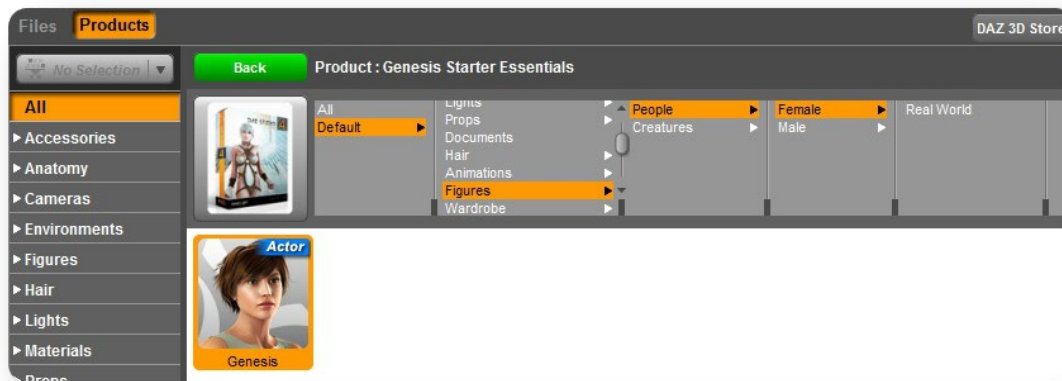
# Opening Starter Essentials

Once you find the **Starter Essentials** bundles you can double-click any of them to open up there contents. Double-click the **Genesis Starter Essentials** at this time in order to open up its contents so we can get to work.



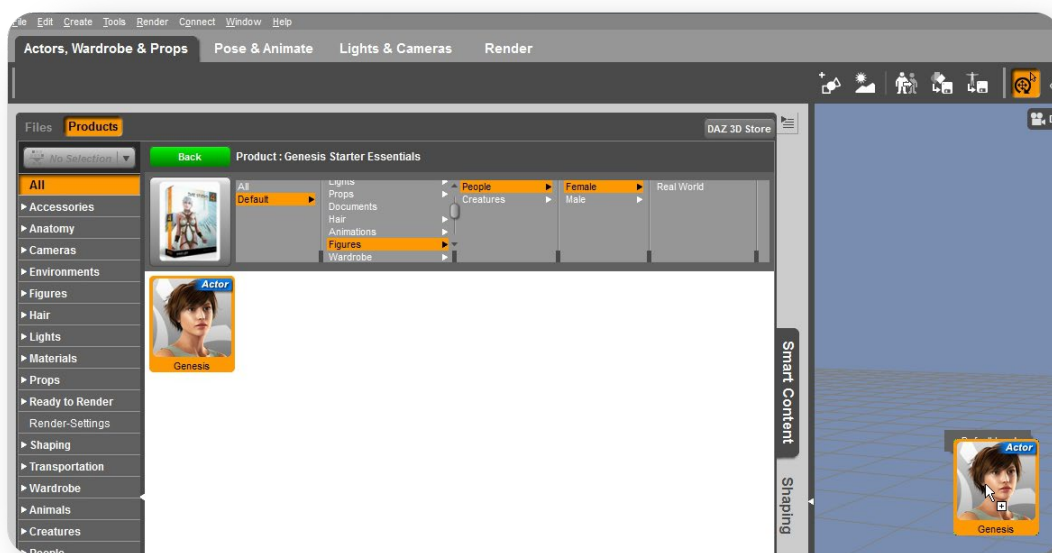
# Adding Objects To Scene

Once you open up the "Genesis Starter Essentials" pack, expand and follow the hierarchy below to reach the Genesis figure.

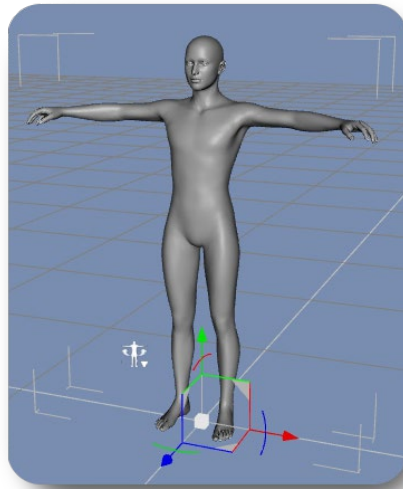


*Genesis Starter Essentials / Default / Figures / People / Female*

To add the Genesis figure to your default scene, just double-click the thumbnail of the Genesis figure, or left-click drag and drop the icon onto the scene in the viewport as shown in the image below.



If you added the Genesis figure correctly, it will show up in your viewport.

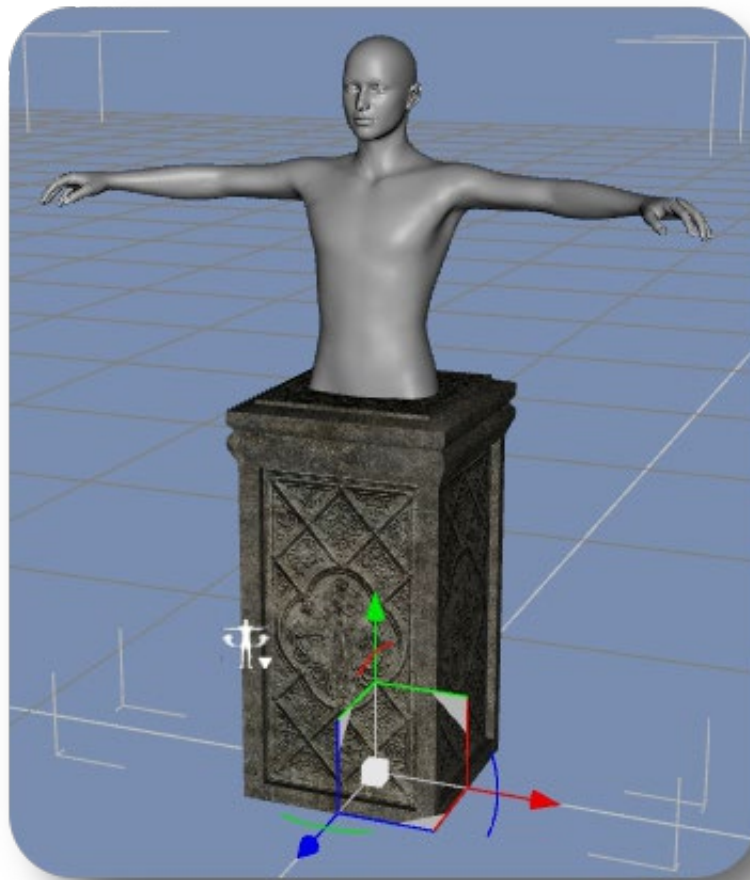


The same way you added the Genesis figure, expand and follow the hierarchy below to add the '**NoAi-Post**' prop to the scene.



*Genesis Starter Essentials / Default / Environments / Architecture / Exterior*

Your scene should look something like the below image. In our scene, we have the initial figure we loaded as well as our prop. They both had predetermined coordinates they loaded onto. In this case, both predetermined coordinates were the same and each object loaded right on top of the other, which is why the Genesis figure looks to be inside the pedestal prop.

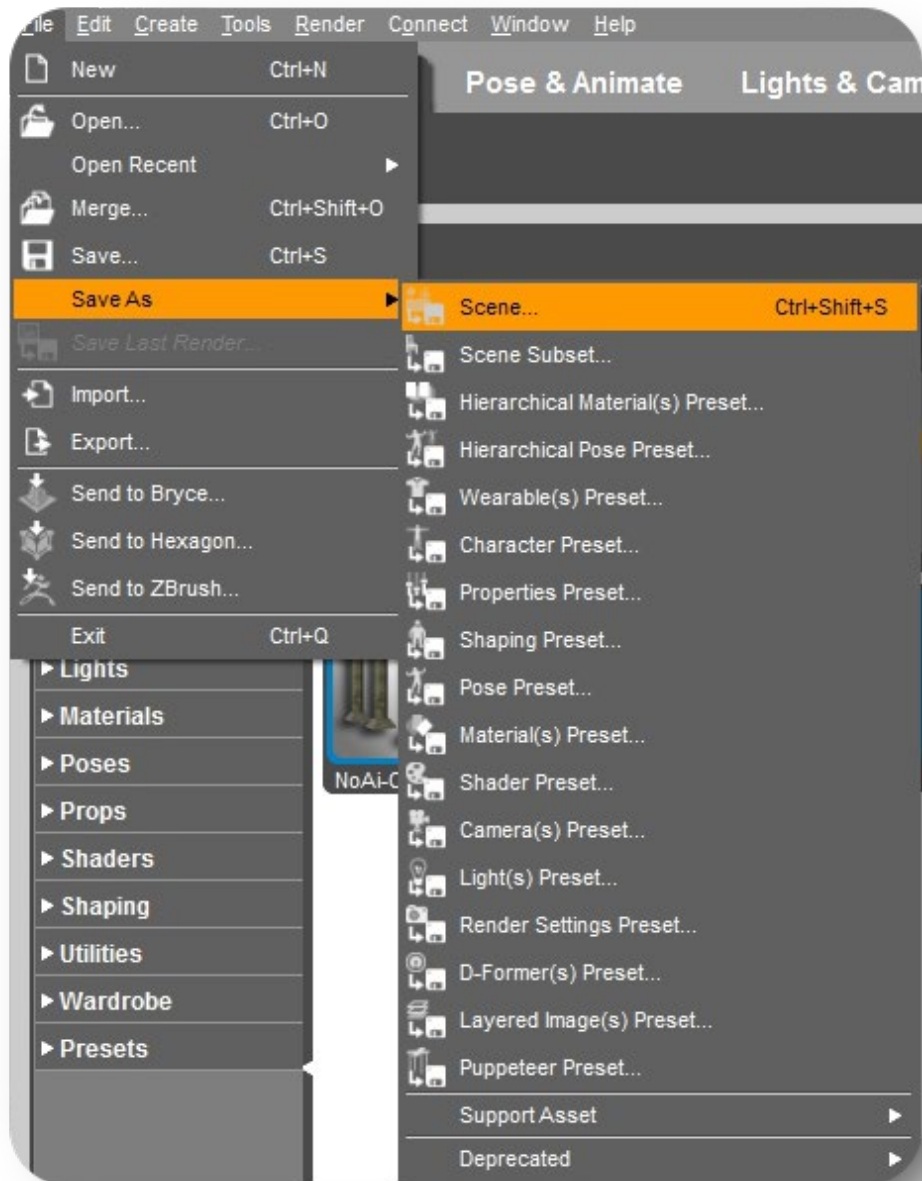


**NOTE:** Many figures and props are designed to load at the location in 3D space commonly referred to as the “World Center” at coordinates 0,0,0.

When we start loading in clothes, we will load them in different predetermined coordinates, for instance a shirt will loaded onto the figure's chest.

# Saving Your Scene

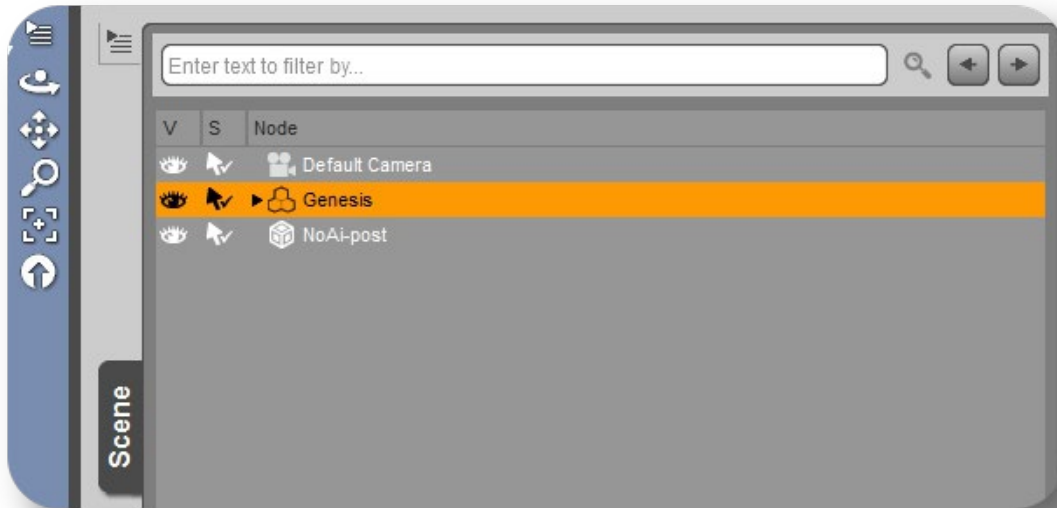
To save your current scene, go to **File->New->Save As->Scene...** You can then browse to your desired location and save your scene as a “.DUF” file. Later you can load these scene files back into DS to be worked on again.



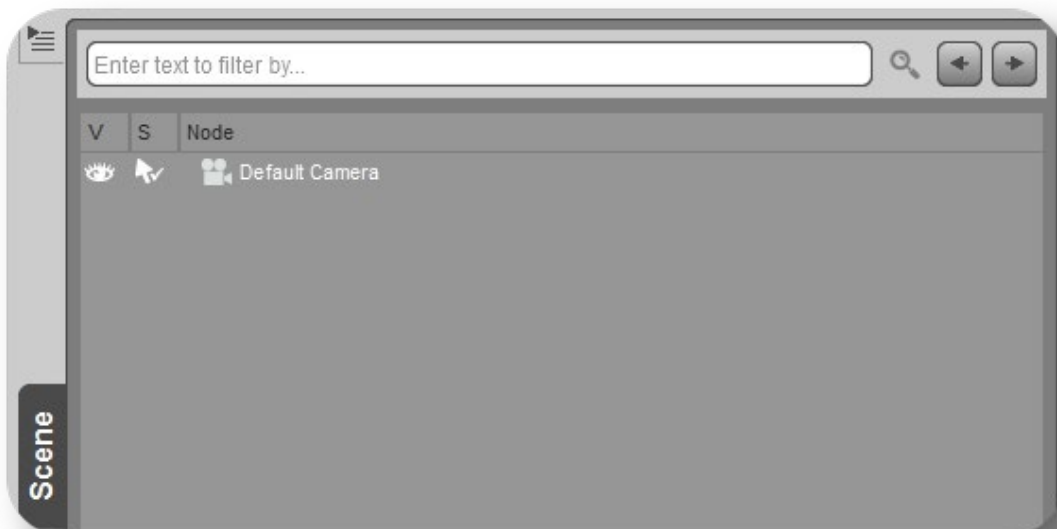


# Deleting Objects from Scene

Find your Scene tab to the right of your viewport in DAZ Studio. There you will see a list of objects currently in your scene. You can delete an object by selecting it and hitting 'Delete' key or right-clicking and using “**Remove Item from Scene**”.



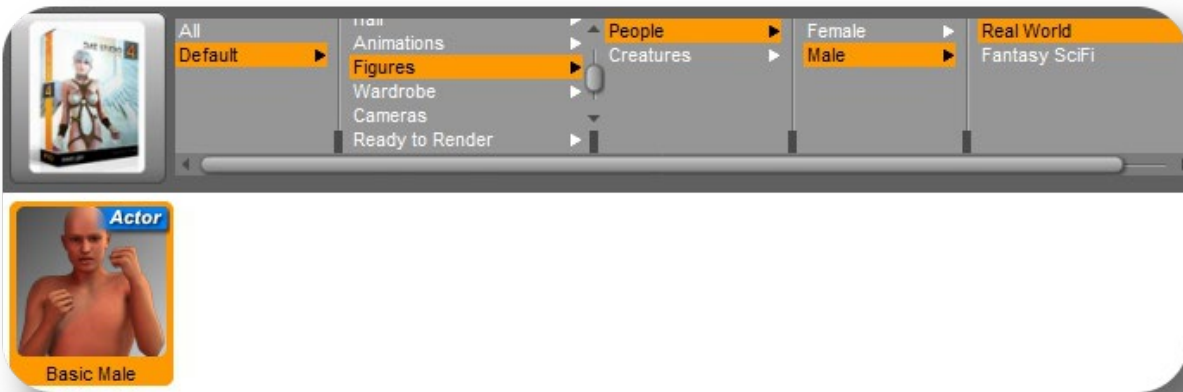
Go ahead and delete every object in your scene with exception to Default Camera.



# Putting It All Together

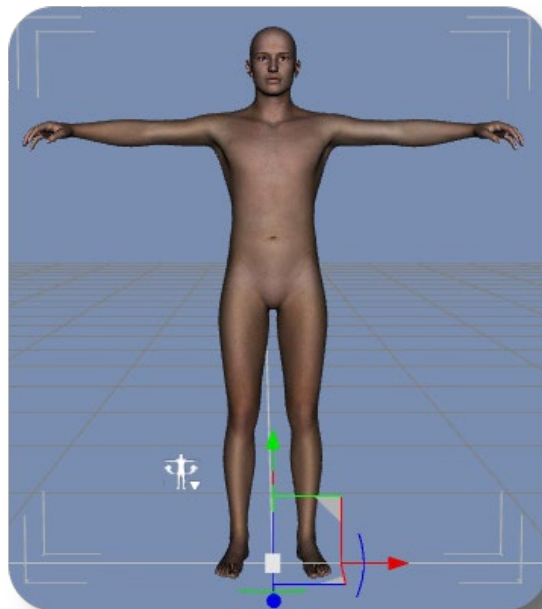
## Figure

Now that you've seen how to manage items in your scene, let's make a real scene. Start by creating a character to put in it. Add the '**Basic Male**' figure to the scene.



*Genesis Starter Essentials / Default / Figures / People / Male / Real World*

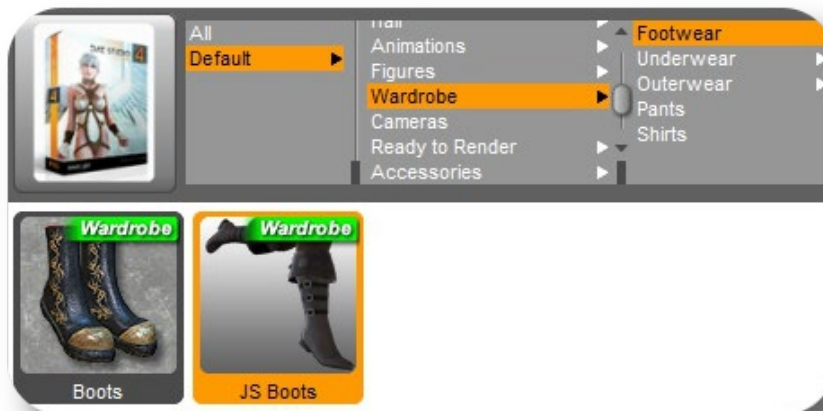
The Basic Male figure currently is quite naked. So let's give him some clothes.



# Wardrobe

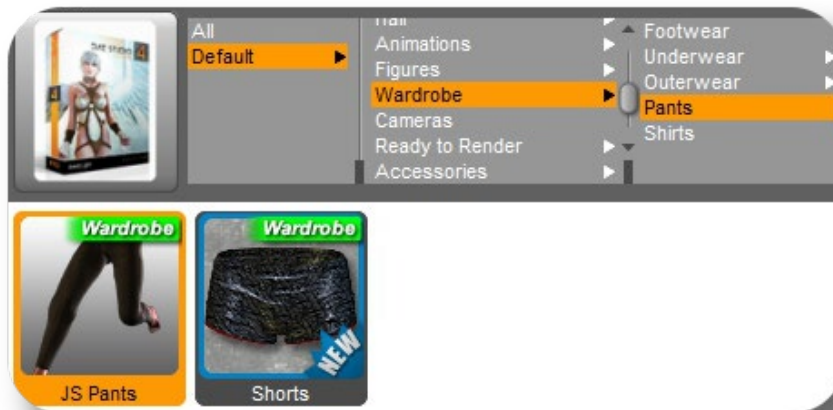
**NOTE:** When loading items like characters, clothing and hair “onto” a figure, be sure that the figure is still selected in the Scene tab.

Go to **Wardrobe->Footwear** and add '**JS Boots**' to the scene.



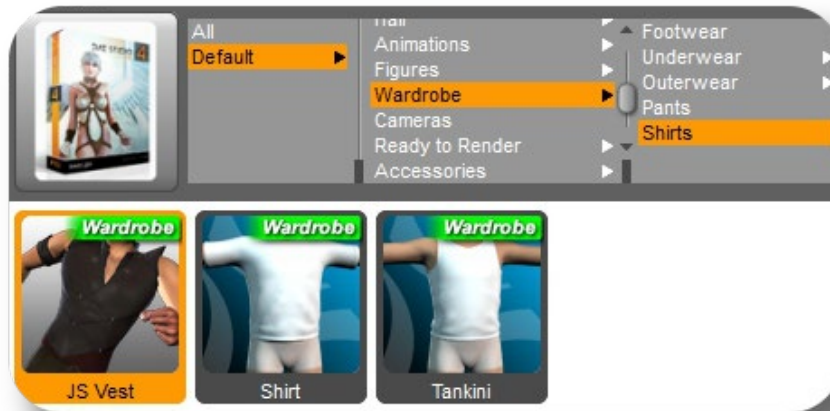
*Genesis Starter Essentials / Default / Wardrobe / Footwear*

Go to **Wardrobe->Pants** and add '**Js Pants**' to the scene.



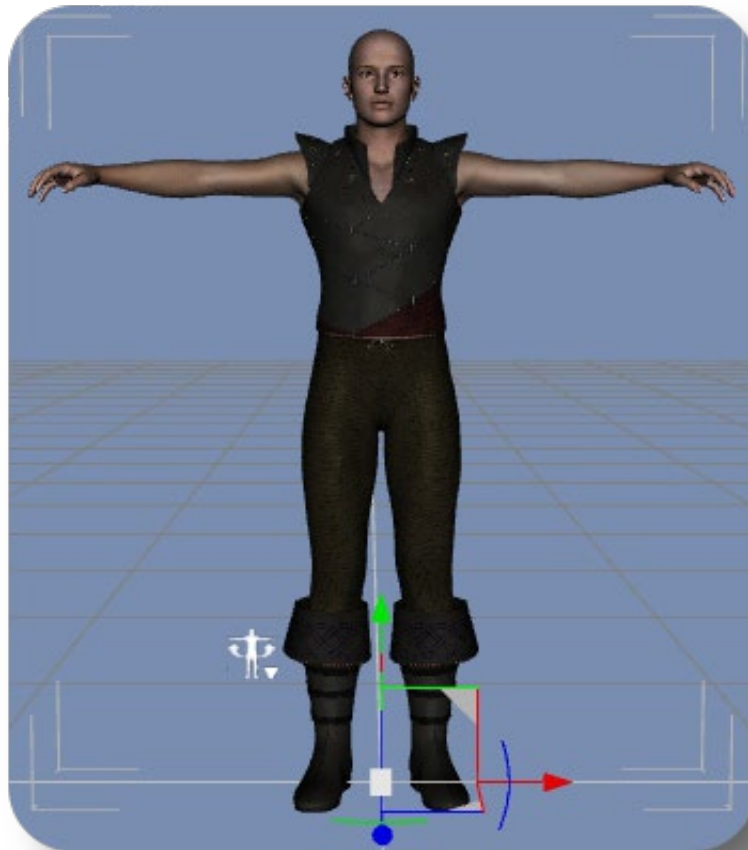
*Genesis Starter Essentials / Default / Wardrobe / Pants*

Go to **Wardrobe->Shirts** and add '**Js Vest**' to the scene.

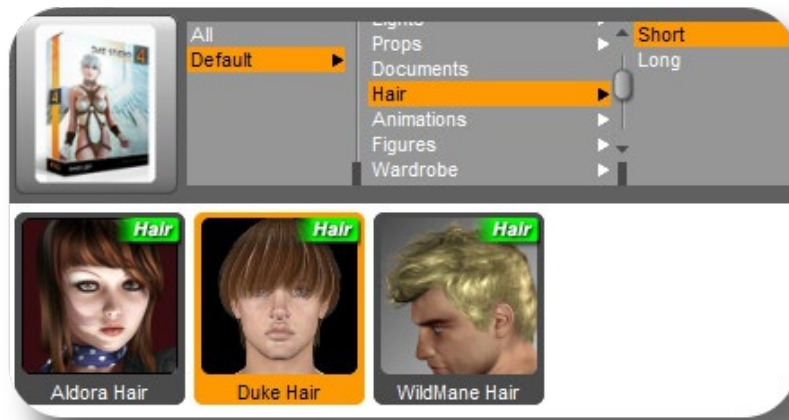


*Genesis Starter Essentials / Default / Wardrobe / Shirts*

Now your Genesis figure will be stylish in his new wardrobe!

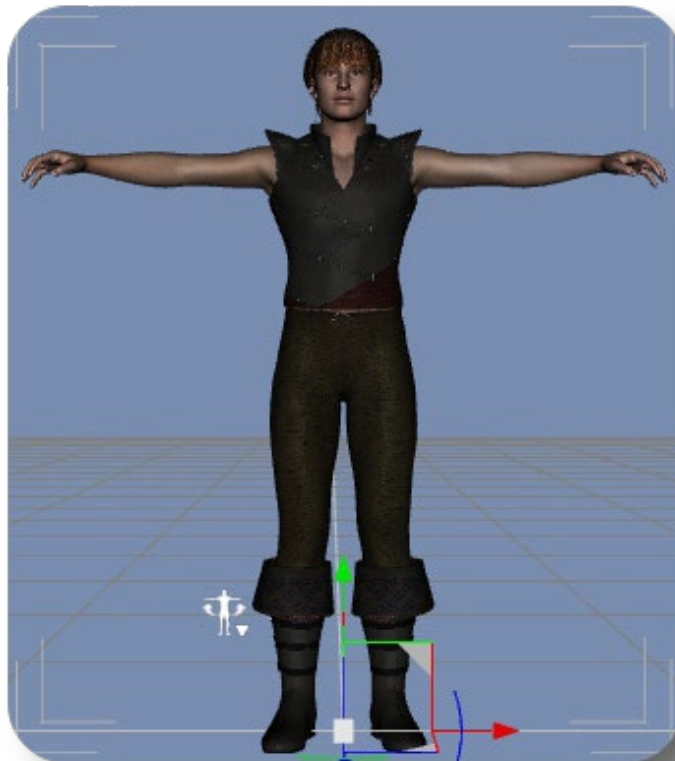


Now let's give him some hair; go to **Hair->Short** and add '**Duke Hair**' to the scene.



*Genesis Starter Essentials / Default / Hair / Short*

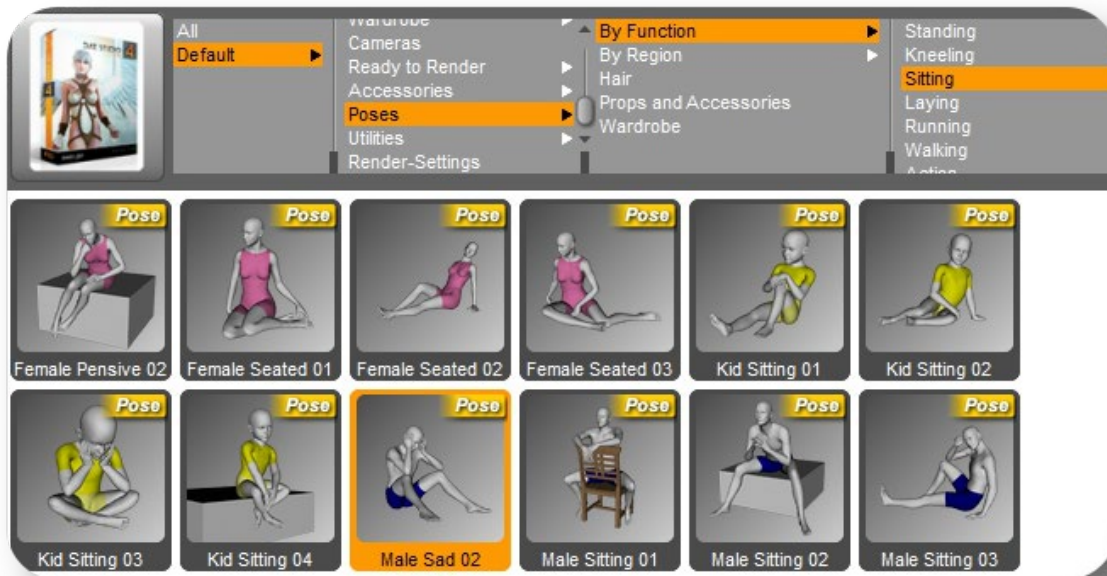
Now he's fully clothed and has a nice head of hair.





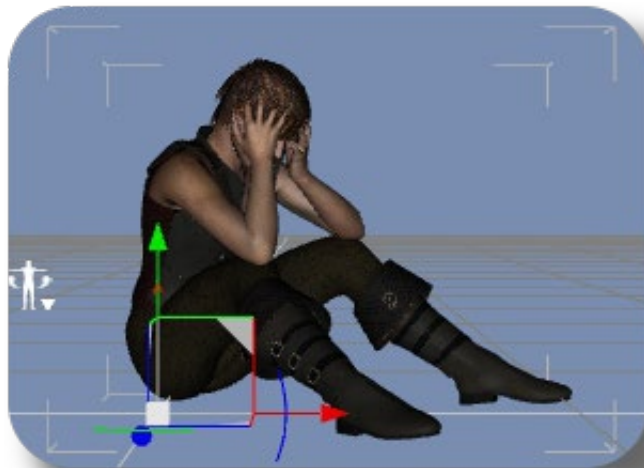
# Pose

Let's give our male figure a nice pose. Go to **Poses->By Function->Sitting** and add 'Male Sad 02' to the scene.



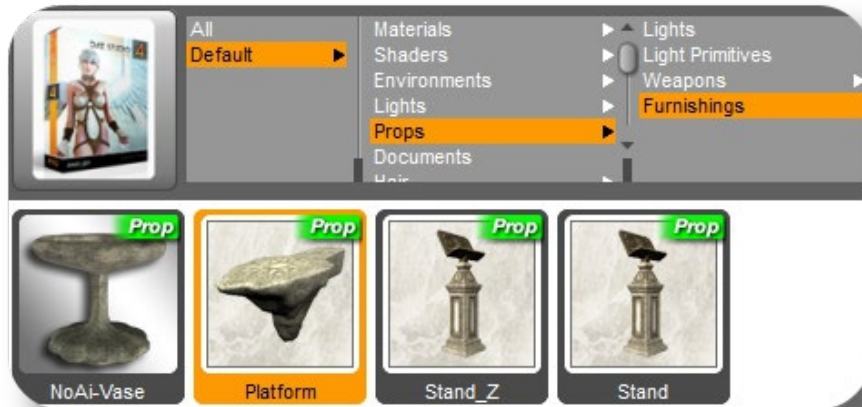
*Genesis Starter Essentials / Default / Poses / By Function / Sitting*

If all worked well, your figure should look something like the image below.



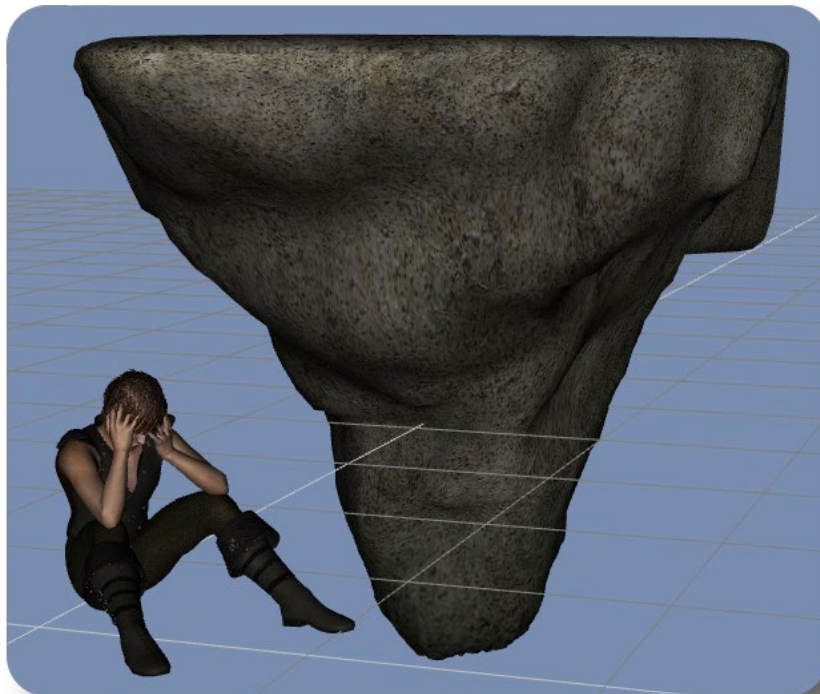
# Props

In order to create a better looking scene, let's add in a prop that he can sit on. Go to **Props->Furnishings** and add 'Platform' to the scene.



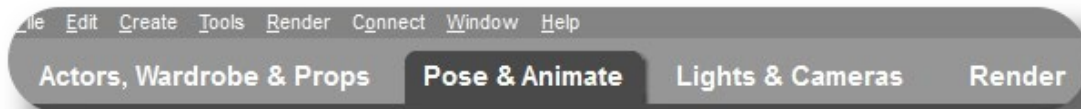
*Genesis Starter Essentials / Default / Props / Furnishings*

We now have our figure and the Platform in the scene.

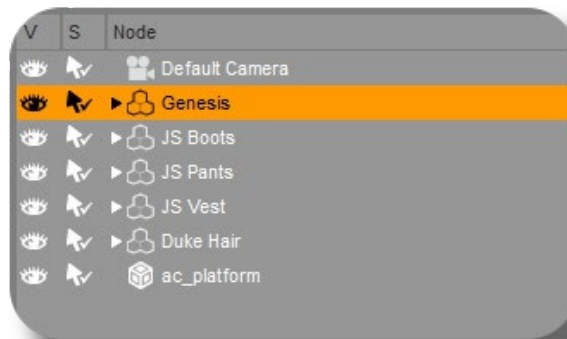


# Transforms

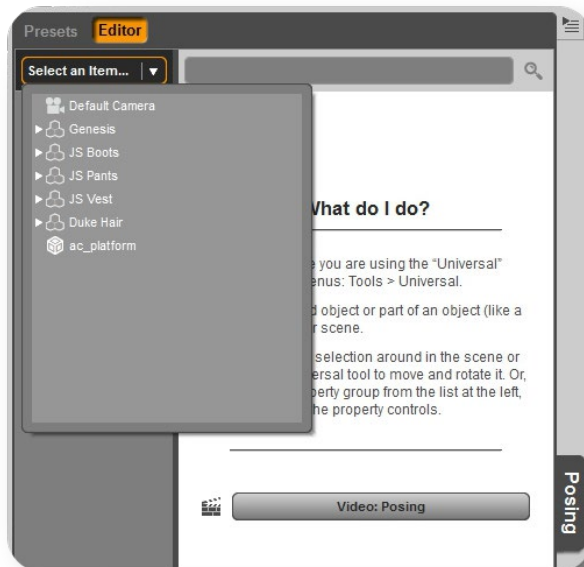
Go to the top left of DAZ Studio and you will see the '**Pose & Animate**' tab. Select it to start moving your props around within the scene.



Select your Genesis figure on your Scene tab in the right-side of the screen.



You can also select the Genesis figure from the left-side '**Posing**' drop-down menu.

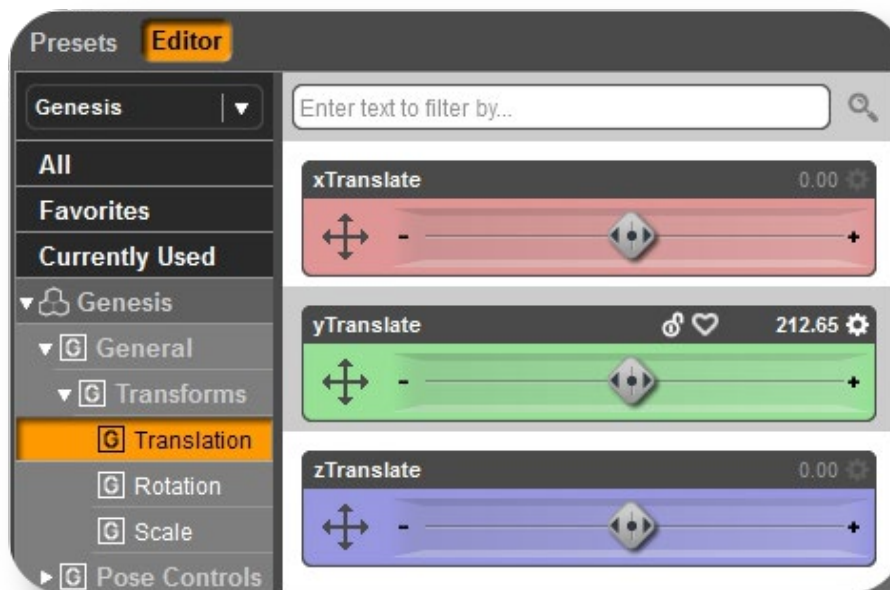


Doing either one will bring up this menu in the Posing section.

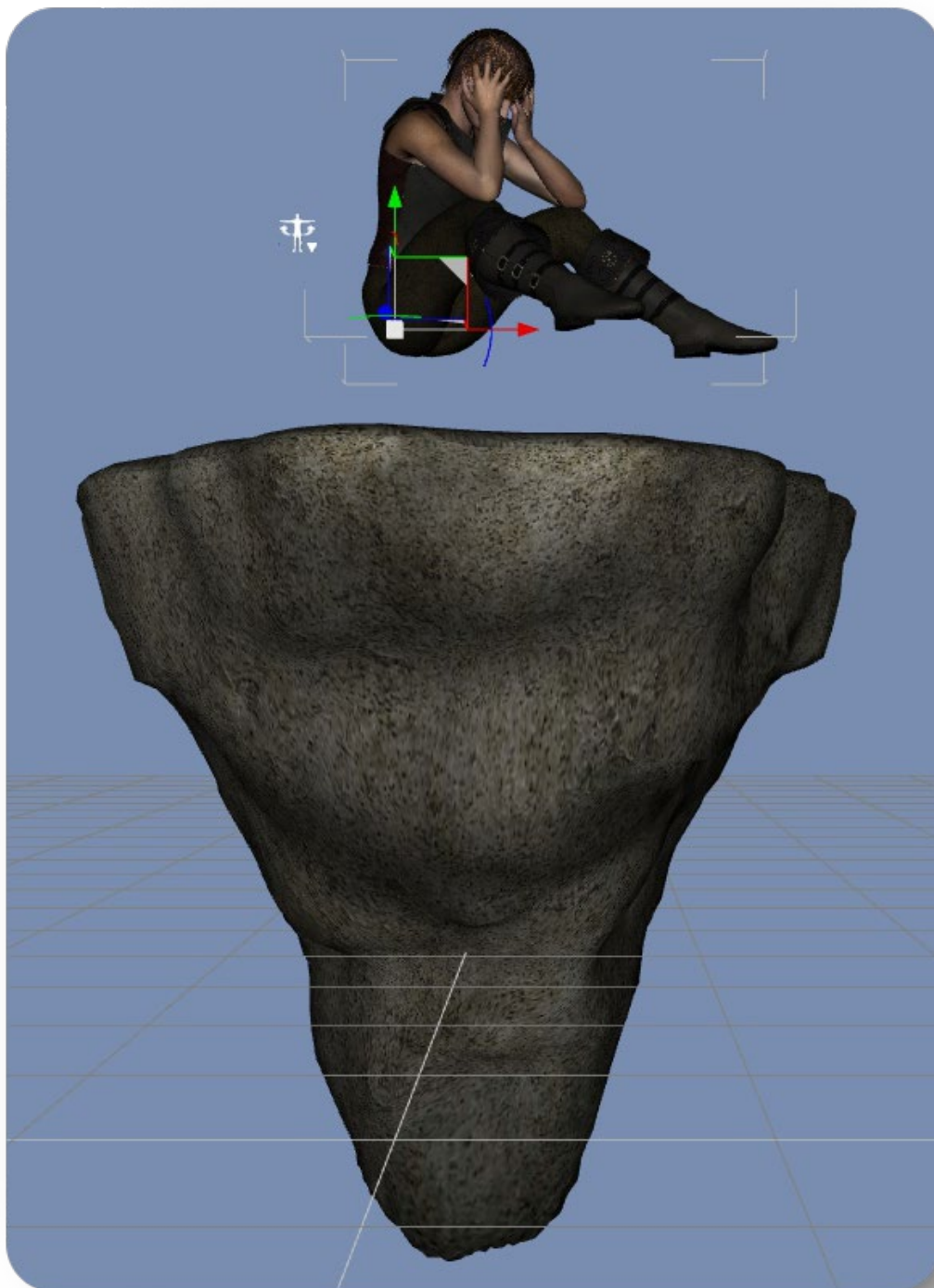


Once you have the Posing section open for your Genesis figure, you can start manipulating them using the **Translation**, **Rotation**, and **Scale** options on the left underneath the “Transforms” section.

Translation simply means to move an object. The X direction is Left-Right, the Y direction is Up-Down and the Z direction is Forward-Back. Now use the track bar to scroll the **yTranslate** to the right, making your Genesis figure rise upwards.

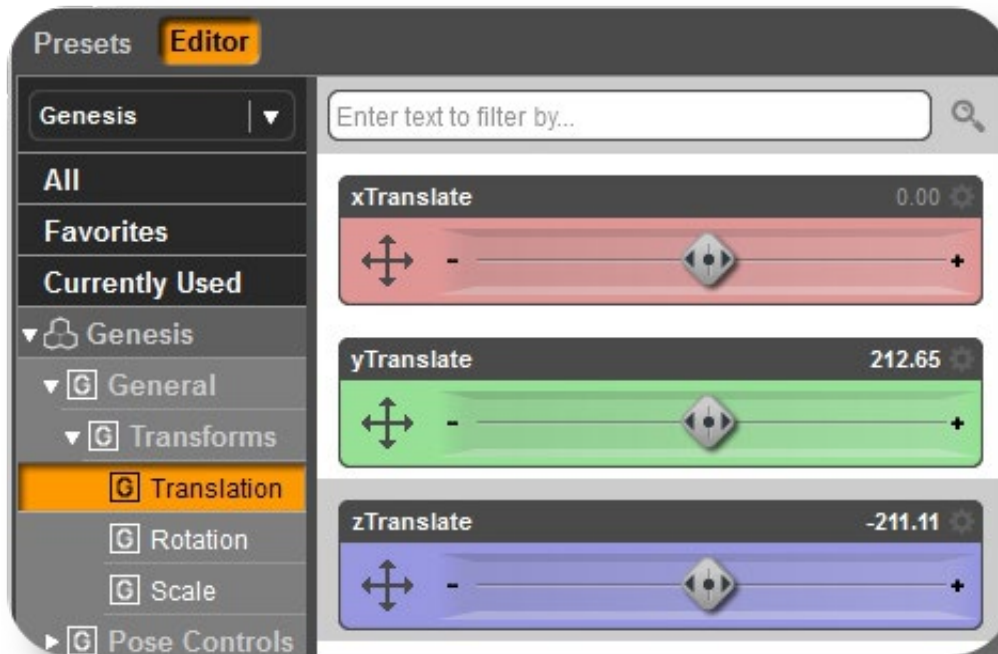


Now that he is floating, you can move him back so that he is sitting on the rock platform by using `zTranslate`.

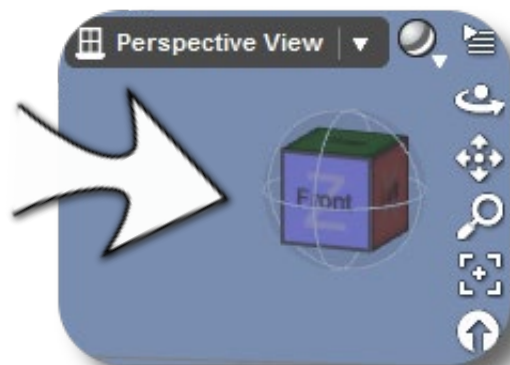




Move the **zTranslate** track bar to the left to make your Genesis figure go towards the rock platform.

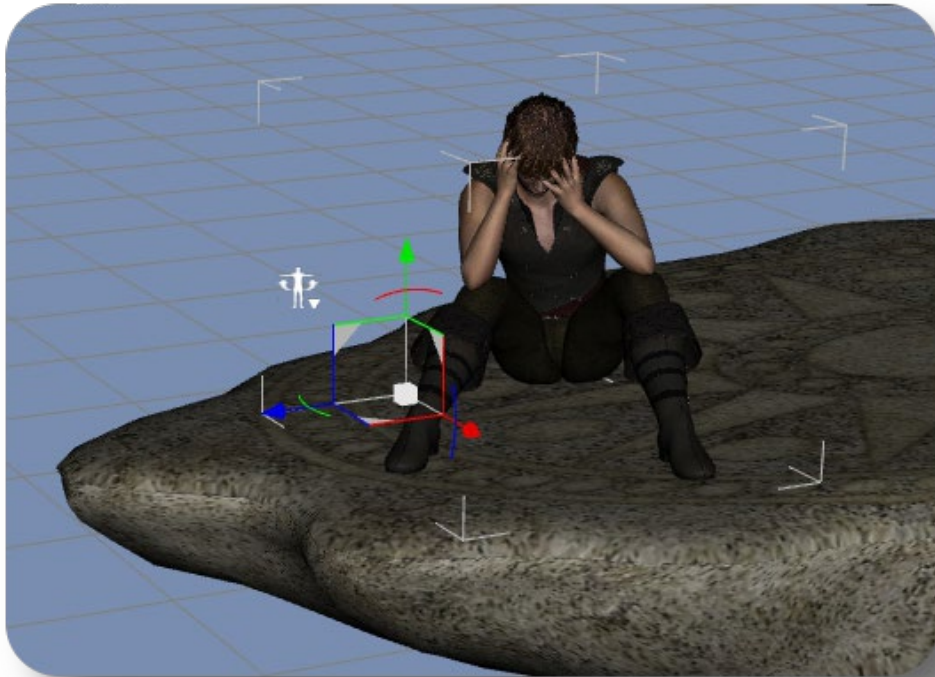


You can use the **View Vantage Cube** (shown below) to rotate your view for different perspectives. In addition, use the other controls to the right of the cube for more maneuverability. To use the cube, as well as some of the other controls, hover your mouse over the control, then hold your left mouse button down, and move your mouse to activate the control.





Now all you need to do is adjust the **xTranslate**, **yTranslate**, and **zTranslate** to move the figure how you want to get him sitting correctly on the platform.



Once you are finished moving him, admire the scene you have just created.

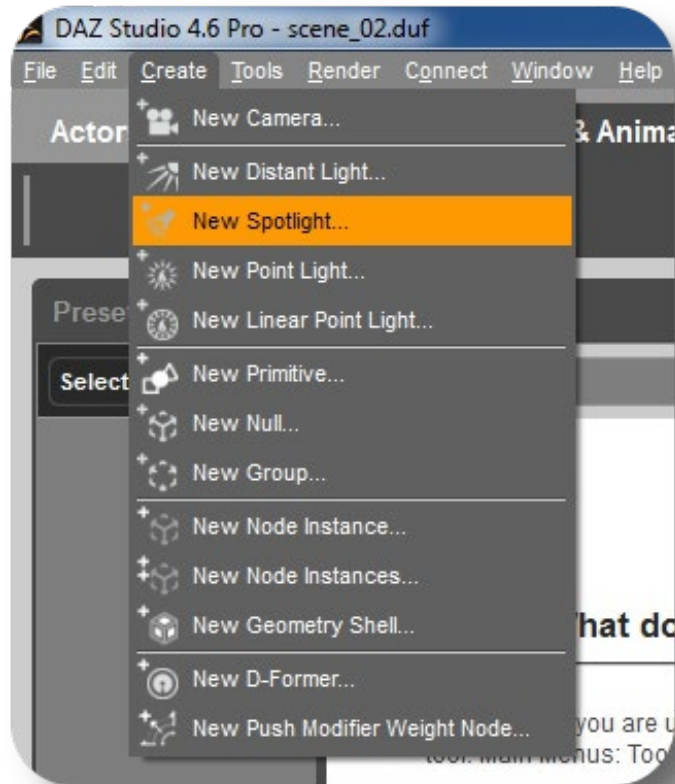


# Chapter 3: Rendering

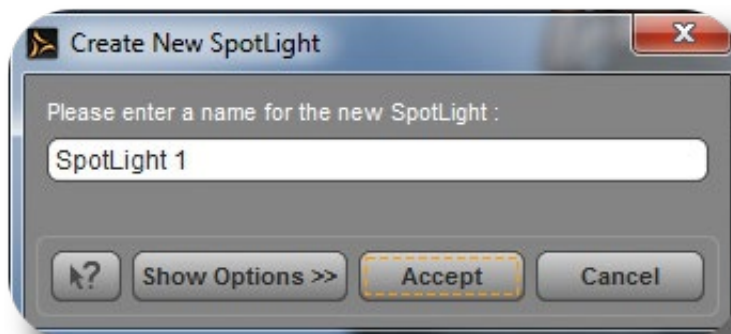


# Lights

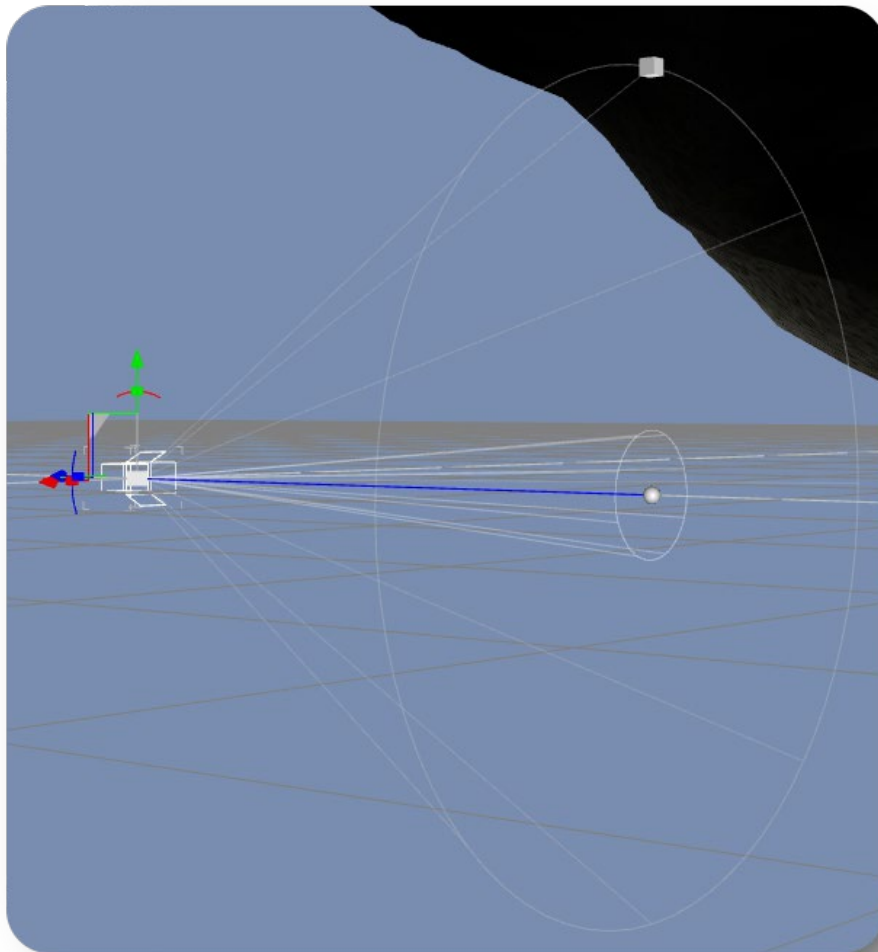
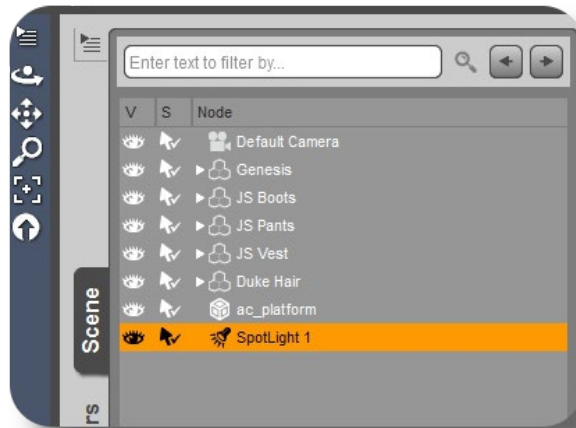
Now that we have our scene created, it's time to Render it. Before we do that, we should add some lighting to the scene. Go to **Create->New Spotlight** to add a light source.



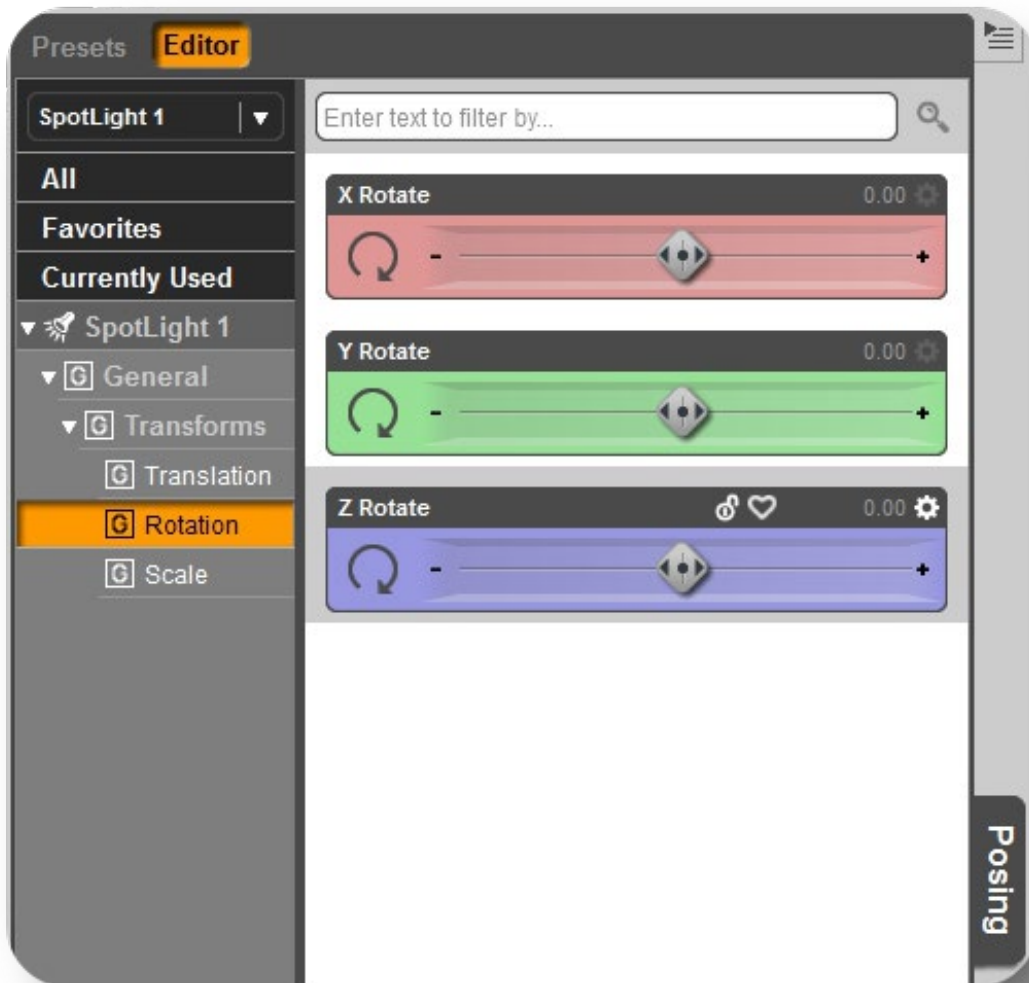
You can then name the light source using the window that pops up.



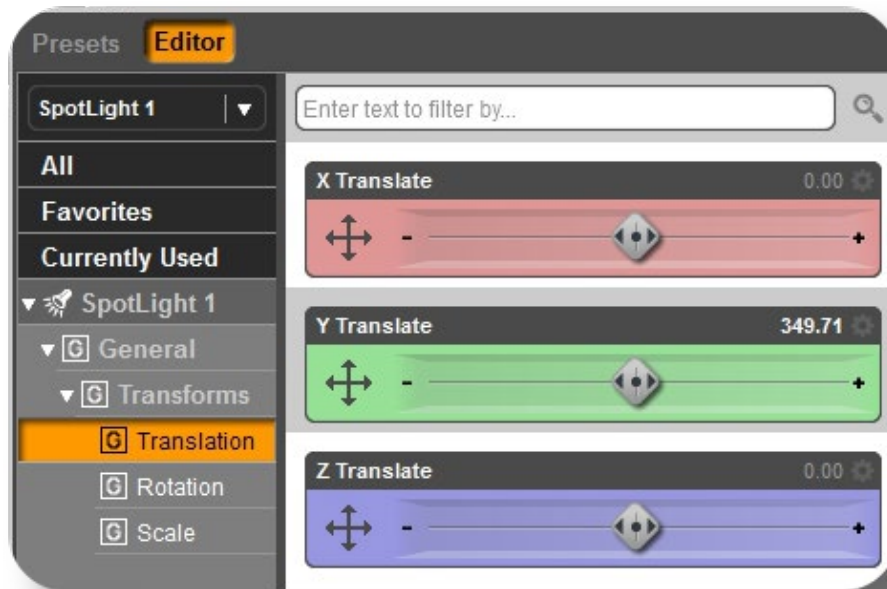
Once your light source is added, you can manipulate it like other props. Find the light source in your scene.



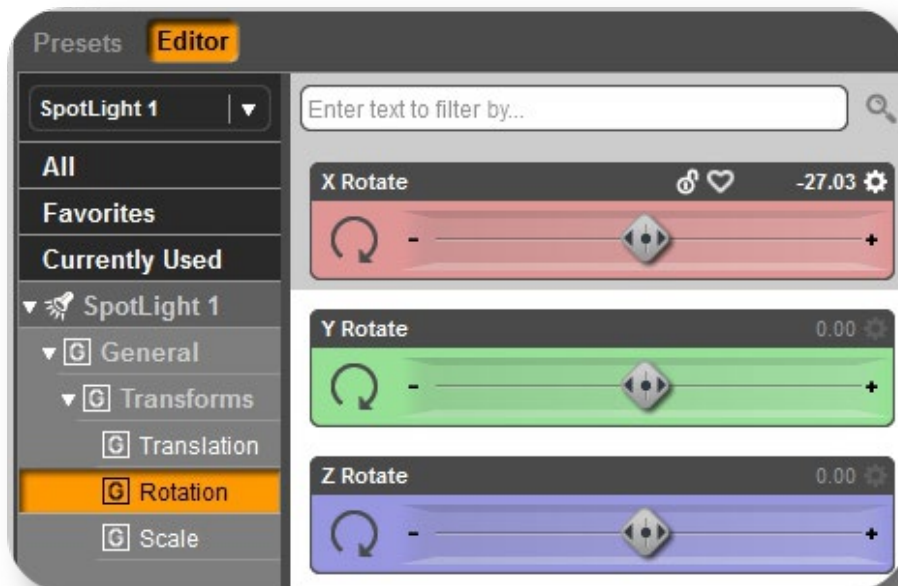
You can use the **Posing** section to manipulate the Spotlight, making it point in any direction you want.



Move the light source upwards by using the **Y Translate** track bar, so that it is closer to our Genesis figure.

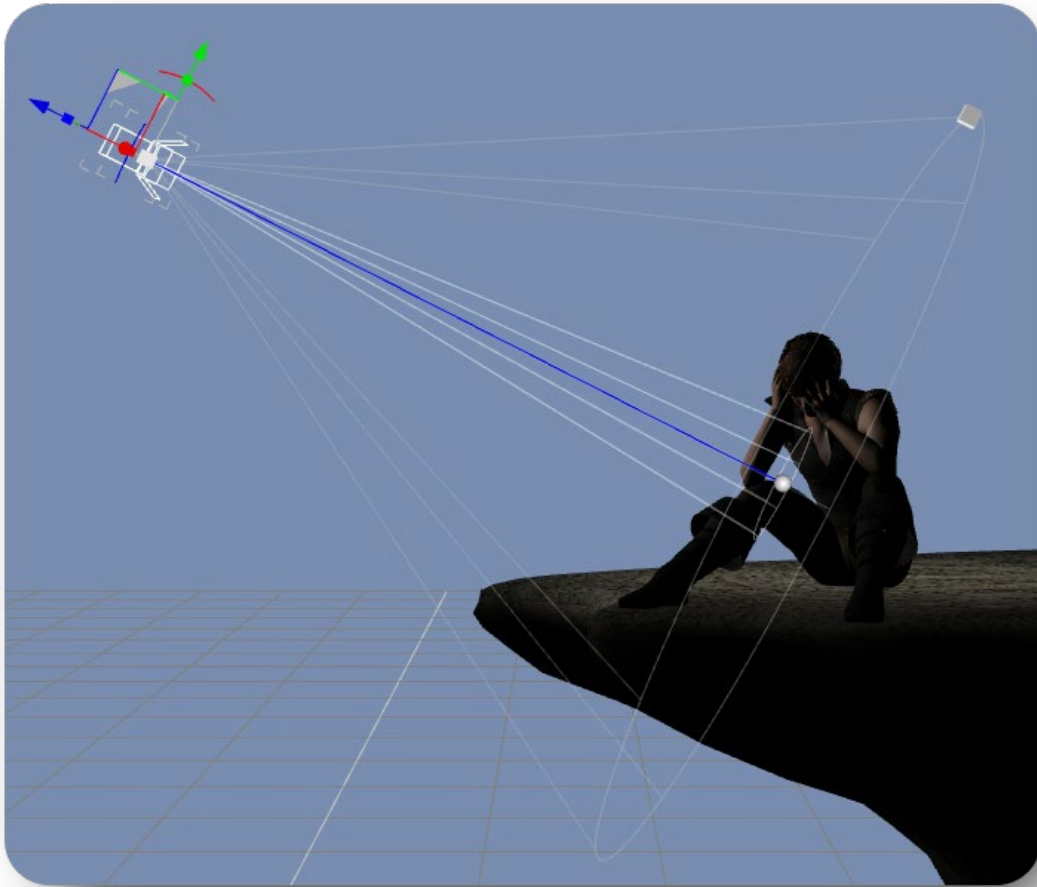


Change to the **Rotation** Transform and rotate the spotlight using the **X Rotate**

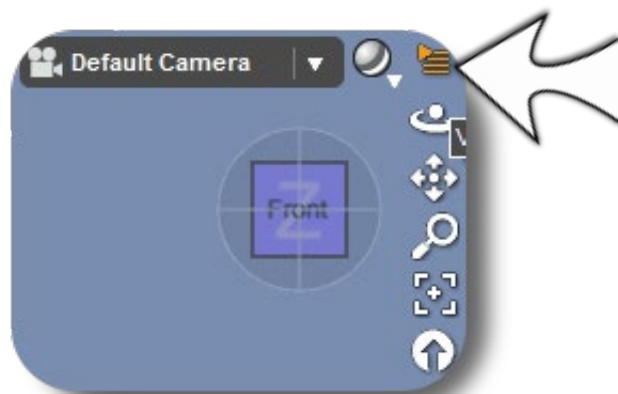




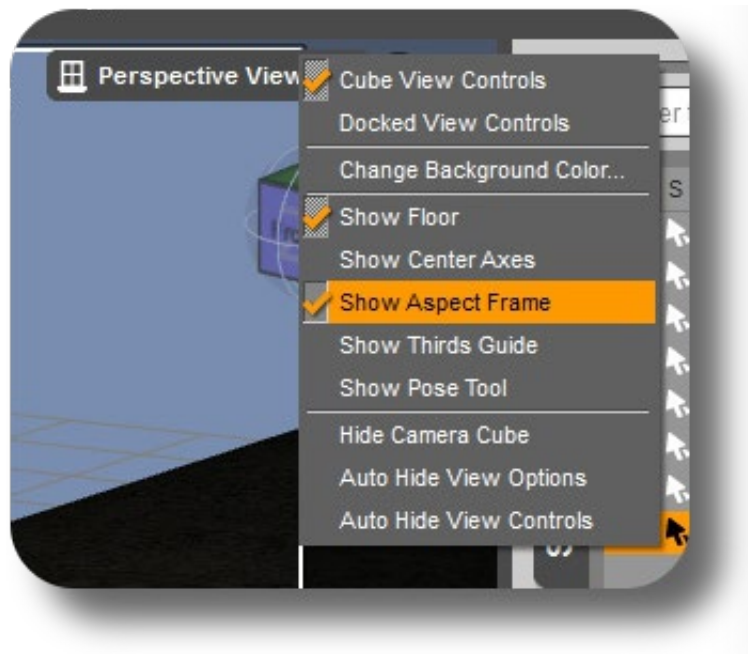
Maneuver the Spotlight until its in the appropriate position, where it lights your Genesis figure up.



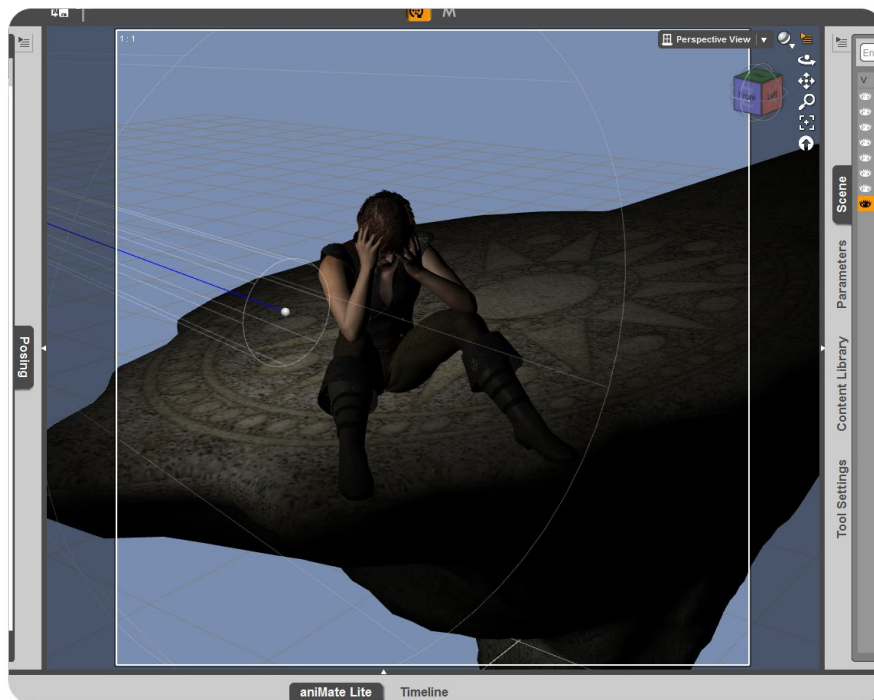
For rendering it's a good idea to know what your render will capture. To see ahead of time, you can turn on the aspect frame. Click the icon at the top right of your scene preview window.



Then check the '**Show Aspect Frame**' option.

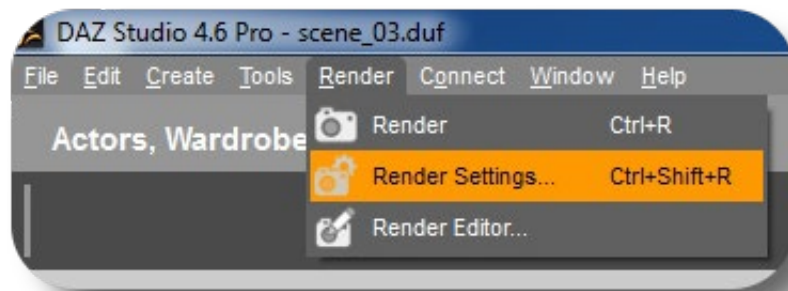


Once it's checked, a bordered box appears, showing which region of the viewport your render will capture.

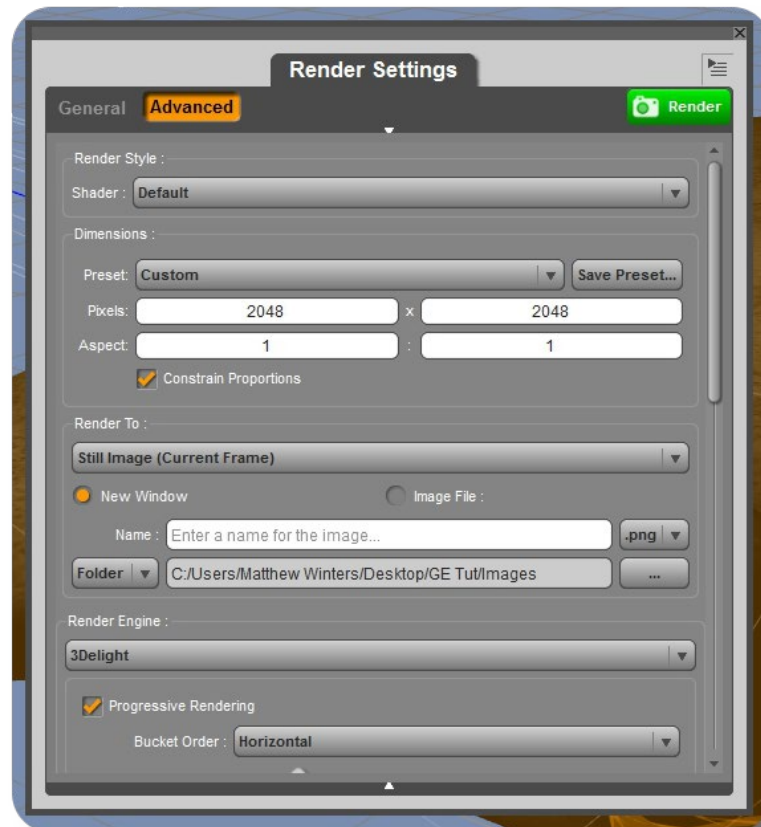


# Settings

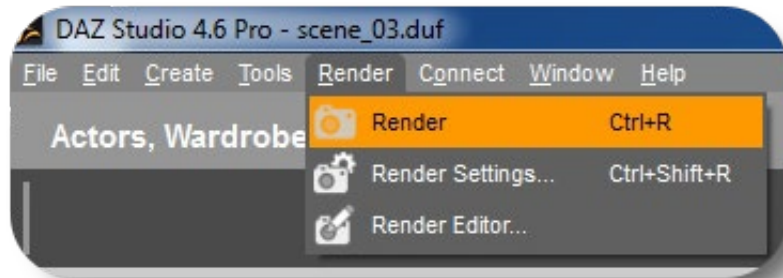
Before you actually render the scene, you can go to the '**Render Settings**' under the **Render** menu bar option.



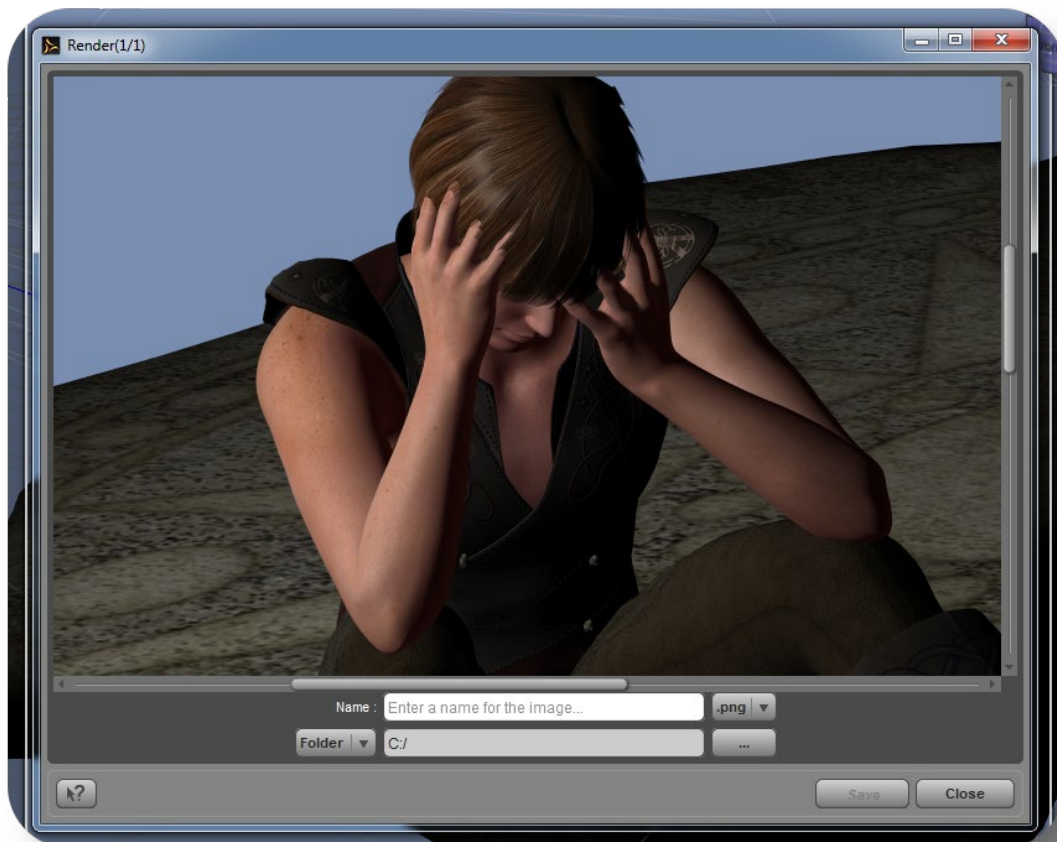
Here you can change the size of the Render and many other options. There is also a **Render** button at the top-right of the window when you are ready to Render.



You can also find **Render** under Render on the menu bar. You can use the shortcut '**Ctrl+R**' to create a Render quicker.



Once you start rendering, a new window will popup as it creates the rendered scene. You can then save the image once it's finished rendering.

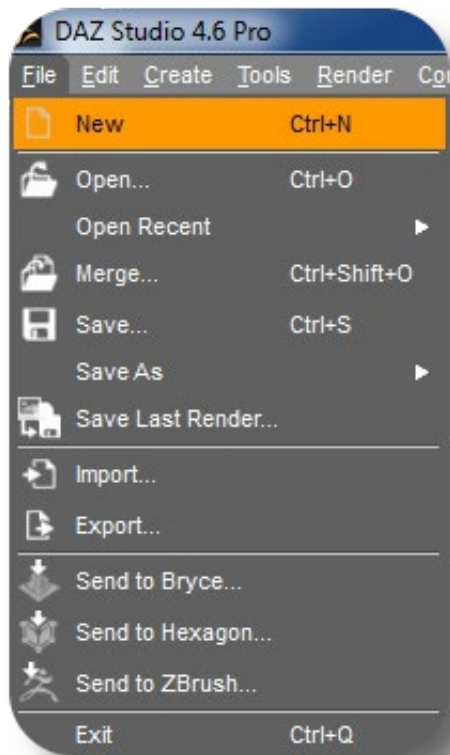




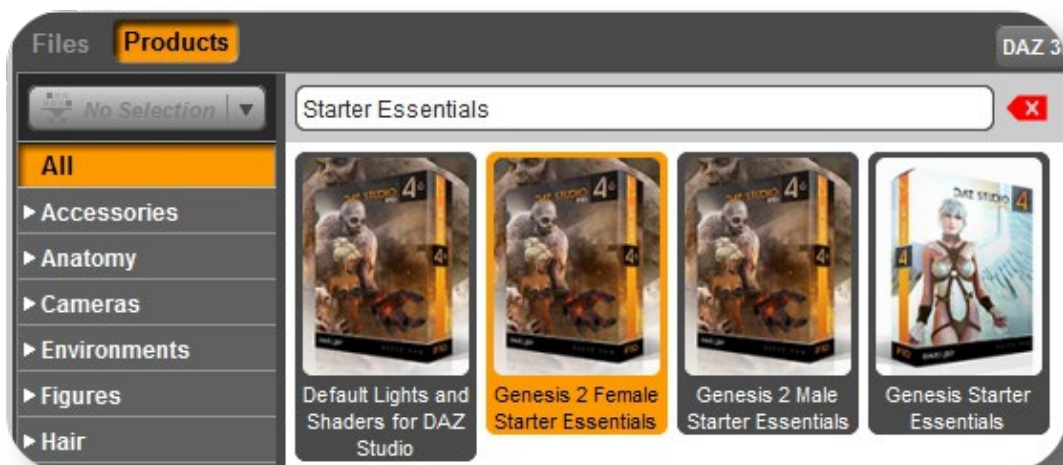
# Chapter 4: Materials



Let's create a New scene. Go to **File->New**. It will ask if you want to save your scene, decide whether you want it saved or not to continue.

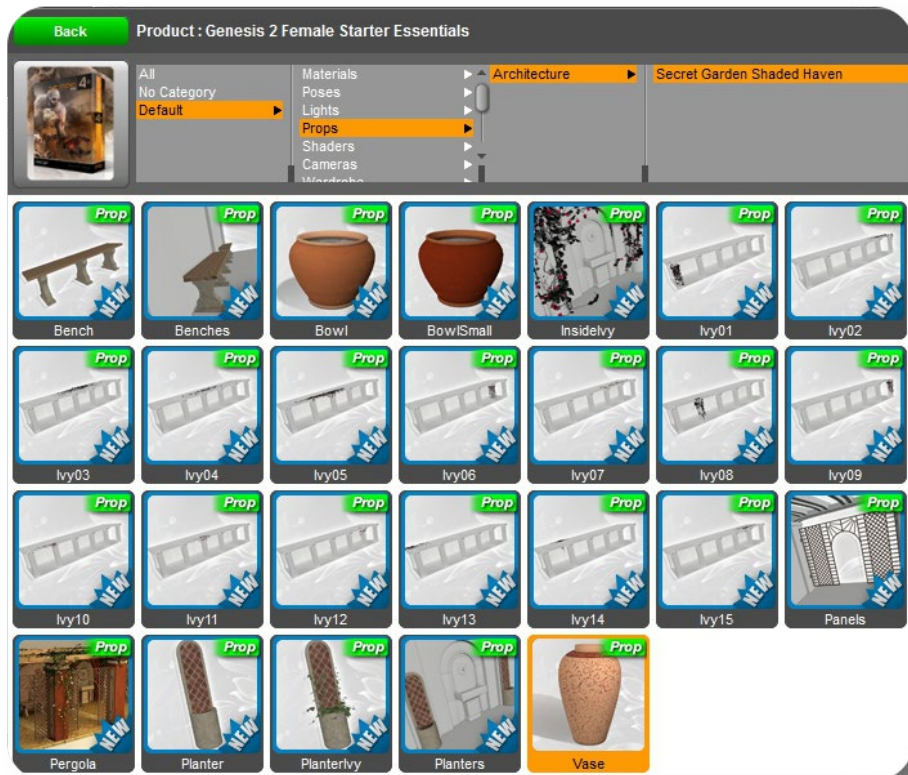


In the Smart Content tab, double-click the '**Genesis 2 Female Starter Essentials**'.



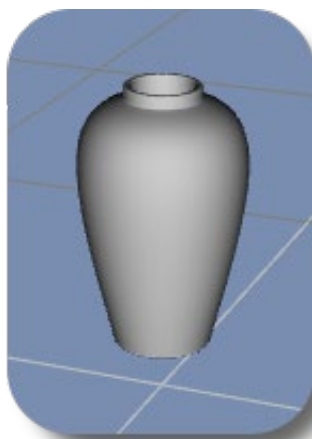


Once opened, search through to the '**Secret Garden Shaded Haven**' as shown below. Then load the '**Vase**' into the scene.

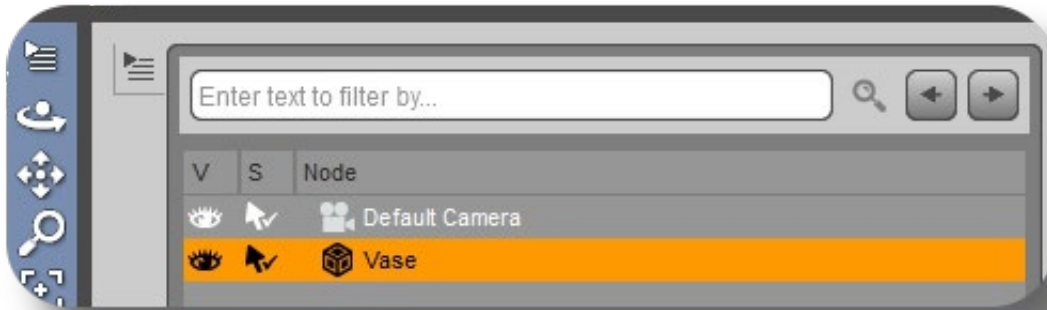


*Genesis 2 Female Starter Essentials /  
Default / Props / Architecture / Secret Garden Shaded Haven*

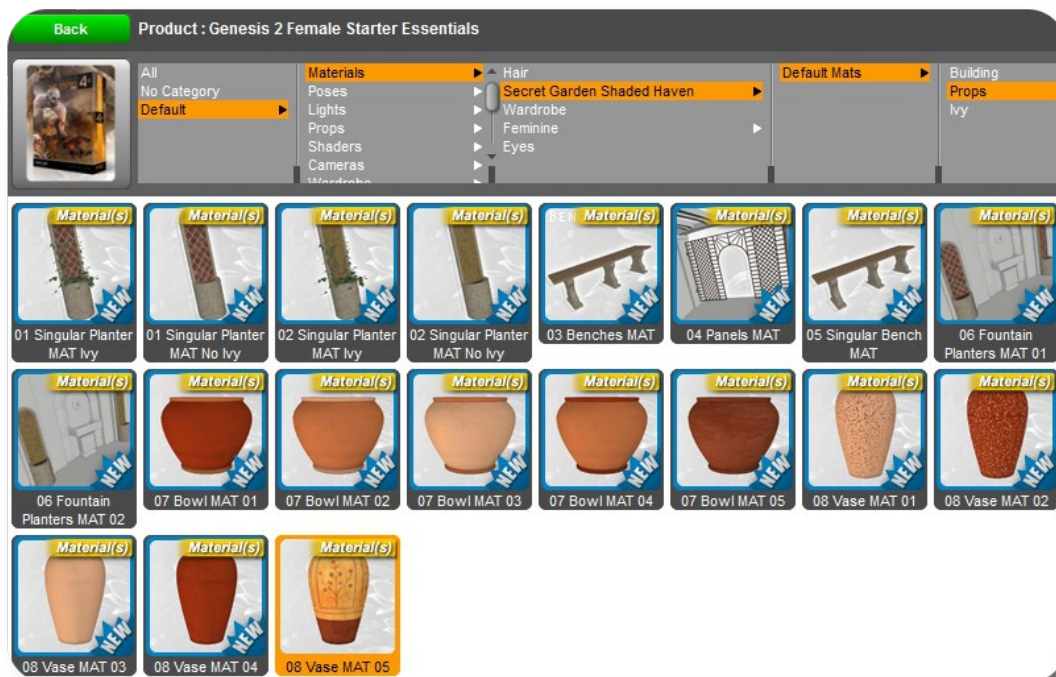
When it shows up, it is a plain looking Vase. Let's add something to it.



Select the 'Vase' in your Scene tab.



In the Smart Content tab, we will search for the materials for props section. Load into the scene the '08 Vase MAT 05' with the Vase still selected in your scene.



*Genesis 2 Female Starter Essentials /  
Default / Materials / Secret Garden Shaded Haven / Default Mats / Props*

Once you load in the new material, your vase now takes that material on its skin.

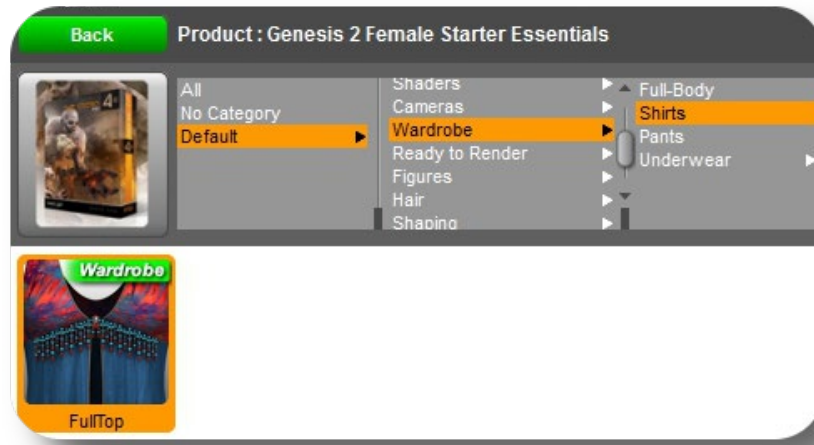


Delete the '**Vase**' object from the scene, then go to the Fantasy SciFi section as shown below. Load the '**Genesis 2 Base Female**' into the scene.



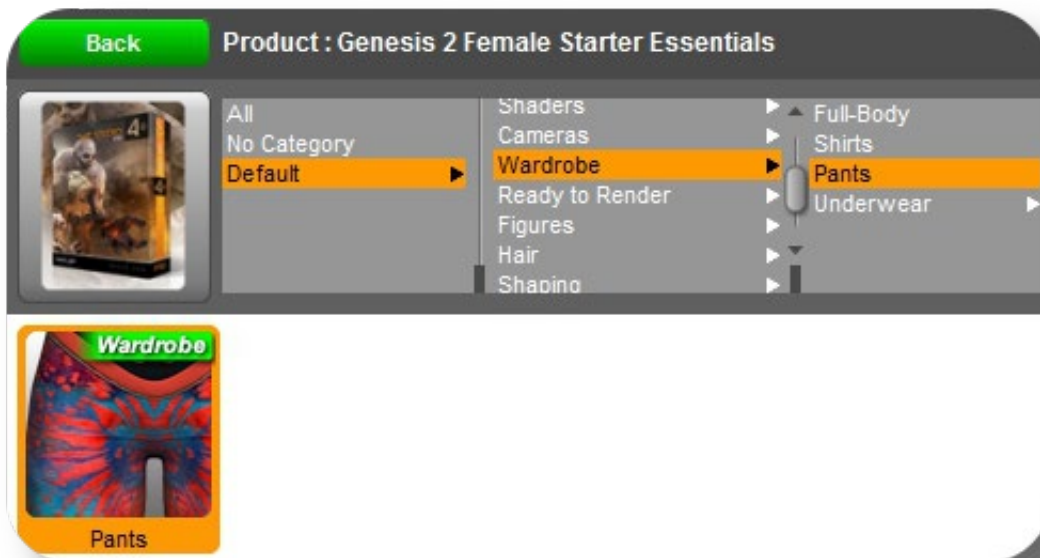
*Genesis 2 Female Starter Essentials / Default / Figures / People / Female / Fantasy SciFi*

With the Genesis 2 Female selected in the scene tab, find the **Shirts** section and load in the '**FullTop**' wardrobe item.



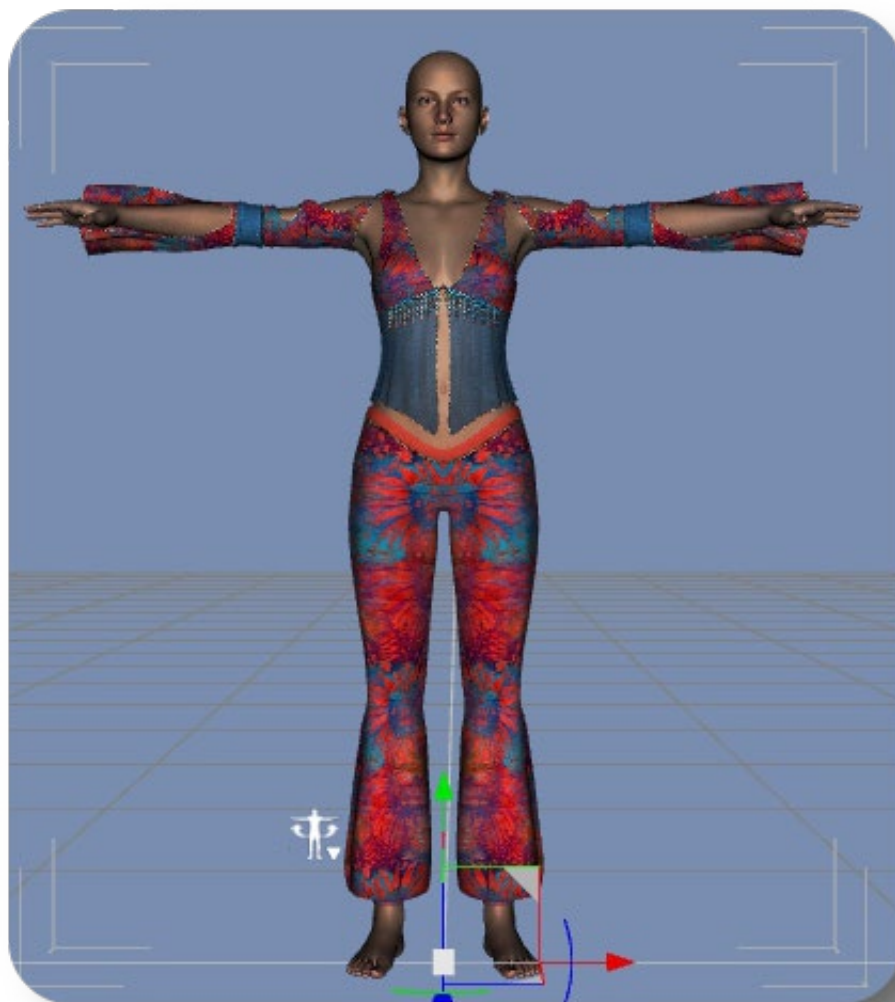
*Genesis 2 Female Starter Essentials / Default / Wardrobe / Shirts*

Next load in the **Pants** wardrobe item from the Pants section.

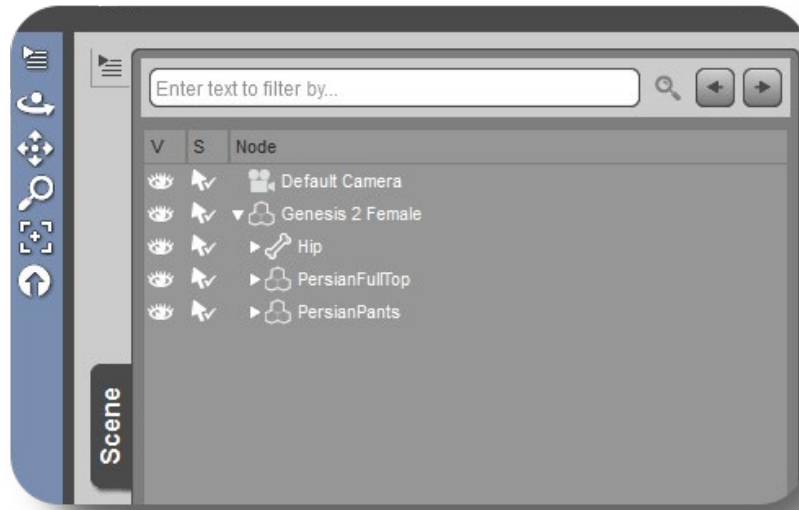


*Genesis 2 Female Starter Essentials / Default / Wardrobe / Pants*

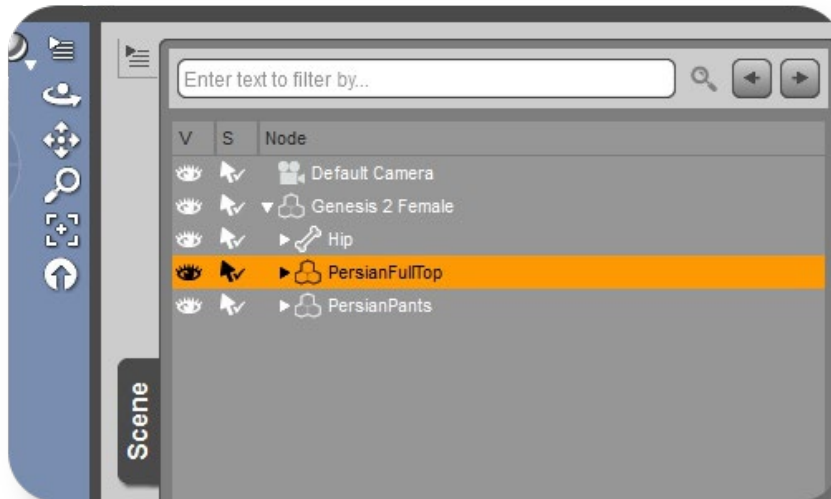
Once everything is loaded, your Genesis 2 Female figure will look like this.



Your **Scene** tab will look something similar to this.

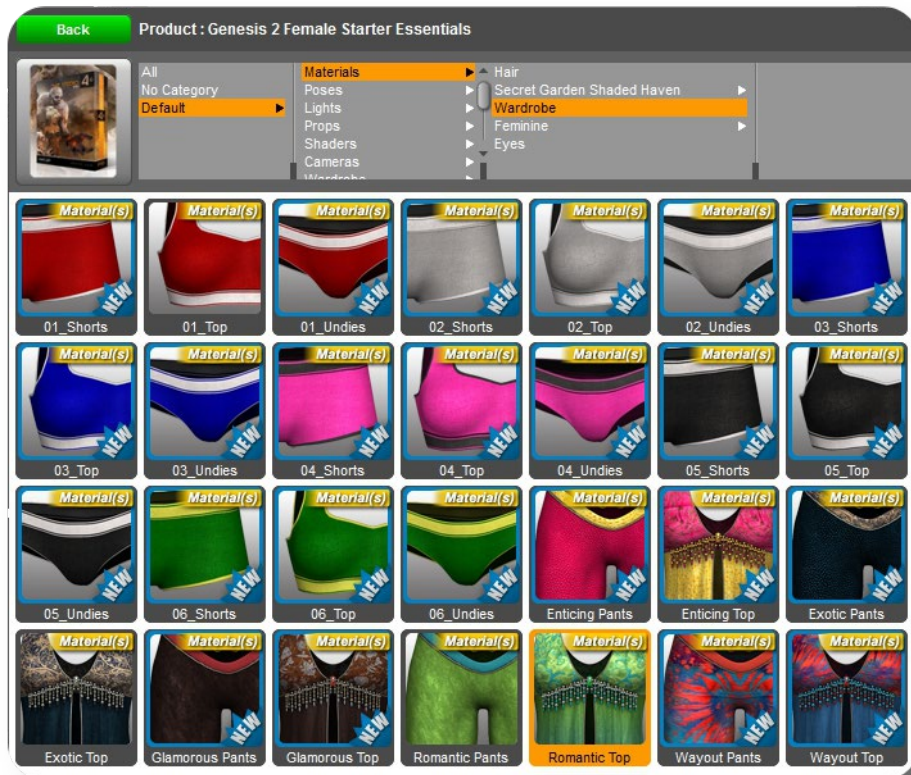


Select the '**PersianFullTop**' in the Scene tab.



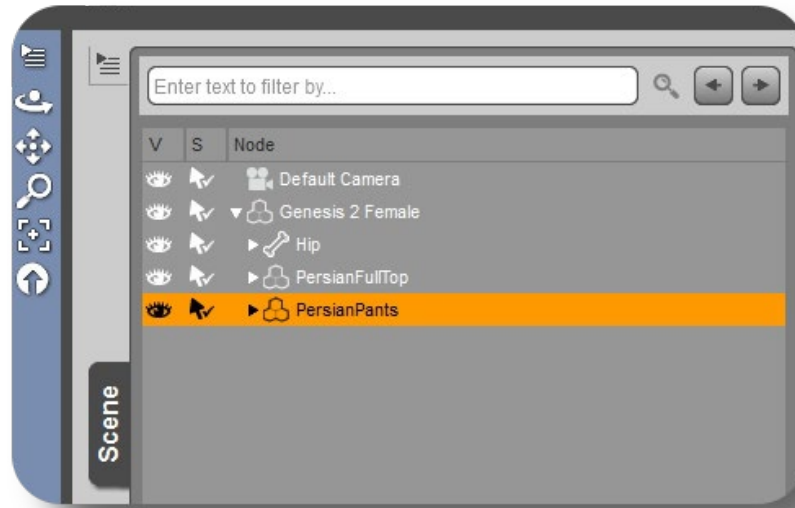


Let's go back to the Smart Content and find the '**Romantic Top**' material and load it into the scene.

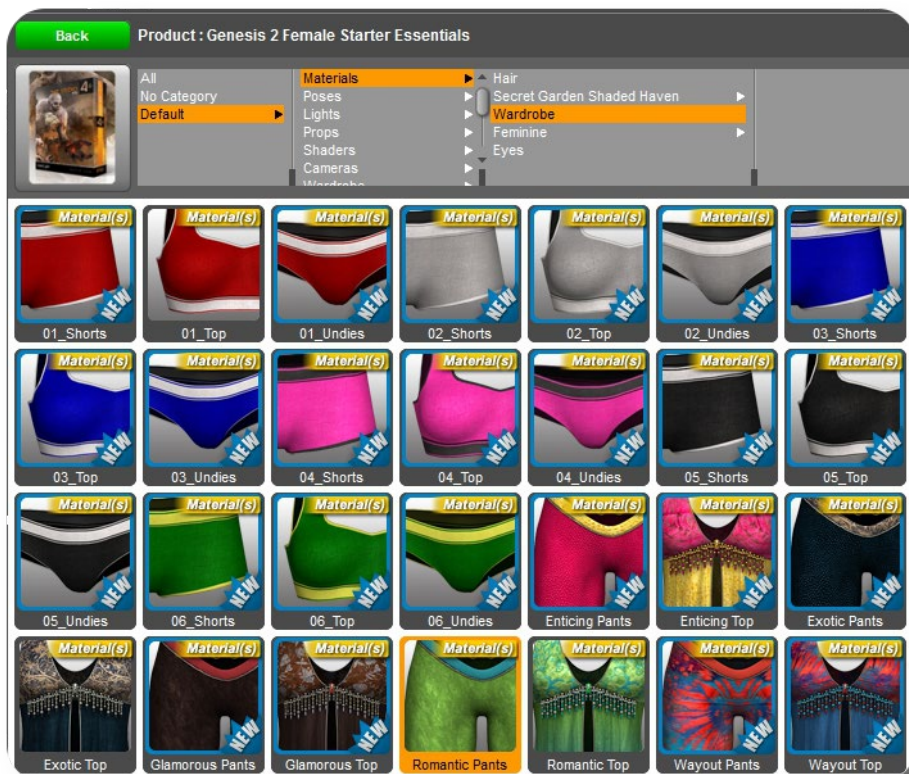


*Genesis 2 Female Starter Essentials / Default / Materials / Wardrobe*

Next select the '**PersianPants**' in the Scene tab.

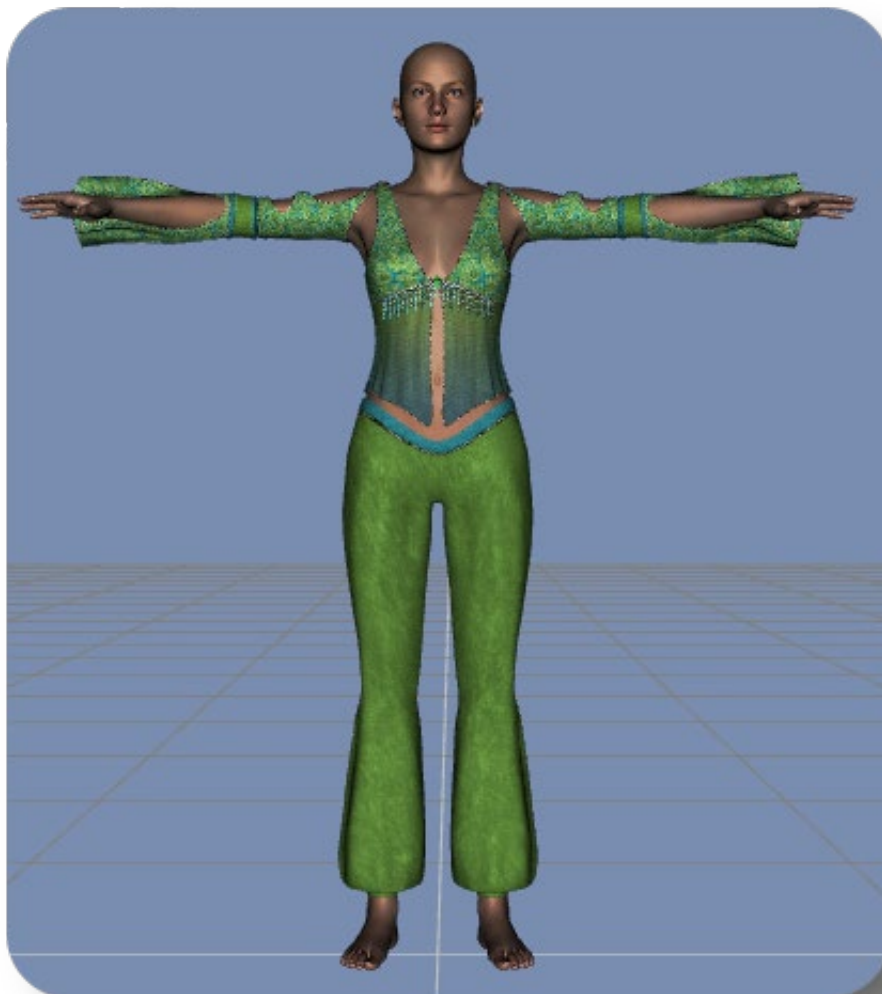


Find the '**Romantic Pants**' material, and load that into the scene.

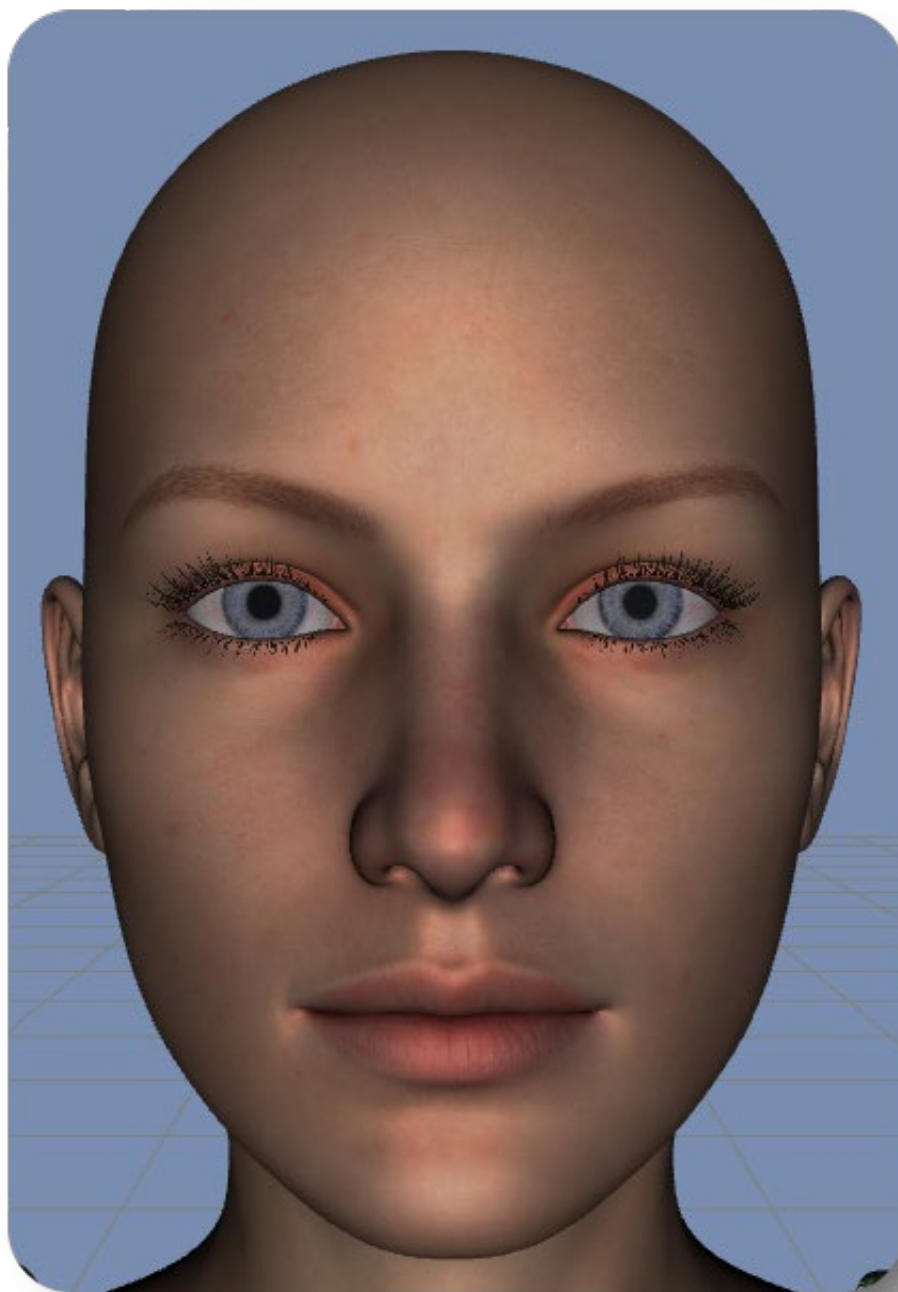


*Genesis 2 Female Starter Essentials / Default / Materials / Wardrobe*

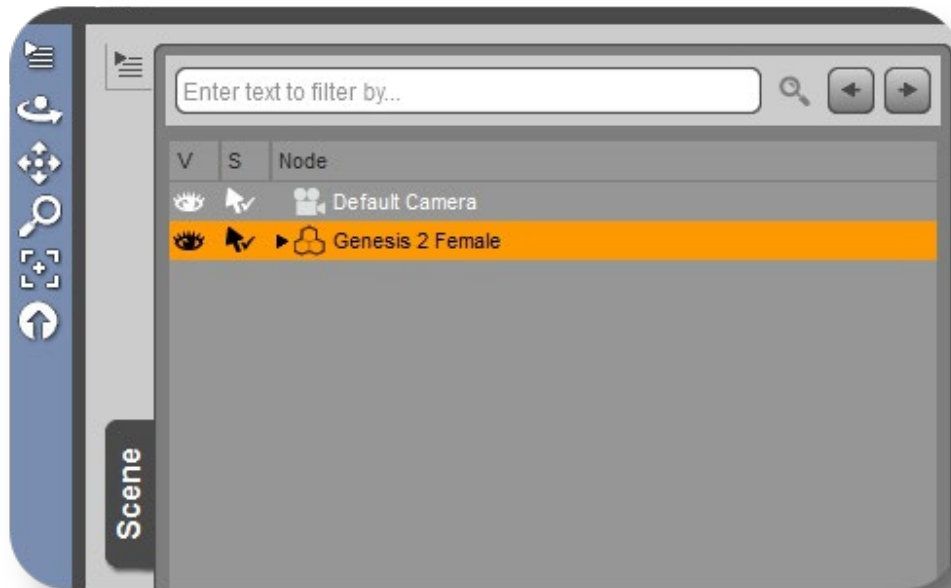
Once that's all done, your figure's clothes should now look green.



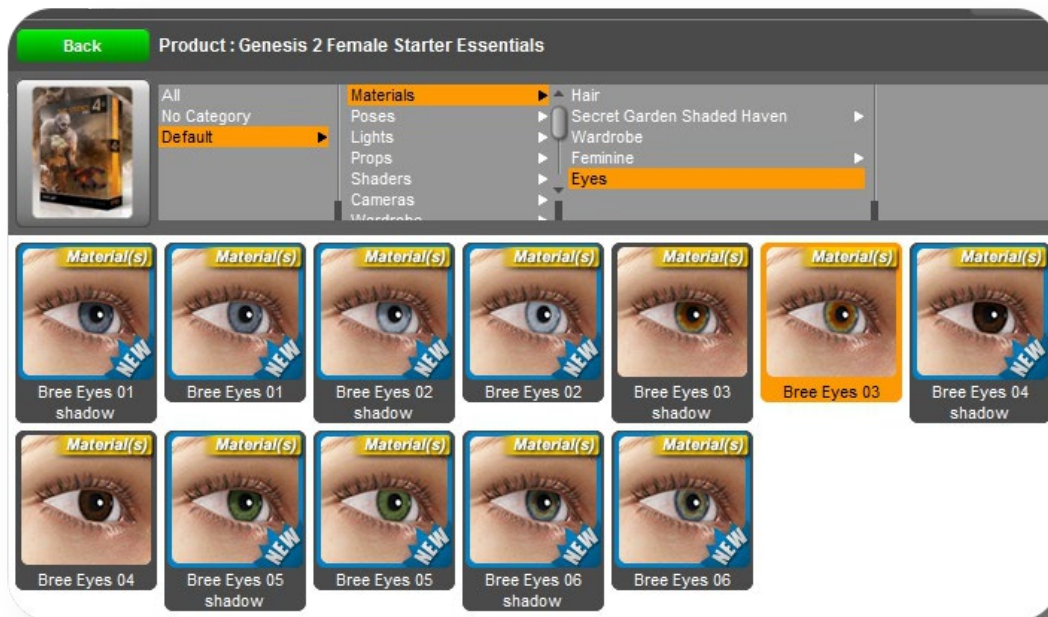
One last thing we need to do is change her eye color.



Select your '**Genesis 2 Female**' in the Scene tab.



Find the Eye materials and load the '**Bree Eyes 03**' into the scene.



*Genesis 2 Female Starter Essentials / Default / Materials / Eyes*

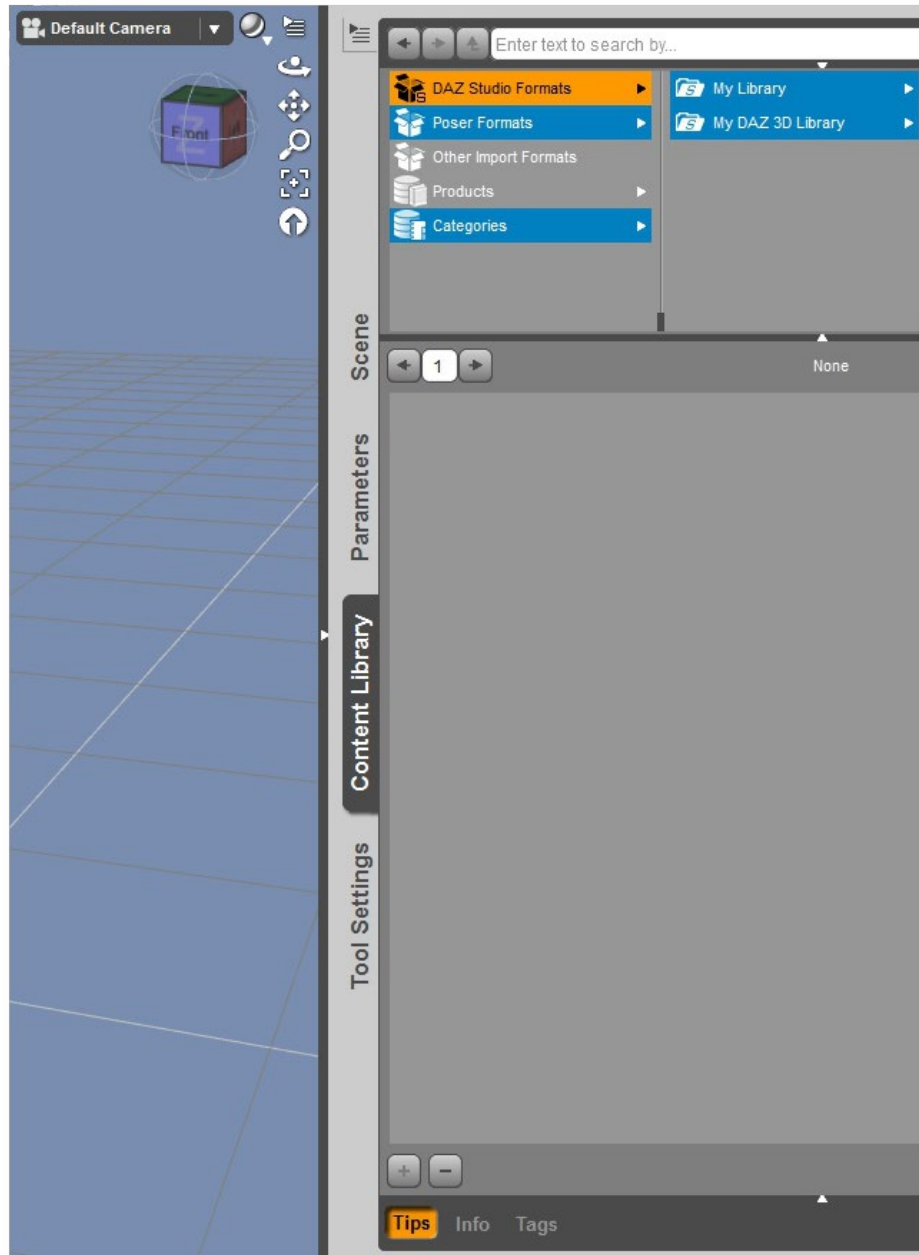


If done correctly, she will have much fiercer looking eyes.

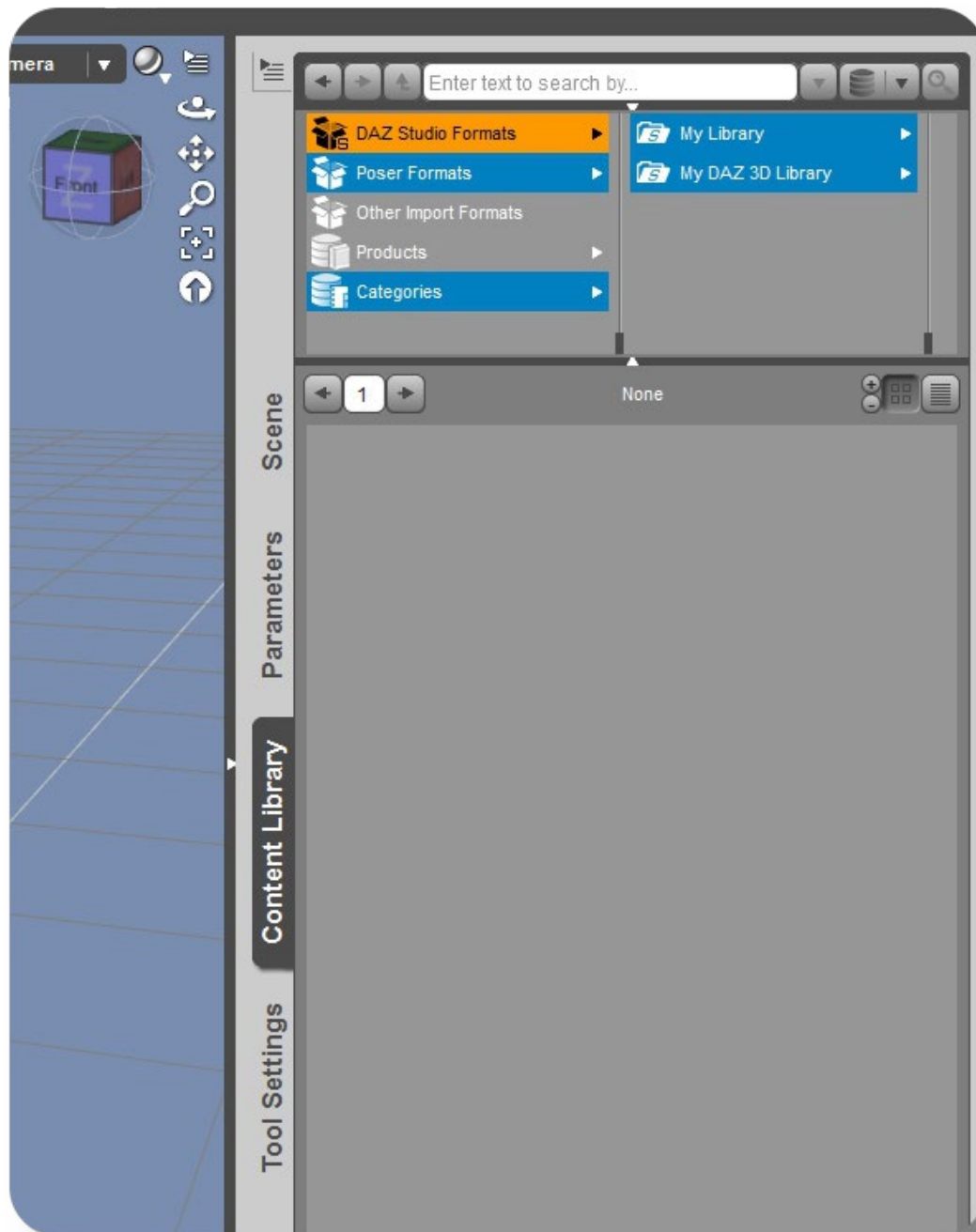




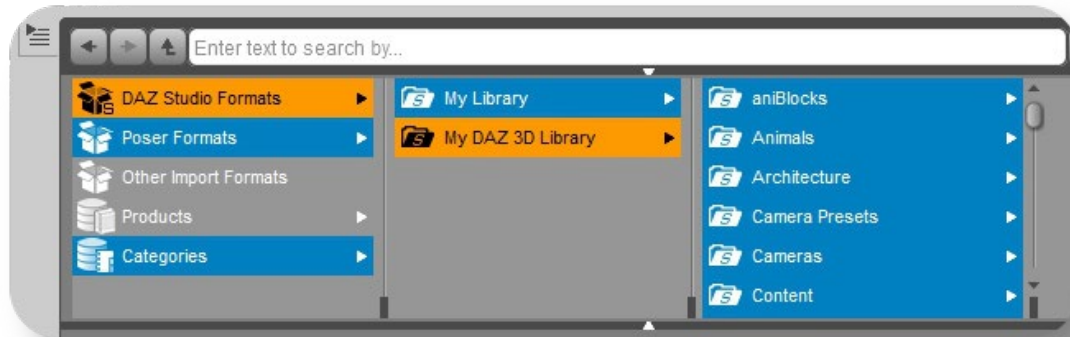
# Chapter 5: Content Library



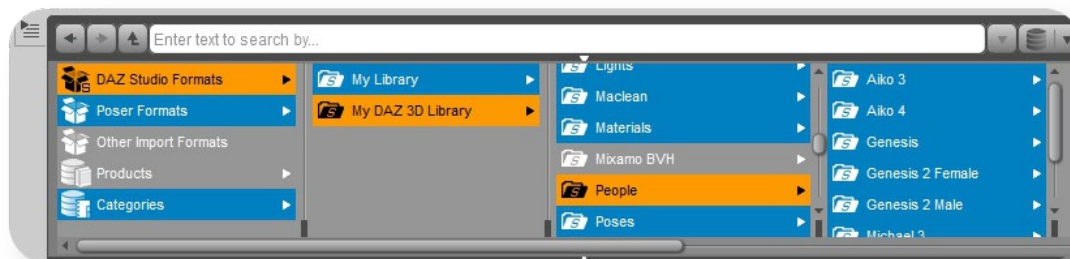
To the right side of DAZ Studio screen, beneath the Scenes tab, you'll see the **Content Library** Tab. This area is similar to the Smart Content area that we've used during this tutorial, but it shows all the different products you can use in your scenes in a folder/file structure similar to how they are stored on your computer.



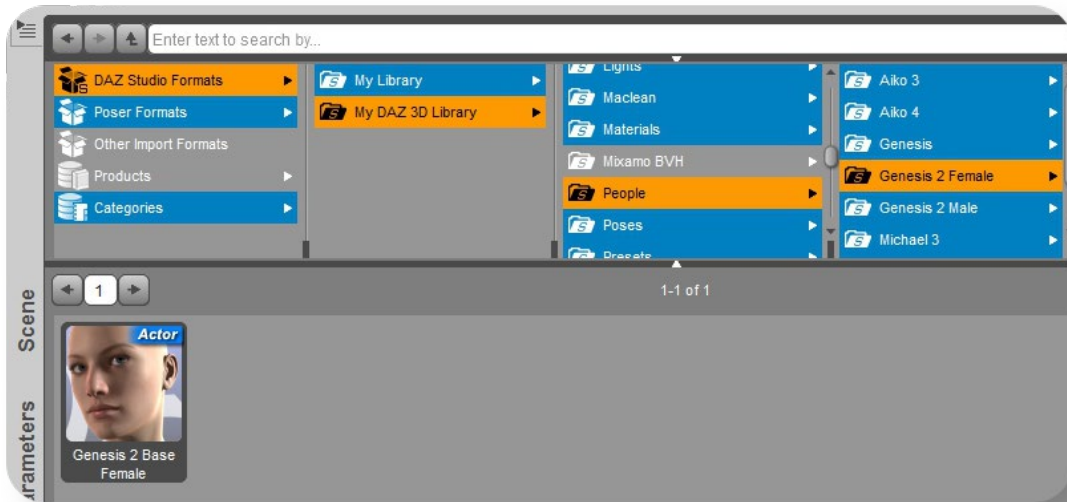
To find your products in the Content Library go to '**DAZ Studio Formats**', then go to the '**My DAZ 3D Library**'. Once there, you'll see an assortment of categories containing different products you have available.



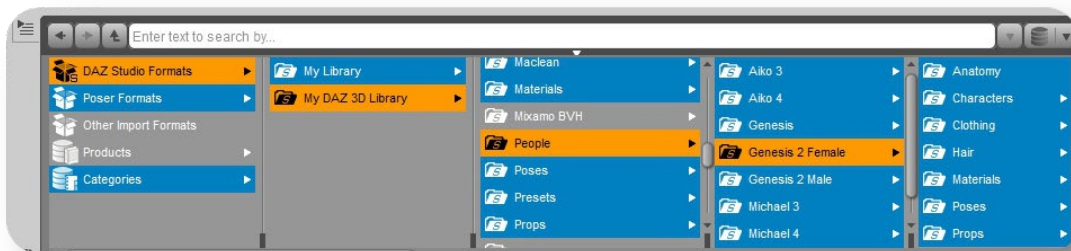
To find such a product like the '**Genesis 2 Base Female**' like we used in the previous chapter, we would go to the next category '**People**'. When there, it will show us a variety of human figures you have downloaded and installed.



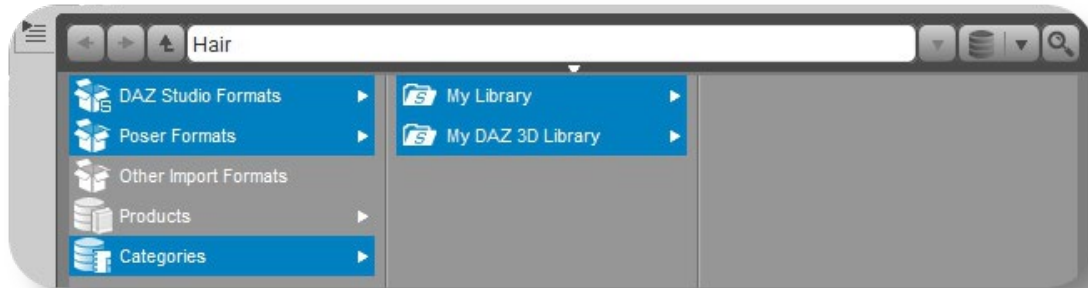
To find the '**Genesis 2 Base Female**' we go to the next category '**Genesis 2 Female**'. Here you can load the figure into the scene just like you could in the Smart Content section by double-clicking the thumbnail image or using the drag-and-drop method.



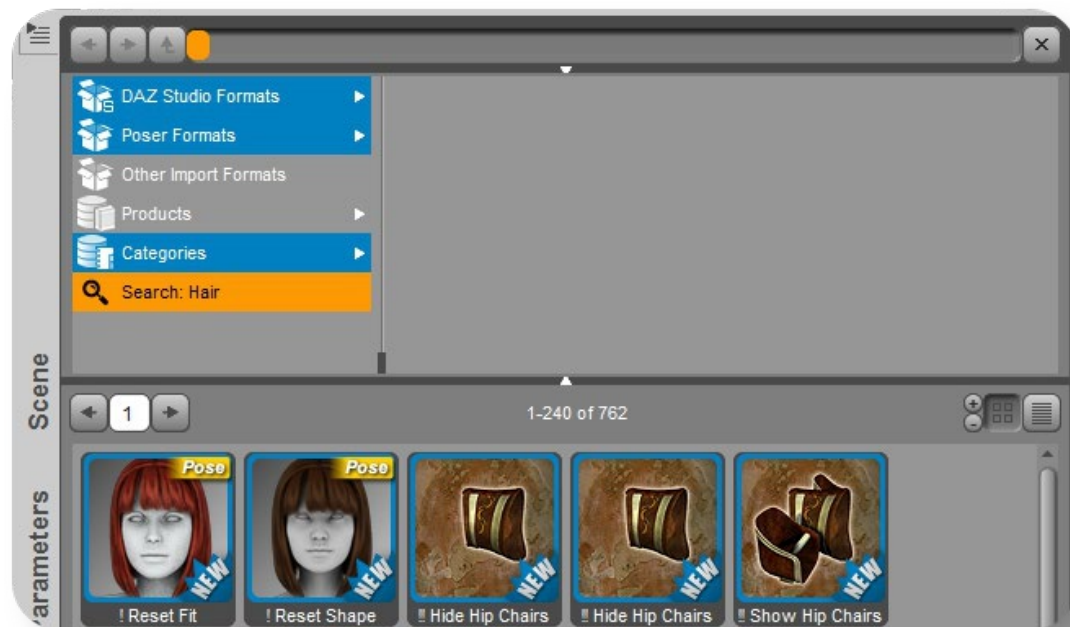
On the right side are the categories for the figure. You will see a variety of clothing, hair, materials, poses, props, etc that you can use for the specified figure.



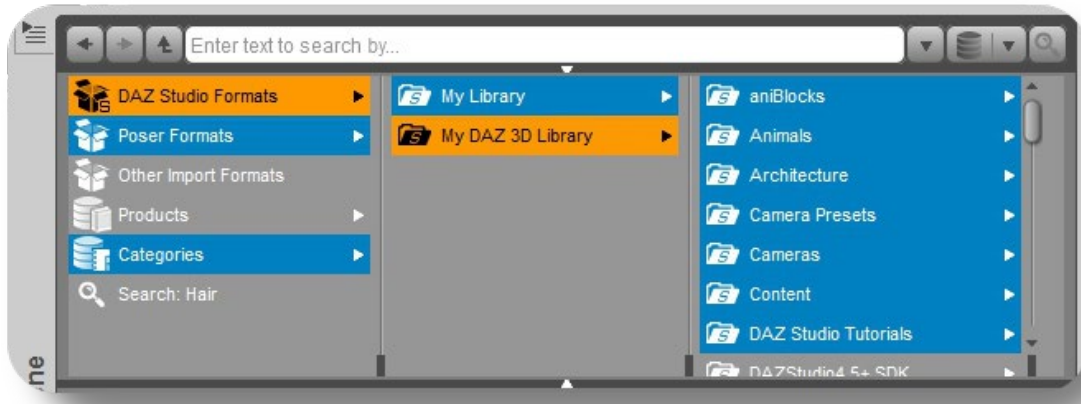
You can also search through your Content Library for items. Just type what you are looking for in the search bar located at the top and hit enter or click the magnifying glass icon located to the right.



Once it starts searching, it will show a progress bar while it is working.



Once you've searched for something, or even while it's still searching, you are free to do other things in your Content Library. You can view the search results by clicking the Search entry shown at the bottom of the left-most column.



To get more familiar with using the Content Library, you can start this tutorial over using the Content Library to find and load items into your scene. Please note that when you are ready to perform any transformations (translate, rotate, scale), you will find the controls in the Parameters tab for any item selected in the Scene tab.



# Conclusion

Now that you've learned how to create your own scenes by adding a variety of objects, changing materials, and rendering them, you are ready to expand your development following your own desires by utilizing the Starter Essentials bundles or even extending your abilities with the vast amount of products available to you.



*Complete Scene using items from Starter Essentials*