Seedydeedee's 3D Basics for Poser, Daz and Carrara

Daz|Studio

Daz does now have a good 300 page manual which can be downloaded in PDF form here.

This guide covers the basics of what you'll need to know to complete my first tutorials. It explains how to change the view and navigate around your workspace, how to create a shape and move it around, how to parent props and add them to your content libraries, and how to assign a material.

1. Navigation

- Use the dropdown box (labelled perspective view in the screenshot below) to change the view
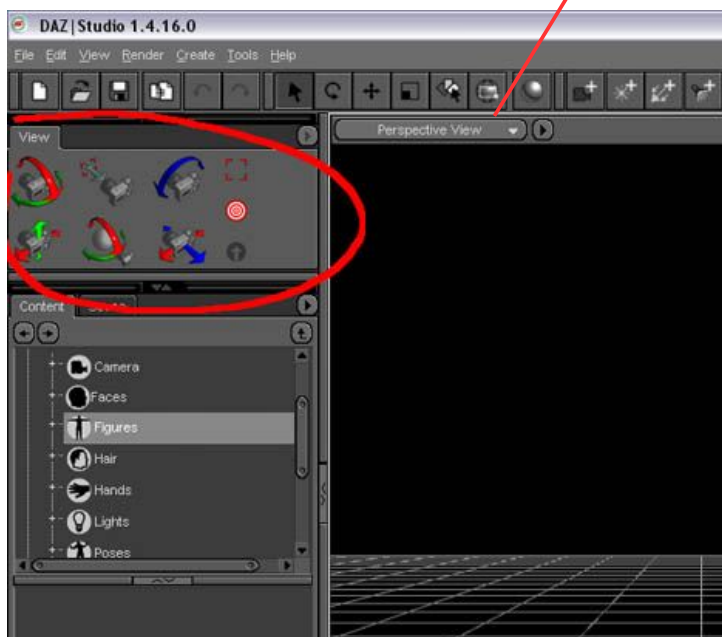- Use the tools in the View Tab (circled in red below) to navigate around your scene

Fig1

If you can't see the View tab as in the screenshot above, click on the View menu > Tabs > View. Experiment with the various different camera tools in the View tab to get around the workspace.

Alternatively use the tools at the top of your preview windows to navigate around the scene (See Fig 2 below).
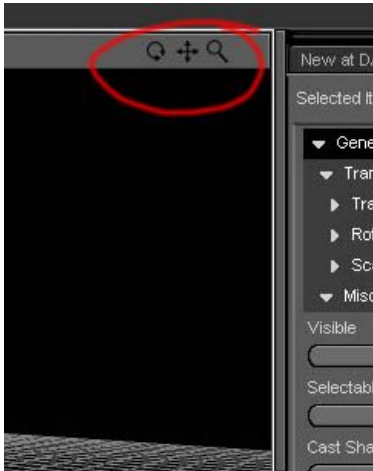
If you get completely lost, use the arrow symbol in the bottom right of the View tab (see Fig1 above) to restore the view to normal.

Use the menu View > Viewport Layout to arrange a number of different views on the screen at the same time so that you can see how an item looks, say, from above and from the left side at the same time. See Fig 3 below.
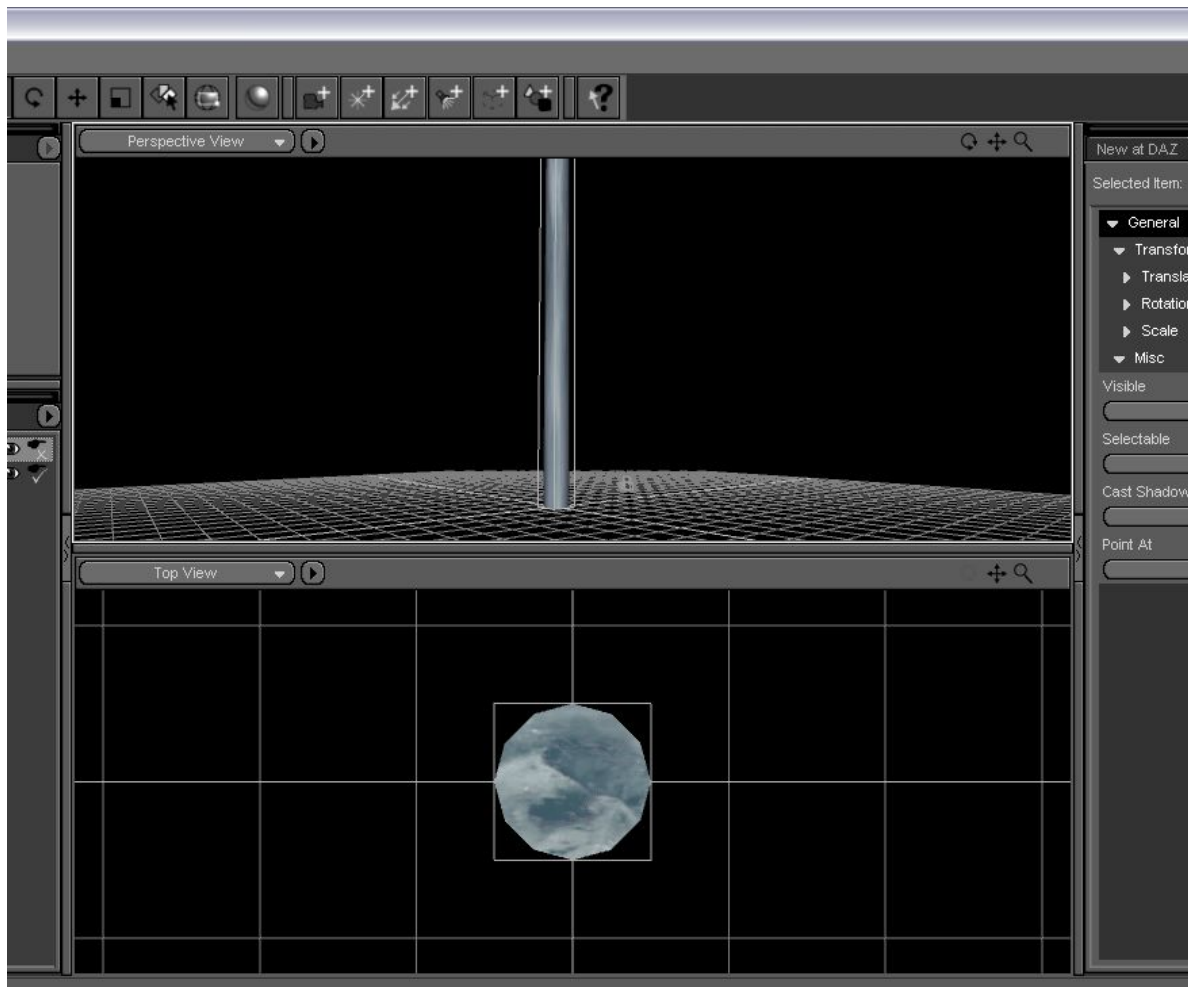

Fig2

Fig3

2.   Create a basic (primitive) shape

Use the Create menu > Primitive, then choose the shape you want, or use the Create Primitive button (Fig 4) on the toolbar. You can set the size here, or resize your objects later.
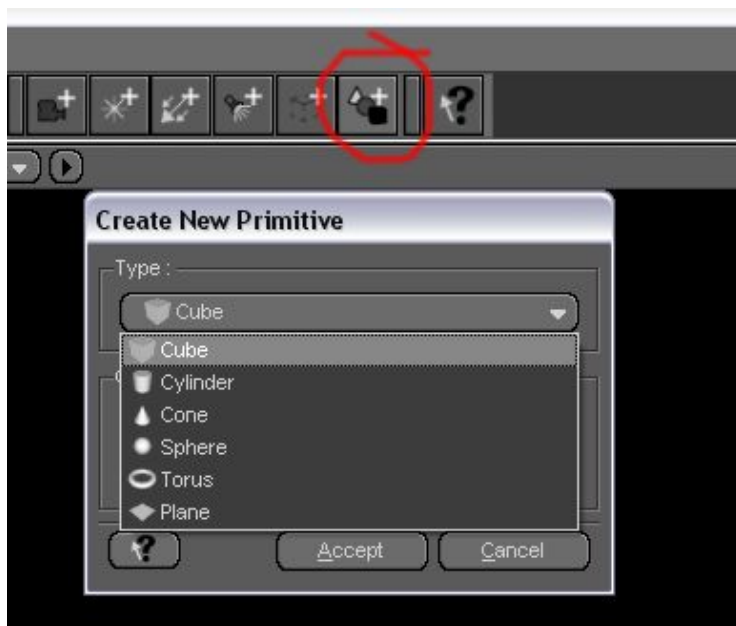

Fig4

3.   Move / resize shapes

Use the Scene tab on the left to select individual objects in your scene. If you can't see the Scene tab, click on the View menu >Tabs > Scene. Select the item you want to edit.
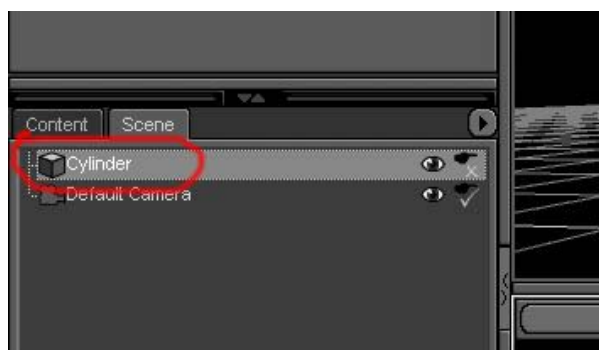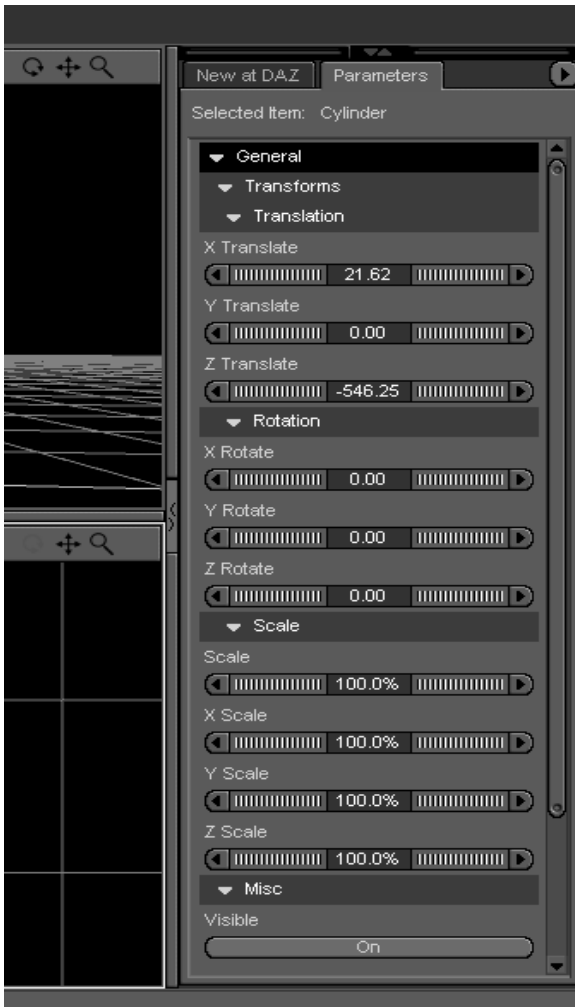

Fig5

Fig6

Editing Using Parameter Dials

If you can't see the parameters tab, click on the View menu >Tabs > Parameters.

Click on the twisties next to Translation, Rotation or Scale to view and change the parameters of the object.

The **Translation** dials control where the object sits in 3D space.

The **Rotation** dials control its rotation in 3D space.

The **Scale** dials control (you guessed it!) its size in 3 dimensions.

To change any of the above parameters, drag the sliders to the left to decrease, and to the right to increase. Fiddle around with them until you see the way they work.

Alternatively, right click on the numbers in the centre of the dials to type in the value that you want.
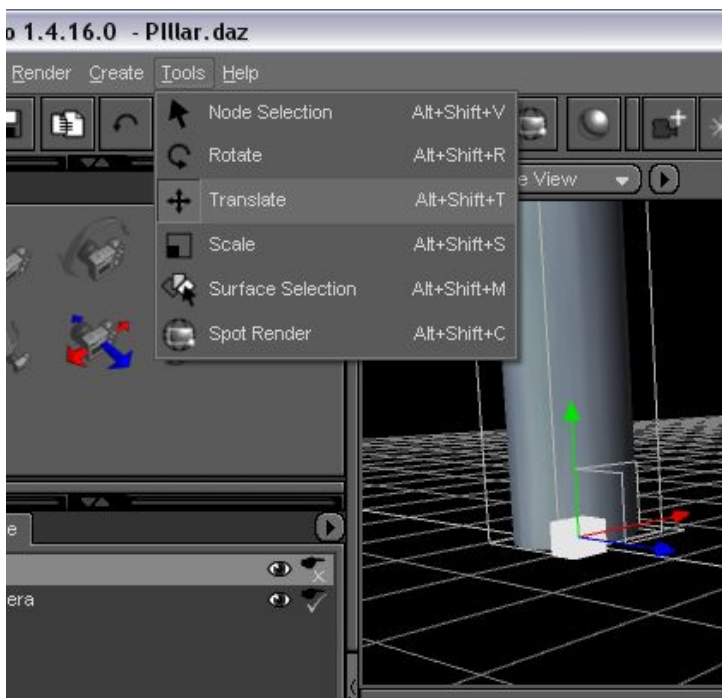
Direct Manipulation

Fig7

Use the Tools menu and pick Rotate / Translate / Scale, or click the corresponding icon on the toolbar. Tools will appear that you can click and drag in 3 dimensions to change the rotation, translation or scale of the selected object. Tools are colour coded for each axis.

4.   Parenting props

If you've added 3 or 4 props to a scene and have arranged them close together, or put something in a character's hand, for example, and decide to move them, it's much easier to group them together so you can move them all at once. To do this, go to the Scene tab, click the item you want to be grouped with the main item. In this case, I want 'Cylinder 2' to be stuck or 'parented' to 'Cylinder', so I click 'Cylinder2' and drag it on top of 'Cylinder'. If this is successful it should look as it is in Fig 9 below. You can now select 'Cylinder' and move / translate / rotate it, and Cylinder 2 will remain stuck to it in the starting position.
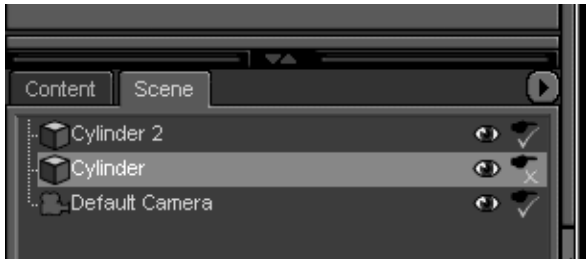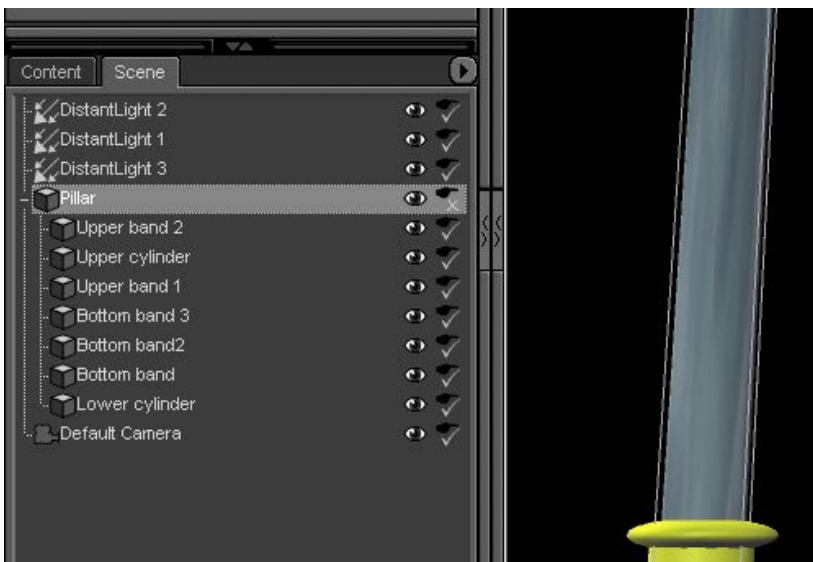

Fig8

Fig9

Fig10

It's a good idea to change the name of each object as you create it, for ease of identification and adding materials later on.

To do this, just click on the shape you want to change in the Scene tab, then once selected, click it again. This highlights it, and lets you overwrite the default name.

5.   Saving props / figures

When you've got yourself a finished prop, or a dressed and posed model, and you want to save it in your Content library to use again, click on the 'Save As' button at the bottom left of the screen. This gives you the option of Scene, Pose Preset etc. Choose the option you want (for the prop I'm using in the first tutorial, I saved it as a Scene), and select a location in your Content library in the dialogue box that comes up to save your prop / figure.
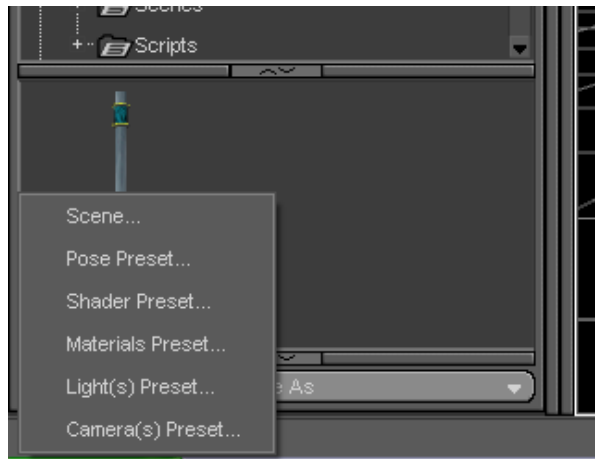
Fig11

Loading Props / Figures

To load from your saved items, click the Content tab, find the figure / prop you want to put into your scene, and double click it.
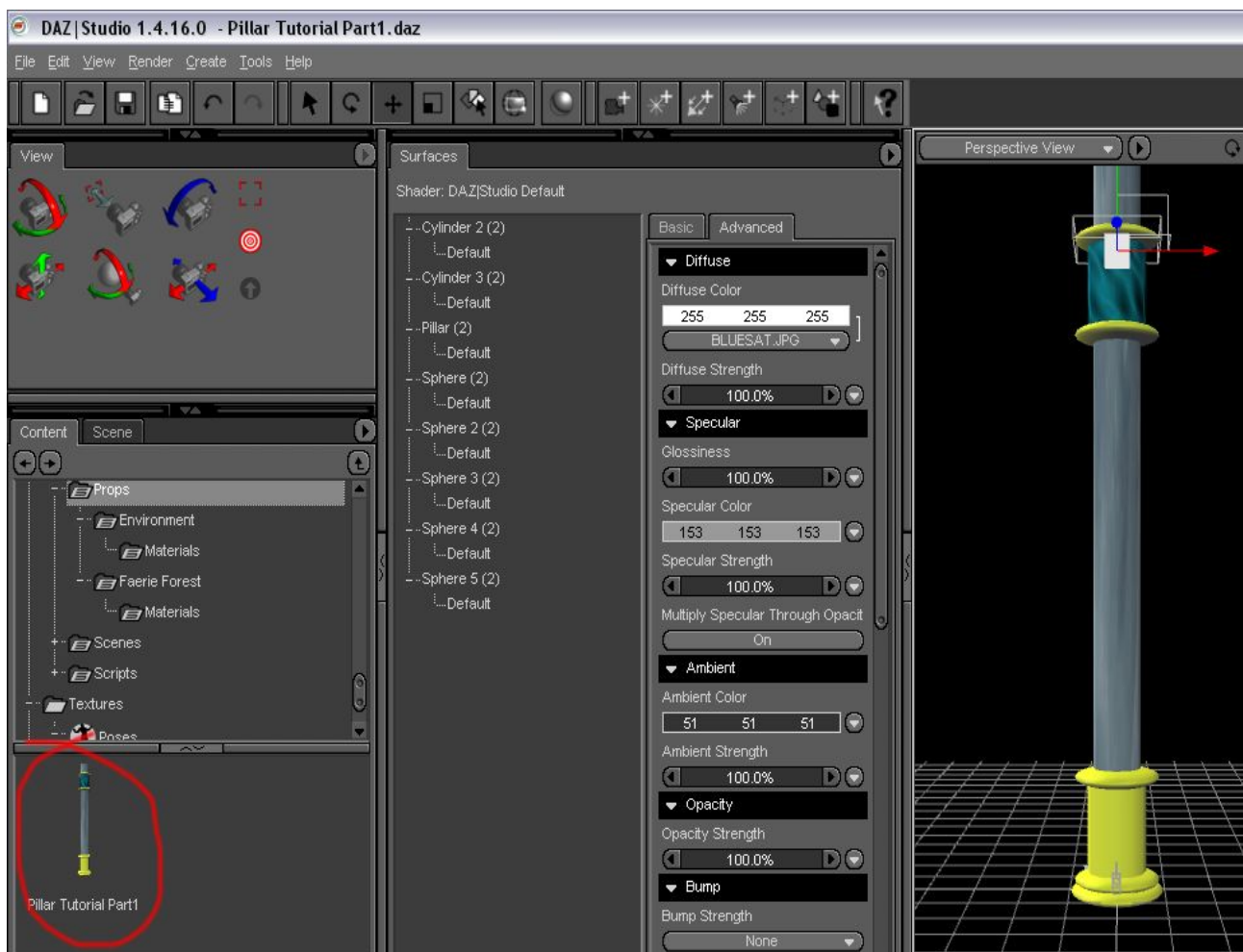

Fig12

6.   Adding textures / assigning materials

Click on the View Menu >Tabs > Surfaces. You can change the texture of objects here by changing the diffuse (main) colour and Specular (shiny) colour. You can also specify whether your object's surface has bumps (with the Bump controls!) or is partially or wholly transparent (Opacity). Or you can use texture maps (any picture files) to add colour / bumps / opacity to an object's surface.

You can also use the copy and paste buttons at the bottom of the Surfaces tab to assign a texture you've just created to another part of your object, or another prop in the scene.
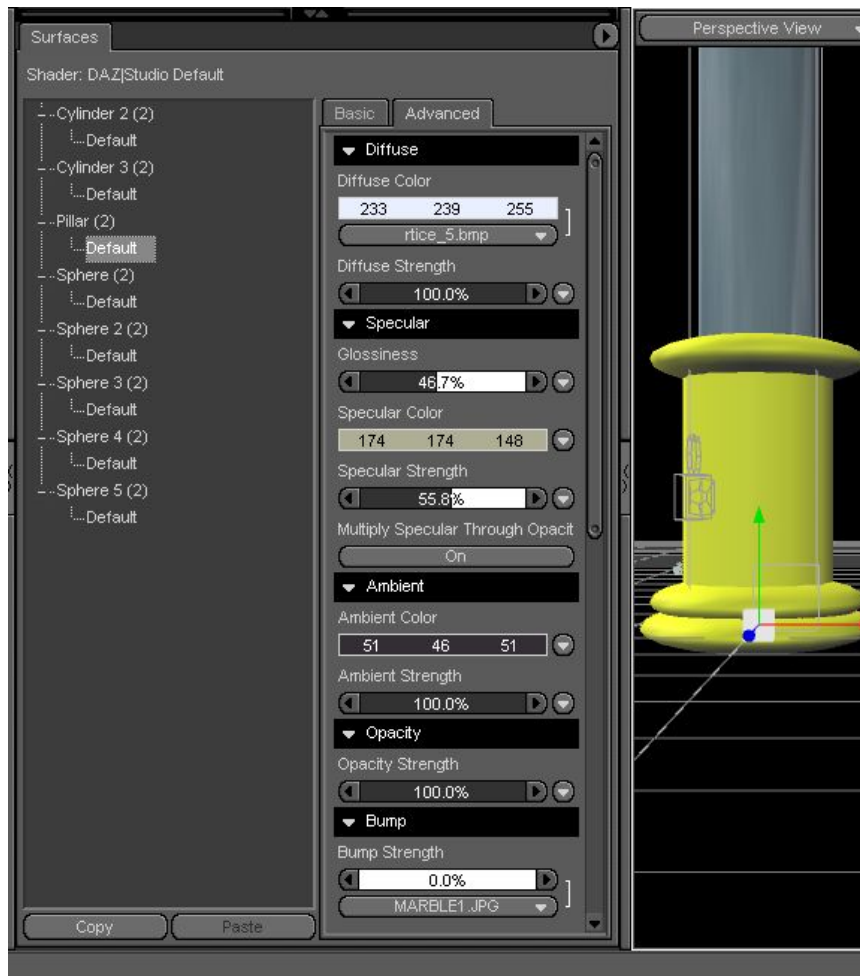

Fig13

If you have a prop or figure you've downloaded, it may have come with MAT files. Check in the Pose section of the Content tab for MAT files related to your downloaded props / figures. Select the item you want to change, and double click the relevant MAT file to assign it to your prop / figure.

7.   Rendering

To set a backdrop for your scene, go to Edit > Backdrop, and choose an image file for the background of your picture.
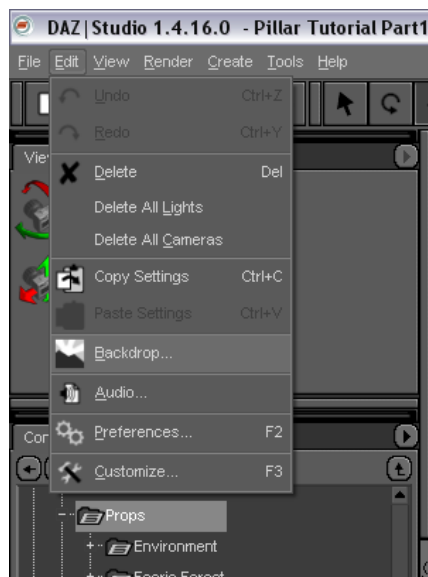
Fig14

To render your picture, click the render button or go to the Render menu. You can also change the render settings here.

Fig15

That should be all you need to know to complete my first basic tutorial using Daz|Studio, but if I've missed anything, just let me know! :)

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