

1. Record Nr.	UNINA9910960028003321
Autore	Ciccione Paolo
Titolo	The complete guide to DAZ Studio 4 / / Paolo Ciccione
Pubbl/distr/stampa	Birmingham : , : Packt Publishing, , 2013
ISBN	9781849694094 1849694095
Edizione	[1st ed.]
Descrizione fisica	1 online resource (348 p.)
Disciplina	006.6765
Soggetti	Computer graphics - Computer programs Three-dimensional imaging
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Intro -- The Complete Guide to DAZ Studio 4 -- Table of Contents -- The Complete Guide to DAZ Studio 4 -- Credits -- About the Author -- About the Reviewers -- www.PacktPub.com -- Support files, eBooks, discount offers and more -- Why Subscribe? -- Free Access for Packt account holders -- Preface -- What this book covers -- What you need for this book -- Who this book is for -- Conventions -- Reader feedback -- Customer support -- Downloading the example code -- Downloading the color images of this book -- Errata -- Piracy -- Questions -- 1. Quick Start - Our First 3D Scene -- Stepping into DAZ Studio -- Studio uses 3D assets -- Customizing Studio -- Introducing Genesis - a shapeshifter -- Adding smart content -- Adding clothing -- Adding hair -- Treat yourself -- Strike the pose -- Fixing nonconforming clothing -- Saving your scene -- Adding an environment -- Rendering an image -- Summary -- 2. Customizing Studio -- Getting more screen space -- Customizing the layout -- Removing screen clutter -- Saving the new layout -- Simpler, faster keyboard shortcuts -- Changing the background color -- Summary -- 3. Posing Figures -- The main blocks of a pose -- Using premade poses -- Purchasing the right poses -- Creating a new pose -- Planning your shot -- Setting up the scene -- Using a reference image as a backdrop -- Selecting an image size -- Setting the position of the surfboard -- Setting the surfer pose -- Bodies without limits --

Avoiding common mistakes -- Keep a level head -- Posing the lower part of the body -- Positioning the legs -- Positioning the legs with Inverse Kinematics -- Finishing touches -- Arms and fingers -- Removing the "gaze of death" -- Saving the pose -- Summary -- 4. Creating New Characters with Morphs -- Understanding morphs -- Combining premade morphs to create new faces -- Saving your morphs.

Character creation with morphs -- Inside the monster factory -- Summary -- 5. Rendering -- Gearing up for rendering -- Framing the scene -- Choosing the camera -- The Render Settings menu -- Selecting the image format -- Rendering -- The art of lighting -- Faking ambient light -- Replacing the background -- Summary -- 6. Finding and Installing New Content -- Places to find more content -- The beginning of the DAZ Studio era -- Genesis and the market -- Sources of content -- Buying from DAZ -- Purchasing from Renderosity -- Purchasing from RuntimeDNA -- Downloading free models -- Installing content in Studio -- Selecting the location -- Configuring Studio for the new content -- Summary -- 7. Navigating the Studio Environment -- Polygons - the building blocks of our scenes -- Finding the number of polygons in the scene -- Subdivision -- Moving in the 3D space -- Benefits of using a real camera -- Moving the camera around -- Learning about the Viewport tools -- The Node selection tool -- The Scale, Rotate, and Translate tools -- Other useful tools -- Let there be light -- The spotlight -- Casting shadows -- Point lights -- Distant lights -- Managing content -- The Smart Content and Content Library tabs -- Organizing the Content Library tab -- Importing models from other applications -- Scaling issues -- Importing an OBJ file -- Summary -- 8. Building a Full Scene -- Adding an environment -- Putting the scene together -- Adding the character -- Using Inverse Kinematics (IK) -- Dressing the character -- Delving into material poses -- Editing materials manually -- Using channels -- We are in control -- Mixing colors with image maps -- The specular channel -- Using the alpha channel -- Learning UV maps -- Setting the character's skin -- Final bits -- Summary -- 9. Lighting -- Setting the scene -- The frame -- Adding the required lights -- Renaming objects. Cinematic lighting -- The braziers -- Moonlight -- Ambient color -- Adjusting darkness -- Checkpoint -- Finishing touches -- Cookies -- No lights in the frame -- Summary -- 10. Hyper-realism - the Reality Plugin -- LuxRender -- Interfacing with Lux -- Creating Reality -- Understanding LuxRender concepts -- The render never stops -- Lights and exposure -- Installing Reality -- Running Reality -- Rendering -- Using realistic materials -- Converting materials -- Using glass -- Lighting with Reality and Lux -- Creating water -- Reality in production -- Summary -- 11. Creating Content -- Creating clothing -- 3D modeling with modo -- Rigging a figure -- Box modeling or retopology -- Dawn of a new era -- A surprise for you -- Layout of the tutorial -- Making a dress for Dawn -- Exporting a figure as an OBJ file -- The Transform tool -- Assigning a material -- Defining UV maps -- Getting the dress out of modo -- Rigging the dress -- Importing the dress -- Distributing your work -- Choosing a file format -- The distribution hierarchy -- Getting down to business -- Summary -- 12. Animation -- Understanding animation -- Understanding frame frequency -- Delving into the frame ratio -- The Studio timeline -- Scrubbing -- A simple animation test -- Controlling the keyframes -- Editing keyframes -- Doing it the Studio way -- Understanding the logic behind animations -- Organizing your project -- The shot list -- Defining NLE -- aniMate2 -- Spline editing -- Rendering -- The reason to avoid movie clips -- Horror story 1 -- Horror story 2 -- Escaping the

horrors -- Color grading -- Adding music and sound effects --
Exporting for playback -- H.264 settings -- Summary -- A. Installing
DAZ Studio -- The reason for installing software -- Using the Install
Manager -- 32-bit and 64-bit versions -- Running DAZ Studio --
Index.

Sommario/riassunto

The book builds up a complete project from scratch and demonstrates the power of DAZ to create life-like characters. The book is replete with detailed examples and instructions on creating a tailor-made marvel out of scratch. This book can be used by anybody who has DAZ Studio 4, regardless of their level of familiarity with the program or the concepts of 3D art.
