Rendering in Daz Studio—Still Images

I would normally use the settings below to render a still image.

We don't have computers with the GL hardware for Fast-Time Rendering so its best to rely on the Software Renderer.

In Presets I've set the display to Cine 35mm but I could use ISO Landscape or Portrait as well (depending on whether I'm doing a scene or just a figure render)

I have bumped up the pixel dimensions so that I get something that will print on a larger format without breaking up eg A3

Rendering to the Active Viewport or to a New Window takes longer than rendering to an Image File because they both involve painting the picture on the screen.

If you do render to the Active Viewport or a New Window there is the option of minimising the screen while the render is taking place (only with Software Renderer). This allows you to work on other things while the render is taking place
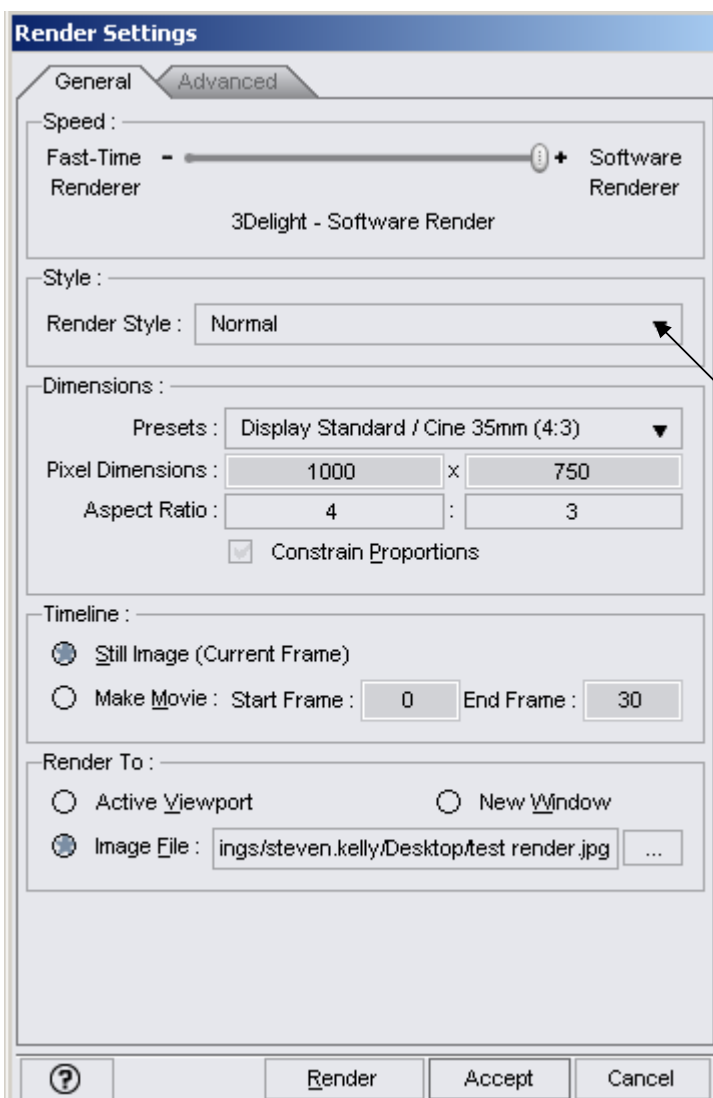
When you have done an Active Viewport of New Window render you need to go to File and Save Last Render to save your render as an image file.

Another option you might like to consider is using the Daz Studio link in Bryce 6 to import your Daz Studio File and render it in Bryce.

And yet another option is to render in Comic style which produces the effect shown below

Mostly, it's a good idea to experiment with the possibilities and discover what works best for you.

Creating a Daz Studio Animation Using Pose Presets

For this exercise we'll be using the DAZ Gorilla because it has quite a few preset poses. Go to Content–Figures– DAZ Animals and put the Gorilla into the scene by double clicking on it. Then click on the Pose/Animate tab.
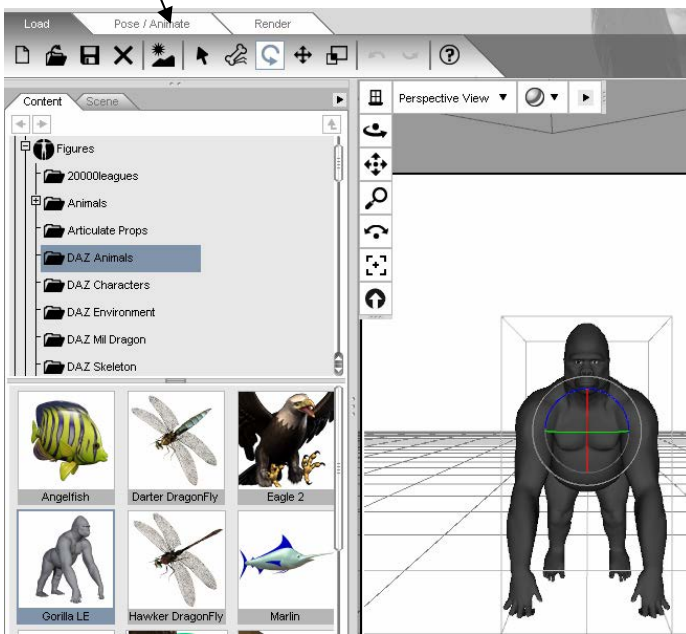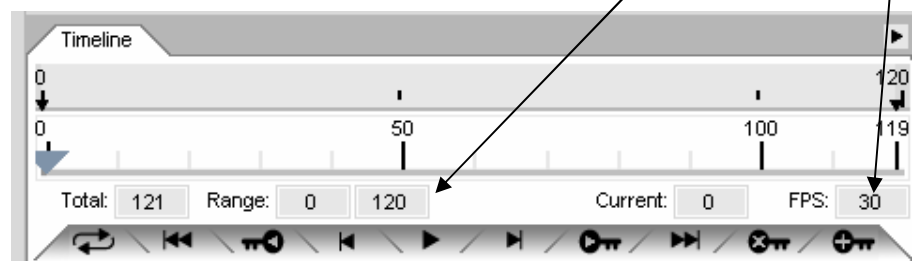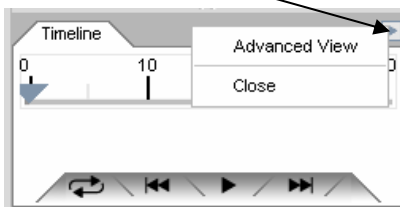
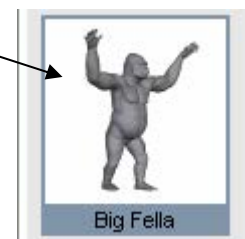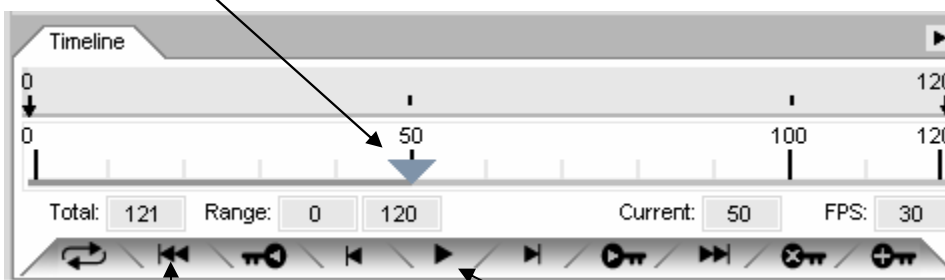In Content Go to Poses and DAZ's Gorilla
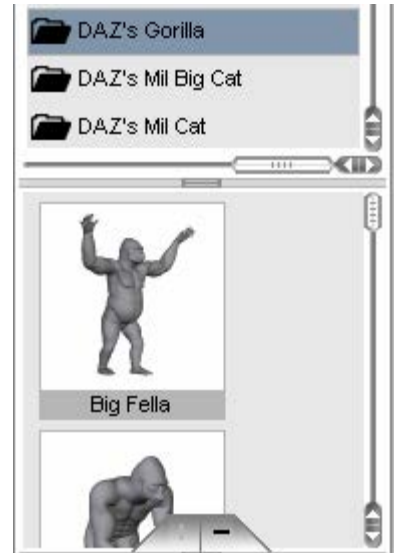
On the right hand side of the timeline screen click on the arrow and select Advanced View

Change the Timeline to the settings below. At 30 frames per second (FPS) this will give us 4 seconds of video ie 30 X 4 = 120


Drag the slider to the 50 mark and double click on the Big Fella Pose. The gorilla should change to this pose in the viewport


Click here to rewind your video and then here to play. The Gorilla should stand up slowly. Once you've tested this. Click the stop button and move the slider up to 100 and choose a new pose. Rewind and test run again. Repeat the process with the slider on 120 to complete your 4 second animation. You will notice that the animation from 100 to 120 is quicker—this is because it involves less frames.

To Render and Save your animation

Click on the Render tab at the top of the screen. This will bring up the options below on the right hand side of the screen. These are set fairly low to reduce the render time and just give you an idea of the process

These are the options that you will most likely have to change the rest can be left as they are.
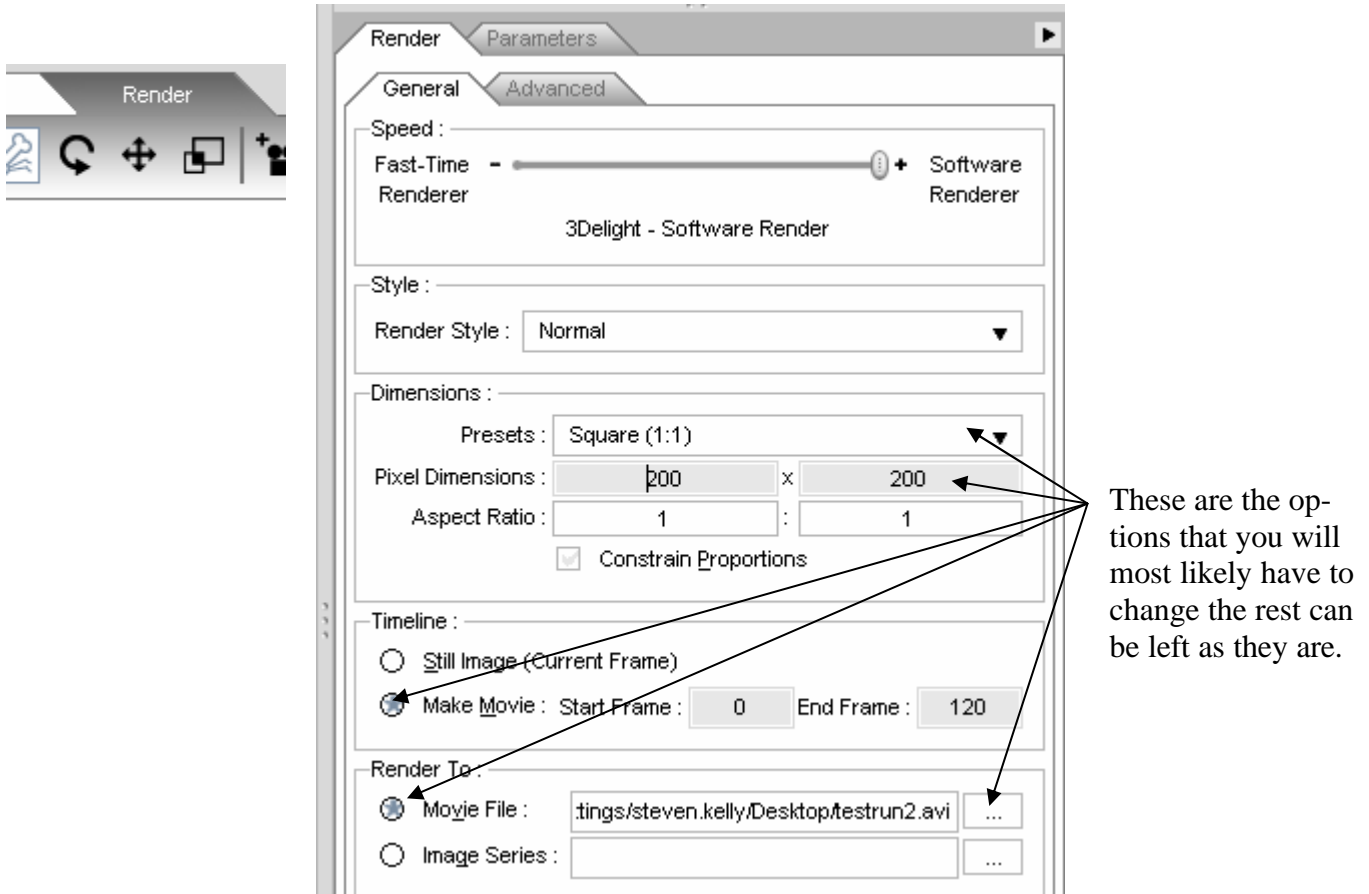
When you have finished setting up the options go to the Render Menu at the top of the screen and select Render. Be patient—the process will take a while. You will notice the frames being rendered one at a time.
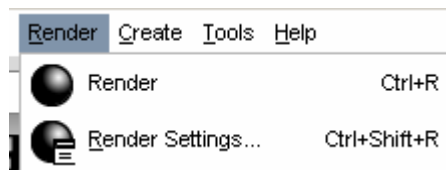
When the rendering process is finished you will be asked what type of Video Compression you want to use. The default setting will most likely be fine. Click OK to accept this.
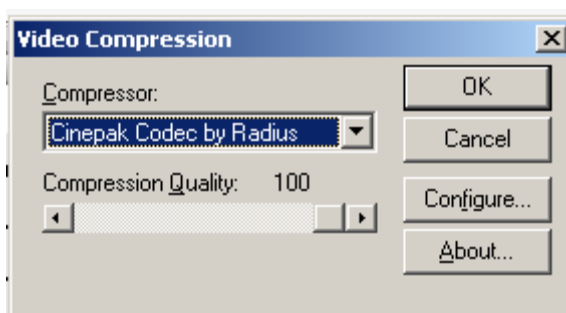
To play your video file go to the folder you saved it in and double click on it. This should play it automatically in the default Media Player

Note:
The process of putting a mat (texture) on the gorilla was left out to make this simpler. A background and other static (non-moving) elements could also be included to complete the scene.

# Creating a Lip Sync animation in Daz Studi0 2.2

1. Choose a character that has a mouth and load it into the scene. I've selected gremlin 2005
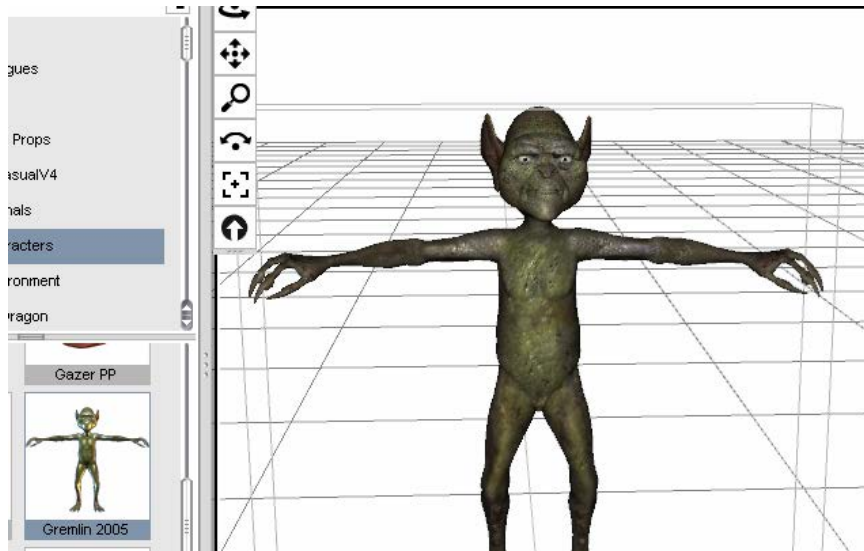
2. Go to the **View** menu and **Tabs** and select **Lip Sync.** This may come up as a docked or free floating dialog.
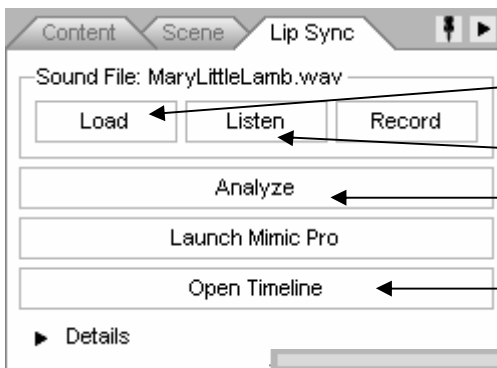
    3. Click on **Load**. This will take you to a folder of sample .wav files. Select one of these and click open.

    4. Click on **Listen** to preview the sample.

    5. Click on **Analyse.** This will match the sound to the figure.

    6. Click on **Open Timeline** and then on the **play button** to run the lip sync animation.
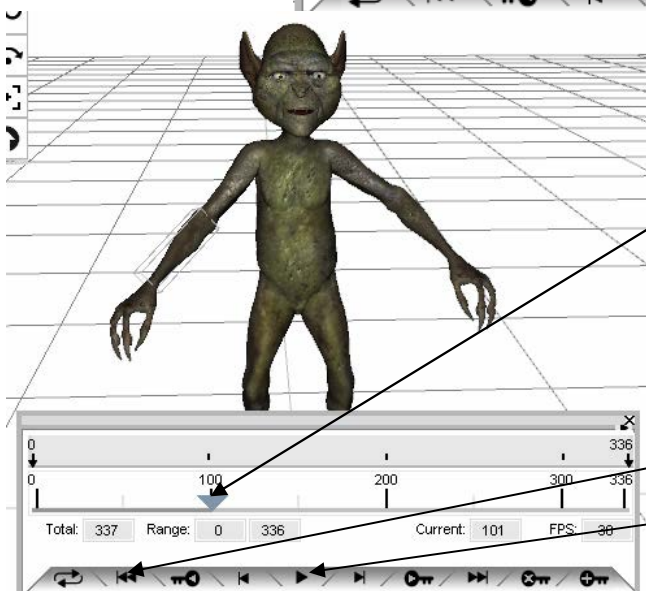
Moving the **slider** on the timeline and then **adjusting the figure** allows you to have the figure move at the same time it is talking.
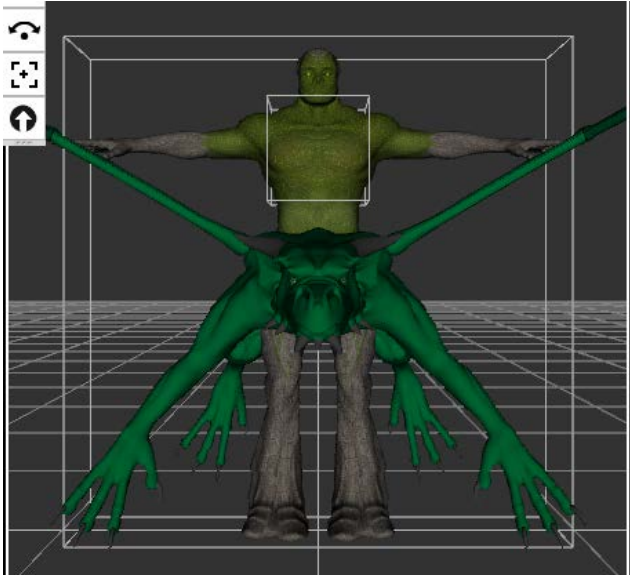
Note:
If you want to view your full animation at any stage you need to click on the **return to first frame button** before clicking the **play button.**

Creating a hybrid figure in Daz Studio

As well as using the figures already available in Daz you can also create hybrid figures by combining parts of one figure with another
## Eg a man with dragon wings

For this tutorial I've chosen the Elemental and the Millenium Dragon figures and loaded them into the viewport (by double clicking on the thumbnails in Content—Figures)
**Tip:**
The dragon is a bit large when first imported. If you go to the Scene tab and click on the Millenium Dragon to highlight it. Then go to Parameters on the other side and Scale down to about 90% this should make it small enough to work with
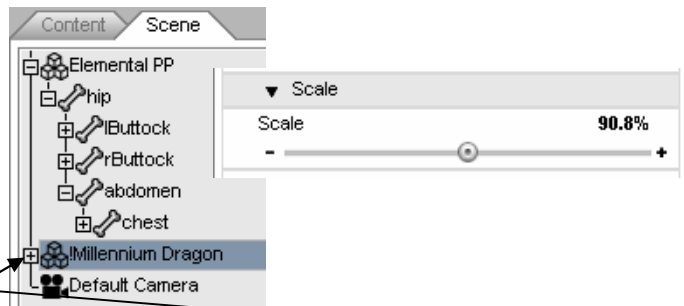
We only want the dragons wings. Click on the open eye to the right to make the whole dragon invisible. Now you need to make just the wings visible. (It is easier to go this way than making all the other bits invisible one at a time) Find anything that has **Wing** as part of the name and click on the eye to make it visible
(If you can't see anything you need to click on the cross in the box)
The bits of the wing that have the eye open are now visible in the viewport
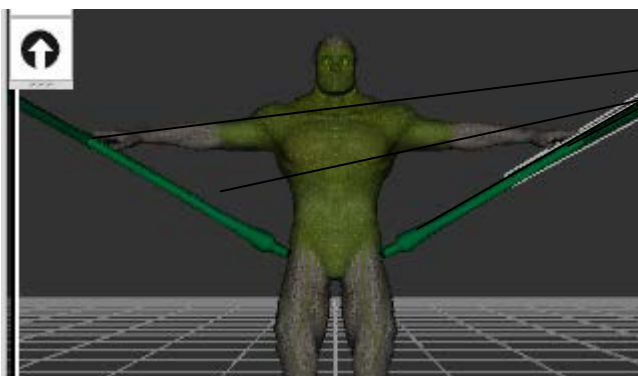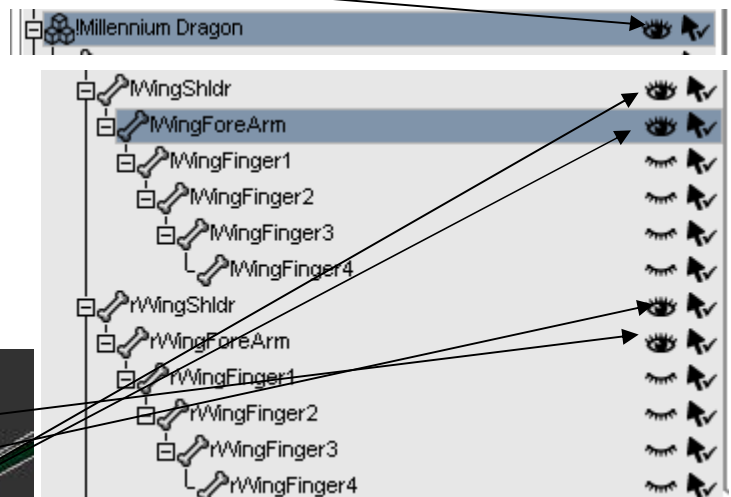

Keep clicking on the eyes until all the wing parts are visible.

Now go back up and click on the words Millenium Dragon—this will highlight the whole figure (even the invisible bits) and allow you to move it into position onto the shoulders of the Elemental figure

The screen below shows the Parameters I have changed to move the wings into position on the Elementals shoulders. This is mostly a matter of trial and error.
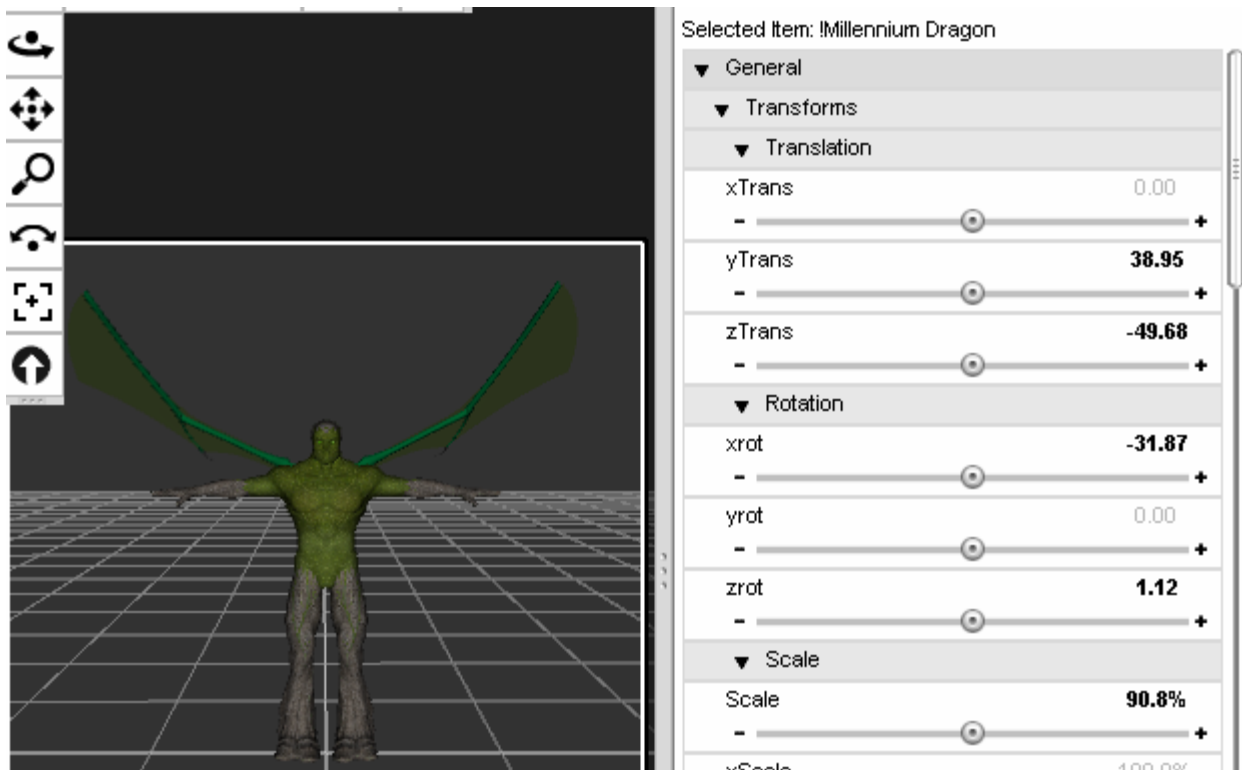
The next step is to drag and drop the Millennium Dragon label onto the Elemental one. This will make the Dragon the **Child** of the Elemental. This simply means you can now move the Elemental and the Dragon wings will stay in place on its shoulders. Eg. In the scene below I have selected the Elemental and performed a y rotation in the Parameters. The wings (child) didn't have to be moved separately because they followed their parent (the elemental)
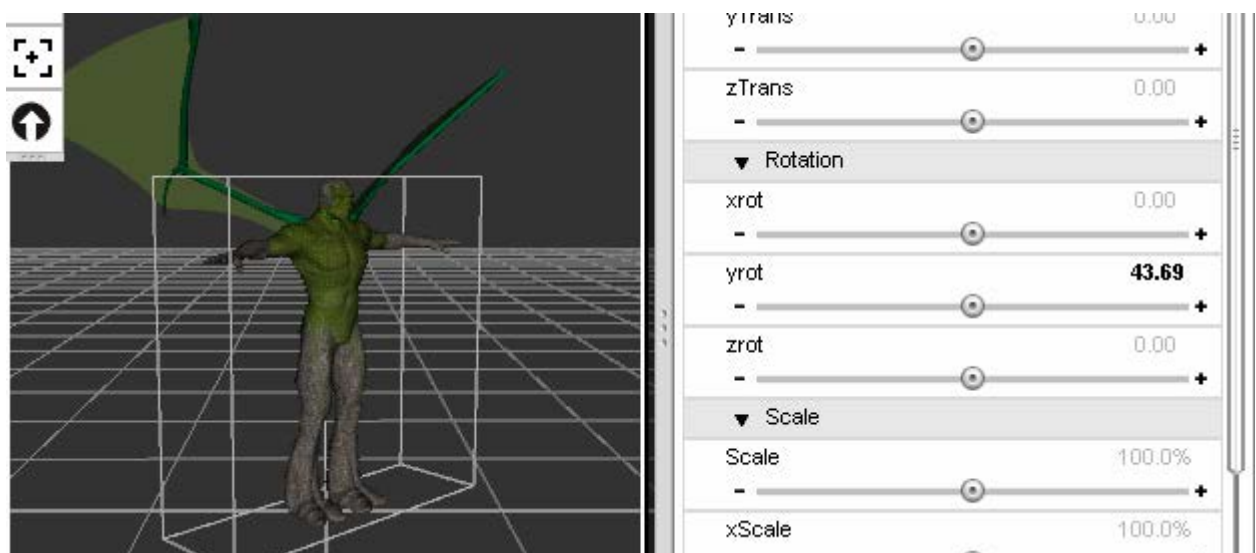

Note:
Some pre-set poses if applied may create interesting results eg distorted wings. Try them and if they don't work simply go to Edit—Undo

Using the De -Former tool to Create Unique Characters

Most Daz and Poser models have morphs that allow you to change the character in some way. These are usually to do with body and head shape. Eg. The V4 female figure in Daz can actually be made into a male by using the **whole body** and **head** morphs under **Parameters**

You can also create your own custom morphs using the De-Former tool

For this tutorial I've selected the Sammy Character. With Sammy in the Scene go to the Scene Tab and right click on Sammy (2) and go to Remove Item from Scene. This will remove the hair so that we have a bald head to work with. Then click here to select the head.
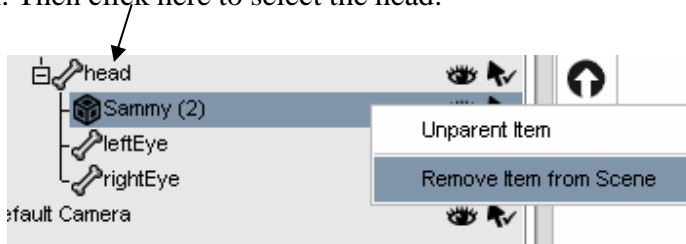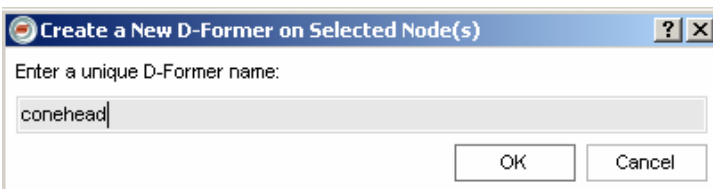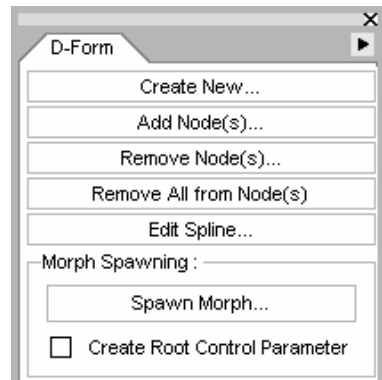

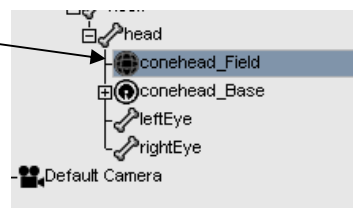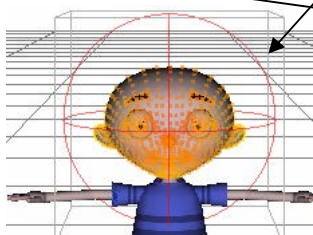Now go to View Tabs and D-Form the following dialog will appear
Click on Create New
You will be prompted to enter a de-former name.
Type in conehead for our first one and click OK

This will do a number of things. A red guide sphere will appear around Sammys head. This is the conehead_ Field that has appeared in the Scene List

Click on the conehead_Base item to select it and go to the Parameters tab. If you move the X Translate slider across this item will appear from within Sammy's head.
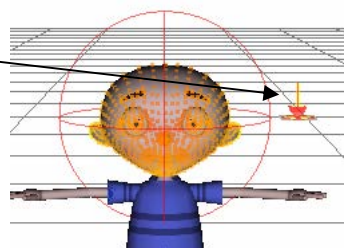
This is your De-Form tool sitting on its Base. Click on the + Next to conehead_Base in the Scene list and then select the conehead De-Form tool.
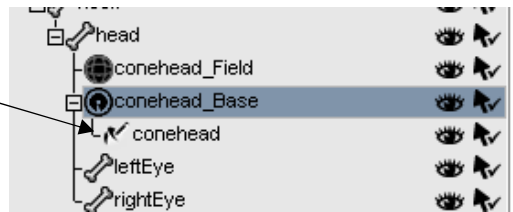

If you go to Y Translate now and move the slider up and down you will get an idea of how the tool works. Undo the changes you have made and click on the conehead_Field item again. We need to move the field so that only the top third of Sammy's head is selected. This will allow us to create our conehead. With the conehead_Field selected move the Y parameter slider so that the bottom of the sphere is 2 thirds of the way up the head. Like so!

The yellow dots are the nodes that are selected and they determine which parts of the object will be deformed.

Select the conehead De-Form tool again and then go to Y translate in the Parameters Dialog and move the slider to the right. Sammy's head will start to deform into a cone.
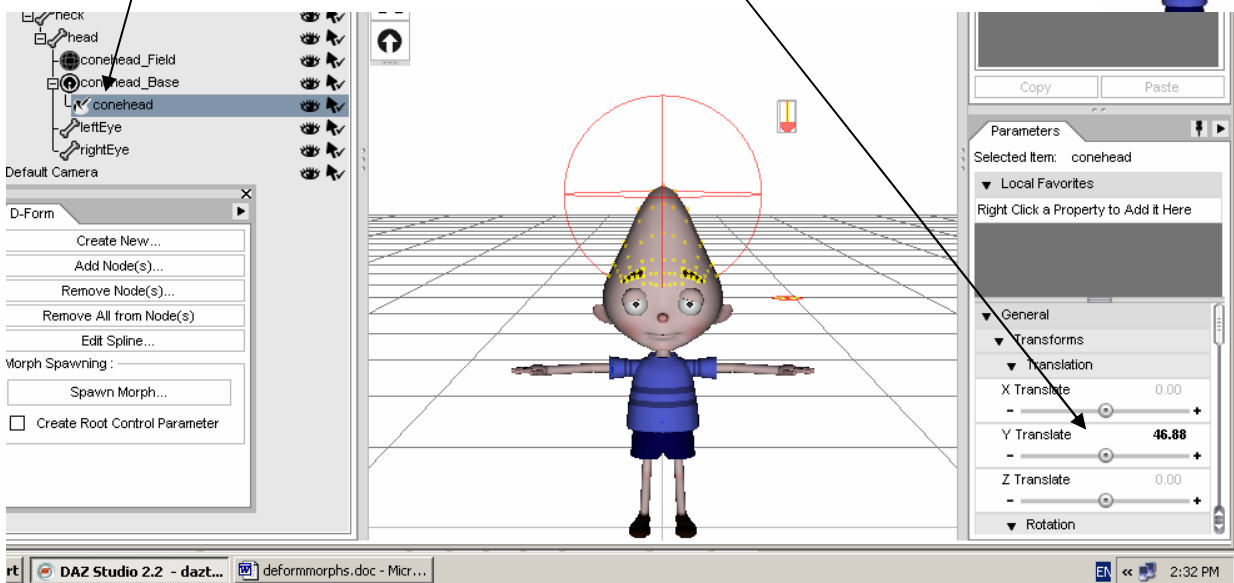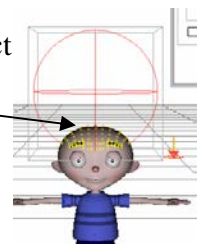
Once you have created the morph that you want you can set it by clicking on the Spawn Morph button and giving your morph a new name. I've called mine coneheadmorph. It now appears in the Parameters for this figure.
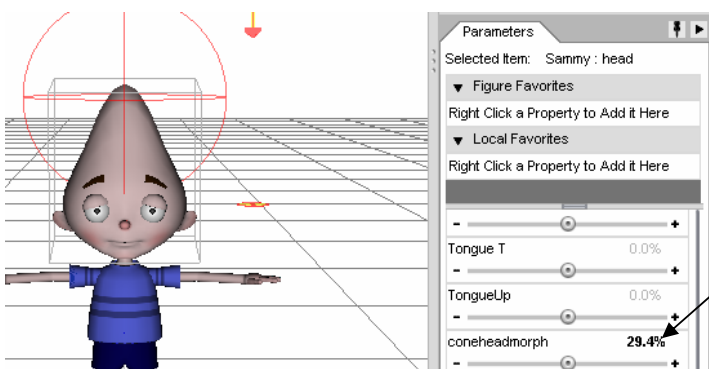
You can now also remove the conehead_field and conehead_base items from the scene by right clicking on them and going to Remove Item From Scene

Exercises to do on your own
1. Create a set of horns for a character
2. Morph clothing into a cape or hood or both
3. Create pointy ears for a character