

AtmoCam for Iray



Product Name:	AtmoCam for Iray
Product ID:	22261
Published Artist(s):	Marshian
Created By:	N/A
Release Date:	2015-07-12

Product Information

- Required Products: *None*

Achieve depth, haze, fog, divine rays of light, supernatural moods, and alien atmospheres with this prop-based camera for Iray. 15 colors and 6 density levels are included.

An HDR render settings environment and photometric light is included as an easy set-up option. The HDR image is not just for ambient lighting, it will render in the background.

In order to see the prop in the main viewport you must use the drawing style Hidden Line. This is only for fine-tuning the size as the default scale will encompass most scenes.

The camera needs to remain outside the Atmospheric Volume Prop for the effect to work.

Atmocam works great with transmaps.

Product Notes

Installation Packages

Below is a list of the installation package types provided by this product. The name of each package contains a [Package Qualifier](#), which is used as a key to indicate something about the contents of that package.

- 1 Core ¹⁾

[] = *Optional, depending on target application(s)*

Not all installation packages provide files that are displayed to the user within the interface of an application. The packages listed below, do. The application(s), and the location(s) within each application, are shown below.

AtmoCam for Iray (Core)

- You can find new icons for loading this product in the following DAZ Studio Folders:
 - "Camera Presets:AtmoCam for Iray"
 - "Camera Presets:AtmoCam for Iray:Environment"
 - "Camera Presets:AtmoCam for Iray:Materials:Color"
 - "Camera Presets:AtmoCam for Iray:Materials:Density"
- You can find new icons for this product in the following DAZ Studio Categories:
 - "Cameras"
 - "Lights:Iray:Other"
 - "Materials:Iray:Other"
 - "Render-Settings:Iray:MAR Atmo Volume"

Additional Details

- The camera needs to remain outside the Atmospheric Volume Prop for the effect to work.
- Use Hidden Line DrawStyle to see the prop in main viewport.
- The material presets only affect color or density but a full reset is included to take the whole surface back to default settings.
- The edge density, how quickly the haze thickens, is controlled by scaling the prop. The larger the prop the more distance is required to reach full density.

- Use of lights is not needed; renders can be achieved by only using only the HDR Render setting . The HDR image will render in the background.
- Fine tuning the overall density is controlled by using SSS Amount in Surfaces Tab.
- To see more of the Spectrum Material preset you may need to decrease the Y scale of the Atmospheric Volume Prop.

Below is a list of files provided by the [AtmoCam for Iray](#) product.

Core

AtmoCam for Iray

- **Content :**

- /Camera Presets/AtmoCam for Iray/AtmoCam.duf
- /Camera Presets/AtmoCam for Iray/AtmoCam.duf.png
- /Camera Presets/AtmoCam for Iray/Environment/AtmoCam HDR Environment.duf
- /Camera Presets/AtmoCam for Iray/Environment/AtmoCam HDR Environment.duf.png
- /Camera Presets/AtmoCam for Iray/Environment/AtmoCam Photometric Light.duf
- /Camera Presets/AtmoCam for Iray/Environment/AtmoCam Photometric Light.duf.png
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam !BlueGray Full Reset.duf
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam !BlueGray Full Reset.duf.png
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam AzureSea.duf
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam AzureSea.duf.png
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam Bleach.duf
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam Bleach.duf.png
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam BloodMoon.duf
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam BloodMoon.duf.png
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam FullMoon.duf
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam FullMoon.duf.png
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam Golden.duf
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam Golden.duf.png
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam GrayGlum.duf
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam GrayGlum.duf.png
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam NewMoon.duf
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam NewMoon.duf.png
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam PurpleHaze.duf
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam PurpleHaze.duf.png
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam RainForest.duf
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam RainForest.duf.png
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam Sepia.duf
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam Sepia.duf.png
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam Spectrum.duf
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam Spectrum.duf.png
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam Stormy.duf
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam Stormy.duf.png
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam SunRise.duf

- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam Sunrise.duf.png
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam SunSet.duf
- /Camera Presets/AtmoCam for Iray/Materials/Color/AtmoCam SunSet.duf.png
- /Camera Presets/AtmoCam for Iray/Materials/Density/AtmoCam !Med.duf
- /Camera Presets/AtmoCam for Iray/Materials/Density/AtmoCam !Med.duf.png
- /Camera Presets/AtmoCam for Iray/Materials/Density/AtmoCam Heavy.duf
- /Camera Presets/AtmoCam for Iray/Materials/Density/AtmoCam Heavy.duf.png
- /Camera Presets/AtmoCam for Iray/Materials/Density/AtmoCam Light.duf
- /Camera Presets/AtmoCam for Iray/Materials/Density/AtmoCam Light.duf.png
- /Camera Presets/AtmoCam for Iray/Materials/Density/AtmoCam MedHeavy.duf
- /Camera Presets/AtmoCam for Iray/Materials/Density/AtmoCam Medheavy.duf.png
- /Camera Presets/AtmoCam for Iray/Materials/Density/AtmoCam MedLight.duf
- /Camera Presets/AtmoCam for Iray/Materials/Density/AtmoCam MedLight.duf.png
- /Camera Presets/AtmoCam for Iray/Materials/Density/AtmoCam SuperThick.duf
- /Camera Presets/AtmoCam for Iray/Materials/Density/AtmoCam SuperThick.duf.png
- /data/Marshian/Haz3 Camera/MAR_Haz3 Cam/sphere 2.dsf
- /data/Marshian/Haz3 Camera/MAR_Haz3 Cam/UV Sets/Marshian/Base/default.dsf
- /Runtime/Support/DAZ_3D_22261_AtmoCam_for_Iray.dsa
- /Runtime/Support/DAZ_3D_22261_AtmoCam_for_Iray.dsx
- /Runtime/Support/DAZ_3D_22261_AtmoCam_for_Iray.jpg
- /Runtime/Textures/Marshian/AtmoCam/MAR_AtmoCam__Spectrum.jpg
- /Runtime/Textures/Marshian/AtmoCam/MAR_AtmoCam_Env2.hdr

Resolved Issues

- *None*

Known Issues

- *None*

Support

Visit our site for [technical support](#) questions or concerns.

1)

The contents of this package are in DAZ Studio Native formats

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