MLA Orbital Render System

Product Name:	MLA Orbital Render System
Product ID:	82734
Published Artist(s):	michaleuart
Created By:	N/A
Release Date:	2021-08-17

Product Information

- Required Products: *None*

The Orbital Render System offers a streamlined setup within Daz Studio and was developed through years of experimenting and testing. The goal was to speed up and simplify the often time-consuming

process of finding the best camera views with the perfect lighting for a particular character. The Orbital Render System offers a complete framework that can combine and organize the powerful tools Daz Studio offers, allowing the artist fast and accurate production of creative ideas without getting caught up in too many complicated technical details.

This is accomplished by arranging the lights and cameras around the subject, allowing them to be predictably moved into position and adjusted. Instead of loading new static cameras and lights into the scene each time, it allows the user to easily move around the scene using the same "subject-focused" start-up configuration. Positioning is fast and easily done in a natural and intuitive way as you would in real life (like walking around your character without losing sight of it). More importantly, all this is possible without having to re-adjust the focal center of the lights or cameras or even the depth of field ranges when used.

Although the Orbital Render System was primarily designed for rendering a character in a relatively small space (the included infinity stage), it can easily be moved in its entirety to anywhere in a large scene while retaining focus on the subject. This is like instantly taking the entire camera and lighting crew with you to explore and document a large set.

The heart of the product is the camera group with 5 distinctive cameras and a spotlight group with 5 specific lights, all based on standards in photography. In addition, the system includes a panoramic infinity stage group, a scalable surround mesh light with 10 sections for Iray, basic HDR ambient lighting, and a subject group for added convenience. All elements and groups can also be loaded individually to custom design your scene templates.

The setup works both with Iray and the new Filament render engine with often only minor adjustments to the included HDR lighting when using the same camera view. In order to make the whole product easier to use and more accessible to Daz Studio beginners, many controls have descriptive labels in the parameters section and show only the ones that are used most frequently in standard artistic production.

The many included one-click starter scenes with the Orbital Render System help to create a base to start from and can make the creative workflow more efficient and productive for many beginning and advanced Daz users.

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.

MLA Orbital Render System (Core)

- You can find new icons for loading this product in the following DAZ Studio Folders:
  - "Environments:MichaLeuArt:MLA Orbital Render System:Camera Presets"
  - "Environments:MichaLeuArt:MLA Orbital Render System:Camera Presets:BASE SETS"
  - "Environments:MichaLeuArt:MLA Orbital Render System:Camera Presets:CAM POSES"
  - "Environments:MichaLeuArt:MLA Orbital Render System:Camera Presets:CAM SETTINGS"
  - "Environments:MichaLeuArt:MLA Orbital Render System:Light Presets"
  - "Environments:MichaLeuArt:MLA Orbital Render System:Light Presets:BASE SETS"
  - "Environments:MichaLeuArt:MLA Orbital Render System:Light Presets:MLA-Emission Profiles"
  - "Environments:MichaLeuArt:MLA Orbital Render System:Light Presets:MLA-Spot Lights:Face Settings"
  - "Environments:MichaLeuArt:MLA Orbital Render System:Light Presets:MLA-Spot Lights:Spot Position"
  - "Environments:MichaLeuArt:MLA Orbital Render System:Light Presets:MLA-Spot Lights:Spot Settings"
  - "Environments:MichaLeuArt:MLA Orbital Render System:Light Presets:MLA-Surround Mesh Lights"
  - "Environments:MichaLeuArt:MLA Orbital Render System:Scenes"
  - "Environments:MichaLeuArt:MLA Orbital Render System:Scenes:BACKDROP"
  - "Environments:MichaLeuArt:MLA Orbital Render System:Scenes:BASE SETS"
  - "Environments:MichaLeuArt:MLA Orbital Render System:Scenes:ORS DISCSTAGE"
  - "Environments:MichaLeuArt:MLA Orbital Render System:Scenes:ORS GROUND"
  - "Environments:MichaLeuArt:MLA Orbital Render System:Scenes:ORS STAGE SCENES"
  - "Environments:MichaLeuArt:MLA Orbital Render System:Scenes:ORS STAGE"
  - "Environments:MichaLeuArt:MLA Orbital Render System:Scenes:RENDER SETTINGS"

- You can find new icons for this product in the following DAZ Studio Categories:
  - "Cameras"
  - "Documents"
  - "Environments:Backdrops"
  - "Lights"
  - "Lights:Other"
  - "Materials:Iray:Props"
  - "Props:Other"
  - "Render-Settings:Iray"
  - "Shaders:Iray:Lights"

Additional Details

- Due to the complexity and how smartcontent functions the better user experiance is to use the items from the folders vs from smartcontent.

- MLA Orbital Render System-User Manual

Below is a list of files provided by the MLA Orbital Render System product.

Core

MLA Orbital Render System

- **Content :**
    - /data/MichaLeuArt/MLA Orbital Render System/BACKDROPS/MLA - ORS Backdrop Template Scene.duf
    - /data/MichaLeuArt/MLA Orbital Render System/BACKDROPS/MLA - ORS Backdrop Template Scene.duf.png
    - /data/MichaLeuArt/MLA Orbital Render System/BACKDROPS/MLA ORS-Beach1.duf
    - /data/MichaLeuArt/MLA Orbital Render System/BACKDROPS/MLA ORS-Beach1.duf.png
    - /data/MichaLeuArt/MLA Orbital Render System/BACKDROPS/MLA ORS-Door1.duf
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    - /data/MichaLeuArt/MLA Orbital Render System/BACKDROPS/MLA ORS-Green Rays.duf
    - /data/MichaLeuArt/MLA Orbital Render System/BACKDROPS/MLA ORS-Green Rays.duf.png
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    - /data/MichaLeuArt/MLA Orbital Render System/BACKDROPS/MLA ORS-Northern Light.duf.png
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    - /data/MichaLeuArt/MLA Orbital Render System/BACKDROPS/MLA ORS-Storm Palace.duf
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    - /data/MichaLeuArt/MLA Orbital Render System/BACKDROPS/MLA ORS-Sunset Landscape.duf
    - /data/MichaLeuArt/MLA Orbital Render System/BACKDROPS/MLA ORS-Sunset Landscape.duf.png
    - /data/MichaLeuArt/MLA Orbital Render System/MLA ORS-all.duf
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    - /data/MichaLeuArt/MLA Orbital Render System/MLA ORS-base only.duf
    - /data/MichaLeuArt/MLA Orbital Render System/MLA ORS-base only.duf.png
    - /data/MichaLeuArt/MLA Orbital Render System/MLA ORS-base-FILA.duf
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- /data/MichaLeuArt/MLA Orbital Render System/MLA ORS-base-STAGE Objects/mla infinity stage.duf
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- /data/MichaLeuArt/MLA ORS-base-STAGE/discstage/discstage.dsf
- /data/MichaLeuArt/MLA ORS-base-STAGE/discstage/UV Sets/MichaleuArt/Base/default.dsf
- /data/MichaLeuArt/MLA ORS-base-STAGE/mla ground/mla ground.dsf
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- /data/MichaLeuArt/MLA ORS-cameras-PORT/Portrait REF (FOLLOW)/pSphere(10sg000)32_32.dsf
- /data/MichaLeuArt/MLA ORS-cameras-PORT/Portrait REF (FOLLOW)/UV Sets/MichaleuArt/Base/default.dsf
- /data/MichaLeuArt/MLA ORS-spot lights-BACK/LF_S-BACK/pSphere(10sg000)32_32.dsf
- /data/MichaLeuArt/MLA ORS-spot lights-BACK/LF_S-BACK/UV Sets/MichaleuArt/Base/default.dsf
- /data/MichaLeuArt/MLA ORS-spot lights-FACE/LPL_Focus/pSphere(10sg000)32_32.dsf
- /data/MichaLeuArt/MLA ORS-spot lights-FACE/LPL_Focus/UV Sets/MichaleuArt/Base/default.dsf
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- /data/MichaLeuArt/MLA ORS-surround light only/BL2-reference/UV
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- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Light Bokeh-B.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Light Bokeh-N-base.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Light Bokeh-N.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Light Bokeh.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Light Splash-B-base.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Light Splash-B.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Light Splash-N-base.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Light Splash-N.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Light Splash.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-NatureLight-B.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-

NatureLight-N.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-NatureLight.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Paper-N.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Paper.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Rainbow-N.jpg
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- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Red Drama-N.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Red Drama.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Red Shimmer.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Smokey Blue-N.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Smokey Blue.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Smokey Green-N.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Smokey Green.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-smokey grey-N.jpg
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- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Tealtex-N.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Tealtex.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Universe-N.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-InfinityStage/mla-Universe.jpg
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-M-Light Masks/CROSS-HAIR.png
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-M-Light Masks/mla-Black Pane.png
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-M-Light Masks/mla-Light Mask-Dot Diff.png
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-M-Light Masks/mla-Light Mask-Dot Large.png
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-M-Light Masks/mla-Light Mask-Dot Small.png
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-M-Light Masks/mla-Light Mask-Dot4.png

- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-M-Light Masks/mla-Light Mask-Multi Circle.png
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-M-Light Masks/mla-Light Mask-Ring.png
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-M-Light Masks/mla-Light Mask-Scratch.png
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-M-Light Masks/mla-Light Mask-Window4.png
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-M-Light Masks/mla-Light Mask-Window9.png
- /Runtime/Textures/MichaLeuArt/MLA Orbital Render System/MLA-M-Light Masks/mla-Light Screen.png

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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