

Light Dome PRO – R

for DAZ Studio 4.6



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Installation

There are 3 parts to installing LDP-R. Step 1 must be done manually in either Photoshop or The Gimp, while steps 2 and 3 are done automatically with your DAZ 3D installer.

1a) Open Photoshop, locate the Actions Window (if it's closed, open it with Windows → Show Actions). Click on the small arrow at top right of the Actions Window and choose Load Action. Choose the Dreamlight LDP-R.atn file and click on Load.

1b) Go to your Gimp installation folder C:/Program Files/ GIMP2 / share / gimp / 2.0 / scripts / and copy and paste all 5 Gimp scripts as found in the LDP-R ZIP file. Run Gimp. You can now locate Gimp LDP-R scripts under: Filters → Dreamlight → LDP-R

2) Place the LDP-R_MenuChange.dse file inside DAZStudio4 / resources / RunOnce folder

3) Add all remaining files and folders in their respective folder in My Documents / DAZ 3D / Studio / My Library

You're good to go!



Image by Dreamlight, using LDP-R



Image by Dreamlight, using LDP-R

Compatibility

LDP-R is designed for DAZ Studio 4.6 and will not work in previous versions.

LDP-R Photoshop Actions are designed to work with any English Photoshop version that includes layer, and was tested in Photoshop 6.0, Photoshop CS2 and the latest Photoshop CC.

Using a non english version is not recommended, since LDP-R works with layers and may produce errors during its operations. The DAZ 3D community have posted a workaround that makes the LDP-R Actions work with Photoshop Elements. Read more on page 17.

If you prefer using the free Gimp instead of Photoshop, you need to install Gimp from www.gimp.org. You need at least version 2.8.6 and english language. When installed, run Gimp and select Edit → Preferences → Interface → Language and choose English (en_US).

Overview

LDP-R is an outdoor lighting solution for DAZ Studio 4.6., based on the original bestselling Light Dome PRO and Light Dome PRO 2 for DAZ Studio. R stands for Revolution and it's truly a totally new concept in lighting giving you:

- Extreme Rendering Speed And Ease Of Use
- Instant Live Adjustments With Unpresedented Control
- Superior Quality And Realistic Images

- Day And Night Time
- Ability To Add Your Own Lights
- Semi Automatic With Minimum Amount Of GUI Options
- 95 Panoramic 360 Degree Backgrounds
- Depth Fog / Haze Effects
- Glow Effects
- Vignette Effect
- Sun Light, Sky Light And Ambient Light
- Bounce Light
- Powerful Filters: Default, Cold And Miami

The whole idea, is to get you out of DAZ Studio as soon as possible as far as lighting goes, to avoid doing tedious re-renders and tweaks. You set the Sun Light, change the background image if you need to and hit render. That's it. Next, you find yourself in Photoshop, where you load the LDP-R images, so called layers, click on one menu option to automatically combine them all and make live adjustments. It's that easy.

LDP-R produces special layers, which are then automatically combined in Photoshop / Gimp for further adjustments if needed. You can also add your own custom lights. Finally, a filter is applied, that further mixes the layers, adds tint, "gamma" setting, glow effects and also frames the image with a vignette effect.

LDP-R automatically creates a fog / haze effect, as a separate layer, so that you can adjust it after rendering to suit you taste or needs. All in all, LDP-R for DAZ Studio renders a total of 6 layers, plus one additional layer, that becomes the final MIX.

Breathtaking outdoor lighting is literally a few mouse clicks away.



Image by Dreamlight, using LDP-R

Quick Start

LDP-R is ready to render the moment you add it to your scene. It has a few options, which we'll cover later in detail. For now, we'll move quickly through the necessary steps to your first LDP-R image done really fast.

The procedure is divided into 7 easy steps:

1. DAZ Studio: Load LDP-R
2. DAZ Studio: Adjust Sun Light Rotation
3. DAZ Studio: Render Layers
4. Photoshop: Load Layers
5. Photoshop: Combine Layers
6. Photoshop: Adjust Layers
7. Photoshop: Apply And Adjust Filter

As you can see, you spend minimal time inside DAZ Studio, and do all the tweaks in Photoshop, which gives you instant feedback and 100% control, thus saving you an amazing amount of time. At the same time, your renders will have a professional and unique look and feel, not found in any other light sets, lighting plug ins or render engines.

We'll now quickly go over each and one of the steps.

1) DAZ Studio: Load LDP-R

If you already have your scene loaded / created, then head into your DAZ Studio Content Tab → My Library → Dreamlight → LDP-R, and right click and choose Merge Into Scene on the LOAD LDP-R Icon.

If you plan to create your scene after loading LDP-R, then simply either double click on the LOAD LDP-R icon or right click and choose Open As New.

It's important to remove any other skydomes that may already be present in your scene, prior to rendering with LDP-R, since it will otherwise not function correctly. Locate such skydome or background objects in your Scene Tab, prior to rendering with LDP-R. You can then remove them by Right Clicking and selecting Remove Item From Scene or simply hiding them with the Eye Icon.

In the Camera Selector Menu, select the LDP-R Camera. This is the camera you'll render through, and you can now go ahead and frame your image, if you haven't already.

2) DAZ Studio: Adjust the Sun Light Rotation

In the Camera Selector menu, switch from LDP-R Camera to Sun Light to see what the light "sees". Left click and hold the top Camera Icon that looks like a dot with an arrow surrounding it. This will "orbit" the Sun Light around your scene. When you're done, switch back to LDP-R Camera from the Camera Selection menu.

3) Render

Go to Render → Render Settings → Advanced Tab and select the following default settings: X,Y Pixel Samples 3, Shadow Samples 16, Gain 1.00, Gamma 1.00, Shading Rate 1.00, Pixel Filter Since, Pixel Filter Width X,Y 6.00.

Make sure LDP-R Camera is selected in the Camera Selector menu. At the top Render menu, select Render → Render LDP-R. You're now presented with a dialogue box, where you can either choose the default folder location or choose one on your own. Click on OK and watch the layers being rendered. Now, you're done inside DAZ Studio.

4) Photoshop / Gimp: Load layers

Open Photoshop. Go to File → Open and browse to the location of the saved images. My Documents / DAZ 3D / Studio / Render Library (or your user selected location). There will be a separate folder for each of your renders, holding all the layers. Make sure you're viewing in ascending order, so that 0_Custom1.bmp shows first and 7_Mix.bmp shows last. There are 12 images in total.

Click on 0_Custom1.bmp. Next, hold down SHIFT and click on 7_mix.bmp. This will select all the layers. Click on Open. Once loaded, do not move or select the images.

For Gimp: Open Gimp. Go to File → Open As Layers. If needed, select BMP as file format, to only view BMP files. Select all 12 LDP-R layers (select first one, then hold SHIFT and select last one). Make sure you're viewing in ascending order, from 0_Custom1.bmp to 7_Mix.bmp.

5) Photoshop / Gimp: Combine Layers

Combining is done by clicking on a single menu option. First, make sure you can view the Actions Window. If not, head to Windows → View Actions. In the Actions Window, locate Dreamlight LDP-R. Expand it with the arrow next to it and click on LDP-R Combine. Click on the Play Button at the bottom of the Actions Window. Photoshop will now auto blend all the layers and produce a single layered image.

For Gimp: Go to Filters → Dreamlight → LDP-R → LDP-R Combine

6) Photoshop / Gimp: Adjust Layers To Your Taste

Make sure you can view the Layers Window. If not, head to Windows → Show Layers. Make any adjustments to the layers to suit your taste. Some layers are duplicated for more intensity. You can copy layers for even more intensity by going to the Layers Window and clicking on the small arrow to the right, and then selecting Duplicate Layer.

You can adjust each layers intensity by selecting the layer (by clicking on its icon), and then adjusting the Opacity Value at the top of the Layers Window. You can adjust Fog, Sun, Sun Bounce, Sky, Sky Bounce, Ambient and Background (which is the Sky

Background from DAZ Studio). Do not alter the Mask Layers that are used for Sun Bounce and Sky Bounce or this effect will not work properly. Once done, save your layered image in PSD format for future reference. File → Save As.

For Gimp: Same as above, except that you can locate the layers window from Windows → Dockable Dialogs → Layers. When saving, save using the default XCF layered format.

7) Photoshop / Gimp: Select And Adjust Filter

Once done with adjustments, you simply choose one of the three filters: Default, Cold or Miami. Filters are located from the Actions Window, below LDP-R Combine. You can only choose one filter at a time and cannot undo the operation. It's recommended that you save your layered PSD image before adding a filter. File → Save As. Filters can be stacked on top of each other for a more intensified effects.

As soon as the filter is applied, you have some more options and layers you can play with to suite your taste or needs: "Gamma", Glow 1, Glow 2, Tint and Vignette. When done, you can save the layered PSD image and call it something different from the original PSD image from step 5. File → Save As.

Next, click on the small arrow in the upper right corner of the Actions Window and choose Flatten Image. That's it! You're done and can save your final image in JPG format (File → Save As) and share with others.

For Gimp: Same as above, except when you're done, go to Filters → Dreamlight → LDP-R and choose one of the supplied filters. Custom filter enables you to choose the color of the tint. When done with your adjustments, simply save as a layered image, or right click on the Layer Window and choose Flatten Image, then save as BMP or JPG.



Image by Dreamlight, using LDP-R



Image by Dreamlight, using LDP-R

Advanced Options

Now that you know the process, and how fast and easy it really is, we'll dig deeper into the options available to you, both inside DAZ Studio and Photoshop. LDP-R might look simple on the surface, but it has tremendous power and years of lighting experience built into it. Knowing all its functions will give you what you need to create breathtaking DAZ Studio images.

Although most of the tweaks are meant to be done inside Photoshop, there are some important functions inside DAZ Studio.

DAZ Studio: Adjusting Lights, Quality And Resolution

LDP-R is fully automatic, and creates all layers in one go. In most cases, there is no need to adjust anything at all, besides the rotation of the Sun Light. All other tweaks, such as light color, light intensity and other functions are meant to be controlled in Photoshop.

Since LDP-R is automatic and calibrated to work with most scenes, it may at times need a manual tweak of its three lighting components: Sun, Sky And Ambient. You may also need to adjust the resolution and quality of the Sky Lights.

In your DAZ Studio scene tab, select the LDP-R Options object by clicking on it. In the Parameters Tab, you can find 5 options:

1. Sky Light Resolution
2. Sky Light Quality
3. Sun Light Intensity

4. Sky Light Intensity
5. Ambient Light Intensity

1) Sky Light Resolution

There are three resolutions:

- 4 (Low) = DEFAULT
- 8 (Medium)
- 16 (High)

This simply states how many lights that are used when creating the Sky Light. The more lights, the better and smoother it will look, and the longer it will take to render. You'll be surprised how often 4 (Low) will be more than enough to give you the result you're after.

2) Sky Light Quality

This setting states how DAZ Studio renders the Sky Light shadows. There are three settings:

- Speed (Open GL)
- Default (Shadow Map)
- Quality (Raytracing) = DEFAULT

Speed (Open GL) will render really fast, but sacrifice quality, resulting in pixelated shadows here and there. The pixelated look and feel can be hidden by using more lights.

In some cases, if your scene uses advanced textures, such as semi-transparent leaves, ivy's, grass, plants, hair or fences, it might actually take longer than the second option. Open GL will not create perfect shadows, and they might at times look slightly disconnected from the objects that cast them.

Default (Shadow Map) will first calculate a Shadow Map for each of the Sky Lights, and the render very quickly. The pro of this method, is that it renders quickly once it actually starts to render. Useful when you have lots of semi-transparent surfaces, such as leaves, ivy's, plants, hair or fences. The downside, is that it usually looks very soft and lacks detail (often very small items completely lack shadow).

Another downside, is that it needs to calculate a Shadow Map for each of the lights, which might take some time, depending on your scene.

Quality (Raytracing) is the default setting, since it produces the quality Light Dome PRO is known for. The downside is that it might take a little longer to finish, and you may experience much longer render times when using lots of transmaps, which are objects mapped with Transparency Maps or Alpha Masks, such as grass, plants, hair and sometimes fences and other details.

You can, if possible, remove such items from your Scene Tab, in case they are separated. Or, you can make them invisible with the eye icon next to each of the objects in the Scene

Tab. If that's not possible, then you might want to lower the resolution of the Sky Light to gain speed that way.

3) Sun Light Intensity

Since LDP-R is fully automatic, and all adjustments are meant to be made in Photoshop post rendering, there is no need for adjusting its intensity. However, if you have a very bright or plain looking scene, you might want to lower the Sun Light Intensity to a lower value such as 70 or 80. The default value is 100.

4) Sky Light Intensity

Same as Sun Light, but for the Sky Light component of LDP-R. Default intensity is set to 100.

5) Ambient Light Intensity

Same as Sun Light, but for the Ambient Light (overall brightness) component of LDP-R. Default intensity is set to 100.

DAZ Studio: Adjusting Sun Light Rotation

Adjusting Sun Light Rotation is really the single most important factor when it comes to producing great results with LDP-R. Also, in most cases, it's the single adjustment needed, since everything else is fully automatic.

There are two ways of adjusting the Sun Light's rotation:

1. Switch to Sun Light Camera from the Camera Selection Menu. Click and hold the top Camera Adjusting Icon to orbit the camera around the scene. When done, switch back to the LDP-R Camera.
2. The other way, let's you rotate the Sun Light while looking through the LDP-R Camera. In the DAZ Studio Scene Tab, expand LDP-R Lights and select Sun Light.

Next, in the Parameters Tab, adjust it's rotation by sliding the X and Y rotations. Z can also be adjusted, but has very little impact. Instead, while using this method, you should zero the Z axis, by setting it to 0 and then just play with the X and Y axis.

This works best when LDP-R Camera is selected, since it lets you see how the Sun Light will impact your scene. However, you can also use any other camera, such as Perspective Camera or any other camera, including the Sun Light Camera. When done, switch back to LDP-R Camera.

DAZ Studio: Adjusting Fog

The Fog / Haze effect is preset to work with most outdoor scenes. To adjust the Fog, select the LDP-R Camera in the Scene Tab. In Parameters Tab, you'll then have two options:

1. Background (Color)
2. Fog Start Distance

While LDP-R is designed to get you out of DAZ Studio as quickly as possible, and play with adjustments live in Photoshop, you can adjust Fog Background Color as well as Fog Start Distance.

The latter states how quickly the Fog Effect will be visible in your renders, or how close it starts related to the LDP-R Camera. The Fog Start Distance is what you will want to adjust inside Daz Studio, while you can play with the color later inside Photoshop. Please note that for night renders, ALL the operations are done inside PS / Gimp and you don't need to alter the fog inside DS.

DAZ Studio: Changing Skydome / Background Image

LDP-R features a Skydome Object, that surrounds your scene. You can select between 95 pre-designed 360 degree panoramic images.

In the Scene Tab, select the LDP-R Background Object. In the Content Tab, locate the following folder:

My Library → DAZ Studio Formats → Dreamlight → LDP-R → Backgrounds

Simply double click on one of the icons to switch to that background. LDP-R backgrounds range from simple gradients, to more sophisticated clouds patterns in various weather conditions, such as cloudy, night, day and sunset. In addition, it taps into complete backgrounds, with mountains, deserts, water, city scapes, surreal landscapes, sci-fi and even space.

DAZ Studio: Adjusting Skydome Size, Position And Rotation

In most cases, adjusting the Sky Domes position and size is not necessary. The most common adjustment you'll make is Skydome Rotation, that simply rotates the Skydome around your scene. This effect is used to make sure that the background matches the sun light rotation. (If the sun comes from the left, you want to background to reflect that)

In rare cases, if your scene is completely off center, you can move the LDP-R Background Object and keep it centered around your scene.

Due to its size, it will work for the majority of your scenes. In case when your scene is larger than the LDP-R Background Object, you may need to reszie it, to keep your scene within. In the Scene Tab, select the LDP-R Background Object. In the Parameters Tab, select Transform to the left, and then adjust it's X,Y and Z position as well as Y rotation and Scale on the right.

DAZ Studio: Removing Other Skydomes

It's important to remove any other skydomes that may already be present in your scene, prior to rendering with LDP-R, since it will otherwise not function correctly. Locate such skydome or background objects in your Scene Tab, prior to loading or using LDP-R. You can then remove them by Right Clicking and selecting Remove Item From Scene.

DAZ Studio: Selecting Black Background

LDP-R requires the default black background color to be selected. When you just start a new scene from scratch, you don't need to worry about this setting. However, when loading other scenes, they might come preconfigured with another background color.

To switch to black background color, next to the Ball Icon (Next to the Camera Selector), click on the List Icon that will display some options. Choose Change Background Color. Select black color and click on OK.

DAZ Studio: Making A Preview Render

There is no good way to preview the final result, since LDP-R relies on layering techniques and Photoshop filters. However, you can use its Render Preview Function by simply going to DAZ Studio menu Render → Render. That is, NOT using the LDP-R Render option.

This will make a quick render with 1 Sun Light and 4 shadowless Sky Lights. It's mainly used to see how the Sun Light Shadow falls, and nothing more, since all adjustments are meant to be made inside Photoshop.

DAZ Studio: Adding Your Own Lights

You can add your own lights and have LDP-R render them in custom layers, that are automatically blended with the LDP-R layers.

1. LDP-R gives you 4 custom layers. Open the Scene Tab, and you'll find 4 custom "folders" called LDP-R Custom 1, LDP-R Custom 2, LDP-R Custom 3 and LDP-R Custom 4.
2. Simply add your own lights, and when added, parent them to each of the Custom Folders, by dragging and dropping them onto them. Each of the folders will be a separate render, giving you manual control in Photoshop.
3. Refer back to step 4 of the Quick Guide on how to load and blend images into Photoshop / Gimp.
4. Now, you have the 4 custom layers included and can adjust their Opacity Level individually to match your final mix.
5. When done, save your work and apply final LDP-R filter of your choice.

DAZ Studio: Adding DOF To Camera

DOF stands for Depth Of Field, and is best described as a blurred background and foreground around a fixed point (distance) related to the LDP-R Camera.

To enable this function, select the LDP-R Camera in the Scene Tab. In the Parameters Tab, go to Camera → Depth Of Field and turn it on. Next, you have two values to adjust:

1. Focal Distance, which is the point in your scene that will be 100% in focus. Areas around this point will be more or less out of focus (blurred), depending on the distance from the focal point and the F/Stop value.
2. F/Stop – this determines how much blurred effect you want to have and the area of focus around the focus point (Focal Distance). A lower value means a lower area, and a greater blurred effect. A higher value means a larger area, and a lower blurred effect.

When using DOF, it is advised to use a higher X / Y Samples setting (4-12) in the Render → Render Options → Advanced menu, to avoid a grainy look. A higher value will increase render time.

DAZ Studio: Optimal Render Settings

LDP-R already comes preset with optimized settings, and you don't need to change them. However, some cases require additional tweaks.

Open DAZ Studio top menu Render → Render Options → Advanced Options.

Bucket Size: 8

Max Ray Trace Depth: 1 (this can be set to 0 to render without reflections, or to a higher number, 2-3, so include more advanced reflections. A higher number will increase render time)

Pixel Samples (X): 3 (can be set to a higher number, 4-12, when using DOF effect, for smoother render results. A higher number will increase render times)

Pixel Samples (Y): 3 (can be set to a higher number, 4-12, when using DOF effect, for smoother render results. A higher number will increase render times.)

Shadow Samples: 16

Gain: 1.00

Gamma Correction: Off (Do not alter)

Gamma: 1.00 (Do not alter)

Shading Rate: 1.00 (can be set to a lower value, for more crisp and sharp renders, at the expense of longer render times. Going below 0.2 is not advised. In most cases, a value between 0.4-0.8 will give very good results.

If you encounter very long render times, especially with Ray Tracing quality, you can increase the Shading Rate to a higher number, with increased rendering speed as a result (and a more fuzzy / grainy look as a downside).

Pixel Filter: Sinc (Do not alter)

Pixel Filter Width (X): 6.00 (Do not alter)

Pixel Filter Width (Y): 6.00 (Do not alter)

Motion Blur is optional, and can be used with LDP-R for further motion speed effects.

DAZ Studio: Remove Ambient

Some items, such as figures or buildings include a surface effect called ambient. This adds an overall light to the entire object. Some objects, such as figures, use it for faked skin radiance, also called Sub Surface Scattering. These extra glowing effects might interfere with your LDP-R render and affect the final layer intensities.

LDP-R has an icon for clearing all such effects in your scene, located in the main LDP-R folder. To use it, simply double click on it. Bear in mind, it will also clear any "light surfaces" in your scene, making them dark instead of glowing. Such surfaces include lamps and light fixtures.

If you don't want to remove all such effects, you can manually lower the ambient level for any object in your scene. For manual control, select a object in the Scene Tab. In The Surfaces Tab, select the object again on the left side. Then, on the right side, scroll down to Ambient and turn it down to 0.

If you're unsure how this icon will affect your scene, make a render without adjusting anything first. If you only have a single glowing surface you want to keep, but 50 surfaces that you want to lower, it might be a good idea to use the LDP-R icon first, and then manually increase and ambient level of that single surface you want to glow.

DAZ Studio: Working With Reflections

LDP-R is designed to work with reflections, and they will render in all layers. If you want to render without reflections, simply go to DAZ Studio top menu Render → Render Options → Advanced Options and choose Max Raytrace Depth 0.

If you want more advanced reflections, where light scatters several times, you can use a higher setting, such as 2 or 3. That will also increase rendering time.

DAZ Studio: Optimizing Render Speed

If you want to get maximum speed from your LDP-R, try some of the following:

1. Lower Sky Light resolution
2. Use Deep Shadow Map or even Open GL instead of Raytracing (Sky Light Quality)
3. Use smaller rendering screen size (Render → Render Options, and adjust Pixels)
4. Use higher Shading Rate value (Render → Render Options → Advanced Options)
5. Use lower X / Y Pixel Samples (Render → Render Options → Advanced Options)
6. Consider removing (if possible), or adjusting shadow casting for semi-transparent objects, such as hair, grass, some fences or bushes / ivy's.

Select object in Scene Tab, if possible, right click and choose Remove Item From Scene. Or, click on the Eye Icon next to it (to make it invisible). Or, you can select an object in the Scene Tab. Then, in Parameters Tab, select Rendering on the left side, and then Cast Shadows Off on the right side.

7. Render without reflections (Render → Render Options → Advanced Options, Max Raytrace Depth 0)

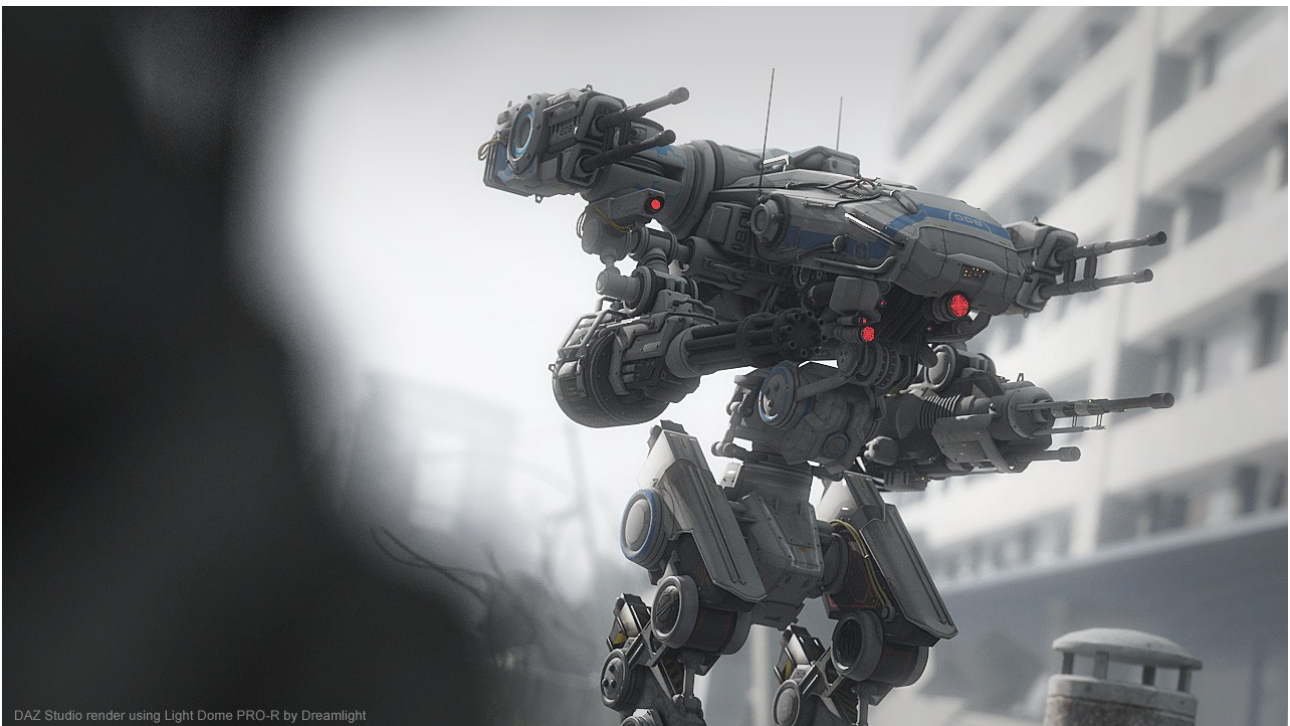


Image by Dreamlight, using LDP-R

DAZ Studio: Rendering Indoors

Although LDP-R is designed for exterior renders only, it will work indoors, when sufficient light is coming in.

The following render is an indoor render, done using LDP-R:



Image by Dreamlight, using LDP-R

If possible, remove any ceiling / roof objects or any other objects obstructing the lights from coming in. Bear in mind, although this will work, the results are not guaranteed. LDP-R uses lights to function. If lights cannot enter your scene from the outside, there will not be anything to light.

Fog / Haze will work indoors. You may want to adjust the Fog Start Distance. A lower value is more suitable indoors. For instance 5,000 - 10,000.

Photoshop / Gimp: The Principle Of Working With Layers

Why layers?

I've been teaching and mentoring over 5,000 3D artists since 2006, and while working with them all, I've discovered that layering is a fantastic technique for:

- Gaining superior rendering speed, since you don't do any re-renders inside your 3D software. Instead, you do live post rendering adjustments in Photoshop.
- Individual layer tweaks, giving you per light / per layer control with instant results

A layer is simply a render with only a fraction of the data. Typically, a layer only holds one or a few lights, instead of all lights at once.

What you need to know about layers, is that you cannot see the final image until it's mixed inside Photoshop. Instead, you need to rely on the automation that LDP-R provides, letting you do all the necessary tweaks inside Photoshop.

Layering is widely used in Hollywood, both when it comes to making still images, as well as 3D animation.

Photoshop / Gimp: Duplicating A Layer

Any of the layers can be easily duplicated, if you want a stronger effect (when the Opacity slider set to 100 doesn't do the trick). Simply select the layer, and click on the small arrow at the top right corner of the Layer Window. Select Duplicate Layer. You now have two identical layers, and can adjust both of them individually.

Often, what will give you very realistic results, is duplicating and really making the Sun layer very strong.

For Gimp: Right click on a layer and choose Duplicate Layer.

Photoshop / Gimp: Adjusting Layer Opacity

Once you use the LDP-R Combine action inside Photoshop, you'll have plenty of layers to play with. All of them can be adjusted by sliding the Opacity Slider. Select the layer you want to adjust, then adjust its intensity with the Opacity Slider.

While LDP-R is designed to automatically produce great results in most cases, there are times where you want to lower some of the effects, such as Sun Bounce or Sky Bounce. Especially when you have a very low camera angle, deep below ground level, where the Sky Light will not hit as hard, you may need to lower Sky Bounce.

For Gimp: Same as above.

Photoshop / Gimp: Adjusting Layer Color

You don't need to adjust any colors, since everything is automatic. In case you want to re-color the layers, you can simply select the layer and then choose any of the following methods:

1. Choose Image → Adjust → Variations
2. Choose Image → Adjust → Curves

Such operations can be done prior or after adding a LDP-R filter.

For Gimp: Colors → Curves or Colors → Color Balance.

Photoshop / Gimp: Adjusting Layers With Additional Masks

There is more to layers than what meets the eyes. For instance, you can add additional masks to the Sky, Sky, Ambient or Fog layers, to further control of their impact.

For instance, if you have an outdoor scene where the Fog Effect works great on the ground, but simply overpowers the background / sky, you can add a mask to the Fog Layer, and

then use a Gradient Tool to control how the Fog Effects fades off.

Similar effects can be used to control / reshape how a particular light affects your scene. Maybe you want to resculpt how the Sun Light affects your scene. By adding a mask, and then a gradient to it, you can control where the Sun Light hits and where it doesn't.

To add a mask:

1. Select a layer (do not select the Sky Bounce or Sun Bounce layers, since they already use masks)
2. Click on the round mask icon at the lower part of the Layer Palette. You should now see an additional frame next to that layer
3. Select the mask layer by clicking on it
4. Chose the Gradient Tool and use black / white to draw a gradient that controls how the layer falls and affects your scene

For Gimp, same as above except for:

To add a mask:

1. Right click on a layer and choose Add Layer Mask (do not select the Sky Bounce or Sun Bounce layers, since they already use masks)
2. Select White (Full Opacity) and click on Add to create the mask.
3. Click on the Mask Layer and then user the Gradient Tool to with Black / White color to control how that mask affects the layer.

Photoshop / Gimp: Making Night Images

To make a night image, simply use the LDP-R Combine Night action / script inside PS / Gimp, rather than LDP-R Combine. This will blend the layers in a different way, and add a distinctive blue tint. Also, the Sun will be renamed to Moon. Note that you do NOT need to adjust anything in DAZ Studio to make a night render.

Making LDP-R Actions Work In Photoshop Elements 10

There are very active members on the DAZ 3D forums, that have posted a detailed workaround to get the LDP-R Photoshop Actions to work with Photoshop Elements 10. This solution is not official, and haven't been tested by Dreamlight. You may find the solution here:

<http://www.daz3d.com/forums/viewthread/26593/P15/#394663>

Thank you Lindsey!

That's It!

I hope you'll enjoy LDP-R as much as we enjoyed designing it. We're always listening to feedback and aim for producing the very best software and training possible.

Feel free to send in your feedback here:

<http://dreamlight.kayako.com>

Please state that you're sending LDP-R feedback.

Video Tutorials

For a Quick Start, view the following YouTube video:

<http://www.youtube.com/watch?v=GEOjkr0f6EY>

For a more in depth overview, watch the following YouTube video:

<http://www.youtube.com/watch?v=ElkjDLiHE3M>

Technical Support And Feedback

Feel free to post your renders and questions on the DAZ forums:

<http://www.daz3d.com/forums/viewthread/26593/>

For direct contact with Dreamlight, create a support ticket here:

<http://dreamlight.kayako.com>

Credits

Design, graphics, testing, layout and Photoshop actions - Dreamlight AB, Waldemar "Val Cameron" Belwon. www.basic3dtraining.com

Coding – Mike Crewe

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