UnderWater Ambiance for Poser

Congratulations on your purchase of "UnderWater Ambiance for Poser". Here are a few quick notes on using the product.

UnderWater Ambiance for Poser consists of a collection of light pre-sets for use with Poser Atmosphere or your own additional lights and complete light sets that do not require Poser's "Atmosphere" feature, and some camera f/Stop pre-sets – plus a few bonus items.

Under Water Light Sets

Apply any of the 14 full light sets as you usually would, to create a feeling of having an underwater scene. The main gel light is backed up by other lights to fill out the scene. These lights have been designed to operate optimally without the "Atmosphere" capability of Poser.

Caustic Gel Lights Only

Each of these pre-sets consists of a single gel light. You can use them as-is for deep sea scenes, add extra lights to brighten the scene (rather like the "Under Water Light Sets" do) or use the "Atmosphere" feature to produce scenes with a greater feeling of being submerged. These are designed to be used in combination with the "Atmosphere" feature of Poser, and specifically with the Atmosphere pre-sets provided with this product.
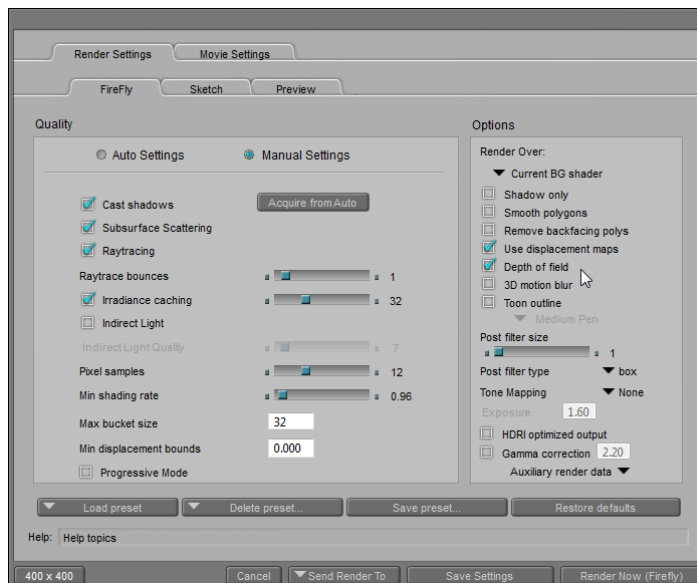
Camera Settings

It seems to me that the "f/Stop" values cause more confusion in rendering than any other camera value – so this set contains a number of pre-sets that set the f/Stop values of the Main, Aux, and Pose cameras to realistic values. You can of course go beyond these – but knowing that these are typical real-world settings will, I hope, be of some assistance. The f/Stop setting in Poser affects how much of your scene is "in focus" – in other words, whether everything is in sharp focus, as with really old 3D imagery, or whether the background (and perhaps foreground) items are blurred.

This feature works in combination with the "focus_Distance" value for each camera– which is best set after turning on the "Focus Distance Guide" as shown below.
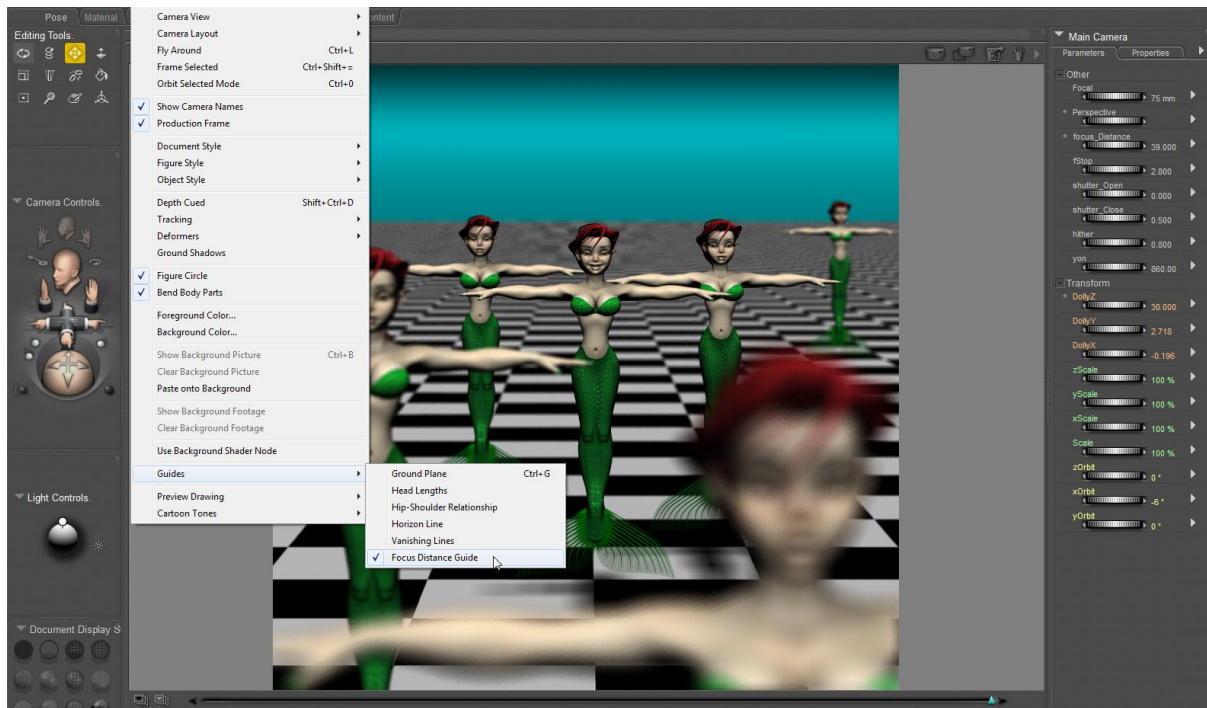
The focus distance is a plane – set the "focus_Distance" value for your camera so that the plane dissects the point in your scene that you want to be in sharpest focus. You will also need to turn on "Depth of field" in Render Settings:


Camera Bonus

As a bonus, I've included some additional camera settings that were used in developing this product.. so you can reproduce the thumbnails! Yay!

Camera Filters

In the Underwater Ambience "Props" folder you will find 3 versions of a "Camera Filter" prop. These automatically parent themselves to the camera they are named after (Main, Aux, and Posing). These allow you to apply a filter to your scene as another way to achieve an underwater look. For example, you can add a camera filter to a scene using the "Cloudy" atmosphere (see "Atmospheres", below) as another way to achieve an algae-fouled underwater look. There are 6 material pre-sets for these filters in the Materials library, and you can adjust the settings of the camera filters to your heart's desire – I suggest adjusting scale to make sure the filter covers all that your camera sees (but not much more) and adjusting the Diffuse_Color, Diffuse_Value, Transparency, Translucence_Color and Tranlucence_Value values in the Material room.

Atmospheres
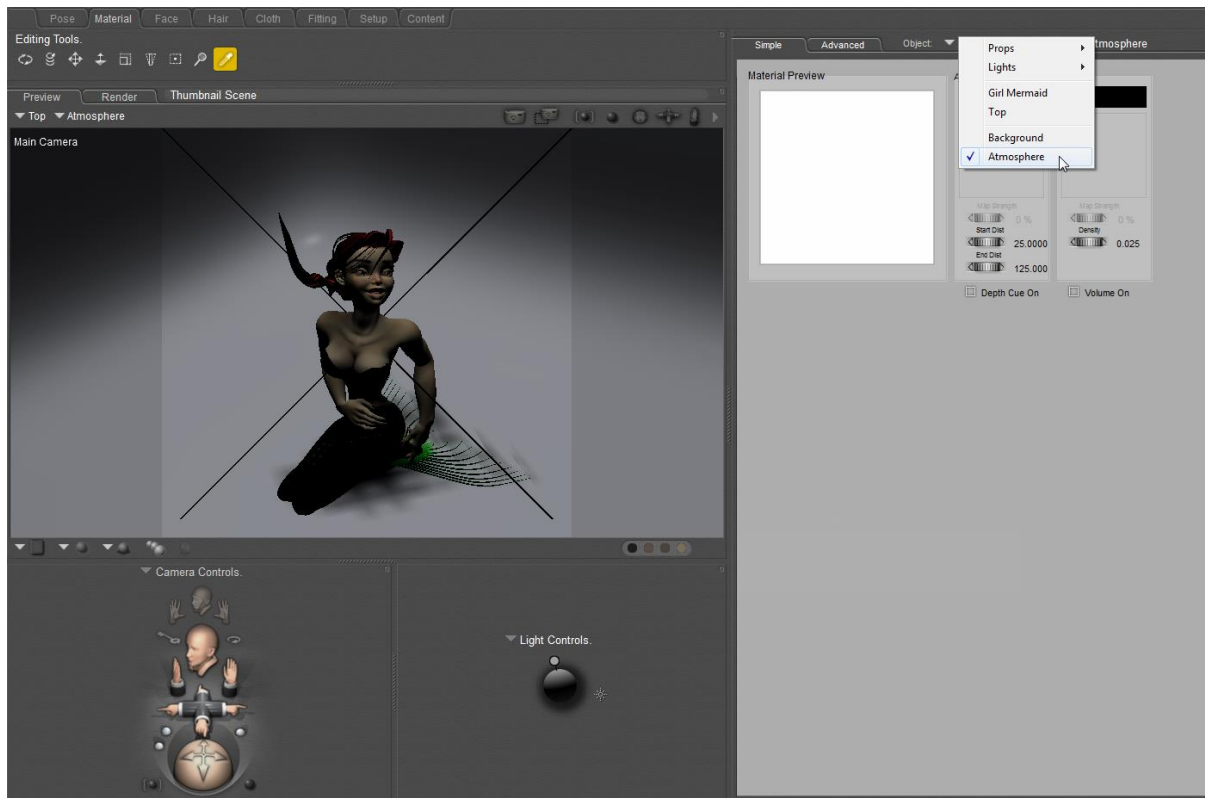
In the Material Room you are able to select a subtly hidden object called "Atmosphere". Applying any of the Atmosphere pre-sets from UnderWater Ambiance for Poser to this object will – in combination with any light from the "Caustic Gel Lights Only" set, add an extra level of realism to your scene by way of "DepthCue" and "Volume" settings. All but the simplest setting have a combination of DepthCue and Volume to produce the ambiance of being submerged. Volume provides "floaty bits" in the water, to give the water a feeling of depth as most water throughout the world is not ENTIRELY "clean" ☹ I have, however, tried not to make any of these pre-sets so dirty as to prevent you from seeing the actual figures and objects in your scenes! You can also apply camera filters (see above) to further enhance a scene (although you may have to brighten your lighting if atmosphere and camera filter darken your scene too much!).

The Atmosphere feature in Poser only renders if there is something "behind it" – in other words, the atmosphere must be between the camera and an object in order to show up. Often, a simple square will suffice.

Bonus Objects

I made two objects in order to help me see atmospheres clearly when making this product – so I've decided to include them as bonus features! One is a "SeaDome" figure to surround an entire scene, and the other is a prop called "CubeStudio" which is just large enough to comfortably provide a backdrop to a figure – as in most of the thumbnails used by this product.

Sample/Test Scene

To give you a quick whistle-stop tour of ONE way of putting together a scene…

1. Start with an empty scene (oh OK, you can have some lights if you must).
2. Add the "CubeStudio" bonus prop.
3. Add a robot/human/animal figure of your choice. If you want to pose or move them that's fine, but make sure that the figure stays within the "CubeStudio" for now.
4. Go to the "Materials room" and select the "Atmosphere" object. Apply the "2 Volumetric" atmosphere material from this set. Notice from the Atmosphere properties that the "DepthCue_EndDist" is set to a figure – 300 feet if you're following these instructions exactly. Anything further away from your camera than that won't be visible (one reason for not moving the figure outside of the CubeStudio until you're used to the way Poser "atmosphere" works).
5. Return to the "Pose room" and add one of the the "Gel Light Only" lights – I usually use the light called "gel 01" as my default go-to light for testing.
6. Position your main camera so that you can see the figure clearly, not obscured by any part of the Cubestudio, and the CubeStudio should take up most of the scene (the default main camera position should be great for this).
7. Render!

You should soon end up looking at something similar to this:
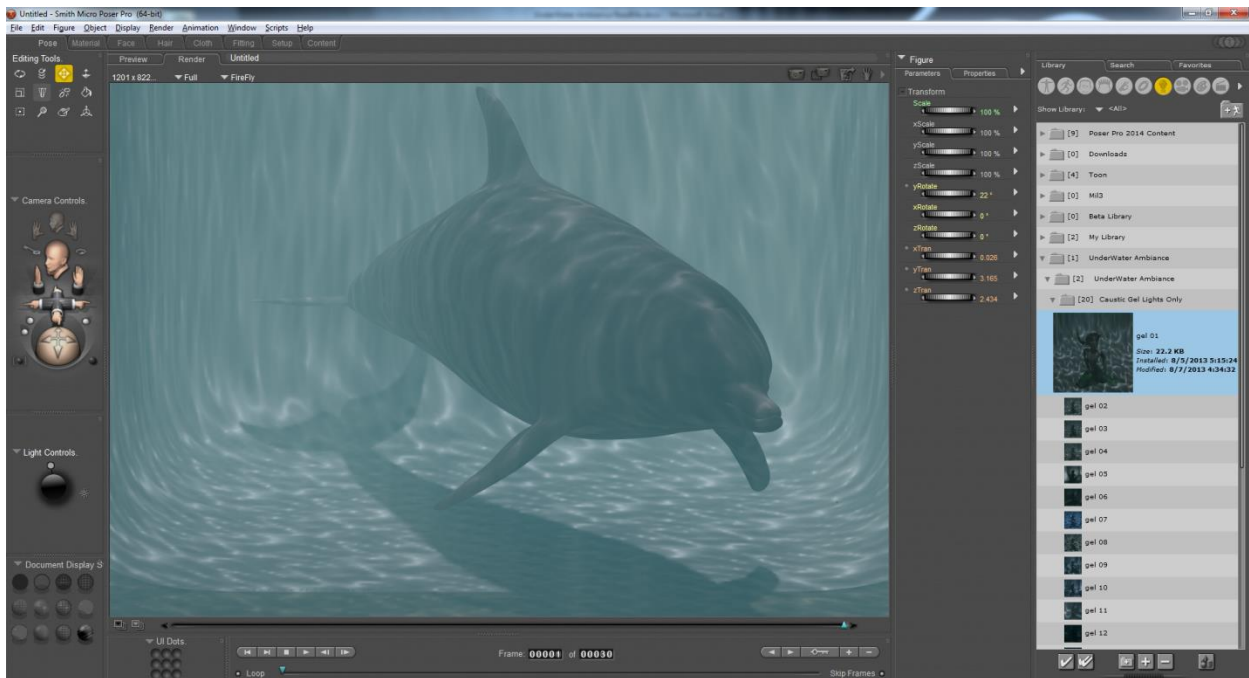
Although the figure may be different to the one shown here ☺

I hope you produce some WONDERFUL underwater imagery with the help of this set!

Cheers,

Cliff Bowman

Many thanks go out to the whole DAZ3D PA group behind the 2013 "Underwater Theme" for their friendly encouragement and inclusiveness, and specifically to DestinysGarden and zigraphix – without whom this product would never have been made. Products used in the promos for this set are obviously great, but special mention should go to Orestes Graphics for the simply superb "Gardens of Poseidon" models. Along with lighting, they REALLY make it possible to "sell" the idea of an image being underwater – if you don't have them already, go buy them!