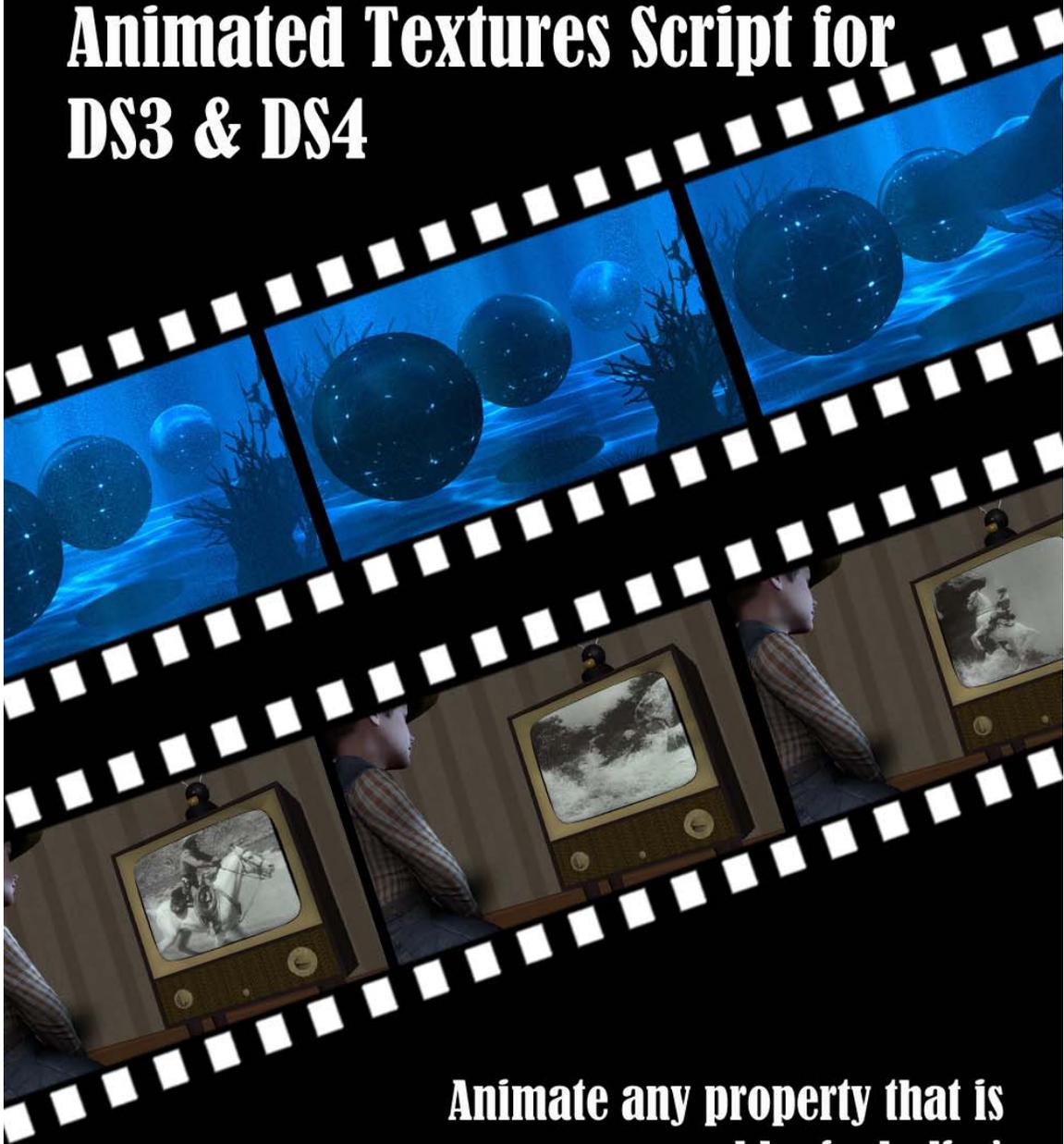


Animated Textures Script for DS3 & DS4



**Animate any property that is
mappable, including
lights and backdrop**

DAZStudio™
script

Animated Textures Script for DS3 and DS4

Add Animated Textures to your renders! This is a script were you will be able to animate any mappable property of your scene. Not just surface properties, but also lights and the backdrop. It is easy to use, with minimal setup and constraints.

This is a DAZ Studio script! And can be used in DS3 and DS4.

The Constraints:

- Animated textures must be sequential files named in alpha order.
- All sequential texture sets must be within their own folders.
- All sequential texture folders must be located in the same folder for the current render set.
- The texture sequences are not keyframed, so if you change the starting frame number, the textures will not set to then advanced sequence. You will need to set that up before starting the script, if necessary. *(Note: this script renders out its own animation sequence renders, for you to use to create an animate file use something like VirtualDub(Free), Adobe After Effect, or Sony Vegas (to list a few) to assist in the creation of animated texture images. **You will not see the textures change while reviewing in the DS Timeline**)*

The Setup:

- When you want to assign a mappable property to be animated, you select a texture file from within the folder of the animated texture set. The script will use the selected file as the starting point and then step thru the rest of the files in alpha order. When it reaches the last file, then it will return to the first file in that folder (of the same file type).
- After you have assigned all the properties you want animated, start the Animated Textures script.
- Select the folder that hold the images sequences that you have selected (Remember! All of your image sequences need to be in this folder, and in their own folders, if you have more then one(1) image sequence)
- Select/Create where you want the rendered files to be written to. The script will only render out an image series.
- Type in 'base name' for the rendered image series.
- Select the type you want the file to be
- Select the 'Zero' padding for the file name. ie. xyz_0001, xyz_0002....
- Input the Start Frame (default is zero(0))
- Input the End Frame (default is thirty(30))
- Then press 'Start Renders'

The script increments each image in alpha order as the frames increment. When the last image is the folder is reached the first image in the list is selected. The images in the

sequence do not need to have the same leading name with sequential numbers after. All files of the same file type are used.

If you cancel a render, the script will 'pause', and remember where you are if you want to restart at the same point. When the script is finished rendering each frame, or is stopped, the images are returned to their original start point, and the current frame is set to the Start Frame.



Thank you for purchasing Animated Textures Script for DS3 and DS4

DragonStorm