Mask and Multipass Render Toolbox

by DraagonStorm

This toolbox aides with postwork in any image manipulation program i.e. Corel Draw, GIMP, Paintshop Pro or Photoshop that has layer functionality and that can utilise back and white masking layers.

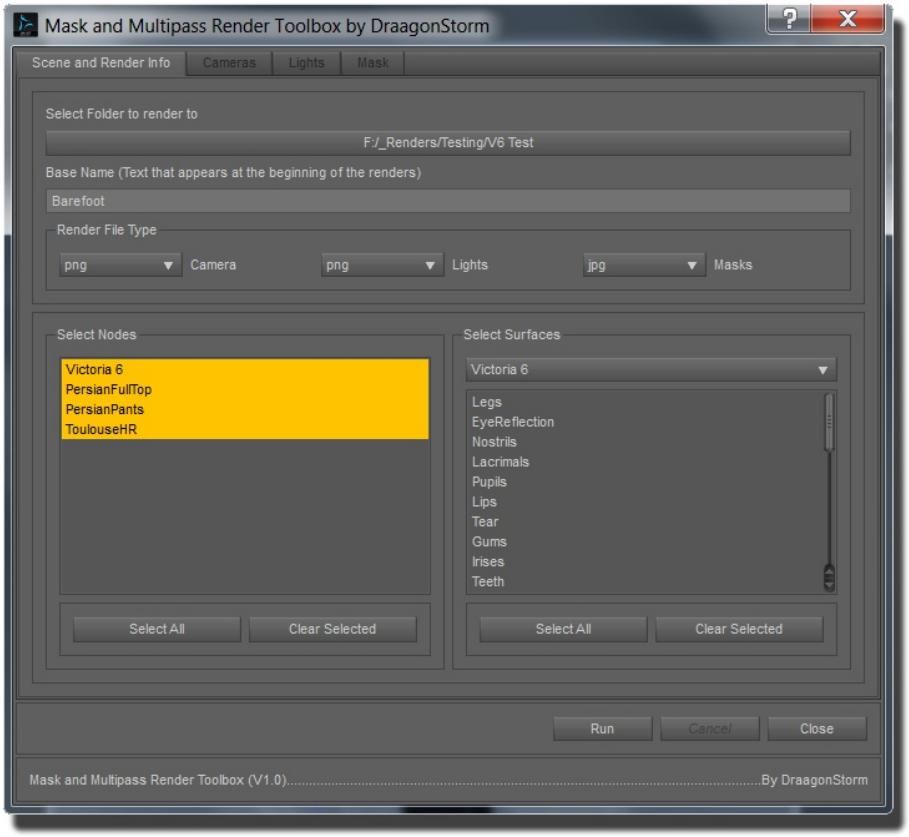
This is a User Guide and not a tutorial in how to use multipass renders or masking layers as each image manipulation software has their own way of using layers and applying masks.

Whilst other older Mask making scripts utilise the Surfaces and Scene panes to select surfaces or nodes this Toolbox has been designed to omit selecting anything before hand. Everything can be accessed via the Toolbox's interface window. This is not to say you can't select nodes or surfaces first in the Scene or Surfaces pane as you can and the selection will be carried over to the script window. In addition you can still have nodes or surfaces selected in the Scene and Surfaces Pane and override the selection in the Script selection window.

Opening the Script

To access the Toobox navigate to the Content Library Pane > Daz Studio Formats > My DAZ3D Library (the default name) > Scripts > Mask and Multipass Render Toolbox. Double click on the Icon to open.

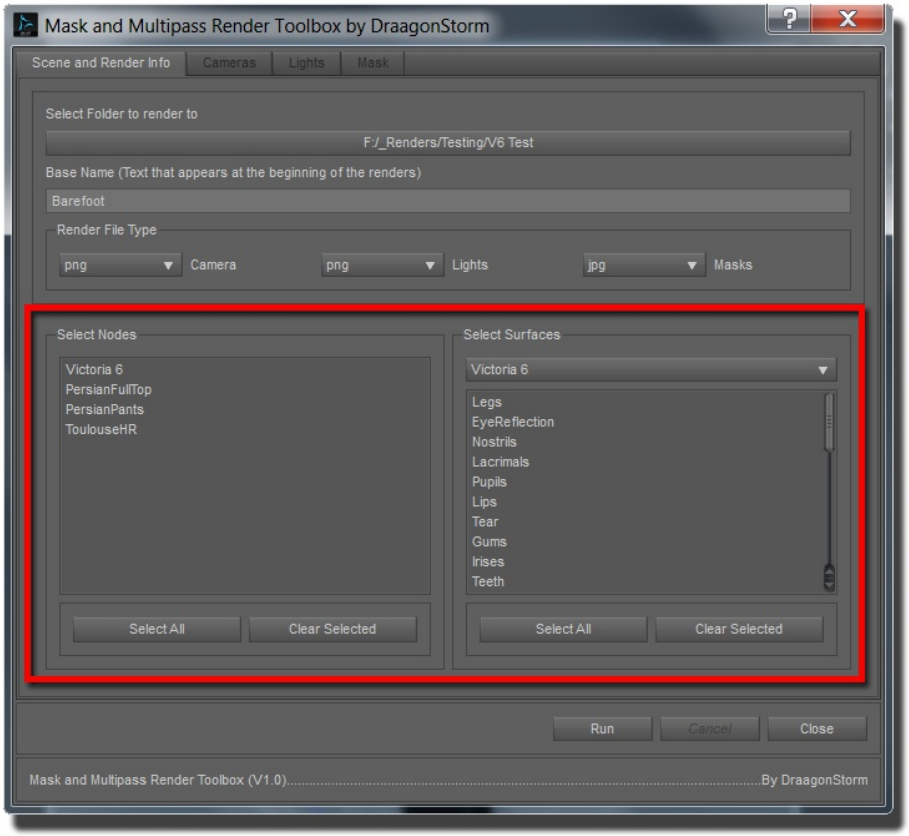
Render and Scene Info Tab



When the Toolbox opens, the first Tab is the Node or Surface selection window. In addition this is where to set up the destination of the Mask and Multipass render layers, the format and layer name prefix (Base Name). If no prefix is entered the previous mask or render layers will be over written. However a warning dialogue box will pop up to avoid any accidental overwriting.

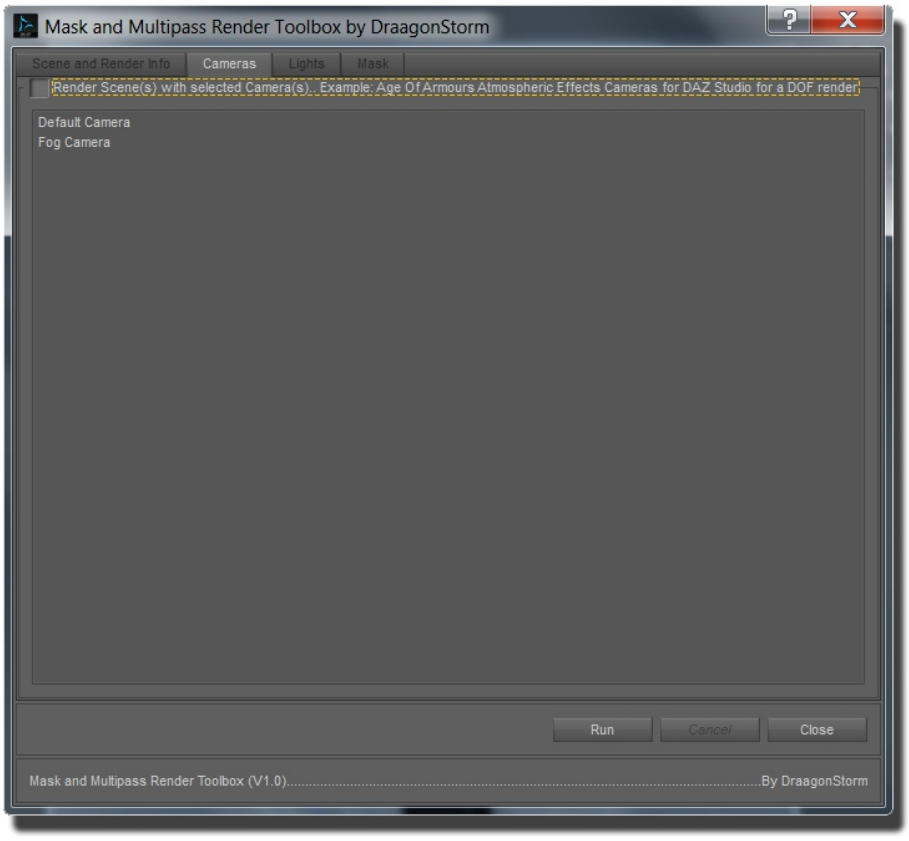
Making Masks

When making masks you only need to select the node/s or surface/s, not both as the Masks Tab has functions pertaining to Node or Surface selection. Note the Surface Selection section has a drop down menu allowing multiple surfaces of multiple items to be selected. To select Nodes or Surfaces click on each node or surface. Deselecting nodes or surfaces works in the opposite, click to select, click to deselect.



When either the node/s or surface/s have been selected click on the Mask Tab and refer to the Mask Tab section of this User Guide to render the mask/s required.

Cameras Tab



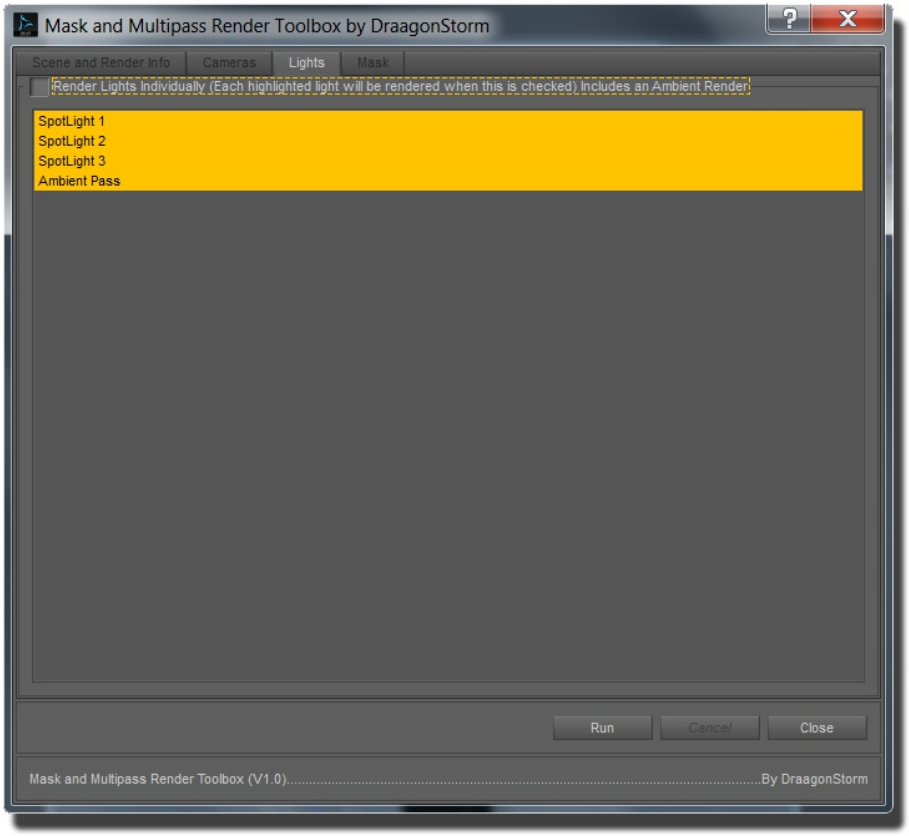
When making Multipass render layers the script will render using the Camera defined in the Viewport window. With this tab we can select different cameras, for example Atmospheric Cameras to render an additional pass.

Lights Tab

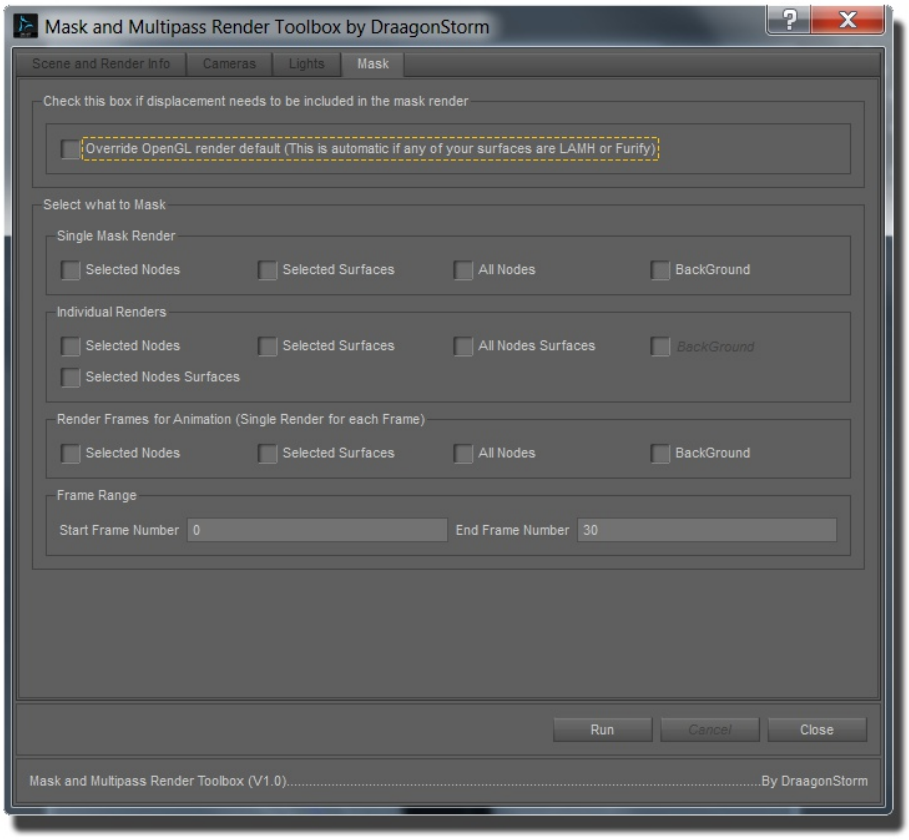
Multipass Renders

The Lights Tab allows multiple renders on a per light basis, meaning one render for each light selected. The Ambient Light Pass is for surfaces that have Ambient properties, otherwise the render will be black.

There are some instances when some lights won't render as they would in a complete single render, for example Uber Environment 2 Global Illumination and Indirect Lighting requires other lights to work properly.



Mask Tab



This script can render individual masks for combined nodes or surfaces or on a per node or surface basis.

The first Check Box, Override Open GL will engage the 3Delight render engine. This was included for Garibaldi Hair, Look at My hair and Furify that don't render masks in OpenGL mode. Any surfaces that utilises Displacement Maps will also need masks rendered using 3Delight. **The reason OpenGL is used for the most part is speed**.

Due to how Garibaldi hair was made, making masks requires a few extra steps before hand. These steps are not required for LAMH or Furify.

1:- Before engaging the Toolbox script select the hair and click on the Edit Garibaldi command.

2:- In the Garibaldi Hair interface navigate to the Distribute Tab.

3:- Remove any hair colour maps, making the hair colour White or Black. The colour with depend on if you are making a mask for the hair itself. Also set Salt and Pepper Amounts to 0.

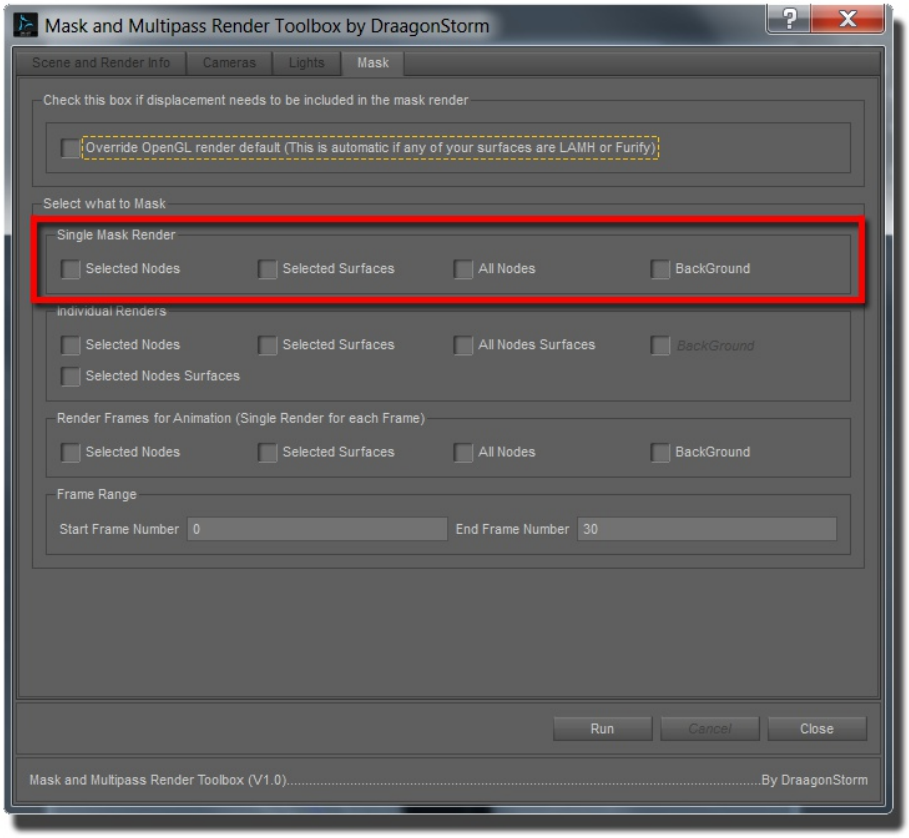
4:- Click Accept.

5:- Now the hair is ready for making masks in the Multipass and Mask Toolbox.

The next section has three parts, the first for single mask renders, second for individual masks on a per node or surface (material zone) basis and lastly animation masks.

To illustrate the Mask selection tab we will use Victoria 6 with the Barefoot Dancer outfit and a Hair piece.

<u>Single Mask Render;</u>
will output a single rendered mask based on the selection.



Selected Nodes; will make one mask for all selected nodes. For example with only V6 (Node) selected a single mask would be made for that figure.

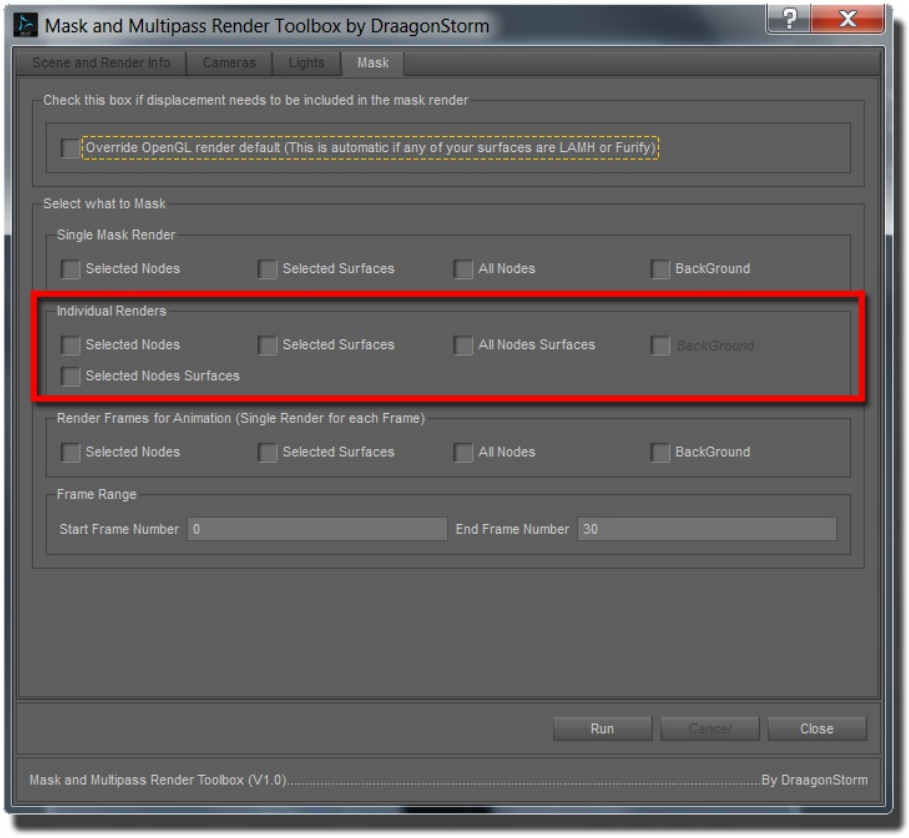
Then if we select all the nodes including the clothing and hair the output would be one single mask for all selected nodes.

Selected Surfaces; again will combine any selected surfaces (material zones) in to one mask no matter how many nodes are in the scene.

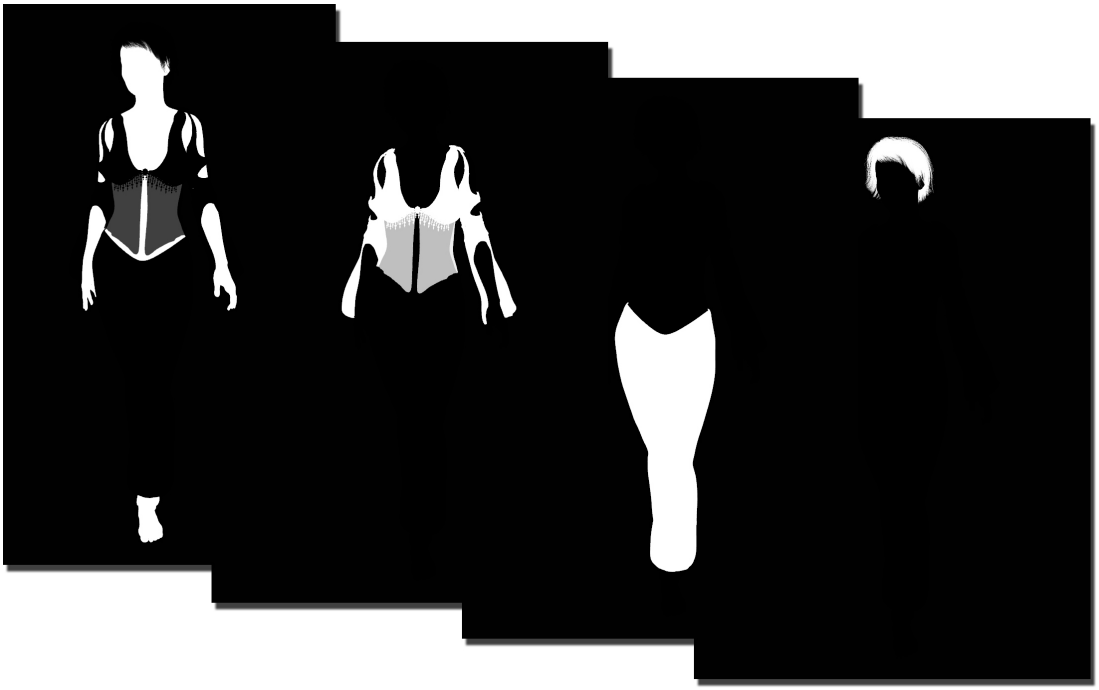
All Nodes; will make masks of all the nodes in a scene. When using this preset there is no need to select any nodes prior to rendering masks. Hiding any object in the Scene Pane first will make that object invisible to the script.

Background; will just make a mask of the background defined in the Environment Pane.

Individual Renders; will make a mask for each node or surface based on the selection.



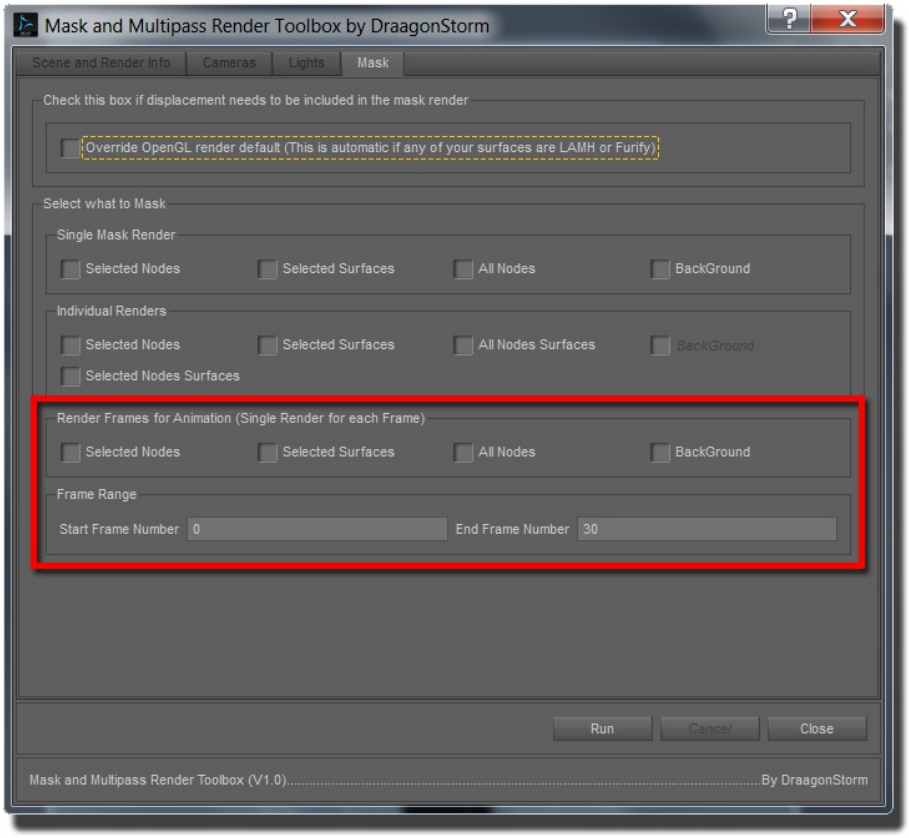
Selected Nodes; would make one mask for the figure and one mask for each of the clothing items and hair nodes as shown in the next set of grouped images.



Selected Surfaces; will render one mask for each selected material zone.

All Nodes Surfaces; checking this will render one mask for each material zone on all the nodes in a scene.

Selected Nodes Surfaces; when this function is selected it will render a mask for each material zone for each node selected.



Render Frames for Animation; is the same as Single Mask Renders and will make one mask based on the node and surface selection.