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 <u>click</u> on each node or surface. Deselecting nodes or surfaces works in the opposite, click to select, click to deselect.

Scene and Render Info Cameras Lights Mask				
Select Folder to render to				
F:/_Renders/Testing/V6 Test				
Base Name (Text that appears at the beginning of the renders				
Render File Type				
	▼ Lights jpg ▼ Masks			
Select Nodes	Select Surfaces			
Victoria 6	Victoria 6			
PersianFullTop				
PersianPants	Legs EyeReflection			
ToulouseHR	Nostrils			
	Lacrimals Pupils			
	Lips			
	Tear			
	Gums Irises			
	Teeth			
Select All Clear Selected	Select All Clear Selected			
	Run Cancel Close			
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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

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Scene and Render Info Cameras Lights Mask	
Render Scene(s) with selected Camera(s). Example: Age Of Armours Atmospheric Effects Cameras for DAZ Studio	o for a DOF render
Default Camera Fog Camera	
Run Cancel	Close
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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.

<u>Lights Tab</u>

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.

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Scene and Render Info Cameras Lights Mask	
Render Lights Individually (Each highlighted light will be rendered when this is checked) Includes an Ambient Rende	6
SpotLight 1 SpotLight 2	
SpotLight 3 Ambient Pass	
Alluvelit Pass	
Run Cancel	Close
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<u>Mask Tab</u>

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Scene and Render Info Cameras Lights Mask				
Check this box if displacement needs to be included in the mask render				
Override OpenGL render default (This is automatic if any of your surfaces are LAMH or Furify)				
Select what to Mask Single Mask Render				
Selected Nodes Selected Surfaces All Nodes BackGround				
Individual Renders				
Selected Nodes Selected Surfaces All Nodes Surfaces BackGround				
Render Frames for Animation (Single Render for each Frame)				
Reinder Frames for Animation (Single Reinder für esch Frame) Selected Nodes Selected Surfaces All Nodes BackGround				
Frame Range				
Start Frame Number 0 End Frame Number 30				
Run Cancel Close				
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This script can render individual masks for combined nodes or surfaces or on a per node or surface basis.

The first Check Box, <u>Override Open GL</u> 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 <u>Displacement Maps</u> 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.

🚡 Mask and Multipass Render Toolbox by DraagonStorm						
Scene and Render Info Cameras Lights Mask						
- Check this box if displacement needs to be include	Check this box if displacement needs to be included in the mask render					
Override OpenGL render default (This is automatic if any of your surfaces are LAMH or Furify)						
Select what to Mask						
Single Mask Render						
Selected Nodes Selected S	urfaces All Nodes	BackGround				
individual Renders						
Selected Nodes Selected S	urfaces 📃 All Nodes Surfa	ces 🔲 BackGround				
Selected Nodes Surfaces						
Render Frames for Animation (Single Render for						
Selected Nodes Selected S	urfaces All Nodes	BackGround				
Frame Range						
Start Frame Number 0	End Frame Number					
		Run Cancel	Close			
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Single Mask Render;

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.

	Mask and Multipass Render Toolbox by DraagonStorm			
	Scene and Render Info Cameras Lights Mask			
	Check this box if displacement needs to be included in the mask render			
	Override OpenGL render default (This is automatic if any of your surfaces are LAMH or Furify)			
	Select what to Mask			
Individual Renders;	Single Mask Render			
will make a mask for each node or surface based on the selection.	Selected Nodes Selected Surfaces All Nodes BackGround			
	Individual Renders Selected Nodes Selected Surfaces All Nodes Surfaces BackGround Selected Nodes Surfaces Selected Nodes Surfaces Selected Nodes Surfaces Selected Nodes Surfaces			
	Render Frames for Animation (Single Render for each Frame)			
	Selected Nodes Selected Surfaces All Nodes BackGround			
	Frame Range			
	Start Frame Number 0 End Frame Number 30			
	Run Cancel Close			
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<u>Selected Nodes</u>; 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.



<u>Selected Surfaces</u>; will render one mask for each selected material zone.

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

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

Mask and Multipass Render Toolbox by DraagonStorm					
Scene and Render Info Cameras Lights Mask					
Check this box if displacement needs to be included in the mask render					
Override OpenGL render default (This is automatic if any of your surfaces are LAMH or Furify)					
Select what to Mask					
Single Mask Render					
Selected Nodes Selected Surfaces	All Nodes	BackGround			
Selected Nodes Selected Surfaces	All Nodes Surfaces	BackGround			
Selected Nodes Surfaces					
Render Frames for Animation (Single Render for each Frame)-					
Selected Nodes Selected Surfaces	All Nodes	BackGround			
Frame Range					
Start Frame Number 0	End Frame Number 30				
	Run	Cancel Close			
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Render Frames for Animation; is the same as Single Mask Renders and will make one mask based on the node and surface selection.