Photo Studio - Point and Shoot User Guide

Photo Studio - Point and Shoot is an area light based set of lights for use in both DAZ Studio and LuxRender. These lights are designed to mimic the feel of real-world photographic lights as simply as possible. They are designed to give you superior results in a simple and easy to use format. Hopefully, this guide will help you get used to how these light work and make it easier for you to understand them.

Area Light Shader

An Area Light is an actually an object that has been turned into a light source. The advantage of an Area Light is that a shaped object can create a much more realistic light source than a standard abstract light in either DAZ Studio or LuxRender. One of the disadvantages is that in DAZ Studio nothing shows up in the preview window to show you how the light sets you've set up will look, the only way to see what your lights will look like is to render your scene. Also since they aren't seen as lights by DAZ Studio they don't show up in the View/Camera list so that you can't use the 'look through' feature to pose an Area Light in DS. Another difference is that all adjustments to the settings of an Area Light are done on the Surfaces tab instead of the Parameters or Lighting tabs.

Light Pose Helpers

Each of the lights in Photo Studio – Point and Shoot (except for the lights in the Single Lights (no helpers) folder) is parented to a dummy standard DAZ Studio Spotlight. This allows you to use the 'look through' feature of a standard DS light to move and pose your lights using the camera movement tools. There is also an added benefit to having the Area Lights parented to a dummy light, you can now use the 'delete all lights' feature built into DAZ Studio. *TIP:* to pose a Photo Studio – Point and Shoot light make sure you select the Pose Helper item that the light object is parented to, to adjust a lights settings (intensity, quality, color, etc.) make sure you have the light object itself selected.

Area Light – Headlight Blocker

Since DAZ Studio doesn't see an Area Light as an actual light source it requires a special object called a headlight blocker to defeat the default lighting in DAZ Studio. Each light or set of lights will load up with its own headlight blocker but all you need is one single headlight blocker per scene. When you load up multiple lights or light sets you can simply delete the extra headlight blockers that get created.

Photo LuxRender

Photo Studio – Point and Shoot uses the Luxus plugin to link DAZ Studio with LuxRender by adding extra material settings specific to LuxRender to the lights and props in this set. If you don't use LuxRender or the Luxus plugin, these extra setting will have no effect on the DAZ Studio sections of these lights and props. If you do have Luxus/LuxRender the light sets will give you the same results (render engine differences aside) in either render engine. All of the light, props, materials and settings have both DAZ Studio and LuxRender settings (except those marked as DAZ Studio only)

Light Sets

These are small simple sets of lights based on real-world photographic studio lights setups. They cover the range between the basic beauty shot (Clam Shell) to the highly dramatic. The thumbnails for each set are an actual render created with those lights to help give you a feel for the results you can expect. While these sets are completely ready to go they can also serve as the starting point that you can build on by adding or replacing lights to create your own personal light sets.

Moving the Light Sets

Once you load up a light set you can always move the lights around in your scene to fit your scene's needs. *TIP:* to quickly move all the lights in a scene or to rotate a light while maintaining its relative distance from the center of the scene you can easily parent the light pointer to the Area Light Headlight Blocker and then move or rotate as you need.

Replacing a light

The pre-made light sets only have the most basic lights in them. That was done at my choice. With all the different types and sizes of lights in the set, creating multiple versions of the same set wasn't practical. *TIP:* to quickly change out a light, select the new light from the Single Lights (no helpers) folder and load it into your scene. Parent that light to the light helper of the light you want to replace and then zero all the parameters on your new light to move it into place.

HQ vs. Simple Light Sets

Some of the light sets have two versions, a HQ and a Simple Set. The HQ sets, while giving you very good light can give you very dirty results out of the box and will require having the lights Sample Rate (Quality) set to a much higher value than with the other light sets to get good final quality results. The Simple sets use different lights that will give you a cleaner look and quicker render times.

Accent Light Sets

These light sets are designed to quickly help fill out your lighting by giving you some simple light sets that aren't designed to stand on their own, but accent what you already have loaded up. The floor lights are mostly a DAZ Studio only set. Since DAZ Studio doesn't let light bounce as it does naturally, we can end up with areas of the picture that are very well lit, and areas where the lighting quickly falls off into darkness. This especially happens when you do a full body shot. The head and torso are well lit, but the light is falling off on the legs. The floor lights are designed to help fix this by adding some soft weak lighting to the bottom of your scene.

Back Light vs. Backdrop Light

A back light is also called a hair light or a rim light. Basically it is a light that is behind your main figure, but facing towards the back of your figure. It helps separate your figure from the background, or creates a rim lighting effect on your figure. A backdrop light is something different. It is also behind your figure but it is turned away from your figure so that it will light up your backdrop without adding more light onto your figure.

Individual Lights

There are 18 different individual light designs available in Photo Studio – Point and Shoot. These individual lights are meant to be used to as additional lights that you can add to one of the preset light sets, or you can use them to create your own unique lighting scenarios. These lights can be broken down into two groups based on how they are set up in DAZ Studio and LuxRender: single lights and reflector lights.

Single lights have one single surface that acts as a light. Softboxes and Striplights are single lights.

The reflector lights are slightly different. They have the same single surface that acts as a light, but they also have an additional reflector surface that is treated differently in either DAZ Studio or LuxRender. In LuxRender the reflector is just that, a reflector that bounces and redirects the light. In DAZ Studio the reflector is actually a secondary light source. Spotlights and Floodlights, Beautydish, Umbrellas and Octaboxes are reflector based lights.

Spotlights and Floodlights

These are your basic photographic studio lights. They give bright focused light and heavy dark shadows. A Spotlight has a more focused (narrower) beam than a floodlight. Each light comes in three sizes.

Softbox and Striplights

These are physically much bigger lights than either a Floodlight or Spotlight and are designed to light up a much wider area, creating much softer shadows. Generally a Softbox is more square shaped than the long/narrow Striplights. There are four Softboxes and three Striplights.

Beautydish and Octabox

These are large reflector based lights that give you results somewhat in between what you can get with either a Spotlight or a Softbox. The main difference between the Beautydish and Octabox is the size of the reflector. These lights require higher sample rates to clean up the very diffuse shadows they cast.

Umbrellas

There are two different types of Umbrella. The standard Umbrella casts its light through the umbrella to give you an effect similar to a Softbox. A Reflecting Umbrella bounces its light off the surface of Umbrella before casting it into the scene creating an effect similar to an Octabox.

Background Props

The included material presets will work on any of the three background props. The paper roll presets will affect all of the surfaces while the wall and floor presets will only affect these specific surfaces.

Props and Cameras

Barndoors

Barndoors allow you to direct and control the direction of the cast light. You can adjust the position of each barndoor on the parameters tab. You can also adjust the length and width of each barndoor. Presets are also included to size the barndoors to fit most of the lights in the set.

Flag, Circle Reflector and Bookend

Because DAZ Studio doesn't support bounced light these props are mostly meant to be used with LuxRender. These are probably the most advanced and difficult to use part of Photo Studio – Point and Shoot. Flags are two sided, with each side having a different purpose. The backside of the Flag is black and is designed to be used to block light from reaching certain parts of a scene, kind of like a mobile barndoor. The inside is designed to be a bounce card/reflector. The Circle reflector is primarily used to redirect or bounce light back into a scene. The bookend is basically two perpendicular flags jointed together. Material presets are included to let you change the material type of each surface as you need. A black surface will absorb most of the light that hits it while a white surface reflects much of the light back into the scene. A silver surface will reflect even more light. A gold surface is similar to silver to add a slight golden hue to the reflected light. Also included is a Pose Helper to help in getting the right placement of either a Flag or Circle Reflector. *TIP:* using these props correctly is extremely scene specific and is totally dependent on the placement of your lights and placement/pose of your subject. Doing a web search for 'photo studio lighting diagrams' will give you better idea of how and where to place a reflector.

Cameras

The included camera presets are positioned to give the best lighting angle in regards to the target of the light sets. Feel free to move and adjust these cameras as the needs of your scene dictates, or ignore them completely and use your own cameras.

Colors (DAZ Studio Only)

These presets allow you to quickly change the color of each light in your scene. The darker colors were designed to be used with the Backdrop Lights (especially when using one of the grey scale paper roll textures) but they can also be used on any light. These presets only change the color of the light in DAZ Studio. Changing the color of a light in LuxRender should be done from within the LuxRender interface, where you can automatically see the effect of the color changes while you are rendering.

Intensity Settings

These presets allow you to change the strength of an Area Light in increments of 5%. With how these lights are setup, moving them will also affect how bright/dark they will appear in your scene. Moving them closer will increase their intensity while backing them up will lessen their effect. Basically you gain/loss about 10% for every ½ meter a light is moved. This percentage changes greatly if you get closer

than one meter to the surface of the light. *TIP:* In general you want to find the point where your primary light is right on the edge of being too bright (giving you blown out highlights)

Light Positions

These poses were designed to help you get your lights into a rough position quickly. The pose name and thumbnail should give you a basic idea on where the light is and how it will affect your scene.

Quality Settings (DAZ Studio Only)

These presets allow you to increase the quality of the gradient in-between light and dark used by DAZ Studio. If the edges of your shadows look blotchy, you will need to up your Sample Rate to compensate for that but upping the Sample Rate will increase render times. Default sample rate is 8; most of the Key lights in the premade Light Sets are set to 16 while the Fill lights are set to 8. Some of the lights (Octabox, Beauty Dish) do need a higher sample rate to get you good final render quality results in DAZ Studio. *TIP:* some people automatically up the quality setting to the maximum assuming this is best but as you up the quality you reach a point of diminishing returns while render times start to be increasingly impacted. Most of the promo renders for this product where done at 36 samples for the key light and 16 for the fill light

Shadow Intensity (DAZ Studio Only)

These presets allow you to adjust the darkness of the shadows created by the light in DAZ Studio. Dropping the Shadow Intensity below 100% (default) will lighten the shadows created by that light.

Visibility (DAZ Studio Only)

These presets allow you to make one of the lights visible or invisible to the camera, while they still are casting light in your scene. Because of differences in the LuxRender engine these presets are designed only for DAZ Studio.

Intensity Settings Chart

	DAZ Studio		LuxRender			DAZ Studio		LuxRender
	Light	Reflector	Power			Light	Reflector	Power
5%	750	125	25	105%	15750	2625	525
10%	1500	250	50	110%	16500	2750	550
15%	2250	375	75	115%	17250	2875	575
20%	3000	500	100	120%	18000	3000	600
25%	3750	625	125	125%	18750	3125	625
30%	4500	750	150	130%	19500	3250	650
35%	5250	875	175	135%	20250	3375	675
40%	6000	1000	200	140%	21000	3500	700
45%	6750	1125	225	145%	21750	3625	725
50%	7500	1250	250	150%	22500	3750	750
55%	8250	1375	275	155%	23250	3875	775
60%	9000	1500	300	160%	24000	4000	800
65%	9750	1625	325	165%	24750	4125	825
70%	10500	1750	350	170%	25500	4250	850
75%	11250	1875	375	175%	26250	4375	875
80%	12000	2000	400	180%	27000	4500	900
85%	12750	2125	425	185%	27750	4625	925
90%	13500	2250	450	190%	28500	4750	950
95%	14250	2375	475	195%	29250	4875	975
100%	15000	2500	500	200%	30000	5000	1000