



PRO-SKIES-VOL 1 - USERGUIDE

Welcome to the Pro-Skies Vol 1 Userguide.

This product is designed for TerraDome 3 but can be used in any Daz Studio scene that requires HDR Skies.

If you are a TerraDome 3 user please refer to the TerraDome 3 userguide for more specific instructions regarding this product.

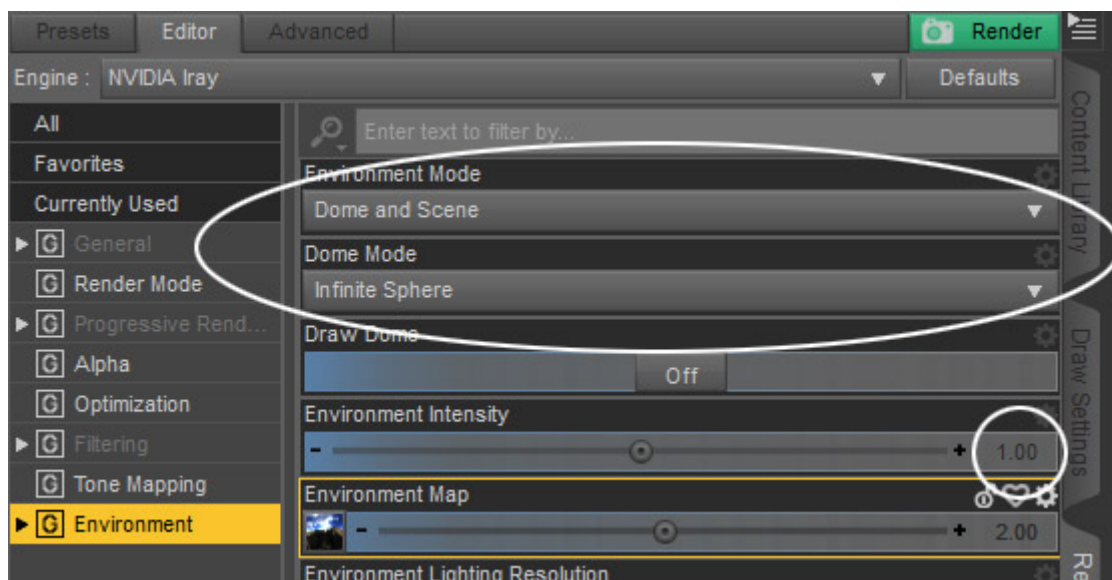
Where to find the skies.

The content of this product can be found in your **TerraDome 3\Environments\HDR Skies\PRO_HDR_Skies_Vol_01** library in Daz Studio. All skies are set up as Render Settings so all you need to do is double click on the sky you require and everything is ready to render.

Just like the HDR skies that are included in TerraDome 3 the skies in Pro-Skies Vol 1 are full 32bit HDR skies. They have been professionally lit to provide natural daylight and complete coverage of the entire TerraDome 3 environment.

All skies are set up with an Environment intensity of 1.0 however there may be times when you wish to change this to make your scene brighter or darker.

If you are not a TerraDome 3 user you will have to do this manually by adjusting the Environment Intensity Dial. The Environment Intensity dial can be used in small increments to increase/decrease the light intensity. However setting it too high can result in a 'blown out' sky. Between 0.80 and 1.20 seems to be the ideal range. The 'Environment Map' dial can work in a similar way between 2.00 and 2.20.



If you are using the atmosphere that is provided with TerraDome 3 you may have to increase the Environment Intensity as the atmosphere may make the sun lose its diffuse quality and show a hard edge. If required the intensity slider can be set as high as 3.0.

EIA's

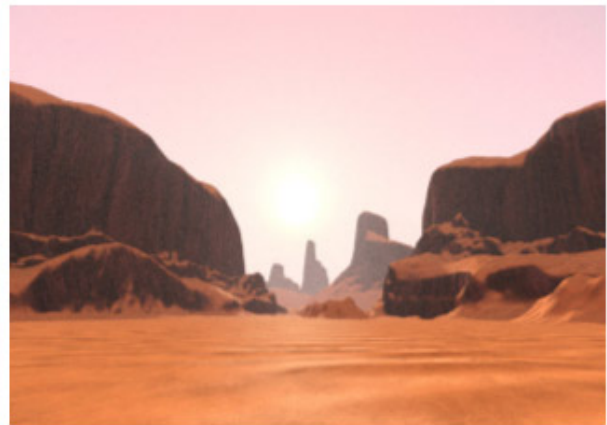
Adjusting the Intensity of the sunlight with 'Environment Intensity Adjusters (EIA).

Included in TerraDome 3 are a set of EIA's that will effectively brighten or darken the sunlight that is projected from the HDR sky. Not all skin shaders and textures are the same, so the sunlight may need to be adjusted to compensate for darker or lighter skin characters.

The EIA's are especially useful when using atmosphere in your scenes. The generated atmosphere in TerraDome 3 will block a certain amount of light from the sun. The more atmosphere you use the darker your scene will render. Depending on the thickness of your atmosphere you may want to use an EIA pre-set that is much higher than the default setting of 1.0. The EIA pre-sets range from 0.5 (Dark) to 3.0 (Very bright). The range between 1.5 and 3.0 is usually sufficient to give enough gain in the sunlight when using an atmosphere. These values when using the atmosphere will also diffuse the sunlight, making the edge of the sun disk much softer which would be more desirable in renders where the sun is visible. If you see a sharp edge to the disk of the sun start by using an EIA of 1.5. If that is not enough use a higher EIA pre-set until the disc of the sun softens and diffuses. A general rule of thumb is the thinner atmospheres will require around 1.5 and the very thick atmospheres will require as high as 3.0.



BEFORE (Harsh Line in Sun)



AFTER (More Diffuse Blend)

That about wraps it up for **'Pro-Skies Vol 1'**.

Don't forget to [subscribe to My YouTube Channel](#) where you will find all my tutorial videos and more.

<https://www.youtube.com/channel/UC26MRLGxc0eqX9LmZbyd8qw>

Check out [my Facebook page](#) were I give you tips on using Pro-Studio-HDR and all my forthcoming and past products at Daz., Look out for those new products too in the Daz store. I have many planned.

<https://www.facebook.com/colmjackson3d>

I sincerely hope you enjoy using 'Pro-Skies Vol 1'.

Have fun rendering.

A handwritten signature in black ink, appearing to read 'Colm', written in a cursive style.

