

Getting the Most From Elements of Magic by Fuseling

Index

| | |
|---|----------------|
| Section 1 : Introduction | Page 02 |
| Section 2 : Overview of Features..... | Page 03 |
| Section 3 : Step by Step Instructions..... | Page 07 |

Section 1: Introduction

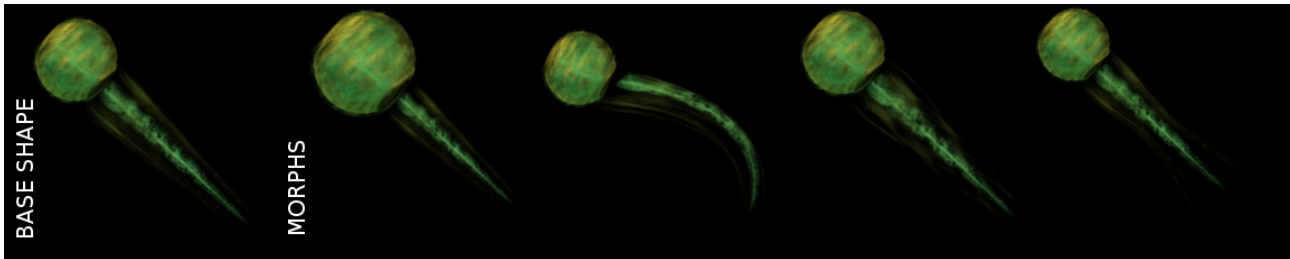


Welcome to Fuseling's Elements of Magic! You've just purchased a fun and exciting product designed to add lots of magic to your scenes! The product is fully functional upon installation. However, there are lots of features that might not be immediately obvious to every user, and that's what this handy guide is for. Enjoy!

Section 2: Overview of Features

Morphing Props

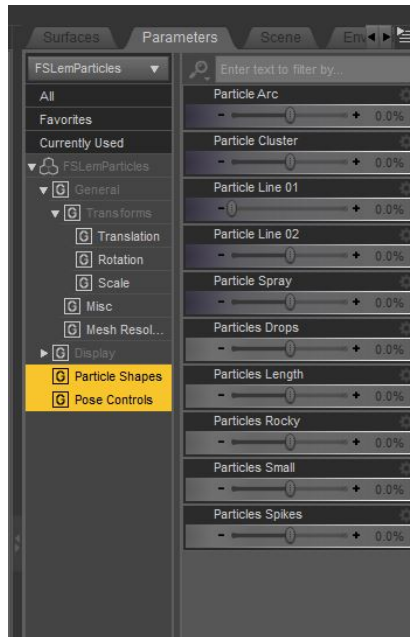
FSL Elements of Magic includes 12 morphing magic props. Each prop includes multiple morphs which may be found by selecting an individual prop and looking in the DAZ Studio parameters tab under "shapes".



These are designed to give the props more versatility for a variety of uses. The props are found in Props – Fuseling – FSL Elements of Magic. The morphing props included in this product are as follows:

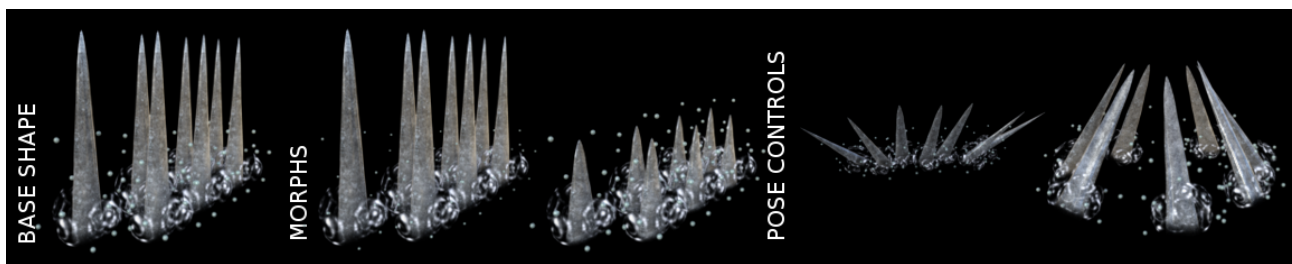
- FSLem Magic Blade
- FSLem Magic Burst 01
- FSLem Magic Burst 02
- FSLem Magic Comet
- FSLem Magic Fireball
- FSLem Magic Impact
- FSLem Magic Particle Single
- FSLem Magic Ring
- FSLem Magic Spike Single
- FSLem Magic Wall
- FSLem Magic Wave
- FSLem Magic Whirlwind

Rigged Morphing Props



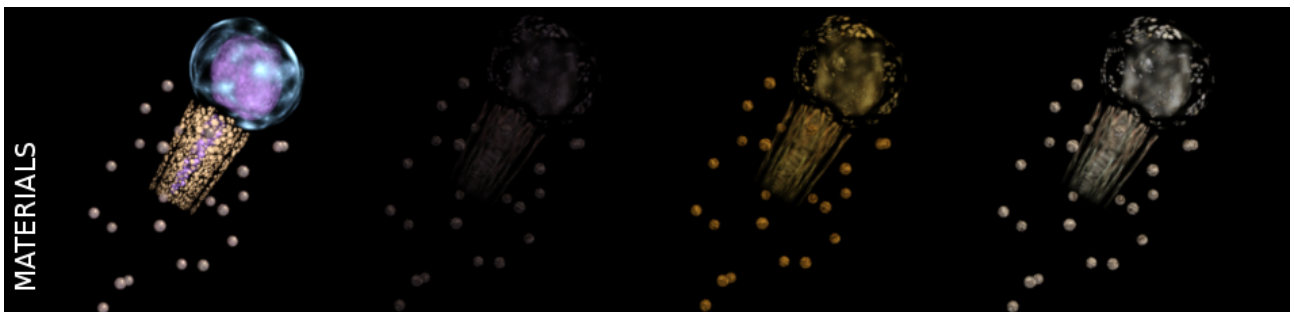
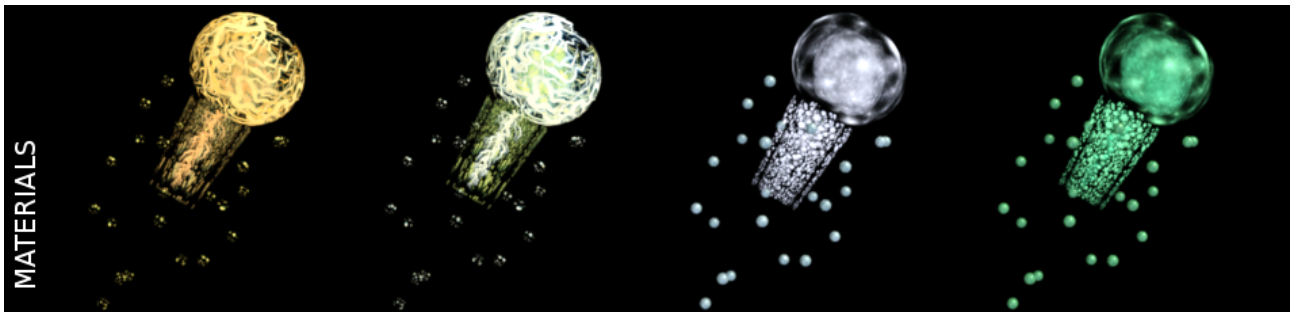
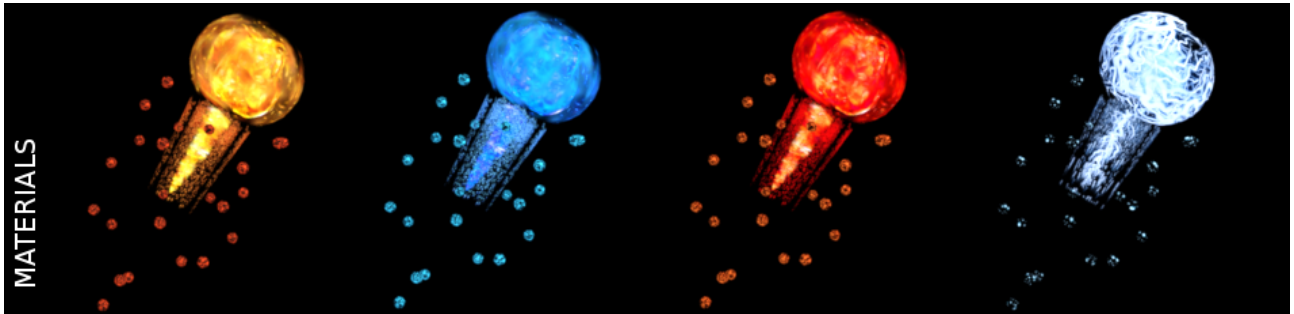
This product also includes 3 rigged morphing props. They include morphs to modify their shapes, just like the previous props. The morphs are found in the DAZ Studio parameters tab for each item under "shapes". These props are also each rigged with multiple bones in order to allow them to be posed in your scene for even more versatility.

Just in case you don't have time to individually pose each bone, each rigged prop also includes several pose presets to get you started. These can be found in the DAZ Studio parameters tab for each prop under "pose controls".



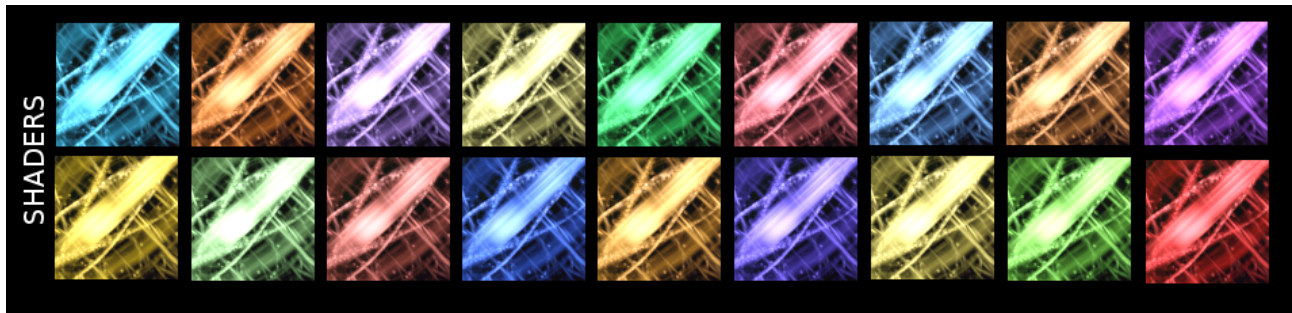
Materials

Each one of the props includes twelve different base materials. These can be found in Props – Fuseling – FSL Elements of Magic – Materials.



Shaders

FSL Elements of Magic also includes a variety of mix and match shaders drawn from the individual materials. These can be found in Props – Fuseling – FSL Elements of Magic – Shaders. There are 102 Emission Color Shaders, which will change only the color of light emitted by the magics. There are also 4 opacity shaders to make the magics more transparent if needed, plus three luminance shaders to make the light emitted by the magics brighter.

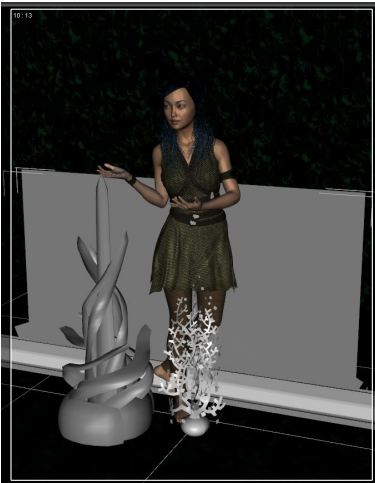


Section 03: Step by Step Instructions

Step 01: Set up your scene. Load your desired characters and backdrops.



Step 02: Load your desired magic prop(s) into the scene.



Step 03: Set up your lights and cameras.



Step 04: Position the magic props. Make any desired changes to their scale. It may be preferable to do this before adding materials because the props' shapes are easier to see without transparency maps.



Step 05: Add the desired material(s) to your prop(s).



Step 06: Dial in any desired morphs.



Step 07: If applicable, dial in any desired pose controls.



Step 08: Tweak positioning of props if needed.



Step 09: Use mix and match shaders if desired. In order to apply a shader, you must select the desired prop as well as the materials to which you wish to apply the shader. The materials can be found in DAZ Studio's surfaces tab when the desired prop is selected.

