# Iray Lens FX

Viewport Lighting

First and foremost, you need to disable viewport preview lighting in order to see a lit scene through the camera in the standard viewport mode. Hit Ctrl+L on your keyboard or navigate to Window, Preview Lights and toggle it.

Using the ILFX camera

The ILFX camera is a standard DAZ Studio camera with a parented physical lens. Standard camera commands are still applicable through the camera parameters, but all lens presets are dictated by the lens itself. To apply presets to the camera, make sure the lens is selected in the scene tab. Like so:
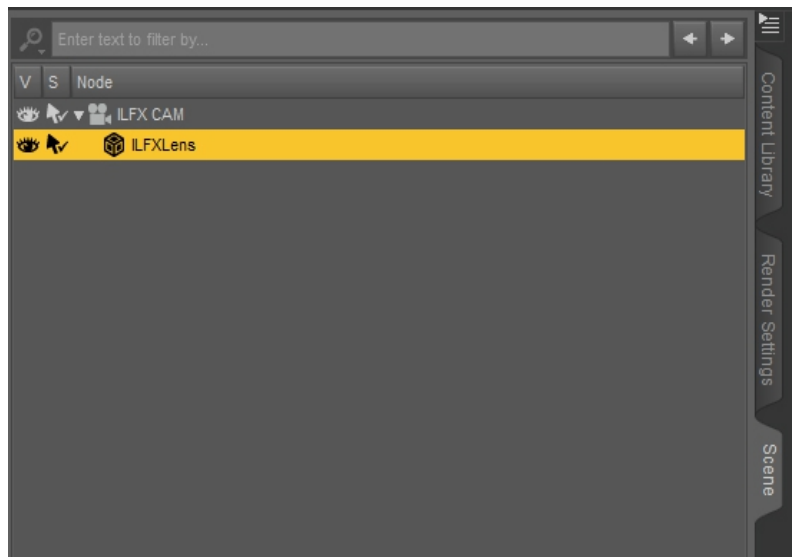

Now, with the lens selected, you can apply whatever preset you wish. Be aware that some included presets control tonemapping options, these are clearly labelled. In addition, some presets require two actions, these contain (1/2) and (2/2) in the thumbnails. If at any point you want to restore the lens back to its default setting, hit apply the "Restore Lens" material.

Modifying the Lens

The lens ships with a simplified shader applied to all lens functions, to manually modifying the lens color is quite simple. Simply navigate to the surfaces tab with the lens selected, expand the ILFX group and click the Lens material.

Now you should have a few options in the surfaces panel. Lens color is controlled by the "Lens color" surface selection.
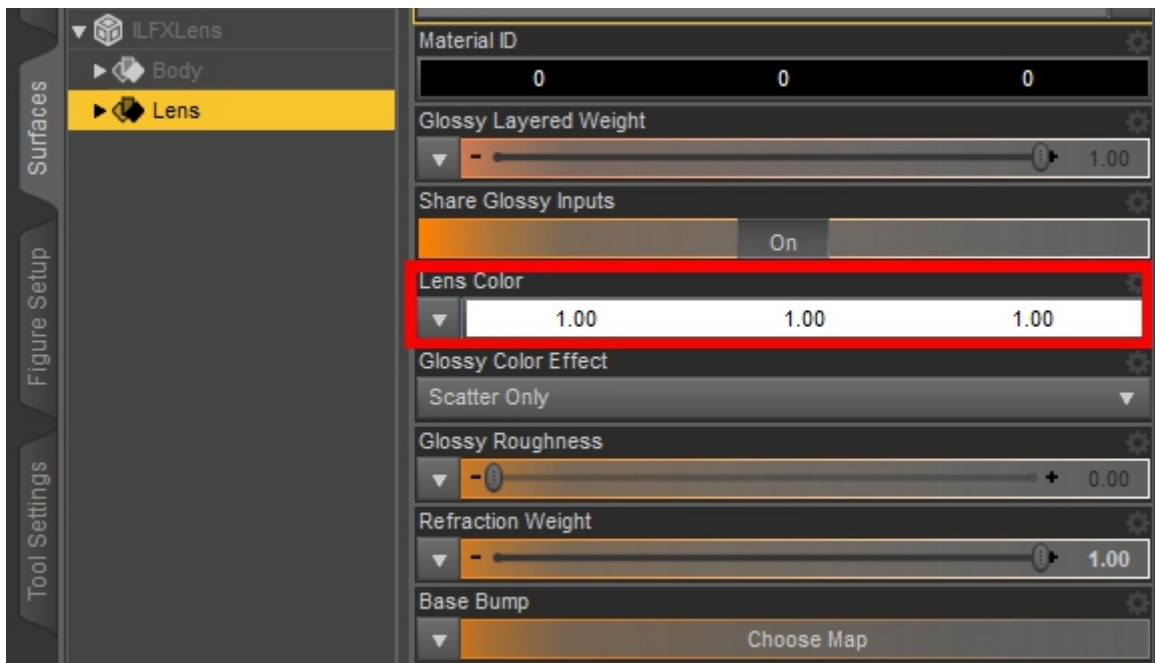
If you click anywhere within the color bar, you will be presented with a color picker, which allows you to manually input your own color value. Remember to enable the Iray viewport so you can see your changes in real time.
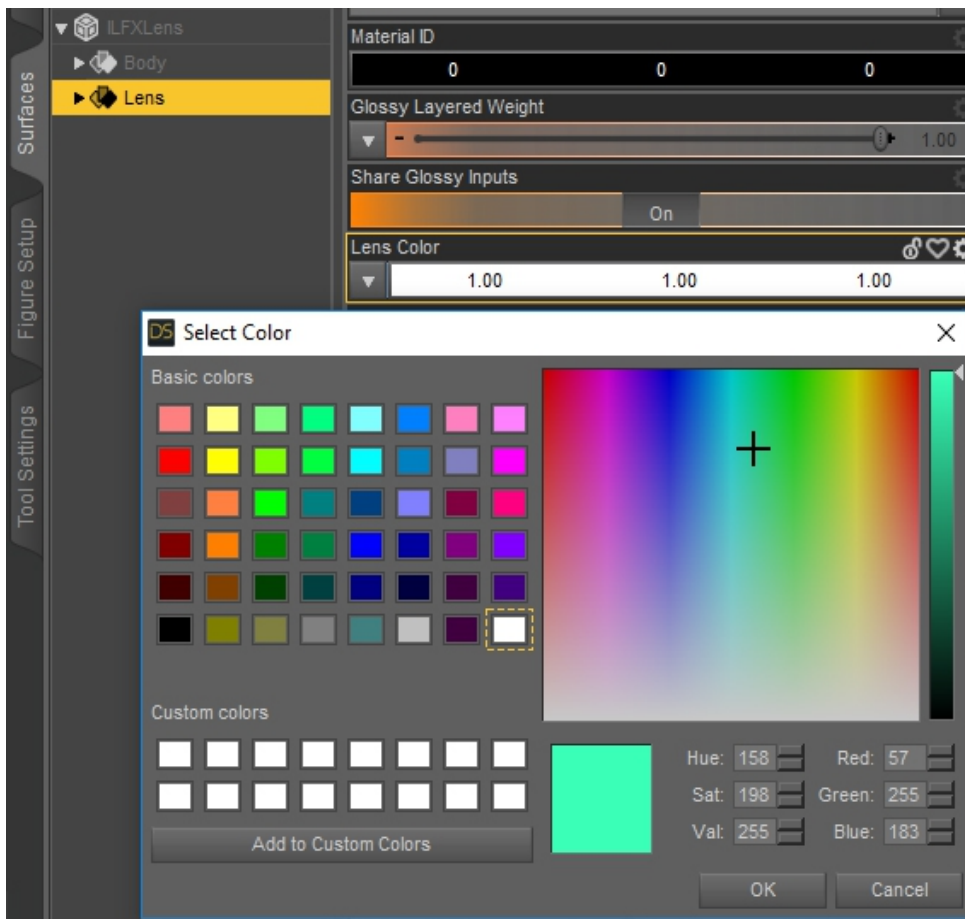
<u>Tonemapping</u>

There are several tonemapping controls included with the set, most of them reside in the utilities folder, but some are included in the effects folder along with their lens preset counterparts. Gamma, saturation and vignetting controls are controlled via the tonemapping tab under render settings, or you can control them via the included presets.

Gamma: Gamma describes the mathematical formula for converting stored luminance values, but works in a similar way to standard contrast control. A lower value will give you a darker, higher contrast image. Whereas a higher value you will give you a brighter, more washed out image.

Saturation: Saturation is simply the intensity of colour found within an image. A lower value will eventually result in a black and white image, whereas a higher value will result in very strong colors.

Vignetting: Vignetting is a special post processing feature that creates dark edges around the centre of an image to draw the eye to a given subject. A higher value will boost this effect, and vice versa.

Thank you

Thank you for purchasing Iray Lens FX. This documentation should get you well on your way to creating fantastic renders. However, if you're still unsure of how to use the kit, or any part of the kit, you can contact me directly here: dazkindredarts@gmail.com

Alternatively, you can always find me on the DAZ3D forums.

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