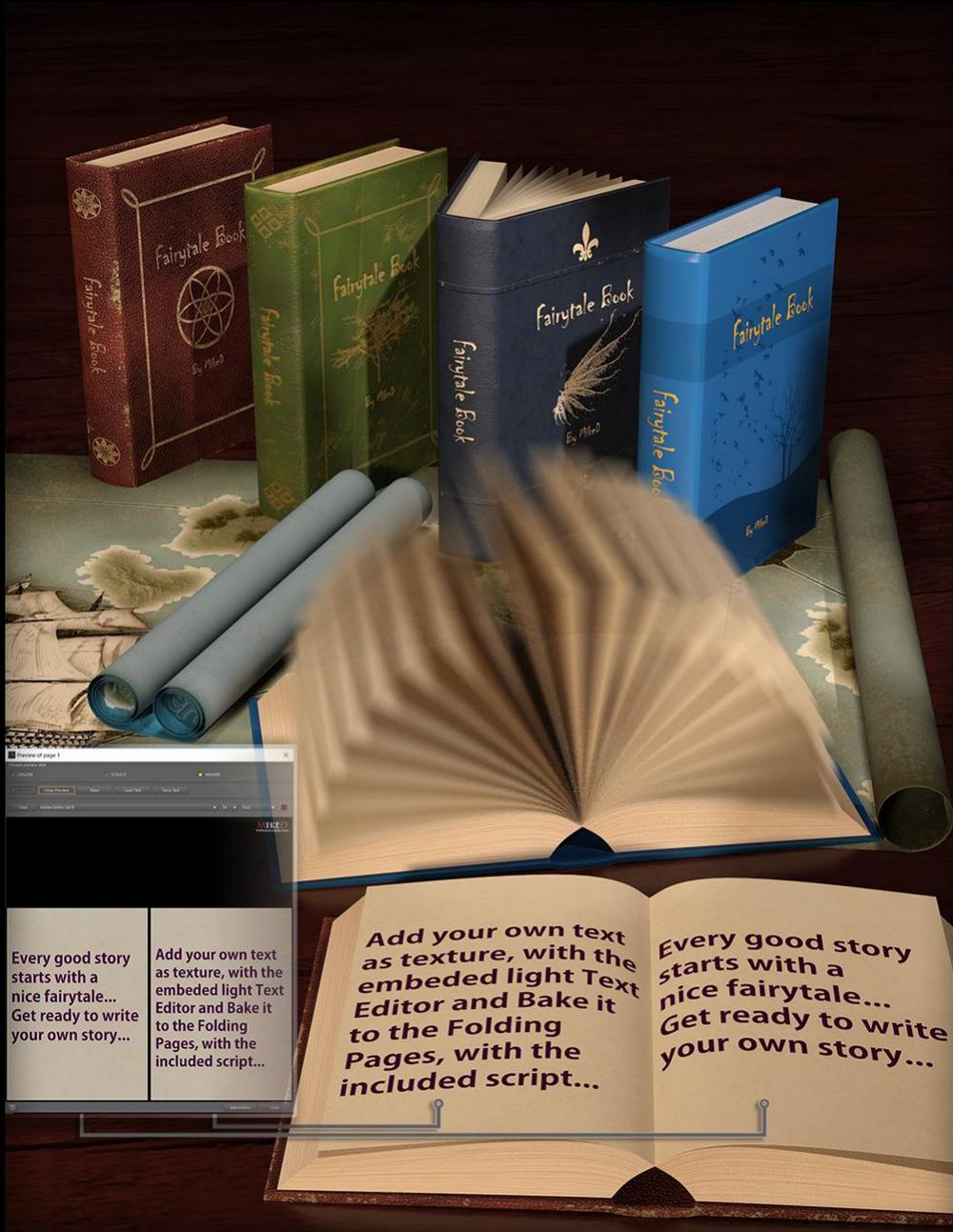


Fairytale Book



MikeD

2018

Thank you for purchasing **Fairytale book** for DAZ Studio! The Fairytale Book is a package containing a Book prop, a folding pages prop for the book and two bonus maps props. The maps can be fold in the middle and at the edge.

Although the package includes a lot of material presets, the manual configuration of each page maybe a time-consuming procedure, especially if you have a lot of pages in your book. A powerful script allows you to easily load a new Book or set up an existing one and let you configure all pages at a very time-saver and convenient way. There all also three .psd files samples that let you build your own maps and masks for the book and it's pages. The set up script includes a light Text Editor, so you can type your text, save the texture and it automatically be loaded to the current folding page. You can also save the text to an external file for further use or even bake the alpha masks and the Text to the Page texture with the same script.

The package is perfect for any static render but it is ideal for animation, as there are a lot of animated properties for the book, the pages and the maps such us open – close book in different ways, turn the pages one by one or all together and folding – unfolding the maps.

The product includes:

4 props: Fairytale Book, Folding pages (for the book), Map middle folding, Map edge folding.

These can be found in the Content Library in:

"Your Daz Library\Props\MikeD\Fairytale Book"

3 Scripts: These can be found in the Content Library in:

"Your Daz Library\Props\MikeD\Fairytale Book\Scripts"

- 4 material presets for each one of the **maps** in 3Delight and 4 material presets for each map in Iray. These can be found in the Content Library in:

"Your Daz Library\Props\MikeD\Fairytale Book\MAT\3Delight"

"Your Daz Library\Props\MikeD\Fairytale Book\MAT\Iray"

- 9 hierarchical material presets for the **Fairytale Book** in 3Delight and 9 hierarchical material presets in Iray. These can be found in the Content Library in:

"Your Daz Library\Props\MikeD\Fairytale Book\MAT\3Delight"

"Your Daz Library\Props\MikeD\Fairytale Book\MAT\Iray"

8 of them are materials and one of them is blank for your custom textures

- 9 material presets for the Fairytale Book **Cover** in 3Delight and 9 material presets in Iray (there are 4 different materials with a title and 4 materials without a title). These can be found in the Content Library in:

"Your Daz Library\Props\MikeD\Fairytale Book\MAT\3Delight\Cover"

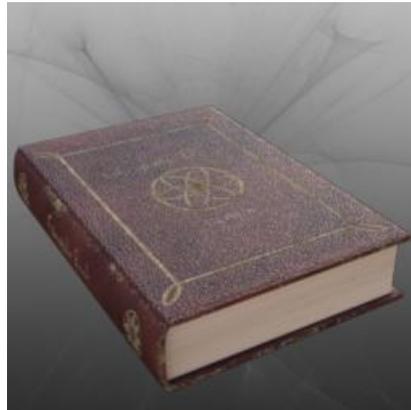
"Your Daz Library\Props\MikeD\Fairytale Book\MAT\Iray\Cover"

8 of them are materials and one of them is blank for your custom textures

- 4 material presets for the Fairytale Book **Inner Pages** in 3Delight and 4 material presets in Iray, with a text logo. There are additionally, 4 of the same material Presets without the text logo. These can be found in the Content Library in:
“Your Daz Library\Props\MikeD\Fairytale Book\MAT\3Delight\Inner Pages”
“Your Daz Library\Props\MikeD\Fairytale Book\MAT\Iray\Inner Pages”
A blank material Preset is also included for your custom textures.
(Total sum 18 material presets for the Inner pages)
- 4 material presets for the Fairytale Book **Folding Pages** in 3Delight and 4 material presets in Iray. These can be found in the Content Library in:
“Your Daz Library\Props\MikeD\Fairytale Book\MAT\3Delight\Folding Pages”
“Your Daz Library\Props\MikeD\Fairytale Book\MAT\Iray\Folding Pages”
A blank material Preset is also included for your custom textures.
(Total sum 9 material presets for the Inner pages)
- 3 material presets for the Fairytale Book **Inner Pages Glossiness** and 3 material presets for the **Roughness**, for 3Delight and the same material presets for Iray. These can be found in the Content Library in:
“Your Daz Library\Props\MikeD\Fairytale Book\MAT\3Delight\Inner Pages\Settings”
“Your Daz Library\Props\MikeD\Fairytale Book\MAT\Iray\ Inner Pages\Settings”
- 3 material presets for the Fairytale Book **Folding Pages Glossiness** and 3 material presets for the **Roughness**, for 3Delight and the same material presets for Iray. These can be found in the Content Library in:
“Your Daz Library\Props\MikeD\Fairytale Book\MAT\3Delight\Folding Pages\Settings”
“Your Daz Library\Props\MikeD\Fairytale Book\MAT\Iray\Folding Pages\Settings”
- 3 Layered Image material preset for the Fairytale Book **Folding Pages**, for 3Delight and the same Layered Image material Presets for Iray. 1 Layered Image material preset for the Fairytale Book **Inner Pages**, for 3Delight and the same Layered Image material presets for Iray. These can be found in the Content Library in:
“Your Daz Library\Props\MikeD\Fairytale Book\MAT\3Delight\Folding Pages”
“Your Daz Library\Props\MikeD\Fairytale Book\MAT\Iray\Folding Pages”
- 92 Texture maps. 29 Base/Diffuse maps, 11 Bump/Displacement maps, 8 Normal maps, a set of Glossiness maps, Specular maps and some Mask maps. These can be found in:
“Your Daz Library\Runtime\Textures\MikeD\Fairytale Book”

Props specifications:

1) Fairytale Book and Folding Pages



- Hierarchical Material presets with Title for the **whole book**

Leather - Old	Green - Old	Blue-New	Blue-Modern	Custom

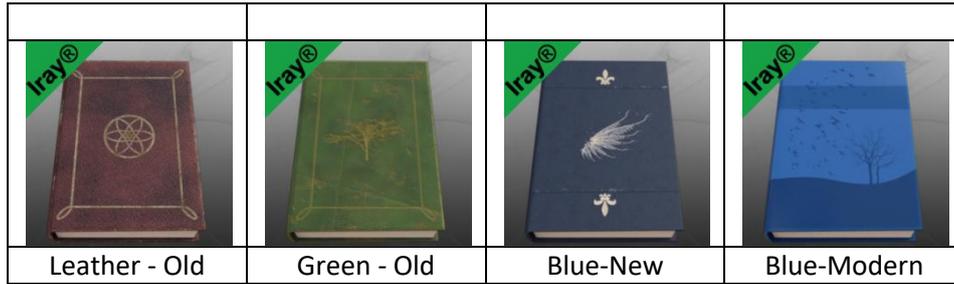
- Hierarchical Material presets without Title for the **whole book**

Leather - Old	Green - Old	Blue-New	Blue-Modern

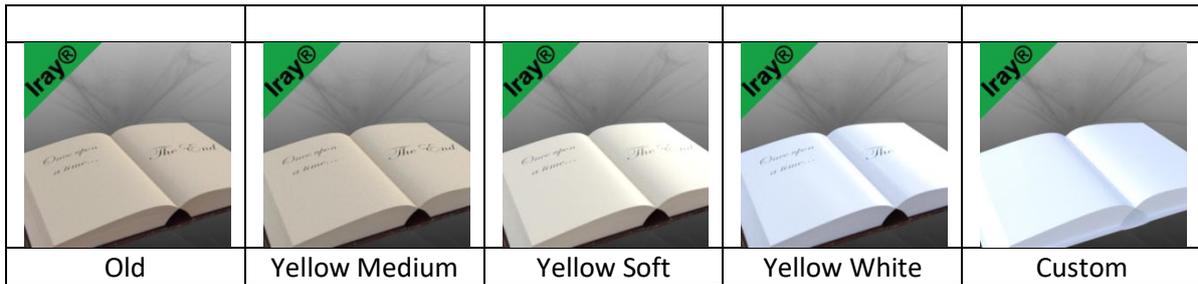
- The same Material presets **for the cover**, with Title

Leather - Old	Green - Old	Blue-New	Blue-Modern	Custom

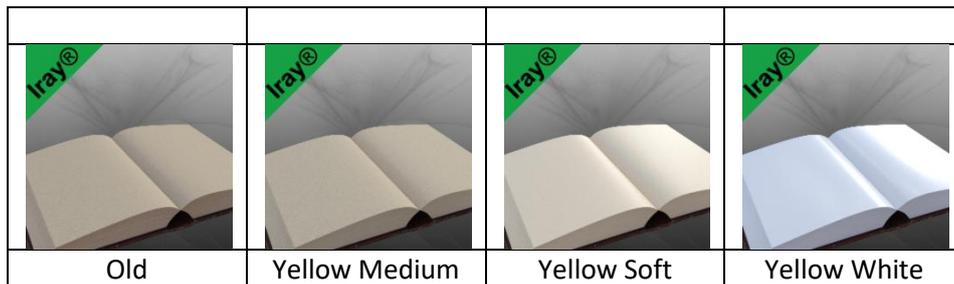
- The same Material presets **for the cover**, without Title



- Material presets **for the Inner Pages**, with a text logo.



- Material presets **for the Inner Pages**, without the text logo.



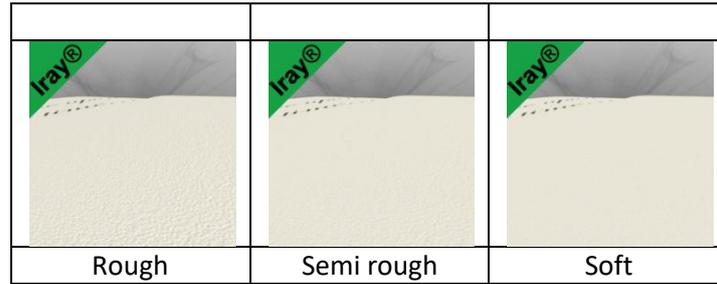
- Layered Image Material preset **for the Inner Pages**.



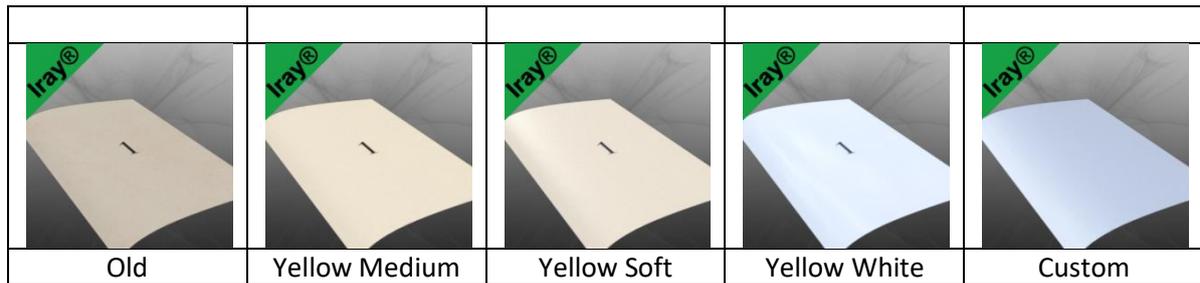
- Material presets that set the **Glossiness**, for the Inner Pages



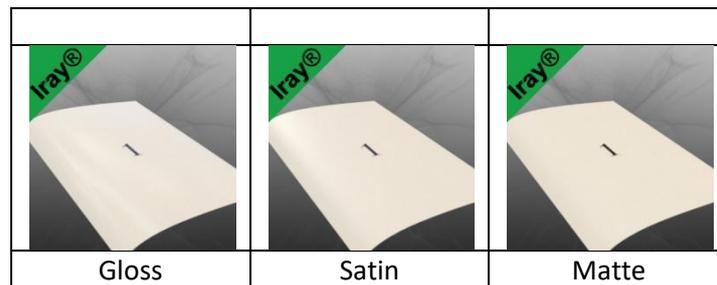
- Material presets that set the **Roughness, for the Inner Pages**



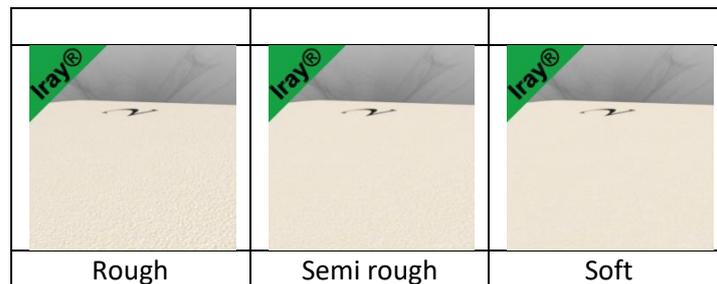
- Material presets for the **Folding Pages**



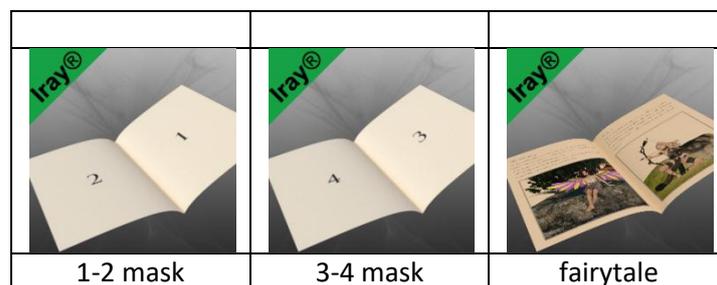
- Material presets that set the **Glossiness, for the Folding Pages**



- Material presets that set the **Roughness, for the Folding Pages**

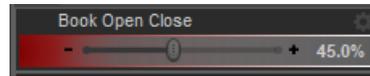


- Three Layered Images Materials presets, as an example, **for the Folding Pages**

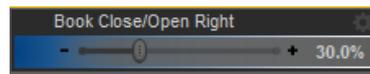
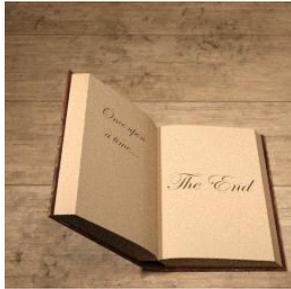


- Actor/Movements for the Book

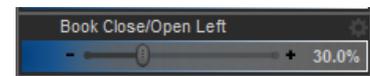
Allows you to Open/Close the book with both sides to the middle:



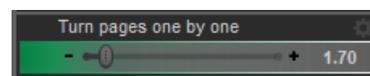
Allows you to Open/Close the book's left side to the right



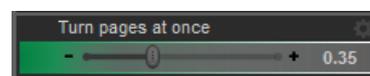
Allows you to Open/Close the book's right side to the left



Allows you to turn all pages one by one. This property becomes available when you execute anyone of the scripts. This is a fast way to move to any page of the book you want. Just type the number of the page to the property's value and press enter.

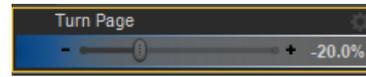


Allows you to turn all pages at once. This property becomes available when you execute anyone of the scripts. When the first page arrives at the left side (at 0.5) the last page starts its turning.

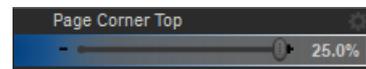


- Actor/Movements for the Folding Pages

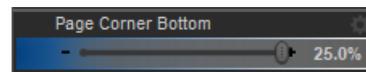
With this control you can turn each individual folding page of the book



This control turns each folding page starting from the top corner



This control turns each folding page starting from the bottom corner

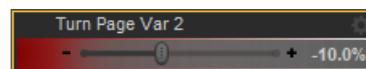


The next properties (red color) exist in order to control more “manually” the page’s turn.

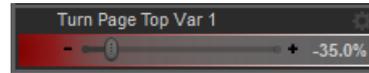
This property turns each folding page by twisting it clockwise



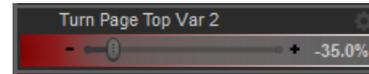
This property turns each folding page by twisting it counterclockwise



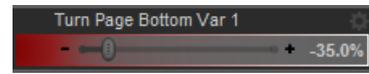
This property turns each folding page by twisting it, starting from the top corner (var 1)



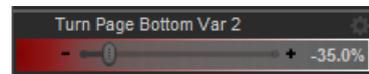
This property turns each folding page by twisting it, starting from the top corner (var 2)



This property turns each folding page by twisting it starting from the bottom corner (var 1)



This property turns each folding page by twisting it starting from the bottom corner (var 2)



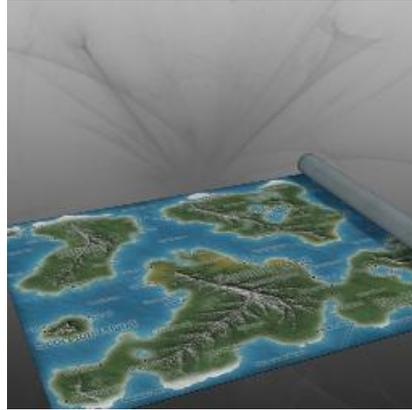
2) Map Middle Folding



- Material presets

			
Fantasy	Treasure	Earth Art	Caribbean

3) Map Edge Folding



- Material presets

			
Fantasy	Treasure	Earth Art	Caribbean

4) Book Settings Script

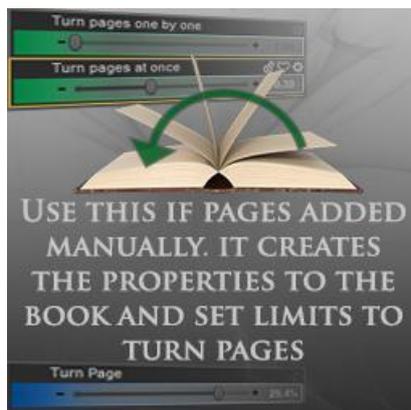


With this script you can:

- Create a new book or setup an existing one,
- Set up the number of the folding pages,
- Choose the Cover, the inner pages and the folding pages textures, with presets or custom files.
- Set the glossiness and the roughness of the pages,
- Set a custom title as a mask
- Set a custom map for all folding pages
- Create new controls for turning all folding pages at once in just one property.
- Access the sample .psd files, for creating your own cover, inner pages, or folding pages textures or masks.
- Add text to any folding page of the Book, with a build in light text editor, bake it to a texture map and save the new texture. You can also save the text to an external file and load it in any future time.

You can find more details about it at the end of this booklet.

5) Set Pages Rotations Script



With this script you can set the rotations and limits of the folding pages, if you load the book and the folding pages manually and not due to the “Book settings script”! It also adds the “Turn all pages at once” and “Turn all pages one by one” property to the Fairytale book prop. You can find these properties in Fairytale Book prop/ Actor section.

5) Instruction Script



This script will give you instructions about the Fairytale Book and the other two scripts any time you need it.

Book Settings Script:



The script has three main tabs for the “Cover – Whole Book”, the “Inner Pages”, “General Settings” and the extra are the “Folding Pages” tabs that depends on the number of the pages you want to add. With this script you can have 40 folding pages the most. You can add more manually. Remember that the more pages you add, the more volume these pages will have.

As the script is loaded it can find any existing page in the scene and search for its settings. If you have more than one Fairytale Book in the scene, select the one you want to set up.

At the Top Right of the script you can choose how many pages you want for the book. If there is already one in the scene, the box will show “0”. You can add the number you want so the existing pages and the adding pages won’t be over the maximum number of pages. If you want to add more than 9 pages, press the two digits as quick as possible. The script waits for a 1.5 second for your entry. In case of an existing book, a new button “New Book” will show up, if you want to add a brand new book, instead of setting up the existing one. Remember that you cannot erase pages that already exist in the scene, with the script. You have to do it manually.

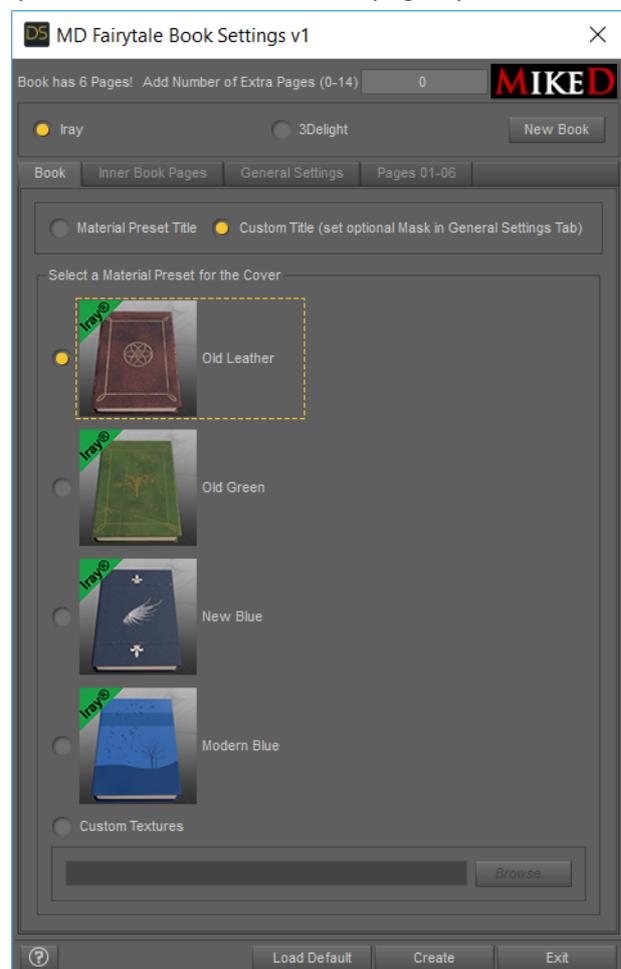
Next you can choose if the Book will have “Iray” or “3Delight” shaders.

“Cover – Whole book” Tab

Material Preset Title/Custom Title: The script will show the material presets with or without title, correspondingly. If you choose “Custom Title” a new option will be available in “General Settings” tab that allows you to optional enter a mask for the title.

Select a Material Preset for the Cover (Book):

Choose the material you want for the cover/book. You can choose one of the material presets or you can choose a custom one. In this case the “Browse” button will be enabled and you can choose the file containing the map you want.



“Inner Book Pages” Tab

Inner Pages Section:

According to the cover: If this check box is ticked, the inner pages will have their materials according to the “Cover” material you have chosen in the “Cover” tab. If you have chosen “Custom” Cover preset, then this option will not be available. The correlation is:

Cover	Inner	Glossiness	Roughness
Leather Old	Old	Matte	Rough
Green Old	Old	Matte	Rough
Blue New	Yellow Soft	Satin	Semi Rough
Blue Modern	Yellow White	Gloss	Soft

Table (1)

Select a Material Preset for the Inner Pages: Choose the material you want for the inner pages. You can choose one of the material presets or you can choose a custom one. In this case the “Browse” button will be enabled and you can choose the file containing the map you want.

Glossiness Section:

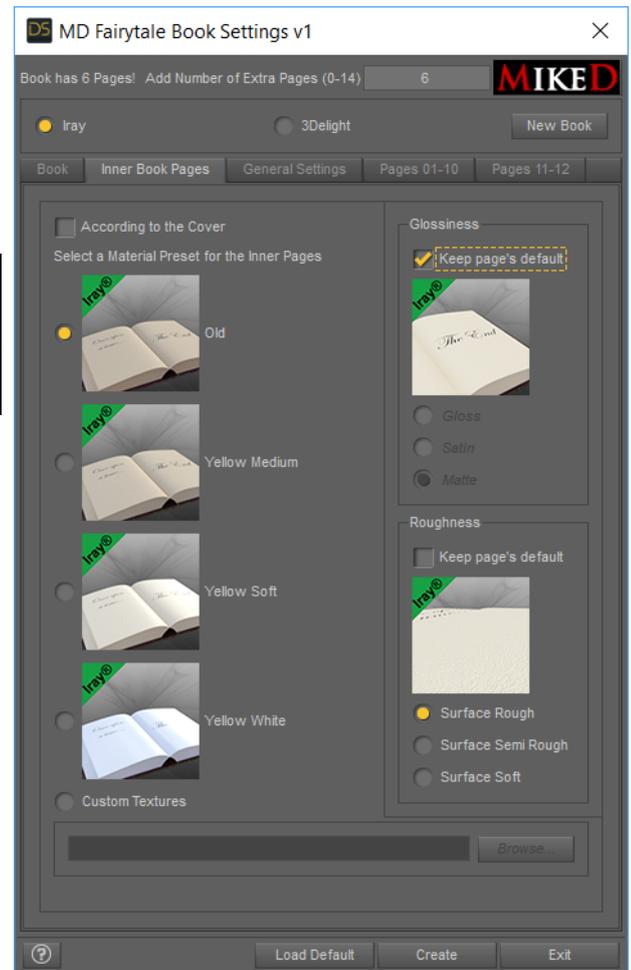
Keep page’s default: If this check box is ticked, the glossiness will set up according to the “Inner Pages” material you have chosen, due to the table (1). If you have chosen “Custom” Inner Page preset, then this option will not be available. You have three options for the glossiness. Hover the mouse over the icon or the radio buttons to see a preview of the glossiness in 256x256 px.

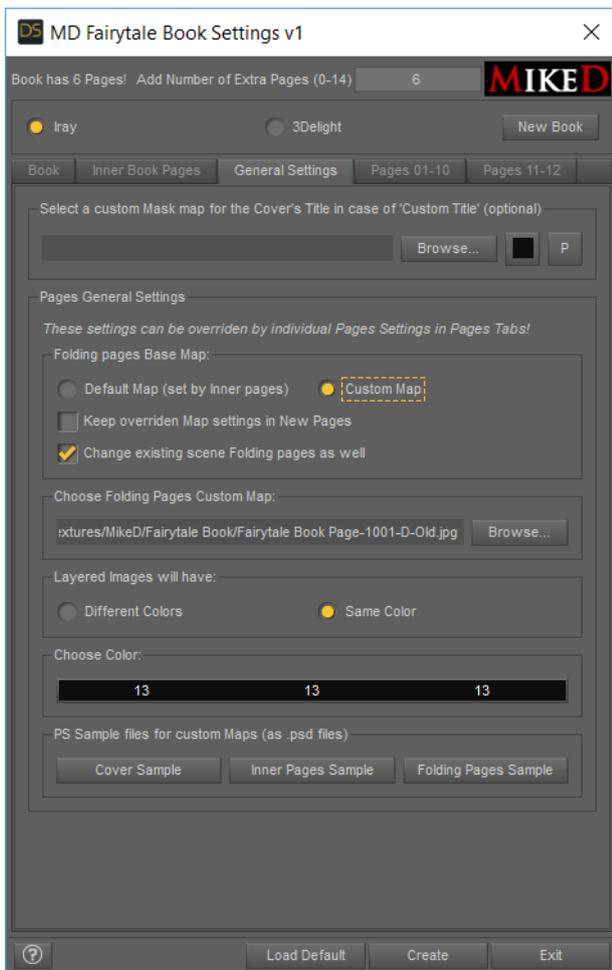
Roughness Section:

Keep page’s default: If this check box is ticked, the roughness will set up according to the “Inner Pages” material you have chosen, due to the table (1). If you have chosen “Custom” Inner Page preset, then this option will not be available. You have three options for the roughness. Hover the mouse over the icon or the radio buttons to see a preview of the roughness in 256x256 px.

“General Settings” Tab

Custom Mask Map for the Cover Section: This section is available if you have chosen “No Title” in the Cover Tab. It allows you to choose a mask for the cover as a Custom Title, if you want. You can choose the color that the Title will have with the Color Picker Button. Press the “P” (preview) button to see the texture of the cover with the map applied!





Pages General Settings Section:

Folding page Base Map: Here you can choose if you want your folding pages to have the default map, according to the inner pages option, or you want to choose your own map. The map will apply to all new folding pages that will be added to the scene. Each folding page has its own map/mask, which you can control in the Folding Pages Tabs.

Choose Folding Pages Custom map: This part becomes available if you have chosen “Custom Map” in the section above, so you can choose the file you want.

Keep overridden Map settings in New Pages: In case you have already set up some custom maps in any individual page in the Folding Pages Tab, and you want to change the default/custom map in this tab, all of the pages will affect. What if you want to keep these altered maps? Tick this box and the new choice of any Default/Custom map, will not affect pages that have altered maps.

Change existing scene folding pages as well: If you have some existing pages in the scene and you want to

apply the new map settings to these pages as well, tick this box. In this case the Default/Custom map choice will also affect the existing folding pages of the scene. This check box will be available only if you have some existing book in the scene with folding pages in it!

Layered images will have: This option allows you to determine which the default color for the folding pages mask is.

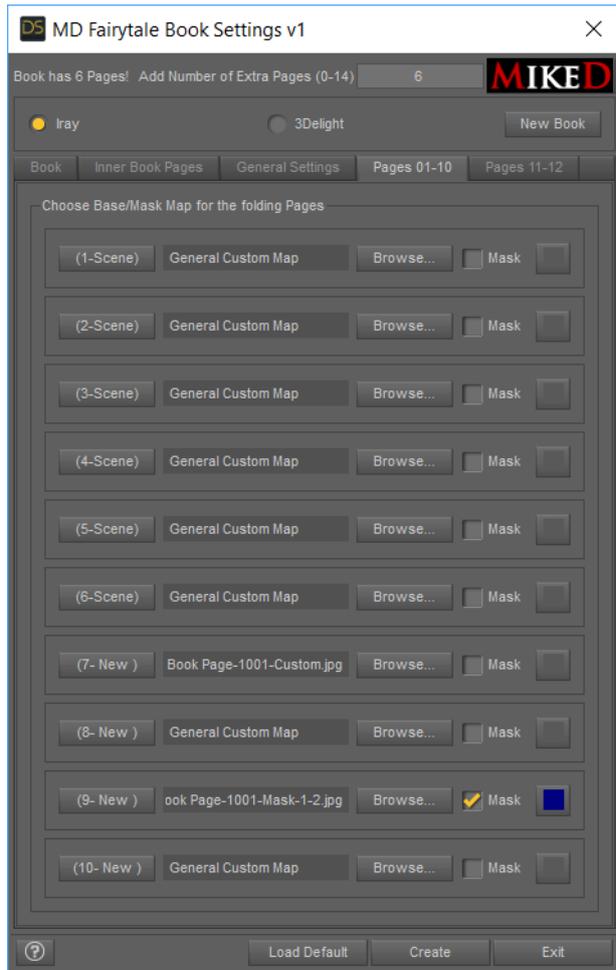
PS Sample files for custom Maps: These buttons give you a direct access to the .psd files for the Cover, the Inner Pages and the Folding Pages Sample files. These files are in:

“Your Daz Library\Runtime\Textures\MikeD\Fairytale Book”

“Pages” Tab

In these Tabs are listed the folding pages and their maps.

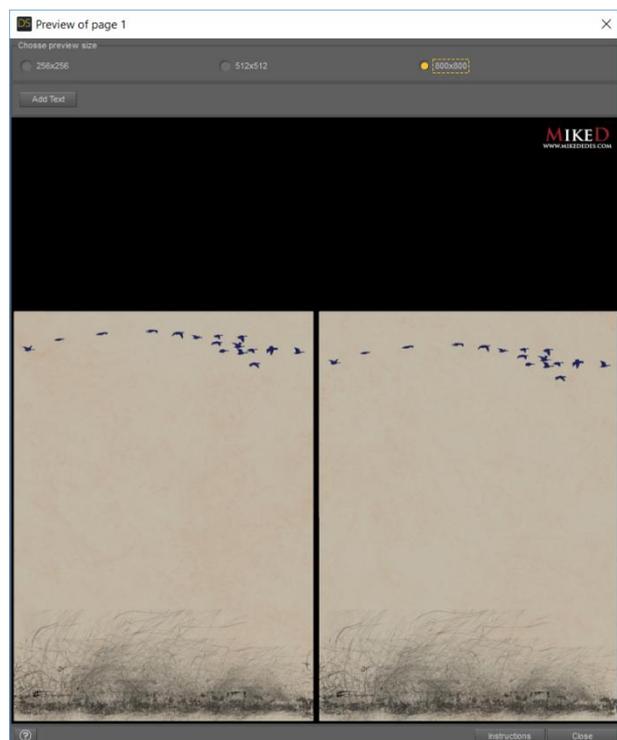
At the left side of the Tab are buttons with the index number of each page followed by the “Scene” (if this is for an existing page of the scene) or “New” (if this is a new page that is going to be added to the book). If you press these buttons a preview of the maps will show up. In case of a layered image map this is going to take a while. The next field shows the map that is used for each page. You will see the “Default Map” or the “Custom map” if the page have the map that is set in the “General Settings” Tab, but you can override it by choosing another map with the “browse” button. In this case you will see the path of the map file. If you want to set a Mask for a page, tick the check box “Mask” and the file you have selected will be the mask file of the page. In this case the base map will be the default map. This will enable the color picker. Here you can choose a color for your mask file. In any time you can hover the mouse over the file name field and a tooltip will show you the Base and the Mask file (if there is one) of the page.



Insert Text

First of all you have to press the index box of a “Folding page” in order to open the ‘Preview’ dialog. Here you can see a preview of your texture with the mask/alpha map applied. You can choose between 256x256, 512x512 and 800x800 sizes.

Press the ‘Add Text’ button if you want to add some text or/and bake the texture. In this case it is better to have a large preview like 800x800 or 512x512.



By pressing 'Add Text' some new tools will appear.

These are the 'Preview' button used in order to see your final texture, with the mask and the Text applied, the 'Load Text' used in order to load a saved file of the text, the 'Save Text' used in order to save a text file of the current page. If you bake the text to a map, there will be no other way to use the same text again or edit it, but to write it from the beginning. With the 'Save Text' button the text and the font of each page will be save to an external file and you can use it any time you want in the future.

The 'Bake' button is not enabled at the beginning. You have to preview the map first in order to make it functional.

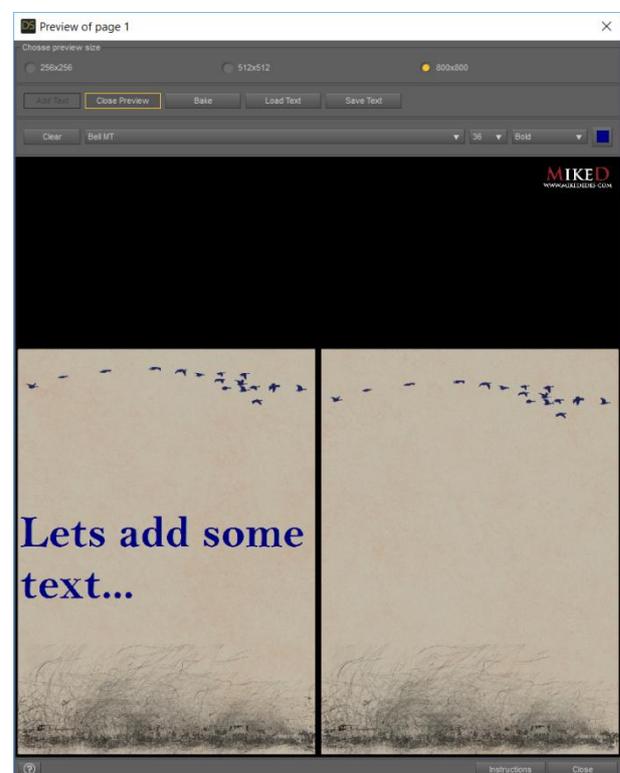
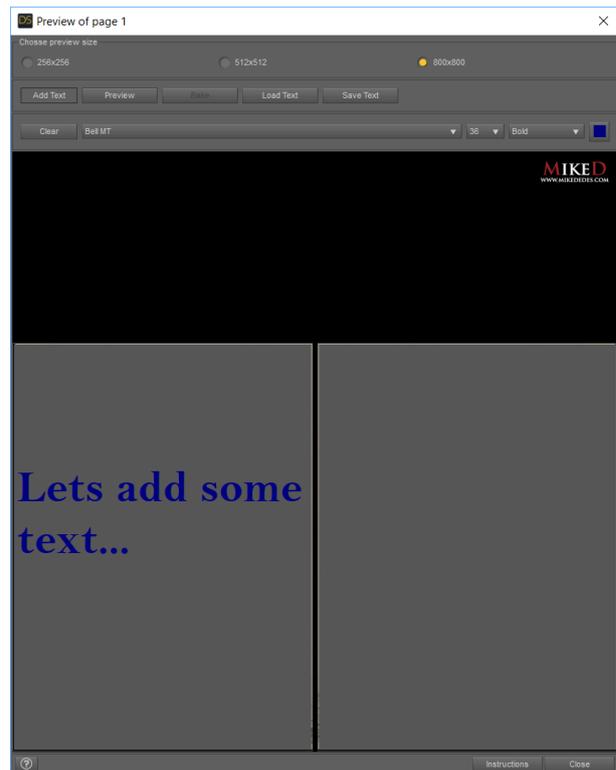
This is a light Text Editor and it has some limitations:

- Each page must have a uniform font (font family, style, size and color)!
- No paragraph editing (align, line spacing etc)!
- You have to wrap the words manually!
- The Text Edit Boxes' size for the odd (left) and the even (right) page is an approximation of the pages size. You have to preview the Map before baking to ensure that the text is in place. The script calculates it, and it will throw an error if the text is larger than the page's size.

These limitations have to do with the baking procedure and are not occurred due to the Edit Boxes or the Script itself.

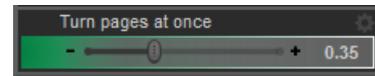
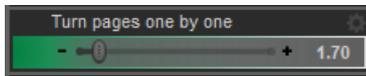
Write some text and press the 'Preview' button. At the same time the 'Bake' button will be available. It is recommended to save the text to an external file with the 'Save Text' button, before 'Baking'. When you are sure that everything is in place, press the 'Bake' button when you are in preview mode. A save dialog will open, in order to save the baked map. Set the file name and the path for the new map and save it. It will bake the text and any mask you have to the current page.

The script will automatically assign the new saved map to the current page.



Back to the main Script

By clicking “Create” the script load the new book or set up an existing one. It adds the corresponding pages and set their limits for the “Turn Page” properties. It also creates two new properties to the book “Turn pages one by one” and “Turn pages at once”. You can find these properties in Book/Actor section.



The script will not recognize the textures of the add-on for the Fairytale Book. It will show them as custom maps.

For the scripts of this product are used parts of the next 'Sample Scripts' of DAZ documentation (http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/start), which are under Creative Commons Attribution 3.0 Unported (CC BY 3.0):

- <http://creativecommons.org/licenses/by/3.0>

// - Simple Composite Image Dialog

(http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/general_ui/simple_composite_image_dialog/start)

// - File Find

(http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/file_io/file_find/start)

// - ERC Freeze

(http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/properties/erc_freeze/start)

// - Display Document

(http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/general_ui/display_document_dynamic/start)

// - Single-Shot Timeout

(http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/general/singleshot_timeout/start)

// - Create Layered Image Backdrop

(http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/scripting/api_reference/samples/images/create_layered_image_backdrop/start)

Fairytale Book 2018

MikeD

www.mikededes.com