SimTenero Randomizer 2

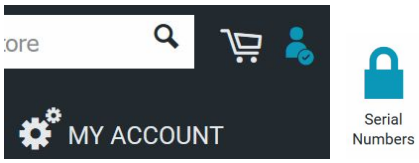
User Guide

Introduction

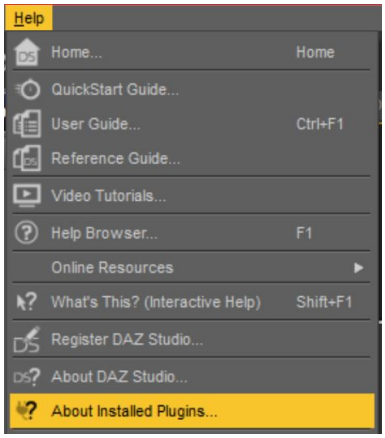
SimTenero Randomizer 2 (STR2) is a plugin for Daz Studio (DS) for Windows, version 4.10 and up. STR2 provides tools for randomizing the values of morph properties associated with objects and morphs in a scene. Paired with any existing morph library, these tools enable rapid iteration through an enormous variety of shapes.

Plugin Activation

1. Sign into DAZ3D.com. Under your account settings, select “Serial Numbers.”

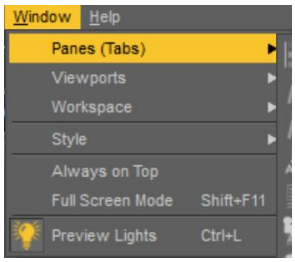


2. Locate and highlight your Simtenero Randomizer2 serial number. Highlight the entire set of characters, including any dashes, and copy to the clipboard (ctrl-C or right-click->copy).
3. Run Daz Studio and select “About Installed Plugins” from the Help menu.

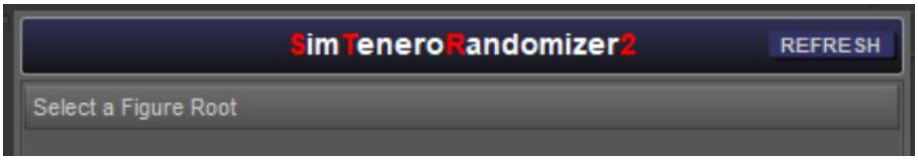


4. Scroll to locate the entry find the entry for SimTenero Randomizer2. If it is missing, ensure that the plugin has been installed correctly (see DAZ3D.com for information regarding content installation).
5. Paste the serial number copied in the previous step (ctrl-V or right-click->paste) then click OK in the plugins window.

6. Restart Daz Studio.
7. In the top[most toolbar, select Windows->Panes(Tabs)->Simtenero Randomizer2.



8. Drag the Randomizer2 window to your desired pane group to dock it.



Quick Start

While SimTenero Randomizer 2 includes several advanced features to better control its effects, getting started only takes a few moments.

1. Add the SimTenero Randomizer 2 tool pane to your Daz Studio view (Windows->Pane-SimTenero Randomizer 2). This only needs to be done the first time STR2 is used. It will remain docked and available even after DS is restarted (unless you decide to manually remove it).
2. Load a figure or prop with existing morphs into your scene. Many assets include a set of morph properties while other morph sets can be purchased or created.
3. With the figure or prop selected, click REFRESH in the top right corner of the STR2 pane. If the item has any existing presets, they will be loaded at this time. Several new buttons should appear in the pane (“Create Preset,” “Import Preset,” “Favs.”). If these new buttons do not appear, the selected item may not have any morphs available.
4. Create a new preset by clicking the “Create Preset” button in the upper left of the pane. A new window will pop up (if the selected item has a large number of morphs, this window may require a few moments to load).
5. Navigate through the list of available morphs and place a checkmark beside each you would like to include in the preset (see “Presets” below for tips and more details on making great presets!). Give the preset a name in the box at the top of the window and click the “Accept” in the lower right.

6. A new box representing the preset will appear in the STR2 pane. You are ready to randomize!

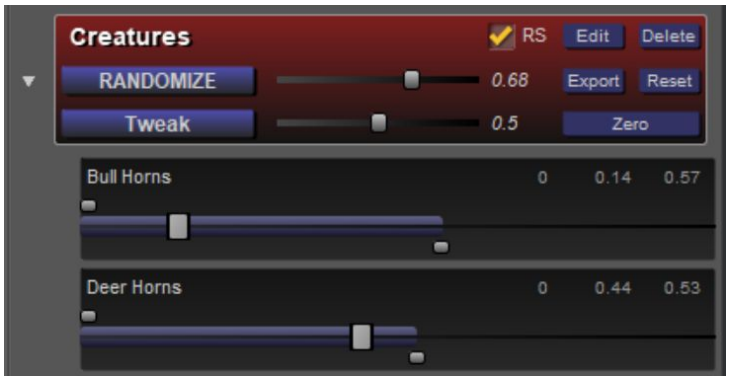
   Some quick tips as you start experimenting:

   - If you have included a large number of morphs in the preset, try randomizing with "Randomize Selection" enabled (the checkbox to the right of the preset name called "RS"). For more detail on this, see "Randomization Options" below.
   - The sliders to the right of the "Randomize" and "Tweak" determine how pronounced your results will be. Try experimenting with different values!
   - The first time you click the "Randomize" button, there may be a short delay while Daz Studio loads in the requires morphs. Subsequent randomizations will be faster.
   - Sometimes less is more! Try starting with a smaller number of morphs and then edit the preset to add more as you tinker.
   - If you like the look of a result, but you're having too much fun to stop randomizing, right click a slot in the Favorites bar to quickly save the shape so you can return to it later ("Favs" above the preset boxes). For more details, see "Favorites" below.

Presets

A preset is a self contained set of morph properties and randomization options. It is represented as a unique box in the SimTenero Randomizer 2 pane.

- Randomization operations apply only to the list of morphs associated with a given preset.
- Presets are stored in the respective Content Library data directory of each figure or prop.
- Presets are associated with the item, not the scene and, as such, are persistent across scenes.
- Presets are automatically saved when Daz Studio closes, when the current item in the STR2 pane is removed from the scene, or when a new item is refreshed in the STR2 pane.
- Presets are loaded by selecting an item's root node and clicking "REFRESH" in the STR2 pane.
- Presets and associated morph properties are sorted alphabetically.



Preset Morphs

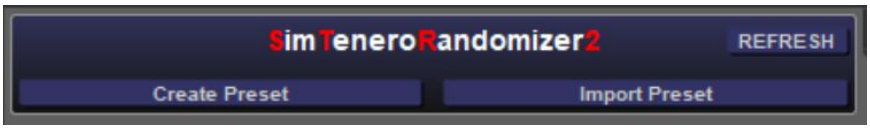
STR2 Presets include only morph properties. Properties of other types, e.g. “ERC” and “Transform,” are not compatible and are not affected.
The morphs associated with a given preset is represented below its box. The list can be expanded or collapsed by clicking the small arrow to the left of each preset box.
Morphs can appear in multiple presets. Dividing different combinations of morphs into unique presets adds flexibility by, for example, allowing face and body details to be randomized separately, or by randomizing only the morphs in a given collection or of a specific type.

- Randomization Limits - Each morph property in the list is represented by 3 values. The top and bottom sliders represent the the range randomized values will remain within. Adjust these to limit the possible values for more extreme morphs, or to expand the range for more subtle morphs. Note that values are further modified by the Randomization Factor and Tweak Factor above.
- Current Value - The center slider represents the current value of the morph. This value can be adjusted directly within the STR2 pane or within the default DS Parameters pane.
- Morph Counts and Performance - Though each preset can include as many as 800 morphs, users are advised to experiment with smaller numbers of morphs distributed among more presets. In addition to improving randomization speed, dividing large morph sets enables a greater degree of control when randomizing.
- Additive Overload - Including multiple similar morphs can sometimes produce unwanted results. For example, by adding 4 different morphs

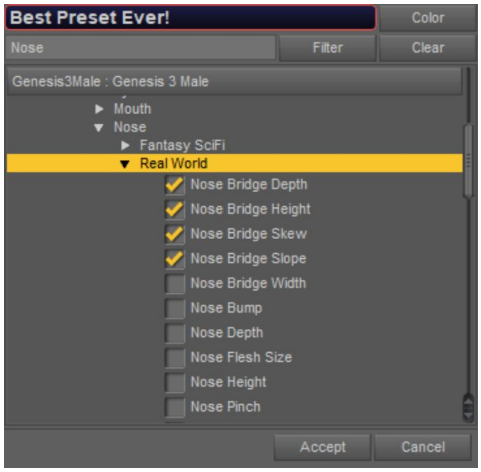
that increase the size of a figure's head, random results will tend heavily towards large heads as you end up with multiple size increases. To mitigate this effect, avoiding adding multiple similar morphs to the same preset or, alternatively, lower the upper limits of similar morphs.

Creating New Presets

To create a new preset, click "Create Preset" in the upper left of the SimTenero Randomizer 2 pane. If the "Create Preset" button is not visible, select the root node of the figure or prop you would like to modify and click "REFRESH" in the upper right of the STR2 pane.



- The Create Preset window may require a few seconds to load if the current figure or prop includes a large number of morphs.
- Presets and be given a unique name by changing the text in the the box at the top of the window.
- Preset boxes can be assigned a unique color by clicking the "Color" button in the upper right of the window. To use the same color for multiple presets, be sure to click the "Add Custom Color" button in the color selection dialog.
- The list of available morphs can be filtered by entering text in the box second from the top of the window and pressing the "Enter" key or clicking the "Filter" button to the right. The filter can be removed by clicking the "Clear" button o the right of the "Filter" button."
- Navigate the morph list by expanding and collapsing category headers using the small arrow to the left of each.
- Place a checkmark beside each morph you would like to include in the preset. These assignments can be changed later.
- Click the "Accept" button to complete the process"
- Click the "Cancel" button to exit the window without making any changes.



Editing Presets

Clicking the “Edit” button for a preset will produce a new window with the same options available during creation (see above).

Importing Presets

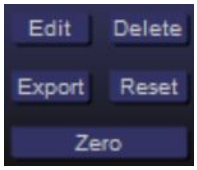
- To import a preset, click “Import Preset” in the upper right of the SimTenero Randomizer 2 pane. If the “Import Preset” button is not visible, select the root node of the figure or prop you would like to modify and click “REFRESH” in the upper right of the STR2 pane. You will be prompted to browse and select a preset file (.strp) from a location on your computer.
- This process only supports presets created using STR2’s “Export” function and is not backwards compatible with presets created in previous versions.
- The imported preset must be associated with the same prop or figure that was used to create. For example, a Genesis 3 Male preset cannot be imported for Genesis 8 Male.

Exporting Presets

Presets can be exported and saved to a file on your computer.

- To export a preset, click the “Export” button at the right of the preset box.
- Exported files have the extension “.strp”
- Each exported file contains the data of a single preset, including its name, color, and morph list (along with the lower and upper limits for each).
- Presets apply to specific props or figures and are not interchangeable.

- Preset files contain only the settings associated with morphs, *not the morphs themselves*. So, while presets can be shared with other users, those users will need to own the associated morphs to be able to make use of them.



Zero

Clicking the “Zero” button will set the value for each morph associated with that preset to 0. It will not affect any property not listed in that preset.

Reset

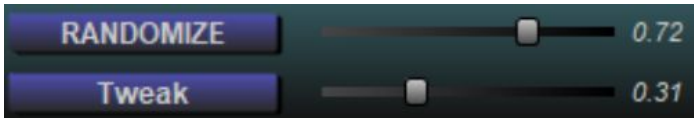
Clicking the “Reset” button will set the upper and lower randomization limits of morphs associated with that preset to their default values, which is 75% of each morph’s min and max value as configured in the Daz Studio parameters pane. This process cannot be undone. Backups can be made before deleting presets by using the “Export” button (see above).

Delete

Clicking the “Delete” button will permanently remove the preset from the figure or prop’s Content Library data directory. This process cannot be undone. Backups can be made before deleting presets by using the “Export” button (see above).

Randomization Options

SimTenero Randomizer 2 works by applying randomized values to each morph in a preset. There are several options and parameters for controlling the way in which these values are generated and applied.



Randomize Button

Clicking “Randomize” applies random values to each morph associated with the preset. When using Randomize, existing values are effectively cleared and the result represents a “from zero” change, again, only for morphs associated with the preset. Morphs not

listed in the randomized preset are unaffected, regardless of their current value. This allows you to use multiple presets in conjunction to apply randomization to different areas of the same figure or prop.

- Values are applied from zero, meaning they are not additive. For example, if a morph's current value is 0.4 and the new random value is 0.25, the morph value will be set to 0.25. For additive changes, see "Tweak Button" below.
- When using "Randomize Selection" (see below), randomly selected morphs will receive a new randomized value while unselected morphs will be set to zero.
- New values will not exceed the upper and lower limits set for each morph.
- New values are modified by the "Random Factor" (see below).

Tweak Button

While the "Tweak" button serves a similar purpose to the "Randomize" button, it's process includes one important distinction. "Tweaks" are additive or subtractive, meaning randomly generated values are combined with existing values, rather than replacing them as with "Randomize." The result is a modification of the existing shape, rather than an entirely new shape.

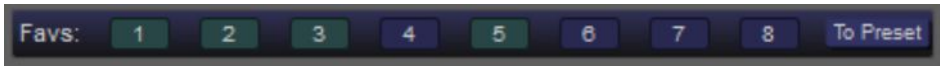
- New values are randomly added to or subtracted from existing values. For example, if a morph's current value is 0.4 and the new random value is +0.25, the morph value will be set to 0.65.
- When using "Randomize Selection" (see below), randomly selected morphs will have their existing values combined with a new random value, while unselected morphs will keep their existing values.
- New values will not exceed the upper and lower limits set for each morph.
- New values are modified by the "Tweak Factor" (see below).

Random Factor and Tweak Factor

To the right of both the "Randomize" button and the "Tweak" button is a slider that affects the output of each. Randomly generated values are multiplied by this value (from 0.01 to 1) to produce the final result. At a value of 1, random values can be anywhere within the Randomization Limits (see above) set for each morph. At 0.5, however, only 50% of that range will be used. Simply put, the smaller the factor, the more subtle the result. Experiment with different values for each preset as morph sets can vary in their extremes.

Favorites

Above the preset area of the STR2 pane is the “Favorites” bar. 8 slots are available to quickly save and reload morph values. A “Favorite” captures all of the morph values applied to the figure or prop being modified.



- Right click to save or replace the values in a slot with those currently applied to the item.
- Left click to load the values stored in a slot.
- Middle click to clear the values stored in a slot.
- Favorite slots are blue when no favorite is set and green when one is.
- Like presets, favorites are stored in the item’s Content Library data directory and persist across scenes.
- When saving to a slot, all currently applied morph values are captured, whether they are present in a preset or not.
- Only morph values are captured or applied (meaning other property types, like “ERC” and “Transform,” are not included).

Favorites to Preset

To generate a new preset based on your stored favorites, click the “To Preset” button on the far right of the Favorites bar. These generated presets are based on morph values present in two or more stored favorites. Randomization Limits are automatically set based on the values of those morphs. This can be useful for narrowing randomizations to a preferred set of results.

To test, set up a preset as described above. If the preset contains a large number of morphs, enable the “RS” (Randomize Selection” checkbox. Click Randomize multiple times. Each time you are happy with a result, tweak or manually modify it if desired, then Right click a favorite slot to store the values. Repeat this process until you have at least 4 preset slots filled (the process works with as few as two, but results tend to be better with more). Then click “To Preset.” Expand the list of morphs in the newly generated preset (click the small error to the left of the preset box). Notice that the list includes only the morphs that were present in two or more of your presets. Also note that the Randomization Range is likely much smaller for many morphs than their typical defaults would have been. Now zero out your figure (either using your own presets or the “Clear Figure Shape” function in the parameters pane menu) and Randomize using the new preset. Results will be less varied than they had been with the first preset, resembling random combinations of your stored favorites.