DAZ Studio 4.0
QuickStart Guide

Table of Contents

1. Introduction

If you are new to DAZ Studio 4, the **QuickStart Guide** will give you a brief overview of installing DAZ Studio 4.0, understanding the user interface, understanding the base figure, adding clothing and hair to the figure, making basic color and shape changes along with posing, lighting and rendering the figure in the scene. Content being used in this QuickStart Guide is provided with DAZ Studio 4.0.

To begin, let's install DAZ Studio and begin having fun with DAZ 3D's products.
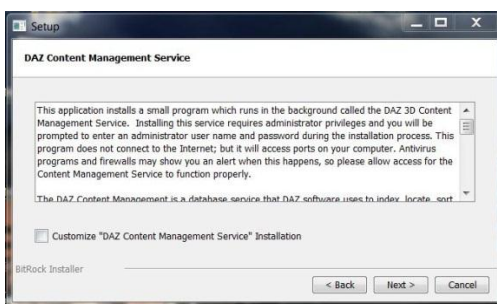
2. Installation

During the installation of DAZ Studio 4.0 you will be shown several dialogs during the process. The default location for installation is always preferred. Here are the dialog boxes you will see during this process.
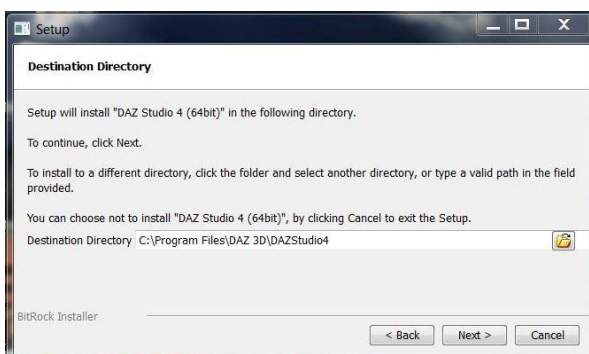

DAZ Studio 4.0
Installation
Welcome Screen

DAZ Studio 4.0 License Agreement, along with a second dialog for the Content License agreement
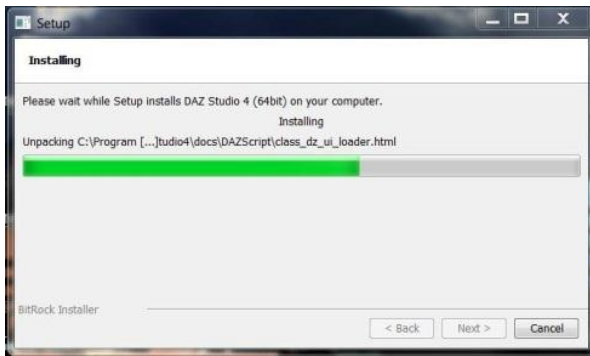

DAZ Studio 4.0

New Content Management Service Information

DAZ Studio 4.0

Installation Location

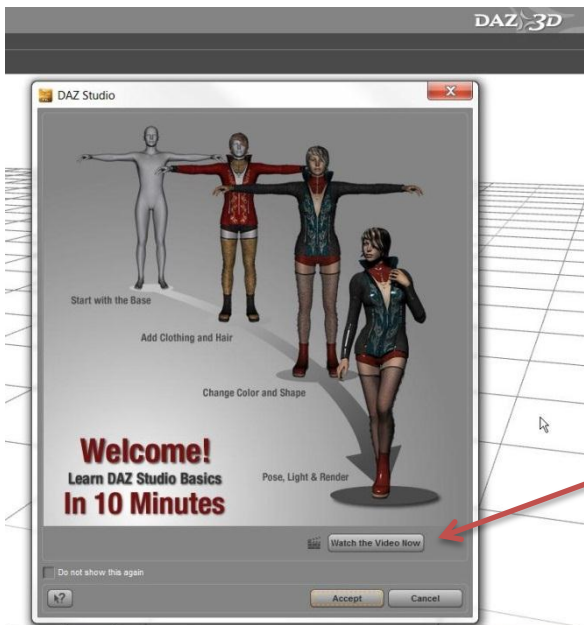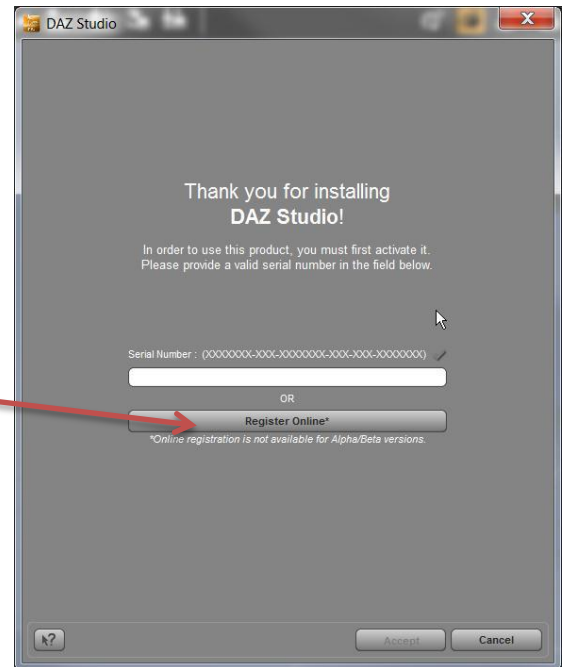The default location is always best for DAZ Studio 4.0

Setup

Installing

Please wait while Setup installs DAZ Studio 4 (64bit) on your computer.

Installing

Unpacking C:\Program [...]tudio4\docs\DAZScript\class_dz_ui_loader.html

BitRock Installer

< Back   Next >   Cancel
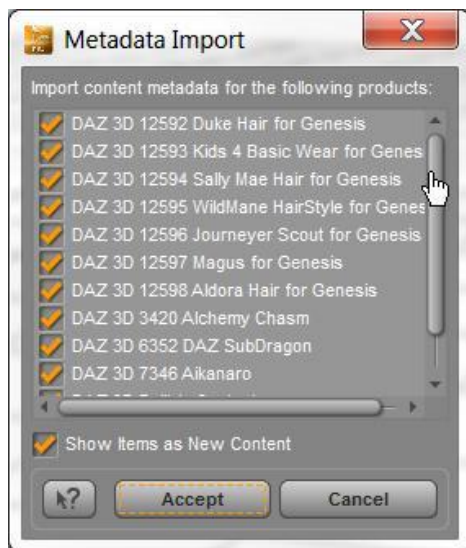
DAZ Studio 4.0

Installation Progress

DS4

When DAZ Studio 4.0 is installed on a PC, an icon will appear on your desktop.
To start DAZ Studio 4, simply double click the icon and the application will open.
For MAC, you will find DAZ Studio in the Application Menu.

The first time you open DAZ Studio you will need to Register the program, this is Free and can be done by selecting the "Register Online" Button. You will receive instructions as you proceed through this process.

Select Register Online to proceed

DAZ Studio

Thank you for installing
DAZ Studio!

In order to use this product, you must first activate it.
Please provide a valid serial number in the field below.

Serial Number : (XXXXXXX-XXX-XXXXXXX-XXX-XXX-XXXXXXX)

OR

Register Online*

*Online registration is not available for Alpha/Beta versions.

Accept   Cancel

DAZ 3D

DAZ Studio

Start with the Base

Add Clothing and Hair

Change Color and Shape

Welcome!
Learn DAZ Studio Basics
In 10 Minutes

Pose, Light & Render

Watch the Video Now

Do not show this again

Accept   Cancel
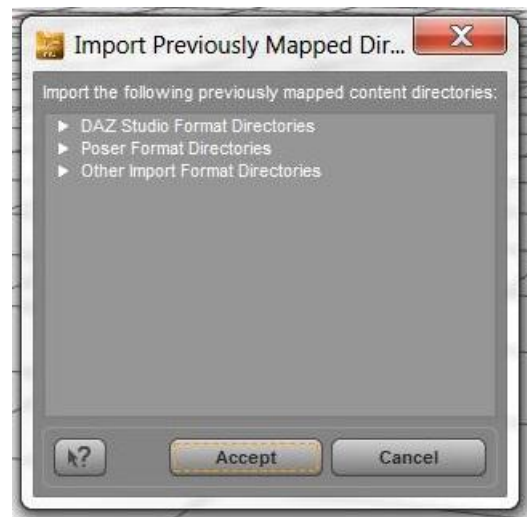
Welcome Screen
Overview to learn the basics of DAZ Studio 4.0
A Video Overview is available or you can dive in on your own.

Metadata Import

Import content metadata for the following products:

- ☑ DAZ 3D 12592 Duke Hair for Genesis
- ☑ DAZ 3D 12593 Kids 4 Basic Wear for Genes
- ☑ DAZ 3D 12594 Sally Mae Hair for Genesis
- ☑ DAZ 3D 12595 WildMane HairStyle for Genes
- ☑ DAZ 3D 12596 Journeyer Scout for Genesis
- ☑ DAZ 3D 12597 Magus for Genesis
- ☑ DAZ 3D 12598 Aldora Hair for Genesis
- ☑ DAZ 3D 3420 Alchemy Chasm
- ☑ DAZ 3D 6352 DAZ SubDragon
- ☑ DAZ 3D 7346 Aikanaro

☑ Show Items as New Content

[Accept]   [Cancel]

As DAZ Studio opens you will be presented with a dialog box showing the Metadata Import dialog. This provides information regarding the associated data to help you better utilize the content provided by DAZ 3D.

Accept this import for the full experience in DAZ Studio 4.

If you have DAZ 3D content on your computer with directories mapped for DAZ Studio, this dialog asks if you want to continue the use of these directories going forward.

Import Previously Mapped Dir...

Import the following previously mapped content directories:

- ▶ DAZ Studio Format Directories
- ▶ Poser Format Directories
- ▶ Other Import Format Directories

[Accept]   [Cancel]

Select a Layout

Layout: Hollywood Blvd

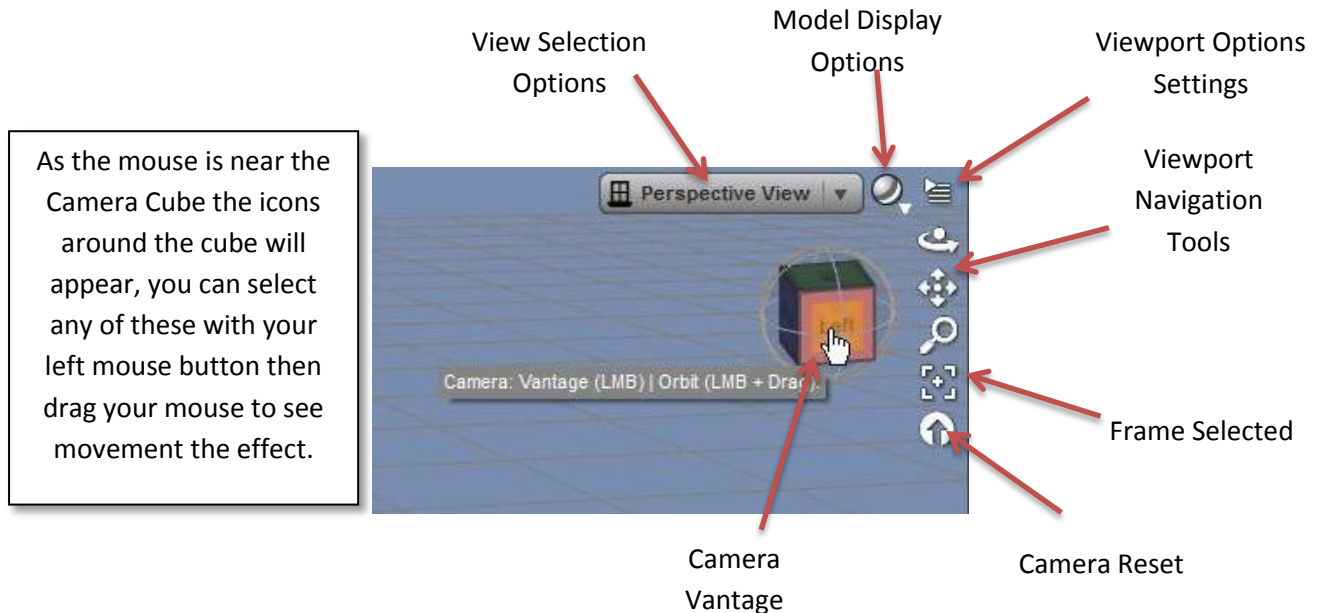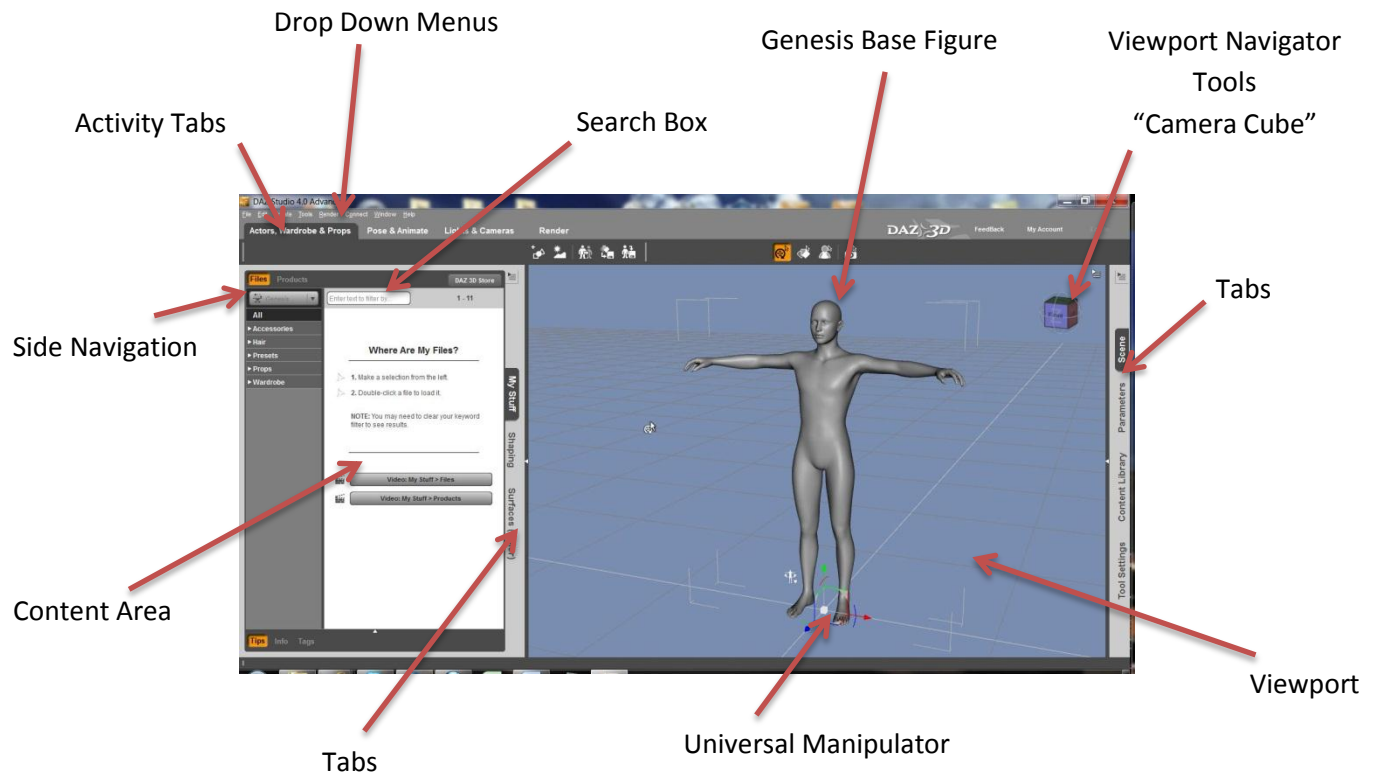Select a Layout that suits your needs from this list.

By selecting "Apply" you can see the layout before it is actually added to your workflow.

"Accept" will apply the selected Layout and close the dialog box.

The Hollywood Blvd Layout is used for the videos found in DAZ Studio. If you are new, please use this layout to match the videos tutorials.

3. UI Overview

This is a screen capture of the basic user interface. More information is available in the application. You can mouse over many of these features to see more detailed information about that tool.

Drop Down Menus

Genesis Base Figure

Viewport Navigator Tools "Camera Cube"

Activity Tabs

Search Box

Side Navigation

Tabs

Content Area

Viewport

Universal Manipulator

Tabs

View Selection Options

Model Display Options

Viewport Options Settings

As the mouse is near the Camera Cube the icons around the cube will appear, you can select any of these with your left mouse button then drag your mouse to see movement the effect.

Viewport Navigation Tools

Frame Selected

Camera Vantage

Camera Reset

o **In application video tutorials**

If at any time you need more information you can access the video tutorials available in the content area.

See the video tutorial available for each tab here.

You also can access these video links at the bottom of each tab inside the "Tips" Page.
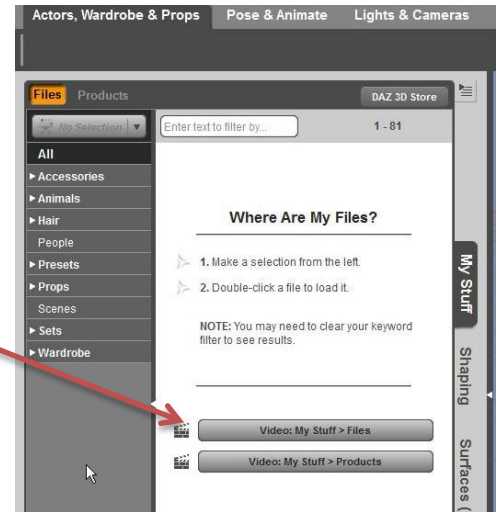
4. Base Genesis Figure

New in DAZ Studio 4.0 is the Genesis™ series of figures from DAZ 3D. One of the most powerful aspects of the Genesis line of figures is its diversity. The Genesis series allows for a virtually limitless set of additional figure shape variations that can all be built from a common base. These variations can range in both size and proportion while maintaining a common joint system (rigging). Everything from massive, muscle-bound freaks or voluptuous and curvy super-heroines to adorably cute little toon kids or frightfully disgusting monsters can all be created AND combined. The ability to add shapes to this figure is unique to DAZ Studio. Modelers will have the ability to create different shapes like gorillas, monsters and even the next generation of Victoria and Michael will be created for this platform. This will continue to add complete versatility to the Genesis figure.
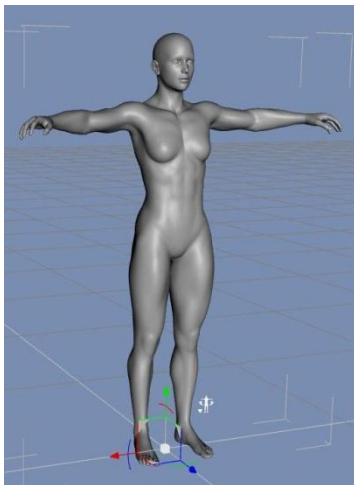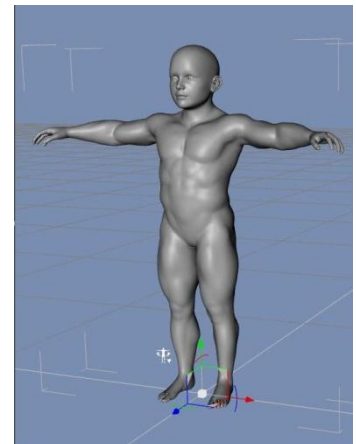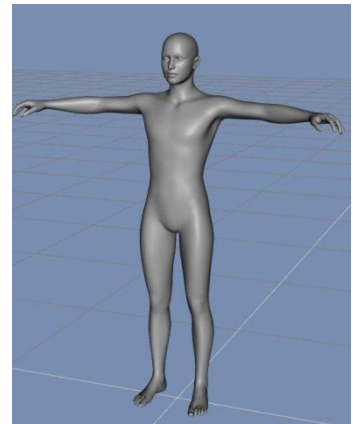

Our latest figures are the most realistic and versatile that we've ever produced. Every joint bends better, and every skin detail is more precise.

Workflow has been modified to make the selected item in the scene and the "Activity Tab" work together for context sensitivity. This means depending on the activity selected, for example, "Shaping" is where you access the list of shape morphs. When the "My Stuff" is selected, you access items to load into the scene or to load onto the figure. "Surfaces (Color)" accesses skin, clothing and hair textures and color changes.

5. Add Clothing and Hair

Select the "Wardrobe" item to see clothing. With the Figure selected in the scene (selection means you see the white box around the figure, or click on the figure to select) you can now either drag clothing items onto the figure or double click the item to load onto the figure.

If you cannot see any clothing items in the viewport you will need to make sure "Files" are selected and that you are in the " My Stuff" tab and be sure the figure is selected.
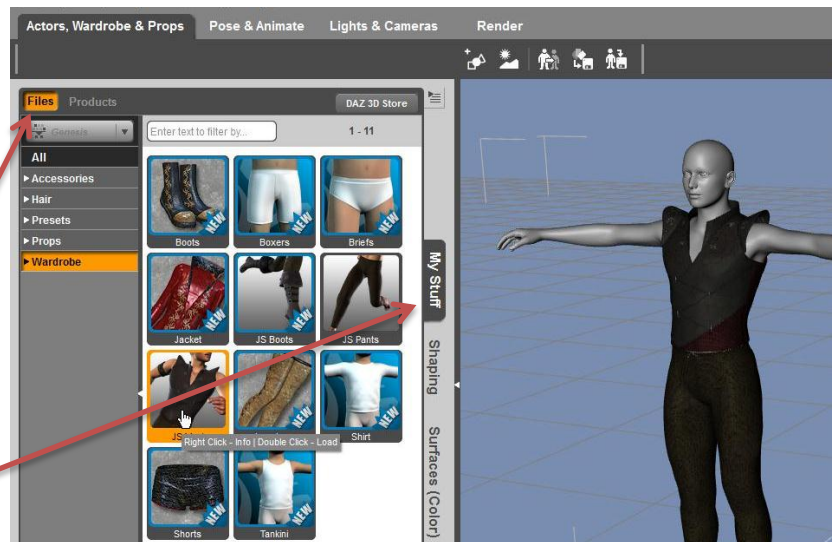
Now select "Hair" to see the different hair styles. You can load the style of hair you desire on the figure.

Pick the "Hair" category from the left navigation menu, and load the desired hair style onto the figture.
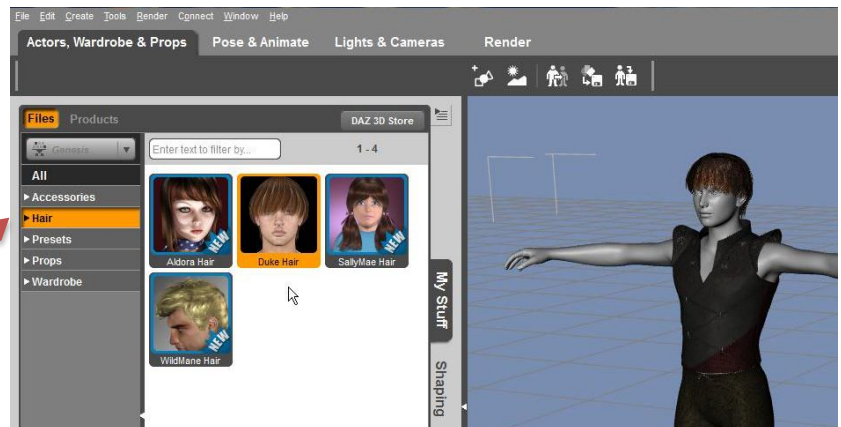
6. Change Color and Shape

o Edit the figure skin texture

DAZ Studio offers the ability to change the surface color and texture of objects. We will now show you how to apply a skin texture to this male figure. Note the figure is selected.

Similarly you can change the textures of most objects in the scene. Right mouse click over the figure to see the objects to choose from. Now manipulate as you did for the figure.

Select the "Surfaces (Color)" tab. Click on the "Presets" option which you can see in the side navigaion menu. Click on the "Materials" preset, now you can choose which texture to apply to the figure. Drag and drop or double click to apply.
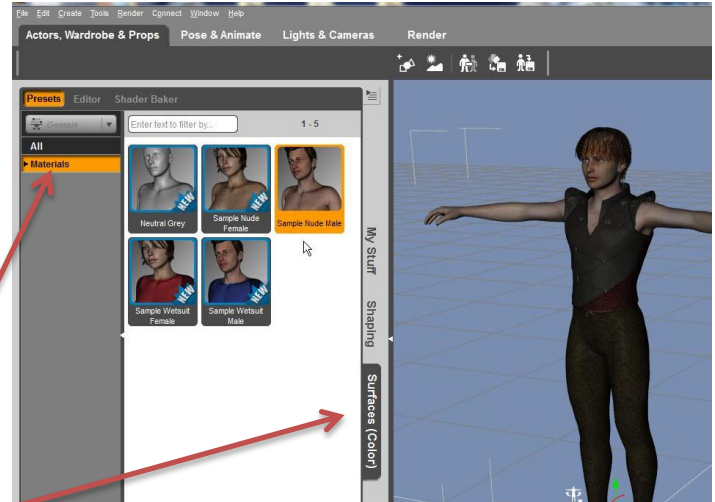
o Change the figures shape

Now you are ready to begin manipulating the figures shape. Shaping is also referred to as morphing the figure. DAZ Studio offers multiple options for shaping the figure. The possibilities are virtually endless.

Shapes are manipulated by moving the sliders from side to side. Moving the slider to the right will increase the morph to a positive value, when moving to the left, the morph moves to a negative value.
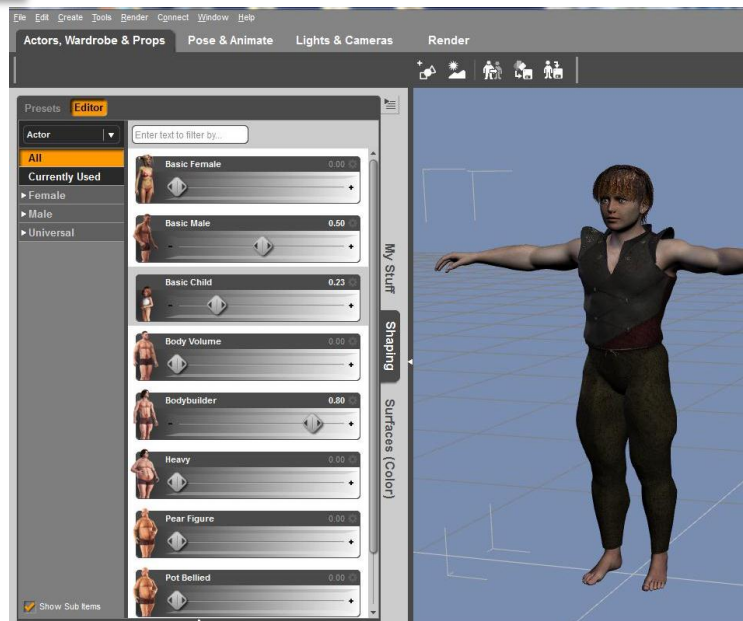
Make sure the figure is selected for this activity.

Select the "Shaping" tab to begin custom shaping of the figure. Click on "All" side navigation window. This will show all the shapes for the full body. You can also select other options from this list.
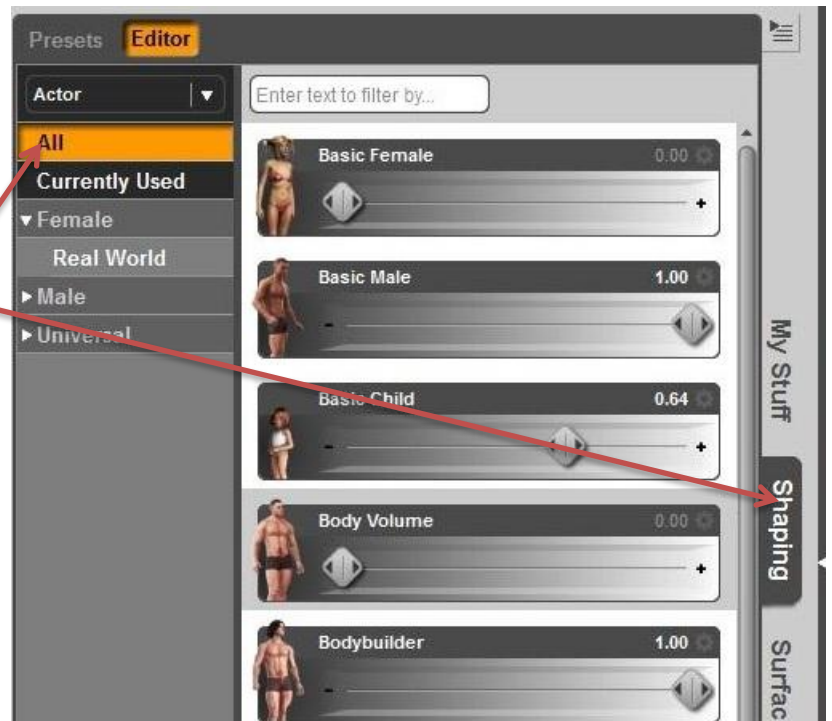
If you select the "Currently Used" option, the list of applied shapes will be displayed. This gives you a quick glance of all the shapes currently applied to the figure.

You can adjust the sliders in this dialog as well.

o **Fine tuning the figures features**

Other manipulation tools are provided for finer movement of the figure. The tool for this is the "Parameters Tab." Within this tool are multiple tools for rotation, scale, transformation, and more detailed shaping morphs.

Spend a little more time learning the locations and effects of the multiple shapes within this tool with some experimentation you will become more familiar with the capabilities.
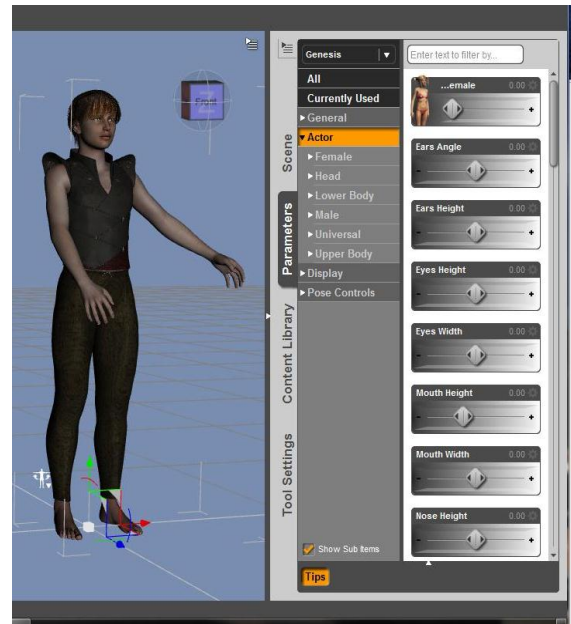
7. Pose, Light and Render

o **Pose the figure**

The manipulation of the joints within the figure to make the figure stand the way a user desires is called posing. There are many options for posing within DAZ Studio. We now move to the "Pose & Animate" Activity. Notice when you change to this Activity the user interface tabs changes to show the tools to help with posing and animation.
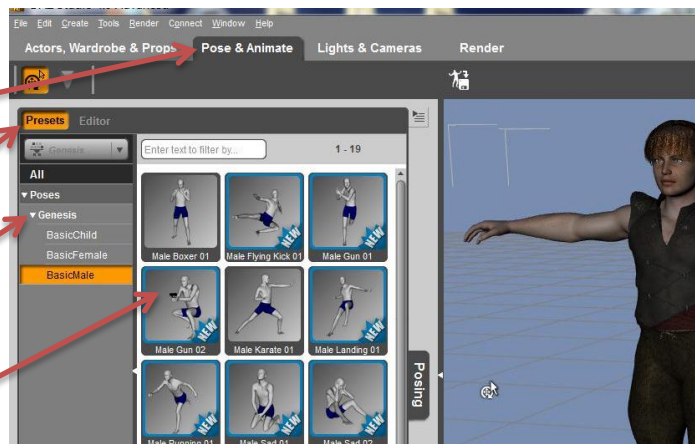
You now have access to the Pose tab. This provides quick access to the presets available within DAZ Studio 4.

Now select the "Pose & Animate" Activity Tab.

Click the "Posing" Tab

Select "Presets" option, now click on the arrow next to "Genesis" to see the presets listings.

You can select any of these presets to apply to the figure.

Now we want to apply a pose preset to the figure in the viewport. With the figure selected you can double click the preset you want, or drag it onto the figure in the viewport.

We have used the BasicMale presets, and applied the "Male Karate 01" pose to the figure.
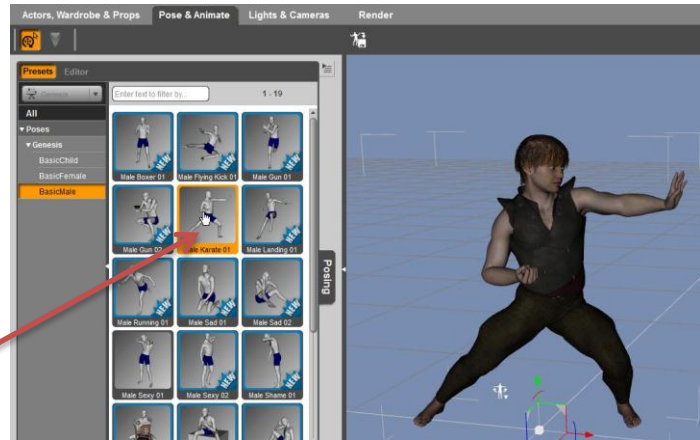
o **Lighting the scene**

With the figure posed, we are ready to begin lighting the scene. Lighting can be customized in many ways. For the purpose of the QuickStart, we will cover basic lighting. *For more details on lighting watch the video associated with these tools.*

We have moved to the "Lights & Cameras" Activity Tab. Now the Lights and Cameras are available to load presets, or create and edit your own. Rotate the viewport to where you want the light to be located (based on where you are looking at the figure).

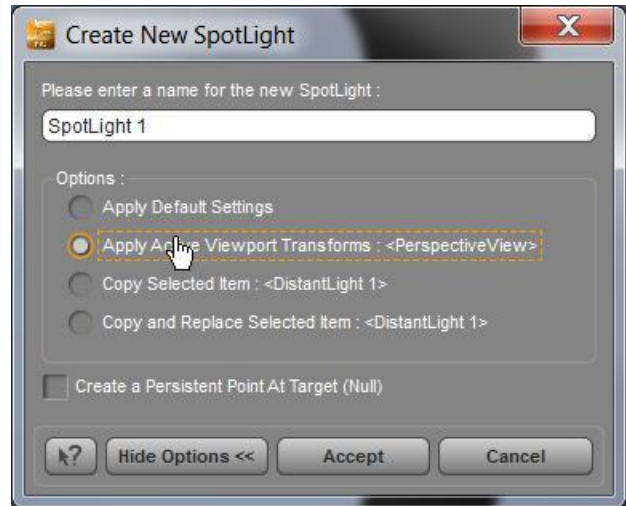Select the Lights & Cameras Activity Tab.

Click on the "Lights" Tab

To add a new light select the dialog arrow here, "Add a Light…" then select "New Spotlight"
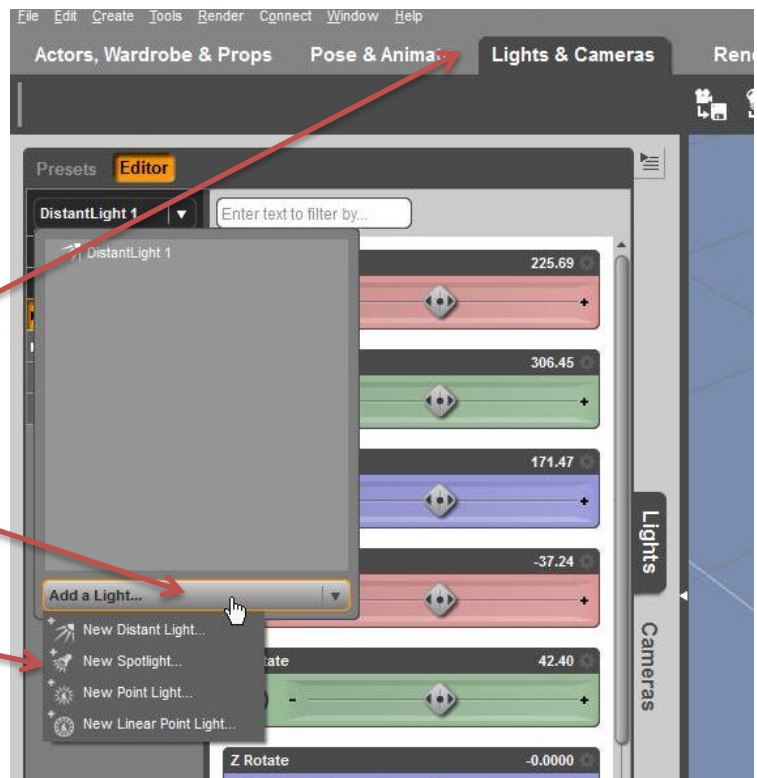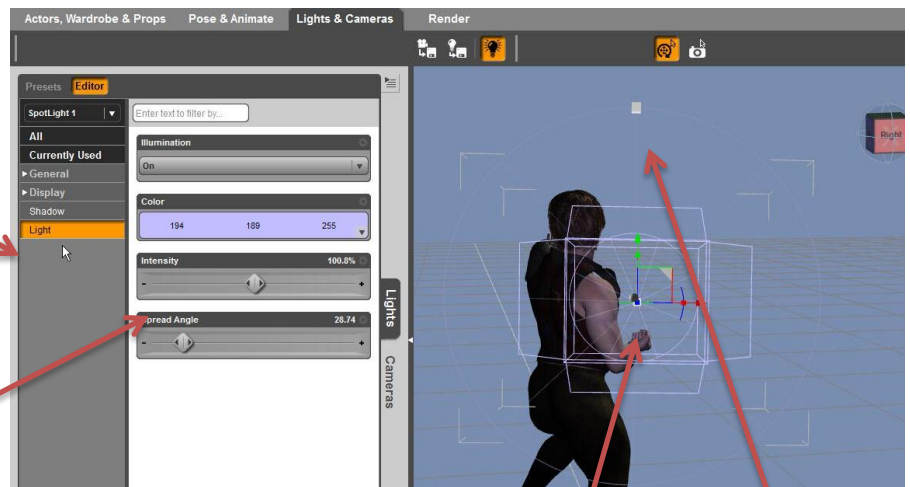
Click on the "Show Options" button, select "Apply Active Viewport Transforms <PerspectiveView> and Click Accept to create the light.

You can view some pre-built lighting presets located in the" Presets" button. These files were created as examples to be experimented with while working within your scene.

Create New SpotLight

Please enter a name for the new SpotLight :

SpotLight 1

Options :
- Apply Default Settings
- Apply Active Viewport Transforms : <PerspectiveView>
- Copy Selected Item : <DistantLight 1>
- Copy and Replace Selected Item : <DistantLight 1>

☐ Create a Persistent Point At Target (Null)

[?] | Hide Options << | Accept | Cancel

Within the "Editor" select the "Light" option. You will now see the adjustments for the selected light.

You can adjust color intensity and spread angle of the spotlight here.

Presets Editor

SpotLight 1 ▼ | Enter text to filter by...

All
Currently Used
▶ General
▶ Display
Shadow
Light

Illumination
On

Color
194   189   255

Intensity   100.8%
− ――――⬤―――― +

Spread Angle   28.74
− ―⬤――――――― +

Lights
Cameras

Create different lights to see their effects. Also experiment with the shadow settings to see how it applies to the scene. The effects of the shadow are not visible until you have rendered the scene. You will see the lighting affect the model, but shadows will show up when rendered.

Viewport manipulation is also available for lights, these objects allow for manipulation live in the viewport.
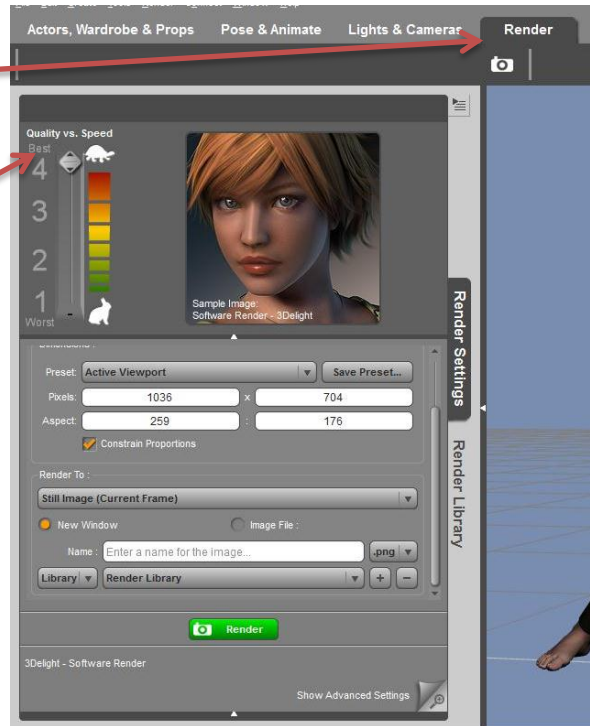
8. Rendering

o Setting up the rendered image

Now that the figure has lighting applied we can set up the scene for a realistic rendered image. We will adjust some of the render settings, and prepare the viewport for a final rendering.

Click on the "Render" Activity Tab, and see the new tab "Render Settings" become available.

Within Render Settings, you can change the Quality vs. Speed settings.

With these settings you will have a higher quality rendering, but it will take a bit longer to render. You will see the effects of the lighting, textures and shadows on the figure. This will also render the new image into a new window as seen below.

To begin the rendering you can click one of these buttons or use your keyboard shortcut ctrl + r

Still image being rendered into a new window as selected in the Render Settings

9. Conclusion

Within this QuickStart Guide we have shown you how to install DAZ Studio 4, understand the user interface to help you be productive. You have also learned the benefits of the new Genesis figure. Adding clothing and hair to the figure is the beginning of customizing the figure, followed by the shape changes available in the morphs. We then proceeded to posing the figure into a position needed for a final image. Lighting was added and a final rendered image was created. With a few more items added to the scene and some lighting presets used, you can create a scene like the one below.