

# UnderWater Ambiance for DAZ Studio

Thank you for your purchase of UnderWater Ambiance for DAZ Studio. Here are some tips to get you started.

## **Under Water Light Sets:**

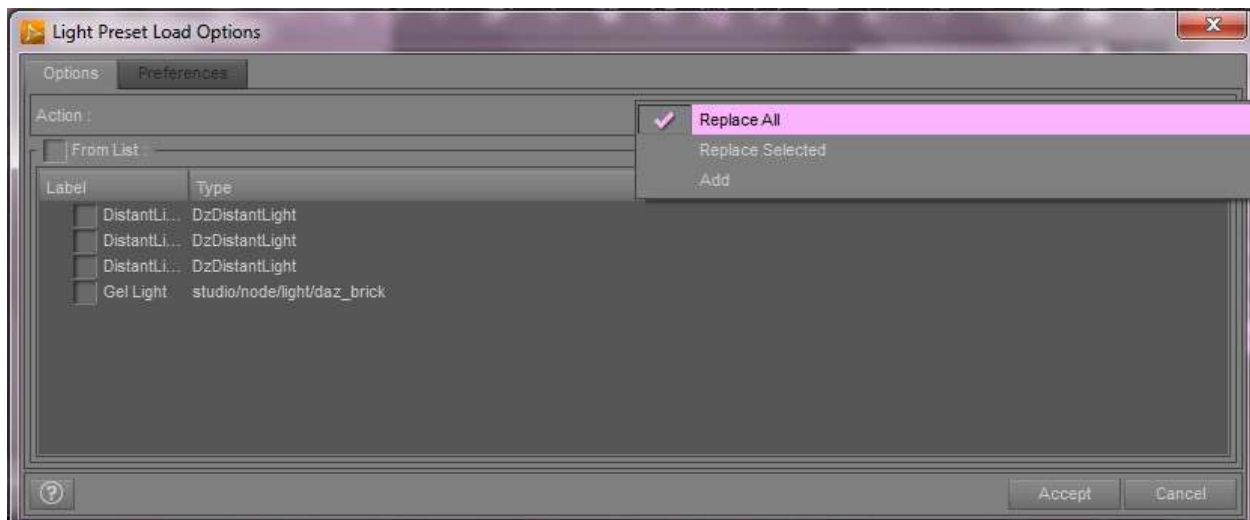
There are 14 full light sets consisting of a caustic gel light and 3 standard distant lights with coordinating colors. Effects range from calm, shallow lake water, to murky sea depths and turbulent oceans.

## **Caustic Gel Lights Only:**

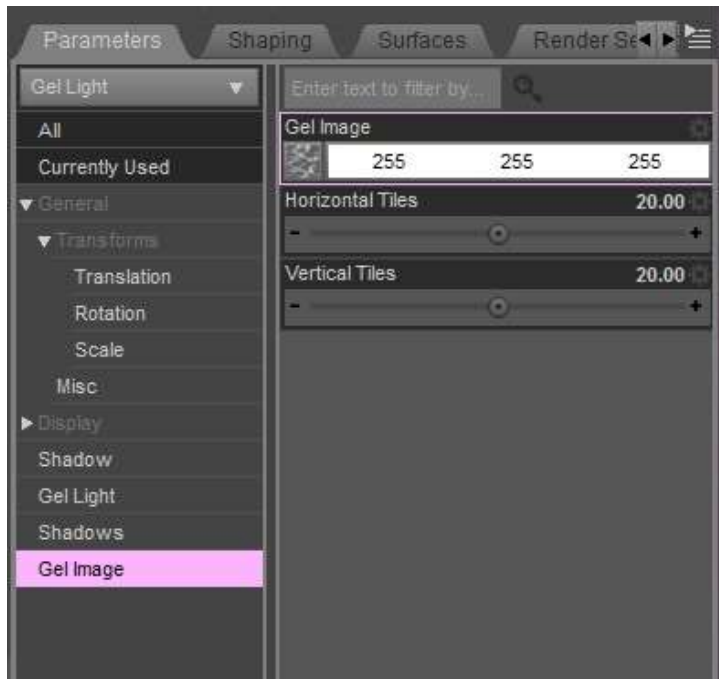
There are 20 caustic gel light presets. These can be used to add a ripple effect to existing light set ups, or alone for a murky look.

## **Notes:**

By default, all of these light presets will replace any existing lights in the scene. Hold down the Ctrl/Cmd key when loading a preset to bring up the following dialog box which will allow you to add or replace lights as needed.



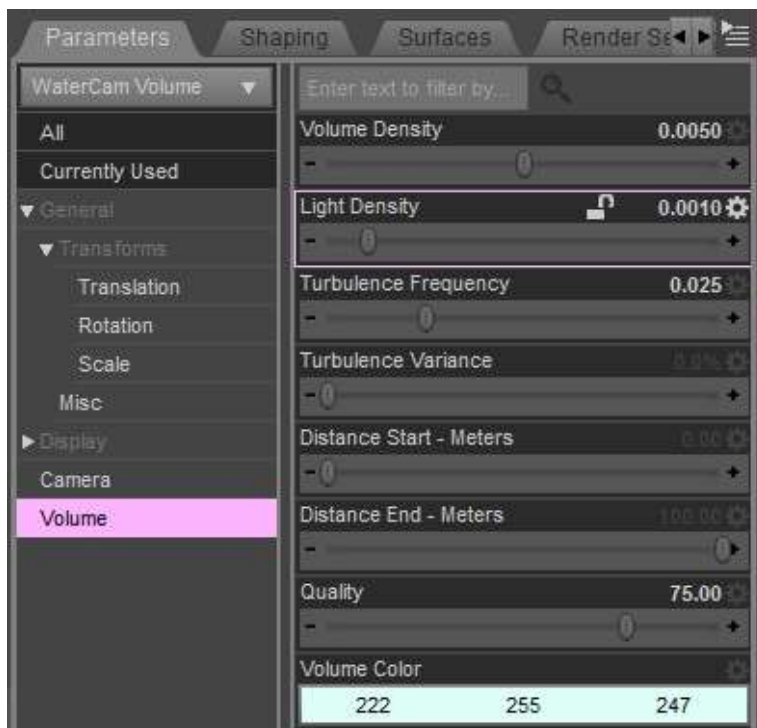
Default tiling on all the gel lights was preset for a camera in roughly the default position, and a figure in the zero position. The Horizontal and Vertical tiling will most likely need to be changed for any image, depending on how far zoomed out the camera is, and how much ripple you want.



You will find the sliders for the Horizontal and Vertical tiling in the parameters tab. In this example, both parameters are set to 20, which means the Gel Image is being repeated 20 times. Move the sliders to a lower number to increase the scale of the caustic image (less repeats), and to a higher number to decrease the scale of the image (more repeats.)

### For use with Zigratrix's Water Camera:

The caustic gel light only presets will load a gel light into the scene in the correct position for use with Zigratrix's WaterCam. For best results, let it replace any existing lights in the scene. The tiling may need to be adjusted. (See above.)



The underwater light sets work very nicely with the WaterCam, but on the default settings for the WaterCam, the light can be very harsh. For a good starting point to get the colors and the cloudy effect, I recommend changing a few parameters on the cameras. Begin by adjusting the volume density to .0050 and the light density to .0010. You can then experiment with all the many WaterCam parameters to make sure you are getting the effect you want. To save time, always do a smaller test render before doing larger, final renders.