Hologram
Image Maker
for Daz Studio

Thank you for purchasing Hologram Image Maker for Daz Studio. I know you will have fun making your own holograms to show to friends and family. Or creating your own company holograms for exhibits and shows.

Just to be certain you understand. This product will create image series files that will need to be made into video files. There are many different software packages to do this, both free and purchased. Personally I use Adobe After Effects.

Also the hologram projector (the pyramid) can either be purchased (they're not that expensive) or DIY. Just Google 'smart phone hologram projector'.

The projector is a pyramid as shown above at a 45 degree angle on each side from the monitor. When looking at the pyramid side straight on, the optical illusion of the image as a hologram is achieved.

The optical illusion is best achieved using a black background, so that the item rendered stands out. By default, the script creates a black background for the rendered image to be layered over.

While you can use the same rendered image series for each angle. For a more 'realistic' look, it is recommended to render the four sides of your scene. Front, Back, Left and Right for 4 camera pyramid.. Front, Left and Right for 3 camera pyramid.
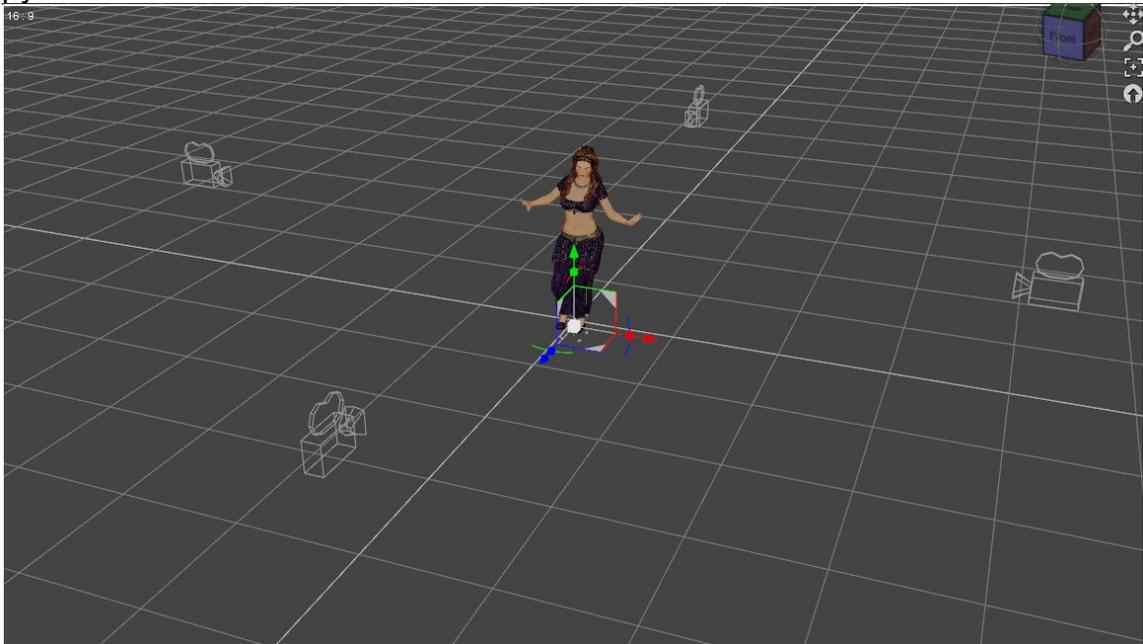
This can be done from within the Hologram Image Maker Render script as you'll see below.
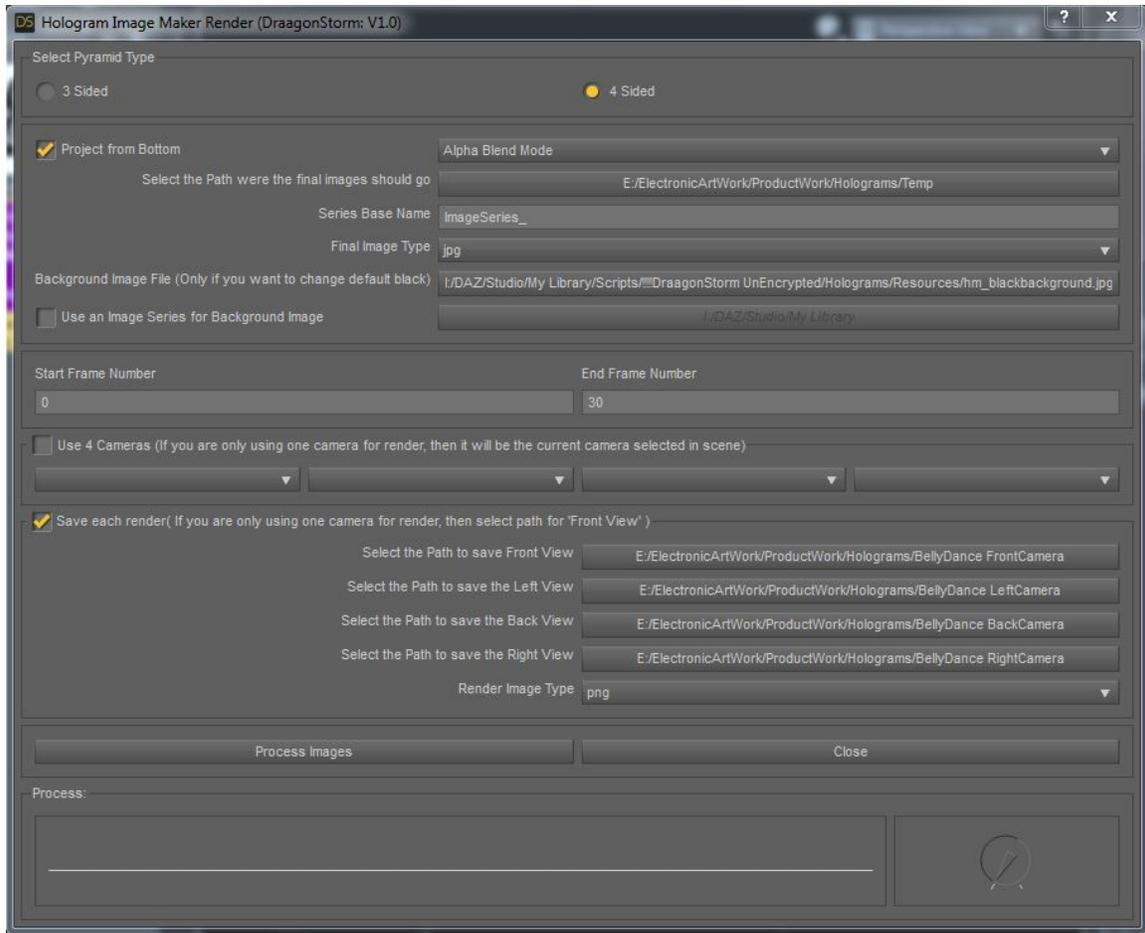
Hologram Maker Render:

First you'll select if you going to be creating for a 3 Sided or 4 Sided pyramid. *Personally I suggest doing a 4 Sided pyramid, since if you save each render, you can use the Hologram Maker Prerendered script to make any of the 4 types of pyramid projections*.

Two camera presets have been included in the Scripts folder, the first is the 3 Camera Setup (Front/Left/Right) and the second is the 4 Camera Setup (Front/Left/Right/Back). It is recommended to adjust the view via the Focal Length in the Parameters tab under "Camera" if you need to do Minor Adjustments like draw the view back or forwards some just make sure that you have ALL the cameras selected at once so that the settings stay the same across all of the cameras!

By default the Project from Bottom is checked, if you uncheck that then the image will be created for projection from the top.

The image file is created using layers, and you have 4 options how the render is overlayed. 1) Additive; 2) Alpha; 3) Multicative; or 4) Subtractive.

Series Base Name is the first part of the name, of image series that will be created.

Select the file type for these images.

Background Image file is the base file for the rendered images to be layered on. By default, and for best hologram it should be black.
Use an Image Series for background image: When you click this, you will be able to select a folder of a previously created image series, so that you can then overlay another series of renders over that... For example: a spinning logo, that is then overlaid with text of some sort.

Start Frame and End Frame are from your Timeline Pane in Daz Studio. Default is 0 to 30.

For a really good hologram look, you really want to render with 4 cameras (4 sided pyramid) or 3 cameras (3 sided pyramid). When this option is checked then you can select which camera for which side.

Save each Render: HIGHLY RECOMMENDED :) Select/Create a folder for each series of images rendered.

Once you have this all set up... 'Process Images' and wait.

You can cancel the Prerendered via the Cancel button and restart at any point but it is recommended to use the cancel render via the small Daz Studio popup window to stop the "Render" script.

Another thing to note is that the Render Script does work with both Iray and 3Delight although the processing duration will, of course, be determined by the Quality and Intricacy of your scene lighting/settings.
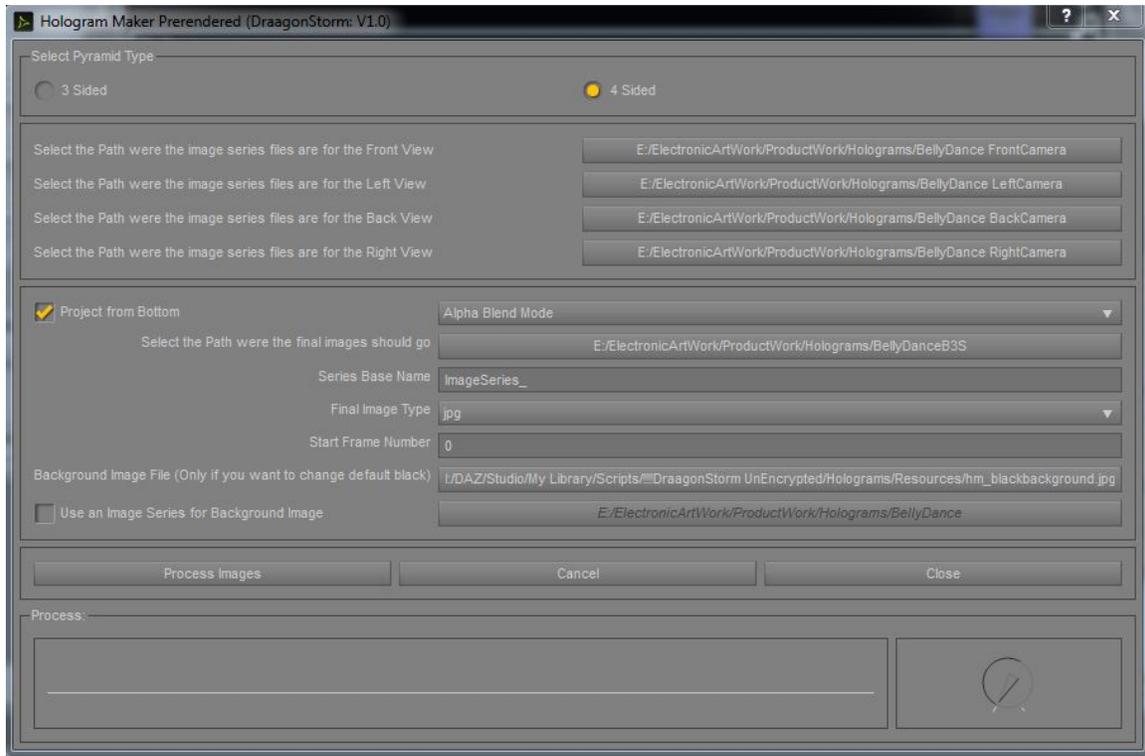
Pretty much the same as above for options. Except you choose were the images come from instead of rendered to.