



Render Studio Monochrome - User-guide

First Things First.

Please set your Daz Studio Environment to 'Scene Only'. You can do this by opening the 'Render Settings' tab, selecting 'Environment' and changing 'Environment Mode' to 'Scene Only'. This will make sure that there is no other light projected from the Dome in Daz Studio and you will get the true benefit from the Monochrome lights.

What's Included...!

Once you have Monochrome installed and Daz Studio open navigate your Content Library to Light Presets/Render Studio/Monochrome. . Here you will find the sub categories for Monochrome.

Props:This contains the 'MC-Floor and Wall' prop and the 'MC-Floor and Wall-2' prop.

The 'MC-Floor and Wall-2' prop is almost identical to the 'MC-Floor and Wall' except that it has a 'baseboard' that separates the floor and the wall giving it a more natural look. The floor and wall sections both use the same textures in both props and a separate set of textures are included for the base board that you can mix and match as you wish.

This then expands in the the Materials/Iray sub-category. Here you will find all of the resources for loading textures and shaders onto the background props. They are split into different categories for easy navigation of the type of material and for the particular prop it is for.

'Backgrounds' refers to the Background material group on the 'Floor and Wall' prop. This is split in to 2 categories: 'Matte' which contains materials for plain shades of grey and also an 'Emissive' shader which acts like a very bright light behind your figures and is used for 'High Key' FX.

The 'Textured' category contains 15 unique textures backgrounds.

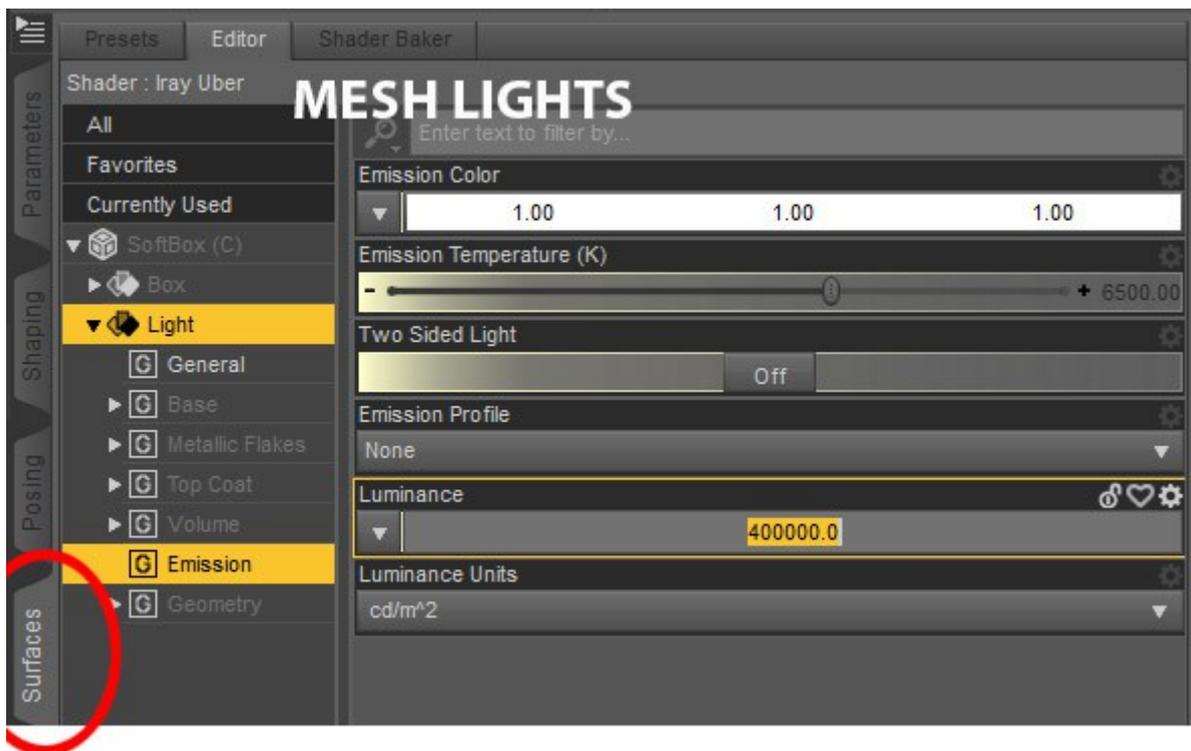
'**Baseboard**' contains 10 textures for use on the 'Baseboard' material group on the 'MC-Floor and Wall-2' prop.

'**Floor**' refers to the Floor material group on the 'Floor and Wall' prop and contains 10 high quality textures.

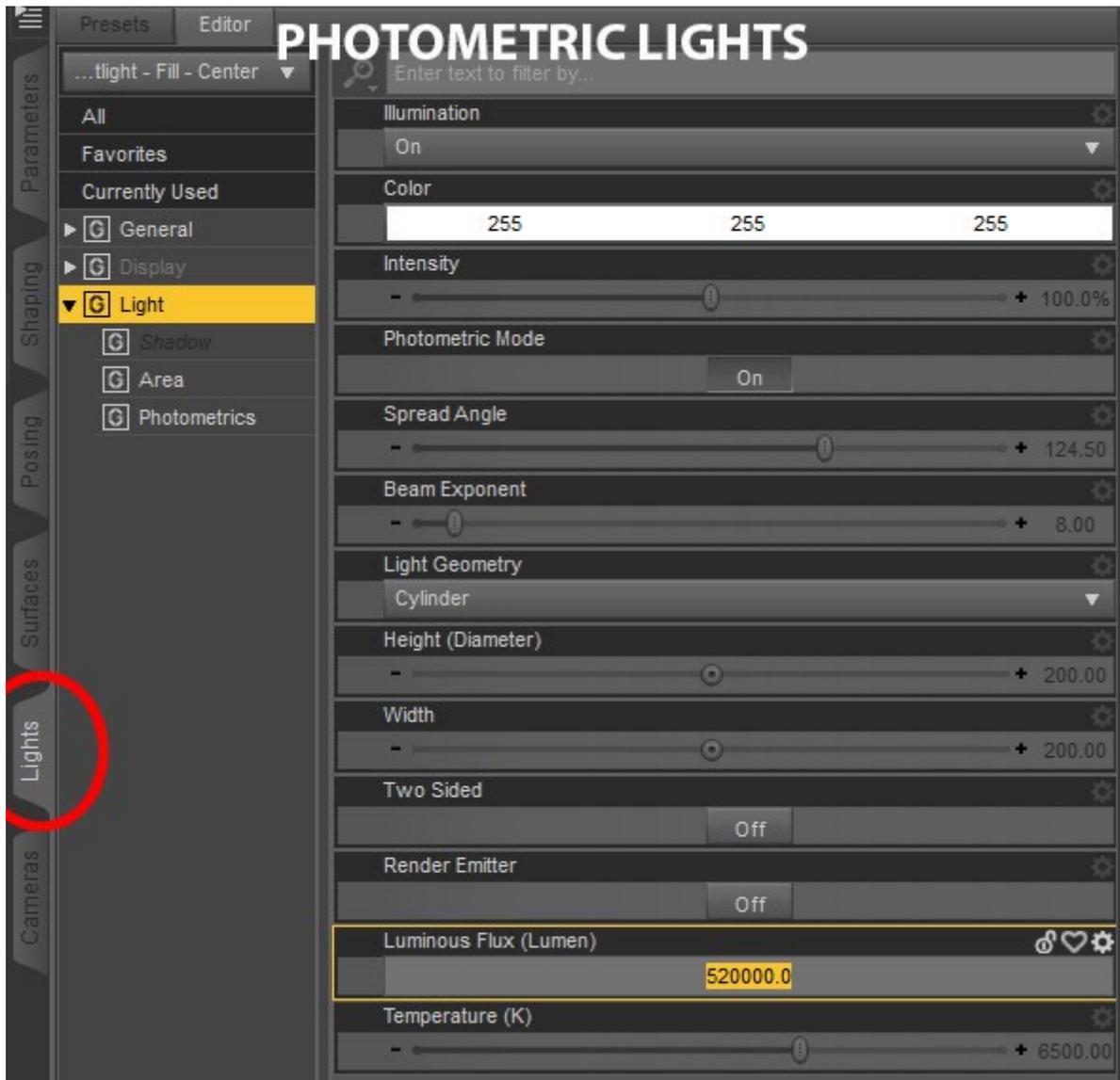
LIGHTS: This is by far the most important and extensive category. It contains a large selection of some of the most commonly used lights in a photographic studio when photographing in black and white.

IMPORTANT NOTE: All lights are set at a luminance value that is an average intensity. You can and should change this value to suit your own preferences and your scene. These lights are meant to be randomly mixed together so there is no way of knowing the correct luminance for any particular light as it will be different in every scene. Also all skin set-ups are different and may contain higher glossiness or specularly. This may make the lights look too bright.

MESH LIGHTS = All Softbox lights and Reflector Lights.



PHOTOMETRIC LIGHTS = All Spot/Specular Lights and Background Lights.



'Background Lights' contains two sub folders each with 6 lights that can be used with the 'Floor and Wall' prop. The 'Circular' category contains a selection of sizes to light the background with a circle of light of three different sizes. There are three soft circles of light and three hard circles of light. The 'Glancing (angled)' category contains six lights that are angled on the background projecting a streak of light. These are also provided as three soft lights and three hard lights.

'Cameras' This category contains a large selection of camera pre-sets mimicking various angles, focal lengths and points of view that are typically used by photographers when photographing a single figure. They can be customized for more than one figure. All cameras have the 'Headlamp' turned off. NOTE: You can use the 'Ctrl+L' command to turn on the viewing light. This will not affect your scene. NOTE: These are the same set of cameras included in Render Studio Iray.

' **Photometric Spot Lights**' This category contains all the spot lights, excluding the specular lights.

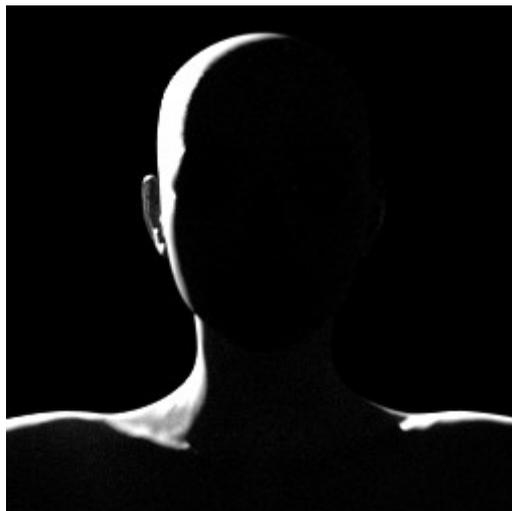
Hard Spots: 3 spot lights that cast hard shadows. There is a Left and Right Key light and a 'controlled' light. **NOTE:** All lights in this product were their names end with (c) are parented to an invisible controller prop. To move the light, select the 'Controller' in the Scene tab and use the Rotate dials in the parameters tab. Use the Y rotate to move the light 360 degrees around your figure and the X rotate to position the height of the light. You can also use the Translate and Rotate dials on the light itself to fine tune the positioning of the light.

Hard Spot Example:



Hard Spot Rim Lights: 6 Rim lights. Use these lights to add a rim of light on the left or right of your figures to give them depth and help them stand out from the background. There are also 'Center' Rim lights positioned behind the figure to add Rim light all around the figure.

Hard Spot Rim Example:



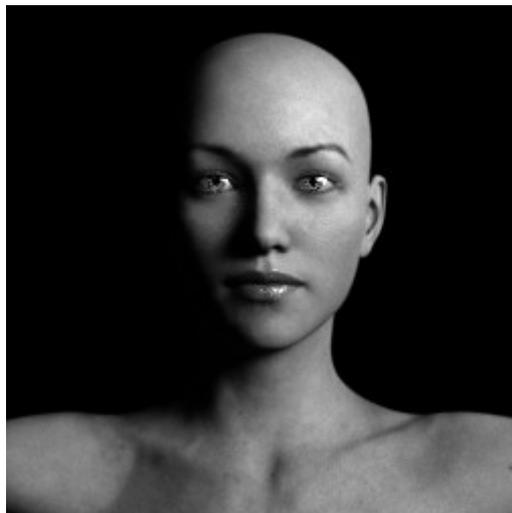
Soft Fill Lights: There are 3 soft fill rights. Left, right and center. The luminance intensity is quite low on these lights so adjust it to work well with your key light. These are usually used in conjunction with a key light, side light or rim light to lighten the shadows created by those lights.

Soft Fill Example:



Soft Spots: There are 3 categories of soft spot lights plus the main category contains all of the standard key lights and a controller light (See Above). The lights that are labelled 'High' and 'Higher' create very deep shadows and mimic the style of 1930-1950's Hollywood photographers such as George Hurrell.

You can see examples of this on Google here: https://www.google.ie/search?q=george+hurrell&newwindow=1&biw=1225&bih=834&source=lnms&tbn=isch&sa=X&sqi=2&ved=0ahUKEwiWyuHT46HMAhWnBsAKHXXNB6YQ_AUIBigB



Soft Spot Example:

High Soft Spot Example:



Rembrandt Lights: These lights mimic the lighting style of the painter and is regularly used in portrait photography today. This style can produce portraits that are both natural and compelling. It produces a light on one half the subject's face and a triangle of light on the shadowed side of the face.

See examples on Google here: <https://www.google.ie/search?q=Rembrandt+lighting&newwindow=1&sa=X&biw=1225&bih=834&tbm=isch&tbo=u&source=univ&ved=0ahUKEwi2zN3S5KHMAhXCfhoKHYwkC1UQsAQIGw>

Rembrandt Example:



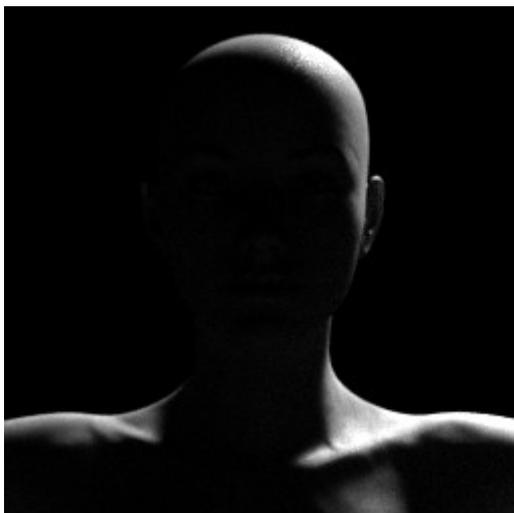
Soft Side Lights: Left and right Side lights can be used for great effect to create high drama in an image. You can use them as they are against a black or dark background or you can add fill and/or rim lighting.

Soft Side Light Example:



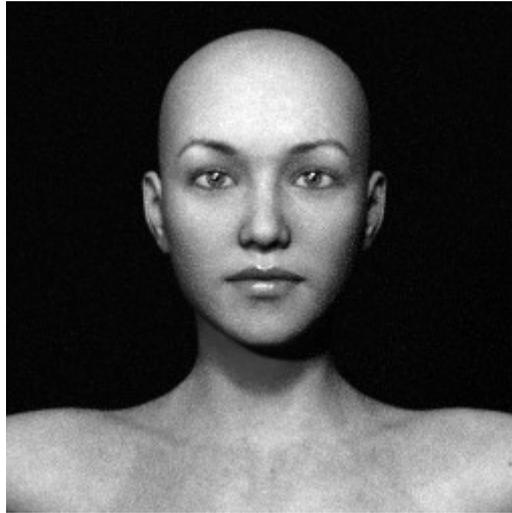
Soft Spot Rim Lights: There are six of these are they are similar to the hard set except they are softer and create more of a spread of light on the floor.

Soft Spot Rim Example:



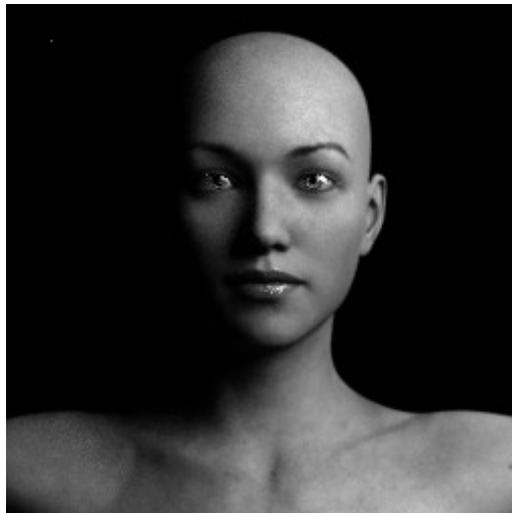
Reflector Light: The Reflector 'mesh' light mimics a real life studio light and is connected to a controller prop.

Reflector Light example:



Softbox Lights: There are 6 standard softbox lights and as the name suggests these are very soft mesh lights. There are two that are close to the figure and two that are further away and higher. You can change the position or scale these lights in any direction for different effects. There is also a Softbox with a controller prop and a Clamshell light with a controller prop (See Below).

Softbox light Example:



Clamshell Light: The Clamshell(C) consists of two softbox mesh lights, one above the other. The lights are parented to a controller so you can position them at any point around your figure. However they are usually used in the default position in a real life studio. You can also rotate the controller 90 degrees to place the lights in a horizontal position if required.

Clamshell lighting Google definition: *Clamshell lighting is a technique commonly used by fashion and beauty photographers to create flattering, glowing light. In fact, if you look at a majority of beauty campaigns for the biggest brands, you will likely see this technique employed. It's best used for flattering portraits for women and beauty photography.*

Clamshell Light Example:

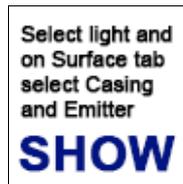
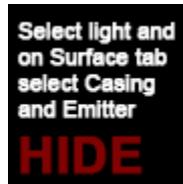


'Hair Lights'. Hair lights are similar to rim lights but are focused more onto the hair and shoulder area of the model. NOTE: if your figure moves too far out of the default loading position the hair lights may not reach the figure. You can either move the mesh light into the correct position manually or you can select the light in the scene tab and in the Parameters tab, sub category 'Misc' you can use the 'Point At' function to point the light at the head or collar of the figure. Whichever works best. There is a left and a right hair light in this category. There are 3 hair lights. Left, right and center.

'Specular Light'. The specular light is used to bring out specularity in the eyes, lips and anything else that needs it. Although the specular light loads pointing at the head it is best to use the 'Point At' function to point it at the head or one of the eyes. It is also advised to move the light to the side after pointing to avoid pins of light directly in the centre of the cornea. This can look unnatural.

There is also a (c) controller specular light. You can parent the controller to the main figure if you wish and use the controller parameter dials to manipulate the position of the light.

'Hide-Show Mesh Lights'. In the Utilities category of Render Studio there are two files to hide and show the mesh lights so that they do not show in your renders. To use these make sure that you have the light selected in the Scene panel and also in the surface tab.

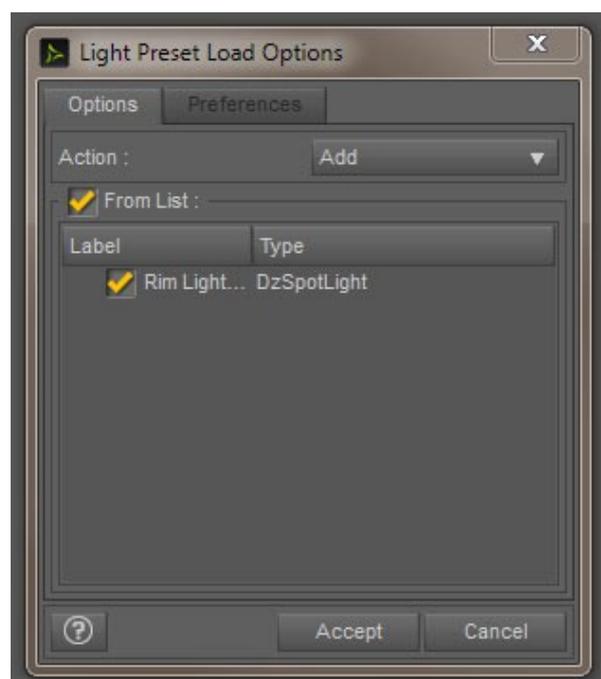


NOTE:

Use the Ctrl key when loading extra photometric lights!!!

It is very important to note that when loading lights (like the rim lights) that are photometric that you should hold down the control key when loading the light. If you have another photometric light or a projector light in the scene it may remove it and replace it with the newly selected one. If this happens you can simply undo the last procedure and restore the lights to the way they were.

Here is the dialogue box that pops up when you hold down (import) the 'ctrl' key. Just check the boxes as shown and click 'Accept' and the new light will load and your previous photometric lights will remain the scene.



Pre-Set Scenes. There are five pre-set scenes included in Render Studio Monochrome (See renders at end of document). These will load a complete scene derived from some of my promotional renders. All you need to do is to load a figure of your choice into the scene, clothe, pose and render. These scenes may also help you understand the basic principles of Render Studio Monochrome.

Render Settings.

There are various render settings included. There are three for High Contrast and three for Low Contrast Black and White These range from 'Draft' which is a quick and dirty setting that I use all the time for test renders. Especially when I am in Nvidia realtime rendering mode and I can see the changes almost instantly. There are three settings ranging from low quality to high quality. If you want the best quality that I use then you should use the 'High' settings. Bear in mind that if you do not have a very powerful computer and graphics card that the render times can be extremely long. Especially with hair.

Don't forget that you can use your own render settings or set them back to default and render in colour too.

There is also an additional 'Bloom' setting that will render your highlights with a soft glow. This can be applied to any render setting as it will only set up the Bloom filter at a threshold of 7k. Additionally there is a 'Bloom Off' setting for turning it off.

There are two Vignette settings that if use will be added to your render settings and won't change anything else. If you wish to remove the vignette just go to the Render Settings tab/Tone mapping and set the Vignette slider to zero.

Important things to remember.

'Background materials'. When loading the background materials there are certain things you must do. You must have the background prop selected in the Scene tab and you must also select the corresponding material group in the Surfaces tab.

'Hide/Show Mesh Lights'. To hide/show the mesh lights in the scene use the files in the Utilities folder. Make sure that the Casing and the Emitter are both selected in surfaces.

'Specular Light'. The specular light needs the 'Point At' function set manually to either the figures head or one of the eyes. It's best moved away from the centre of the scene (left or right) in order to not have bright white dots in the middle of the iris.

'Light Intensity'. The intensity of each light should always be adjusted when necessary as the default settings in Render Studio are only an approximation of the intensity that you may require in your scene. When using mesh lights please adjust the 'Luminance'. Or when the property is visible adjust the Luminous Efficacy slider too. Please note that large increments may be necessary such as adding or subtracting one or more zeros from the the total amount of lumens. When adjusting the intensity of Photometric lights such as rim lights, background lights and projectors please use the Luminous Flux slider.

That about wraps it up for 'Render Studio Monochrome'.

Don't forget to [subscribe to My YouTube Channel](#) where you will find all my tutorial videos and more.

<https://www.youtube.com/channel/UC26MRLGxc0eqX9LmZbyd8qw>

Check out [my Facebook page](#) where I give you tips on using Render Studio Monochrome and all my forthcoming products at Daz., Look out for those new products too. I have many planned.

<https://www.facebook.com/colmjackson3d>

I sincerely hope you enjoy using Render Studio Monochrome.

Have fun rendering.

A handwritten signature in black ink that reads "Colm". The letters are cursive and fluid, with the 'C' being particularly large and looping.

Scroll to next page for Pre-set renders.

Preset Scenes Renders:









