



## Hi-Key Studio – User-guide

Welcome to the Hi-Key Studio User Guide.

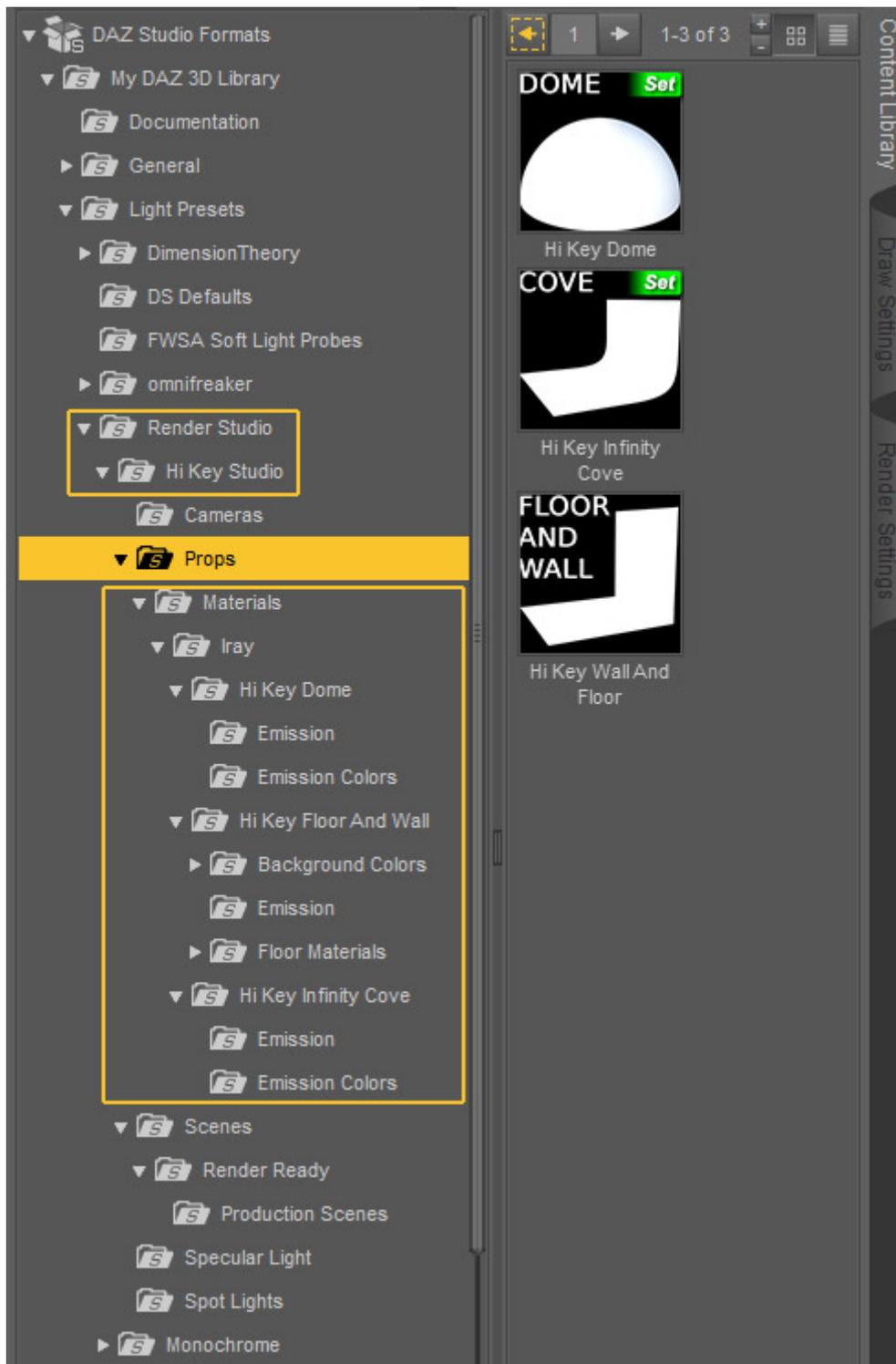
Hi-Key Studio is extremely easy to use. There are only two lights and many pre-set **'Ready to Render'** Scene set-ups to get you started. When using the pre-set 'Ready To Render' scenes all you need to do is to load the scene, add you figure or figures, pose and render. There are 19 pre-set cameras so you can easily find the desired point of view.

You can of course build your own Hi Key scene from scratch. Just load the **Dome**, and either the **'Wall and Floor'** prop or the **'Infinity Cove'** prop, select and load an emission shader for the props that you are using, and if desired load one of the two spotlights to create hard or soft shadows on your figures.

There are extra shaders to create **Emission Colors** on all props too. Loading these colors will not effect the emission luminosity of the prop. So you can mix and match quiet easily.

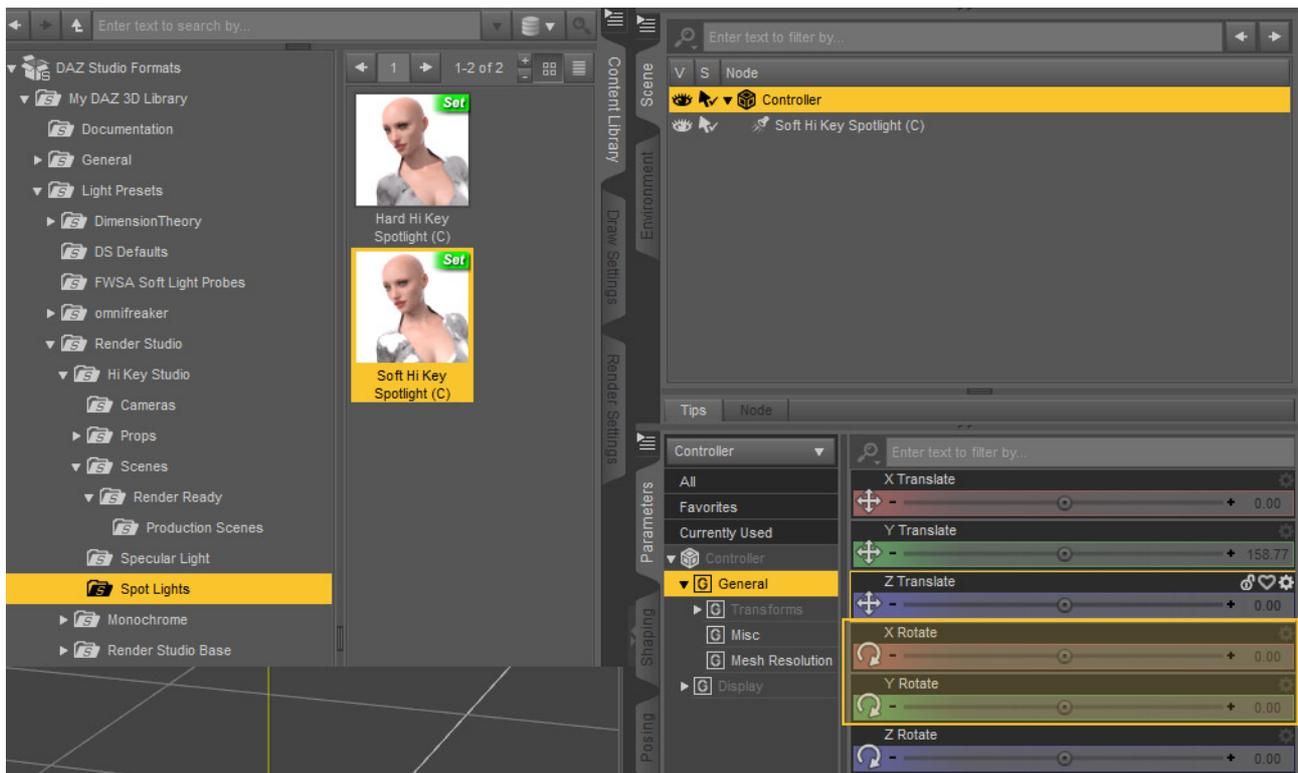
The Floor and Wall prop also contains shaders for the floor that will help you ground your figures when doing full body renders. This is important because if you use all white and a high emission luminosity there will be no floor visible. These range from pure white to medium grey and very light grey. There are also two reflective floor shaders and a set of reflective colors.





The 'Wall and Floor' and prop is the main emission light in most cases. So this is in effect a 'Mesh' light. By using the emission shaders you can project either very low emission luminosity or extremely high luminosity. The higher the luminosity the more the figures will be blown out around the edges. This is a desirable and common trait of Hi-Key photography. The Infinity Cove works on the same principle but the entire cove is an emissive mesh light.

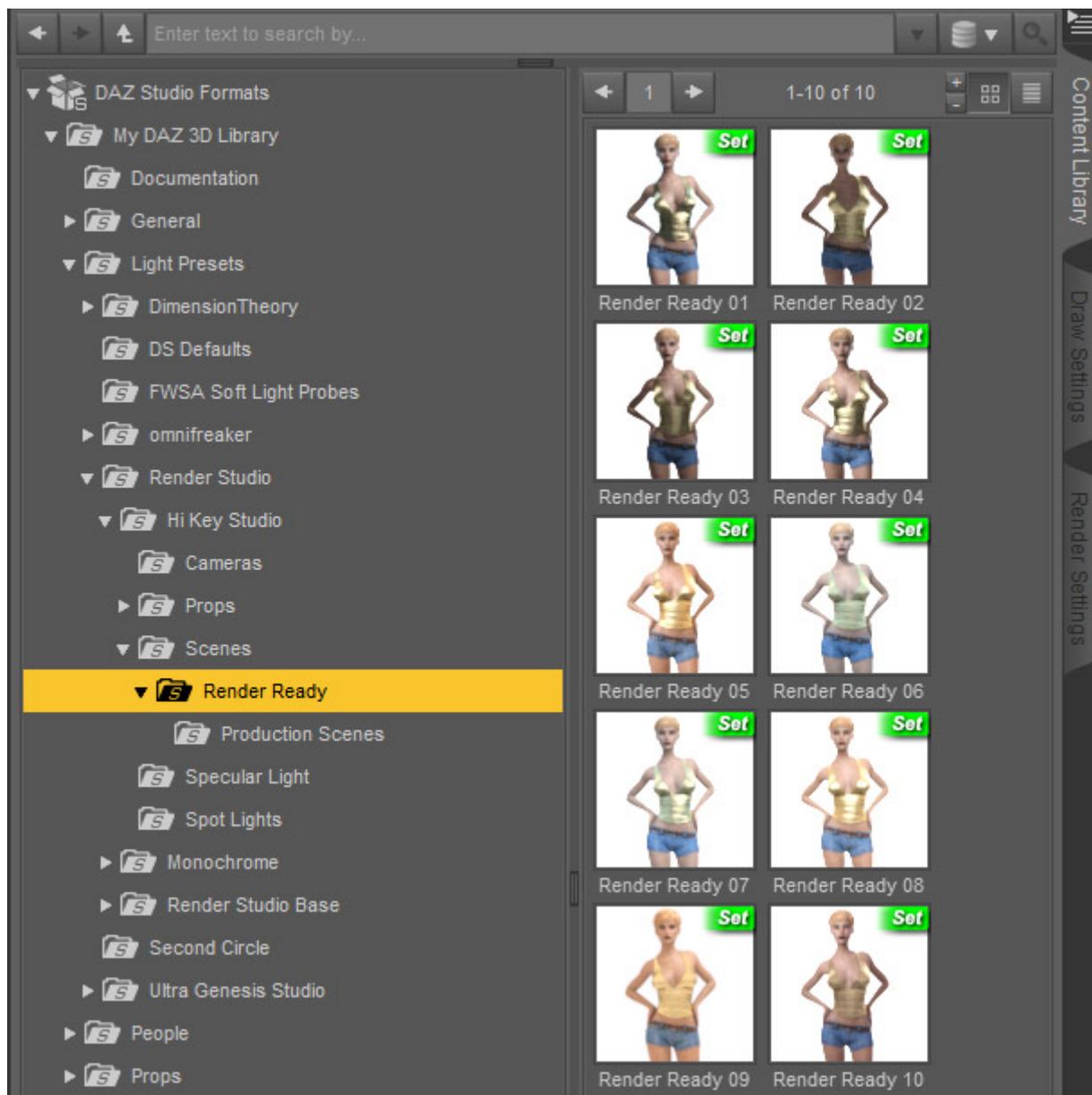
The Dome is also an emissive mesh light but is used more as an ambient fill light lighting the entire scene. The emissive luminosity can also be varied via the Emission and Emission color shaders provided.



The two main spotlights that are included 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 if needed.

The spotlights are light are used to give a shadowed modeling to the figures or props in your scene. One light will cast hard edge shadows and the other will cast very soft edge shadows.

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 in the zero position it is best to use the **'Point At'** function to point it at the head or one of the eyes. **To easily do this** just select the Specular light in the Scene tab and right click on the head of your figure. In the drop down menu that appears please select **'Parent Specular Light To Head'** function. It is also advised to move the light to the side after pointing to avoid pins of light directly in the center of the pupil. This can look unnatural. **PLEASE NOTE:** In my experience the 'Point At' function in Daz Studio loses it's focus regularly. Before doing a final render always check that it is still pointing at the head. If it is not just repeat the above steps.



There are 15 'Ready To Render' scene subsets. 10 of these are base set-ups that utilize most of the different parts of Hi Key Studio including the spot lights at differing angles and different emission luminosities and colors on the props.



The 5 scene sub-sets in the 'Production Scenes' library are specifically from my promotional renders for this product. **PLEASE NOTE:** The figures in four of these scenes are posed in the general place that the figure loads into the scene. However the scene called 'Enveloped' needs the figure Z translated so that the back of the figure is almost but not touching the wall of the Floor and Wall prop. This is required to replicate the very intense burnout effect around the figure. **ALSO NOTE:** The Specular light will need to be repositioned and re 'Pointed At' to suit your figure in all of the 'Ready to Render' Scenes.

The '**Cameras**' 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 if needed when using only the dome and Floor and Wall prop for lighting. This will not affect your render. **NOTE:** These are the same set of cameras included in '**Render Studio Iray**'.

**IMPORTANT NOTES:** All lights and emissive props 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 specularities. This may make the lights look too bright.

Before you start 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 Hi-Key Studio lights.

At the end of this user guide I have included previews of the production renders for reference.

That about wraps it up for '**HI-Key Studio**'.

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 HI-Key Studio and all my forthcoming and past products at Daz., Look out for those new products too in the Daz store. I have many planned.

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

I sincerely hope you enjoy using HI-Key Studio.

Have fun rendering.

A handwritten signature in black ink, appearing to read 'Colm', written in a cursive style.



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**F-F-F- Fashion**



**Lightroom**



**Enveloped**



**Soft And Smooth**

