

PRO-STUDIO
HDR
LIGHTING SYSTEM
3



RS
Iray

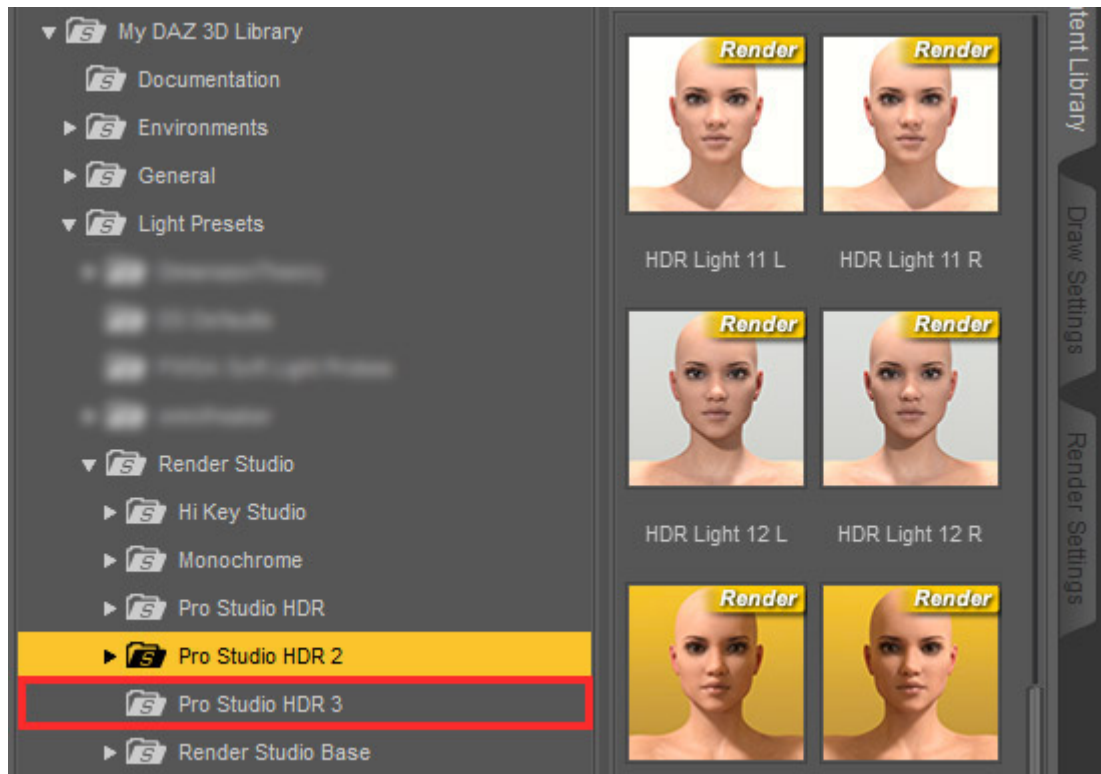
Pro-Studio-HDR 3 – User-guide

Welcome to the Pro-Studio-HDR 3 User Guide.

The 'PRO-Studio HDR Lighting System 3' is based on the industry standard for 'High Dynamic Range' simulation of real world photographic lighting.

Pro-Studio-HDR 3 couldn't be easier to use. All the light pre-sets are set up as 'Render Presets' so all you need to do is load the one of your choice and you are ready render.

The Pro-Studio HDR 3 files can be found under Light Presets in the following location.



It is important to note that no other lighting is required with the PRO-Studio HDR Lighting System. Plus the HDR's in this package will provide you with the best specularity and eye reflections that can be achieved in Daz Studio 4.9. However if you wish to add extra lights to your scene you can do so in the usual way.

CAMERAS

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. This will not affect your render. These are the same set of cameras included in '**Render Studio Iray**'.

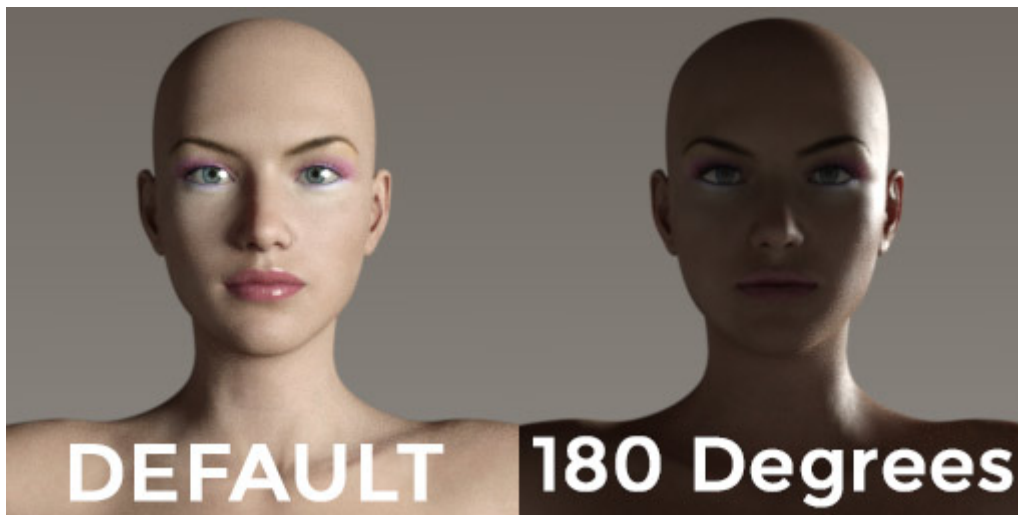
Utilities.

In the Utility folder you will find two files for turning the dome 'OFF' and 'ON'. It is useful to turn the dome off if you wish to create an alpha channel around your figures in order to add a custom background in a 2D application like Photoshop.

Turning the dome off will still retain all the lighting.

Dome Rotation.

It is possible to use the 'Dome Rotation' dial in the 'Environment' tab in 'Render Settings'. This will rotate the lights around the scene giving a totally different look to your lighting. Be aware that because the lights are actually rendered on the HDR image they may show behind your subjects at certain rotation values.



IMPORTANT NOTES:

Before you start please set your **Daz Studio Environment to 'Dome and Scene'**. You can do this by opening the 'Render Settings' tab, selecting 'Environment' and changing 'Environment Mode' to 'Dome and Scene'.

That about wraps it up for '**Pro-Studio-HDR 3**'.

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](#) were I give you tips on using 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 Pro-Studio-HDR 2.

Have fun rendering.

A handwritten signature in black ink, appearing to read "Colm". The letters are fluid and connected, with a cursive style. The "C" is large and loops around, and the "m" has a long, sweeping tail.

