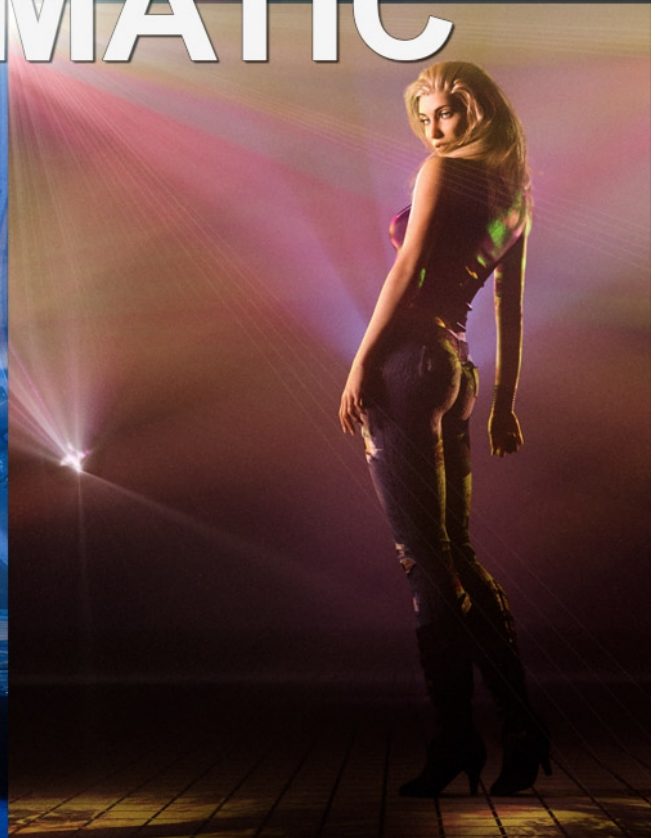
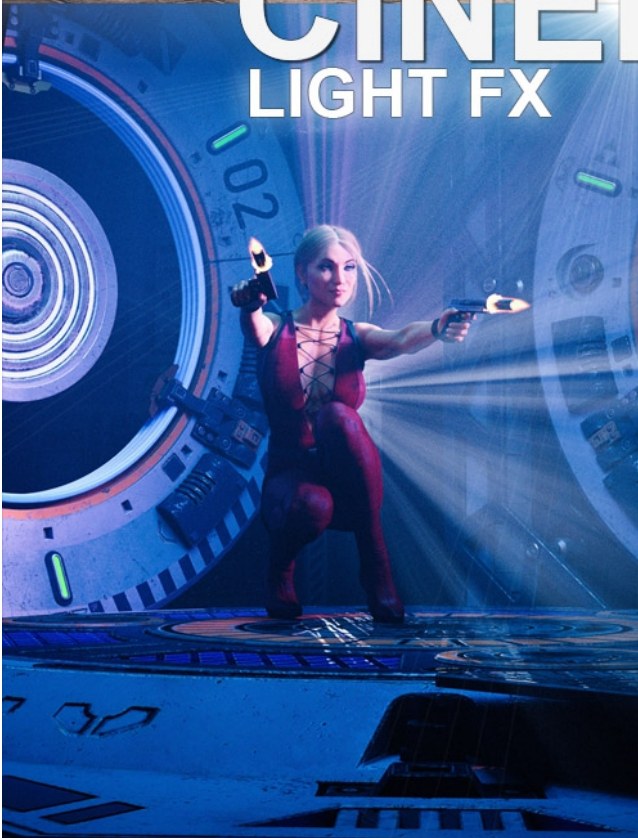




CINEMATIC

LIGHT FX



CINEMATIC LIGHT FX – User-guide.

Thank you for purchasing CINEMATIC LIGHT FX for Daz Studio.

CINEMATIC LIGHT FX is fairly easy to use. After installation, you will find the product installed under 'Light Presets' in your Daz Studio content library.

The first thing to do is to open the Atmosphere Setup folder and load both files. This will set up the atmosphere and the environment. The environment needs to be dark for the atmosphere to work to it's full extent. The scene will now be black as there are no lights.

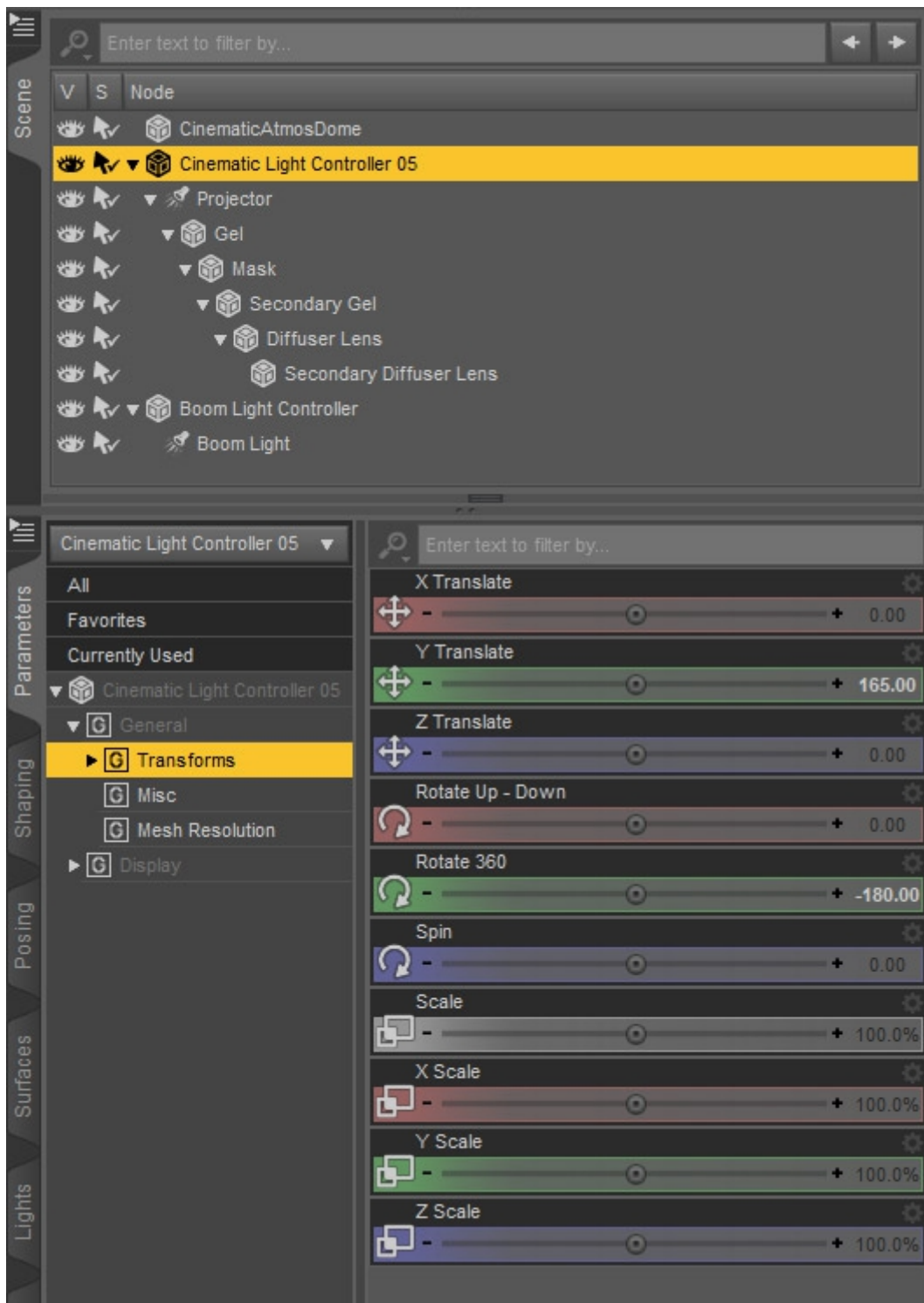
Load a figure into your scene and then load the 'Boom Light' from the Boom Light Folder. This light as with all lights in this product is connected to a controller gimbal that is situated approximately in the head of a figure in the zero position in the scene. In your 'Scene' pane select the 'Boom Light Controller'. In your 'Parameters' pane you will see under 'General/Transform' that there are three specific dials. You can use these dials to position the light on your figure or generally in the scene. You can move the controller to any place you want in the scene and the light will rotate around that point. You can do this with the Cinematic FX lights. Inside the Boom Light folder are also a set of colors for this light. You will need to click on the small triangle to open the Boom Light hierarchy in the Scene pane. This will reveal the light itself. Select this and load any of the colors.

Open the 'Cinematic Lights' folder in your content library to access all 20 FX lights. Double click to load any of the lights. All the FX lights load behind a figure in the zero position and facing the camera. They will not work the same facing the opposite way.

Click on the 'Cinematic Light Controller' in the Scene pane. As with the Boom Light you will see three new dials in the Parameters pane under General/Transform for the FX light. You can use these dials to position the lights within your scene. Make sure that the lights remain facing toward the camera. It is ok if they are angled as this will produce nice beam patterns for many of the lights.

You can adjust the intensity of the FX lights with the included files in the 'Light Intensity' folder. There are some simple left and right horizontal positions to get you started in the 'Light Positions' folder and you can adjust the size of the light with the two size files in the 'Light Size' folder. You must open the FX light hierarchy and select 'Projector' before using the size files. Please see the FX Light hierarchy image below.

You can load as many of the FX lights into your scene as you wish...



See below for tips.

TIP 1: Using Atmospheric lights can produce fireflies in your renders (small white pixels). If this occurs try reducing the intensity/brightness of the FX light. You can also render double the size of and then reduce the final size to the original size that you wanted. This tends to eliminate most fireflies. However the render time will be increased.

TIP 2: You can select the FX light 'Projector' in light hierarchy and move the entire FX light independently to any position using the transform dials.

I hope you enjoy this product. And again many thanks for your support.

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