

OK, lets start open a new document/scene

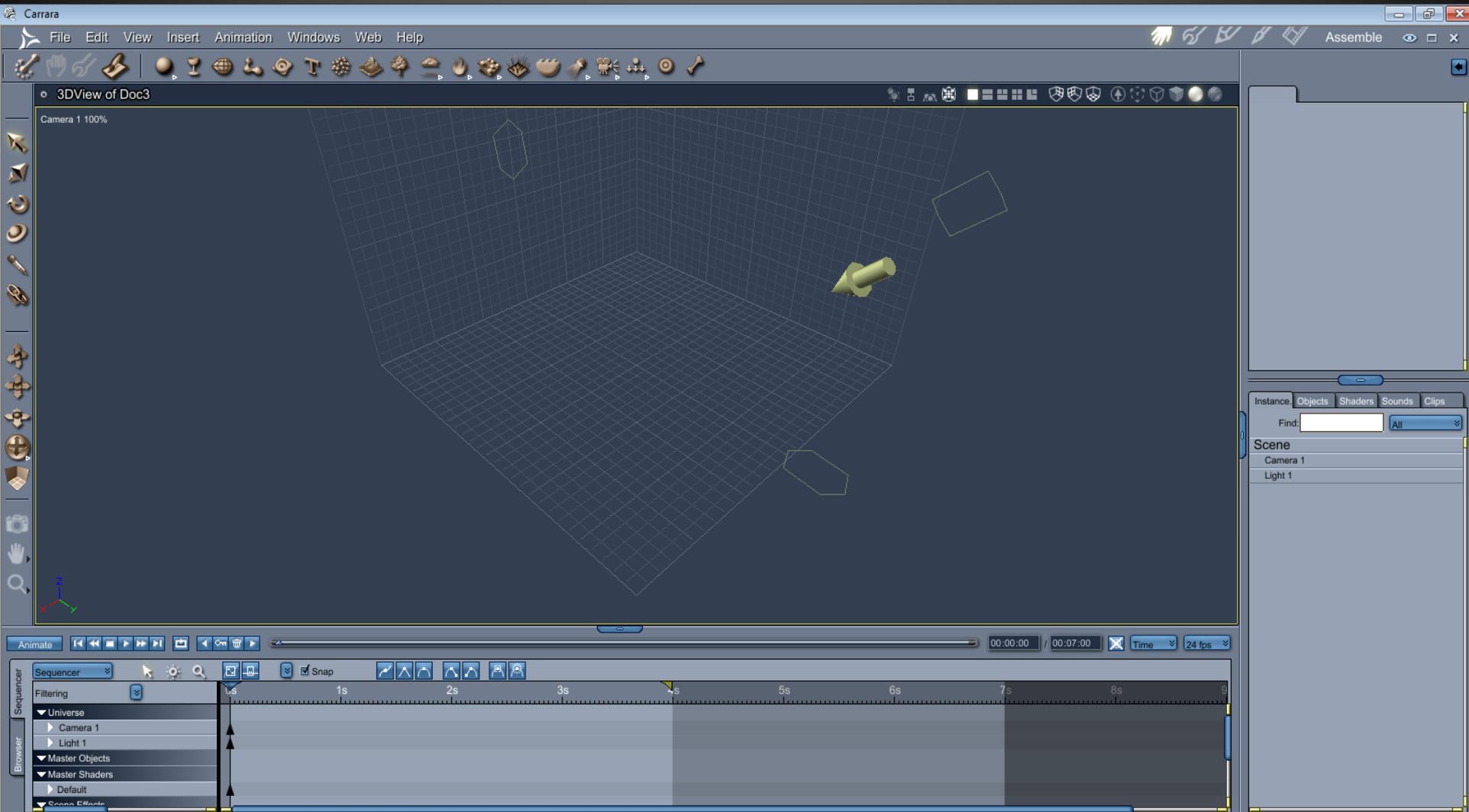
1. Press ctrl+n *or* click file → new in the upper left hand corner



2. In the pop-up screen, select “medium” in the third box and click “ok”

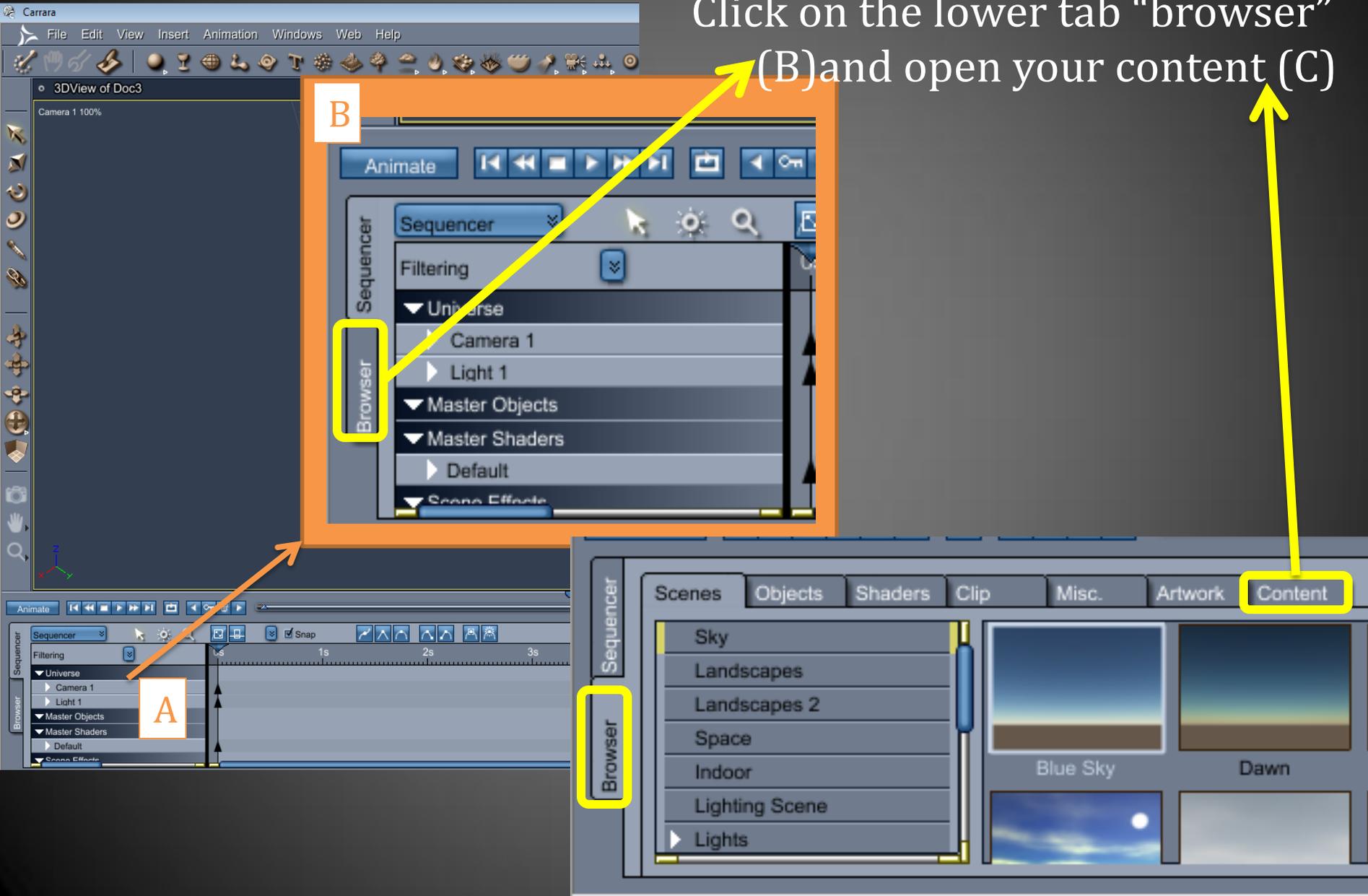


You should now have a grid on your screen like this:



3. In your browser pane (bottom of screen), by default you are viewing the “sequencer” tab (A).

Click on the lower tab “browser” (B) and open your content (C)



You should now see your runtime. Lets load our character:

1. Click the triangle to the left of your "Runtime" to open the folders. Your Models will be in the "Figures" folder
2. Click the triangle to the left of your "Figures" folder.



1. Locate the model you want to load- here you have 2 options:
 - a) Double click the icon to load
 - b) Drag the icon onto your scene



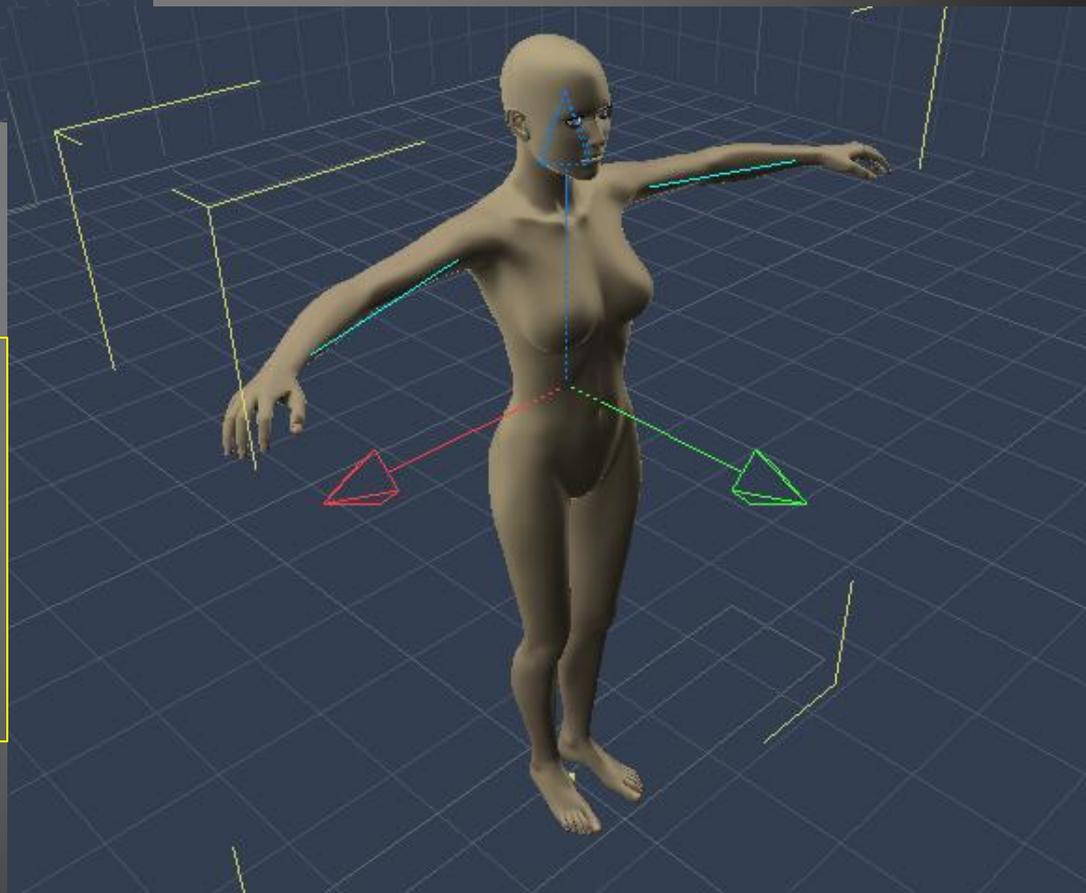
Here we used: runtime > Figures > Daz People > Victoria 4.2

**I think we want to see our character, so lets zoom in some.
In the menu in the top bar select View > View Selection**



You should now be zoomed in.

**The next slide will be a quick
note on cameras. For more
info, see my tutorial on
cameras and controls**

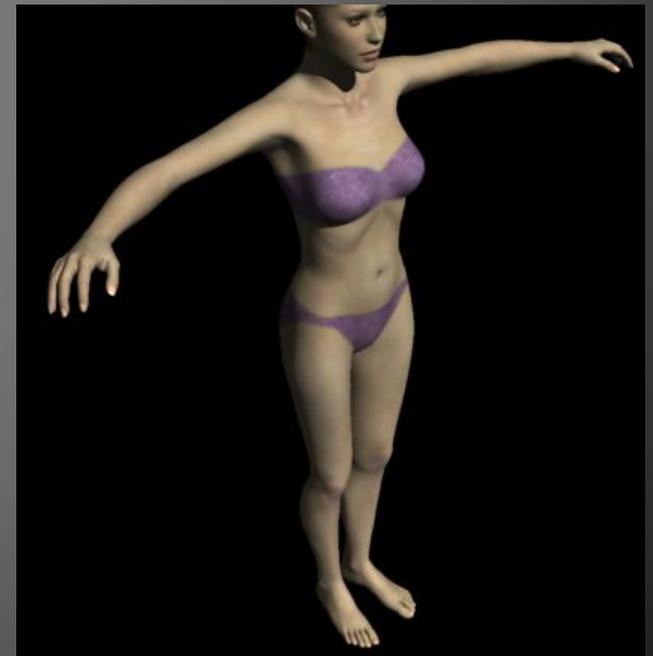
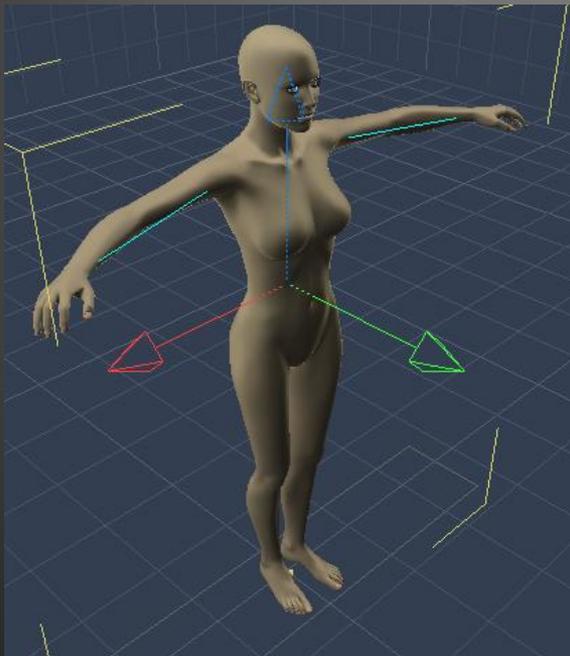


First- What is our camera looking at?

Lets do a quick render and see-

In the upper right hand corner you see icons: a hand, wrench, pencil, paintbrush, and filmstrip. As you scroll your mouse over each of these, a small box will appear near your mouse pointer telling you which is which.

Click on the render room

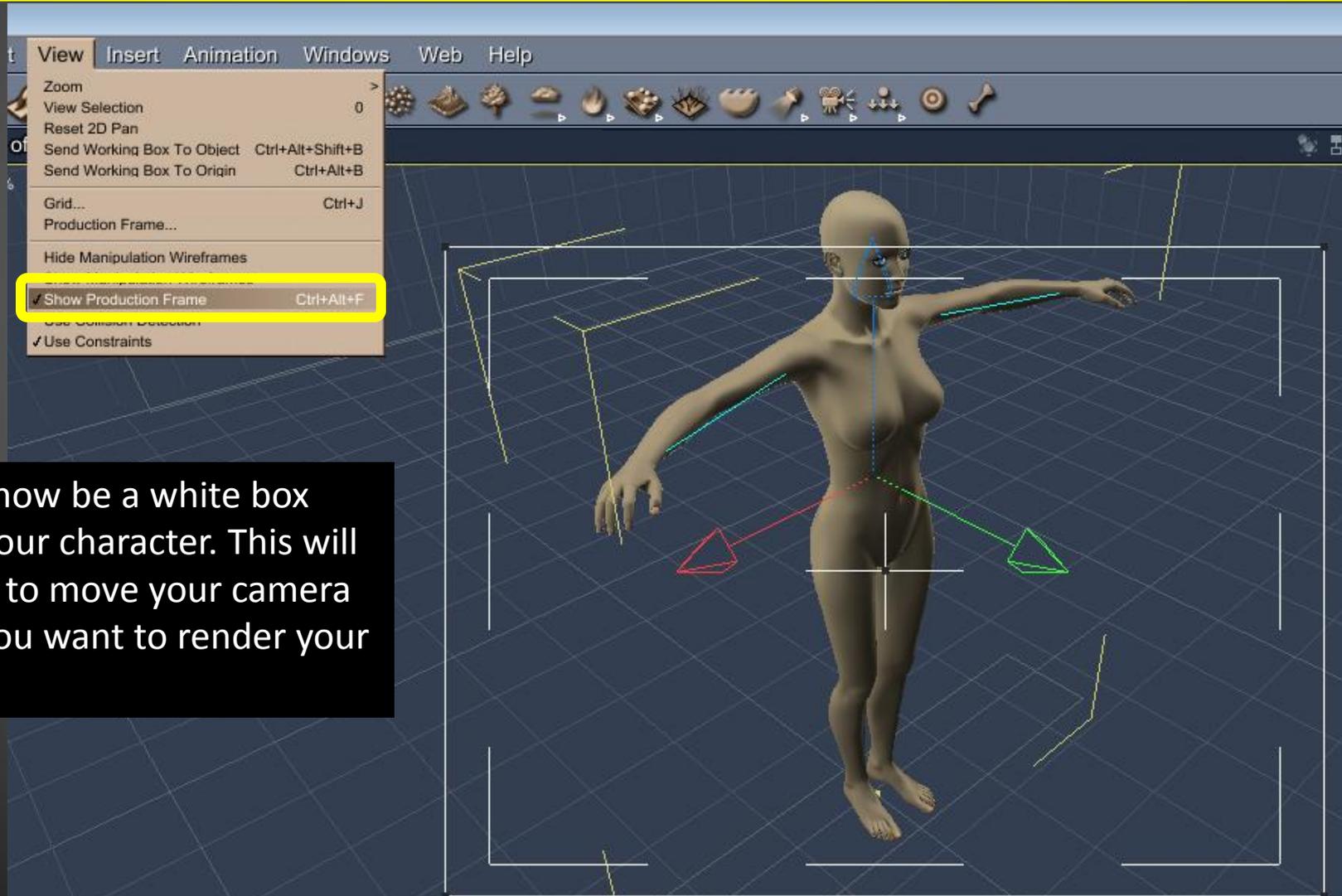


Notice that what we see on the screen is not what is rendered- vickie's head has lost quite a bit of weight...

How do we know what will render without it matching what is on screen? Other than doing 500 test renders?

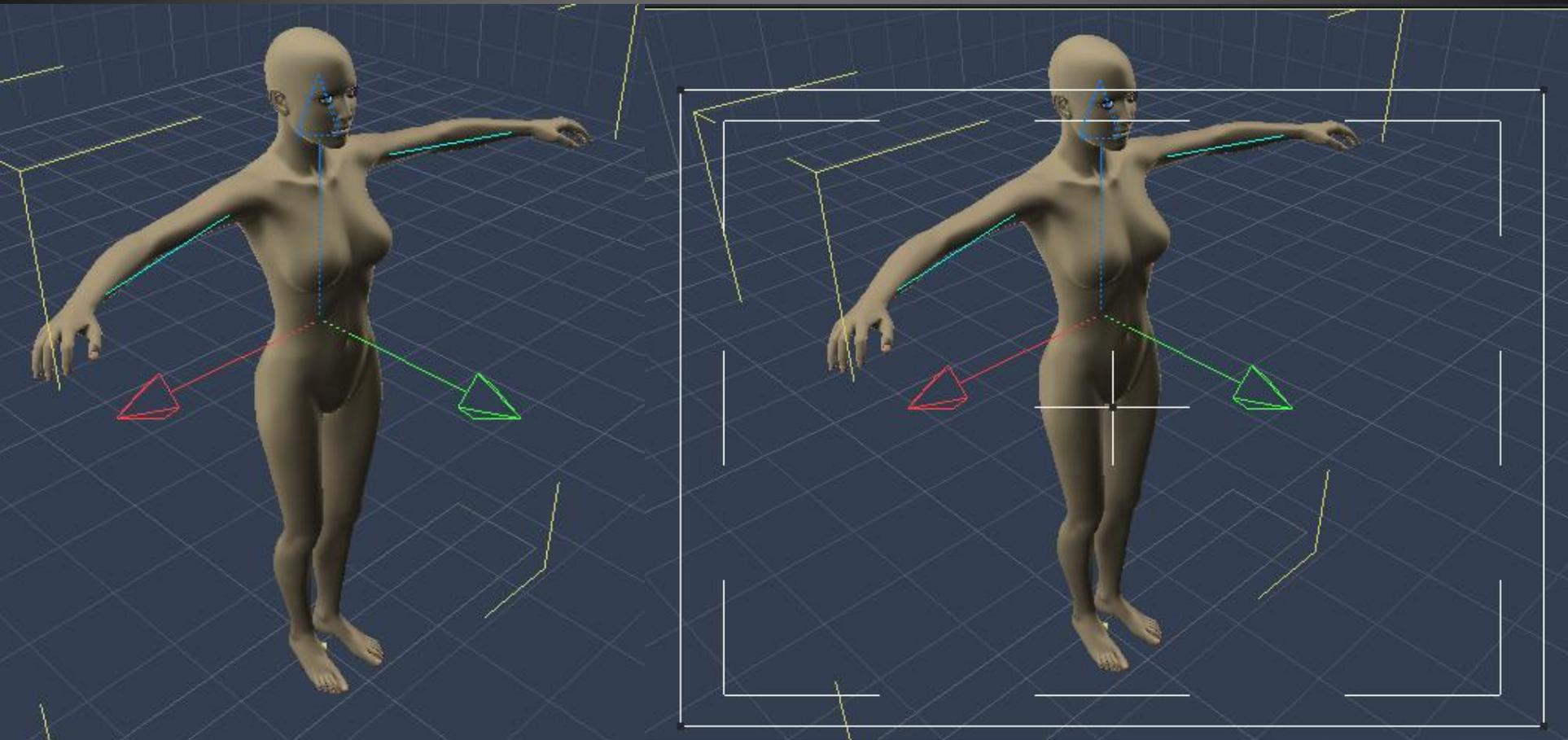
With your handy dandy production frame!

Go to View > Show Production Frame

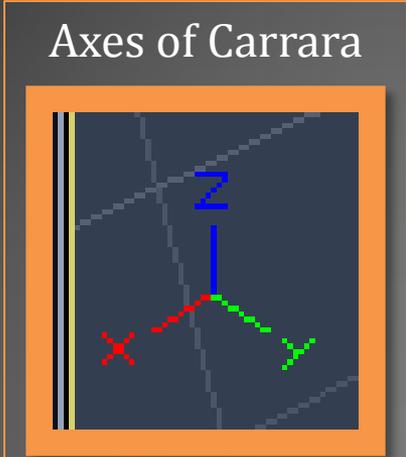


There should now be a white box surrounding your character. This will make it easier to move your camera to the angle you want to render your character.

Now we can see why vickie lost her head...



A quick note on Cameras- you need to know how to move your camera in order to make a scene.



- Track YZ
- Up, Down, Left, Right (Track XY)
- Forward, Backward, Up, Down (Track XZ)
- Dolly (Rotate)





Notice the triangle on the bottom right of the “Dolly” icon. This means you have more options: you can click the small white triangle and open all three options:

- Top- activate: “Dolly option” 
- Middle- activate “Pan” (think 360 rotation of the camera) 
- Bottom- activate “Bank” (ever roll down a hill?) 

Also, you can click “Dolly” multiple times to activate your desired camera:

- Once- activate: “Dolly option” 
- Twice- activate “Pan” 
- Thrice- activate “Bank” 

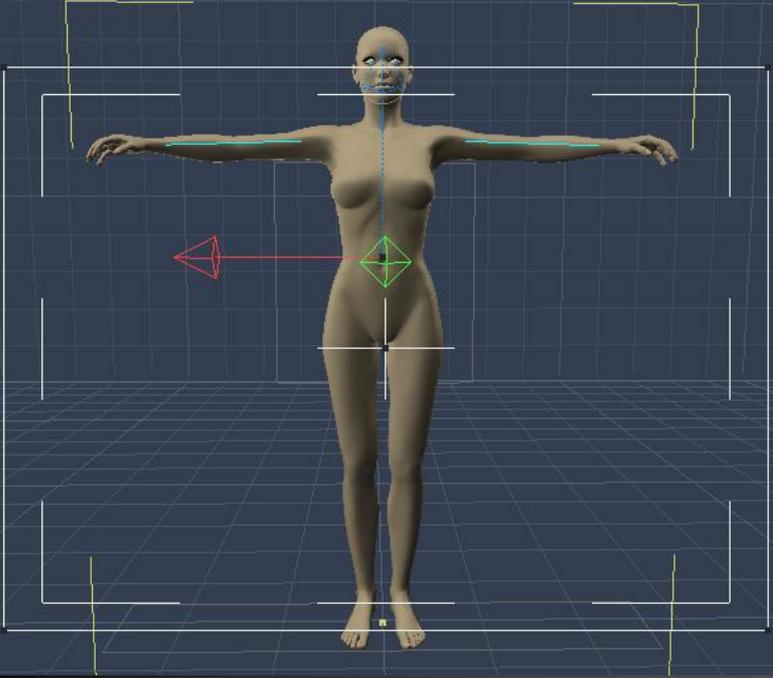
I mention more about the “Dolly” icon because you may accidentally press it twice, activate “pan” mode and not understand what happened. Now you know what to look for 😊

*OKAY! Now we're rolling
I'm putting you to work now*

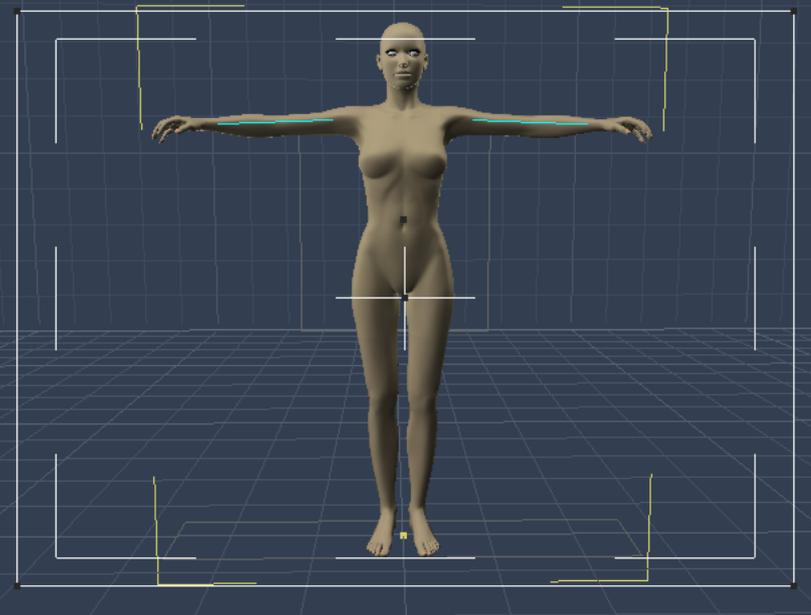
Move your camera to where vickie is in the production frame!
I'm just going to do a basic front view.

NOTE: Make sure you have your character selected so that the camera will rotate around him/her

First, I'll use "Dolly" and center the camera on vickie. She's still missing her head though.



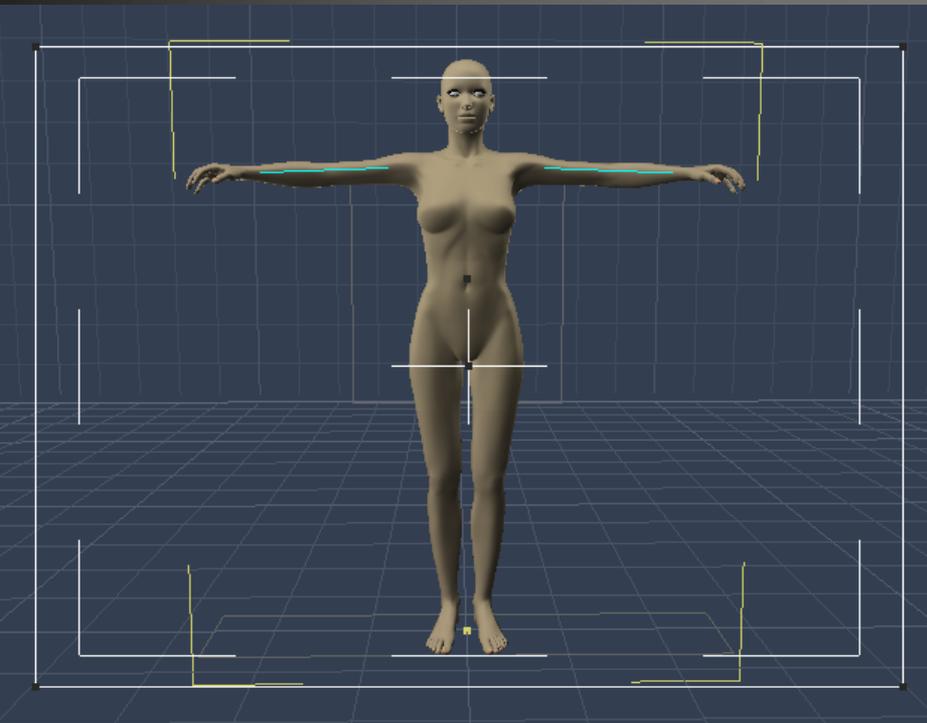
Next, I'll use track X,Z. Pulling the mouse towards me will zoom out.



And Render:



And Render:

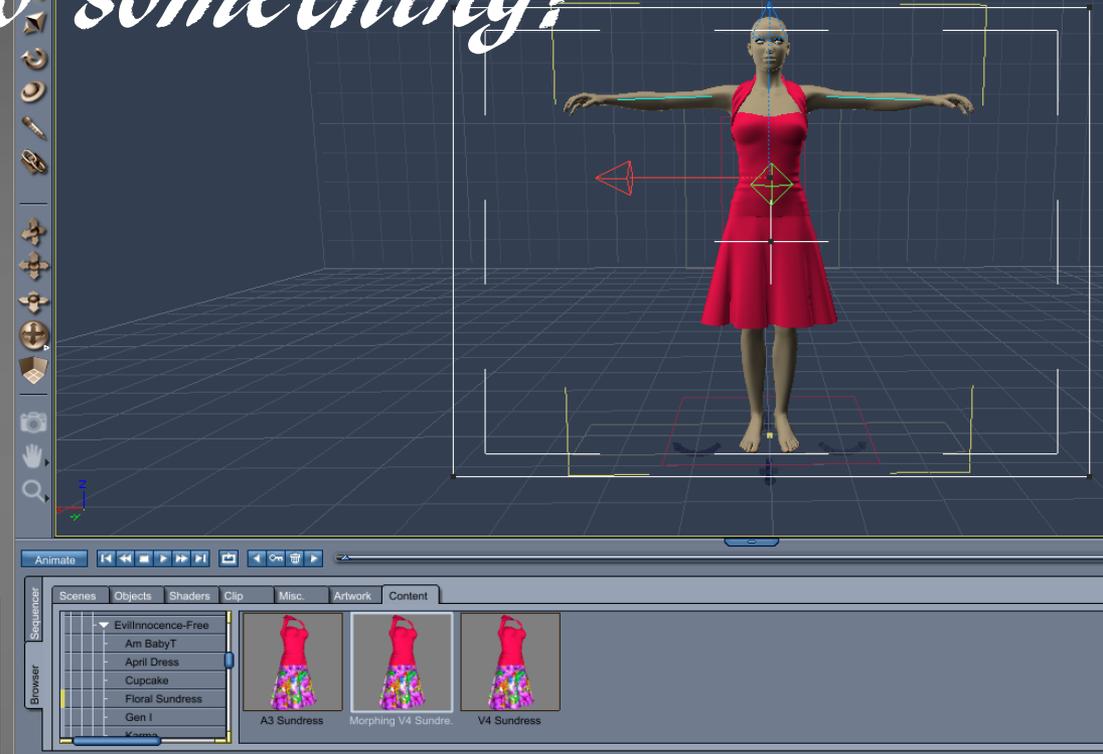


See how vickie's render matches the production frame?

Now that we can see what we're doing, let's do something!

Adding Clothes:

1. Open the Figures folder from the runtime you are working from
2. Find the clothing you want to load.
3. With your character selected, double click the clothing icon. Here I've used [EvilInnocence's free Sundress for V4](#).



←Render! The clothing may look like it's a single color, but there is a pattern to it! (in this case and most cases)

←I won't be going into changing textures, this is a basic tutorial just to get you started.

Lets give her some hair...

Adding Hair:

1. You have two options here- there are hairs that are saved in the “Hair” folder of your runtime and those that save to the “Figures” folder
2. Find the hair you want to load. Here we will use the [Nene Hair](#) found :
Runtime>Figures>red_viper>nene_hair
3. Make sure your character is selected and double click on the hair to load.

...and somewhere to hang out

Adding Scene:

1. You have two options here- there are scenes that are saved in the “Props” folder of your runtime and those that save to the “Figures” folder
2. Find the hair you want to load. Here we will use the basic DAZ Environment found :
Runtime>Figures>DAZ Environment> MPCycForest2_QS
3. This time, make sure nothing in the scene is selected. You can do this by clicking anywhere on the screen that does not have something on it!
4. Now double click your scene figure
5. *****NOTE if you load a scene prop, double clicking will open the prop in a new scene. To load it into your current scene. Select the icon if the item you want and drag it into your scene.*****

*Let's do a quick render to see where we
are:*



*Looks good, but vickie looks like shes about to take flight...Lets
change vickie's pose... I don't think she's flying anywhere*

Posing your character - preset poses

Adding Clothes:

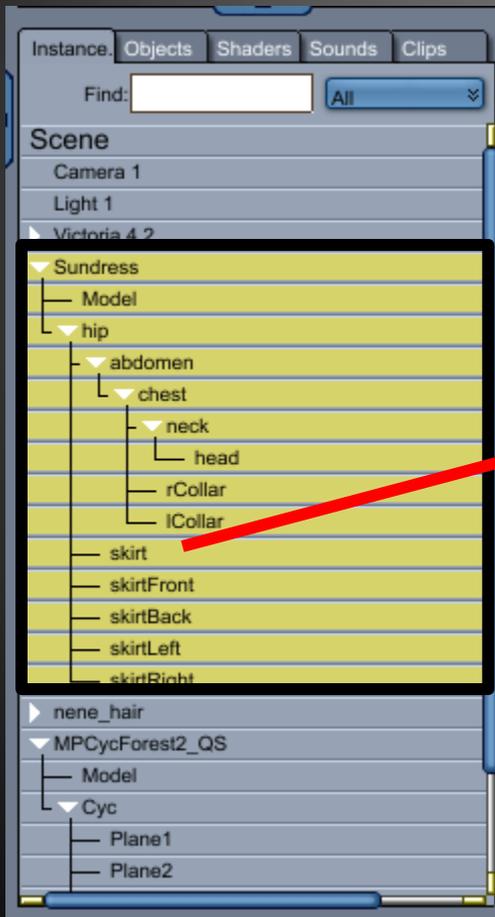
1. Open the Poses folder from the runtime you are working from
2. Find the pose you want to load.
3. With your character selected, double click the pose icon. Here I've used V4's basic poses. Runtime>poses>!DAZ's Victoria 4>V4 Contraposto_01



Lets fix that pesky poke through!!

Adjusting clothing

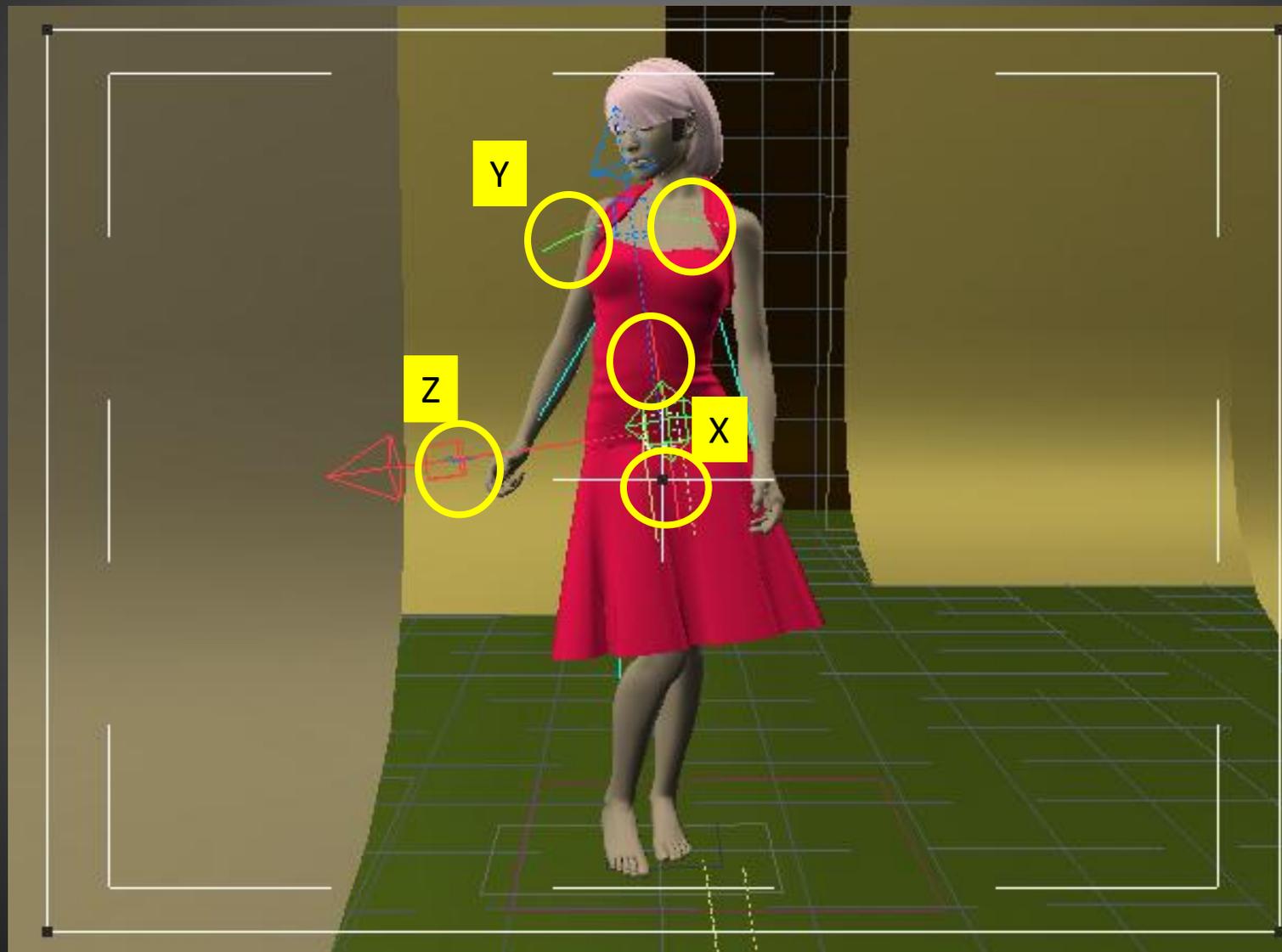
1. Select the clothing item you need to adjust
2. Notice the bones: other than hip, abdomen, and the other usual suspects, this dress has skirt, skirtFront, skirtBack, skirtLeft, and skirtRight
3. Where is the poke through? In this case, it's the skirt. Lets see what sort of adjustments we can make.



1. First click on "skirt"
2. Click on your "universal Manipulator. This will bring up your XYZ manipulators for the object selected.



Manipulators

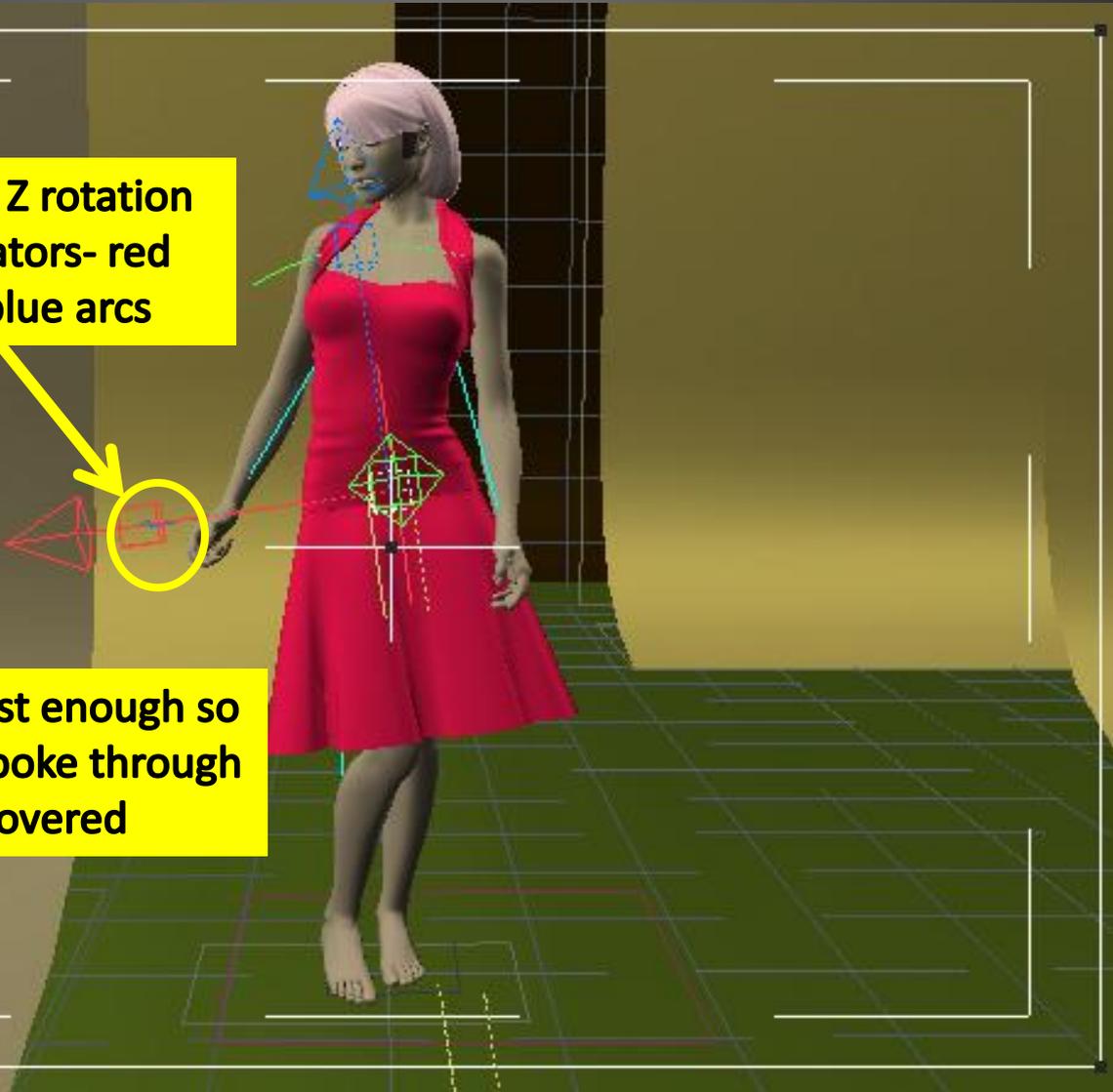


Manipulators

I used the Z rotation
manipulators- red
arrow, blue arcs



Rotate just enough so
that the poke through
is covered



Render again to see results

Adjust your camera to get a look you want and render to see what you've got.



Well, that's the basics. Next we'll work on the textures.