

# YOUR STUDIO PROMOS

A look behind the scenes

Thanks for your interest in **Your Studio**, this package for Poser and DAZ Studio lets you create and build your very own photo studio for use with your favourite characters and figures. There are dozens of props and textures included as well as a few camera and light settings to get you started. Any square texture can be used with each prop, making the possibilities of this package virtually infinite. Here's a look at how I created the scenes for the promo renders. I hope you enjoy this look behind the scenes.



## “Lake View”

I started by selecting the “view3.jpg” texture for the backdrop prop (see ReadMe for details on changing textures) to set the mood for the scene.

I then positioned the arch prop in the middle with a bannister prop to the left and right and finally a pillar prop on each side.

I used the “stone.jpg” texture on all of these.

Next I added all three of the grass props. Grass at the front in the foreground and grass 1 and 2 on the left and right side of the arch.

Finally I brought tree 1 in from the right to cover the arch prop slightly.

I added some brown to the diffuse colour of the plants to make them fit better into the scene (see ReadMe for details on changing diffuse colour).

I rendered the scene with the Left light setting and Start Cam camera with shadows turned off.



### **“Pure and Simple”**

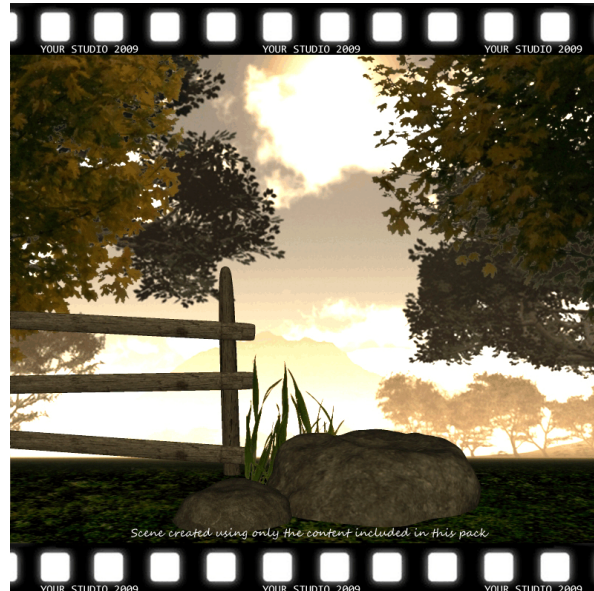
First I set the backdrop texture as “greybg.jpg”

Next I positioned the cubefabric prop and fabric prop.

I adjusted the fabric prop morph settings until I was happy with the look and rotated the cube fabric a little on the y axis.

Next I positioned the pedestal prop and vase prop and used the “marblelight.jpg” texture on both.

I used the Start Cam camera and Above light settings and rendered with shadows turned on.



### **“Sunset Meadow”**

I started by using the “view6.jpg” texture on the backdrop to set the mood.

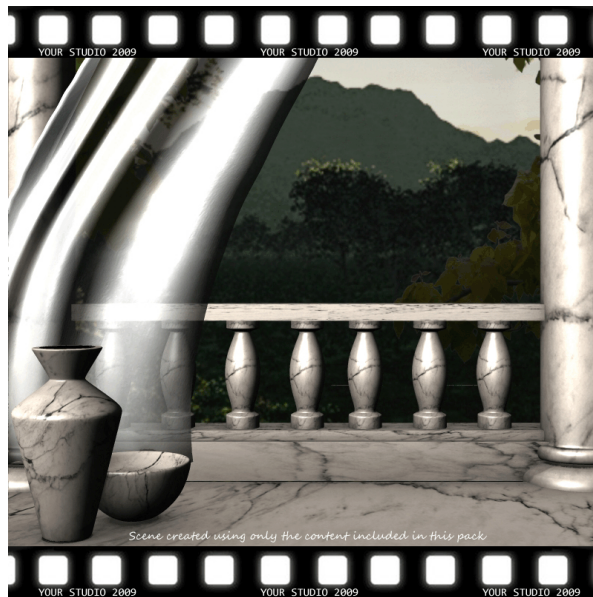
I positioned the fence prop and the rock prop next.

Next I brought in another rock and scaled that down a bit and rotated it.

I then added the grass prop and finally a tree 1 prop on each side.

I added some brown diffuse colour to each prop to make them fit better into the scene.

I rendered with shadows off using the Start Cam camera and Single light setting with a little positioning.



### **“The Queen’s Room”**

I used the “view2.jpg” texture with the backdrop to start.

Next I positioned the floor, wall, bannister and pillar props.

I used the “marblelight.jpg” texture on all of them.

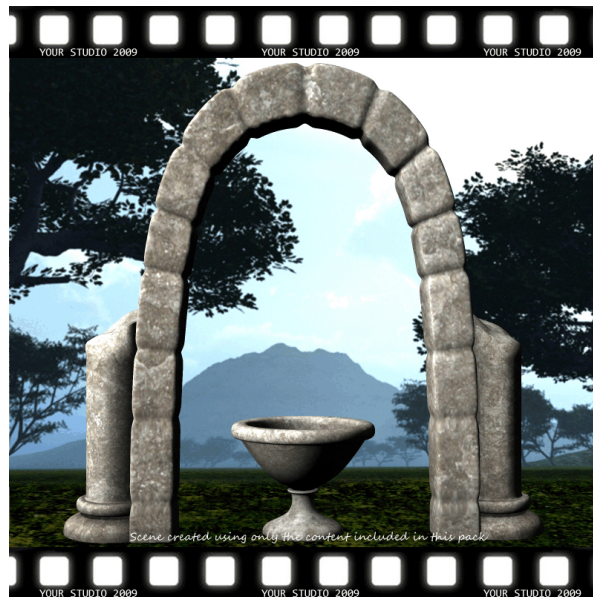
Next I added the fabric prop and morphed it a little using the dials.

I set the diffuse colour to white and removed the texture, but left the bump map.

I then turned up the transparency to 50%.

Finally I added the vase and bowl props on the left.

I rendered using the Start Cam camera and the Single AO light setting.



### **“Altar of Life”**

I started by using the “view5.jpg” texture on the backdrop.

Next I positioned the stone arch, broken pillar and urn props.

I used the “stone.jpg” texture on all of them.

I rendered using the Start Cam camera and Left light setting with shadows off.



### **“Feeling Blue”**

I used the “bluebg.jpg” texture on the backdrop first.

Next I positioned the steps, cube, sphere, pyramid, urn, screen and vase props.

I scaled the screen prop up to look a bit like a window.

I used the same “bluebg.jpg” texture on all of the props except for the screen material zone of the screen which I left white and slightly transparent.

I rendered with the Start Cam camera and Soft Shadows light setting with shadows turned on.





### **“A Spot for Fairies”**

First I used the “view1.jpg” texture on the backdrop.

Next I added the fence props, stump and rock props.

I then added grass props at the front, behind the rock and behind the stump.

I then added tree 1 behind the rock and lowered it right down to look like a bush.

I added some brown to the diffuse colour of the plants.

Finally I added two toadstool props and scaled them down.

For the brown toadstool I increased the Y scale and replaced the texture with beige diffuse colour.

I rendered with the Start Cam camera and the Front light setting with shadows off.



### **“Sensuality”**

I started by using the “purplebg.jpg” texture on the backdrop.

Next I positioned the floor, cubefabric and fabric props.

I changed the diffuse colour for those props to purple.

Next I added two cushion props and rotated them a little on the X and Z axis.

I changed the diffuse colour to purple for these props too.

Finally I added a sphere and urn prop and used the “marbledark.jpg” texture.

I rendered with the Start Cam camera and Soft Shadows light setting with shadows on.

Thanks for reading through this behind the scenes look at **Your Studio**.  
I hope you found it useful and that it showed you some of the things that you can create yourself using the package.

Cheers

Adam