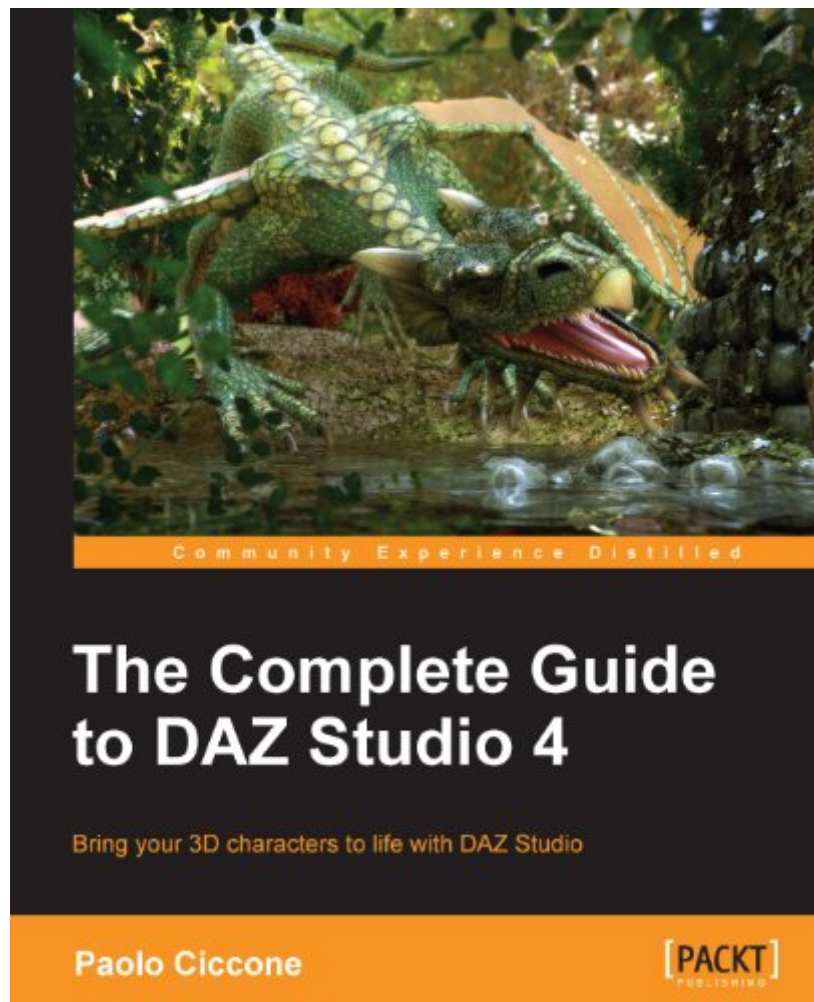


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The Complete Guide To DAZ Studio 4



Synopsis

In Detail While 3D technology can be intimidating, DAZ Studio provides a perfect entry point for anybody interested in it. DAZ Studio is designed to empower the readers with tools to manipulate "ready to use" models and figures. With DAZ Studio, you can use thousands of pre-made 3D models and create fantastic scenes without any hassle. Embark on a journey through the amazing world of 3D designing and create great 3D art with DAZ Studio. This book will show you the way! The Complete Guide to DAZ Studio 4 shows you how to effectively use DAZ Studio 4 from start to finish. This guide takes you on a fun journey into the world of 3D art with DAZ Studio. Using everyday situations and practical examples, this book leads you from understanding the basics of 3D to the exploration of all the relevant topics, including posing, lighting, rendering, and content installation. You will follow step-by-step examples that will show you how to create great 3D art with fun and ease. With a free download code for Dawn: the brand new and hugely anticipated 3D figure by Hivewire3D and two free environments by renowned 3D artist Jack Tomalin, this book is a must-read for all aspiring 3D artists. Approach The book builds up a complete project from scratch and demonstrates the power of DAZ to create life-like characters. The book is replete with detailed examples and instructions on creating a tailor-made marvel out of scratch. Who this book is for This book can be used by anybody who has DAZ Studio 4, regardless of their level of familiarity with the program or the concepts of 3D art.

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Customer Reviews

At first glance, I have to say that this book is definitely a step in the right direction, but I wouldn't call this a complete guide. In the areas of Daz Studio that Mr. Ciccone does cover, he does a good job of going over the material. However, Chapters 10 and 11 are devoted entirely to the Reality Plugin(Not a part of Daz studio, but a plugin that you can purchase - the key point being it's not Daz Studio.) and Modo(A 3D modeling /animation package in its own right - also not a part of Daz Studio.) That's sixty six pages out of 316 pages total of text that's devoted to other programs and not Daz Studio. While in the meantime, there were parts of the program that were not covered at all, like D-Formers and ERC - which are key elements of working within Daz Studio if you're ever going to go beyond simply posing and hitting the render button. The only other negative thing I observed that he works in the Apple operating environment and was very good at showing the Apple commands and working out what to do on an Apple computer. However, if you don't own a Mac, that makes all of that effort pretty much useless. With that being said - I don't look at this as a negative review. There is a lot of useful information contained in this book. If you're brand new to Daz Studio, reading this book will give you a lot more knowledge than you had when you started. I like the fact that Mr. Ciccone took the time to explain Specular, Diffuse and other material types. A lot of books don't cover that in a lot of detail - they just expect everyone to know it. I liked the fact that he also takes you to the Major sites for finding Daz Studio content like Runtime DNA, Renderosity and Sharecg.

I remember the first time I installed DAZ Studio. Amazing that it was only two years ago. The program is incredibly user friendly but there are still so many questions, and at that time there was no choice but to head into the forums and hope that someone could help out. Things have changed a little since then. DAZ now have their own user guide, but the document is still very light at around 100 pages. Huge gaps are left. Enter Paolo's Complete Guide. It is clear and concise and I'd love to say this is the answer to all our questions but even this reasonably weighty 350+ page book does not cover everything. Like others have said in their reviews, the book is anything but "Complete", and fills more of a role as a beginners guide. Even in this role there are some gaps, for instance, it

does not cover "advanced" render settings and offers only the most cursory examination of DAZ Studio's default shaders. This stuff is essential and fundamental to the Studio experience, but neither Paolo or DAZ give enough weight to these subjects. However, I would highly recommend the book for all new users. Paolo takes us from the very first baby steps in Studio, right through to the creation of basic additional content. We are shown how to configure the interface for a much more fluid experience, and organise content (which is a nightmare under default conditions). We are shown how to create basic and more complex scenes complete with characters. One of the biggest hurdles for new users is lighting. In most render engines lights just don't work how lights do out here in real space, and for most it takes a huge amount of trial and error to get a grip on the situation. Paolo takes us through the work flow of lighting a scene that results in a reasonably impressive image.

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