DAZ Studio Workspace

# For Shift Art

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DAZ Studio Workspace

When I first began working with DAZ Studio (DS), all the instructions I could find rarely mentioned where to find the panes and menus mentioned in tutorials. Or the workspace used in the tutorial would look totally different than the one that loaded when I first opened DS. I had no idea where to find the item I was supposed to change. This tutorial will familiarize you with the various DAZ Studio panes so that you will have an easier time navigating the workspace.

The first thing I would like to share is that there is a User's Guide that comes with DAZ Studio. You can find it on the Help drop down menu in the File bar in DS. It can be helpful in figuring out what many of the settings do, especially on the Surface tab or pane. I will use the words tab and pane interchangeably.

Or you can find it here: http://docs.daz3d.com/doku.php/public/software/dazstudio/4/userguide/start

Overview of the Workspace:

The workspace that initially loads is City Limits Lite:
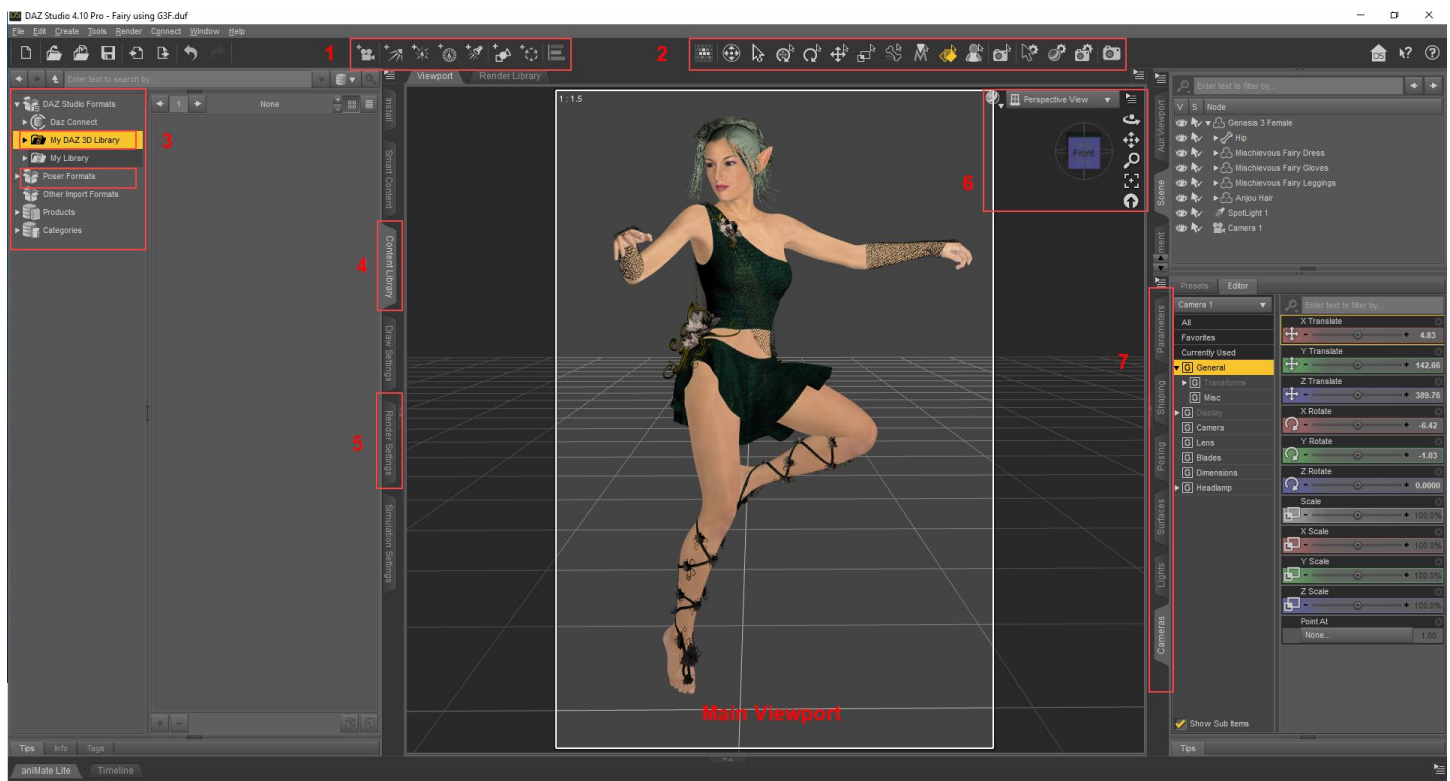
1. Icons that load cameras, lights, and primitives. Also icons to create groups and load the align menu.
2. Icons for many of the tools available in DAZ Studio (DS)
3. The main files where content is stored. My content is stored on a different drive because it is a large file. You will find files for DAZ Studio materials (for Genesis to Genesis 8) and Poser materials (which are actually for DAZ Studio Victoria 4, Michael 4, Kids 4, and that generation – many buy these materials first because they are often discounted, and this is where they will be found)
4. Content Library Pane shows all the products purchased. This is where you select items to load.
5. Render Pane is where the render settings are accessed and changed.
6. Controls that move the camera. DS is set up so you can move the camera or items in the scene. These controls move the camera.
7. Most of the changes made to an image can be found in this set of panes: Parameters, Shaping, Posing, Surfaces, Lights, and Camera.

Custom Workspace

The picture below shows my basic custom workspace. Eventually, you will want to customize your workspace to support your workflow.
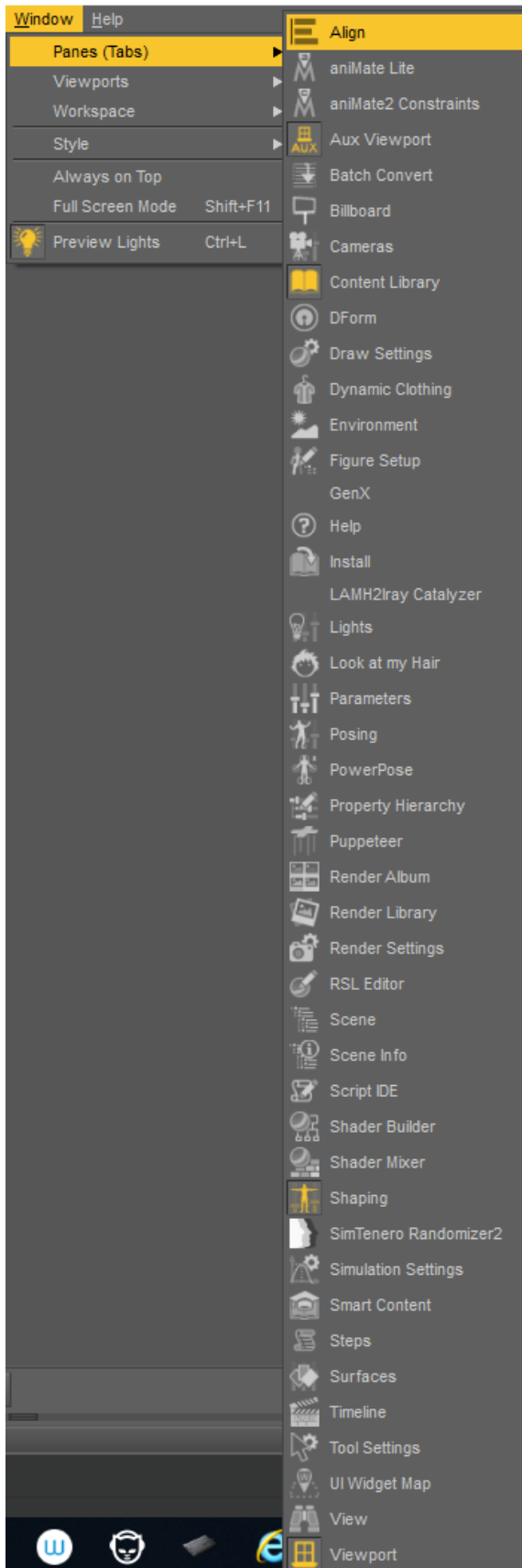

1. You can place panes across the top of the Primary Viewport.
2. I use my Scene Tab all the time for selecting various elements and parts of elements that have been loaded.
3. I also use the Content Tab regularly. The panes loaded in this section as tabs are ones I use more regularly.
4. Secondary Viewport
5. Key tabs for making changes to the image.

Loading and Saving Workspaces
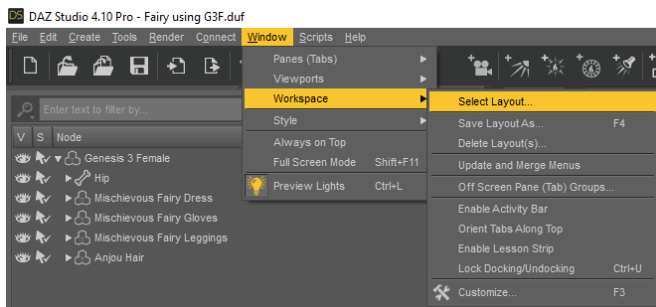
The workspace can be loaded and saved under Window in the File menu. Then select Workspace and choose either Select Layout or Save Layout As.
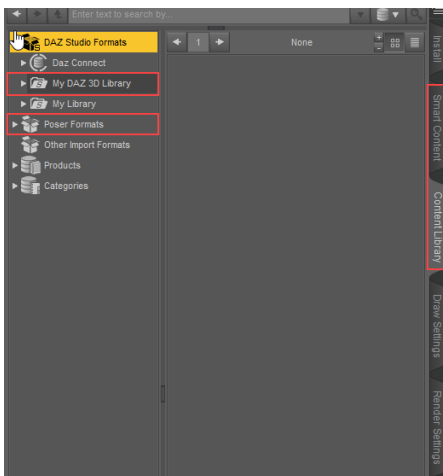
Finding and Loading Panes

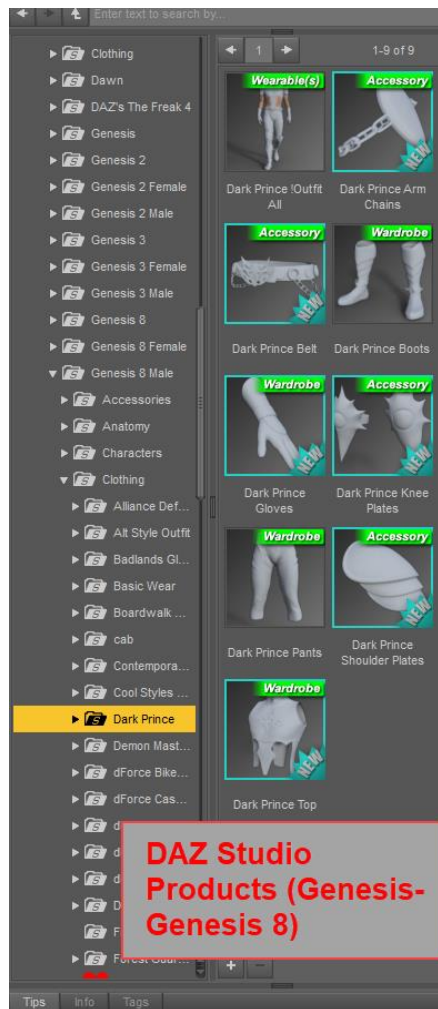|	
Window **Help**	
Panes (Tabs) ▶	☰ Align
Viewports ▶	Ⱥ aniMate Lite
Workspace ▶	Ⱥ aniMate2 Constraints
Style ▶	⊞ Aux Viewport
Always on Top	⬇ Batch Convert
Full Screen Mode Shift+F11	⬜ Billboard
💡 Preview Lights Ctrl+L	🎥 Cameras
	📙 Content Library
	⊙ DForm
	⚙ Draw Settings
	👕 Dynamic Clothing
	☀ Environment
	🚶 Figure Setup
	GenX
	ⓘ Help
	📥 Install
	LAMH2Iray Catalyzer
	💡 Lights
	👤 Look at my Hair
	⥣ Parameters
	🚶 Posing
	🚶 PowerPose
	🔧 Property Hierarchy
	🎚 Puppeteer
	▦ Render Album
	🖼 Render Library
	📷 Render Settings
	✏ RSL Editor
	▤ Scene
	ⓘ Scene Info
	Script IDE
	Shader Builder
	Shader Mixer
	Shaping
	SimTenero Randomizer2
	Simulation Settings
	Smart Content
	Steps
	Surfaces
	Timeline
	Tool Settings
	UI Widget Map
	View
	⊞ Viewport

Panes are found in the Windows drop down menu under Panes. All panes are listed here. If you can't find a pane, click on it. If it is not already part of the workspace, it will load as a floating palette. If it is already loaded, clicking on the name will take you to the pane in the workspace.
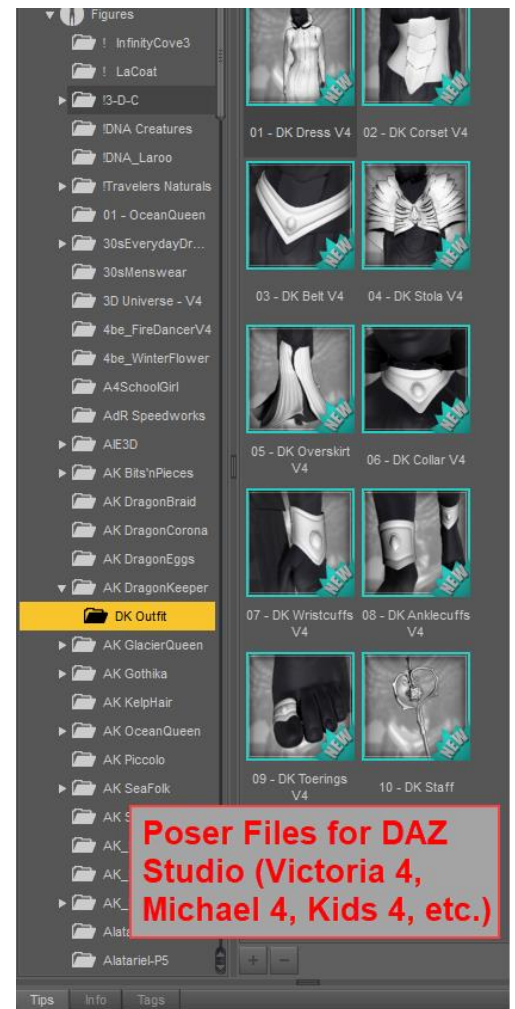
The Content Library

The Content Library Pane is the method I use for finding and loading characters and materials. Many prefer to use Smart Content Pane, which loads materials according to the character selected and the desired category (e.g., short hair, long hair, dresses, etc). Genesis to Genesis 8 materials are found in the DAZ Library folder. The materials for earlier products, such as Victoria 4 and Michael 4 can be found in the Poser file.
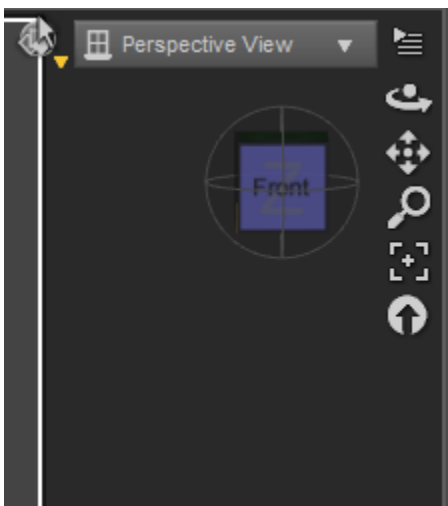

Content Library

Dark Prince !Outfit All

Dark Prince Arm Chains

Dark Prince Belt

Dark Prince Boots

Dark Prince Gloves

Dark Prince Knee Plates

Dark Prince Pants

Dark Prince Shoulder Plates

Dark Prince Top

DAZ Studio Products (Genesis-Genesis 8)

DAZ Studio Files

01 - DK Dress V4   02 - DK Corset V4

03 - DK Belt V4   04 - DK Stola V4

05 - DK Overskirt V4   06 - DK Collar V4

07 - DK Wristcuffs V4   08 - DK Anklecuffs V4

09 - DK Toerings V4   10 - DK Staff

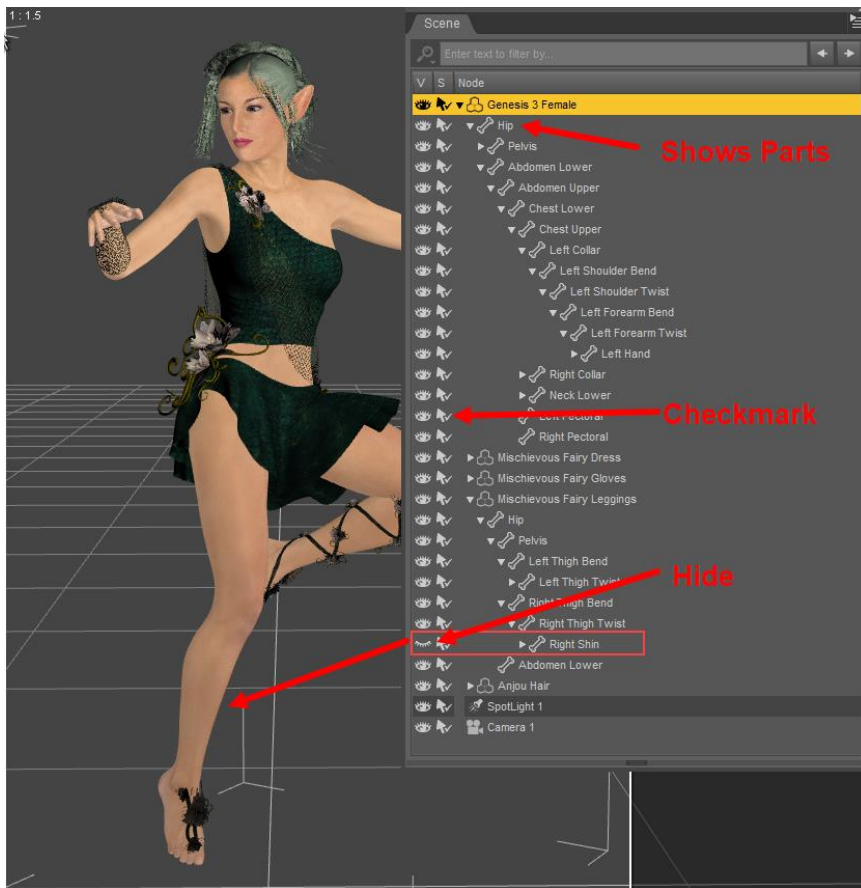**Poser Files for DAZ Studio (Victoria 4, Michael 4, Kids 4, etc.)**

Poser Files

Camera Cube and Tools

These tools are used to move the camera around the scene. The Parameters Tab tools are used to move the item itself.

Scene Tab

The Scene Tab allows the selection of all or part of an item.

When the hip is expanded, it will show all the parts that can be acted on separately.

A checkmark means the element can be selected and changed. An X means the item is locked.

If the eye is open, the item can be seen. If closed, it is invisible.

Tool Menu

1. Add a Camera
2. Add a Point Light
3. Add a Spot Light
4. Create a Primitive
5. Create a Group
6. Show/Hide Align Pane

1. Keyboard Navigation
2. Scene Navigator
3. Node Selection
4. Universal
5. Rotate
6. Move
7. Resize
8. Active Pose
9. Animate
10. Surface Selection
11. Region Navigation
12. Spot Render
13. Show/Hide Tool Settings
14. Draw Settings
15. Render Settings
16. Render

The Parameters Tab

The Parameters Tab is one of the most used interfaces. Almost all the actions from the Scene, Shaping and Posing panes can be found some place within the Parameters Tab. The ability to fit to, smooth, and manage poke through are also found on the Parameters Tab.
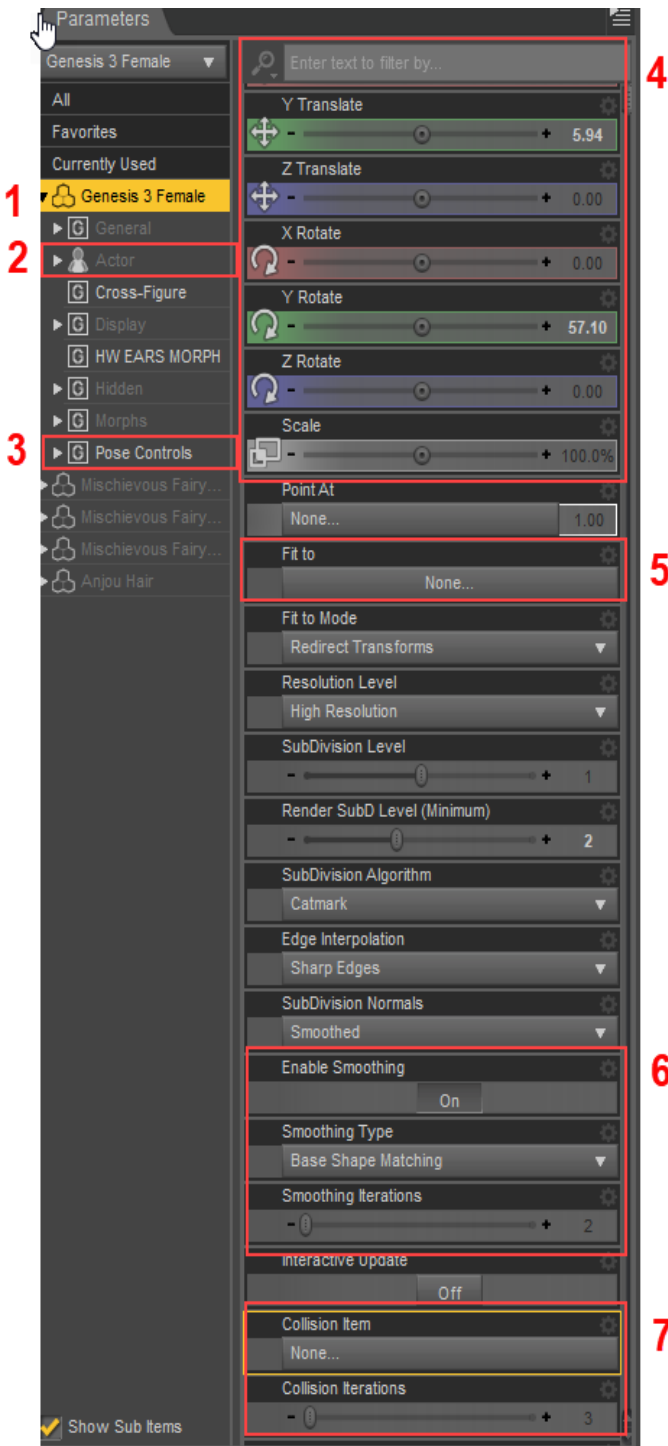
1. Select the item to adjust.

2. Most of the choices provided on the shaping and posing panes can be found under the Actor. This is also where adjustments for clothes and hair can be found when that specific item is selected.

3. Pose Controls are very important. It's where you find the controls to adjust the expressions, and parts of the face, as well as other body parts. I use the Pose Controls here for the head; otherwise, I use the main part of the Parameters Tab (#4) or the Pose Tab.

4. This set of controls is used to move the figure or other items around the scene rather than moving the camera.

5. Clothing items and hair will be fit to the character. Because the character is selected, it is Fit to None.

6. Smoothing modifiers can smooth characters and clothing. It's particularly useful if there are unwanted folds in clothing items.

7. The Collision Item is used for clothing to prevent poke through. By default, clothing is set to have the figure as the collision item. If clothing is layered, you may want to change the collision item to the lower piece of clothing. This may or may not work. The Smoothing and Collision Iterations interact, so play with both sliders. Remember to check under Actor with clothing and hair to see what morphs are available.

Drop-Down Menus

Drop-Down Menu for the Parameters Tab

Each tab or pane has a drop-down menu located in the upper left corner which provides actions that are specific to that tab. For example, on the Parameters menu, you can zero a pose or part of a pose. You can also match one side's pose to the other or mirror the pose (found under Symmetry). Remember to check the drop-down menus on each tab.

Shaping Tab

Each body part has a place on the shaping tab to to make adjustments, thus allowing customization of the base characters. There are many morph packages available for sale on the DAZ Studio website. I recommend buying the base morph sets. Here are the basics for Genesis 3:
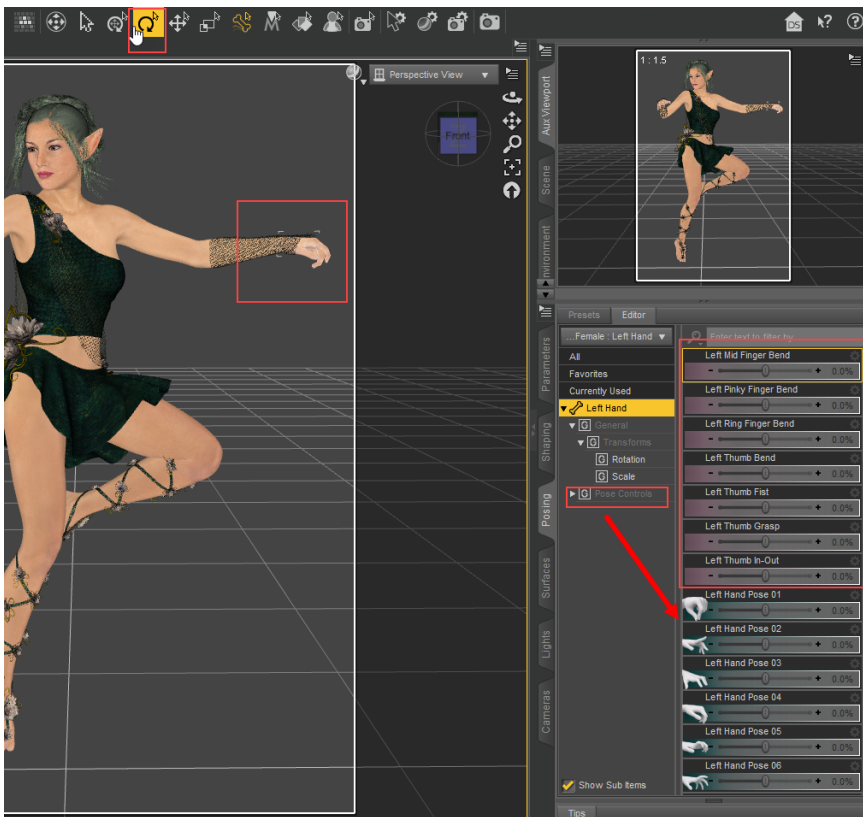
Shape Morphs:

https://www.daz3d.com/genesis-3-female-body-morphs

https://www.daz3d.com/genesis-3-female-head-morphs

The third set that is particularly useful is:

https://www.daz3d.com/200-plus-head-face-morphs-for-genesis-3-female-s

You will find the same morph kits available for each figure and gender. Shaping is covered in one of the beginner's videos

Posing Tab

To move a body part, you must first select the Active Pose Tool found in the Tool Menu Bar above the Viewport. Most adjustments on the Pose Tab are limited to bend, twist, side-to-side. Those are adequate for most movements. Each move has a slider that allows partial movements. I chose the hand for this image because it has far more choices. You can also buy hand poses such as the ones that the arrow points to. Posing is covered in one of the beginner's videos.

Surface Tab
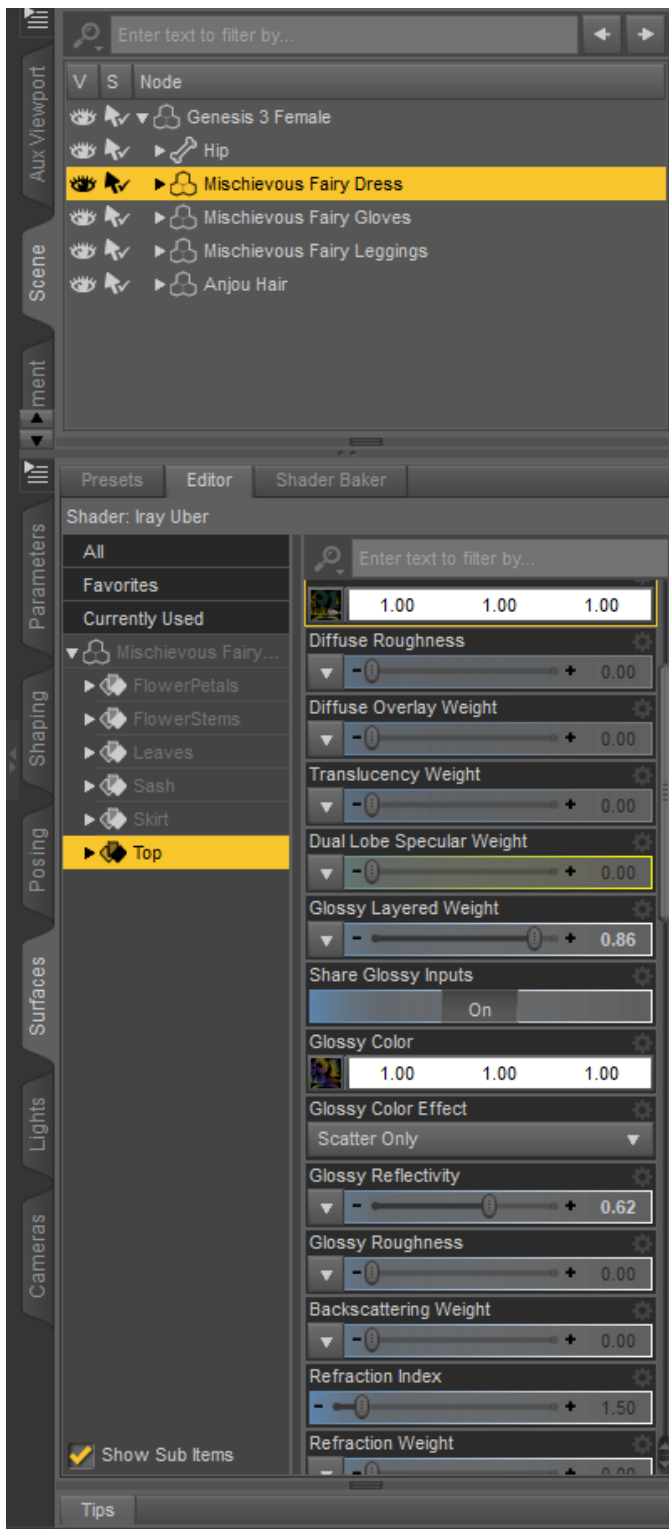
The Surface Tab is a wonderful tool that allows customization of all items, from characters to clothing. The items I tend to use most are the following settings: Diffuse, Glossy Layered Weight, Glossy Reflectivity and Roughness.

Though not shown in this image, I also use: Topcoat, Metallic Flakes, and the Opacity slider. The Opacity slider, sometimes called Cutout slider, allows me to decrease the opacity making an item or part of an item transparent or completely invisible. This can be useful if I want to remove a part of a garment. I also use it to hide a body part that is poking through a garment.

Size of the textures can sometimes be adjusted by increasing the number in the vertical and horizontal tiles. A higher number will make the texture smaller. A lower number will make the texture bigger.

For the items to appear on the Surface Tab, they must first be selected on the Parameters or Scene Tab.

Lighting and Camera Panes

Light Pane

Camera Pane

Spot and point light position, size, shape, color, and brightness are controlled by the Light Pane. (Distant and Linear Point Lights work only in the 3Delight render environment. I only cover the Iray environment in the beginner videos.)   There are many changes that can be made in the camera pane, including depth of field. If you are using emissive or mesh lights, they will be controlled on the Surface Panel. Lights and cameras can be selected from their respective tabs. They can also be selected from the Scene and Parameters Tabs.

Render Settings
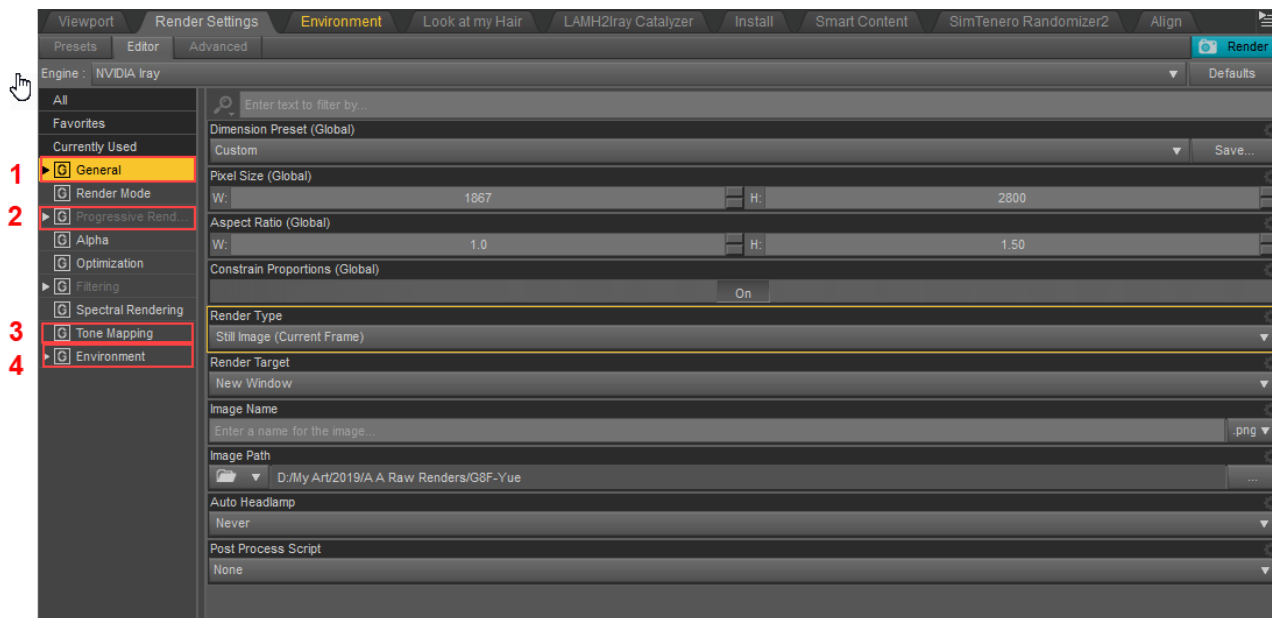
1. General – Select the format (w x h), size, type of image, name and file to save to. With rare exception, it is best to leave the Auto Headlamp to never.
2. Progressive Render – Determine render time and quality.
3. Tone Mapping – Adjust lighting, value, contrast, white point, etc.
4. Environment – Choose the light source, whether the dome is on/off, lighting intensity, dome rotation, and whether the ground and shadows are seen.

Welcome to Shift Art!

If you have any questions, feel free to contact Andrei at andrei@shiftart.com.

Shift Art and Shift Art Summit offering quality tutorials and materials at

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