

Daz Studio Masterclass

Version 1.5

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Titles, Descriptions, links and additional information

Total Runtime: 16hrs

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Overview

Part 1

This part is an introduction and overview of Daz Studio, great for everyone who's starting afresh with the program and for those who've been away for a while and need a refresher. I'll explain many hidden features you may have overlooked, and I'll show you how to work most efficiently without getting lost in overwhelming details. By the end of this part, you'll be able to create great looking portraits with plenty of adjustments.

Running Time: 6hrs 3mins

Part 2

In this part we'll delve much deeper into Daz Studio, building on what we've learnt in the previous videos. We'll take a look at intricate bits such as posing characters, surface properties, and how external apps can be used to make adjustments to the items inside Daz Studio, without losing their functionality. By the end of this part, we'll create another portrait from scratch with many custom adjustments, and we'll take a look at fine-tuning your render with post production tools.

Running Time: 7hrs 26mins

Part 3

In this final part I'll explain additional tools that can improve your workflow over time. Most things in 3D can be done in many different ways, and part of the journey is to find the tools that work best for you and your projects. I'll give an overview of options and possibilities, tips and tricks, and share my experiences with many helpful tools I've come across over the years.

Running Time: 2hrs 28mins

Part 1: The Basics and Beyond

DM 1 – Tour of the User Interface

Let's start with a grand tour of the user interface. I'll show you how to make it your own, declutter and swap things around a little bit and touch on many usability features. I'll also talk about the style and toolbars and my philosophy of setting it up the way I do.

DM 2 – Viewport Controls

In this video I'll show you how to navigate the 3D world in various ways. I'll also explain how to frame up a selected object in the center of the viewport, touch on viewport perspective and how to reset it all in case something went very wrong.

DM 3 – Moving Objects in the 3D World

In this video I'll discuss how to use the Universal Manipulator tool to translate, rotate and scale objects in your scene. I'll also explain how to line objects up with multiple viewports and remember to tell you about setting up custom keyboard shortcuts for viewport navigation. To round off this session, I'll show you where to find the snapping options.

DM 4 – Navigating large Environments

In his video I'll explain how to set dummy objects to quickly get back into the center of your scene, and how we can traverse larger sets using mouse and keyboard navigation as if Daz Studio was a first person video game.

- [Stonemason's Gothic Library](#)

DM 5 – Viewport Draw Styles

In this video we'll learn more about how our viewport appears while we work, how we can change it and reasons for why we might want to do this, and I'll give you a brief overview of the PBR versus biased render engines.

- [Physically Based Rendering \(PBR\) on Wikipedia](#)

DM 6 – Filament and creating a Default Startup scene

Filament is a real-time render engine that lets us preview our scenes in our viewport. It requires a little bit of prep work, and that's what we'll discuss in this video. I use it all the time and show you how I set it up and tweak it as I build scenes. Towards the end, I'll explain how you can save a default scene that loads whenever you start Daz Studio, or when you create a new scene.

DM 7 – Scene Tab, Hierarchies, Groups and Empties

It's time to take a closer look at what the Scene Tab has to offer. We'll look at object hierarchies, how we can make objects invisible and group/parent related objects together. We'll also touch on origin points. You will find these principles helpful in every scene you'll build or load in from store products.

DM 8 – Smart Content vs Content Library

In this video I'll show you how to use 3D content in Daz Studio. We'll take a look at both the Content Library as well as the Smart Content Tab, how to find what we're looking for, how products are organized and many helpful functions of the library tabs. While I'm at it, I'll introduce you to the log file that can aid in troubleshooting.

DM 9 – Loading Figures, fitting Clothing

We'll continue exploring 3D content by way of loading our first character, picking some clothing and making changes with Material Presets. I'll show you how Smart Content can filter out what works with what and how to filter out files from products. I'll use The Brute and CDI Comedian poses for this demonstration.

- [CDI Comedian Poses](#)
- [The Brute 8](#)
- [Frontline Heroes Bundle](#)

DM 10 – Working with Custom Libraries

In this video we'll take a look at mapping our own library folders. This will let us install content into directories and locations other than the default and organize our projects. This can be helpful to speed up your content loading times, get organized and archive the scenes you create across multiple files and folders.

On this note, the Turbo Loader script by RiversoftArt can also be used to specify which morph dials are loaded with figures. I'm not discussing it in this video, but if your Genesis figures take a while to load, it may offer a solution.

- [Installing Content into another location](#)
- [Turbo Loader by RiversoftArt](#)

DM 11 – Loading Objects “off center”

There's a very handy way to load content from our libraries into positions other than the scene center. In this video we'll learn how to do this, some caveats of this approach and how to alleviate it. We'll also take a look at dropping objects to the ground plane.

DM 12 – Saving Scenes, Props and other items

In this video I'll explain how to save our scenes, how to isolate objects into Scene Subsets, and many of the options that are available for us to save other aspects of our scenes and figures. I'll also explain the importance of creating a camera before saving our object if you'd like to save our framing.

DM 13 – Content Licensing and Commercial Use

I've had many questions along the lines of "can I use my renders commercially" or "can I use my custom character in a video game", so I thought I'll include a section that clarifies this subject. Content you buy from the Daz store is governed by two licenses, and I'll explain briefly what can be done with either of them. For more details, please refer to this link:

<https://www.daz3d.com/interactive-license>

The full text of the Daz End User License Agreement can be found here:

<https://www.daz3d.com/eula/>

DM 14 – Introduction to Lighting and Headlamps

Let's take a look at how to prepare our project to create some lights. I'll talk you through an important feature known as the Headlamp and what needs to be done for us to experience predictable lighting results in the next step.

DM 15 – Lighting Part 1: Global Illumination with HDRIs

In this video I'll explain the principle of lighting a scene with a High Dynamic Range Image (HDRI). It's a fascinating concept that uses a sky dome to cast light from all angles towards the center of our scene. I'll use Unreal Engine to show you what this looks like, what options we have to manipulate the HDRI projection and how to load a custom image to make it work with Iray and Filament in Daz Studio. While we're at it, we'll take a look at using a HDRI product and how to save a custom HDRI as a render settings preset.

- [Get free HDRIs on PolyHaven](#)

DM 16 – Lighting Part 2: The Power of Point Lights

Point Lights are extremely powerful tools to create custom lighting effects in your scene. I'll take a look at how we can create and customize a point light, prepare our Filament Draw Options to work with them, and how to change the light quality with various parameters on the light. As always, I'll share several workflow related tips with you.

I'm using a custom character I've built during a recent "In the Studio" stream. Watch how I've made her here:

- [In The Studio with Daz3D #08: Let's Make a Character](#)

DM 17 – Lighting Part 3: The Power of Spot Lights

We'll continue the grand tour of Scene Lights by using a Spot Light. In addition to all options of the Point Light, it has an angle property that lets us point it at an object. I'll show you how to make two spotlights track an object so that we can focus on the creative effects of the lights as efficiently as possible, and how to blend various types of light together for great effect.

DM 18 – Lighting Part 4: Creating your own Mesh Lights

Another exciting tool to create lights is an emissive surface. This principle is known as Mesh Lights lights (because they're based on geometry) or sometimes Ghost Lights. They're easy to create from scratch for free, and I'll show you how to work with them in this video.

DM 19 – Cameras, Framing, Render Dimensions and Local Dimensions

In this video I'll show you how to create cameras so you can frame up your best shots. We'll learn about setting up our desired global aspect ratio, how to use custom render dimensions per camera, and we'll look into the importance of your camera's focal length.

DM 20 – Depth of Field

Depth of Field is a wonderful camera trick that lets us emphasize a particular part of our image by blurring parts in front of and behind the focal plane. The aperture of a camera controls how much or how little of our image will be rendered in focus. In this video I'll show you how to set it up on our cameras.

DM 21 – Render Settings overview for NVIDIA Iray

It's time to take a look at render settings and example how an image is actually rendered, using a process called Raytracing. I'll explain the principles and a bit of theory and history, then show you what the default render settings do and why they work the way they work. I'll show you how to override them and make the process your own, and we'll discuss the benefits of using the wonderful Iray Denoiser.

DM 22 – Putting it all together: Creating a Portrait from Start to Finish

In this video we'll put together everything we've discussed up until this point and create a character portrait from scratch. I'll start by thinking of a concept, picking the products I'd like to use, then load the character with clothing and a prop. We'll then add a pose, setup lights with a custom HDRI and scene lights, and finally render out an image. Along the way we'll encounter issues and I'll show you ways to fix them. Things we discuss: fixing clothing poke through, adjusting the HDRI ground height, picking which camera will be rendered, blending the HDRI with scene lights, disabling scene light icons in the viewport and so much more.

- [Staff Picks for Genesis 8 Female Bundle](#)

Part 2: Into the Deep End

DM 23 - A Brief History of Victoria, Daz Studio, Poser and the Genesis Figure Generations

In this video I'll give you the "origin story" of Daz Studio and Poser, as well as the figure generations we've been working with until today. This will give you an overview of why things are the way they are and how it all came to be. I'll delve deep into the different versions of Genesis, their pros and cons, and their base compatibilities.

- [A Brief History of Poser on PoserHistory.com](#)
- [Dartanbeck's history of the Victoria Figures](#)
- [Zygote Medical Assets](#)
- [Victoria 4.2](#)
- [Michael 4](#)
- [Victoria 5 \(based on Genesis 1\)](#)
- [Victoria 6 \(based on Genesis 2\)](#)
- [Victoria 6 HD \(based on Genesis 2 with higher resolution\)](#)
- [Victoria 7 \(based on Genesis 3\)](#)
- [Victoria 8](#)
- [Victoria 8.1](#)

DM 24 - Custom Characters, Shaping and Parameters

Knowing what we now know about the Genesis figure, let's take a look at how we can use the face and body dials to create a custom character. I'll show you where to find the sections in the Parameters Tab, how to mix and match features of each body together, and I'll explain what happens when you overdo it (trust me, it's not pretty).

DM 25 - Genesis 8.1 Subdivision Implications

The Genesis 8.1 figure has introduced a higher subdivision level than previous figures. This can result in extremely high-resolution renders, but also a sluggish viewport experience while we build our scenes. In this video I'll show you how to avoid this by switching your figures to base resolution while you work, then switch back to High Resolution when you're done. I'll also introduce a helpful tool that makes this a breeze.

- [Subdivision Surfaces explained on Wikipedia](#)
- [Catmull Clark Subdivision on Wikipedia](#)
- [Pixar's Source Code for the OpenSubdiv Project](#)
- [Scene Tools Set 1 by 3D Universe](#)

DM 26 - Posing Tools

Daz Studio has many helpful tools that let you pose a character into the right position for your scenes. While one-click poses are great as starting points, it'll be crucial to understand how to fine tune your figures to create believable interactions with their world. We'll look at direct manipulation, parametric changes and one of my favorite tool in Daz Studio: the Power Pose Tab.

DM 27 - Blending Expressions with Puppeteer

Believable expressions are super important to make your characters step out of the Uncanny Valley. Daz Studio has various ways in bringing your character's faces to life, be that morph dials, visemes/phonemes or one-click expressions. We'll look at all three options, and I'll introduce you to a seriously exciting tool called Puppeteer, which allows us to blend multiple sliders together for the perfect expression. PS: Puppeteer also works for poses and body shapes!

- [Pose Architect for Genesis 8 Females](#)
- [Pose Architect for Genesis 8 Females Add-on](#)
- [Pose Architect for Genesis 3 Females](#)
- [Pose Architect for Genesis 3 Females Add-on](#)
- [Pose Architect for Genesis 8 Males](#)
- [Pose Architect for Genesis 3 Males](#)

DM 28 - Creating Expressions with Face Controls

Genesis 8.1 has introduced a new way to move facial muscles with something called a face plate, a helper overlay that can morph a figure's face into hyper realistic FACS expressions. In this video I'll show you how to use it, and how we can apply the same principle to Genesis 3 and 8 figures.

- [Face Controls for Genesis 3 and 8](#)

DM 29 - Adjusting Clothing

In this video I'll show you where to look for adjustment morphs in your conforming clothing items. This will make it easy to tweak basic options like skirt and arm length, as well as stylistic changes where available. Adjustment morphs are not universal, and different items will have different options. Once you know where to look, you'll soon know how to get the best results from your wardrobe content.

DM 30 - Fitting Clothing with dForce for Standing Poses

dForce is a cloth simulation engine that comes free with Daz Studio. It can calculate the drape of clothing objects by using complex math and collision detection. In this video we'll take a look at how to use dForce for simple standing poses.

DM 31 - dForce Clothing and Sitting Poses

In this video I'll show you how to use the timeline for dForce simulations. This helps to tell the engine how a garment needs to be simulated, both for additional realism and to avoid explosions, a phenomenon that can happen when geometry intersects during the simulation.

For this example I'm posing the Stylized 21 Character and clothing from the dForce Clothing Set 02 by 3D Universe.

- [Stylized 21 Character](#)
- [dForce Clothing Set 02](#)

DM 32 - Hair Overview

In this video I'll give you an overview of hair and where to look for adjustment parameters. It's not unlike clothing in that we have adjustment morphs to make it fit properly, and they're stylistic morphs that can simulate hair being blown by the wind or otherwise styled.

I'm using the Voss Hair for this example.

- [Voss Hair for Genesis 3 and 8](#)

DM 33 - Dealing with Accessories

Accessories are a little special, in that they can come as a variety of types: Smart Props, Rigged Props or even Rigged Figures. In this episode we'll look at the differences between them, how to spot what is what, and how to adjust each of these types for the perfect fit. For this example I'll show you how to fit two pairs of glasses and a hat to a figure.

DM 34 - Shaders and Material Presets

Let's take a look at how 3D objects define material zones, and how we can change those properties by applying shaders and material presets to give existing objects a different look and feel. I'll explain how to select the surfaces of our objects, and how to change tiling properties.

DM 35 - Fixing Clothing Poke-Through with the Geometry Editor

The Geometry Editor is a powerful tool with which we can select, group, label and hide vertices. In this video I'll explore the basics of using the tool and show you how to hide figure geometry if it pokes through your clothing. While we're at it, I'll explain how you can create your own surface zones on your objects so you can apply additional shaders in places you wish.

DM 36 - Using External Tools to adjust Clothing and Figures

To make 3D objects our own in any situation, we may want to make changes to props, clothing and characters with external 3D modeling apps. In this introduction I'll discuss how we can do this using Morph Targets, which will assure that both rigging and material data will remain intact in Daz Studio.

DM 37 - Adjusting Clothing with Hexagon

In this video I'll give you an introduction to Daz3D's Hexagon application. It's a standalone 3D modeler that's tightly integrated with Daz Studio. I'll show you how to navigate the viewport, send data over from Daz Studio and bring it back, and how to make simple changes to props and clothing. I will also go into detail on how to customize morph sliders as you create them, and how to enable the advanced Hexagon bridge options.

With practice, Hexagon will become an indispensable tool to create your images. You can download the 32-bit release version of Hexagon [here](#). A 64-bit Beta Version is available through Install Manager and Daz Central (enable the Public Build filter to download it).

Links I've mentioned in this video:

- [Max Hancock's Hexagon Toolbox](#)
- [Vladimir Chopine's Hexagon Tutorials](#)
- [Hexagon Tutorials by Daz3D](#)

DM 38 - Adjusting Clothing with ZBrush

ZBrush is a digital sculpting tool that lets us make organic changes to figures, clothing and hair. In this video I'll show you how ZBrush integrates and how you can make changes that can be brought back with a single click. I'll discuss navigation in ZBrush, sculpt brushes and basic sculpting techniques.

For this example I'm using an auto-fitted blouse that clings on to the body too much to be believable. I'll smooth it out for a more natural look, and I'll take care of tucking hair underneath a pair of glasses my model wears on her head. I'm using the [i13 Librarian Outfit](#), auto-fitted to Genesis 8.

- [Try ZBrush for free](#)
- [Buy ZBrush](#) (full version with all features)
- [Buy ZBrush Core](#) (all sculpt features, no UV features)

DM 39a - Adjusting Clothing with Blender's Vertex Tools

Blender is an open source 3D modeling, animation and visual effects tool. In this video I'll show you how to use its excellent vertex and sculpting tools to fit Genesis clothing. I'll explain how to exchange data with Daz Studio, basic navigation in Blender, and how to make adjustments to clothing items.

For this example I'll use the auto-fitted Librarian outfit from the previous session, and our aim is to make the sleeves a little longer.

- [Download Blender for free](#)

DM 39b - Adjusting Clothing with Blender's Sculpting Tools

Continuing on from the previous video, I'm going to smooth out the Librarian Outfit. Most sculpting brushes are available in both ZBrush and Blender, although they are named slightly differently. I'll give you a quick tour of the Blender Sculpting tools and how to use them. We'll remove distortions on the blouse, smooth out the under bust area and add some wrinkles to a realistic look.

I have another example of the Blender sculpting tools as part of a recent In The Studio stream on the Daz3D channel.

- [Watch my Daz stream about adjusting clothing here](#)

DM 40 - Fitting and Adjusting Clothing with Marvelous Designer

Marvelous Designer is used by real world fashion designers as well as 3D clothing creators to sew 2D patterns into 3D objects that can be fitted to 3D characters, including Daz figures. In this video I'll show you how it works in principle, how we can exchange data with Daz Studio and how we can use Marvelous Designer to fit clothing that may require adjustments.

For this example I'm using an older item of clothing that was originally made for Genesis 2. I'm using auto-fit in Daz Studio to make it fit a custom Genesis 8 character, then use Marvelous Designer for the perfect fit and style adjustment. I will also discuss how to drape clothing for draped figures.

- [Marvelous Designer Website](#)
- [Foxy Stripe Shirt for Genesis 2](#)

DM 41 - Using the Push Modifier

In this video I'll show you another way to avoid poke through, using a tool called the Push Modifier. It will let Daz Studio push the surface of an object outwards towards the normals. This can be useful to expand an item of clothing away from the figure if it interferes with the figure in multiple places.

- [Anthropomorphic Hippo Character](#)
- [Karate Gi Outfit](#)

DM 42 - Putting it all together: Creating the Curl Me Portrait

In this video we'll put everything we've learnt together and create another portrait render from scratch. I'll start with the fitted shirt from the previous episode and find a set of trousers to go with it. I'll use Hexagon to make a quick adjustment, add hair and an expression, blend it with Puppeteer, set up some lighting and render out a handsome looking picture. I'll talk you through every step of the way. This is a wonderful way to see how a render comes together.

Aside from the stripey shirt, here's a selection of items I'm using for this render:

- [Honni 8](#)
- [Olympia 8](#)
- [Sienna Character](#)
- [Trending Social Pants](#)
- [My Attitude Expressions](#)
- [Curl Me Hair](#)

Part 3: Post Production and Additional Tools

DM 43 - Overview of Tone Mapping in Daz Studio

Tone Mapping is part of the Iray render engine, allowing us to make some adjustments that will occur during the render phase in Daz Studio. Technically Tone Mapping is a post production pass, letting us make crucial changes to how our images are rendered. I'll show you how to adjust the contrast, exposure and color balance of your images, as well as a quick way to add vignettes.

Most of these adjustments are often faster to make in post production, but Tone Mapping can be a great tool for inspiration and guidance during the image creation phase.

DM 44 - Introduction to Photoshop and Correction Layers

Photoshop is an important part of making your renders look best, but it can be a little intimidating if you've never looked at it before. I'll show you how to make color corrections and other adjustments in this video, as well as general workflow tips. We'll learn about correction layers, file formats, canvas navigation and shortcuts that will come in handy. I'll also explain the difference between saturation and vibrance, and how you can duplicate layers to make consistent adjustments across multiple images.

For this example I'll use the surfer images we've created in the first part of this course. You'll find them in the "renders" directory of the included working files. I've saved the finished Photoshop files in "PSD Files" so you can examine the layer stacks I'm talking about.

DM 45 - Creating Vignettes in Photoshop

Vignettes apply a dark blur mask to the outsides of an image, drawing attention to a particular part of an image (usually the face of our character). This phenomenon can occur naturally in photographic cameras, and we can mimic this effect in post production. I'll show you how to apply a vignette in Photoshop. Along the way I show you how to make selections, talk about the benefits of Smart Objects, the flood fill tool, blur effects and many other tricks.

After applying a vignette, don't be afraid to adjust your initial color correction. It's a bit like having to re-adjust one light in your 3D scene after adjusting another. With practice, this is a great effect to take your images to the next level.

DM 46 - Compositing and Backgrounds in Photoshop

Let's take a closer look at replacing and creating your own backgrounds in post production. It is often quicker and easier to render a character without a background and create a composition in Photoshop. I'll show you how to create gradients, outline effects, clipping layers and the different blending modes at our disposal. We'll also learn more about selecting objects in our images, and how to load multiple images into the same document in Photoshop.

Some alternative post production tools I've talked about are

- [Clip Studio Paint](#)
- [Paint Shop Pro](#)
- [Corel Painter](#)
- [GIMP](#)

DM 47 - Exporting from Photoshop

In this video I'll show you how to export your native Photoshop documents as JPG or PNG images, so that your combined layer stacks become shareable. There are multiple ways to do this, and I'll look at all of them. While I'm at it, I'll also show you how to apply a basic color correction to an image, such as making an image colder or warmer.

DM 48 - Lighting Products

One-click lighting products are a great way to get inspired for a new look and feel of a scene. In this video I'll show you two of my favorite products in action. I highly recommend these:

- [Click'n Render IBL Set by CakeOne](#)
- [Click'n Render Pop Edition](#)
- [Click'n Render Anniversary Bundle](#)
- [Render Studio Iray by Colm Jackson](#)

DM 49 - Scene Optimizer

Scene Optimizer is a tool that lets us selectively reduce texture sizes before rendering. It's an extremely helpful companion for those larger scenes that exceed our GPU's VRAM and may prevent us from rendering our images. In this video I'll show you how to use the script and explain why everyone should be prepared to use it in their workflow.

- [Scene Optimizer by V3Digitimes](#)

DM 50 - Scene Tools

The Scene Tools products are various sets of shortcut scripts that can make our work in Daz Studio more productive. For example, we can hide all hair and clothing in our scene, switch all objects to base resolution, or mirror any pose at the click of an icon. In this video I'll show you some of the helpful tools in action.

- [Scene Tools 1 by 3D Universe](#)
- [Scene Tools 2 by 3D Universe](#)
- [Scene Tools 3 by 3D Universe](#)

DM 51 - Pose Architect

The Pose Architect series of products brings unique tools to Daz Studio in the form of controller dials with which we can pose our characters. Rather than using individual joint adjustments, Power Pose or one-click poses, Pose Architect lets us move our figures while keeping the center of gravity. Easily animatable, it's an exciting new way of bringing life to your favorite characters.

- [Pose Architect for Genesis 8 Females](#)
- [Pose Architect for Genesis 8 Females Add-on](#)
- [Pose Architect for Genesis 3 Females](#)
- [Pose Architect for Genesis 3 Females Add-on](#)
- [Pose Architect for Genesis 8 Males](#)
- [Pose Architect for Genesis 3 Males](#)

DM 52 - Mesh Grabber

Sometimes you don't want to use an external application to make simple adjustments to your geometry. That's when Mesh Grabber can come in handy: a helpful plugin by ManFriday that lets us make simple transform and rotational changes to vertices, edges and polygons right inside Daz Studio. In this video I'll give you an overview of the product so you can decide if it's something you might want to try.

- [Mesh Grabber Bundle for Windows](#)
- [Mesh Grabber Bundle for macOS](#)

DM 53 - Batch Rendering

Batch Rendering is the process of letting your computer open and render a number of scenes sequentially and automatically. This is a great way to increase your productivity, either on unsupervised render nodes or while you're busy with something else (like sleeping, going shopping or cooking dinner). In this video I'll introduce you to two products that make this possible.

- [Batch Render by Draagonstorm \(works on Windows and macOS\)](#)
- [ManFriday's Render Queue \(works only on Windows\)](#)

DM 54 - Daz Studio Beta Version

Technology and software development never stand still, and Daz Studio is no exception. When a new version is released, new features and changes may introduce issues with existing hardware. Rather than blindly installing an update when it's available in the release version, I strongly encourage you to make use of the Daz Studio Beta version. It gets updates and new features several weeks before the release version so you can thoroughly test if everything works as expected after an update. The Beta can be installed side by side with your current version of Daz Studio and lets you test drive a new version without overwriting the release.

- [Daz Studio Beta Version](#)