

Thumb Renderer **for DAZ Studio**

Manual Version 1.0

Content

Important Information.....	1
Copyright.....	1
Disclaimer.....	1
Usage Rights.....	1
1. Overview.....	2
1.1. Installation.....	2
1.2. Quickstart.....	3
2. Usage.....	4
2.1. Menu Buttons.....	4
2.2. File List.....	4
2.3. Render Options.....	4
2.4. Render Process.....	5
3. Background, Frame, and Overlay Images.....	5

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Important Information

Copyright

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Disclaimer

There is no warranty beyond the legal minimal warranty. In no case, the author shall be liable for any damage on hardware or software caused by using *Thumb Renderer*.

Usage Rights

The background, frame, and overlay images included in this product can be used as part of renders or other images that are released or distributed for private or commercial purposes. It is not allowed to include these images in own releases directly or in a way that competes with this product, i.e. where these images would be more than an incidental part of the product, or where a large amount of these images would be included in the product.

1. Overview

Thumb Renderer is a batch render tool for DAZ Studio 4.5 and higher to render content like poses or materials in a scene. The content files are applied to the scene one after another and rendered with the render settings of the scene. Optionally, a background and two overlay images may be applied to the rendered image.

1.1. Installation

The plugin comes in four different versions, for Windows and Mac, and for the 32 and 64 bit versions of DAZ Studio. The *plugin file* for each version is located in the folders Win32, Win64, Mac32, and Mac64 respectively after unzipping the product archive. To install the plugin, you move (or copy) the plugin file from one of these folders to the *plugin folder* of DAZ Studio for the according OS and version you are using. If you have installed more than one version of DAZ Studio (e.g. 32 and 64 bit, or official release and public beta version), you have to put the correct plugin file into the plugin folder for each version.

The plugin folder is named plugin and is located in the folder where the main executable file of DAZ Studio is located. This DAZ Studio installation folder can be set individually when installing DAZ Studio by DIM or EXE installer. By default, the following folders are used:

- Win32 (on Win32 system): C:\Program Files\DAZ 3D\DAZStudio4
- Win32 (on Win64 system): C:\Program Files (x86)\DAZ 3D\DAZStudio4
- Win64: C:\Program Files\DAZ 3D\DAZStudio4
- Mac32: /Applications/DAZ 3D/DAZStudio4
- Mac64: /Applications/DAZ 3D/DAZStudio4 64-bit

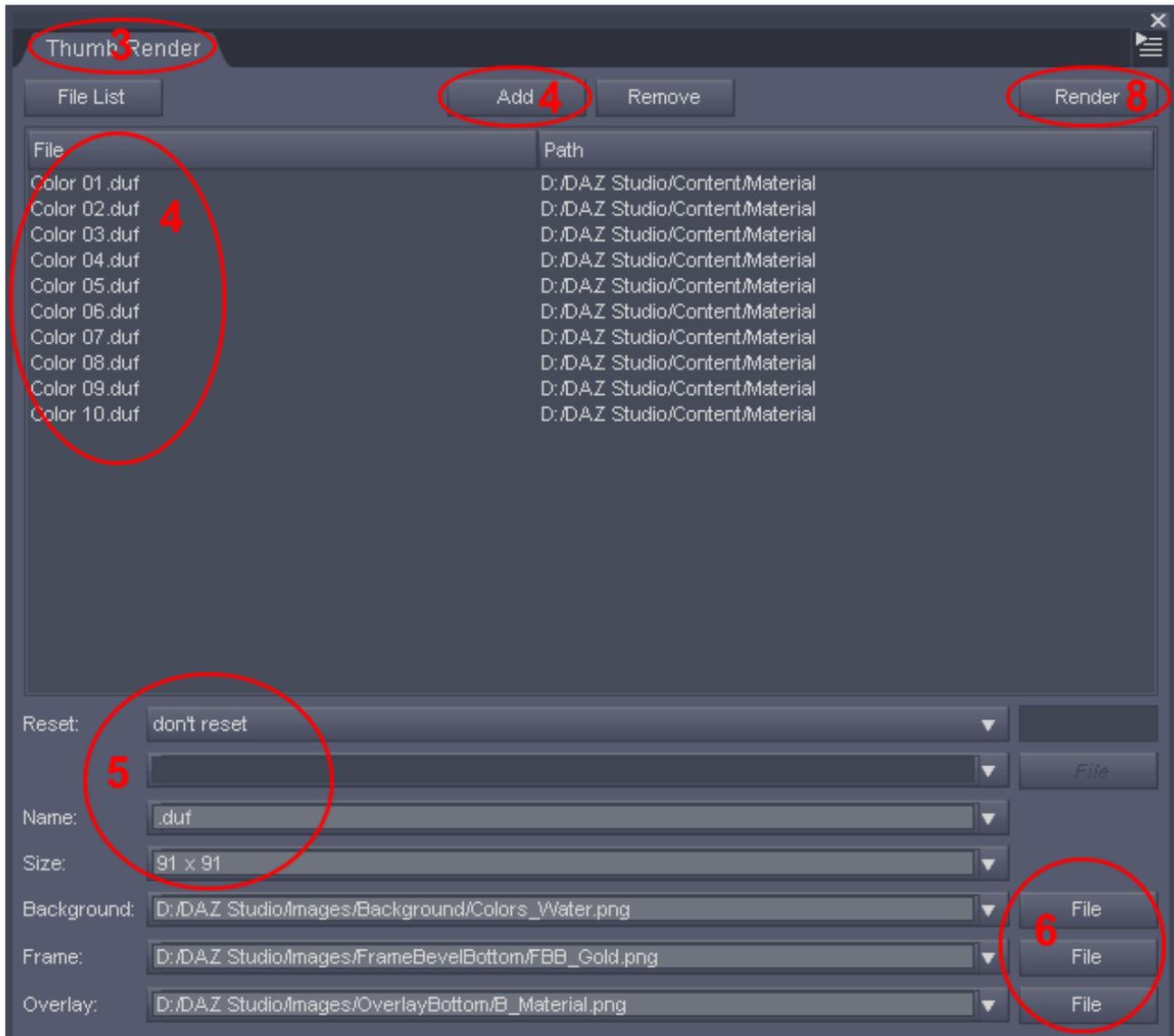
Note: The Program Files folders on Windows and the Applications folder on Mac show a localized name in Windows Explorer and Mac Finder. E.g. in German OS version, this is Programme (for both operating systems).

Note: You may need administrator privileges to access the Program Files folders on Windows.

To verify that the plugin was installed successfully, restart DAZ Studio and open the *Help > About Installed Plugins* dialog. The list of plugins will include the entry *Thumb Renderer*.

After you installed the plugin, it will be listed under *Windows > Panes (Tabs)* in the DS main menu. Select *Thumb Render* here to open the tab. If it is missing there, press F3 to open the *Customize DAZ Studio* dialog, locate *Thumb Render* in the *Actions* under *Panes*, and add it to the menu you like.

1.2. Quickstart



To render thumbnails for your materials, poses, or other content files with *Thumb Renderer*, do the following steps:

1. Load or setup the scene to render in DAZ Studio.
2. Set the render settings for your scene in DAZ Studio. (The aspect ratio should be the same that you want for the thumbnails, to ensure the camera shows the intended area.)
3. Open or go to the *Thumb Render* tab.
4. Select the content files to render, either with the *Add* button, or by drag'n'drop from the content library or an external file manager.
5. Set the options for thumb render. For standard thumbnails, this is *don't reset* for *Reset*, *.duf* (or *.dsa* for scripts) for *Name*, and *91 x 91* as *Size*.
6. Optionally, select images as *Background*, *Frame*, and/or *Overlay*.
7. If the content has to be applied to a particular object in the scene, select this object.
8. Start the renders with the *Render* button.

Please note that there are some other options available that are not mentioned in this quickstart.

2. Usage

The *Thumb Render* tab consists of the content file list in the center, the menu buttons on top, and several options on bottom.

2.1. Menu Buttons

The *File List* menu button opens the menu to manage the file list:

- *New*: clears the file list and resets all options
- *Open*: opens a file list with all options
- *Merge*: appends a file list (without changing the options)
- *Save*: saves the file list and options (prompts for a file name if not yet saved before)
- *Save as*: saves the file list and options with a new name

With *Add* and *Remove*, you add new files to the file list or remove selected files from the file list. You can also add files by drag'n'drop from the DS content library or a file manager like Windows Explorer or Mac Finder.

Finally, the *Render* button starts the render process.

2.2. File List

The file list shows the file name on the left side and the file path on the right side. You can change the order in the file list by dragging files inside of the list. (Please note that you can only drop files between two lines, not on top of a line.)

2.3. Render Options

Note: For most render options, you can enter the option or you may select one of the 10 most recent used options from the drop down list. If the option requires a file, you can select it from the file system with the *File* button.

Reset

There are three reset options. With *don't reset*, the current scene is used for all renders without resetting it. The option *apply content* allows to name a content file to reset the scene, which is applied each time before applying the content file from the file list. This may be useful to reset a pose or material when rendering partial poses or materials.

Finally, *load scene* will load the named scene each time before the content is loaded for rendering. Because DS always selects the first figure after loading a scene, you can set a figure number to select in the field besides the reset selection. Simply count the figures (starting by 1) in the *Scene* tab to determine the figure number (and don't forget to include parented figures when counting).

Name

Because this tool is mainly intended to render thumbnails, the file name and path is derived from the name and path of the content file. The extension is always set to *png*.

In the *Name* field, you enter the text to append to the file name before the extension. This field may be empty to just replace the extension.

To give an example, if the content file is "pose.duf" and the name field is "large.tip", the rendered image will be saved as "poselarge.tip.png".

Size

The size in the *Size* field has to be entered in the format *width x height* (i.e. the width and height separated by the letter x). Most common for thumbnails is 91 x 91. Also, be sure you set the camera in the scene to work with the given aspect ratio.

Background, Frame, and Overlay

You can name a *Background* image to place behind the rendered thumbnail (if it has transparent areas). And you can use a *Frame* and an *Overlay* image to layer on top of the thumbnail, where the overlay will be on top of the frame. All three images are optional. The frame and overlay images must contain an alpha channel (transparency).

If an image doesn't fit the render size, it is stretched to make it fit. Supported image file formats are jpeg, png, gif, bmp, tiff, pbm, pgm, ppm, xbm, and xpm.

2.4. Render Process

You start the render process with the *Render* button. For the reset options *don't reset* and *apply content*, the currently loaded scene is used. For the reset option *load scene*, the current scene is closed and the named scene is loaded anew for each render.

Except for the image size, all render settings are used as they are taken from the scene. If the image file already exists, a single backup is kept.

You can stop the render process only by canceling each render. If there were errors during any render, an error message reports the number of failed renders.

3. Background, Frame, and Overlay Images

Included in this product are several images that can be used as background, frame, or overlay when rendering thumbnails. All images are in PNG format and have a size of 256 x 256 pixels.

The overlay images are words intended for labeling. They are located either at the top or at the bottom of the image. The frames and plates also come in versions that have a corresponding field for labeling at the top or at the bottom. The frames also come in a version without a labeling field.

When adding one of the included frames or plates, be sure to set up the camera to leave about 10% of the image as space for the frame borders on each side and about 20% for the labeling area on top or bottom.

Note: See the *Usage Rights* section under *Important Information* for usage rights on these images.