

# INSTRUCTIONS

"Lighting Assistant" is a tool that creates professional lighting setups for your renders in DazStudio. It offers 10 cinematic lighting presets for you to choose from.

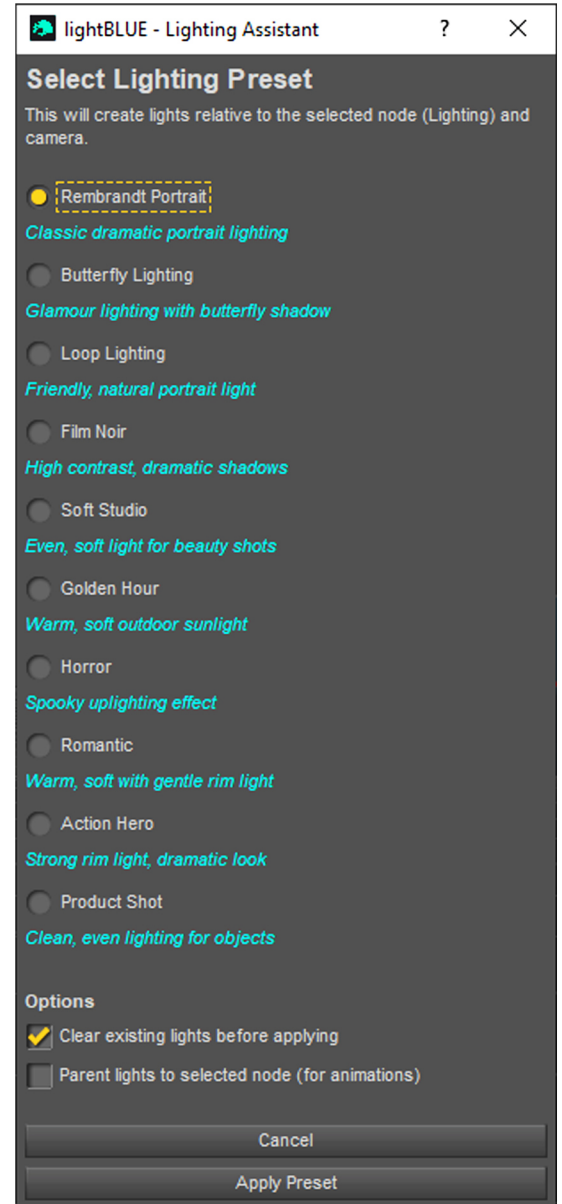
Simply choose the lighting preset, and all lights will be created and positioned considering the chosen figure/prop/bone and camera position.

Lighting presets will create one or more different types of lights and adjust environment options as needed to complete the mood.

This is a fast and easy way to get the professional lighting setups in your renders with just a few clicks.

## How To Use:

1. Create a Camera in your scene (if you don't have one already created). Position the camera the way you want.
2. Start rendering briefly so that the Environment Options node gets created in the scene (if it is not there already).
3. Select a node in your scene; this node will serve as the target for setting up the lights. You can select a figure/prop (the root bone of the figure), or you can select a specific child bone, such as the Head, for example.
4. Double-click on the Lighting Assistant script.
5. Choose the lighting preset you like.
6. If you want to remove the already existing lights from the scene before you apply the new lighting setup, check the "Clear existing lights before applying" checkbox.
7. If you want the lights to be parented to the selected node, check the "Parent lights to selected node (for animations)" checkbox.



NOTE: The lights will be positioned according to the position of the selected node and the camera.

If you move the camera, you should reapply the lighting preset in order for the lights to be repositioned, considering the new position of the camera.

The lighting presets are also changing some Environment Options (Render Settings tab/Environment). These options are available only after the first rendering attempt.

The Environment Options node will then be visible in the scene tab.

If you don't see the Environment Options node in your scene, just start the render for a second and cancel it; the Environment Options node will appear. If the Environment Options are not available, the Lighting Assistant will still load the lighting preset, but the overall intended mood will not be complete.