Daz Studio 4.9

Using Game Ready OBJ Models

WINTERBROSE

Using Game Ready OBJ Models with Daz Studio 4.9

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QUICK LIST

IMPORT and ADJUST

1. Import/Browse to folder containing the OBJ files using Wavefront Object type
2. Import object with appropriate settings
3. Select object in Scene tab
4. Select object in Surfaces tab
5. Set Lighting Model to desired
6. Set Diffuse Color to desired {for glass bottle}
7. Set Opacity Strength to desired

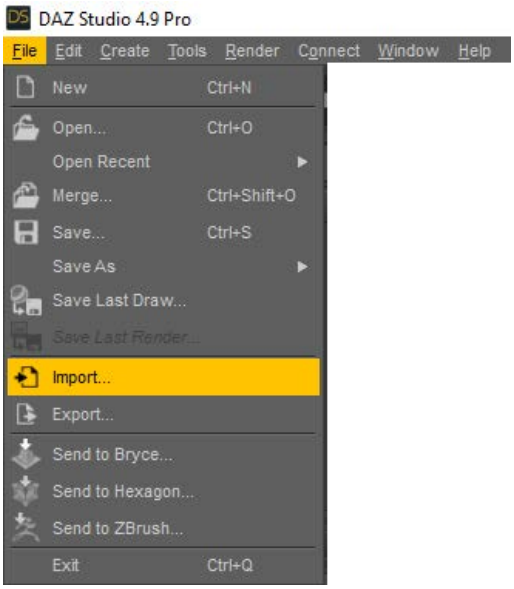
{OPTIONAL}

CONNECT OBJects

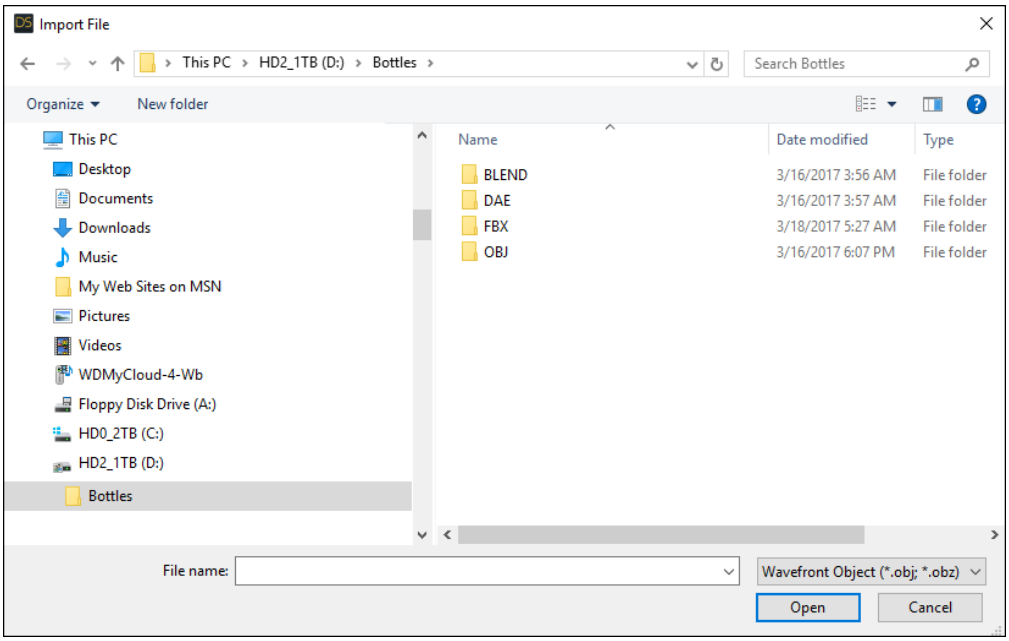
1. Be sure that nothing is selected
2. Create new Group (name as desired)
3. Drag and drop objects into group

STEP-by-STEP

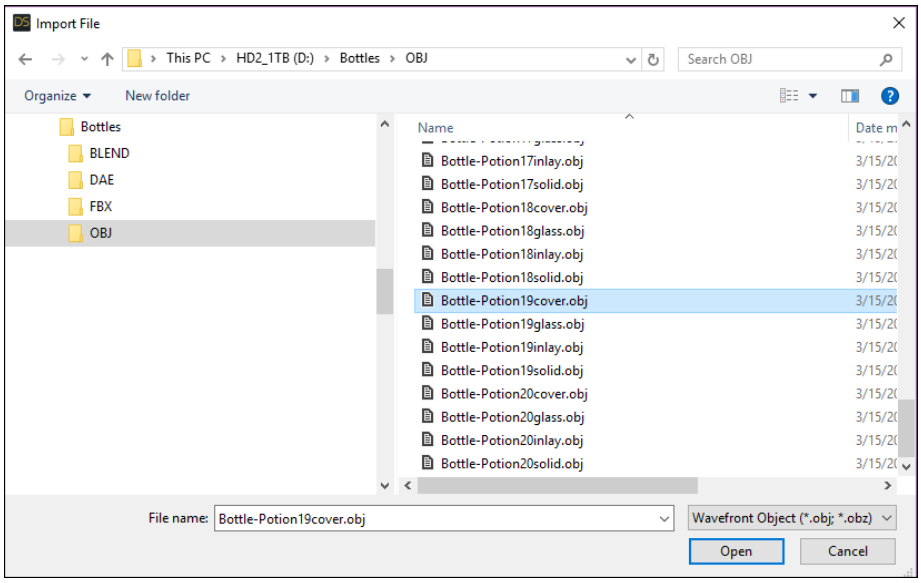
On the Main Menu, select File / Import.



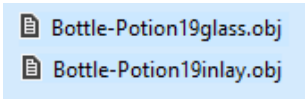
Browse to folder containing the OBJ files using Wavefront Object type



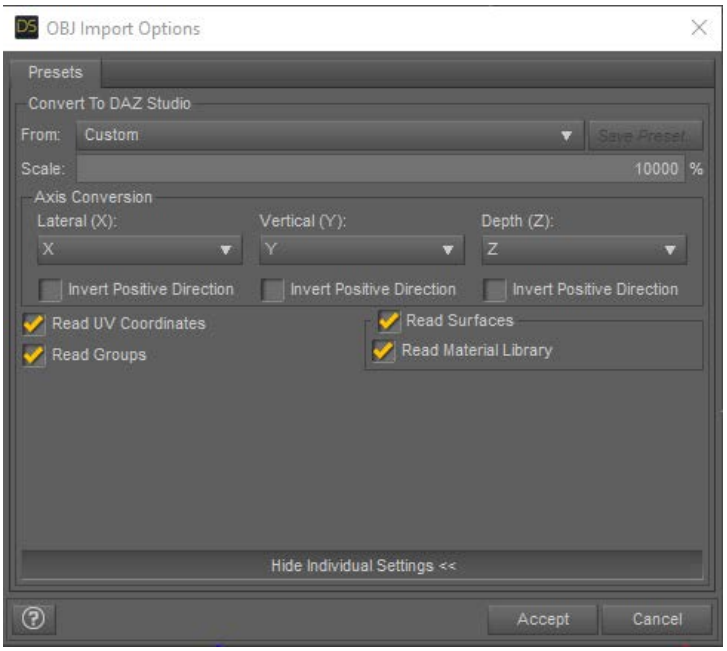
Click on desired file and select Open, or simply double-click the entry.



REPEAT as needed for additional OBJ items. For instance, Potion Bottle 19 consists of Cover, Glass, and Inlay components.



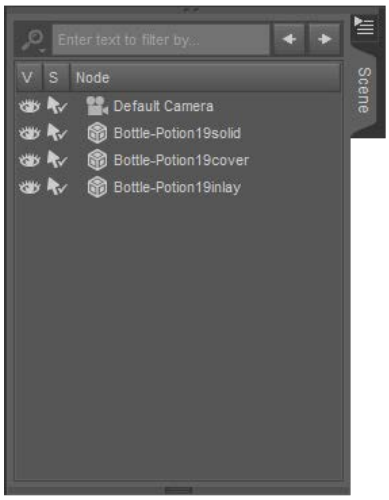
Use appropriate original From type and Scale (size) settings (see note).

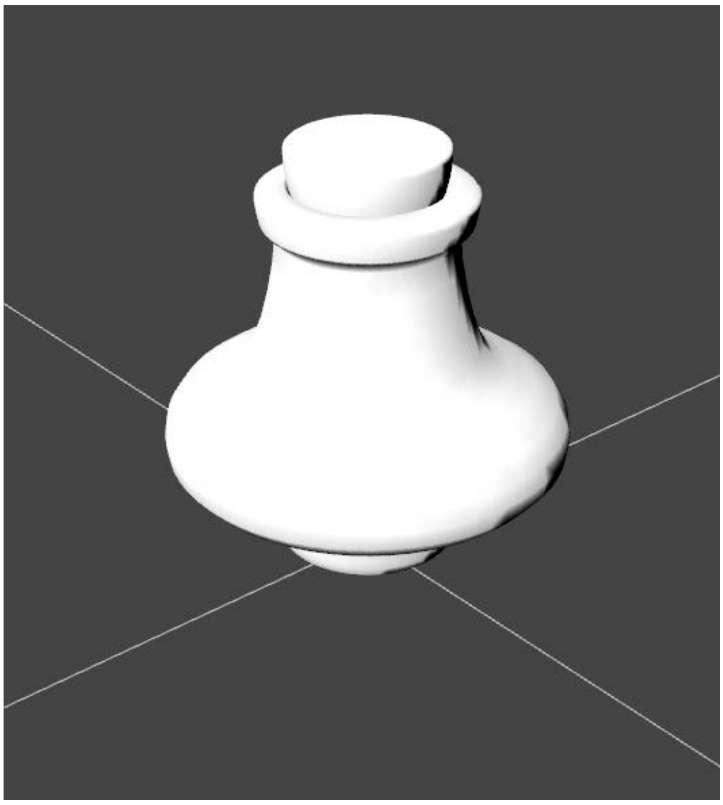


NOTE: *If the model creator intends for Daz Studio users to use the model, they should provide relevant information with the OBJ model or make it available online.*

The settings to be used with the Potion Bottle models in OBJ format are:

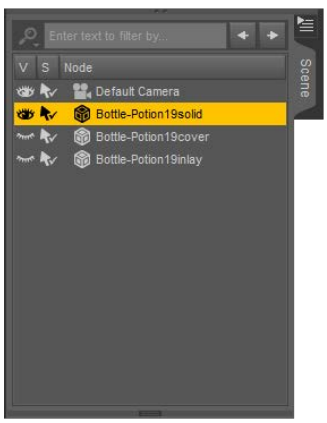
From:	Custom
Scale:	10000% (10,000)
Axis Conversion:	X=X, Y=Y, and Z=Z with no inverting
Checkboxes:	ALL Checked

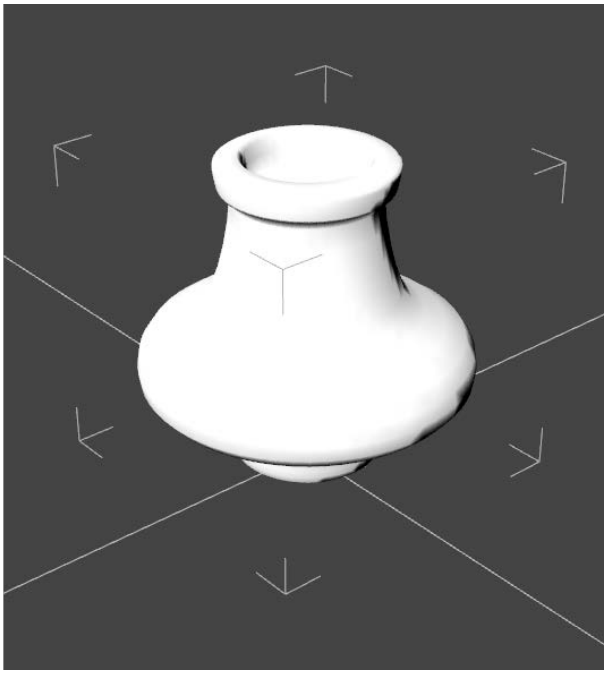




All components of Potion Bottle 19 in Scene tab and Viewport

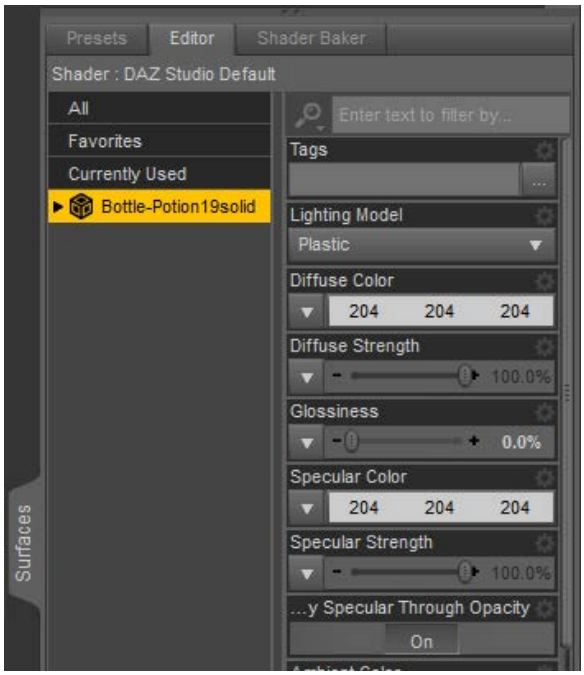
Select an object in Scene tab. If needed, hide other objects in the scene by clicking the eye icon under the V (visible) column.



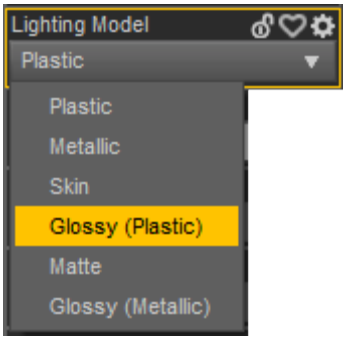


The Glass component of Potion Bottle 19 selected in Scene tab

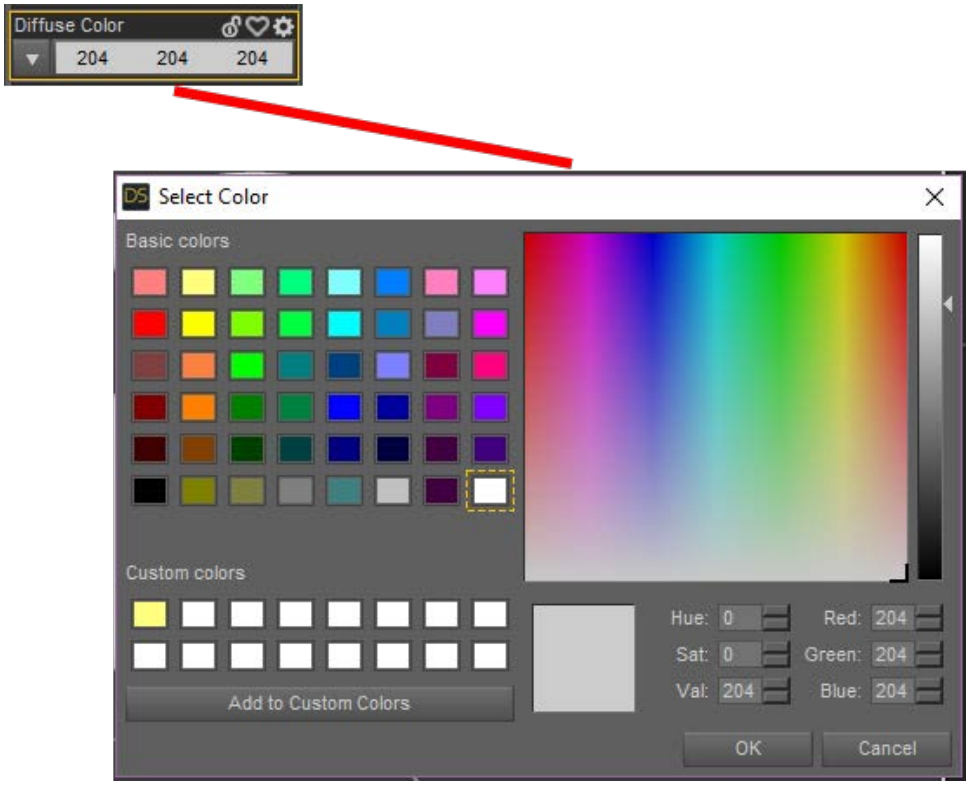
Select the object in Surfaces tab, make these adjustments:



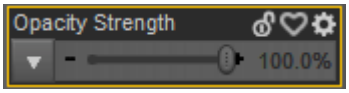
Set Lighting Model to desired



Click RGB bar to set Diffuse Color to desired color.



Set Opacity Strength if desired (we used 25% for glass).



Of course you will want to use your own color settings, but this is what our example looked like in an Iray render.

Here is another example using the Inlay to represent liquid contents.

For the best results, you will want to use some of the many shaders that are available for Daz Studio to get more realistic looks than just applying colors to the surfaces.

The bottles demonstrated are available in BLEND, DAE, FBX and OBJ formats from Renderosity as Game Ready with Extended License

https://www.renderosity.com/mod/bcs/potion-bottle-collection-blend-dae-fbx-obj-extended-license/119647/