

Babe Bay

~~Mini-tutorial~~

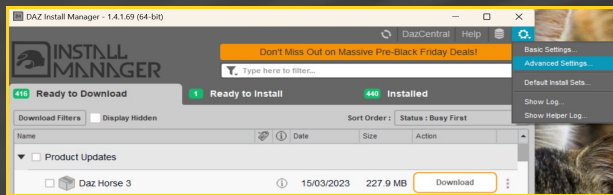
1 - What is Babe Bay?

Babe Bay is a full set to build overwater tropical scenes. It comes complete with HDRIs, mermaid grafts for G9, and a wide collection of props, poses and camera presets.

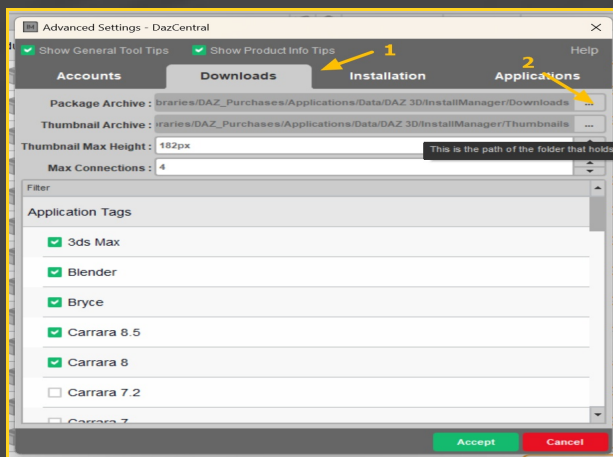
2 - How to install it? [two possibilities]

A - Using DAZ Installation Manager

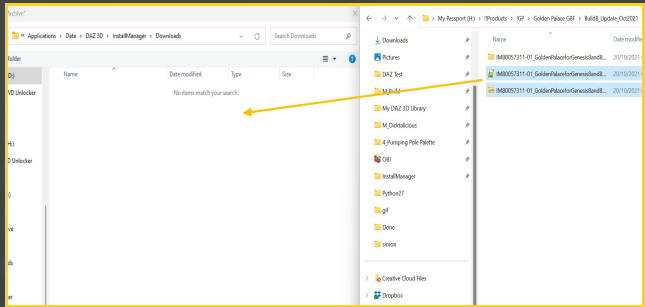
Picture 1: Open DIM, select "Advanced settings";



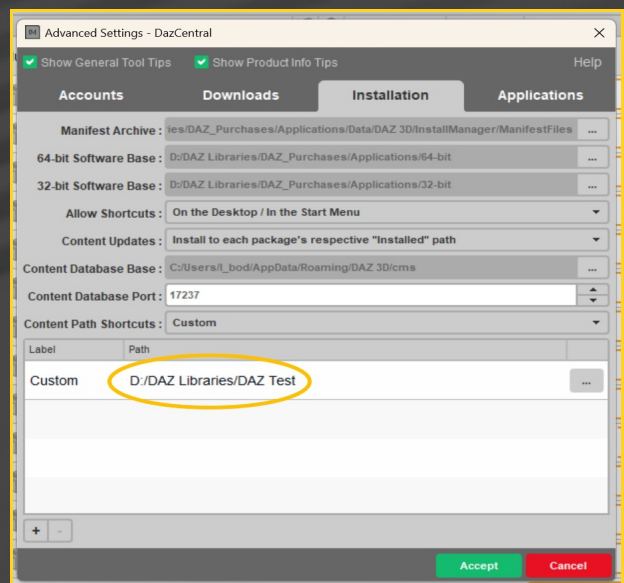
Picture 2: Check the Downloads tab (1), locate the download directory (2);



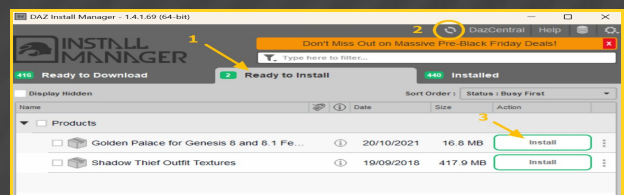
Picture 3: Browse to this very directory, drag and drop the .zip and .dsx file you downloaded from Renderotica (if you use a MAC don't click Return or Replace);



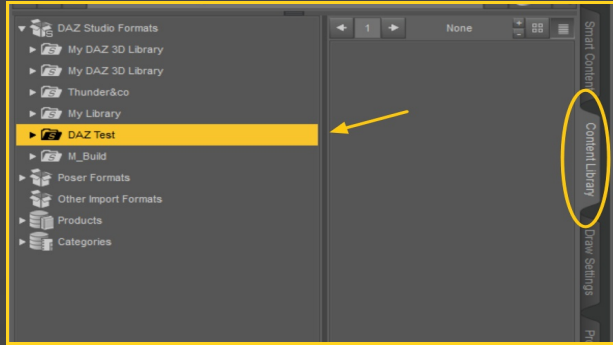
Picture 4: "Advanced settings" again, "Installation" tab, check or select your installation folder;



Picture 5: Go to the "Ready to Download" tab(1), update the list with the couple of arrows (2), click "Install" (3);



Picture 6: Open DS, locate the installation library in the "Content Library" tab.



Name	Type	Compressed size	Password ...	Size
My Library	File folder			
EndUserLicense.txt	Text Document	2 KB	No	

In this example, when you open the zip file you will see a folder called 'My Library'. Remember what I said about multiple Runtimes? If you just let Windows unzip this file automatically to your DAZ3D folder, you would create a multiple Runtime. DON'T. Always manually install all of your content. Sometimes this folder will be called 'Content', or 'My Daz 3D Library', though not often. Sometimes it will be the name of the product you've just downloaded. This is something that I think vendors should collaborate on, to create a more uniform zip hierarchy. It will prevent a lot of failed installs in my opinion. But, until that day comes, let's press on. Open the folder and view its contents.

Name	Type	Compressed size	Password ...	Size
data	File folder			
People	File folder			
ReadMe	File folder			
Runtime	File folder			

This is the honeypot. This is your content. In some cases, when you open the zip file this is what you see right away. Sometimes not. In any case, these are the folders you will be manually installing to your 'My Daz 3D Library' folder that we looked at earlier. You left that window open on your desktop, right? No? Dingus. Reopen it. Now, select all of the folders and drag them either all at once or one at a time to their new home, which is called 'My Daz 3D Library'. You will have prompts asking if you want to merge folders. Say Yes. If it is an update, you may have prompts asking if you want to overwrite files. Again, say Yes. Let it run its course, and that's it. You're done and your content is correctly installed.

Remember, never let Windows unzip and install the content for you. Never! Always use manual install, unless you are installing content through DIM that you've bought through DAZ, and your DIM is correctly set up. If it's not, consult the boards over at DAZ on how to do that. I know Meipe has recently started creating files to install though DIM, and I think that's a good thing, but the vast majority of what you buy here or at 'rosity will require manual install if you want it placed where it should be.

B – Manual procedure

For PC users: (instructions courtesy of matt):

Name	Date modified	Type	Size
DAZ3DIM1	10/9/2018 5:33 PM	File folder	
DAZStudio4	1/1/2018 12:31 PM	File folder	
Documentation	7/17/2018 10:14 AM	File folder	
My Daz 3D Library	1/5/2019 5:11 PM	File folder	
PostgreSQL CMS	2/19/2017 1:32 PM	File folder	
help ticket.txt	5/28/2018 2:04 PM	Text Document	1 KB

In your DAZ3D folder, you should see this, and not much else. The folder called 'My Daz 3D Library' is where everything will go. If you also have folders named 'My Library' or 'Content', you have multiple Runtimes and if you are a noob, you do not want that. Merge everything from multiple Runtimes into the folder called 'My Daz 3D Library'. If you do not have multiple Runtimes, we will proceed to the next step.

Name	Size
aniBlocks	
Animals	
Camera Presets	
data	
DAZ Studio Tutorials	
Documentation	
Documents	
Environment	
Environments	
Figures	
General	
Light Presets	
Lwanmtr	
OBJ	
People	
Presets	
Props	
ReadMe	
ReadMe's	
Render Presets	
Render Settings	
Renderers	
Runtime	

Open the folder called 'My Daz 3D Library'. You will see a lot of folders. The most important ones are 'data', where files for morphs will end up, 'Environment' and 'Environments', where you have rooms, buildings, landscapes, etc, 'Light Presets', where you store Lighting, 'People', which has all of your primary figures like G3 and G8, 'Props', 'Shader Presets' (not shown here), and so on. You do not need to open these folders to install your content. This is as far as you want to go in your DAZ folder. I'm pointing these folders out because they are the folders you'll be looking for in the next steps. Leave this window open on your desktop and open the zip, rar, 7z, or whatever type of file your content was downloaded in.

For MAC users: (instructions courtesy of Guttersnipe):

1. Locate your "My Library" folder and COPY the unarchived contents of your product by dragging and dropping while holding down the "alt" button.

2. A dialogue will appear.

DO NOT PRESS RETURN OR CLICK ON "REPLACE"

This is very, very important – if you do it will delete everything you have in any matching folders.

Instead click on "Apply to All" and then (carefully) click on "MERGE":

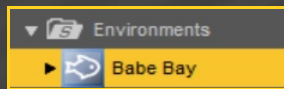
You may need to refresh your content library

(alt-click on "My Library" and select "refresh" from the context menu) or restart Daz to see your new items.

--> It is important that the *data* and *Runtime* folders are properly installed in your content library folder with the exact path provided in the zip (installing in a sub-folder is a common mistake), otherwise textures won't be found.

3 - Where is my content?

You can access to the graft and presets in your Content Library tab under '*Environments/Babe Bay*':



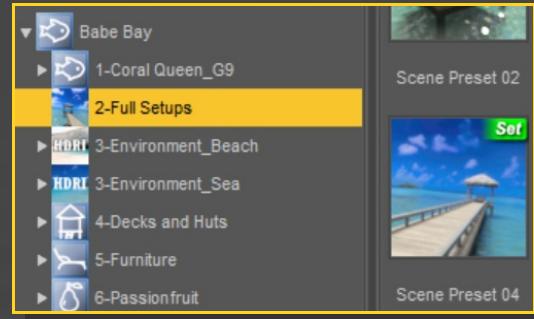
4 - How to quickly set up a scene

[You can invert the first two steps]

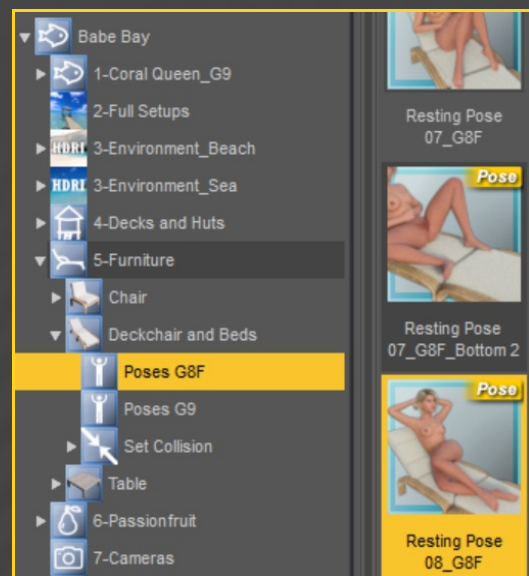
- Load your character;



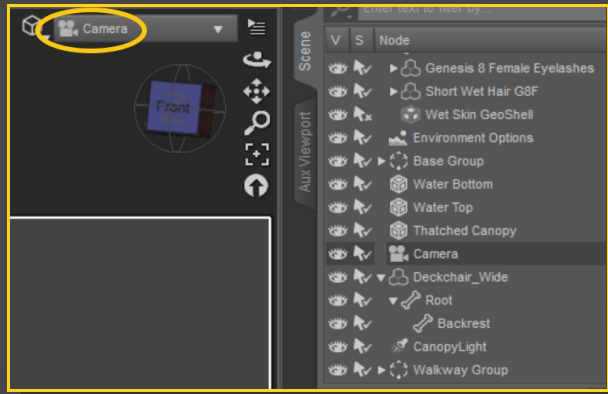
- Select a full setup. It loads the HDRI, several props and a camera preset:



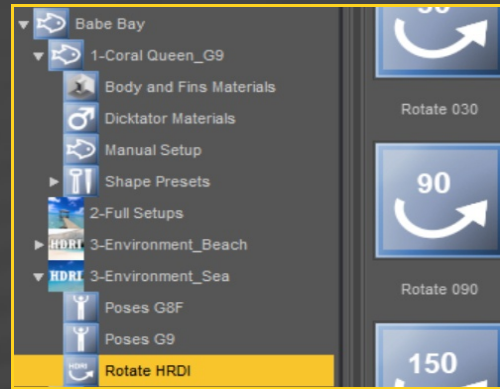
- Pose your character:



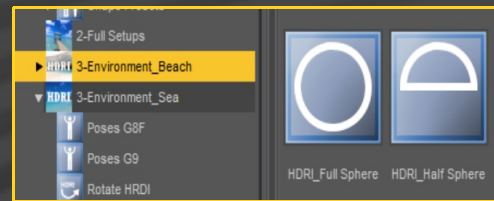
- Activate the camera:



'Rotate HDR!' sub-folder:

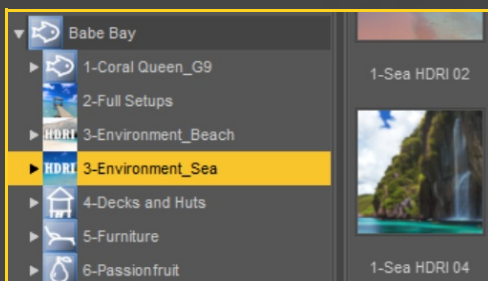


For a better interaction with the sandy ground, you can decide to apply the beach HDRI to a half-sphere:



5 – Change the HDRIs

Select any option in the 'Babe Bay/3-Environment_Sea' or 'Babe Bay/3-Environment_Beach' folders:



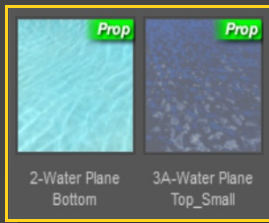
They include 8192 x 4096 backgrounds complete with lighting. The HDRIs can quickly be rotated with the presets included in the

6 – Set up a water scene

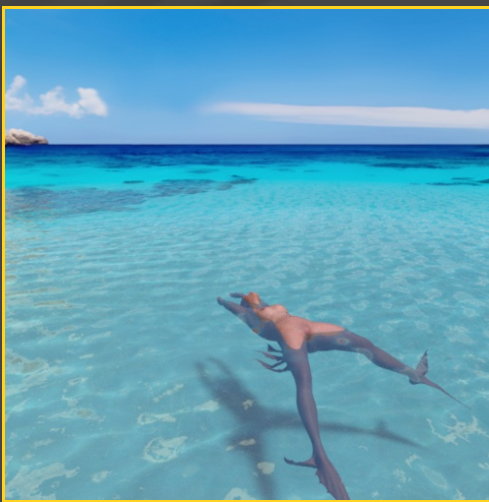
Load an 'Environment_sea' HDRI;



Load the 'Water Plane_Bottom' and 'Water Plane_Top' props:



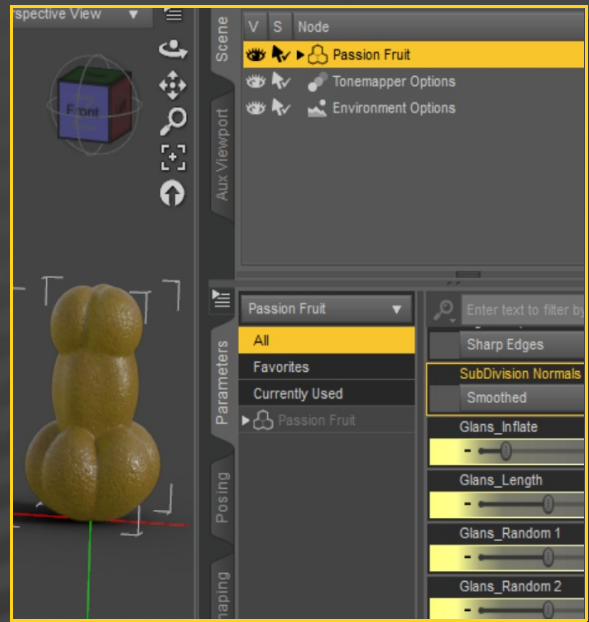
Your character and props will be able to swim/interact with the sea now:



The 'Water Plane_Bottom' can be moved upside/down depending on your needs.

7 – Adding props

Many props are available. Remember to check their color options in the 'Material' subfolders, and to edit their shapes with the morphs included in the 'Parameters' tab:

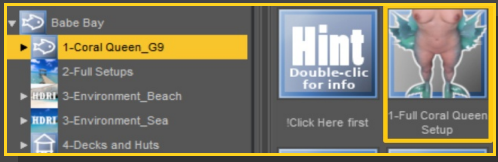


8 - How to quickly set up a mermaid

Set up your Gg character in the scene:



From the 'Babe Bay/Coral Queen Gg' folder, load the 'Full Coral Queen Setup' preset:



----- Options -----

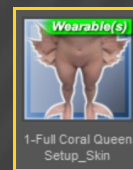
Change the color if needed:



Load the 'Mat Copy' script:



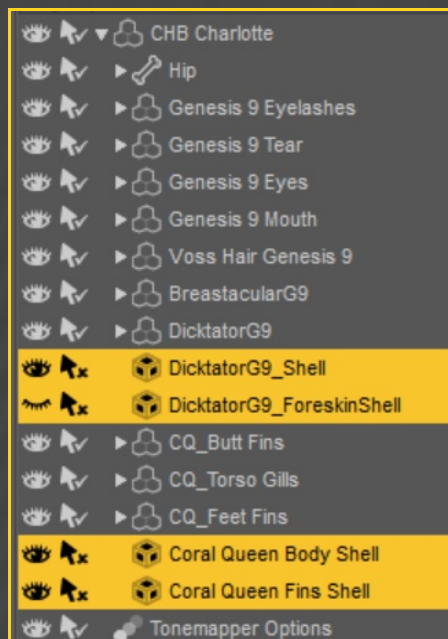
If you rather have fins with a skin tone, load the 'Full Coral Queen Setup_Skin' preset:





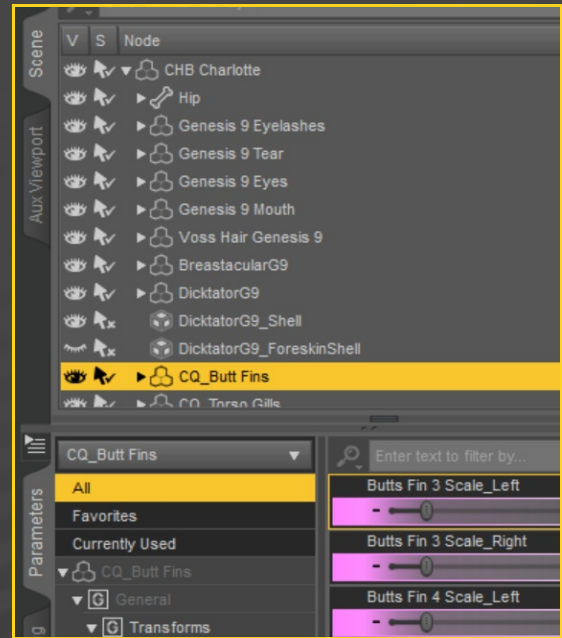
You can delete some of the grafts if needed:

In order to fix the issue, select all the bugged geoshells and load one of the '*Shell fix*' script on them:



9 – Fix the geoshell issues

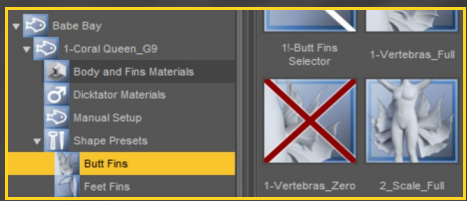
If you have other geografts or other geoshells loaded on G9, the geoshell surfaces facing the unsupported geografts will look white:



10 – Pose and shape the geografts

All fin grafts are rigged and can be posed.

You can quickly shape the grafts with the presets included in the '**Babe Bay/Coral Queen Gg/Shape Presets'** folder:



... just select the graft with the 'selecting' script and load a preset.

With the graft selected in the scene, you can also access to the morphs in the '**Parameters'** tab: