



# CLO x DAZ3D AVATAR DEVELOPMENT

STEPS TO TRANSLATE FROM DAZ TO CLO

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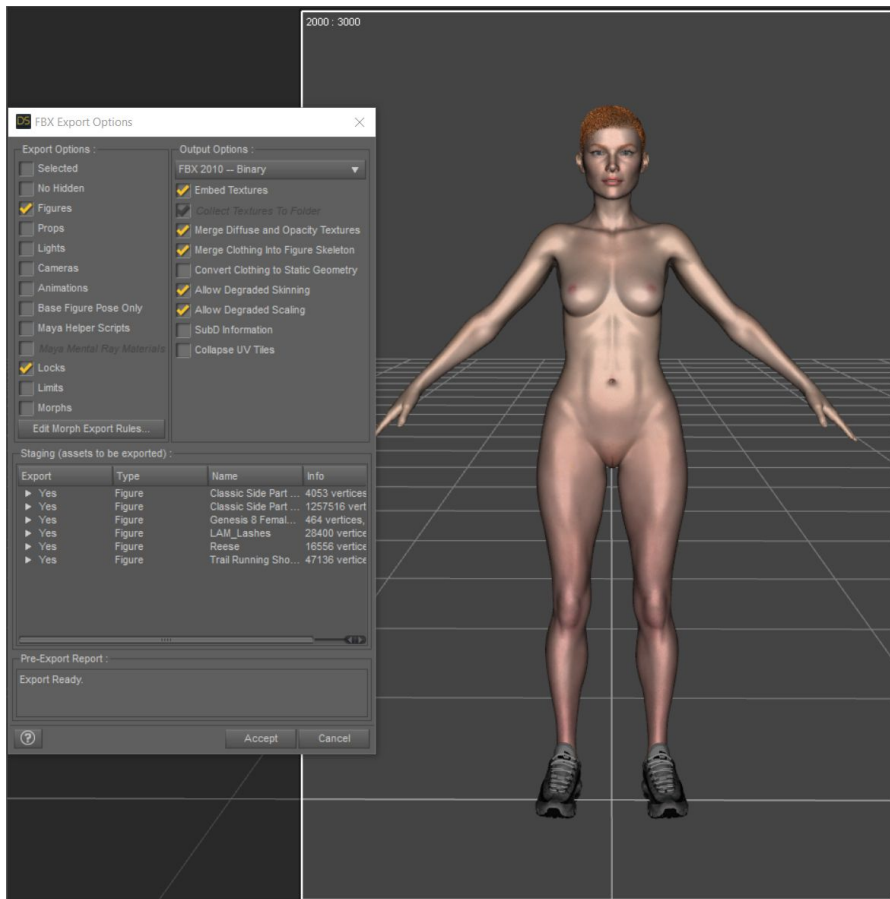
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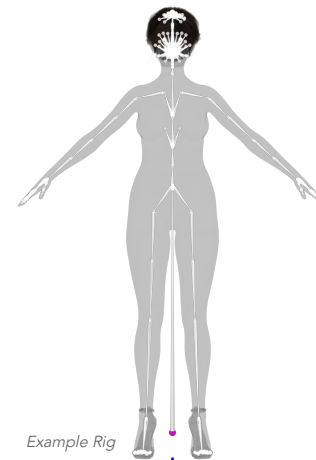


# Recommended Export Settings

## DAZ3D EXPORT SETTINGS



- FBX 2010 - Binary (this version of FBX will export a rig and skinning compatible with CLO)
- Merge Diffuse and Opacity Textures (this will export the appropriate patterns like hair and lashes with no background)
- Merge Clothing into Figure Skeleton (this will keep shoes, hair etc attached to the body)
- Export Avatar in A pose



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# Avatar Styling

# EDIT TEXTURES IN PHOTOSHOP

- Gamma Correction (Follow this link to Understand Gamma Correction and refer to Fig.2.)
- Reduce Saturation of Image (Generally after Gamma Correction, the textures will become oversaturated. Change saturation value between -20 and -30)
- Use your artistic freedom, change skin tone, make up, etc as you please. Eg. If you have .pngs of the blush, you can layer them here. You can make the skin tone more cold or warm as per your liking. You can paint on blush, eyeliner, brows, lipstick, etc.
- Change Hair and Lash Color in Photoshop (Overlay the desired hair color in Photoshop on the desaturated hair textures)

Fig. 1. Default Levels

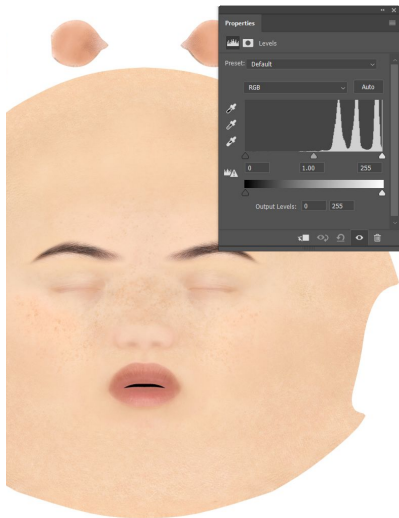


Fig. 2. Change Value from 1 to .45

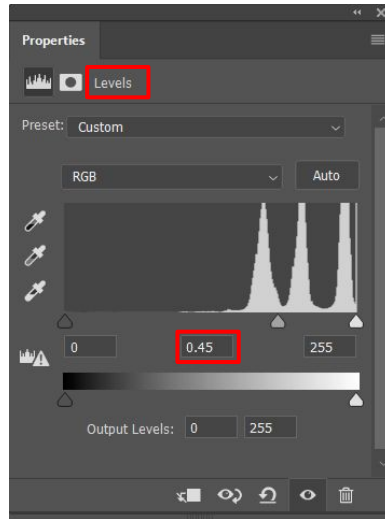


Fig. 3. Change Saturation

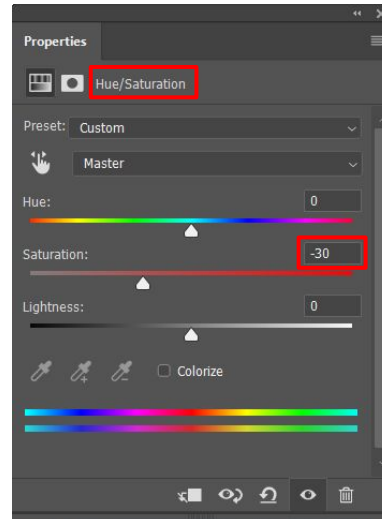
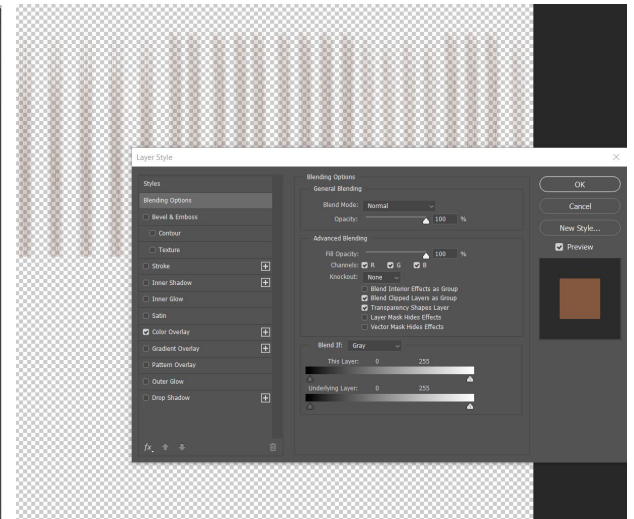


Fig. 4. Overlay a Color on the White Hair Texture



### EXCEPTIONS TO TEXTURES APPLICATION

- Overwrite the files in the original folder and save .psd files in a separate folder. Simply Refresh Textures (F5) in CLO to see the edited outcome without manually applying the edited textures.
- There will be no textures on the outer layer of the eyeball. Textures are on a layer inside. (Refer Fig.1.)



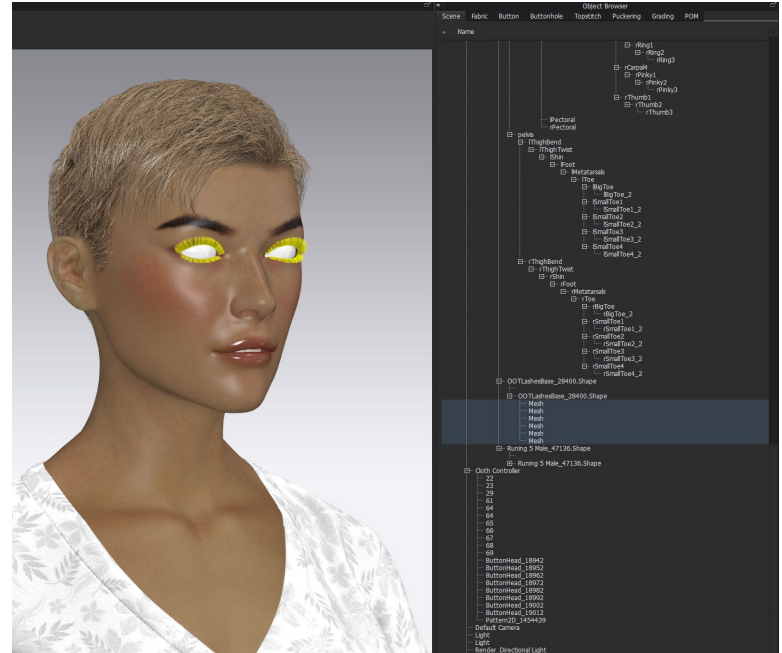
### COLOR OVERLAYING

- Remove Textures from Micro hairs and add the hair color in CLO if you want them to render visibly.
- Overlay Colors on hair, skin, lips, nails, shoes, etc, to get a more desirable effect. As V-Ray and I-Ray render differently and Daz has shaders that CLO doesn't, this may be a necessary step depending on how specific you are about the output as well as from a styling perspective. These settings will be saved in your .avt file.
- Make eyebrows and lashes darker than rest of the hair for a natural look.

## Opacity and Reflection

- Apply Glass Material Type to outer white layer of eyes.
- Apply Normal Map to Lips.
- Apply Reflection Silk/Satin Material Type to Hair
- Apply Reflection settings to skin according to desired effect.
- Apply Plastic, Metal or Leather effects Material Types to any Accessories like shoes, etc.

Tip: You can use the Scene Tab in the Object Browser to find small or layered parts of your Avatar, eg, hair, lashes and eyes to change their texture, color or pose.







# Presentation & Output

## POSING

- To bring Poses from Daz,
  - export a .fbx with the desired pose with no textures (make sure all other settings are same)
  - Import in CLO
  - Save As > Pose
  - Open > Pose in desired Project File
- Create Poses in CLO using the Rig
  - You can change direction of the eyes, change the expressions, etc.

## LIGHTING

- Use High Contrast Lighting Studio
- Add any additional lighting as per your aesthetic

*Body Pose edited in CLO*



*Eye Pose edited in CLO*



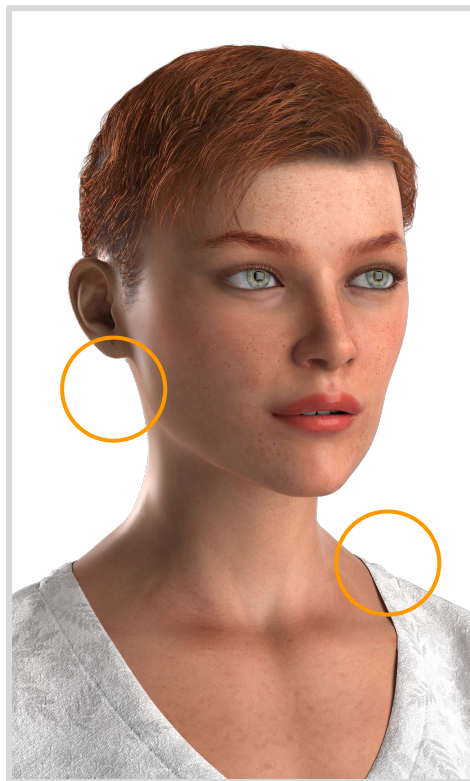
### RENDER SETTINGS

- Depth of Field. Background objects will be blurred giving a more real life photoshoot effect. Also a neat trick to soften edges of hair mesh.
- Ground Shadow
- High Contrast Studio Lighting Preset

### SAVE

- After getting the desired output your avatar can be saved as an .avt file and it will retain all changes made in and outside of CLO.

*Depth of Field Off*



*Depth of Field On*



# FINAL RENDERINGS

Time Taken: Approximately 2 hours



Thank You!