Pro Photo Photography Studio
By Abranimations®

INSTRUCTION MANUAL

INTRODUCTION

The ProPhoto Studio by Abranimations® is a full set of professional SL photography equipment. This studio is unlike any other photo studio in Second Life with many _unique_ and _exciting_ features. Much of the functionality in this studio has never been seen before in Secondlife and creates lots of new potential for creativity and stunning photo shoots. Everything in this set has been created with the intention of making your avatar and product photography as simple and expressive as possible.

About Abranimations®
Abranimations® was established in 2004 and is one of the longest trading companies in Secondlife. We create engaging content with an emphasis on fun and innovatation!

Our website is www.abranimations.com
Our real life motion capture studio is www.awesomedog.co.uk

Visit our store in world for Motion Captured Dances, AOs, Games, Toys, Gadgets and other Fun Stuff!

INCLUDED IN THIS PACKAGE

Abranimations® ProPhoto HUD
This is the main HUD that controls the lights, the background screen colour and texture, avatar animations, eye pose, facial expressions and much more!


Diffuse Studio Light
This is a diffuse style Studio Light. It can be controlled by the main studio HUD to adjust its height, various light intensity and colour options. (Please note : This description 'diffuse light' is intended to represent its physical design not equivalent real world functionality.)

Standard Studio Light
This is a standard. This light can be controlled by the HUD to adjust tripod height and various light intensity and colour options.
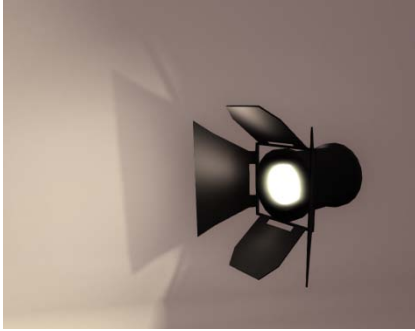
Floating Studio Light

If you require a light that does not have any tripod so you can position it anywhere and not have it look strange with a tripod floating in the air this is the light for you! It has the same functionality as the other lights but includes no tripod so it can be positioned anywhere.

ProPhoto Studio Screen v1.4

This is the main backdrop screen. It has been created with mesh and has a curved back. This allows for backdrops that do not have shadowed seams from joining prims, and for 3d effect backdrops. A texture template has been included to assist in the creation of special 3d textures. Regular textures can also be used. The screen comes with lots of sample textures and modelling animations built in. Additional Animations, Animation Lists and Textures can be dropped into the screen at any time and accessed through the main control HUD. Please note the options to the screen can only be accessed with the control HUD when you are sitting on the screen.
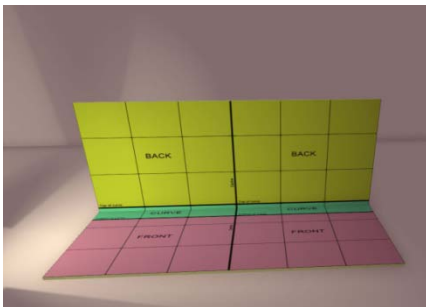
ProPhoto Studio Screen v1.4 (SQUARED PRIM VERSION)

This is a prim version of the screen that does not have the curved edge. This can be useful if you want to texture your backdrop with a seamless texture and reduce any distortion caused in your image by the curve. The down side to this screen is that it is more likely to have shadow seams.

INTRODUCTION TO THE MAIN CONTROL HUD

Everything in the ProPhoto studio can be controlled with the included control HUD. The HUD is split into various tabs that are dedicated to specific functionality. We will cover each of these in more detail. To begin with though please take a look at the diagram of the HUDs main buttons below to familiarise yourself with the individual tabs and what they do.

1. PROPHOTO: This is the minimize and maximize button for turning the HUD visible/invisible.

2. MOVE: There is no pose stand included in this set. Everything is built into the screen. When you are sitting on the screen the move tab has options to allow you to rotate and move your avatar as you desire.

3. EYES: This tab has options that allow you to pose the avatars eyes. There is now no need to wait until your avatar is looking in the right direction, and you can now pose your avatars eyes in never seen before positions!

4. SCREEN: This Tab contains all the screen options allowing you to change colour, select a texture inside the screens contents and turn FULL BRIGHT mode on/off.

5. FACE: This tab contains buttons that allow you to quickly select one (or multiple) face expressions. These are the standard expressions built into Secondlife but when combined with the EYE tab you can create all sorts of new and interesting face emotions!

6. LIGHTS: This tab allows you to control any of the studio lights you have rezzed in world. Simply click on a light when you have the HUD attached. The lights ID will appear in the HUDS display. You can now adjust that lights options. You can control as many in world studio lights as you like with the HUD. This tab also has an option to fix the camera in place, allowing you to take multiple photos from the same exact angle without the risk of losing position. You can even stand up and then resume your photo shoot at a later time. The studio will remember your camera angle and position.

7. POSES: This tab allows you to scroll through, pick an animation or load an animation list from the background screens inventory.

8.HELP : This page includes links to this manual and other important help information. There is also a button on this page you can click to check for updates. If you click it and there is an update available it will be sent out to you.

THE BACKDROP SCREEN

The backdrop screen is the key component of the screen. The screen is modifiable so if you wish to make it larger or smaller feel free to do so. The screen works with the main control HUD. You can only control its options though when you are sitting on it. This prevents other people who also have a control HUD from making changes while you are using it.

TEXTURES
Background textures can be loaded into the screens inventory by right clicking on it and dragging the textures from your inventory. Please make sure that the textures you use are full permissions otherwise they may not work correctly with the HUD. If you wish to use a texture that is not, I suggest manually texturing the screen by hand. There are 40 built in texture samples to get you started. We have also included a template that shows where the various regions of the screen are located to help you make your own 3D textures.

ANIMATIONS
We have included our Ascend Modelling Poses (Female 1-52 & Male 1- 30) inside the screen absolutely FREE! (These have a Linden Dollar value in our store of 3600L by themselves!) Most of these animations include a mirrored version where this makes sense. If you wish to use your own animations simply right click on the screen and select Edit. Then drag the animations you wish to use from your inventory into the screen. Please note that if the screen already has a lot of items in its content you may need to wait a while for them all to load before you can drag your new animations inside.

WARNING! Do NOT under any circumstances take the background screen into your inventory just after dropping a no copy animation inside it. Make sure the screen has loaded the new animation and you can access it via the control HUD. If you cannot it will most likely get lost. This is NOT a fault of the Photo Studio, this is a Bug in SL that is a very common cause of inventory Loss.

ANIMATION LISTS

To help organise the animations it is possible to create up to 12 animation lists. These are notecards that include a list of animations. The HUD allows you to pick from all the animations inside the screens contents or load one of these animation list notecards to browse only a select batch of animations. We have included demos with the Ascend modelling poses to show how these can be used to organise your animations. You may wish to make a favourites list of your own.

THE SCREEN TAB ON THE CONTROL HUD
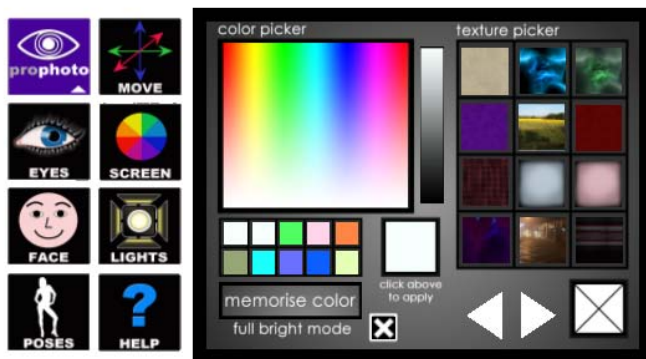
CHANGE COLOUR

When you are sitting on the screen you can control various options with the control HUD. The Screen tab (shown above) contains a colour picker and texture picker. When you have selected a colour you like click the colour box labelled 'Click above to apply'. This will set the colour of the screen.

MEMORISE COLOUR

If you find a colour you particularly like you can remember it by clicking the memorise colour button and then selecting one of the slots. The slot will change to your selected colour, and clicking it on subsequent times will cause that colour to be applied.

CHOOSE TEXTURE

You can browse the textures inside the screen using the arrows buttons on the HUD. Clicking on one of the textures will apply it to the screen. Clicking the empty texture ICON (white icon with a cross through it) will cause the screen to reset to a blank.

FULL BRIGHT

This checkbox allows you to turn FULL BRIGHT mode on and off. When full bright is on the screen will glow. No Shadows will be case though on it. If you want to use the screen as a green screen that you will cut the background out of later in Photoshop FULL BRIGHT is best checked.

THE MOVE TAB ON THE CONTROL HUD
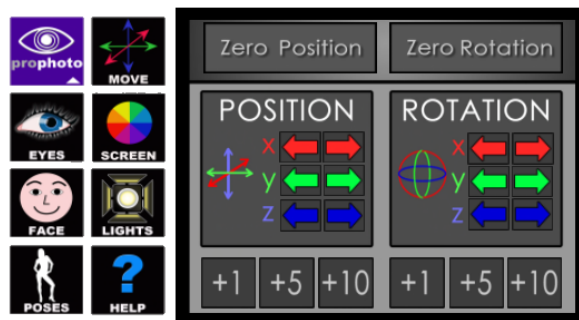
The move tab allows you to move your avatars position and rotate them when they are sitting on the screen. Use the arrows buttons to adjust to move your avatar. The +1 +5 and +10 buttons at the bottom adjust the movement scale for changes made. If you would like to reset either your avatars position in 3d space or their rotation click on the Zero Position and Zero Rotation buttons.

THE POSES TAB ON THE CONTROL HUD
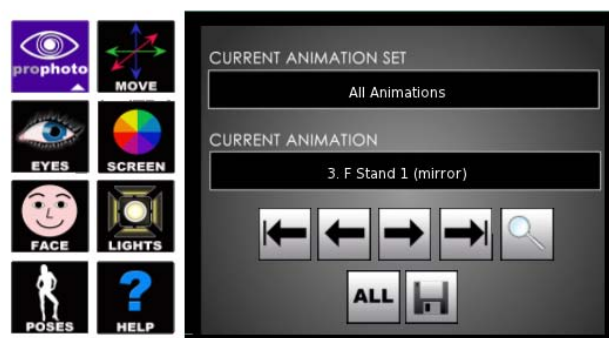
The poses tab allows you to select an animation from those in the background screens inventory. Use the arrow keys to scroll through the animations or select the magnifying glass to browse through a drop down menu for your animation. As with all the other screen functions this can only be accessed from the HUD when your avatar is sitting on the background screen.

If you wish to browse all the animations inside the Screens inventory click on the ALL button. If you wish to load one of the animation list notecards inside the screen click on the Disk icon. This will display a drop down list of available animation lists you can select. Animation lists are useful for organising your favourite animations.

FACE EXPRESSION TAB ON THE CONTROL HUD
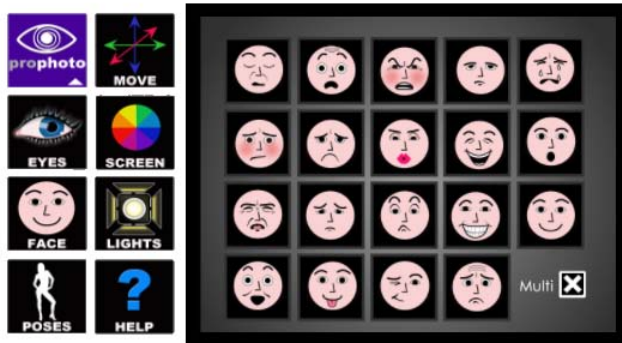
The face tab allows you to select a facial expression from the standard built in Secondlife expressions. If you have the multiple checkbox ticked you can select multiple animations at once with some interesting results. If this checkbox is not ticked the HUD will allow you to select only one at a time. Remember that by changing the eye pose on the Eyes tab you can create all sorts of interesting emotions and expressions that would otherwise not be possible.

EYE POSES

EYE POSE TAB ON THE CONTROL HUD
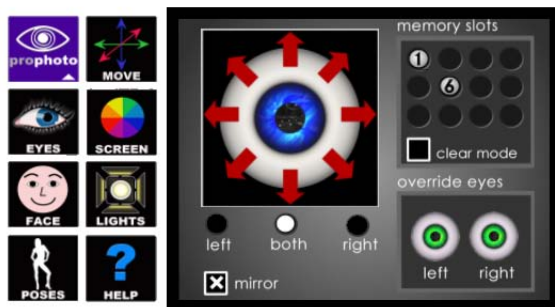
The eye pose tab allows you to fix your avatars eyes in position and move them about. This is a completely new to Secondlife feature NEVER seen before! Now you no longer have to wait for your eyes to point in the right direction when you take a photo. You can even position them in weird and wonderful poses otherwise impossible!

To move your eyes click on the main display window that shows an eye with red arrows coming outward. This moves your eyes around. If the radio button labelled both is selected both eyes will move together in sync. If you select either left or right, clicking on the eye will move just the left or right eye. Selecting the mirror checkbox allows you to move the eyes in mirror mode for interesting effects such as Crossed Eyes.

Memory Slots

You can remember a particular eye pose but clicking on one of the empty memory slots. A button will appear when you do so, that when clicked on again in subsequent photoshoots will cause the eyes to go back into the stored pose. Selecting the clear mode checkbox and clicking on an active button will case the memory slots to free up. there are 12 available slots.

Override Eyes Section

You can turn the ao ao off for one or both of these eyes by clicking on the eye icons in this section.

LIGHTING TAB
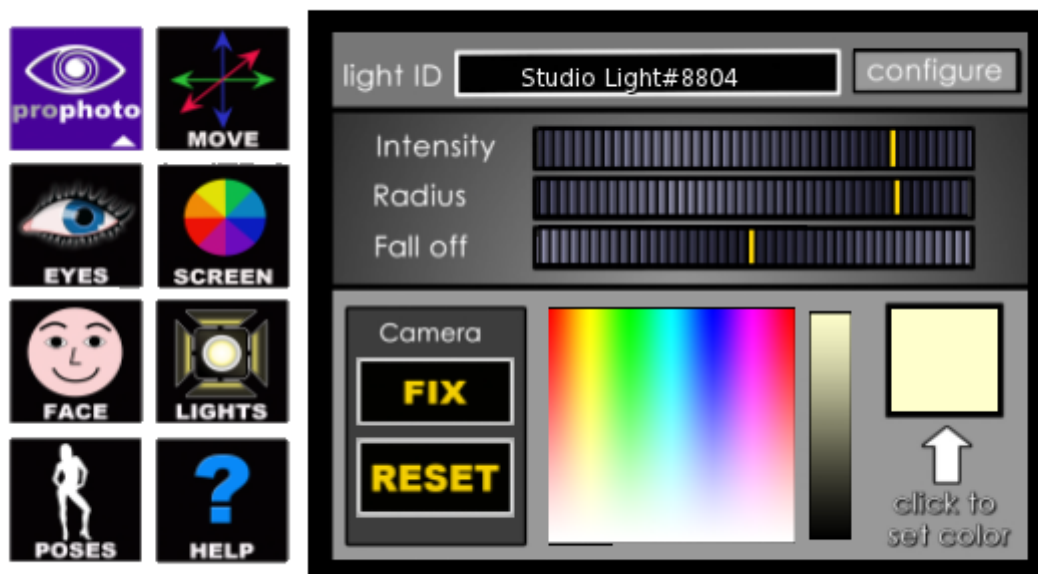
The lighting tab allows you to control the various studio lights you have rezzed in world. To control a specific light simply click on it with the HUD attached to your avatar. You will then see the lights ID appear in the Light ID window. You can change the light intensity, radius, fall off and colour with the dials and colour picker. Each light has its own set of built in options. On/Off, reset and various height options (for tripod mounted lights only). Clicking the Configure button allows you to select these light specific options.

CAMERA OPTIONS

The light page also has a couple of camera options. In a future version the cameras may well have additional functionality that deserve their own tab. In this version though It seemed more sensible to put them on the lighting page as there are only two buttons. These allow you to fix the camera in a selected position and angle. This is great if you have a long photo shoot of multiple products and want the same exact angle for all of them. To use this option move your camera into position using

the regular Secondlife controls, then click FIX to fix the camera in position. Once you have done this the default position is set and clicking the escape key at any time will case the camera to revert to this position. You can even log off and the camera angle will be stored ready for you to resume later on.

A NOTE ABOUT LIGHTING AND SHADOWS

Please note for the studio to function as intended you should have a computer that is capable of showing shadows in Secondlife and have this option switched on in your secondlife preferences. If you do not you will not see any of the cool lighting effects this studio has to offer.

HELP & UPDATES
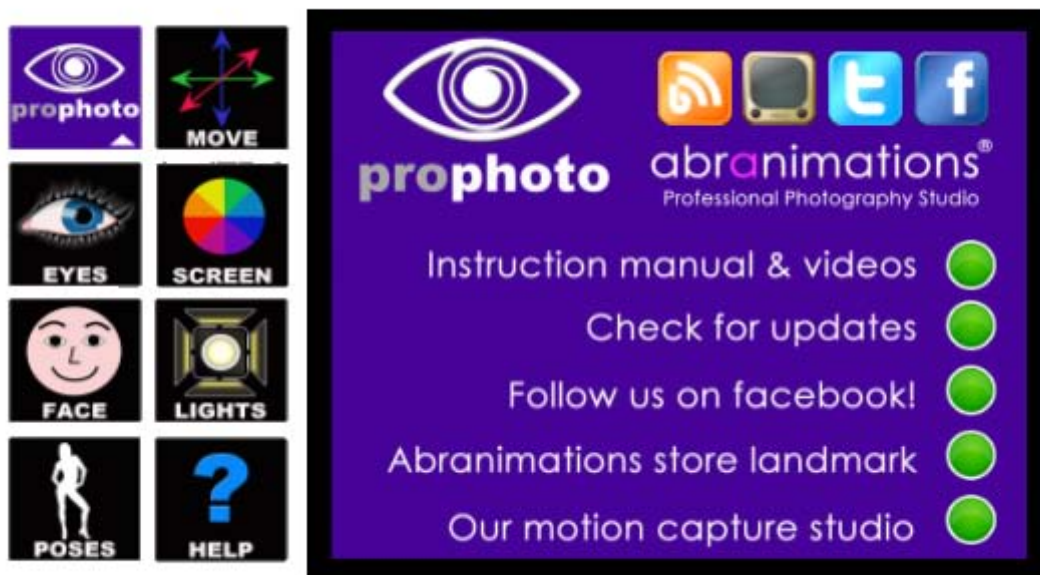
The help tab has various links for support and updates.

CREDITS
All Textures, Animations, Scripting and Modelling
by Abramelin Wolfe and Wildcat Snowpaw