Seedydeedee's 3D Basics for Poser, Daz and Carrara

Carrara

Daz3D has a wealth of tutorials on Carrara and it's worth having a dig around on there.

This guide covers the basics of what you'll need to know to complete my first tutorials. It explains how to change the view and navigate around your workspace, how to create a shape and move it around, how to parent props and add them to your content libraries, and how to assign a material. This tutorial was made using Carrara 5, but the same principles apply to earlier versions and to Carrara 6, just released.

1. **Navigation**
2. **Create a basic (primitive) shape**
3. **Move /resize shapes**
4. **Grouping Objects**
5. **Saving and loading props**
6. **Adding textures / assigning Shaders**
7. **Rendering**

1. **Navigation**

- Click on the camera control to select which camera you want
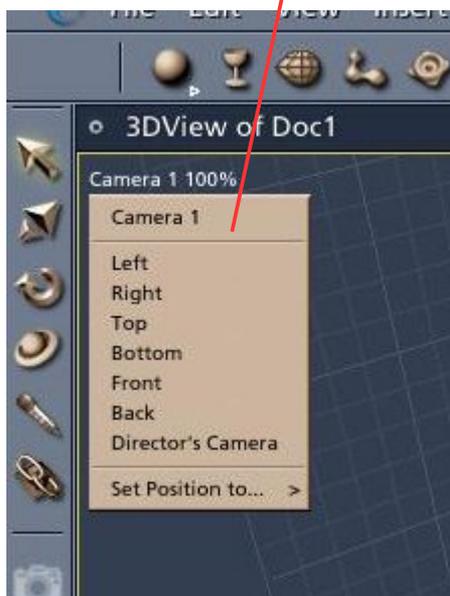
- Use the navigation tools on the left of the window (circled in red below) to navigate around your scene

The magnifying glass allows you to zoom to set magnifications, and the hand symbol lets you manually pan the view within your 3D workspace.

If you get completely lost, as long as you have something in your scene (even a light or a camera), select it in the Instances tab on the right, and press 0. This will bring the camera in to focus on the object you've clicked.

You can use the viewport layout icons on the top right of the workspace to arrange a number of different views on the screen at the same time so that you can see how an item looks, say, from above and from the left side at the same time.
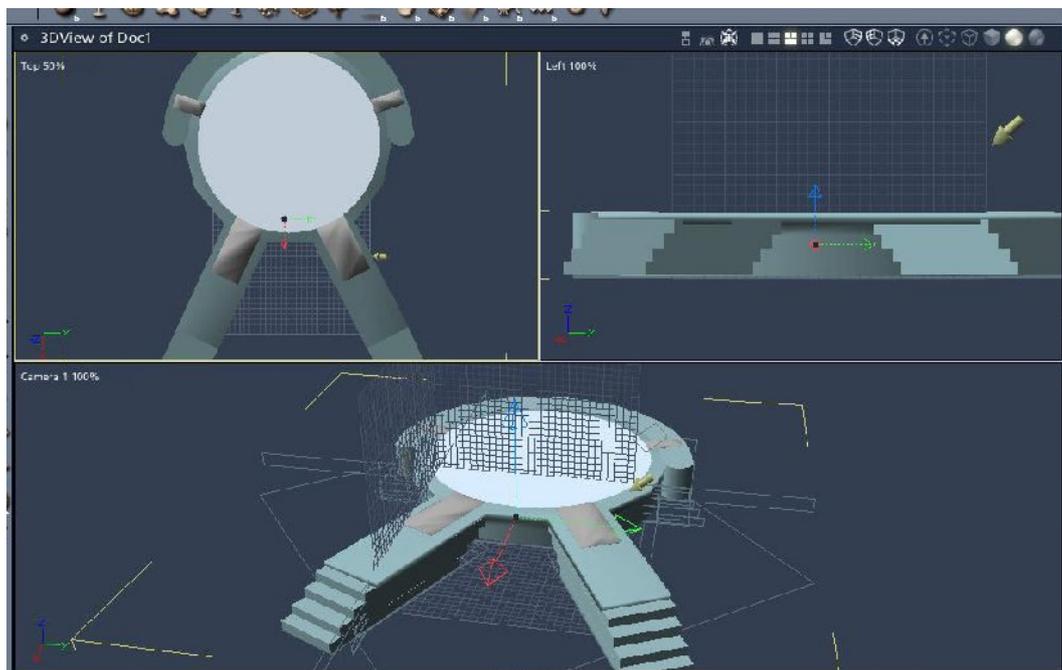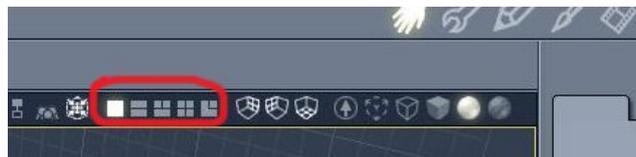
2.   Create a basic (primitive) shape

Use the Insert menu and select a Primitive (sphere, cone etc), or use the create Primitive icon on the toolbar.

3.   Move / resize shapes

Use the Instances tab on the right to select individual objects in your scene.   Select the item you want to edit.
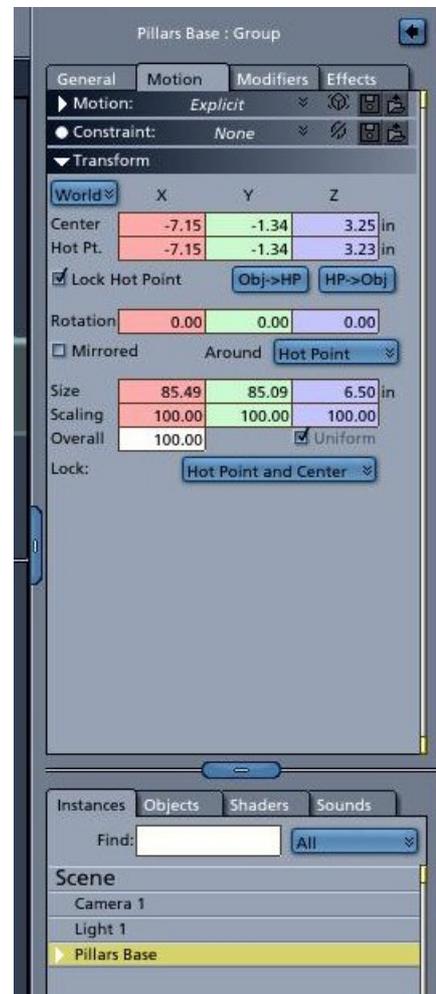
Editing Using the Motion Tab

You can use the Motion tab at the top right of the workspace to move, resize or rotate objects.

    The **Transform** values control where the object sits in 3D space.

    The **Rotation** values control its rotation in 3D space.

    The **Scale** values control its size in 3 dimensions.

    To change any of the above parameters, type in the value that you want.

Direct Manipulation

Use the corresponding icon on the toolbar to move, scale or rotate your object. Tools will appear that you can click and drag in 3 dimensions to change the rotation, translation or scale of the selected object. Tools are colour coded for each axis.

4.   Grouping Objects

If you've added 3 or 4 objects to a scene and have arranged them close together, or put something in a character's hand, for example, and decide to move them, it's much easier to group them together so you can move them all at once. To do this, go to the Instances tab, click the item you want to be grouped with the main item. In this case, we want 'Pillar' to be grouped with 'lower band', so select 'pillar', then hold down Shift or CTRL, and select 'lower band'.   Now either click CTRL + g (shortcut for group), or click Edit menu > group.

You can now select 'Pillar' and move / translate / rotate it, and 'Lower band' will remain stuck to it in the starting position.

It's a good idea to change the name of each object as you create it, for ease of identification and adding materials later on.

To do this, just click on the shape you want to change in the Instances tab, then look in the General tab at the top left of the screen. The object's current name is there in a white box – you can overwrite the default name here.
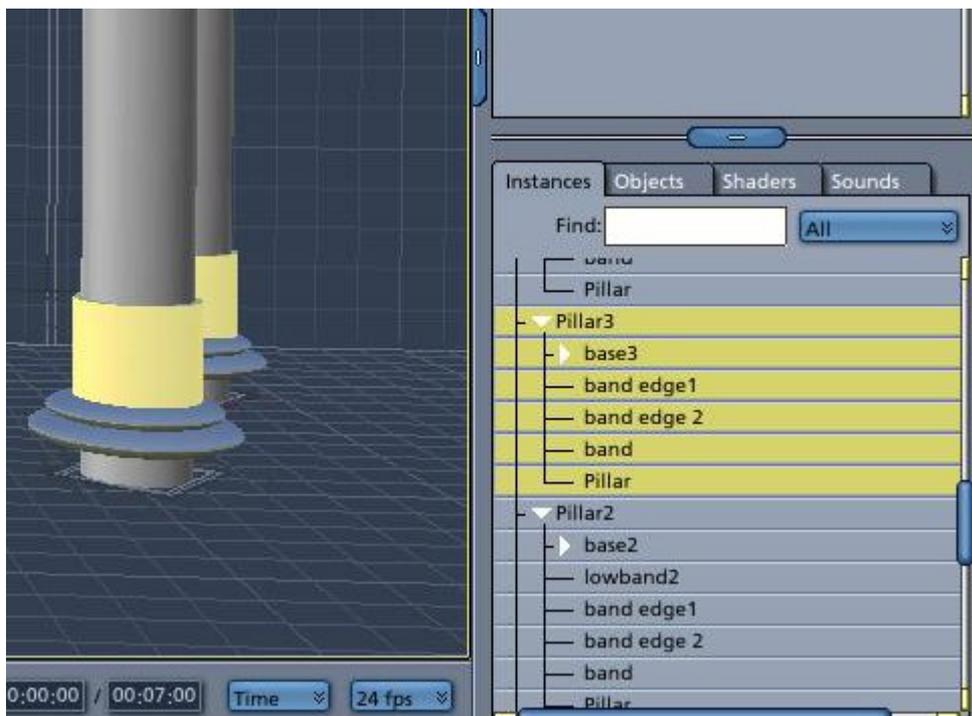
5.   Saving props

When you've got yourself a finished prop and you want to save it in your Object library to use again, simply click on the object in the Instances tab on the right, and drag it into your objects library at the bottom of the workspace. If you can't see it, click on the handle at the bottom of the screen.

You can also save it as a .Car file, of course, and import it into your scene that way.

Loading Objects

To load from your saved items, open your Objects library, find the object you want, and drag and drop it into your scene.

6.   Adding textures / assigning Shaders

To use a preset Shader, select the object you want to add a texture to in the Instances tab on the right. Click on the the General tab at the top of the screen.


You can select from the wide variety of preset Shaders that come with Carrara.

If you want to edit the preset, or to create your own Shader, click on the texture icon (paintbrush) at the top right of the screen.
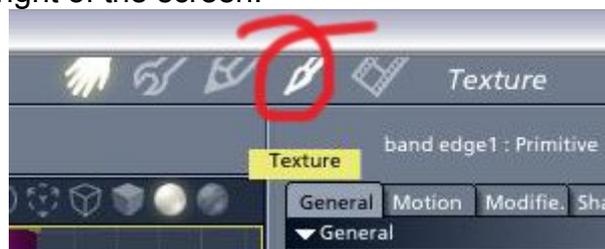
You can change the texture of objects here by changing the colour, alpha, highlight etc.
You can also specify whether your object's surface has bumps, and how transparent it is,
plus you can use texture maps (any picture files) to add colour / bumps / opacity to an
object's surface.
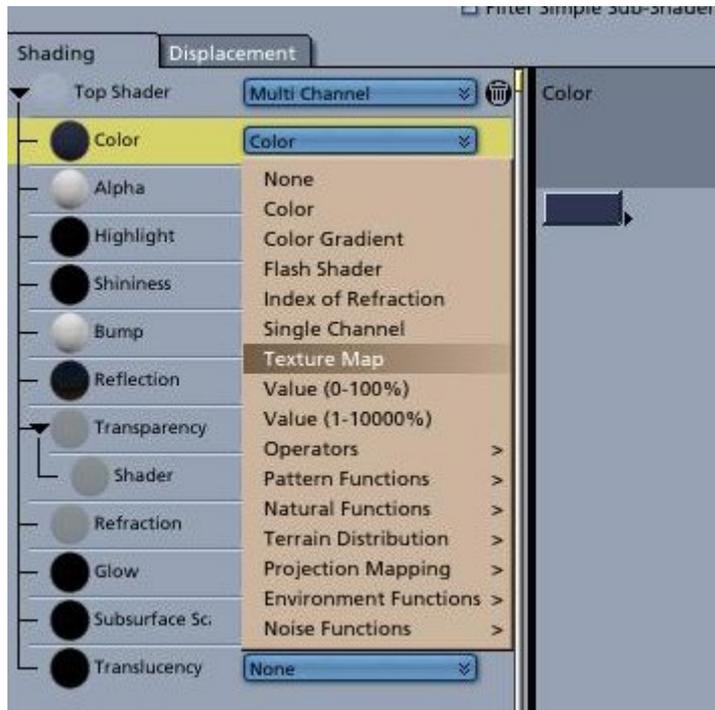
7.   Rendering

To set a background for your scene, and change your basic scene settings, click on Scene
in the Instances tab and select the element you want to change. You can set a picture as
a background, choose HDRI files for great lighting effects, or go for a bi-gradient
background (great for test renders).
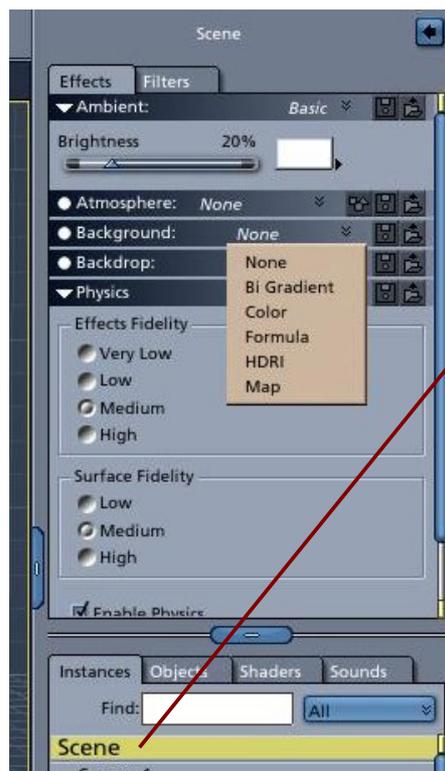
To render your picture, click the render icon (flimstrip) to go to the rendering room.

Click 'render' or 'render in new window' to render your scene. You can change settings on the right hand side.

That should be all you need to know to complete my first basic tutorial using Carrara, but if I've missed anything, just let me know! :)

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