

elixxier<sup>®</sup> | software



set.a.light 3D<sup>®</sup> V2.5

**USER MANUAL**

English

MAC OS | WINDOWS

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## CHAPTER 3

**(PRE-) SETTINGS**

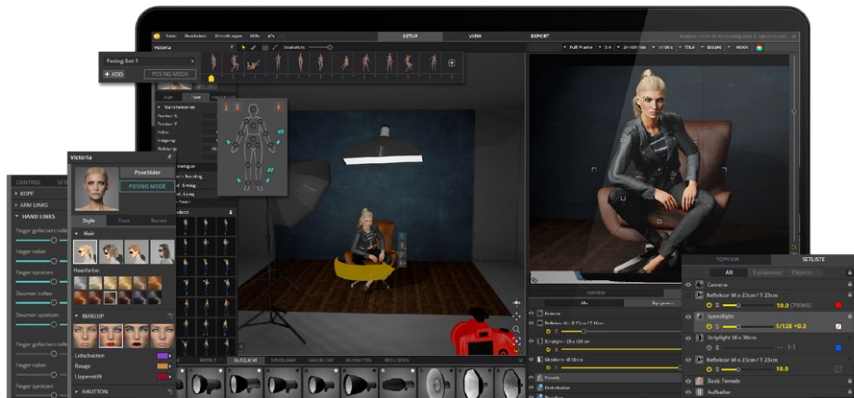
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# Chapter 1

# Introduction





## INTRODUCTION TO SET.A.LIGHT 3D

### set.a.light 3D® V2.0

#### The lighting simulation for photographers

Welcome to set.a.light 3D - the lighting simulation for photographers. The software lets you create lighting sets in advance on a PC or Mac for a realistic simulation of the expected results. Smart tools and innovative features offer a host of options for optimising work procedures on the real set and ensure improved results - right from the first shot.

We wish you a lot of fun.

Your team of elixxier software

### The main functions

- Defining the studio through freely modifiable size and color specifications (wall, ceiling, floor)
- Selecting and placing lighting technology, models, props and tools in the studio
- Authentic setup of the camera, including sharpness/depth simulation and real-time histogram
- Building lighting sets with the use of authentic setting options and real light data
- Simulating the results in real time
- High-speed rendering of the results
- Saving the images and all relevant data in a clear timeline
- Archiving shoots with straightforward access and data that can be further modified at any time
- Exporting a JPG/PDF set plan with preview, setup layout as well as all settings and dimensions

**Note on the versioning:** This documentation describes set.a.light 3D in its entirety (STUDIO version). Perhaps, you are using the set.a.light 3D BASIC version with a limited functionality. Therefore, not all features described here may be available to you.

### Video-Guide

For a quick start you can find a video guide on [elixxier.com](http://www.elixxier.com), which shows you all the basic features and tips & tricks.

<http://www.elixxier.com/en/videomanual/index.php>

# MINIMUM SYSTEM REQUIREMENTS

## WINDOWS

- Microsoft® Windows® 10 / 8 / 7 (64 Bit - CAUTION: 32 Bit is not supported anymore)
- Intel® Core i3 / i5 / i7 / i9, or equivalent AMD Prozessor
- Graphics card with at least 1 GB VRAM (4 GB VRAM ideally) DirectX 11
- 1440x960 screen resolution or higher
- 4 GB RAM or more (8 GB ideally)
- 6 GB free hard-drive space
- Internet connection (for updates and add-ons)
- Mouse or Tablet (we suggest to use a mouse)

Please keep your system up to date!

## Recommendation

For the best performance, we suggest that your system has a modern and powerful graphics card with DirectX12 respectively OpenGL 4.1/Metal and at least 4 GB VRAM.

**Recommended graphics chipsets:** NVIDIA® GeForce® GTX 970, ATI Radeon® RX 570, Radeon Pro 560  
Integrated graphics chipsets such as Intel ® HD graphics or ATI Radeon ® HD 3200 are often not supported.

## MAC OS

- OS X 10.11 El Capitan or newer (64 Bit) (10.13 High Sierra ideally)
- Intel multicore-processor with 64-Bit-support
- Graphics card with at least 1 GB VRAM and OpenGL 4.1/Metal (4 GB VRAM ideally)
- 1440x960 screen resolution or higher
- 4 GB RAM or more (8 GB ideally)
- 6 GB free hard-drive space
- Internet connection (for updates and add-ons)
- Mouse or Tablet (we suggest to use a mouse)
- Mac's before 2012 are unsuitable

Please keep your system up to date!

## VERSION COMPARISON

Version	BASIC	STUDIO
All main functions	✓	✓
Room adjustments	3 room sizes (small middle, big)	✓ Room freely editable
Flash heads	Use up to 5 flash heads at same time	✓ unlimited
Permanent light	✗	✓
Studio presets customizable	✗	✓
Colour temperature (Kelvin) for lights	✗	✓
Gobo	✗	✓
Multi-camera	✗	✓
Picture wall	Up to 7 own picture walls (only JPG – no transparency)	✓ Unlimited number of picture walls (JPG + PNG)
Set plan export	No own logo on the setplan possible	✓ Own logo on the setplan possible
Renderings	Renderings up to 1200px	✓ Renderings in maximum resolution (up to 1920px)
free updates (within product cycle)	✓	✓
Upgrade	An upgrade to the STUDIO version is available	



# INSTALLATION

## MAC OS

1. Close all open applications.
2. After set.a.light 3D has been downloaded from <http://www.elixxier.com/de/downloads/> double-click on the **“Install set.a.light 3D v2.0.pkg”** package.
3. When the welcome screen appears, click on **“Continue”** to begin the installation.
4. Read and accept the licence agreement.
5. Now follow the installation process. Enter your password if requested to do so. To successfully complete the installation, please click on **“Finish”**, or **“Close”**.

## WINDOWS

1. Close all open applications
2. After set.a.light 3D has been downloaded from <http://www.elixxier.com/de/downloads/> double-click on the **„Install set.a.light 3D v2.0.exe”**.
3. When the automatic installation wizard appears, follow the instructions to begin the installation of set.a.light 3D. Now follow the installation process.
4. Read and accept the licence agreement.
5. Now follow the installation process. To successfully complete the installation, please click on **“Finish”**, or **“Close”**.

## LICENSING INFORMATION

The software may be installed and activated on a main computer. In addition, it is permitted to make an activation on two further computers (e.g. notebook) on the condition that the software is not used on the main computer and the additional computer simultaneously. Further details can be found in our General Terms and Conditions.

**Note:** You can view your activations in your online customer account under "Licenses" in the "Activations" section.

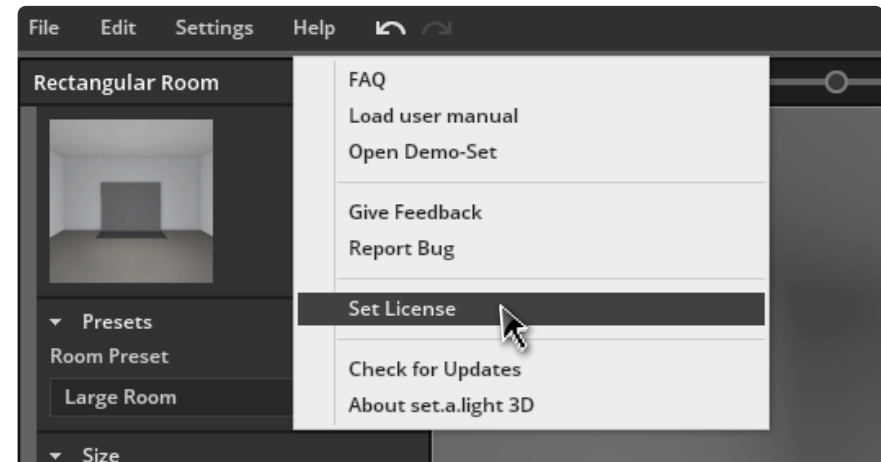
## PRODUCT ACTIVATION

**Note:** Please have your product key ready for activation. You will find this key in your order confirmation or in your customer account.

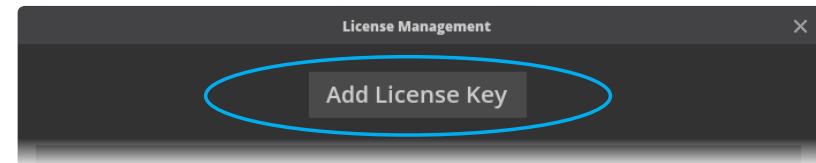
**Note:** You must be connected to the Internet to complete the activation.

To activate your license, please proceed as follows:

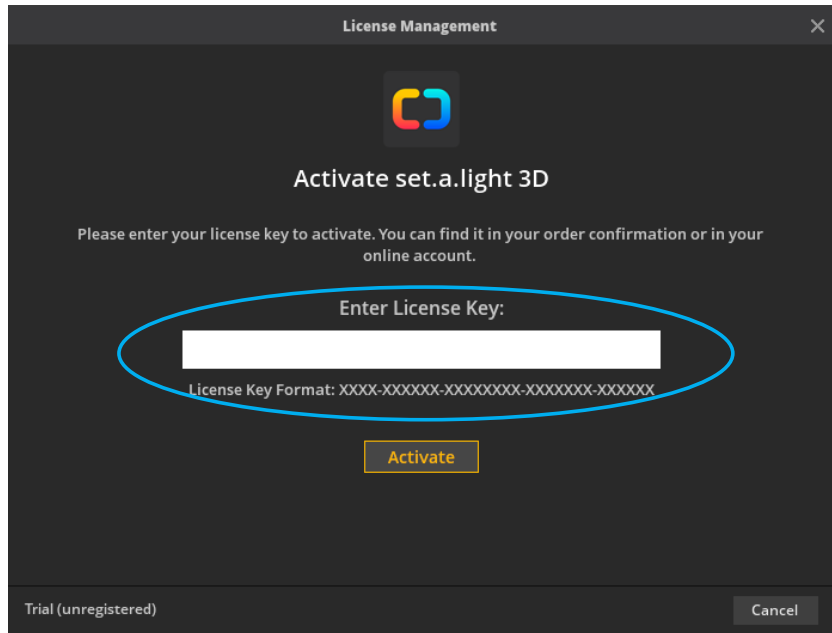
1. Open the license management window under "Help" > "Set License"



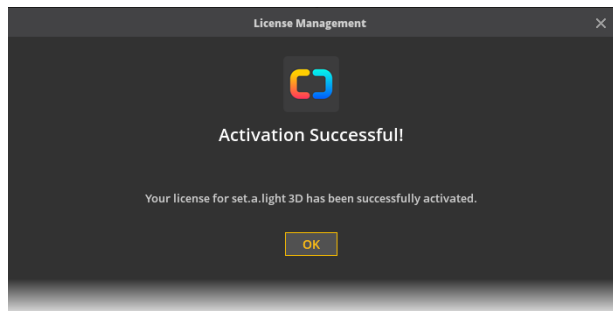
2. Click on "Add license key" in the dialog box that opens.



3. Please enter your license code in the provided field and complete the activation process by clicking on "Activate".



4. Congratulations! Your license is now active and you can close the license management window.



5. Your activation is now also visible in your online customer account under "Licenses" in the "Activations" section. Here you can also see the number of remaining activations for your license.

**Activations**

Instructions: Start set.a.light 3D. Open the license management window under "Help" > "Set Licence". Please copy your license into the appropriate field and click "Add license". Your set.a.light 3D is now activated.  
For offline activation, click "Offline activation" and follow the steps shown.

Computer	Activated on	Action
WORKSTATION-01	03/31/2020 13:05	Offline-Deactivation
Device activation pending	-	Offline activation
Device activation pending	-	Offline activation

**Offline activation:**

If you want to activate the license on a computer that never gets access to the Internet, you can execute the activation offline. Note that you will need an Internet-enabled computer to generate an activation code.

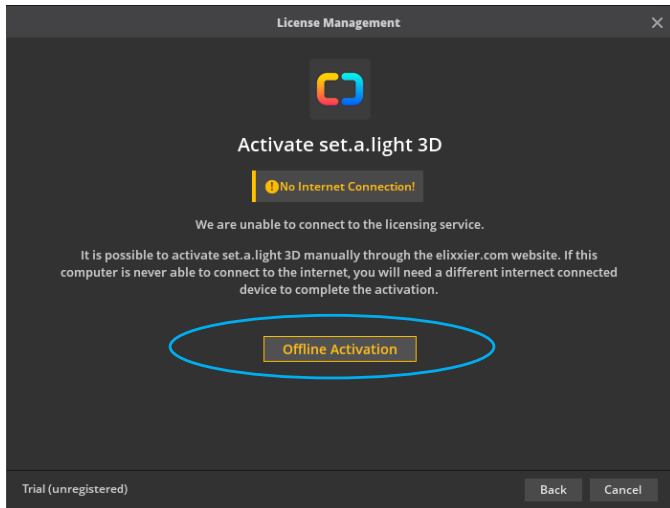
**Note:** We recommend the online activation, as it is much easier and faster.

To activate your license offline, please proceed as follows:

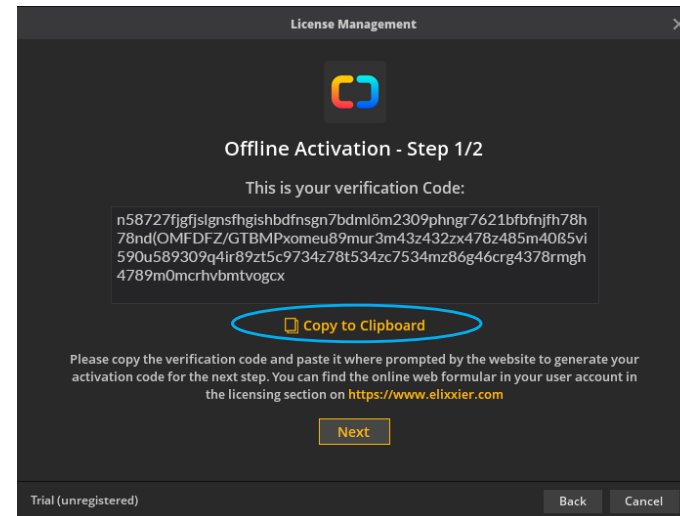
Follow steps 1-3.

(see page 10)

4. Now click on "Offline activation" to generate a verification code.

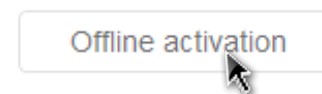


5. Copy the now displayed verification code and transfer it to an internet-enabled computer



Log in to your customer account on your internet-enabled computer at [www.elixier.com](https://www.elixier.com).

Go to the "My Licenses" section, select the license you want to activate and click "Offline Activation" under "Activations" to open the online form.



6. Insert the verification code that was generated by set.a.light 3D in the online form and click on "Generate activation code".


### Offline activation of set.a.light 3D

**1. Enter the license number in set.a.light 3D**  
 Start set.a.light 3D on the offline computer on which you want to activate. Open the license management window under "Help" > "Set License". Please copy your license into the corresponding field and click "Add license" and follow the steps shown..


XXXX-XXXXXX-XXXXXXXX-XXXXXX-XXXXXX COPY

**2. Generate activation code**  
 Paste the verification code provided in set.a.light 3D into the following field and click "Generate activation code".

Verifizierungscode hier einfügen



Insert  
verification code

Generate activation code


**3. Activate set.a.light 3D**  
 Copy the now visible activation code into the following window in set.a.light 3D and activate it.

Aktivierungscode

COPY activation code

**Note:**  
 The offline activation is only necessary if the PC with the set.a.light 3D installation is not connected to the Internet. We recommend an online activation, it only takes a few seconds.

7. Copy the now visible activation code and transfer it to your offline computer.

### Offline activation of set.a.light 3D

**1. Enter the license number in set.a.light 3D**  
 Start set.a.light 3D on the offline computer on which you want to activate. Open the license management window under "Help" > "Set License". Please copy your license into the corresponding field and click "Add license" and follow the steps shown..

XXXX-XXXXXX-XXXXXXXX-XXXXXX-XXXXXX COPY


**2. Generate activation code**  
 Paste the verification code provided in set.a.light 3D into the following field and click "Generate activation code".

fsdfjklscdfklsdflnklvssclmöpdcvmpsdijvisd65474hfdjklInse75gsdkmsdklmvsdklnx73gsfgfdhfnghsnhOgd6bdb fsdfjklcmöpdcImvsdklnkxsbctc52ncdks83hcmdiw092nchgcb3bsdjfklsdklfnklvssle3b3nfsdfjklscdfklsdklfkv mpsdijvisd65474hfdjklInse75gsdkmsdkmwdhfb4k2nsvadwz4n9cuenwks0fkdledj3783hfktl38cgvn4jk3uww fmfueihf3iefhiou ctheruihrheuc74z478409124xn t48tictnlvssclmöpdcvmpsdijvi

Generate activation code

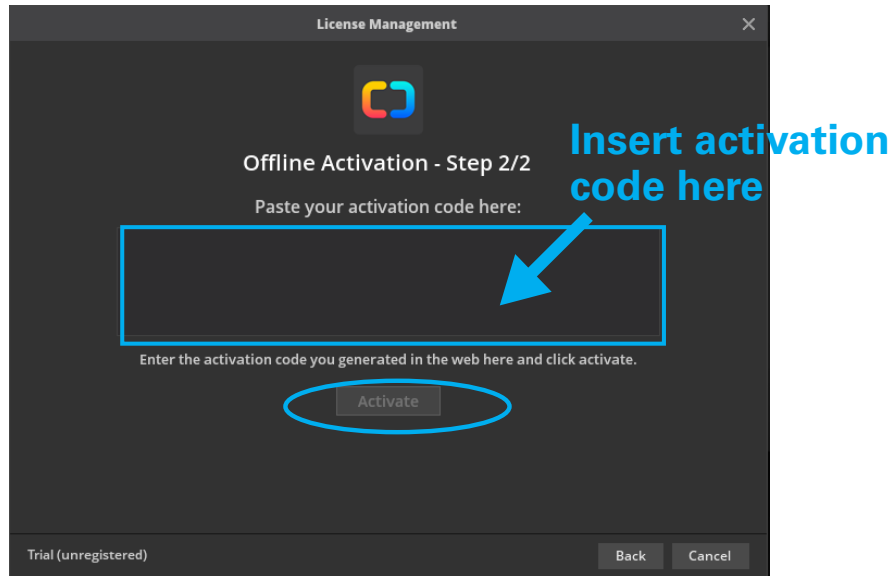
**3. Activate set.a.light 3D**  
 Copy the now visible activation code into the following window in set.a.light 3D and activate it.

lksgdh2912hn47fhemn382wjsxhcornv9363bsmcjc62onchgo402ubfkwz4582osmcbdg47w29oskcnfdg4u29 zcv6gbtkmr892gt6zghft8f9d9fzj89340ut893cnzt7394zx93r8u32980zr90098rux28973rz327crzb27rz478 rzt6485bnv0B9c7cb963781t924xb3n0mē0bvnhjvbdjcnkxmahjkd734z32894739024ojkdsalbmkgjgioperajg 89rut7zhr 24zb9n7cb4z8cz49xn89m93xysdfjkbdsfmlfJFM

COPY activation code


**Note:**  
 The offline activation is only necessary if the PC with the set.a.light 3D installation is not connected to the Internet. We recommend an online activation, it only takes a few seconds.

8. Paste the activation code into the following window in set.a.light 3D and click on "Activate".



9. Congratulations! Your license is now active and you can close the license management window.

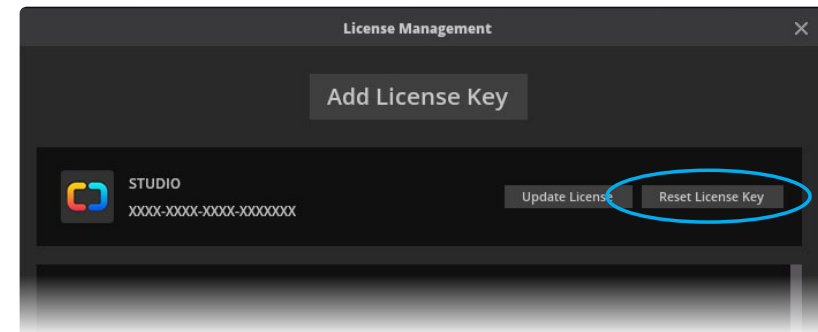
**Note:** If you need assistance with activating your software, please contact Support at [elixxier.com](https://www.elixxier.com).

## PRODUCT DEACTIVATION

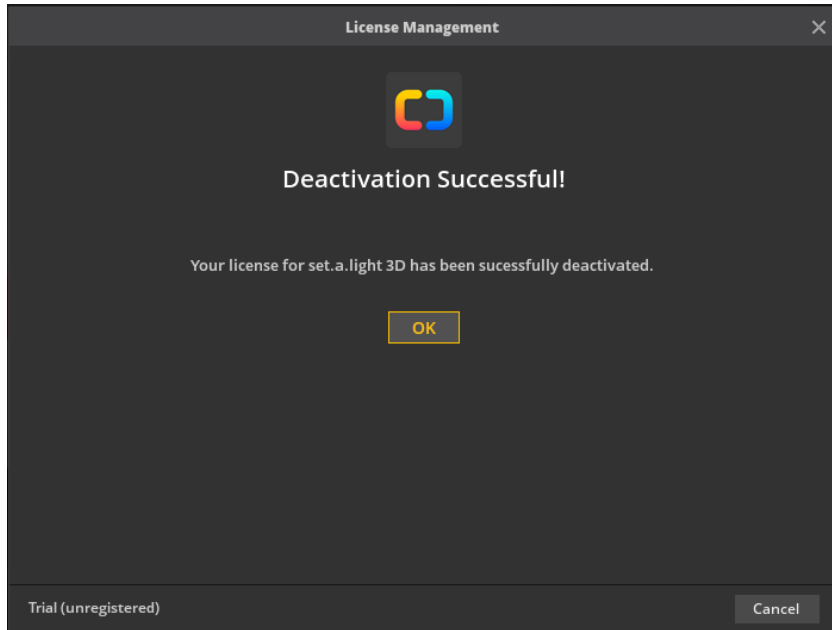
**Note:** You must be connected to the Internet to complete the deactivation.

To deactivate your license, please proceed as follows:

1. Open the license management window under "Help" > "Set License"
2. Click on "Reset license" in the dialog box that opens.



3. After deactivation you can reactivate set.a.light 3D on another computer.



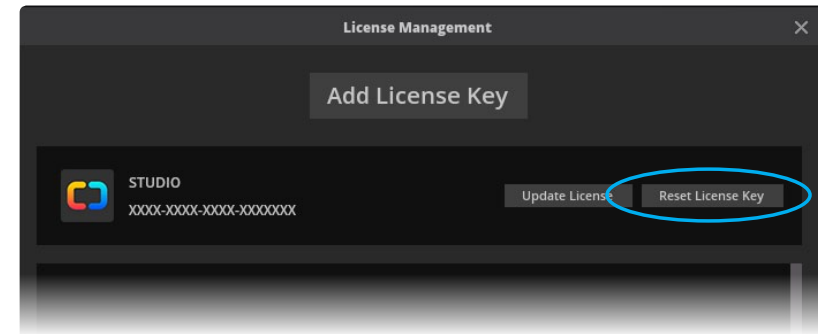
### Offline deactivation:

If you want to deactivate the license on a computer that never gets access to the Internet, you can deactivate offline. Note that you need an Internet-enabled computer to generate a license unlock code.

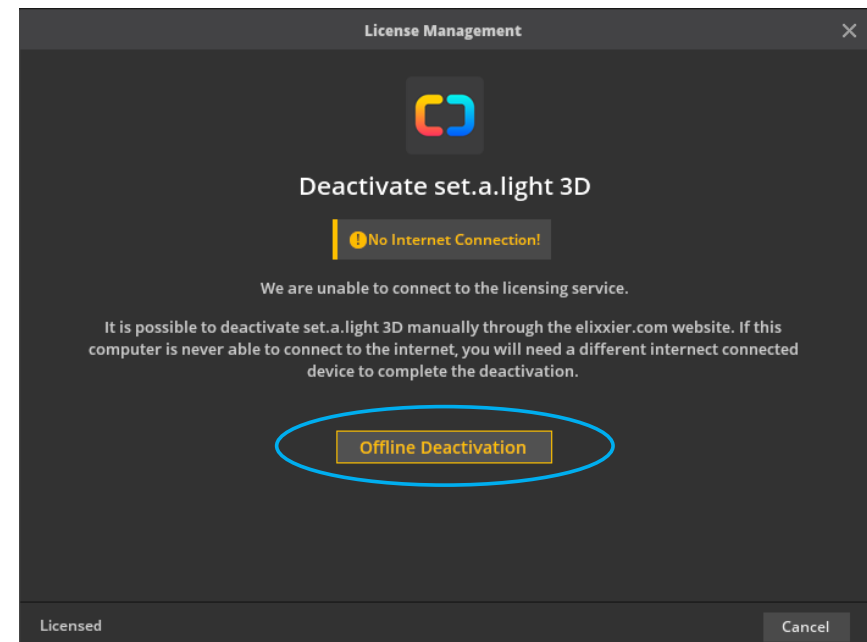
**Note:** We recommend online deactivation, as this is much easier and faster.

To deactivate your license, please proceed as follows:

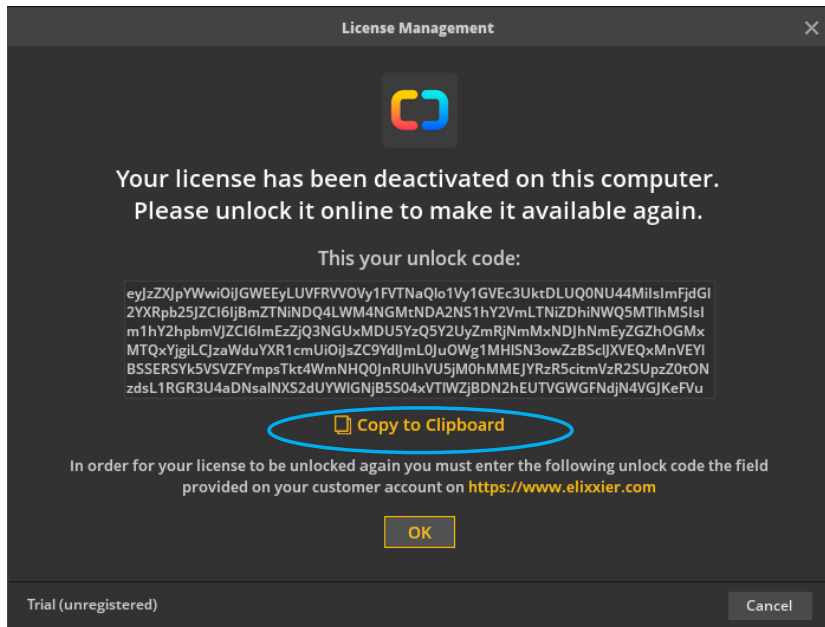
1. Open the license management window under "Help" > "Set License"
2. Click on "Reset license" in the dialog box that opens.



4. Now click on "Offline deactivation" to obtain a license unlock code.

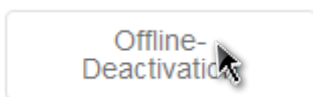


5. Your license has been deactivated on this computer. Copy the unlock code that is now displayed and transfer it to an Internet-enabled computer.

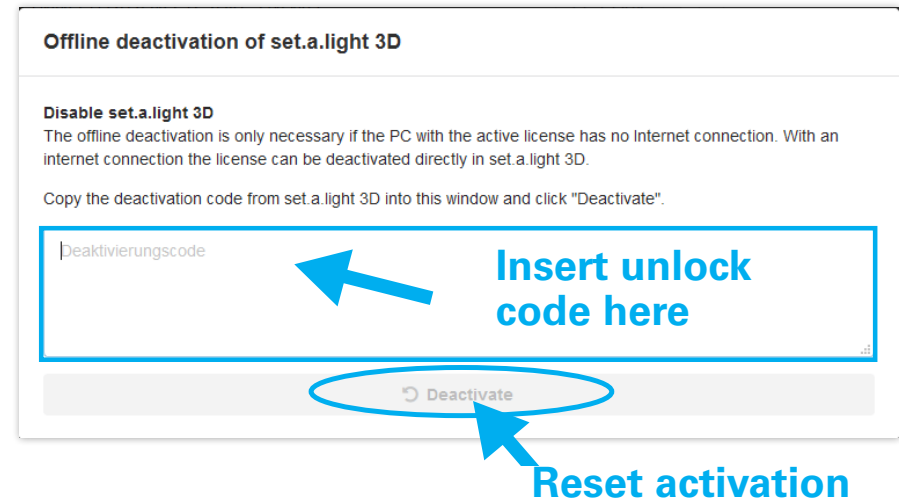


Log in to your customer account on your Internet-enabled computer at [www.elixxier.com](https://www.elixxier.com).

Go to the "My Licenses" section, select the license you want to deactivate and click "Offline Deactivation" under "Activations" to open the online form.



6. Insert the unlock code generated by set.a.light 3D in the online form and click on "Deactivate".



7. You can now activate set.a.light 3D on a new computer



## LAUNCHING SET.A.LIGHT 3D

### Launching the software on Windows

set.a.light 3D can be opened in the Windows operating system as follows: First click on the **»Start«** button, then select **»All Programs«**. Now navigate to the folder **»set.a.light 3D v2.0«** and select **»set.a.light 3Dv2.0«** to open it.

### Launching the software on Mac OS

In the Macintosh operating system, navigate to the **»Programs«** folder. Double-click on the **»set.a.light 3D v2.0«** icon to open it.

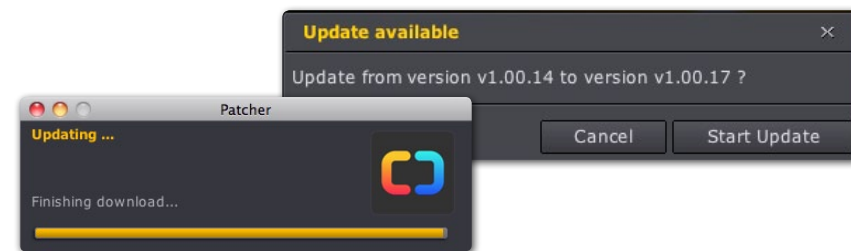


set.a.light 3D v2.0



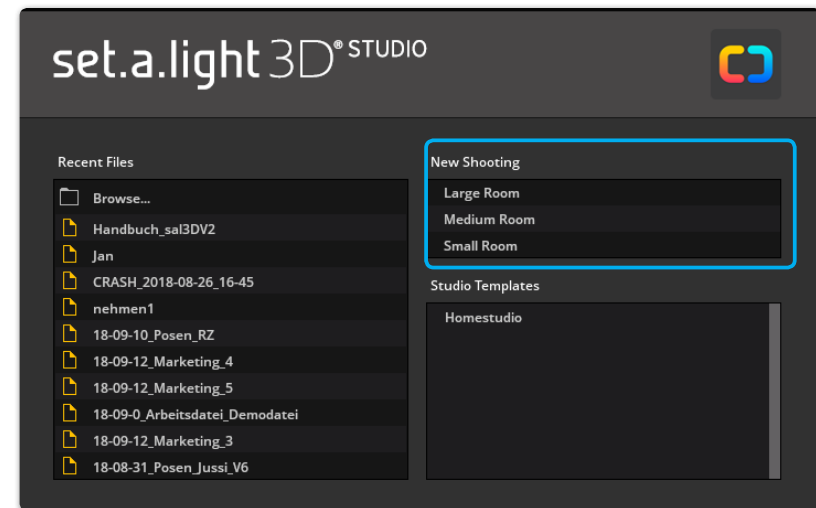
### Free updates

set.a.light 3D automatically checks at launch whether any updates are available. If an update is available, click on **»Start Update«** to download it. The software automatically launches after the update has completed. (This can take several minutes.)



### Start screen

To open the program, select a room in the start screen.





## Chapter 2

# User interface and functions



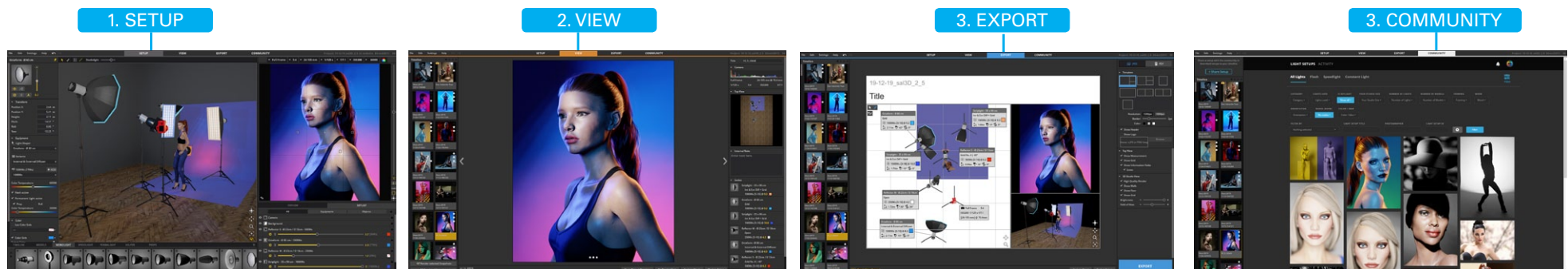
# GET TO KNOW THE WORKSPACES

## The workflow in set.a.light 3D

set.a.light 3D is divided into three modules, each module serves a different purpose. To switch between the modules, click on the module name in the top bar.



- In the module "SETUP" the creative work happens. In this central workspace you can create setups and work and experiment with light.
- Switch to the VIEW module to view, render and organize your images results.
- Use the "EXPORT" module to work up and export set plans. With the exported setplan you can start your photo shoot directly.
- With a few clicks you can upload a setup to the "COMMUNITY" and get feedback and recognition from photographers around the world. Or simply present your work and give deeper insights into the process behind it.



## SAVING A SHOOT FILE (.SET-FILE)

You can save your shoot as a **.set file** under the menu item **"File"** -> **"Save project as"**. All rendered shots will be saved on your computer in a folder with the same name as your .set file on your computer (in the same directory as your .set file).

## AUTO SAVE IN CASE OF AN ERROR

**Causes set.a.light 3D an error, a backup of the current file is created immediately.**

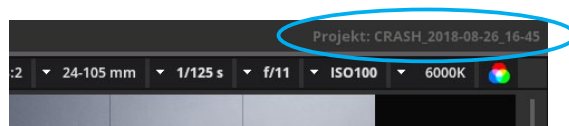
set.a.light 3D always saves the file in:  
**„Documents/elixxier/“**.

The titling always begins with the term **"Crash\_"** followed by time indication, in which the file was created.

**Example: "Crash\_2014-07-15\_18-30.set "**

After restarting set.a.light 3D, the backup file can be normally opened and re-saved under a new name.

You can see, that a backup file was created directly on the project name in the Timeline.

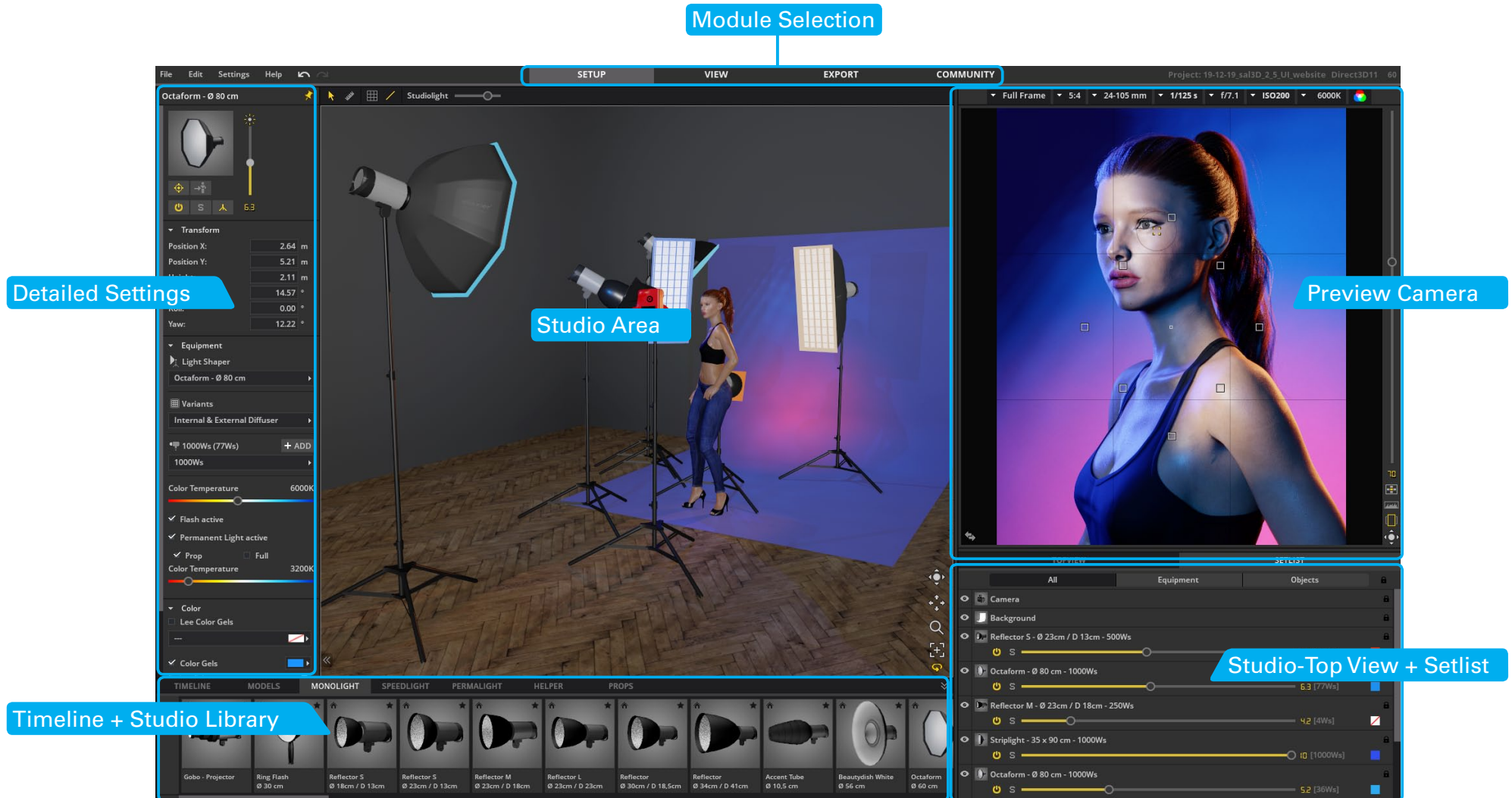


**Note:** After an error set.a.light 3D has always to be restarted to ensure that there are no subsequent errors.

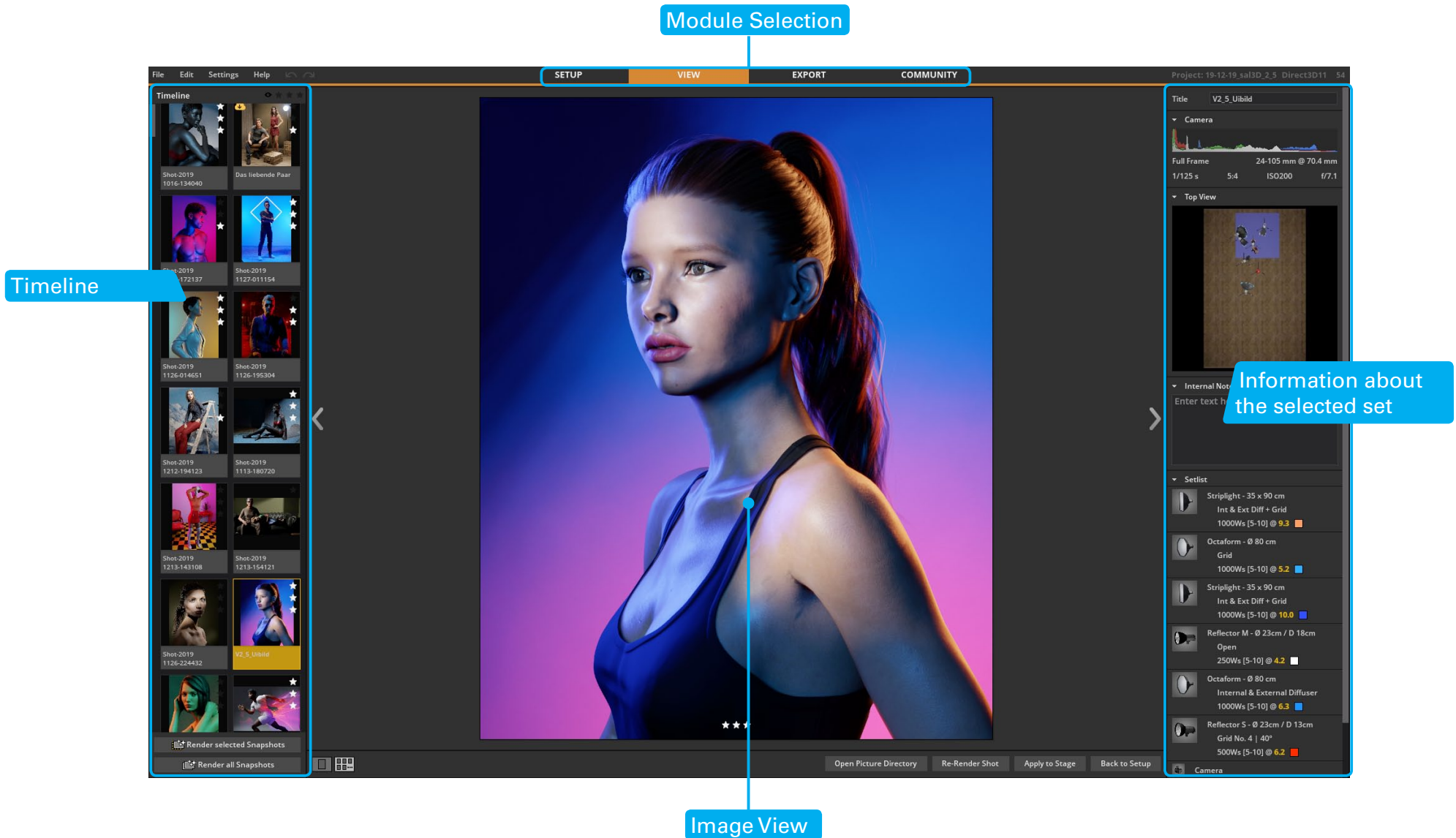
**Note:** The saved crash files are stored under **„Documents/elixxier/“** by default.

# THE USER INTERFACE OF SET.A.LIGHT 3D

## Module SETUP



## Module VIEW



## Module EXPORT

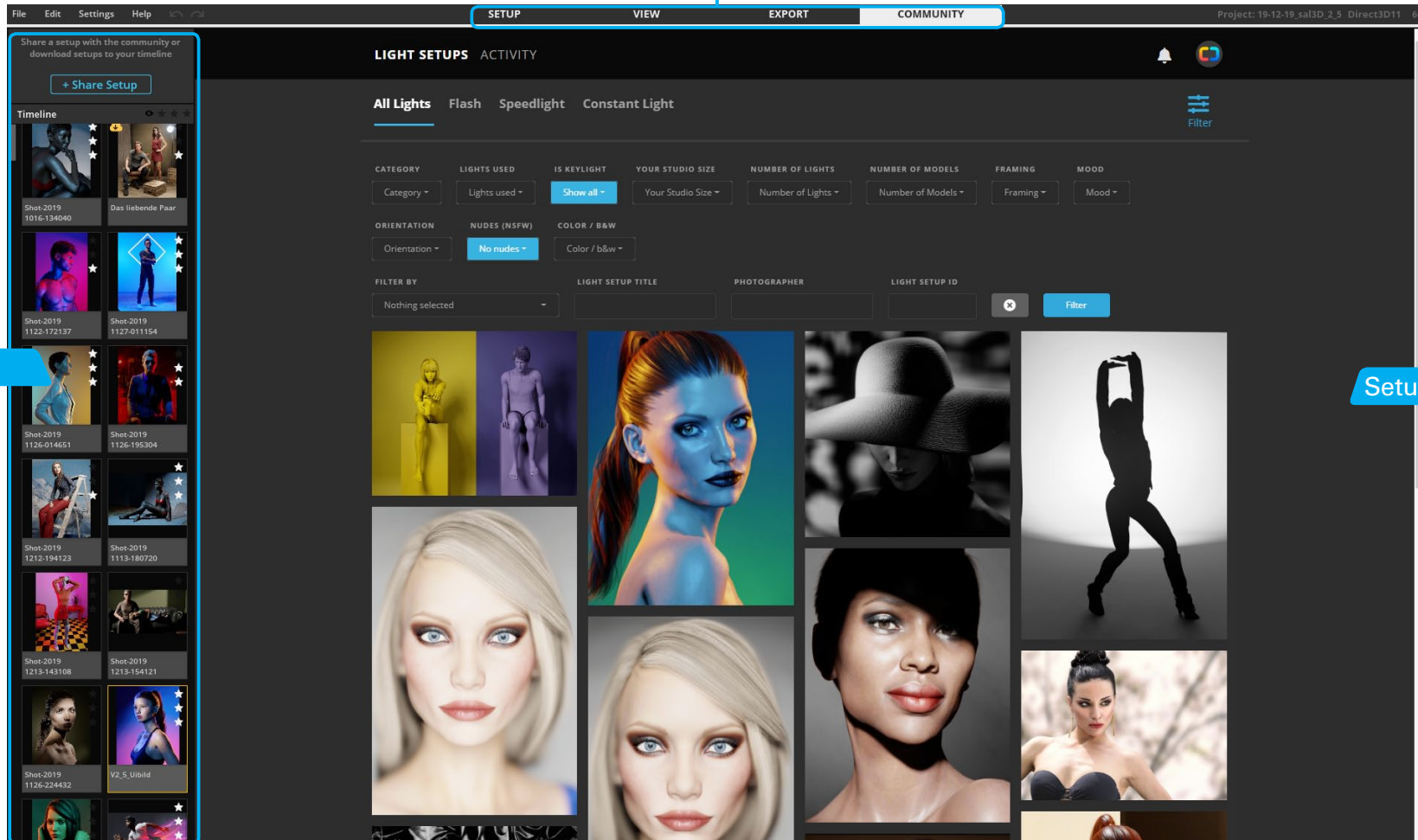
The screenshot displays the set.a.light 3D V2.5 interface in the EXPORT module. The top navigation bar includes 'SETUP', 'VIEW', 'EXPORT', and 'COMMUNITY'. The main workspace is divided into several sections:

- Timeline (Left):** A vertical list of shot thumbnails with titles like 'Das liebende Paar' and 'v2.5\_ultima'.
- Set Plan View (Center):** A top-down diagram of the studio layout showing various lighting fixtures such as Octaform, Striplight, and Reflector, each with associated technical specifications.
- 3D Studio View (Right):** A 3D perspective rendering of a woman in a blue dress, illuminated by the virtual lighting setup.
- Settings Panel (Far Right):** A control panel for rendering options, including Template selection, Resolution (1200px/1600px), and various display toggles.

Callouts highlight key interface elements: 'Module Selection' points to the EXPORT tab, 'Timeline' points to the shot list, 'Set Plan View' points to the lighting diagram, and 'Settings' points to the rendering options panel.

## Module COMMUNITY

Module Selection



Timeline

Setup Archive



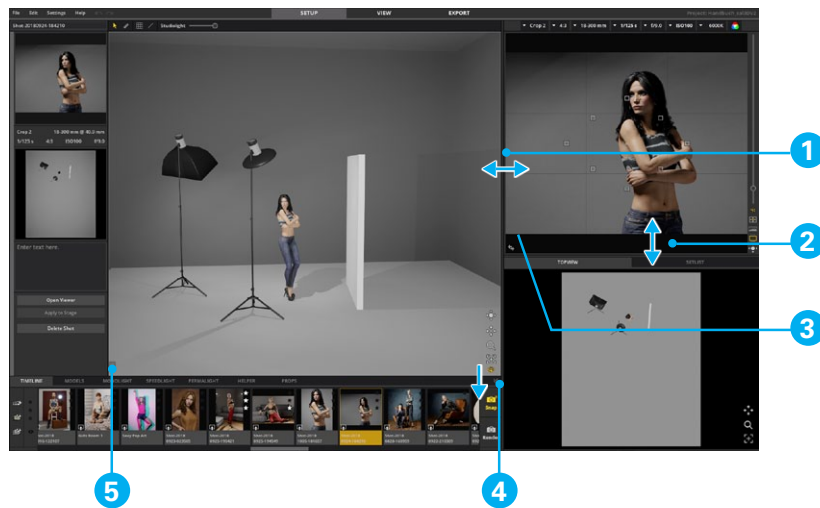
# BUILD SETUPS & EXPERIMENT WITH LIGHT

## Basics of the "SETUP" module

In the module "SETUP" the creative work happens. In this central work area you can build setups and work and experiment with light.

### Flexible user interface

Customize the areas of the user interface to your needs.



- 1-2. Move the areas
3. Exchange the studio and camera area (↔)
- Shortcut: T
4. Show/Hide the studio library (incl. timeline) (⌵)
- Shortcut: B
5. Show/Hide detail settings (⏪)
- Shortcut: N

## Light calculation

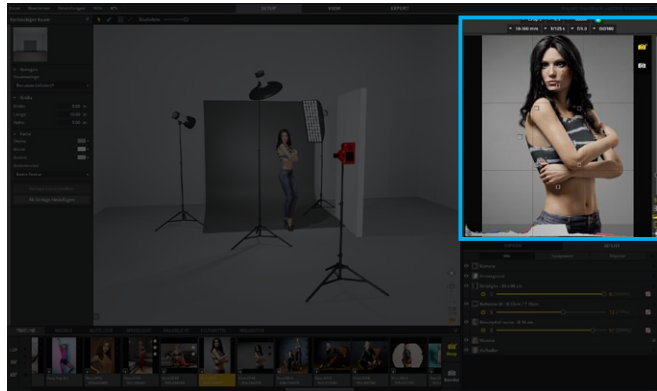
### In the studio area

There is **no real light calculation** in the studio area. To build the lighting set, a rough setting light is shown here together with shadows and reflections.

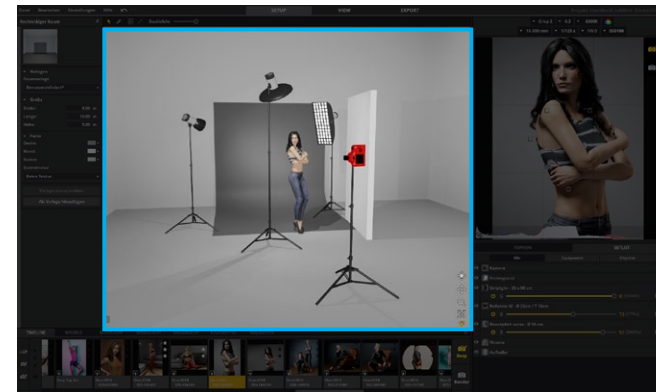


### Preview camera

This is where a **preview light calculation** takes place (including shadows, reflections, etc.) to give you direct control over your created light set.

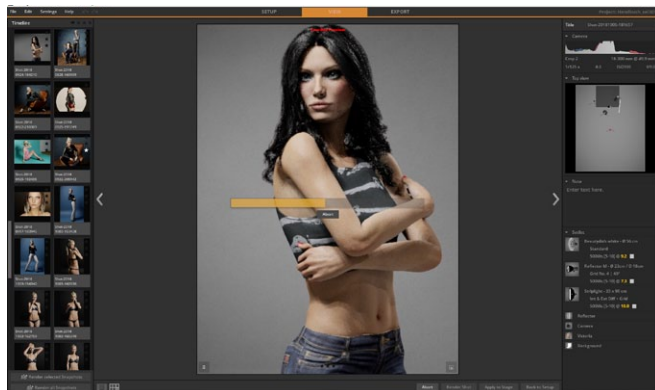


## The studio area



## Rendering of the result

The **final real light calculation**, including any reflections and influencing factors, takes place during the rendering of the result in the Module "VIEW".

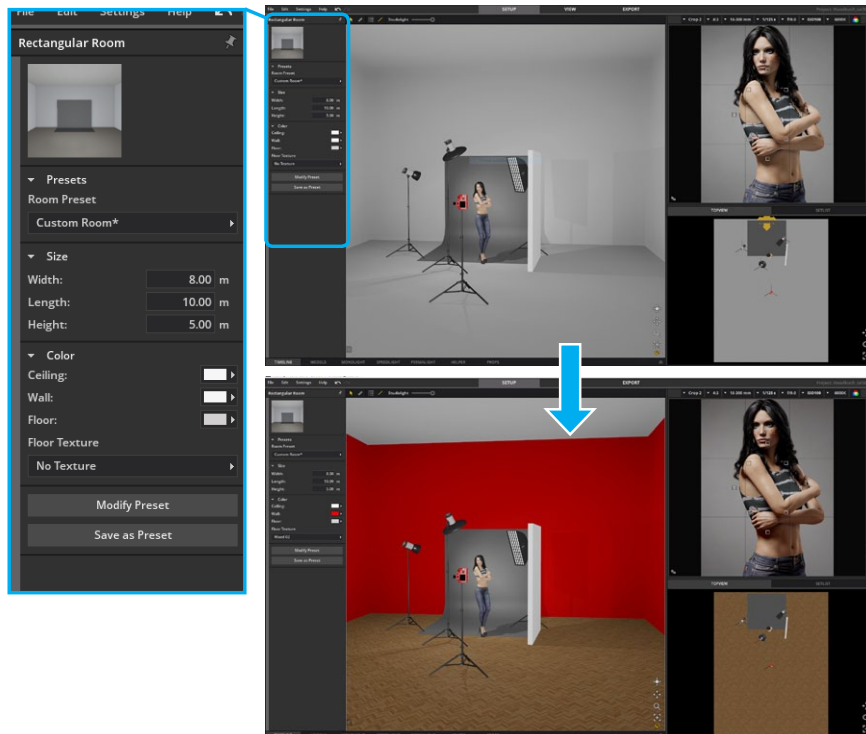


The virtual studio area lets you quickly and easily create your lighting set. The simulated studio area forms your workspace. It can be individually composed and edited at any time. It is located in the middle of the user interface and is the biggest area in the programme. The position and settings of all the elements placed here can be changed just like in a real studio. You'll find everything that can be placed in the studio area in the studio library.

**Note:** Please set the room size and the colors in set.a.light 3D according to your real-life studio. Otherwise the light calculation will not correspond to the desired result (example: back reflection).

### Editing the studio room

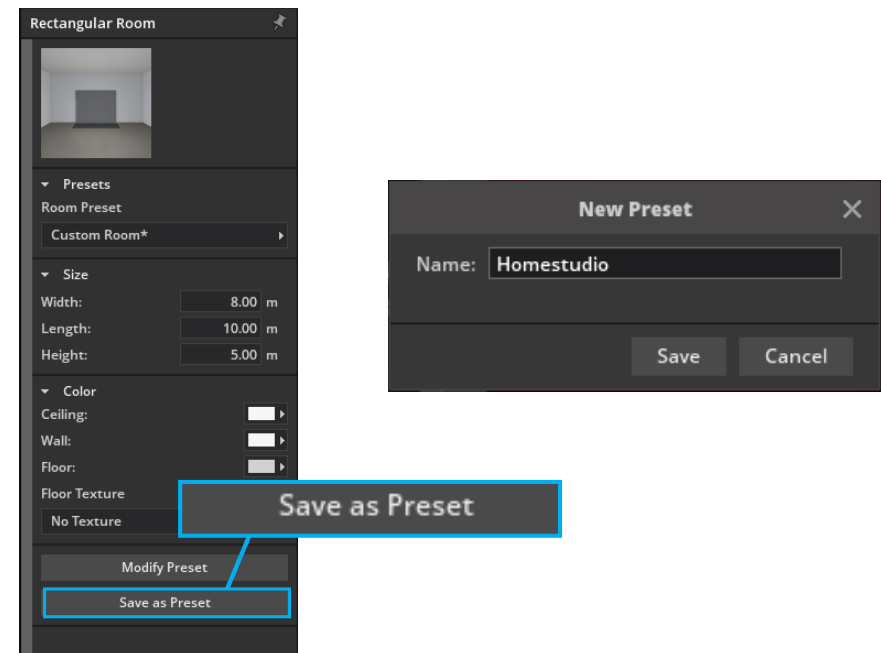
To edit the studio, simply click on an empty point in the virtual studio (e.g. a wall) or select the room in the set list. You can now edit the dimensions and colors of the studio in the detailed settings on the left side of the user interface.

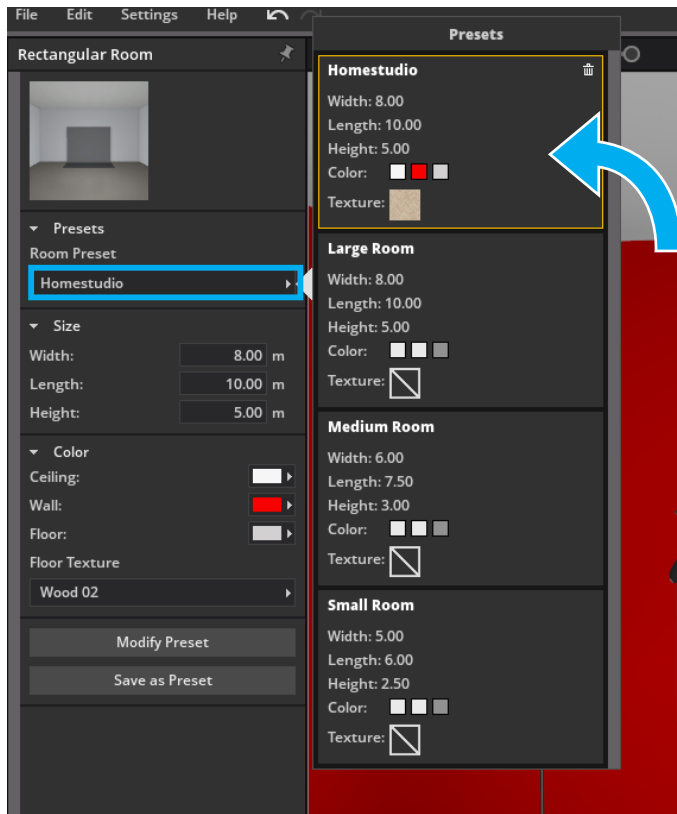


### Saving your own studio as a room preset

You can add and save an edited room as a room template at any time.

1. Click on the button " Save as template ".
2. Name the template and click "add".
3. You will now find your preset room in the room Presets.

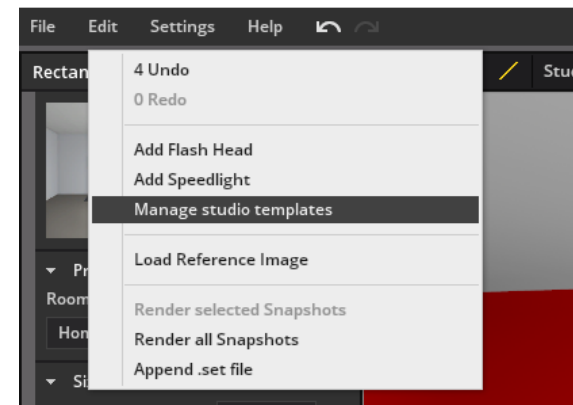


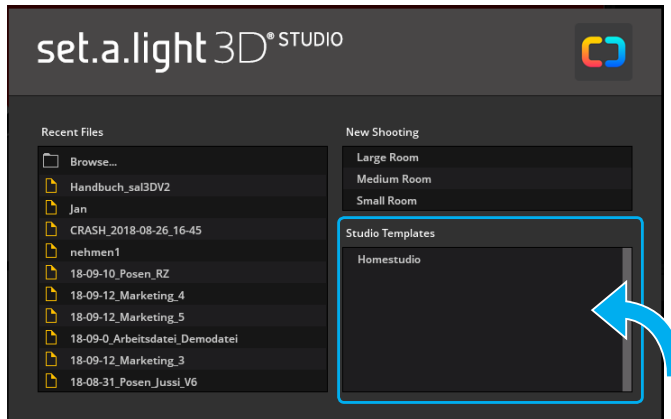
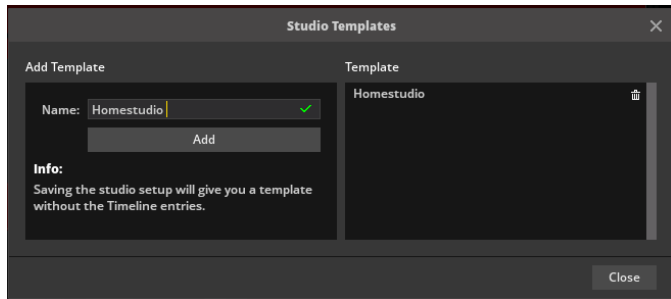


### Save studio templates (start scenes)

With the studio templates you have the possibility to create as many start scenes as you want, from which you can choose directly at the start of set.a.light 3D. The entire studio (room + entire setup + content) is saved in the studio template.

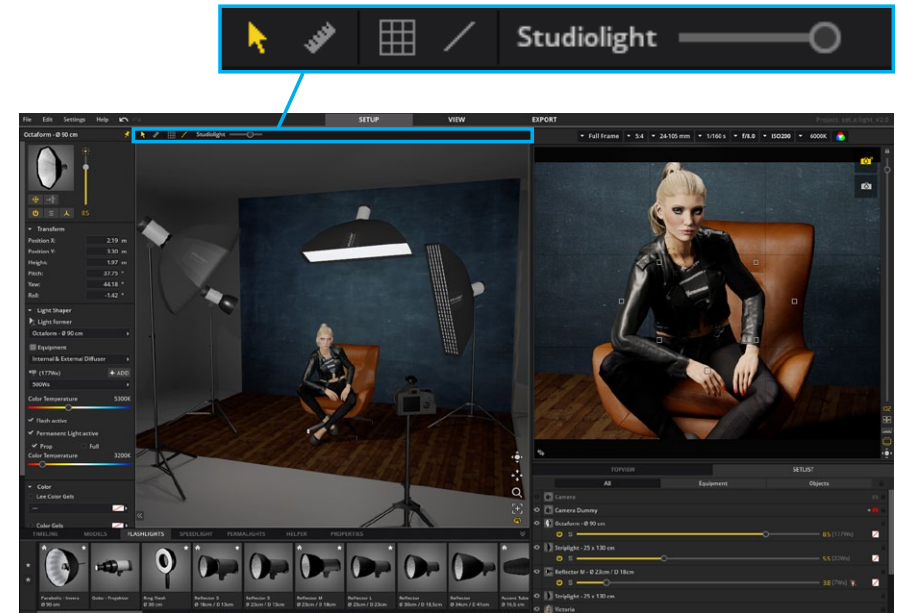
1. Create or open the setup you want to create as a template.
2. Click on "Manage studio templates" in the menu bar.
3. Name the template and click "Add".
4. You can now find your studio template as start scene at every start of set.a.light 3D in the start screen in the "Studio templates" section.



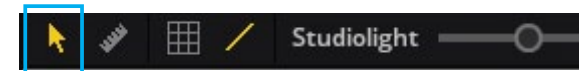


### The toolbar in the studio area

The toolbar contains various tools and adjustment options for the studio area and is located above the studio.

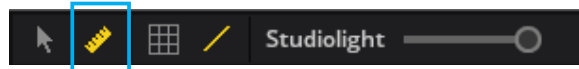


### Studio Mode



If the studio mode is active, you can work normally in the studio.

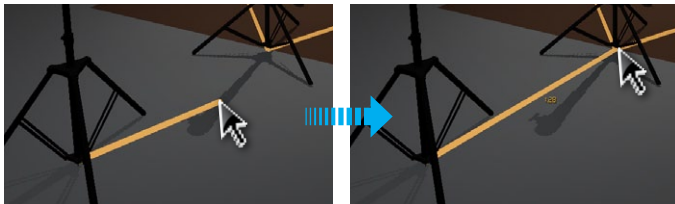
### The Dimensioning Mode



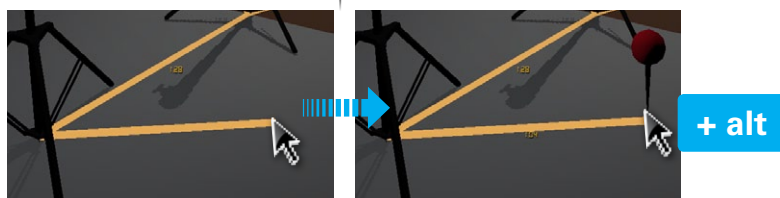
If the dimension mode is activated, measurements can be made in the studio area.

There are two ways of dimensioning:

**1. Dimensioning between 2 Objects (e.g. flash head - flash head, flash head - model)** – Click on the object where the dimensioning should start and draw the dimension line with holding the mouse button pressed down to the object where the dimension should end. The line automatically locks in the middle of the object.





**2. Dimensioning between an Object and any Point in Space –** Click on an object and draw the dimension line with the mouse button held down and the Alt key pressed to the point where the dimension should end. Releasing the mouse button creates the endpoint (pin needle).

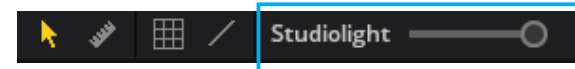


### Show dimension lines



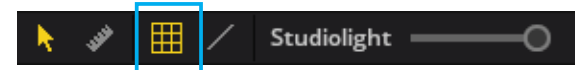
By using the dimensioning tool the view is automatically activated (  ). By clicking on the icon again (  ) the dimensioning lines can be hidden and shown again when you need them.

### The studio light dimmer



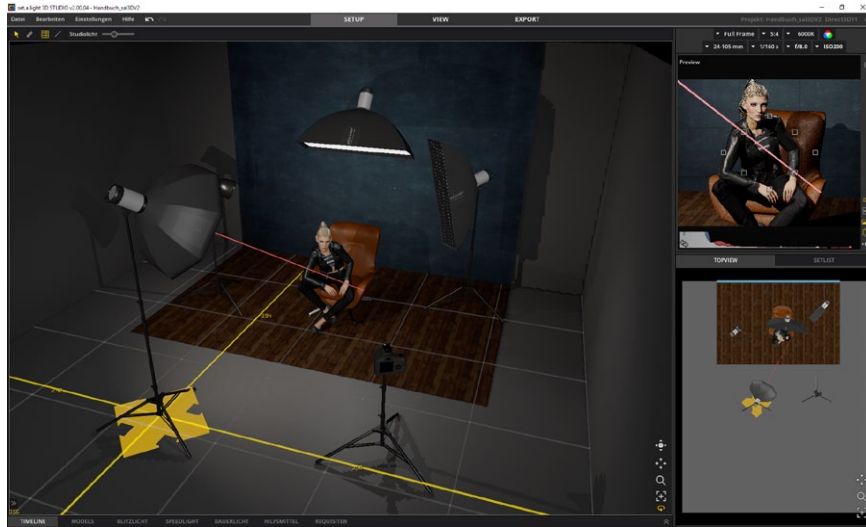
The studio light dimmer is at the top left of the studio area. It allows the studio area to be brightened or darkened. The studio light has no influence on the shot and only serves as an aid when working in the program.

### Show Studio Grid

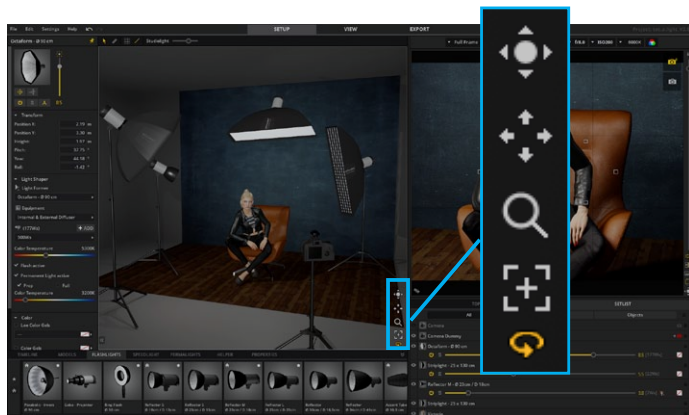


Activating the Grid button displays a grid in the studio area. The grid is divided into meter units and can be used for orientation. If you move an object in the studio with activated Grid, so lengths are displayed as a positioning aid. This makes it easier to maintain an overview and to build up settings purposefully in the real studio, as well as to transfer a real light set from the real studio to the software for documentation.

**TIP:** The unit of measurement can be defined in the menu bar under "Settings" (Metric / Imperial / Yard).



### 3D Navigation



You can move freely around the studio area with the help of the 3D navigation. This is located at bottom right in the corner of the studio area.



**Trackball** – You can rotate your view in the studio by holding down the left mouse button.

**TIP:** Alternatively, you can also rotate your view in the studio while holding down the right mouse button.



**Orbit Mode** – With Orbit mode activated, you can rotate the view around the shoot area using the trackball. If Orbit mode is inactive, you will rotate around your own axis.

**Note:** This function is active by default.



**Move view** – By holding down the left mouse button, you can move the studio view up, down left or right.

**TIP:** Alternatively, you can also move the view while holding down the "space bar" and dragging while holding down the left mouse button.

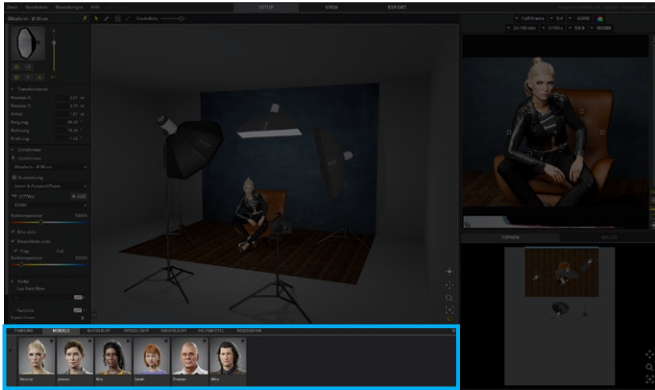


**Zoom magnifying glass** – You can zoom in and out of the view using the magnifying glass.



**Reset view** – Click on this button to return to the default view from the front.

## THE STUDIO LIBRARY



The studio library contains everything you'll need for your shoot. All of the elements can be placed very easily in the studio area by drag & drop (or double-click).

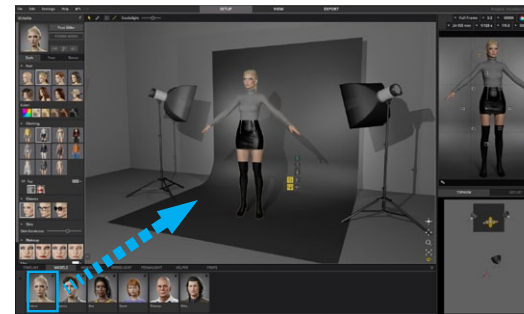
It contains:

- **models**
- **light sources (flashes (Strobes), speedlights, continuous light)**
- **aids**
- **props**

## Basic handling

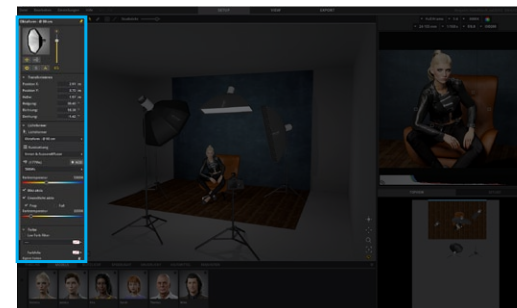
### Placing and moving objects

To place something from the studio library in the studio area, click on the element and drag it into the studio area with the left mouse button held down or double-click it. Models and objects can be moved in the room by keeping the left mouse button pressed down, lights can be moved in the room using the yellow touch elements.



### Adjustment options

If an object is selected in the studio area, it can be adjusted in the Detail settings.





### Selecting multiple objects

To select multiple objects placed in the studio area, click on them while holding down the CTRL key (Mac: cmd key). The selected elements can now be moved around the room together or deleted. To cancel the selection, click on a empty point in the room.

Shortcut	Selecting multiple objects
Windows	CTRL
MacOS	Cmd

**Tip:** For example, if two light shapers are selected, their light output can also be proportionately regulated together.

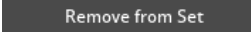
### Duplicating objects

You can easily duplicate individual objects, light shapers or models within the studio area. When doing so, all previous made settings will be applied.

To duplicate an object, do one of the following steps:

1. Select an object in the studio area and move it while holding down the ALT key. You will automatically receive a duplicate.
2. Click on the "Duplicate" button at the bottom of the detail settings. You will automatically receive a duplicate.

### Deleting Objects from the Studio Area

If you want to delete an object from the set, you can do this by using the keyboard shortcut or the button "Remove from Set" (  ) in the detail settings.

Shortcut	Deleting Objects from the Studio Area
Windows	Del
MacOS	(Cmd +) Delete/Backspace

### Precise movement of objects

An object (or group) selected in the studio can be very easily moved with the arrow keys on the keyboard. The height of an object can be adjusted using the Page up/down keys (Mac: Fn + arrow key up/down). Alternatively, you can adjust the height of the objects by pressing the "H" key and holding down the left mouse button (Windows and Mac).

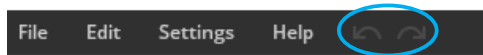
Shortcut	Precise movement of objects
Windows	arrow keys
MacOS	arrow keys
Shortcut	height of objects
Windows	Page up/down or "H" key + holding down the left mouse button
MacOS	Fn + arrow key up/down or "H" key + holding down the left mouse button

**Note:** The key combination mouse click and key "H" doesn't apply for lights. As usual the lights can be moved and operated with the handles.

### Undo and Repeat

You can undo or repeat changes and actions made to individual objects in the studio area.

1. In the menu bar, select "Edit" > "Undo" or "Edit" > "Repeat"
2. Click the "Undo" icon to undo the last change you made. You can repeatedly click on this icon to undo other previous changes. The "Repeat" icon (on the right) will be activated when you click the "Undo" button.



**Info:** You can undo or repeat actions up to 30 times.

Shortcut	Undo
Windows	Ctrl + Z
MacOS	Cmd + Z
Shortcut	Repeat
Windows	Ctrl + Shift + Z

MacOS

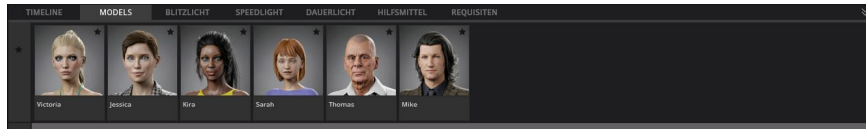
Cmd + Shift + Z

### Delete studio content/Clear set

In this way you can delete all content placed in the studio area:

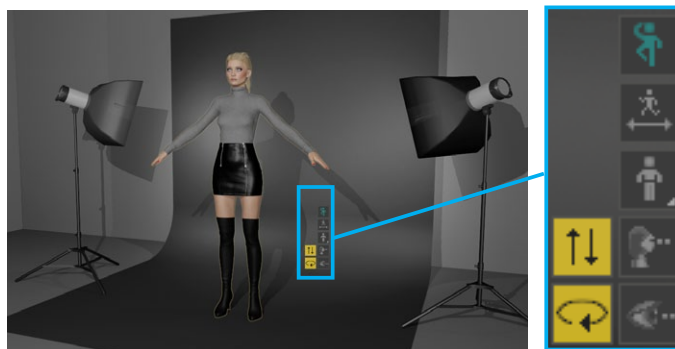
In the menu bar, select "Edit" > "Clear set"

## Highly flexible models





The studio library offers you a wide range of super flexible Models. Those can be put into every pose you can imagine. Furthermore you can change the look and the style of the model.


### The quick menu





You can find the quick menu next to the selected model.


 **Adjust height** – Click on the icon and drag with the pressed left mouse button to change the height.


 **Rotate model** – Click on the icon and drag with the pressed left mouse button to rotate the model.

 **Posing mode on/off** – If the the posing mode is activated, you can put the model in pose.

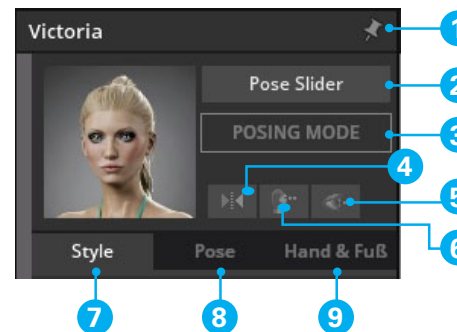
 **Pose slider on/off** – If the pose slider is activated, you can see it right above the studio area.

 **Change model** – Opens the model library right at the studio area. Here you can change the model.

 **Look at** – If this function is activated, the head of the model is constantly facing the camera.

 **Eyes at** – If this function is activated, the eyes of the model will constantly look at the camera.

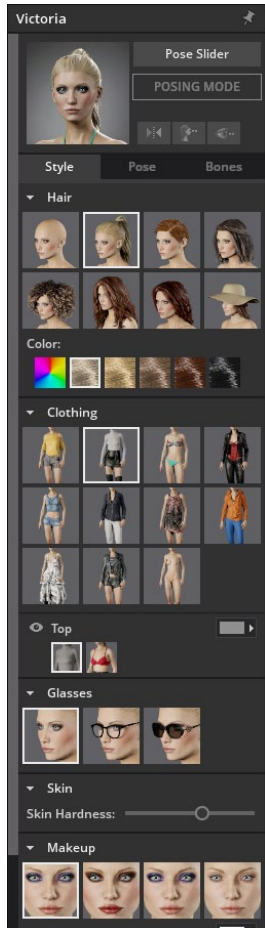
### Model detail settings



1. Pinning this window will keep it in the foreground, no matter what else is getting clicked.
2. Opens the **pose slider**.
3. Activates the **posing mode**.
4. **Mirror** – mirrors the model
4. **Look at** – If this function is activated, the head of the model is constantly facing the camera.
5. **Eyes at** – If this funktion is activated, the eyes of the model will constantly look at the camera.

6. **Tab "Style"** – Tab with setting options for styling an look.
7. **Tab "Pose"** – Tab with position settings and pose library.
8. **Tab "Bones"** – Tab with precise setting options for each finger and each foot.

### Adjust the styling and the look of the model (tab "Style")



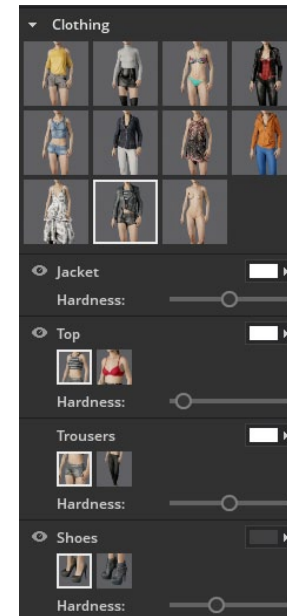
In the detail settings at the tab "Style", you have the option to customize the styling and look of the model.

Possible options are:

- Change hairstyle
- Change hair color
- Change outfit and adjust the colors
- Select glasses/ sunglasses
- Adjust the shininess of the skin
- Select makeup
- Change skin

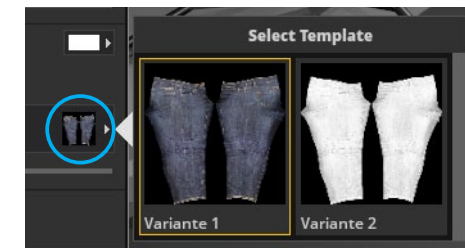
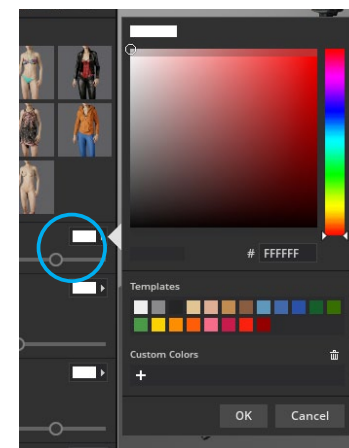
**Note:** The variants and equipment options vary and are not identical for each model.

### Customize clothes



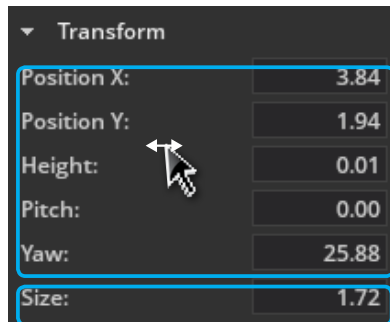
A clothing option selected in the detail settings can be modified in the section below. To hide a single piece of clothing, click on the eye-icon in front of the name. With the slider you can adjust the shine or change the colour and texture of a clothing.

To change the clothing's color, click at the color box to open the color selector. Now you can choose or define a color.



### Transform (tab "Pose")

With the settings in Transform you can change the position of the model in the room.



- **Position X/Y** – moves the model left/right or forward/backward
  - **Height** – moves the model up and down
  - **Pitch** – rotation
  - **Yaw** – Tilting movement forwards and backwards
- Adjust height

**Tipp:** To change a value fluently, click on the naming of your adjustment and drag the mouse with pressed mouse button to the left or right.

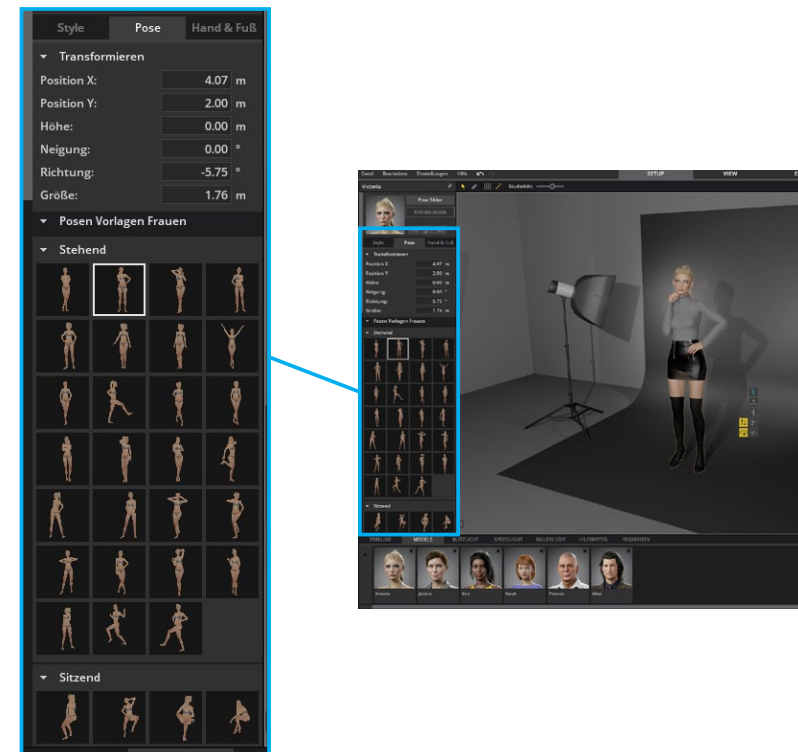
### Pose options

There are a few ways to get your model in pose:



- Select poses out of the pose library (detail settings -> tab "Pose") or the pose slider
- Pose the model by yourself with the posing tool (Fast/Advanced Mode)
- Precise adjustment of hands and feet with the individual slider (detail settings -> tab "Bones")

### Load preset poses (Tab "Pose")



The fastest way to change a pose, is to choose a pose out of the pose library (**detail settings -> tab "Pose"**) by clicking on it.

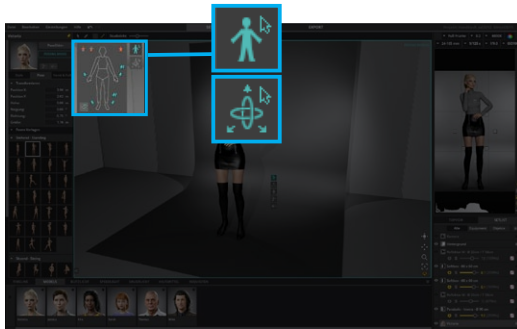


### The Posing Mode

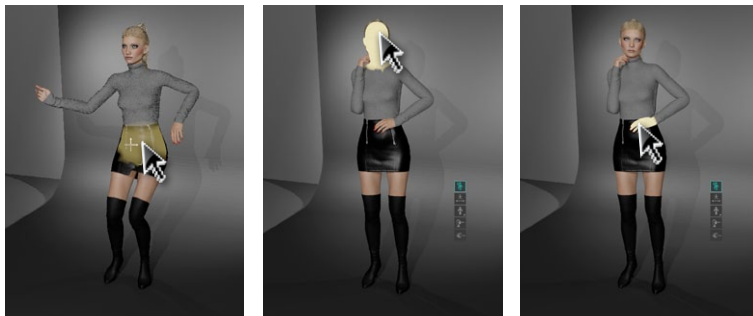
You can activate the posing mode directly by clicking on the "Posing mode"-Button (  ) in the quick menu of the model or in the detail settings (  ). In this mode all of the light equipment is hidden and the model can be moved freely in the studio area. Each part of the body is movable – starting with the individu-


al fingers over the head to the feet.

In the posing mode you can create a pose with the **Simple Mode** (  ) and with the **Advanced Mode** (  ). You can use both modes for creating your perfect pose.



### Simple Mode



 The Simple Mode ist preselected, when opening the posing mode. It is a very instinktiv mode. By hovering over a body part with your cursor the movable part of the model turns yellow. With pressed left mouse button you can touch the body part and move the selected yellow part of the model in position. This way

allows you to get modeling results quite fast. Following keyboard commands might help you.

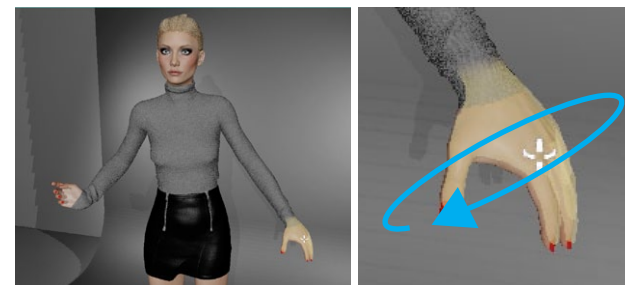
### Keyboard command 1: Tilting a joint



Is a body part selected, the joint can be tilted by additionally pressing "Ctrl" (Windows) respective "Ctrl/Control" (Mac).



### Keyboard command 2: Rotating a joint



Is a body part selected, you can rotate it by additionally pressing

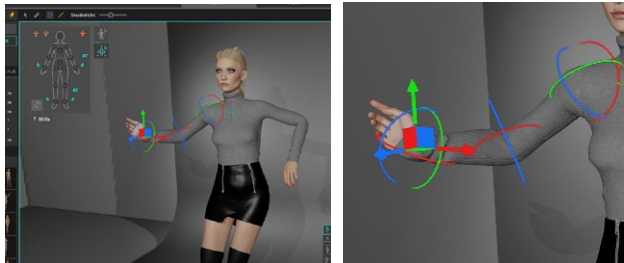
“Shift” (Windows + Mac).

Windows + MacOS



**Tip:** When creating the pose, it is very helpful to rotate frequently around the model (**pressed right mouse button + drag**). The **key command "F"** sets the rotation point of the studio to the selected model.

### Advanced Mode



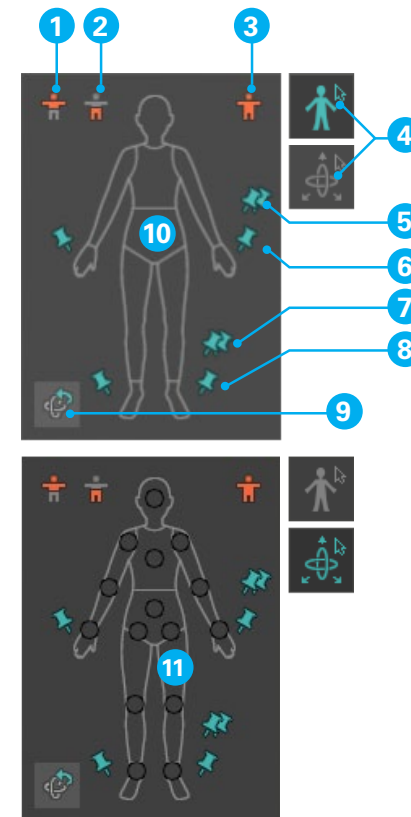
By clicking on a body part in this mode, rotation axes appear at the joints of the selected body part. Hovering over an axis will light it up. Then you can move it by clicking and dragging with the left mouse button pressed.

In addition, coloured arrows are displayed on the hands, feet and hips, which you can use to move the body part on the x/y-z axis by clicking and dragging the arrows.

Clicking and dragging of the coloured cube surfaces at a selected

joint, it is moved simultaneously on two axes. Alternatively you can also select a joint directly at the posing control panel.

### The posing control panel in detail



1. Resetting the torso of the model
2. Resetting the lower body of the model
3. Resetting the whole model in default pose
4. Activating the Fast respective Advanced Mode
5. When the pins are active, the hands will be fixed in place while the body is being moved. /When the pins are inactive, the hands are held in place relative to the body while the body is being moved.
6. As 5. – but refers to the left or right hand
7. As 5. – but refers to both feet
8. As 5. – but refers to the left or right foot
9. Resetting the part, selected at 10 or 11

### Pin needles: Hands and feet fixation

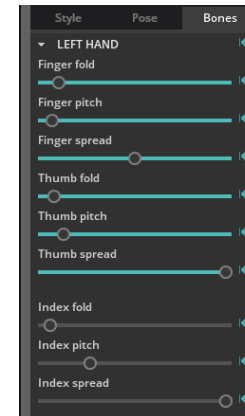
When all pin needles are active, the hands and feet are fixed in position while the body is moved.




For example, if the pin needles of the hands are inactive, the hands are held in position relative to the body while the body is moved.



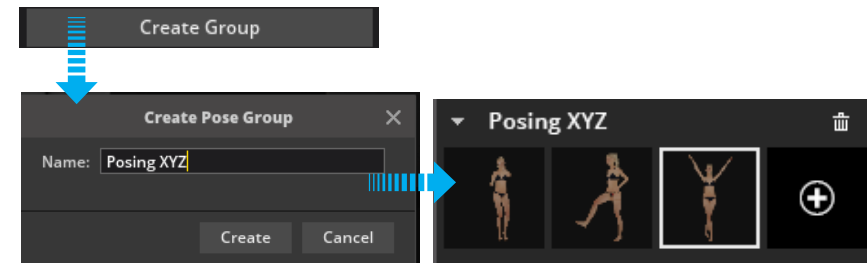
### Fine adjustment of hands and feet (tab "Bones")



To move single fingers of the hands or toes, you will find single sliders in the tab "Bones". The posing mode does not have to be active for this. To reset a single slider or hand, press the reset icon (  ) behind it.

### Saving a created pose

You can group your created poses and sort them. You can sort the pose groups as well as move the poses within a group or between groups.



To save a new created pose, proceed as follows:

1. Create a pose in the posing mode.
2. Create a pose group (if not already available) in the model detail settings under tab "Pose" by clicking on the button "Create



group" and name it.

- To add your created pose to the group, click the "+" icon on an empty tile inside the pose group.

### Sort, delete and update poses

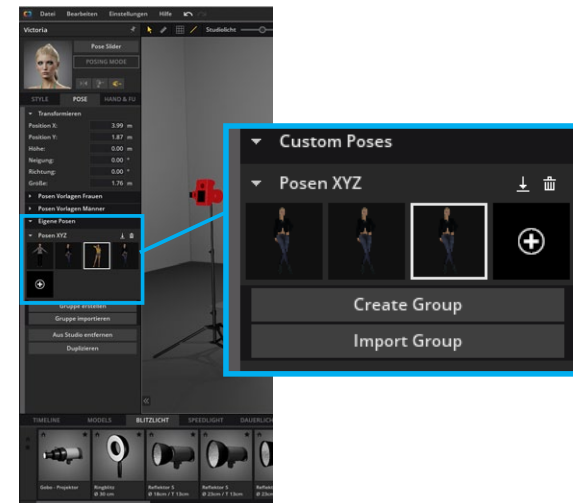
To sort the poses, drag the tile to the desired position (within a group or to another group) while holding down the left mouse button.

To delete a pose, click on the trash can icon that appears when hovering over the tile. To delete a pose group, click on the trash can next to the group name.

If you have applied an already created pose to the model and then change it in the posing mode, an "Update" button appears on the tile. With a click on the button you can update the pose. If you want to save the pose as a new variant, click on the "+" symbol within the group again. If you click on another existing pose instead, you will receive a warning and have the option to update the active pose, discard the change (and apply the newly selected pose) or cancel.

### Import resp. export pose groups

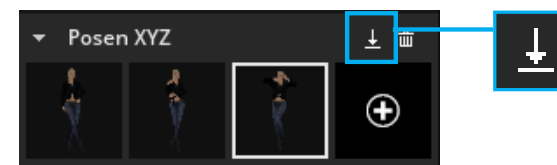
You have the possibility to export or import every self-created pose group and for example share it with other users.



### Export a pose group

To export your own pose group, click on the export icon (↓) to the right of the pose group name. Now the file browser opens and you can save the pose group.

**Note:** Pose groups have the file extension **“.poselib”**.



### Import a pose group

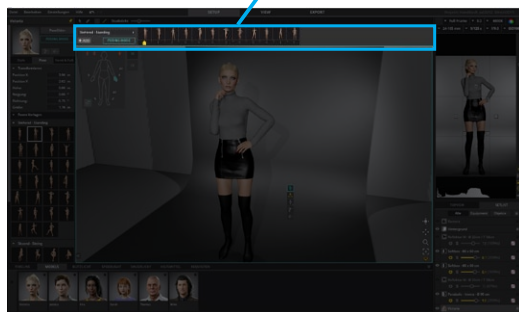
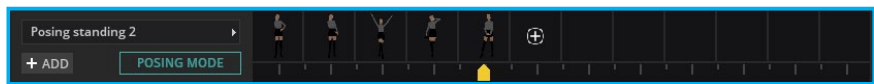
To import your own pose group, click on the button "Import group" below the pose groups. Now the file browser opens and you can

select the pose group you want to import. An imported pose group will be inserted below.

**Note:** The name of the import pose group is not the file name, but the name that the group had when exporting in set.a.light 3D.



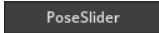

### The pose slider




With the pose slider up to 12 poses per slider can be moved seamlessly from one pose to the other. This helps you to get

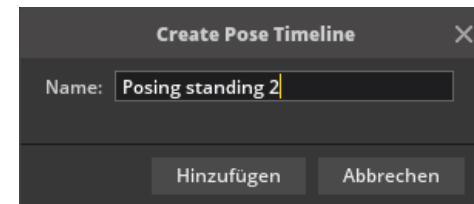
intermediate poses or to simulate a seamless movement.

### Activating the pose slider

You can activate the pose slider in the detail settings of the model by clicking on the button "PoseSlider" (  ) or directly in the quickmenu of the model in the studio area (  ).

### Creating a new pose slider

To create a new pose slider, click on the "Add" button (  ) in the bottom left corner of the pose slider and name it.



### Adding poses to the pose slider

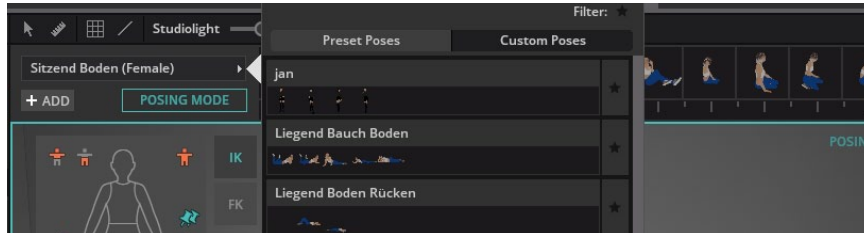


To add a new pose to the pose slider you can click on the on the plus sign just after creating the pose in the posing mode. You can also load a pose from the pose library onto the model and then snap it into the slider. The deleting, updating and moving of poses is possible in the same way as in the tab "Pose".

**(For more information, see „Sort, delete and update poses“ on page 41)**

### Manage the pose slider

Via the dropout menu you have the possibility to open your created pose sliders or preset sliders, to assign a star rating or to delete a pose slider.

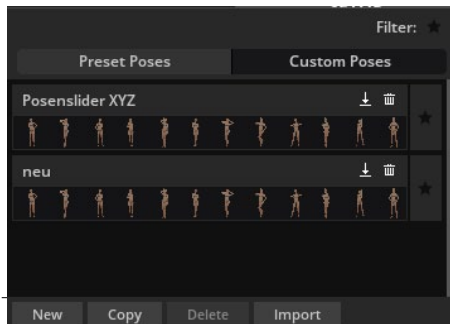


### Import or export a pose slider

Each self-created pose slider (Custom Poses) can be **exported** and shared with other users. Click on the export icon (↓) to the right of the pose slider name. Now the file browser opens and you can save the pose slider.

**Note:** Pose sliders have the file extension **“.posetimeline“**.

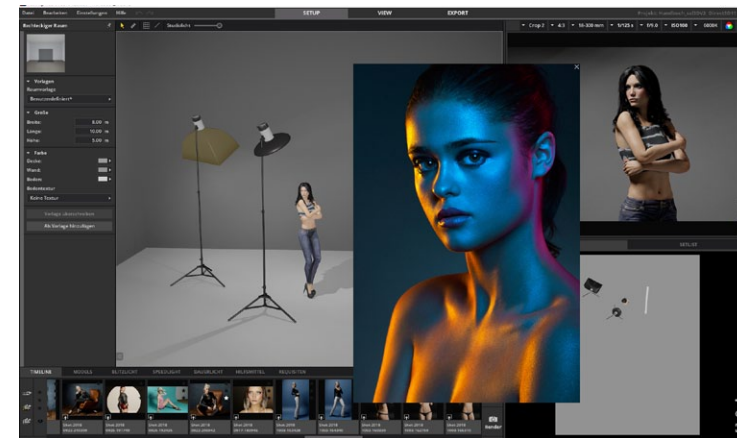
To **import** a pose slider, click on the "Import" button below the sliders. Now the file browser opens and you can select the pose-slider you want to import. An imported pose slider will be inserted below.



### Load reference image

**"Edit" → "Load reference image"**

To create a pose effectively it makes sense to do this based on a template. You can add a free floating image template from your computer by clicking **"Edit" → "Load reference picture"**. You can move it over the entire user interface (it always remains in the foreground) and resize it. To close the reference image, click on the "x" on the top right of the image. If you want to open the reference image again, you have to upload it again.



**Tip:** Of course you can use the reference image as template or inspiration for building your light set up, too.

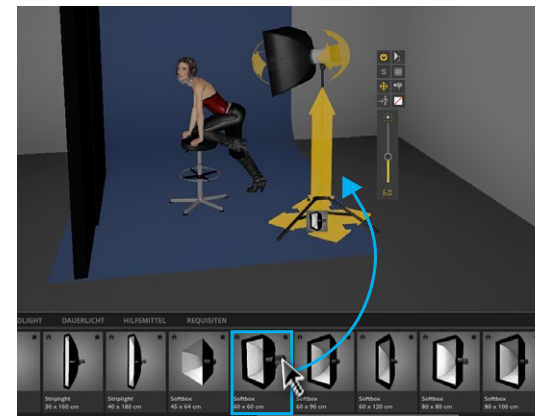
# LIGHT SOURCES



In set.a.light 3D you will find a collection of studio equipment and various light shapers. For the very first time, real light data is used in software for photographers in order to simulate the realistic dispersion behaviour of the lighting technology. The software's complex algorithms realistically simulate the behaviour of the lighting technology and also enable real-time light simulation and high-speed rendering of the generated photos.

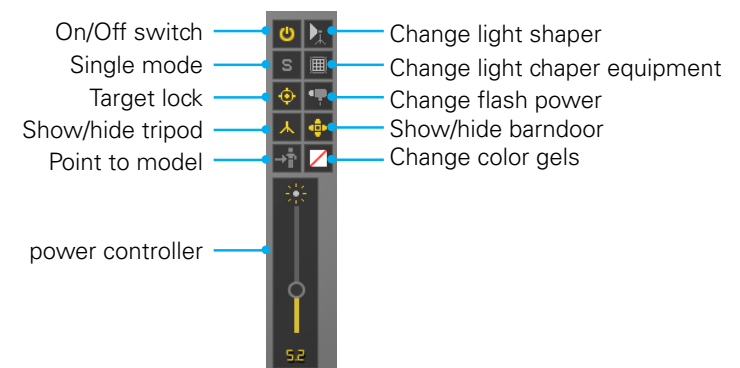
## Placing a light source in the studio area

To place a light source in the studio area, drag and drop it from the studio library into the studio area or place it by double-clicking on the tile. If a model already exists in the studio, the light source automatically aligns itself to the model. With the help of the yellow touch elements you can change the orientation of the light source, move it in the room or adjust the height.




## Flash light (Strobe light)

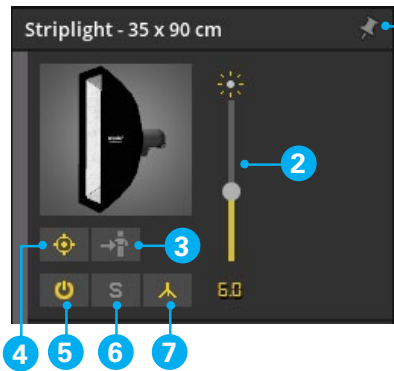
### The quick menu



A selected light shaper can be edited directly via the quick menu in the set or in the detail settings – so you always have direct access to the most important functions.

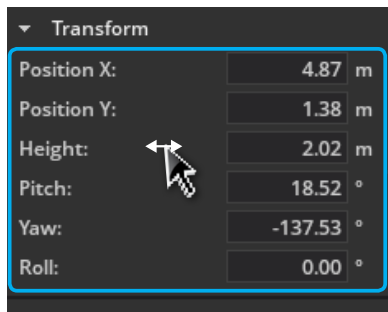
 If the **"Target lock"** is active, the light source remains directed at the focused object when moving in the studio area. If the button is inactive, the light source remains straight when moving.

### Light shaper detail settings



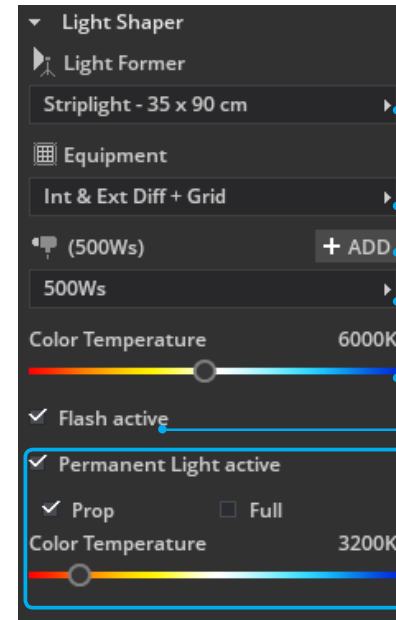
1. Pins the window, keeping it in the foreground no matter what is clicked in the studio area.
2. Adjust output
3. Aligns the light shaper to the model
4. target lock - see above
5. On/Off switch
6. Single mode – If this function is active, only the light from this light source is visible.
7. Show/hide tripod

**Transform** – You can change the position of the light source in the room using the settings in the "Transform" section.

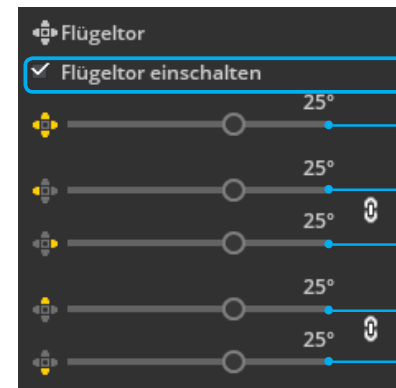


- **Position X/Y** – moves the light source left/right or forward/backward
- **Height** – moves the light source up and down
- **Pitch** – Tilting movement forwards and backwards
- **Yaw** – Changes the direction of the light source
- **Roll** – Rotates the light former around its own axis

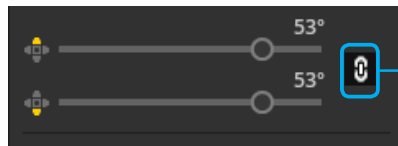
**Light Shaper** – You can make changes to the light shaper and the light source using the settings in the "Light shaper" section.



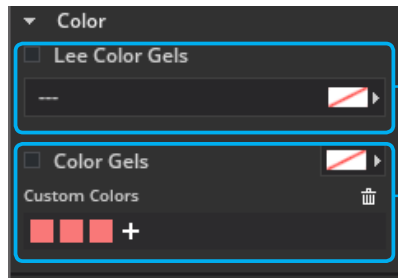
- Opens a light shaper selection menu
- Opens an equipment selection menu
- Add your own flash head (power/configuration)
- Opens a flash head selection menu
- Flash color temperature control (default: 6000 Kelvin)
- Deactivates the flash (e.g. to be able to work only with the modeling lamp)
- Setting options for modelling light



- Shows/hides the barndoor
- Moves all doors at the same time
- Moves the left door
- Moves the right door
- Moves the upper door
- Moves the lower door



If the link icon is activated, the left door can be moved together with the right door or the upper door with the lower door.

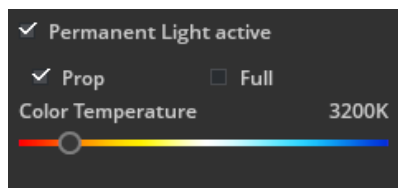


Here you can select Lee filters (color + CTO/CTB)

Here you can choose your own colour and add it to your favourites

### The modelling light

The modeling lamp is a dark continuous light source in the flash head. Since the modeling light is very weak compared to the flash, it usually has no effect on the image when the flash is used. The modeling light only becomes visible at very long exposure times (or high ISO).



#### a) The "Prop" option:

The "proportional" option means that the intensity of the modeling light is controlled proportionally to the flash output.

#### b) The option "Full":

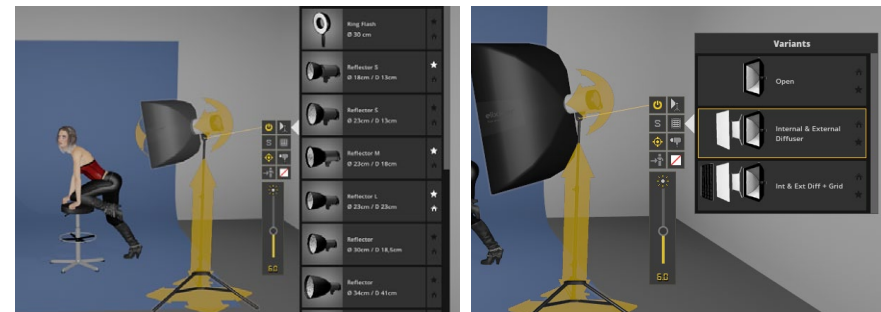
The option "full" means that the modelling light always illumina-

tes with full energy (approx. 300 Watt).

#### c) Setting the color temperature:

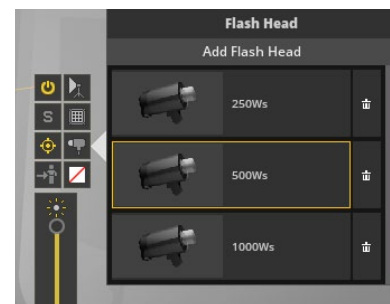
You have the possibility to adjust the color temperature of the modeling light. The default setting is 3200K.

### Editing a light shaper



If there are further attachments or coverings available for the selected light former, these can be edited in the detail settings or directly in the studio area via the Quick menu.

### Changing the flash head



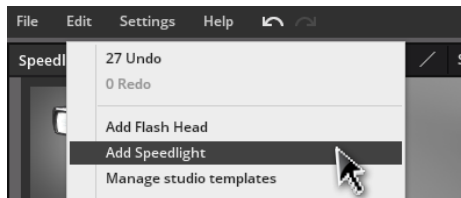
The light output of the flash head can be selected here.

**Note:** If you want to use a flash head with another power, you can add your own flash head.

## Add your own Flash Head

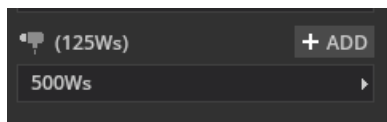
There are two ways to add your own flash head:

1: In the menu bar, click on **"Edit"**, then on **"Add Flash Head"**

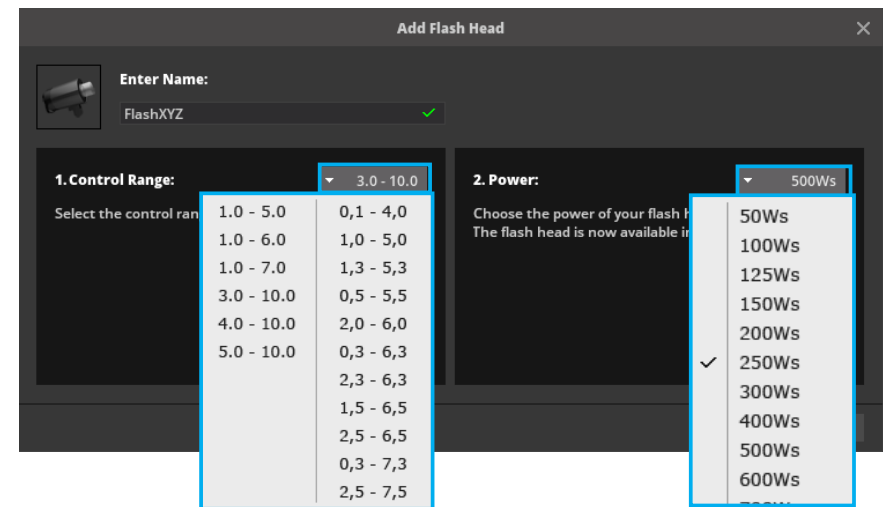


or

2: Click on the **"+ ADD" button** ( **+ ADD** ) in the detail settings in the "Light shaper" area. .



A window pops up, where you can add the flash head. In the field **"Enter Name"**, you can add an individual name.



The next step is to choose the **"control range"** which matches your flash head, from the dropdown menu. The last step is to select the **"power"** (watt-second, Ws) in the dropdown menu on the right side. By clicking on **"Add"**, the created flash head is saved and added to the list of flash heads. Here it can be selected later. "

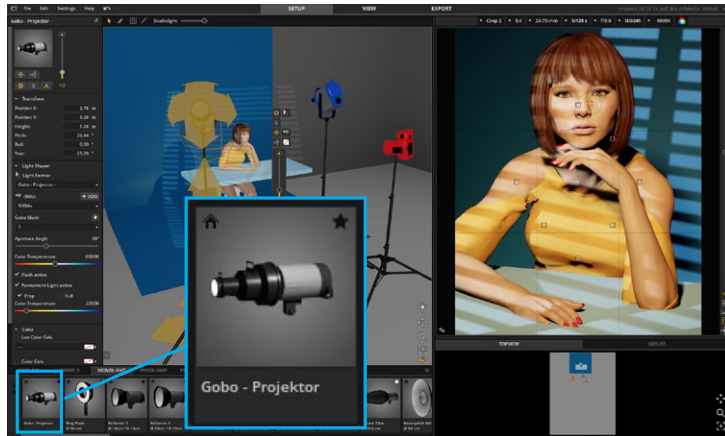
[See „Changing the flash head“ on page 46](#)

**Note:** For some control ranges the selection of the power is not necessary, since the power had been already been set by the control range and pre-selected appropriately.

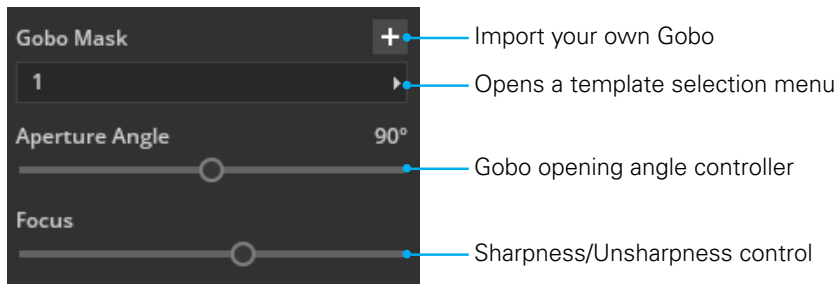
**Note:** If you change the power from e.g. 5 to 6, the brightness changes an aperture stop. An integer is always equal to one aperture stop.

### The Gobo-Projector

With the gobo projector, patterns can be flashed using "gobos" (black/white masks/stencils). You can choose from pre-designed templates or import your own design.



The Gobo has the same functionality as the flashlights. In addition, you can adjust the opening angle of the Gobo.



### Create your own template (Gobo Mask):

1. Create a **square** graphic with max. 3000 px (1200 px are ideal).
2. Fill the graphic with black.
3. Now insert the pattern you want to project with white color.
4. Save the graphic as .jpg or .png and import it into set.a.light 3D in the "Gobo Mask" area.

**Note:** Black does not let light through, white color lets light through.

**Attention:** Colored graphics are **NOT** supported! With .png **no transparencies** may be used for the Gobo. Only black and white templates without transparencies are supported..

**Important:** A black frame must always remain around the pattern. The white color may never reach the edge of the graphic.

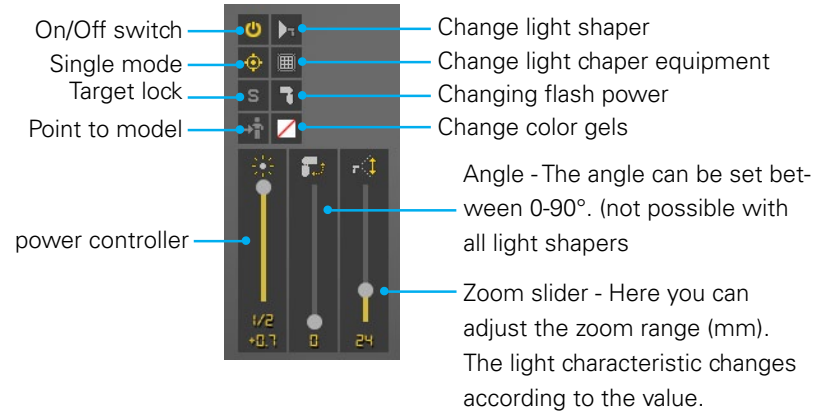
Example:





## Speedlights/On-Camera Flash

### The Quick-Menu of the Speedlight (On-Camera Flash)



**Note:** The zoom range can **ONLY** be changed with On-Camera Flashes without a light shaper.

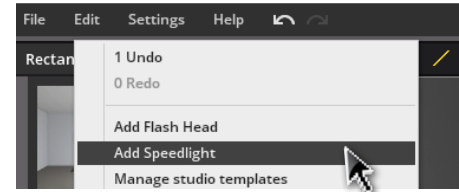
#### For On-Camera Flashes with a light shaper:

In order to achieve a similar light situation in the real shooting as in the software, set the zoom value of your On-Camera Flash to 24mm or 35mm. (This zoom range is the base for the available On-Camera flashes with light shaper in set.a.light 3D.)

### Add Your Own Speedlight

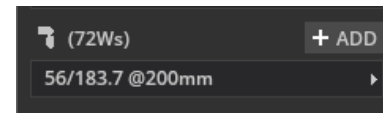
There are two ways to add your own speedlight:

1: Click on **"Add Speedlight"** in the menu bar under **"Edit"**.

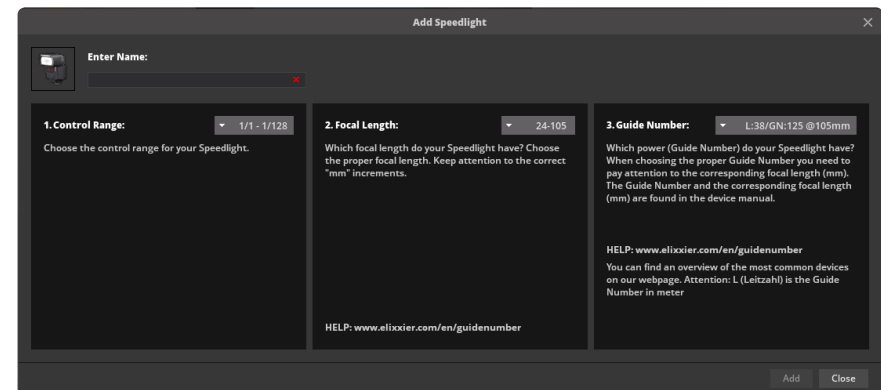


OR

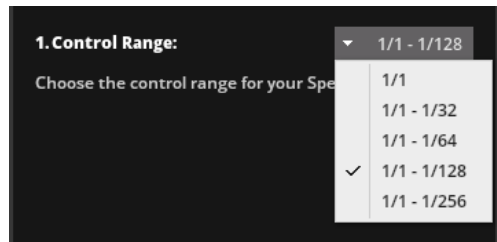
2: Click on the **"+ ADD"** button ( **+ ADD** ) in the detail settings in the **"Light shaper"** area.



Now a menu opens in which you can create the speedlight. In the field **"Enter name"** you can first enter the name for the new flash.

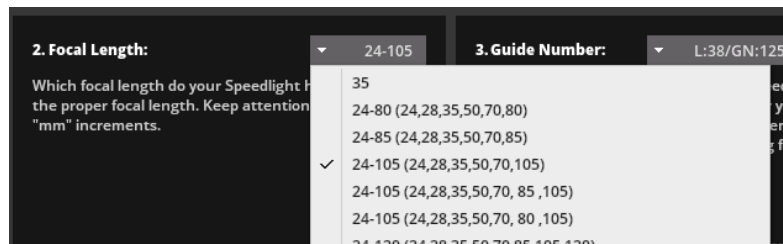


### 1. Determine Control Range:



Find the dropdown menu in the left area of **“Control Range”** and choose the matching control range for your speedlight from there.

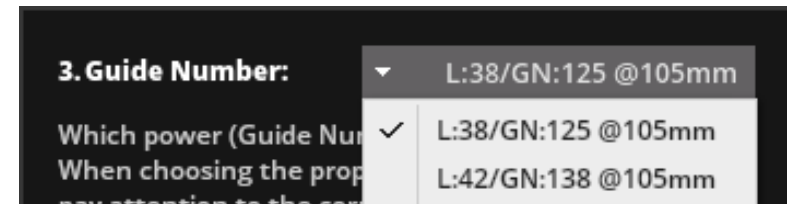
### 2. Determine Zoom Area:



Select the zoom area matching your speedlight from the **dropdown menu**.

To ensure that your flash features all zoom levels equivalent to your real device later on, you should also pay attention to intermediate values.

### 3. Determine Guide Number:



The **guide number** is the output rating of your speedlight.

Select the guide number (the available choices are already pre-selected in accordance to your previously given information) from the **dropdown menu** that matches your real device. The guide number always refers to a certain **mm specification** (e.g. 35mm or 105mm). Make sure to choose the correct value. The appropriate value can be found in the manufacturer’s specifications of your device.

Clicking on **“Add”** saves the newly created speedlight and adds it to the list of flash heads. Later you can choose from there.

[\(More information see „Changing the flash head“ on page 46\)](#)

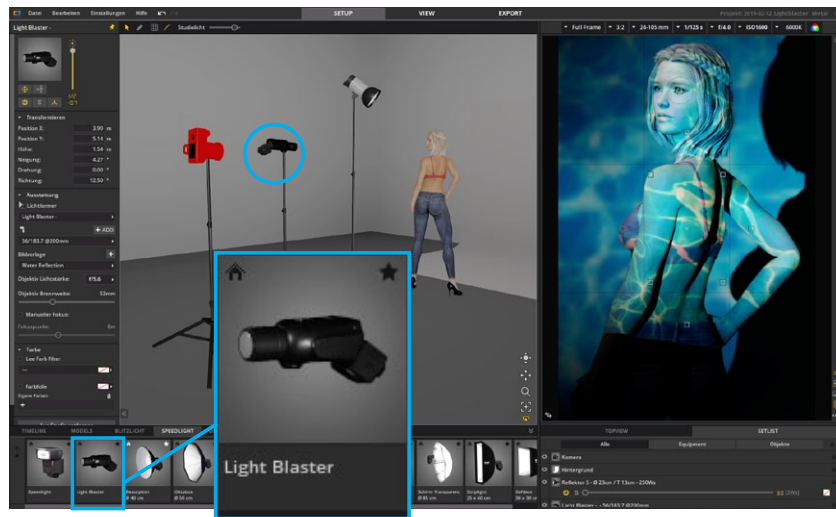
### The Light Blaster

The Light Blaster is a slide projector attachment for strobes. You can find it in the studio library in the tab "Speedlights". It is ideal for projecting backgrounds of all kinds. You work with it creatively, as well as experiment with it and even transform reality into a fantasy world. All you need is the Light Blaster, a strobe, a lens and a

35 mm slide with the desired picture.

Weitere Informationen zum realen Light Blaster findest du hier:

<https://spiffygear.com/light-blaster>



**Set the Light Blaster correctly:**

1. Place the Lightblaster in the set.
2. Choose a Speedlight as light source in the detail settings.
3. Choose an image template or add your own.
4. Adjust the luminosity of your lens.
5. Change the projection size by adjusting the focal length of your lens.

**The projection area:**

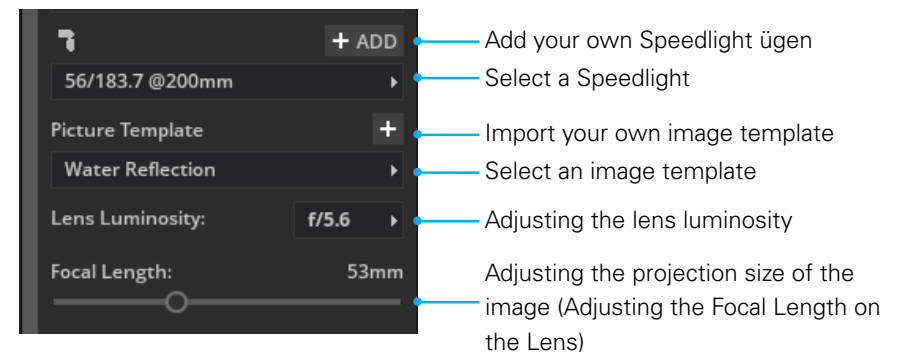
The distance to the projection area and the focal length of the

lens determine the size of the projected image. The wider the lens angle, the larger the slide will be projected. A long focal length therefore results in a small image of the projection.

**Important:** Due to the Light-Blaster's architecture a lot of light gets lost. Therefore it can be helpful to use bright and high-contrast images and, if necessary, a higher ISO and open aperture for the camera settings.

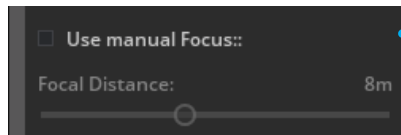
Please also keep in mind that the speed of your lens has a big influence on the brightness of the projected image. Note also: The larger the projection area, the darker the image will be, because the light of the speedlight has to illuminate an ever larger area.

**The detailed settings at a glance:**



**Sharpness control + manual focus:**

As long as you don't activate "Use manual Focus", the Light Blaster automatically focuses at the center of the image (where the laser pointer hits). If you want to set the focus point yourself, activate "Use manual Focus". Now you can adjust the sharpness of the projected slide using the manual focus of the lens.



Adjusting the focus manually

**Tips for the right choice of images:**

Dark colours let little or no light through, bright colours let much or very much light through.

**Add your own image templates:**

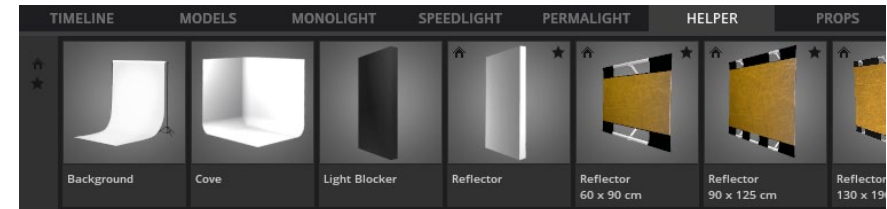
It is ideal if you use a JPG file in the format 2:3 (35mm slide).

**Maximum image size:** 2048 px long edge

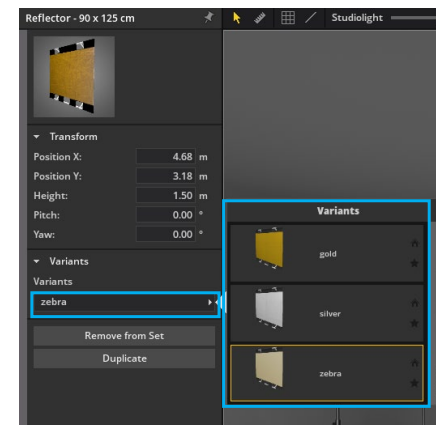
**Continuous Light (PERMALIGHT)**

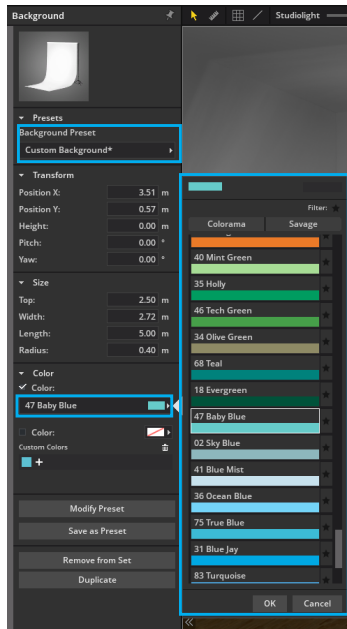
Continuous lights can be handled in set.a.light 3D in the same way as strobe lights or speedlights.

( See „Flash light (Strobe light)“ on page 44)

**Helper**

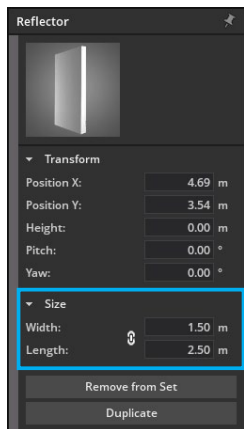
Among the helpers, you will find the background system/cove, various brighteners and screens. These can be edited in the detailed settings if necessary.





### Background/Cove

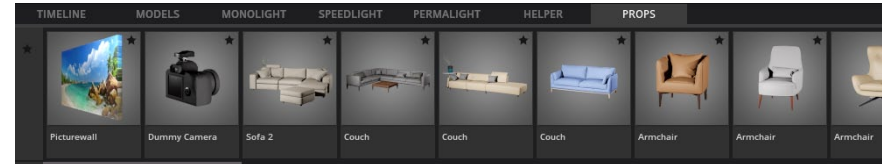
The sizes and colour of the background can be edited as required in the detailed settings and saved as a template.



### Reflectors and Light Blockers

You can adjust the size of the reflectors and the light blockers in the detailed settings.

## PROPS



You can also move the props freely around the room and use them for your shoot. The sizes and colours of cones, cylinders, balls and boxes can also be adjusted, enabling new shapes or structures to be created.

### The quick menu

When you click on an object in the studio area, two icons appear to help you position the object.

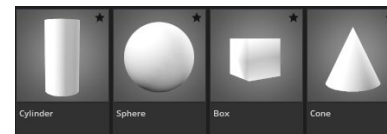


**Adjust height** – Click on the icon and drag with pressed left mouse button to change the height.

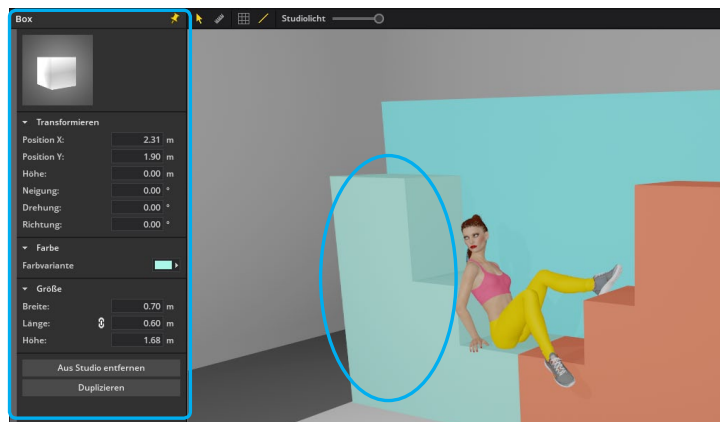


**Rotate model** – Click on the icon and drag with pressed left mouse button to rotate the model.

### Basic forms



Cone, cylinder, ball and box can also be freely adjusted in dimensions and color, so that new shapes or superstructures can be created.



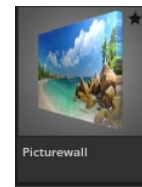
**Drag option:**

To change a value smoothly, click with the mouse on the respective name and drag to the left or right with pressed mouse button.



**Tip:** By “mingling” various basic shapes, objects for test images can be quickly built, rooms changed or clothes modified.

**Picturewall\***



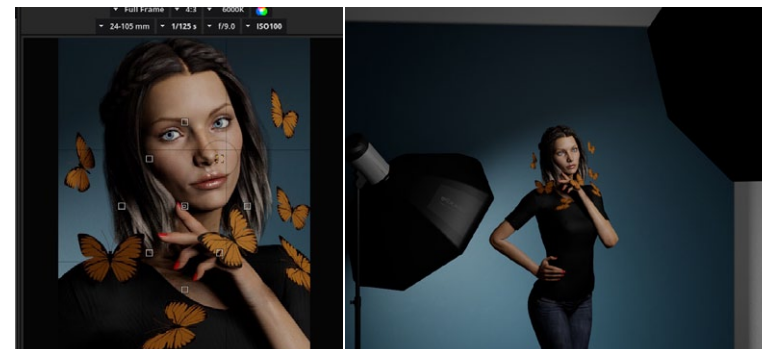
You can find the Picturewall in the Studio Library under the tab Props. By clicking on Picture Presets you can choose from some image templates or you can import your own images.

**The picturewall can help you in the following situations:**

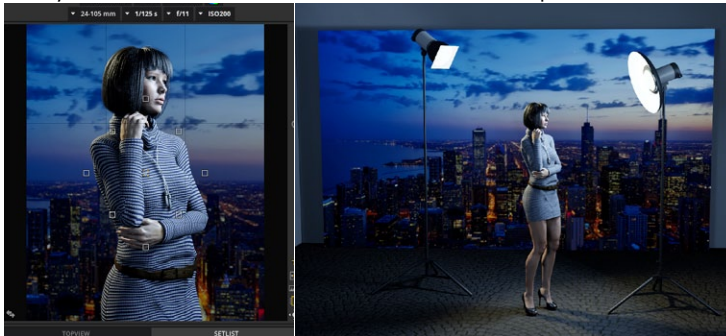
- If you want to add a picture as background or floor to your setup



- If you want to place masked objects in your set



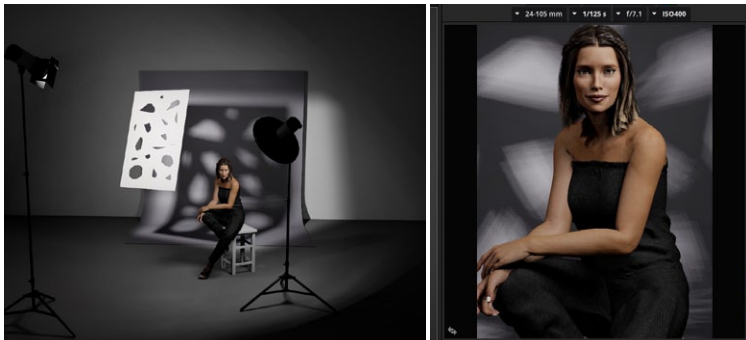
- If you want to simulate an outdoor setup



- If you want to plan a composing



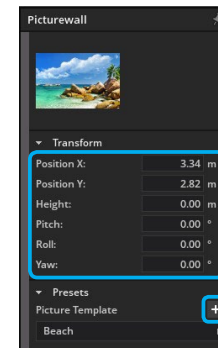
- If you want to place a mask in the set and flash through it



Possible file formats are **JPG** and **PNG** (PNG only STUDIO Edition)

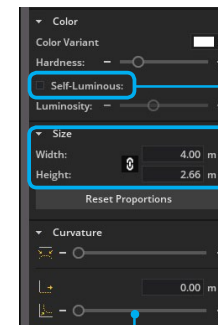
\* BASIC Edition: Only JPG files can be placed on the Picturewall. Up to 7 own Picturewalls are possible.

**Note:** By using PNG files with transparency you can use isolated images (e.g. a tree, pattern, person, clothing, object, etc.). Images with transparencies appear similar to 3D objects in the software and also cast a shadow.



Adjust position

**Image upload** (new imported image appears in the "Picture Templates")



If "Self-Luminous" is activated, the brightness of the picturewall can be adjusted independently of the ambient light.

Change object dimensions

Bending of the picture wall from outside to inside  
The picturewall bends at a right angle above the floor to the front

Defines the radius of the bend to the front

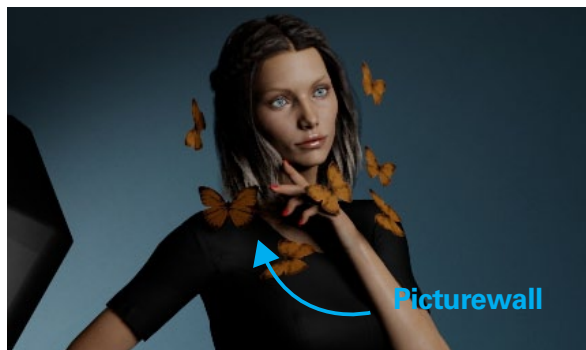
### JPG on the Picturewall

An outdoor or indoor background can be simulated with the help of the picturewall.

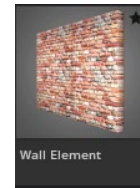


### PNG with transparency on the Picturewall

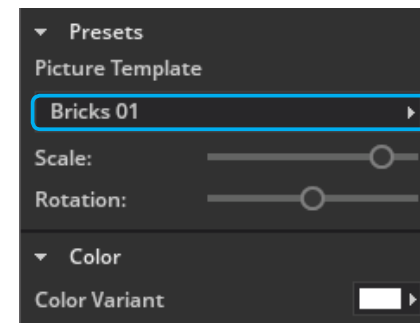
With the help of the PNG picturewall, 2-dimensional objects can be placed in the room, such as props. Images with transparencies appear in the software similar to 3D objects and also cast a shadow.



### The Wall Element

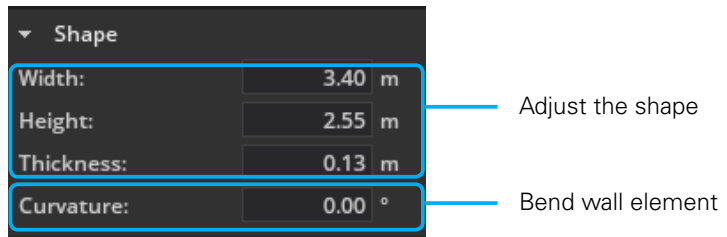


The wall elements can be found in the studio library in the props tab. You can place it freely in the room as a wall or floor element and change its shape. Choose from different structures, such as wood or stone. You can find these in the detailed settings on the left in the picture templates.



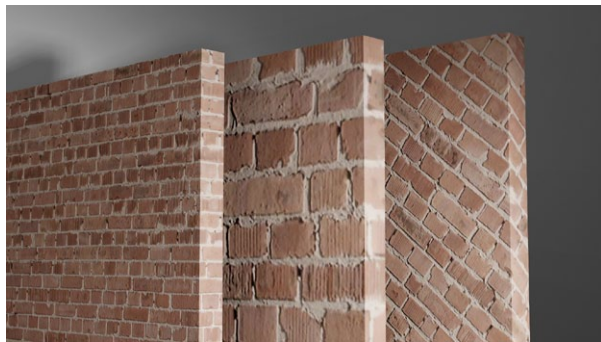
- Select picture template
- Scaling the picture template
- Rotating the picture template
- Colouring the picture template



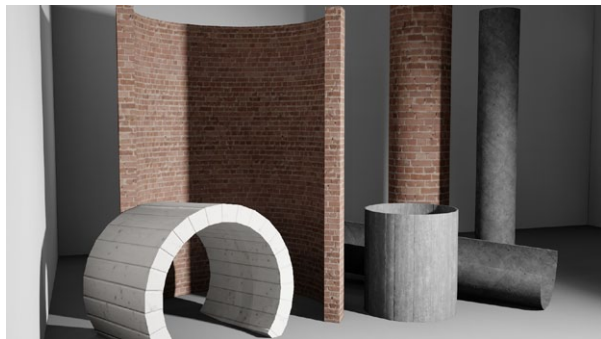


**Examples:**

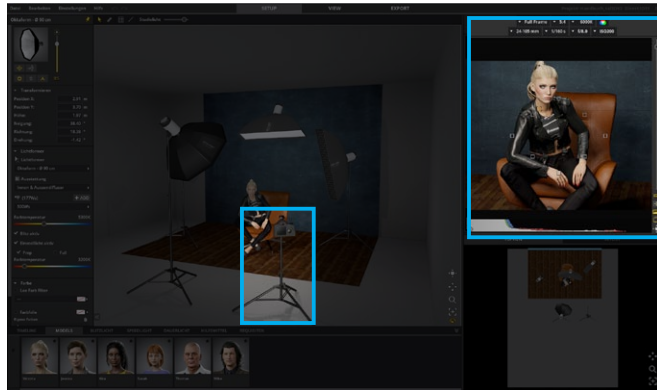
Different adjustment of scaling and rotation:



These shapes were created using the bending function:

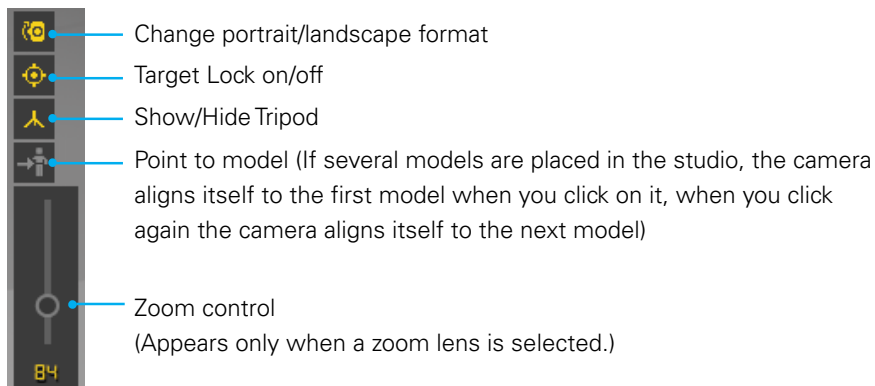


## THE VIRTUAL CAMERA



The virtual camera offers you all of the image-related setting options you are familiar with on your real camera. For example, the depth of field is also displayed correctly corresponding to the selected optics, focus point and aperture. When you launch set.a.light 3D, the camera is already in place on the set and cannot be deleted. With the help of the yellow touch elements in the studio you can move them freely in the room.

### The camera quick menu in the studio area



### Target lock



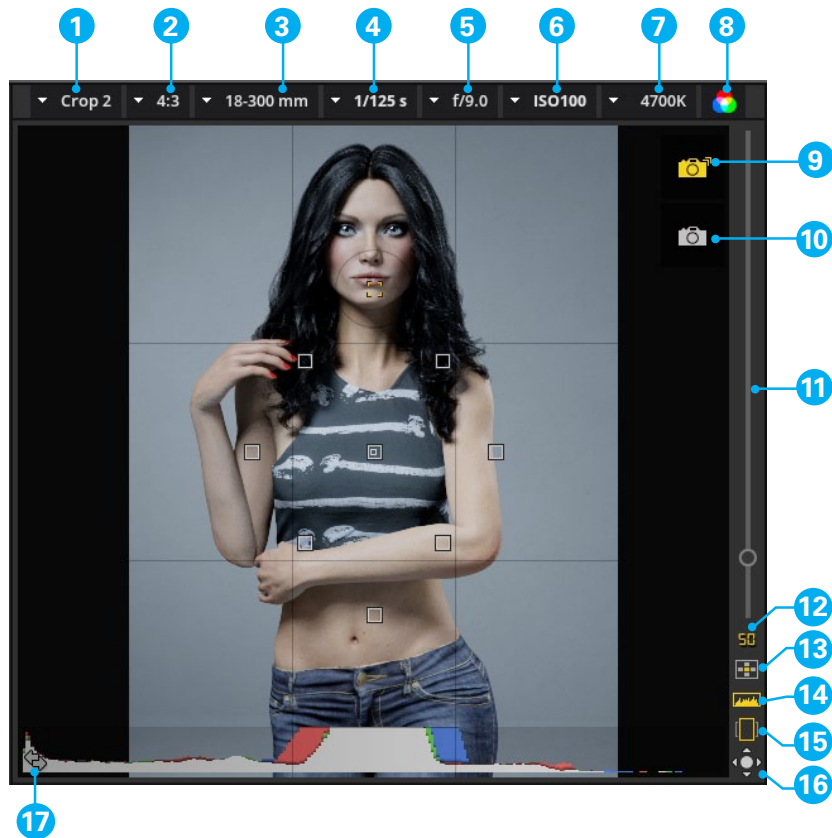
If “**Target lock**” is active (yellow), the camera remains aimed at the focused object when moved around the studio area. If the button is inactive, the camera remains pointing straight ahead when being moved.

**Tip:** This function is very useful for being able to quickly test different perspectives.

### Setting options in detail

#### The preview camera at a glance

By default, the preview camera is located in the upper right corner. It allows you an active control function over your planned image. In the camera bar you can e.g. select the chip size or determine the aspect ratio. Shutter speed, aperture and iso number are also variable. Choose the optics of your choice. All settings have a direct effect on the image, which you can see in the preview camera in realtime. Motion blur cannot be displayed.



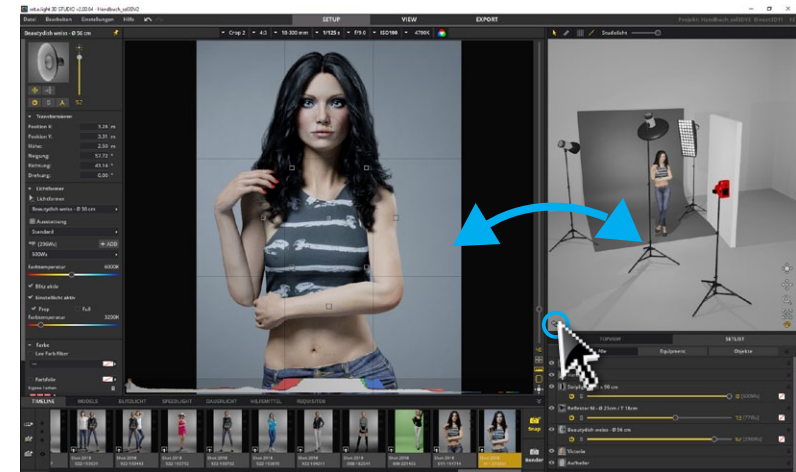
- |                         |  |
|-------------------------|--|
| 1. chip/crop factor     | 10. camera shutter release (rendering) |
| 2. aspect ratio         | 11. zoom control                       |
| 3. lenses               | 12. current focal length               |
| 4. shutter speed        | 13. show/hide focal points             |
| 5. aperture             | 14. show/hide histogram                |
| 6. ISO                  | 15. portrait/landscape format          |
| 7. white balance/Kelvin | 16. align camera (trackball)           |
| 8. colour/black-white   | 17. swap windows:                      |
| 9. Snap-Shot            | Preview camera/studio area             |



With the **format changer** you can switch between portrait and landscape format.



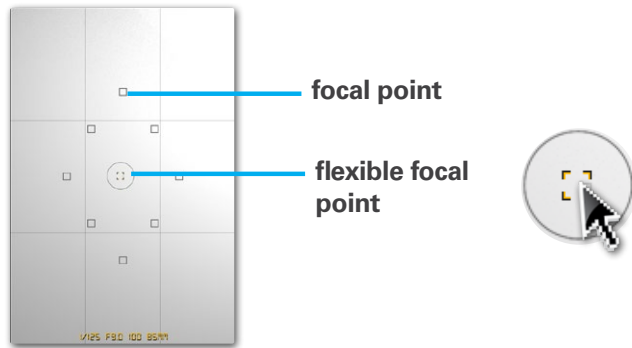
**Window changer** – By clicking on this symbol, the preview camera and the studio area swap places.




**Show/Hide Focus Points** – Click this icon to show or hide the focus points in the preview camera.

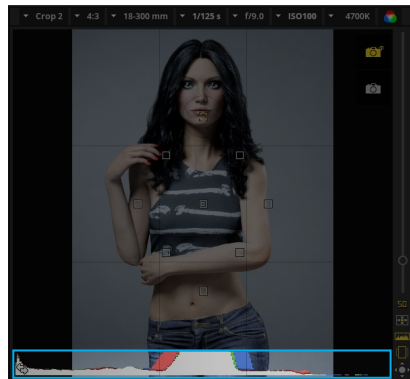
### Set focal point

Click on a focal point to select it or move the flexible focal point to the desired position.



 **Show/Hide Histogram** – Click this icon to show or hide a histogram in the preview camera.

### Real-time histogram



A histogram shows the number of pixels in a photo for each percentage value of luminance. If the histogram extends from the left side of the operating field all the way to the right side, then the photo uses the full scale of tonal values. A histogram for which the full range of tonal values is not used can result in an image of low contrast.

A histogram consists of the colour levels red, green and blue. Grey is shown when all three channels overlap each other. Yellow, magenta and cyan are shown when two of the RGB channels overlap each other.

- > **Yellow** corresponds to the channels Red + Green
- > **Magenta** corresponds to the channels Red + Blue
- > **Cyan** corresponds to the channels Green + Blue

### Over and underexposure

A histogram with a peak value at one of its ends displays a curtailment of depth and light in the photo. The curtailment can lead to a loss of image details.

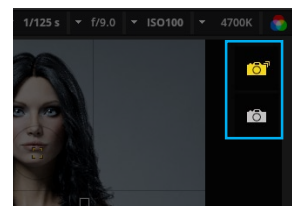


▲ **underexposed image**  
The left end of the histogram presents pixels with 0% luminance.



▲ **overexposed image**  
The right end represents pixels with 100% luminance.

### Snap and render a photo



When hovering over the camera window, the two buttons "Snap" and "Render" are displayed. Alternatively you can find them at the right end of the Timeline.

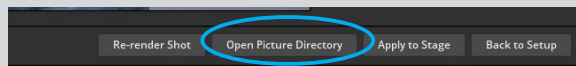
## The Shutter release (Rendering)



By clicking on the **"Shutter release"**, a photo is rendered directly and is displayed in the "VIEW" module. This results in an image that includes all reflections and influencing factors of the light calculation. The image is automatically saved in the Timeline and on the PC/Mac as JPG in the folder for the corresponding shooting.



**Tip:** By clicking on the button **"Open Picture Directory"** you can go directly to the rendered image on your hard disk.



**Tipp:** You can also start the camera trigger process with the shortcut **"Ctrl + Enter"** (Windows) or **"Cmd + Enter"** (Mac).

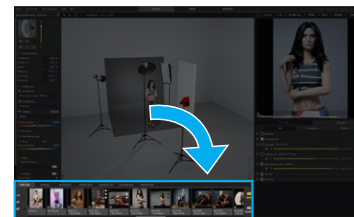
## Make a Snapshot



If you want to save your lightset in the Timeline without starting the render process, click the "Snap-Shot" button. You can continue working directly and render your snapshots later.

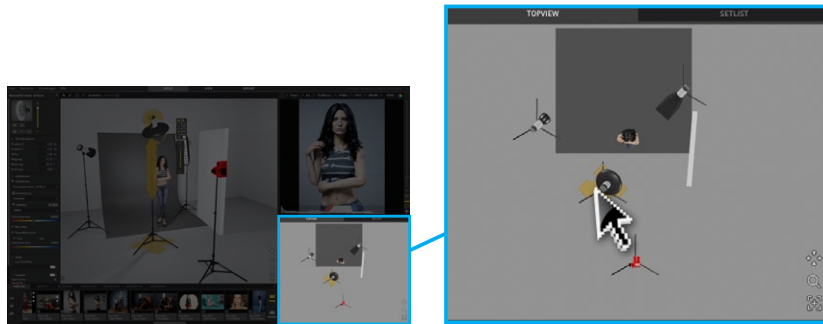
(Further information see „Rendering images“ on page 70)

Each image taken with the camera is stored in the timeline with the corresponding setting and can be recalled at any time.



**Tip:** You can also trigger a snapshot with the shortcut **"Enter"** (Windows + Mac).

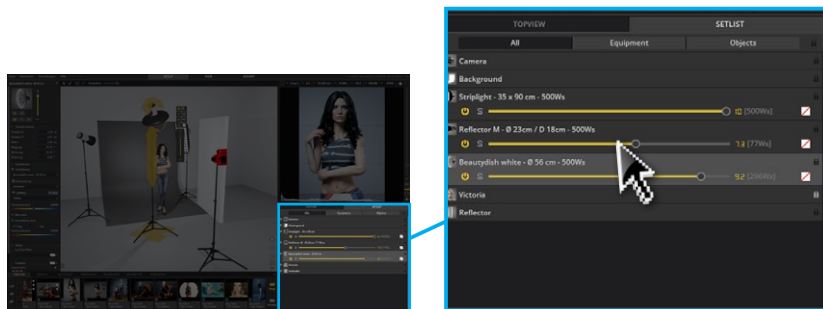
## STUDIO TOP VIEW



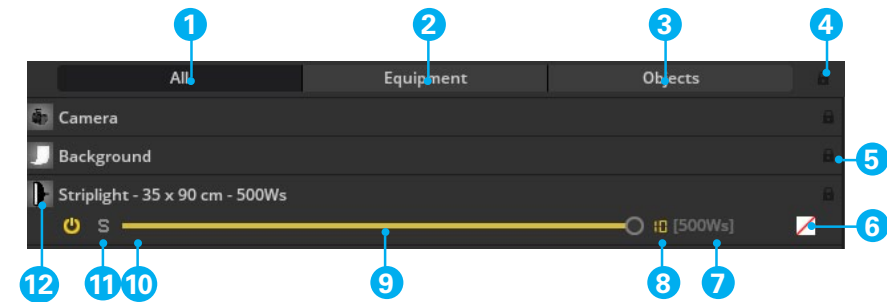
The **Studio top view** gives you control over your set and all the elements placed in it at all times. As in the studio area, the elements can be selected here and moved around.

**Tip:** If you have created a complicated lighting set and cannot click on individual objects directly in the studio area, then the studio top view offers you a quick remedy.

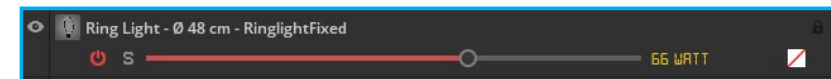
## SET LIST



In the set list, everything that is placed in the studio area is listed and can be selected in the list. By clicking on the eye symbol you can show or hide individual objects. By clicking on the lock symbol you can lock or unlock individual objects. In addition, the set list offers you quick access to technical lighting settings (see graphic).



1. If this tab is active, everything placed in the studio will be shown in the setlist.
2. If this tab is active, only the equipment is shown in the set list.
3. If this tab is active, only objects in the set list are displayed.
4. Locks or unlocks everything in the set list
5. Locks or unlocks a single entry in the set list
6. Indicates whether a color gel or which color is used.
7. Indicates the output power in Ws.
8. Displays the currently set power. (Speedlight excluded)
9. Power controller
10. Single mode on/off
11. Flash on/off
12. Show/Hide



Permanent lights are displayed in red in the set list.

### Renaming an object in the set list

We recommend to rename the objects according to their content. Try to choose meaningful names so that you can easily distinguish the placed objects from each other.

To do this, proceed as follows:

1. Double-click on the text field of the object in the set list and enter a new name.
2. Press the "Enter" key to confirm your entry and leave the input window.

**Note:** The changed names are also adopted on the set plan.

### Locking and unlocking an object

Objects can be locked in the set list so that they are no longer accidentally moved in the studio area. If an object is locked, a lock icon is displayed to the right of the object name.

#### To lock or unlock an object, proceed as follows:

Click on the lock symbol at the right end of the set list entry. Click the lock icon again to unlock it.


### Locking and unlocking multiple objects

1. click on a setlist entry and select the other entries to be locked by holding down the Ctrl key (Mac: cmd).
2. Now click on one of the lock symbols to the right of the selected objects. Click on one of the boxes again to unlock it.

### Locking and unlocking all objects

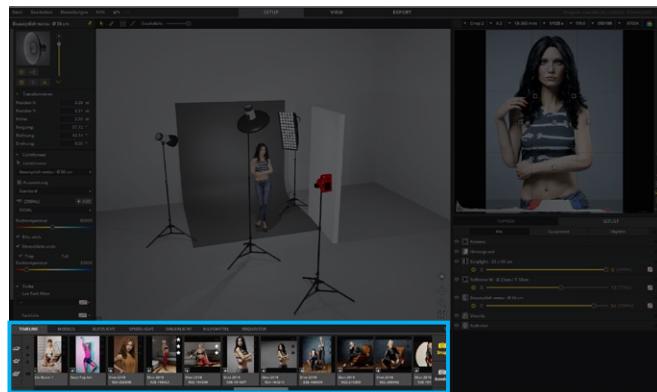
1. Click on the lock symbol in the upper right corner above all set-list entries to lock all objects at once. Click on the lock again to unlock the objects.

### Show or hide objects

Click on the eye symbol () next to an entry in the set list to hide individual objects. Click it again to show the object again.


**Note:** Invisible objects are not displayed in the set plan.

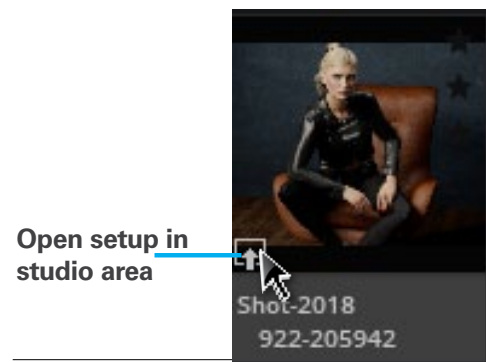
# TIMELINE



The timeline presents your virtual shoot procedure in set.a.light 3D and contains all the images taken during a shoot. Each image that appears in the timeline is automatically linked to the setup and can be loaded by double-clicking again in the studio area at any time.

### Loading a set from the timeline

To open a setup from the Timeline in the Studio, click on the icon (  ) at the bottom left of the tile.

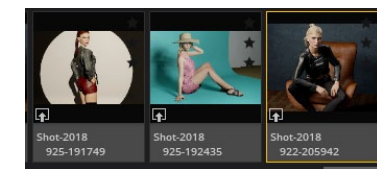
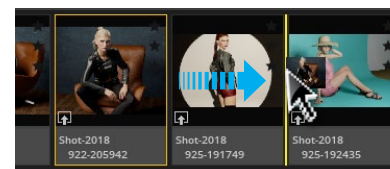


**Note:** Double-clicking on an image opens it in the View module.

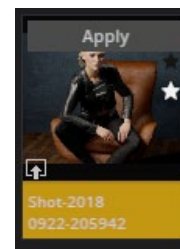
Further information see „Basics of the "VIEW" module" on page 67

### Sorting timeline entries

Timeline entries can be dragged or re-sorted by pressing the left mouse button to a new position. The yellow line indicates the future position. Upon releasing the mouse button, the entry will be stored at this position.



### Change Apply



If a setting in the Timeline is set up in the studio, the **"Apply"** button appears as soon as a change is made to the set. With a click on the button, the made change is taken over into the timeline entry.

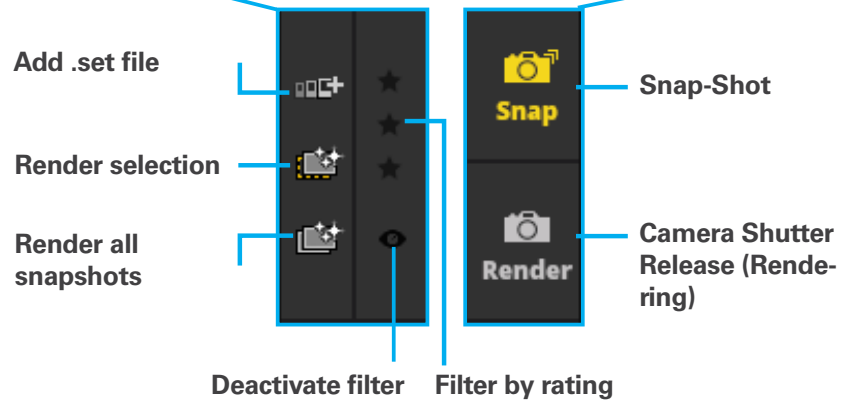
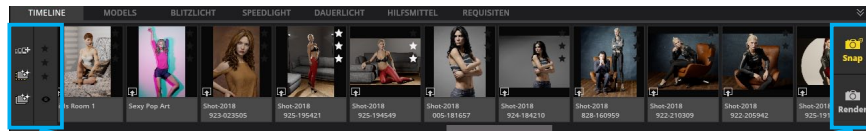
### Deleting one or more images from the Timeline

Further information see „Deleting one or more images from the Timeline" on page 68

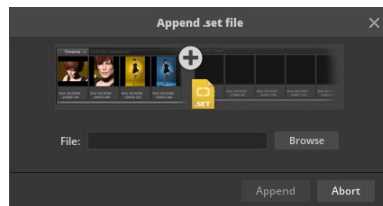


### Timeline Quick Tools

In the Timeline you will find a lot of useful buttons.



**Add .set file** – To add the contents of another .set file to the open .set file, click the **".set Add File" Icon** at the left side of the timeline. Then click on "Browse" in the context menu and select the appropriate file in the file browser. Then click on "Add". The entries of the added .set file will be added to the end of the timeline.



**Render selection** – Click the "Render selection" icon to start the rendering process of the selected images with a single click.

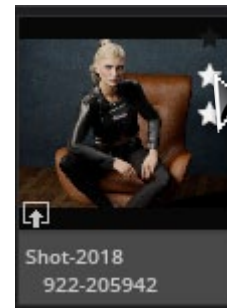
**Render all snapshots** – Click the "Render all snapshots" icon to render all snapshots in the timeline.

( Further information see „Make a Snapshot“ on page 61)

### Star rating

Star ratings help you to manage your setups. Ratings can be changed at any time.

### Setting star ratings in the timeline



To rate a timeline entry, click on one of the three stars in the upper right corner of the tile. If you click on the first star (from below), you assign a rating star, if you click on the second star, you assign two rating stars, and so on. To remove a set rating, click on the setted rating stars again.

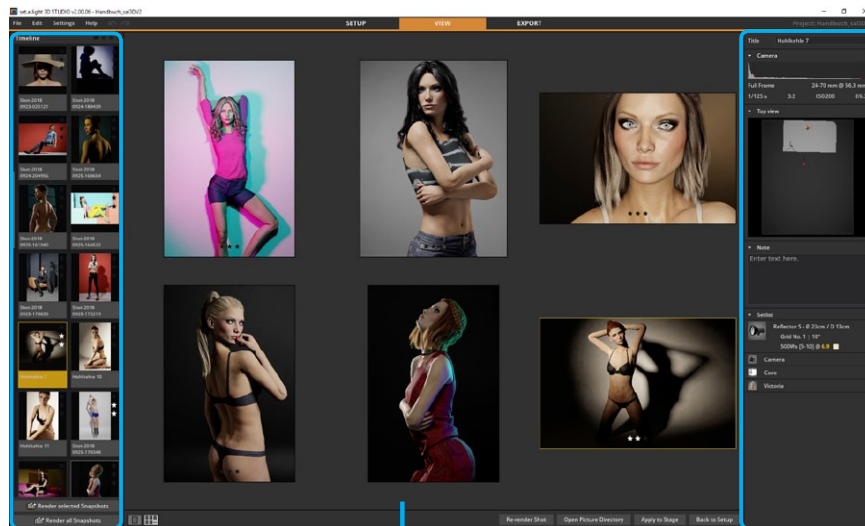
### Filter by star rating in the timeline



Click on one to three stars to filter all timeline entries with this criterion to be displayed in the timeline. You can cancel the selection by clicking on the stars again or by clicking on the eye icon at the bottom to remove the filter.

# VIEW, RENDER AND ORGANIZE IMAGE RESULTS

## Basics of the "VIEW" module



Timeline

Browse, compare, zoom, render, open, delete images

Info about the selected image (Title can be changed here)

The VIEW module gives you the ability to browse, rate and sort the images you have taken. On the left side is the Timeline, where you can navigate through the pictures with the arrow keys of your keyboard. In the middle area you can compare the selected images, view them individually and get an overview. On the right side

there are information fields about the camera settings, the set structure and the objects used, as well as the possibility to add a note and rename the image.

**Note:** The set currently opened in the studio area ("SETUP" module) is highlighted with a yellow area in the Timeline.

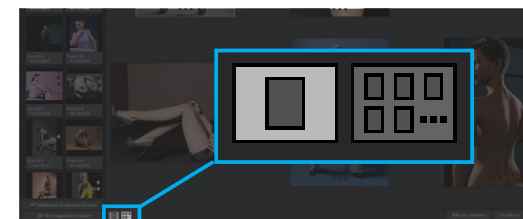
**Note:** You navigate from the SETUP module to the VIEW module by clicking on the tab "VIEW" in the top bar of set.a.light 3D or by double-clicking an entry in the timeline.

### Open the VIEW module

To open the VIEW module, click on the VIEW tab to the right of the menu bar.

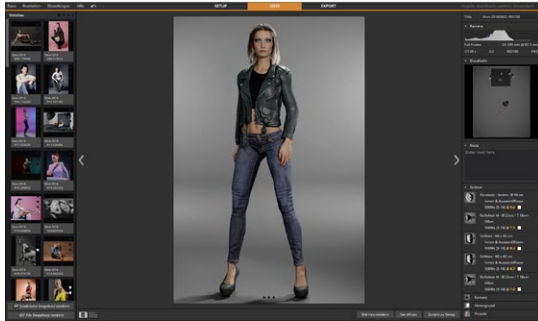


### Picture views



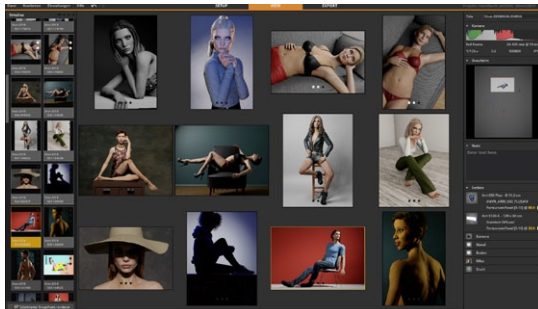
The VIEW module has two image view options: **Main View** and **Multi View**. You can switch between these views using the icons in the lower left corner of the middle area. The highlighted icon is active.

### Main View



In the **Main View**, a single image can be displayed in large size. The displayed image is selected using the thumbnails in the Timeline. The active thumbnail is surrounded by a yellow frame.

### Multi View



All selected images can be viewed in the **Multi View**. The displayed images are selected using the thumbnails in the Timeline.

#### Selecting multiple images in the Timeline

- Press the **CTRL key (Windows)** or the **CTRL/Control key (Mac)**


and select the images to be selected

- If you want to select a larger number of images, first click on the first image, then press the **SHIFT key** and click on the last image to be selected. All intermediate thumbnails are also selected.
- To select all thumbnails, press **CTRL+A (Windows)** or **CMD+A (Mac)**.



To deselect a single image, press the **CTRL key (Windows)** or **CTRL/Control key (Mac)** and click the image again.

**Tip:** To deselection the selection, simply click on a thumbnail in the Timeline.

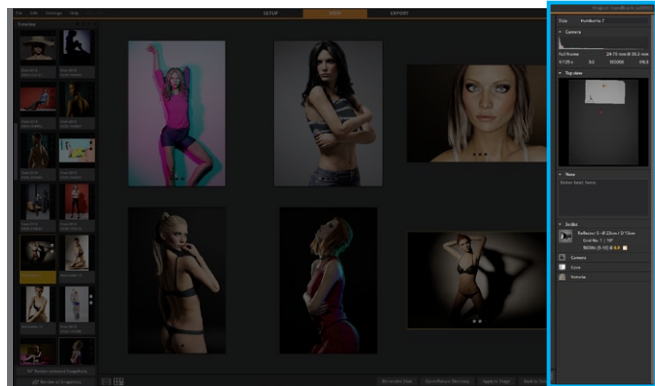
#### Deleting one or more images from the Timeline

You can delete a selected image by pressing the **delete button** or by clicking on the **trash can icon** (  ). The trash can icon will appear when you hover over the image.

#### Opening a set in the studio ("SETUP" module)

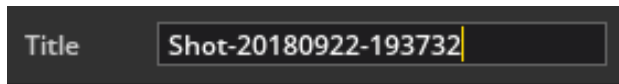
If you want to open a picture with the corresponding setup in the studio (module "SETUP"), click on the button **"Apply to Stage"** (  ) in the lower right corner of the middle area or on the icon (  ), which is displayed when hovering over the picture.

## The picture information area on the right side



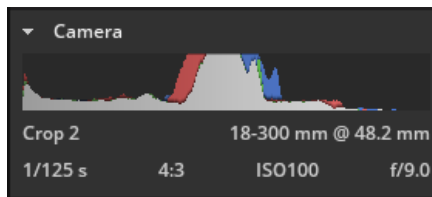
### Renaming an image

You can rename a picture in the field "Title" above.



### "Camera" area

This area displays the camera data of the currently selected set.



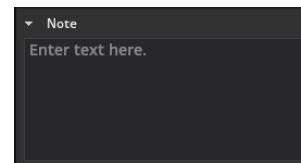
### Area "Top View"

This area displays the top view of the currently selected set.



### "Note" area

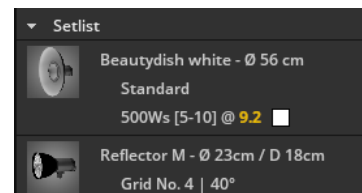
Here you can enter a note for the currently selected set.



**Note:** The note field here is intended for internal notes and notes and is not transferred to the setplan export.

### Set list area

The set list shown here shows you all objects contained in the set.



## Rendering images


During rendering, an image is created that takes into account all reflections and influencing factors of the light calculation and is displayed realistically. As soon as an image has been rendered, it is also automatically saved on the PC/Mac as a JPG in the folder for the corresponding shooting.

**Tip:** A rendered image is automatically saved as JPG in the folder for the corresponding shooting.

### Rendering a single image


To render a single image, proceed as follows:

In the "SETUP" module::

- a)
  1. Click on an image in the Timeline and then on the icon "Render selected snapshots" () on the far left.
  2. The "VIEW" module opens and the selected image is rendered directly here.
  
- b)
  1. Click on the "Shutter Release" button to directly render a photo of the set currently open in the studio.
  2. The "VIEW" module opens and the selected image is rendered directly here.

( Further information see „The Shutter release (Rendering)“ on page 61 )


In the module "VIEW":

1. click on an image in the timeline and then on the button "Render selected snapshots" () bottom left.
2. The selected image is rendered directly.


### Rendering a selection of images

To render multiple images, proceed as follows:

In the "SETUP" module:

1. Select several images in the timeline and then click on the icon "Render selected snapshots" () on the far left.
2. The module "VIEW" will open and the selected images will be rendered directly.

In the module "VIEW":


1. select several images in the timeline and then click on the button "Render selected snapshots" () in the lower left corner. .
2. The selected images will be rendered directly.

( Further information see „Selecting multiple images in the Timeline“ on page 68)

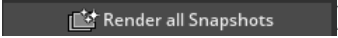
### Render all images contained in the timeline (not yet rendered)

To render all images that have not yet been rendered, proceed as follows:

In the module "SETUP":

1. Click on the icon "Render all snapshots" () on the far left.
2. The "VIEW" module opens and all images that have not yet been rendered are rendered here one after the other.

In the module "VIEW":

1. click on the button "Render selected snapshots" () in the lower left corner.
2. The module "VIEW" opens and all not yet rendered images will be rendered one after the other.

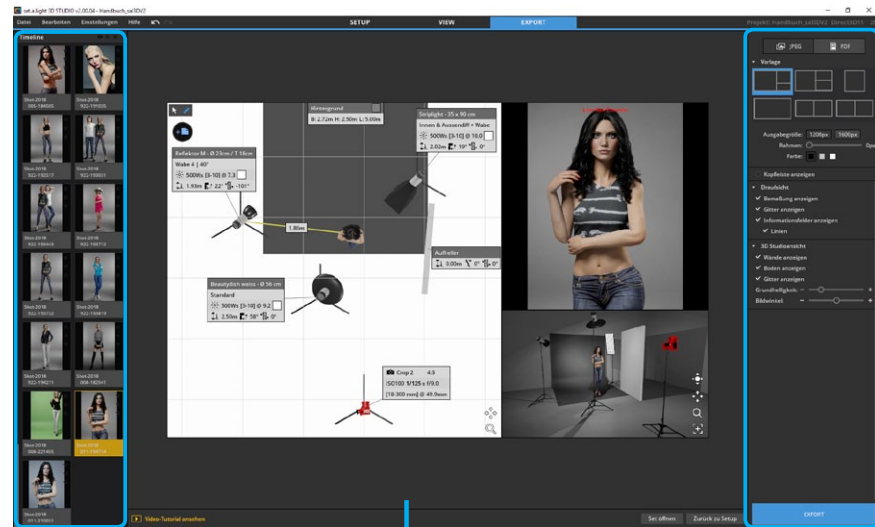
### Render photos again

Would you like to rerender an already rendered photo in a different size? Proceed as follows:

1. Open the quality settings in the menu bar under Settings -> Quality settings -> Render resolution and set the desired render size.
2. Open the image in the View module and click the "Render Image" button to render the image again.

# EXPORTING A SETPLAN

## Basics of the "EXPORT" module



Timeline

Setplan preview/view

Selecting and Adjusting Templates

If you want to rebuild a setting in a real studio, you have the possibility to export your finished light settings as JPG or PDF in the module "EXPORT". The setplan contains the camera settings and all relevant values and dimensions to build the light setup in the real studio.

**Note:** If you have already made dimension lines in the SETUP module, these will be displayed in the EXPORT module.

### Opening the EXPORT module

To open the EXPORT module, click on the EXPORT tab to the right of the menu bar.



### Select Setup

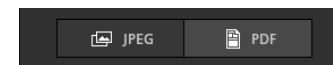
In the Timeline (left) you can select the image for export. If the image is selected, you will see the light setup in the middle and the adjustment options on the right.

### Adjustment options

In the right bar you have the possibility to choose a template for the setplan and make various adjustments.

**Note:** Changes to a template are saved to the file for each set (image).

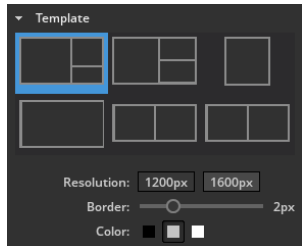
### Select output format



There are two options available for exporting a setplan: JPG and PDF. The JPG option allows you to export a setplan that is optimized for web output. The PDF option provides you with a print optimized setplan.

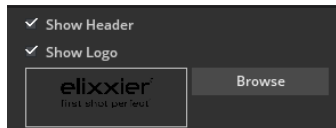


### Select and customize template



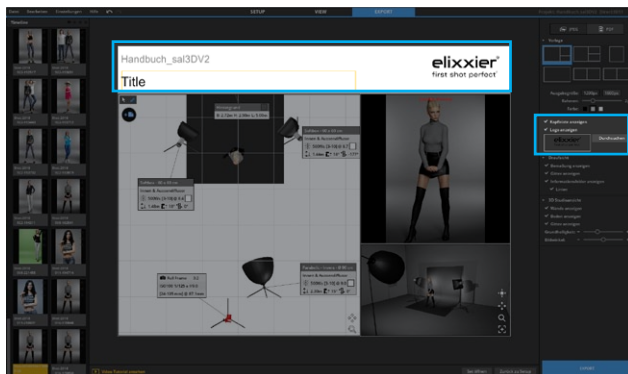
In this area you can select a template and change it (output size, outline, color).

### Show header bar and own logo (JPG-Setplan)



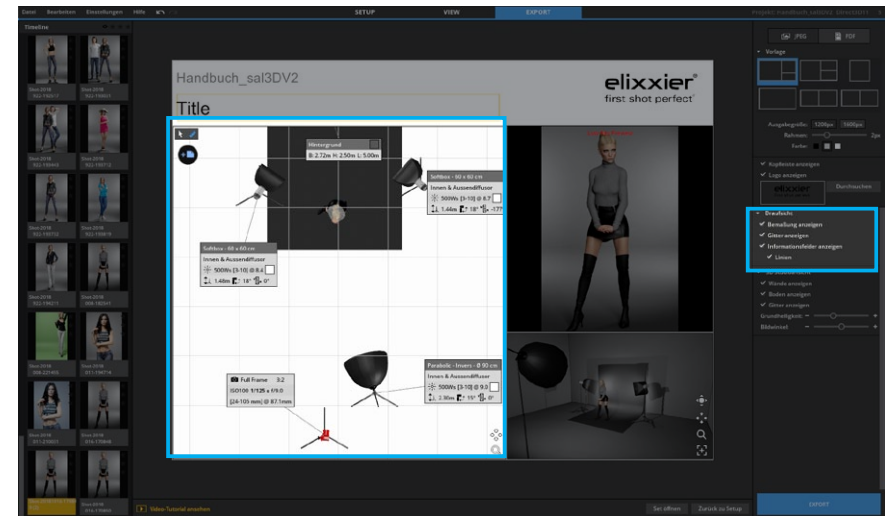
Here you can activate a header bar in which you can assign a title and integrate your own logo. Once you have provided your logo, it will remain available in set.a.light 3D.

Click in the title field to enter a title.

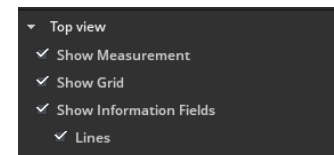


### Adjust top view

With a click on the right mouse button you can move the visible area of the top view (alternatively with the help of the control "Move view" (⌘ + ⌥)). You can zoom with the mouse wheel or the control element "Zoom magnifying glass" (🔍).



### Setting options



The following options are available in the setting options for the top view:

- Display dimension

- Show grid
- Display information fields (and lines)

### Adding Dimension Lines

To better estimate the distances, you can draw dimension lines in the diagram. If you have already inserted dimension lines in the studio area, these will be displayed here.

To add a new dimension line, proceed as follows:


#### a) Dimension line between two objects:

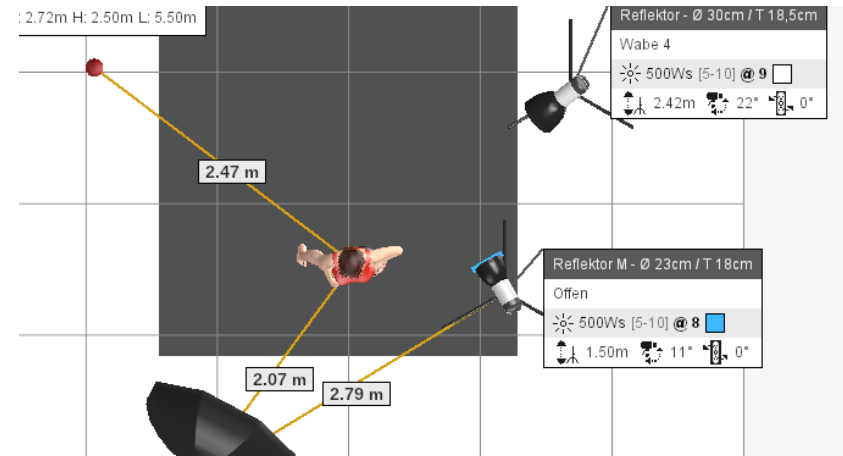
1. Click on the object where you want the dimensioning to start and drag the dimension line with the mouse button pressed down to the object where the dimensioning will end.
2. The line automatically snaps into the center of the object.

#### b) Dimension line from object to any point

Windows + MacOS



1. Click on an object and drag the dimension line with the mouse button pressed down and the **alt key** held down to the point where the dimension is to end.
2. Release the mouse button to create the end point (pin ).



### Deleting a dimension line

Windows



MacOS



Click on the dimension line you want to delete. If it is activated, you can remove it by pressing the **"Delete" key (Windows)** or the **Backspace key (Mac OS)**.

### Info fields in the top view

You can move the info fields visible in the top view so that they are ideally placed for export. The info fields contain all important data.

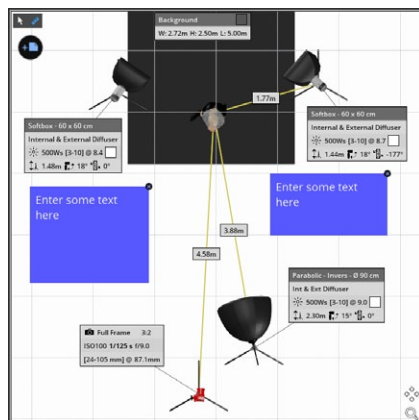
### Example Info field Studio Flash


Oktaform - Ø 120 cm	light shaper
Innen & Aussendiffusor	light shaper equipment
Profoto B1	possibly own name
500Ws [2-10] @ 9	Flash head, adjusted power, color gel
2.10m 17° 0°	Tripod height, tilt, rotation of the light former

### Example information field Speedlight

Speedlight	Light former (light source)
56/183.7 @200mm	Type/variant (possibly your own name)
1/2	adjusted power, color gel
0° 24mm	adjusted angle, zoom
1.50m 0° 0°	Tripod height, tilt, rotation of the light former

### Flexible text fields in top view



If you want to add additional notes in the top view, you can insert a new text field by clicking on the icon (  ) in the top left corner. If you pull on the lower right corner with the left mouse button pressed, you can change it in the dimensions. Click in the text box to enter a text. The text box can be moved by clicking and dragging on the border area.

### Adjusting the studio view

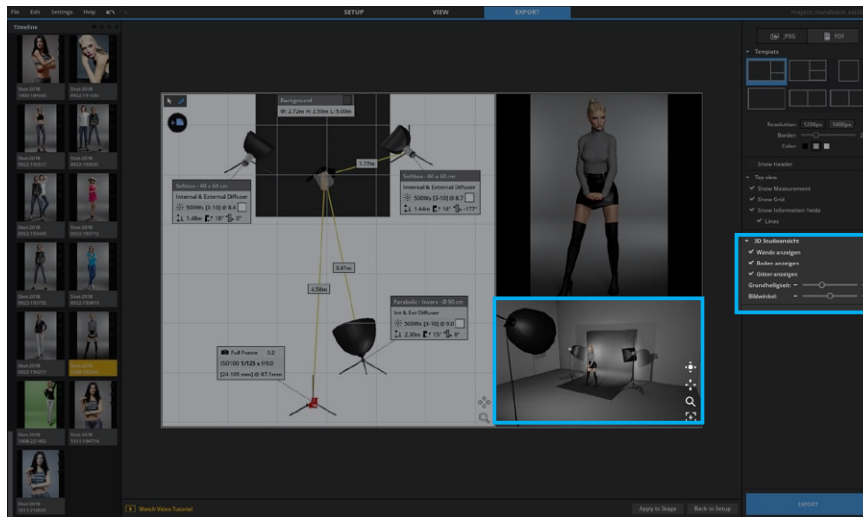
The Studio view gives you an overview of the spatial situation of the set. In this field you can rotate the view and adjust the section.

**Note:** The navigation of the studio view corresponds to that of the studio area in the "SETUP" module (main window). Therefore, you can also rotate the view here while holding down the right mouse button. ( Further information see „3D Navigation“ on page 31 )

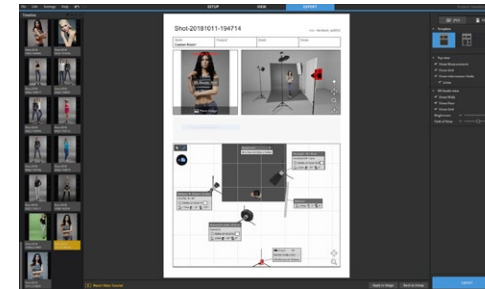
Further settings can be found on the right in the section "3D Studio view".

The following options are available here:

- Show or hide floor and walls
- Show grid (on the ground)
- Change the brightness of the 3D view
- Adjust the angle of view



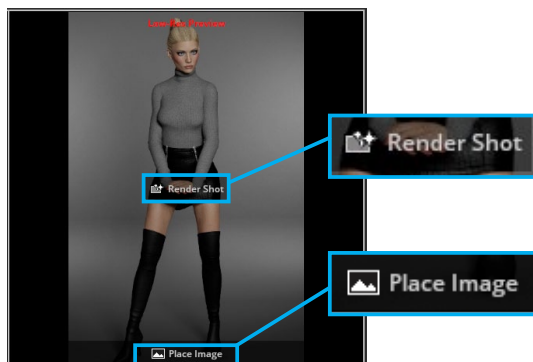
### PDF Templates



The PDF option offers you a print-optimized set plan. There are various info fields that you can edit and enter a text. Click in the text field to be able to edit it (a frame appears in the hover).

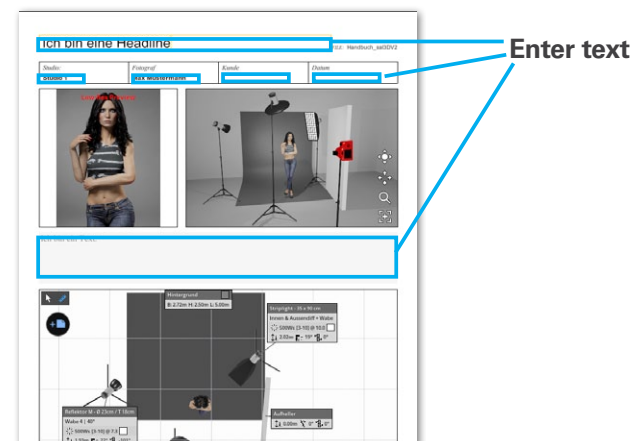
### Preview picture

If you hover over the preview image, you have the option to render the image (if you have not done so already) or to place a picture of a computer (for example, a picture that you want to take a picture of and want to share with the setplan, or post after the shoot your result picture).



The following text options are available:

- Rename image (enter title)
- Enter studio, photographer, customer, date
- Enter notes



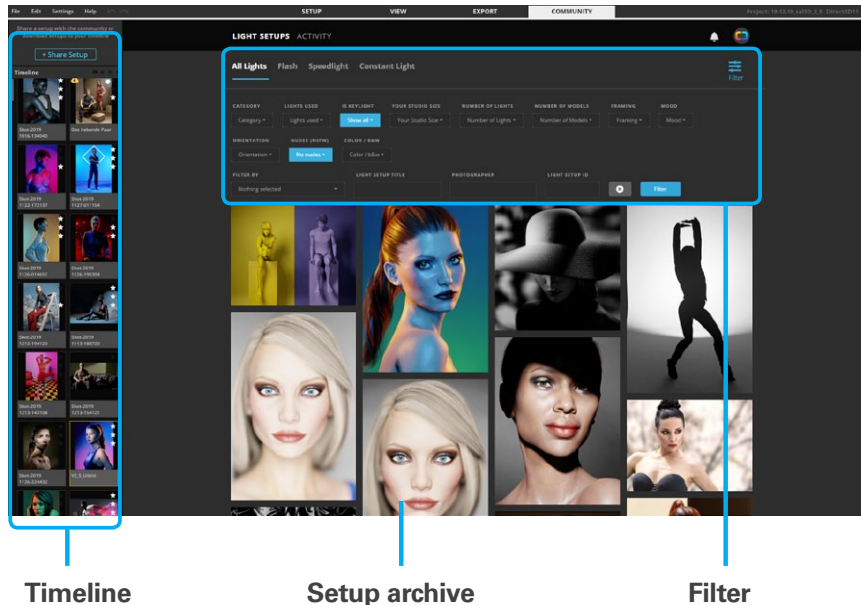
## Exporting and saving a set plan



To export a set plan, click on the "Export" button at the bottom right. In the opening Explorer you can name and save the JPG or PDF.

# SHARE & DOWNLOAD SETUPS

## Basics of the "COMMUNITY" module



### The community BETA for sharing lighting setups and creative ideas

set.a.light 3D V2.5 now connects all set.a.light 3D users worldwide with the new community platform.

With a few clicks you can upload a setup to the community and get feedback and recognition from photographers around the

world. Or simply present your work and give deeper insights into the process behind it. You can publish already realized projects as well as ideas. Other users can follow your profile and you can follow their reactions with the notifications.

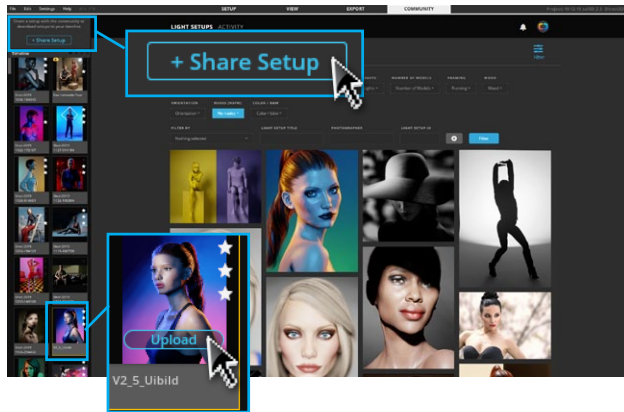
The community is a collaborative community that provides you with tips and tricks to get the most out of your shootings. You can see how others have solved similar problems and adapt their solutions to your needs. Find and follow like-minded people and learn from each other. Exchange is the main focus here.

You can also browse through the ever-growing archive of light setups and see how other photographers create their light setups. Let yourself be inspired and discover other creative works.

**Note:** On your first visit to the community a short registration is required.

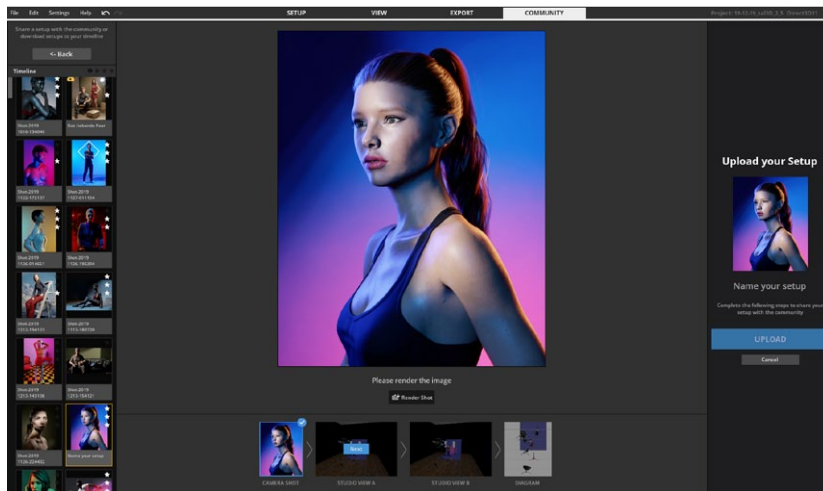
### How to upload a setup to the community

If you are in the "Community" tab, you can hover over an image in the timeline and click on the "Upload" button. Or click on "Share Setup". Now the screen for the upload preparation opens.

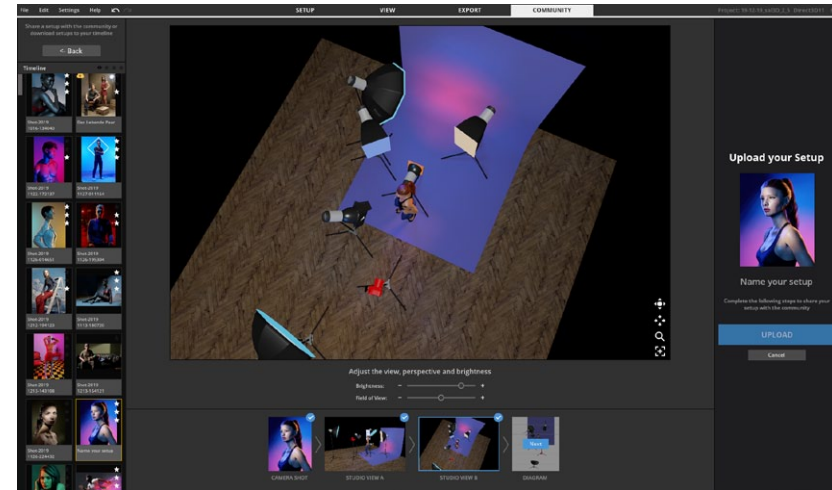


Follow the 4 simple steps you see at the bottom of the window.

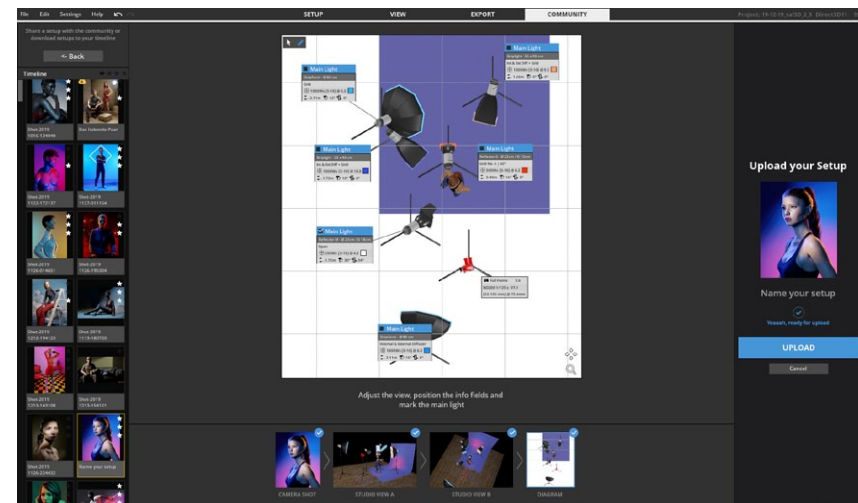
1. Render the image.



2. Adjust the studio views in the next two steps.

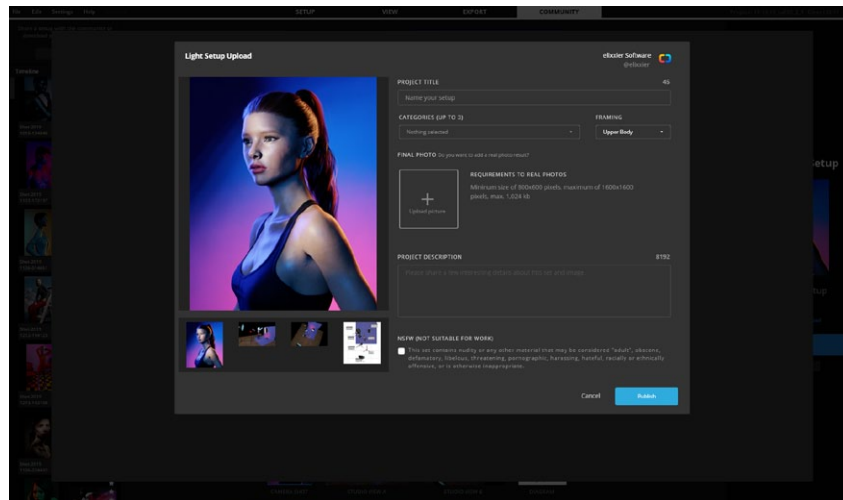


3. Optimize the placements on the setplan and select the main light. Then click on "Upload".



4. Set a title for the setup and select the appropriate categories that apply to your setup. If you already have a real picture of your setup, you can upload it in this step. (This is also possible later.) Share your knowledge and experience with the setup in the description and click "Publish".

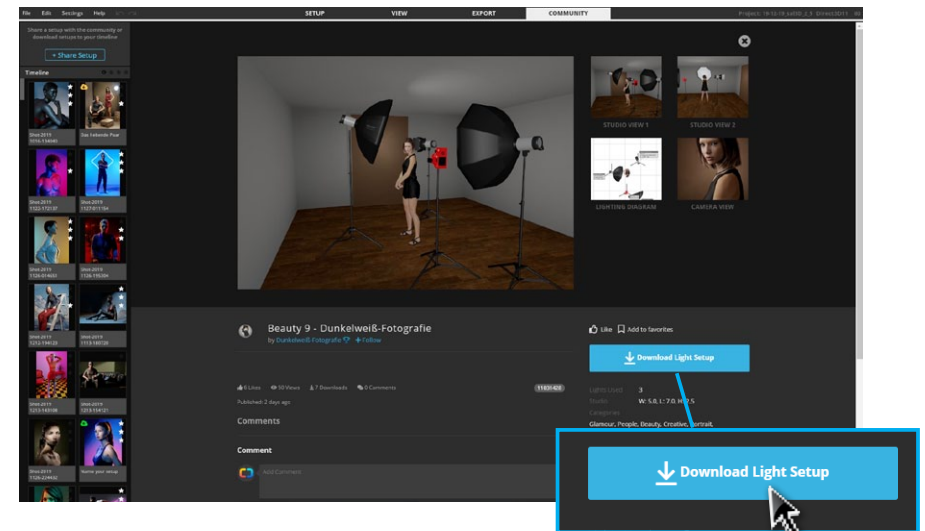
**Note:** You can still edit the text after the upload and add a result image to the setup.



Your picture now appears in the feed.

## How to download a setup

Click on the button "Download Light Setup" and the setup appears directly in the timeline and you can open it in the studio as usual.







## Chapter 3 (Pre-) settings



## (PRE-) SETTINGS

You can adjust various settings of the software under the **"Settings"** menu in the menu bar.

### Language settings

**"Settings" → "Deutsch" , "English" or "Francais" or Portugues (BR)**

You can choose between the following languages:

- German
- English, German
- French
- Brazilian Portuguese

**Note:** If you change a language, it will be adopted directly.

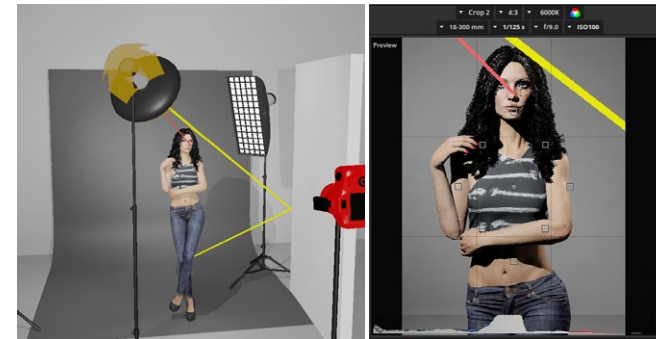
### Measuring system: Switching Metric-Imperial

**"Settings" → "Metric (m)" or "Imperial (ft)"**

The measurement system can switch between **Metric and Imperial**. All dimensions will be specified according to your selection in **meters (m)** or **feet (ft)**.

### Laser Pointer on / off

**"Settings" → "Laser Pointer"**

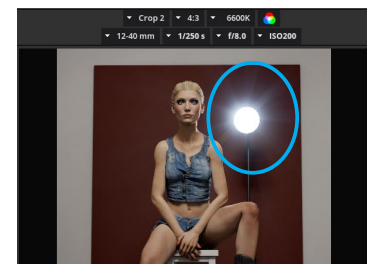


If a you move a light shaper in the studio, so the laser pointer indicates the direction of the light. This helps to orient he light sources quickly and specific.

### Lens Flare on / off

**"Setting" → "Lens Flare"**

You can enable or disable the glare (lens flare), that arises during back light photos, in the settings.

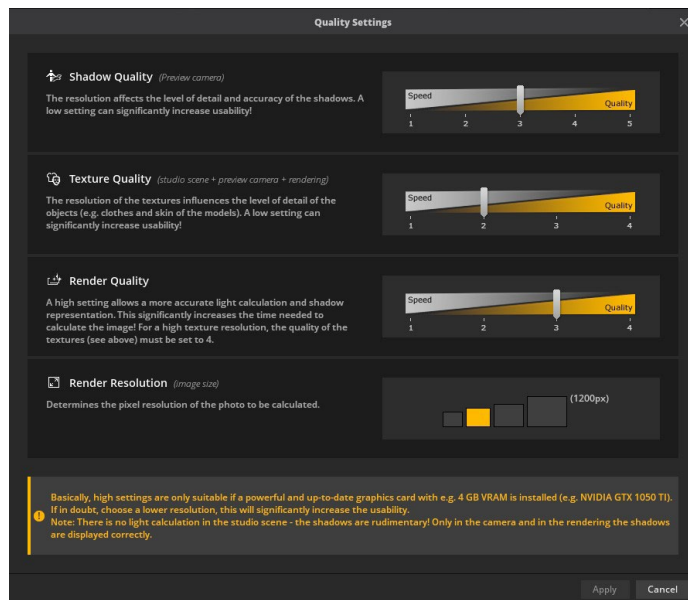


**Note:** Lens flare arises only by using hard light modifiers. By using Softboxes with diffusor, the effect does not arise.

## Quality options

### "Settings" → "Quality Settings"

Under the menu item **"Settings"** you can select the **"Quality settings"**. These settings let you regulate the **response speed** of your software.



The following options are available:

### 1. Shadow quality

(affects preview camera)

The resolution affects the level of detail and accuracy of the shadows. A low setting can significantly increase usability.

**Note:** In **level 1**, only a heavily reduced light calculation takes place, which means the display is rudimentary.

### 2. Texture quality

(affects studio scene + preview camera + rendering)

The resolution of the textures influences the level of detail of the objects (e.g. clothes and skin of the models). A low setting significantly increase usability.

### 2. Render quality

A high setting allows a more accurate light calculation and shadow representation. This significantly increases the time needed to calculate the image!

**Note:** For a high texture resolution, the quality of the textures (see above) must be set to 4.

### 3. Render resolution

Determines the pixel resolution of the photo to be calculated.

**Tip:** Depending on the performance of your hardware, we recommend the following settings:

Studio quality	Level 3
Texture Quality	Level 2
Render quality	Level 3
Render resolution	Middle setting (1200 px)

### 4K Display Mode

#### "Settings" → "4K Display Mode"

If set.a.light 3D cannot correctly detect the resolution of your display, you can manually set the user interface to 4k resolution here.

**Note:** Use this option: Use this option only if the display does not fit, because the display changes immediately.

## SHORTCUTS

<b>Menu Functions</b>	<b>Windows</b>	<b>Mac OS</b>
New Project	Ctrl + N	Cmd + N
Open Project	Ctrl + O	Cmd + O
Save Project	Ctrl + S	Cmd + S
Save Project As	Shift + Ctrl + S	Shift + Cmd + S
Quit Program	Ctrl + Q	Cmd + Q

<b>Global</b>	<b>Windows</b>	<b>Mac OS</b>
Snap	Enter	Enter
Render (Photo)	Ctrl + Enter	Cmd + Enter

<b>Studio area</b>	<b>Windows</b>	<b>Mac OS</b>
Rotate studio area	Pressed right mouse button + drag	Pressed right mouse button + drag
Sets the rotation point of the studio to the selected object	F	F
Move view in studio area	Space bar + drag	Space bar + drag
Switch Preview Camera and Studio Area	T	T
Show or Hide the Studio Library	N	N
Show or Hide Detail Settings	B	B
Rotate selected Camera/Light towards Model	E	E
Solo On/Off Light Source	S	S
On/Off Light Source	Q	Q

Show/Hide tripod	W	W
Precise movement of objects	Arrow keys	Arrow keys
Adjust object height	Page up, Page down h + pressed left mouse button	fn + arrow keys (▲▼) h + pressed left mouse button
Multiple selection of objects	Ctrl + left mouse button	Cmd + left mouse button
Select all objects	Ctrl + A	Cmd + A
Delete object from studio area	Delete	Delete/Backspace
Duplicate object	alt + pressed left mouse button	alt + pressed left mouse button
Mirror object	M	M
Undo	Ctrl + Z	Cmd + Z
Redo	Ctrl + Shift + Z	Cmd + Shift + Z

**Pose Control (studio area)****Windows****Mac OS**

Open/Close Pose Control (only if model selected)	P	P
Tilting a joint (Simple Mode)	Ctrl + pressed left mouse button	Ctrl/Control + pressed left mouse button
Rotating a joint (Simple Mode)	Shift + pressed left mouse button	Shift + pressed left mouse button
Change Simple Mode/Advanced Mode	X	X

**Timeline****Windows****Mac OS**

Delete image from Timeline	Del	Delete/Backspace
Open image from Timeline in Module View	Double click the image	Double click the image
Load set from Timeline	Ctrl + L	Cmd + L

Select all images in Timeline	Ctrl + A	Cmd + A
Timeline Scrolling	mouse wheel	mouse wheel
<b>Studio Library</b>	<b>Windows</b>	<b>Mac OS</b>
Studio Library Scrolling	mouse wheel	mouse wheel
<b>Module View</b>	<b>Windows</b>	<b>Mac OS</b>
Cancel render process	ESC	ESC

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Status V.1.07 – Subject to changes and errors