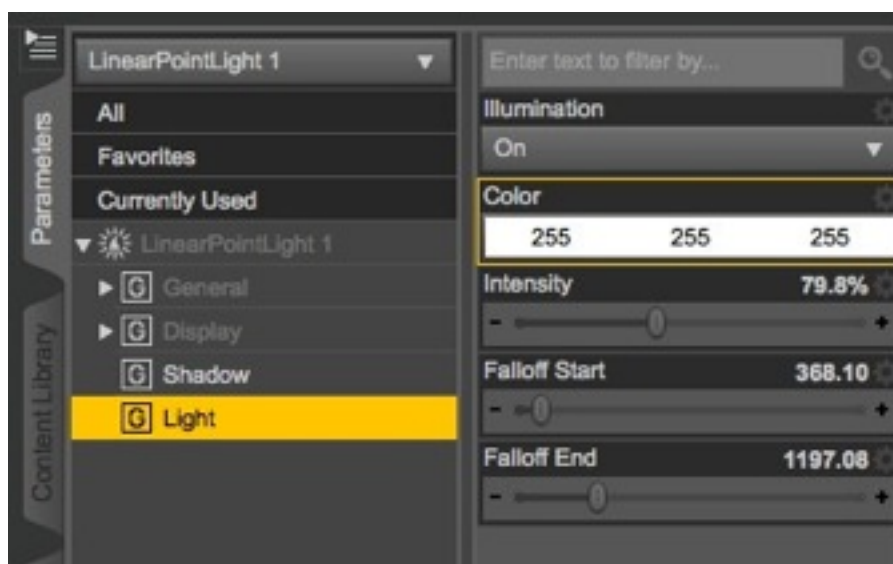
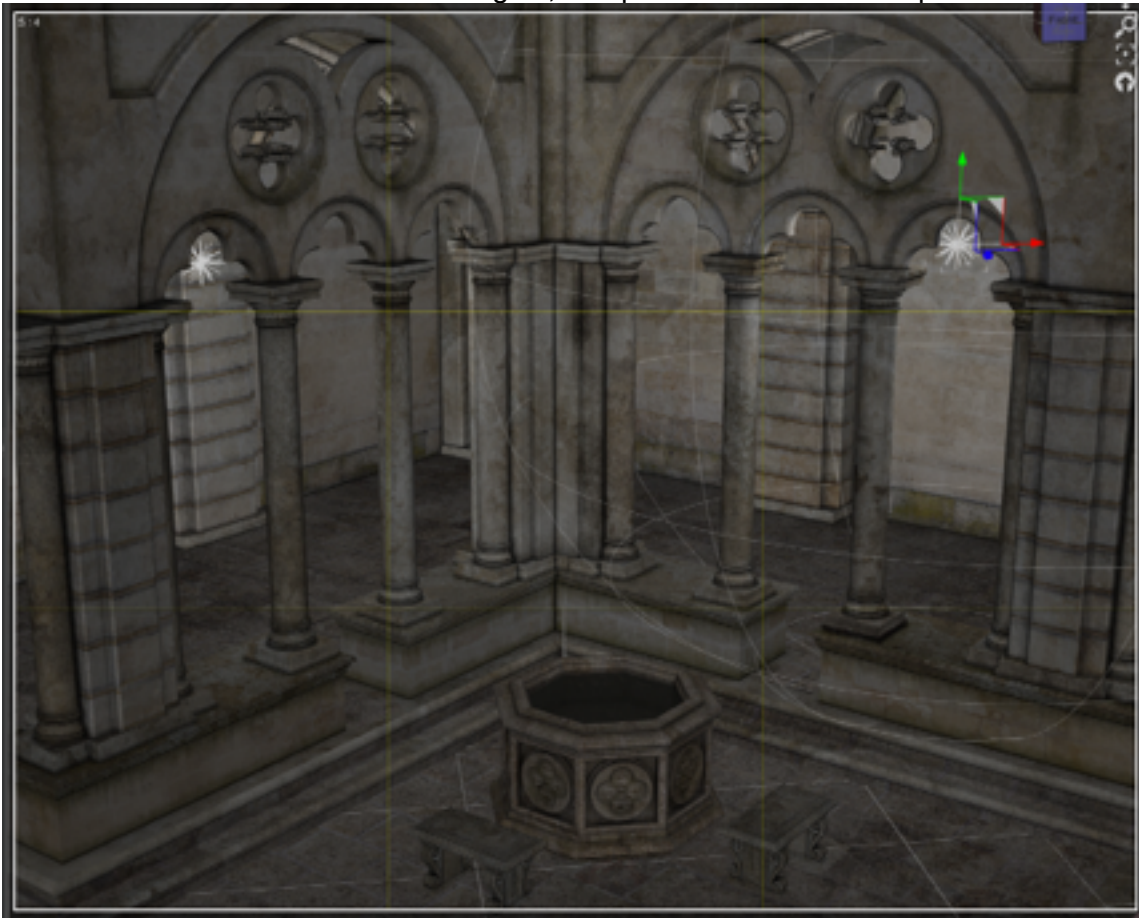


Why Totte thinks Poser lighting is weird and stupid compared to DAZ Studio or Vue

This rant is not based on any facts, just my personal opinions on why DAZ Studio and Vue are so much easier to deal with when it comes to lights.

We're gonna use the same model, Claustrom, but Model master extra ordinarie Jack Tomalin. Fist off, DAZ Studio.

Load the model, add an UberEnvironment2, set it to 60% and add the dawn HDR and quality ratings set to high, all done by the settings mat scripts in the UberEnvironment2 that comes built in with DS. Then add two Linear Point Lights, and place them behind the pillars for the effect I want.



Hit render and this is the result, just as I want it



Now Vue. First I loaded the model in Poser and saved the scene as a .pz3. I could also have exported it from DS. Some simple material tweak (lower the bump from 1.3 -> 0.05 for Vue).

Add a atmosphere with GI lighting, add two point lights.

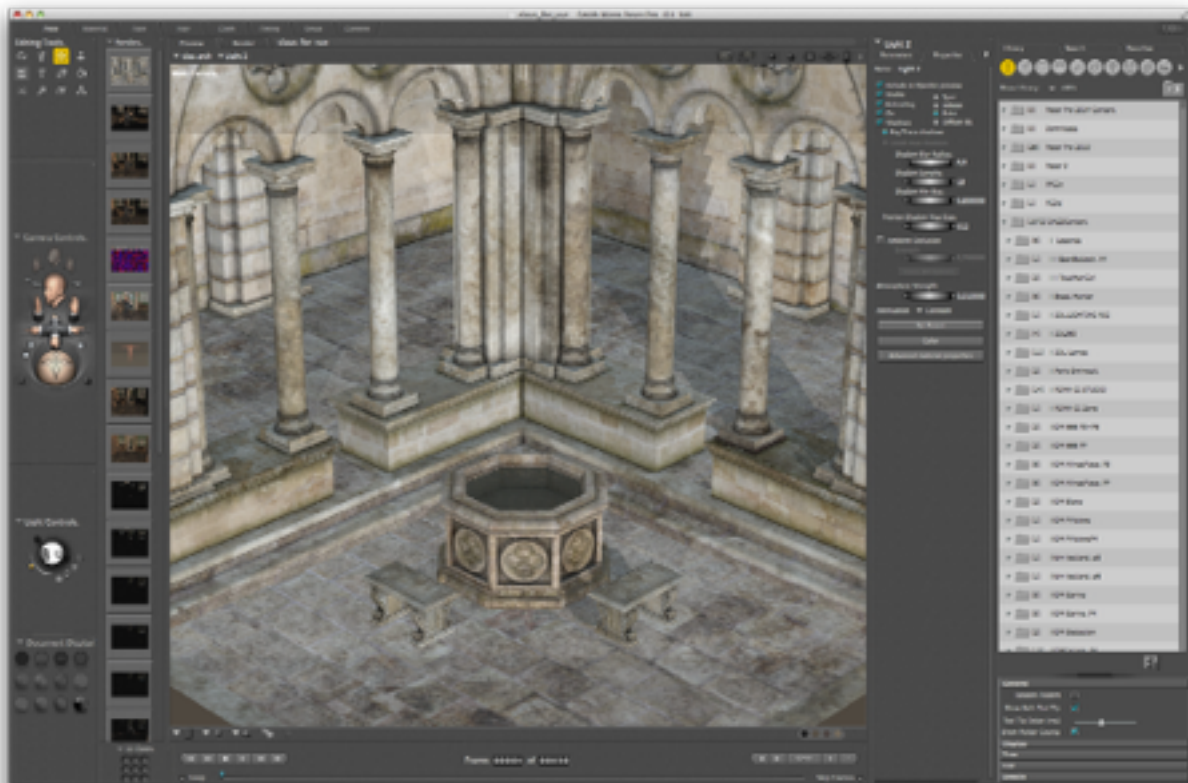


Pointlights are setup with 25% softness and power 3. Hit render.

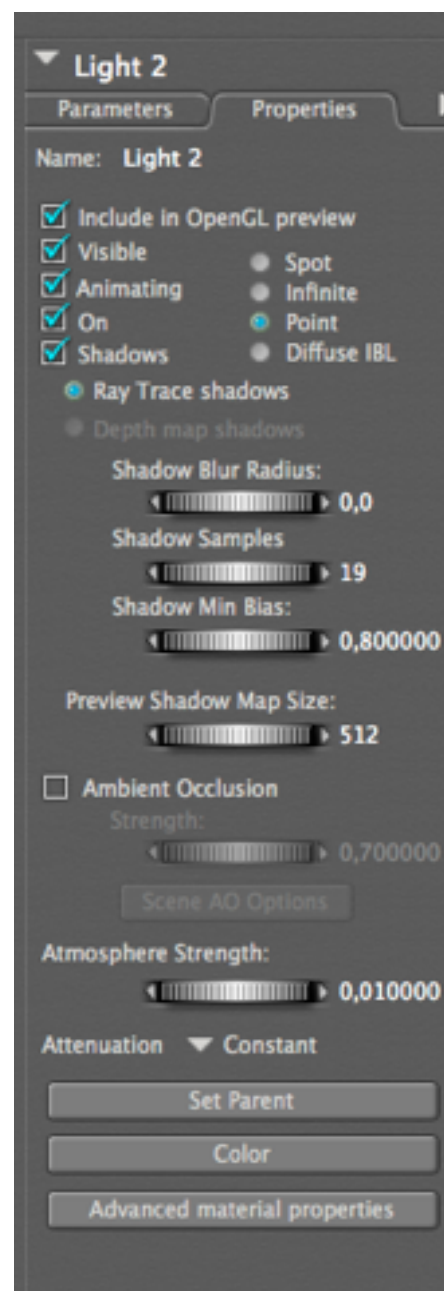
I could have tweaked a little more but I make my point.



Now Poser. I add a IBL Light set to get some background lighting and the two point lights, but hey, where are they?



They are represented as some of those grey dots on the Kai Krause ball from hell!



These are the weird controls for lights, and the lights are shown as some strange directional pizza in the center of the screen, sometimes but not always. Placing a light where I want it is like shooting on a target with a rifle, blindfolded, after someone spun you around for 30 seconds, you are lost.



The Poser render, might look good (as it is outdoors, not indoors), but not what I was after.