



LUMIP_{ro} 18

User's Guide



LUMIP_{ro} 18

Congratulations, you now own the finest professional-grade lighting system in the virtual world—LUMIPro 18! Obviously you're ready to do more than take snapshots, and with LUMIPro, you will soon discover just how indispensable professional lighting is to any photographer looking to achieve the very best results. To help you along the path, this User's Guide will give you not just a summary of the HUD and what all the buttons do, we'll also show you some of the theory behind how it works, as well as some useful information on using all the tools Second Life makes available to get great shots.

We also have a group where members regularly share tips, great sims to visit for creative shoots (because after all, you can take LUMIPro anywhere!), and even how to make great chocolate cookies. Visit our blog — lumipro.blogspot.com —for great training videos, quick tutorials, and more, and take advantage of all the social media sites where we encourage you to show off your own creative work!

There's only one rule of LUMIPro: talk about LUMIPro! Happy shooting!



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LUMIPro 18

What's New!

SO WHAT'S NEW???? As always, LUMIPro strives to exceed itself with every release, and LUMIPro 18 is no exception. Here's all things great and small that's new or improved:

Save your favorite colors! As a Second Life screen archer, you have probably developed a certain style, and part of your style is your color palette. While it's true that LUMIPro lets you create and pick any color in the rainbow (plus a few million more), you may find yourself recreating your own favorite color on many of your shoots. Now, LUMIPro lets you save as many colors as you like, and find them in their own menu!

See the **LUMIPro 18 Color Panel Guide** for details on how to create your own custom palettes.



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Main HUD Overview

The Toolbox

Sitting on top of the HUD is the Toolbox, where you'll find four very important tools: the Ball Movement controller (shown), High Resolution Eye Gazer, a sit-ball controller, and a projector controller. Clicking the Flipper will rotate between them.

Use the Rez button to get rezzable tools such as projectors, sitballs, backup servers, and eye gazers. The Derez button on the opposite side will remove all unlocked rezzables

Click [here](#) to jump to the Toolbox section to learn more.

The Model

Sitting directly below the Toolbox is the model controller. The currently-selected model's Username is shown in yellow, with arrows on either side to select from up to 10 models (including yourself). Change or add models by clicking the yellow text (or the Model button) to get a menu of all models within 20m. All functions on the HUD will apply to the currently selected model, so all your lighting and pose setups for one model won't be affected by what you do with another model. Click [here](#) to jump to the Models section to learn more.

The Lighting Presets

The main body of the HUD features four buttons—Butterfly, Rembrandt, Rim, and Split—that are classic lighting setups, giving you great lighting right out of the box! Click [here](#) for more info in the Lighting Presets section.



The Joystick

In the center of the Toolbox sits the Joystick area (where the Ball Movement icon is showing here). Clicking inside this area will move the selected tool relative to the center of the Joystick. For example, with the Eye Gazer selected, clicking in the upper left quadrant will move the model's gaze up and left. Clicking close to the center moves them a little, clicking at the edge moves them a lot. Each tool moves in ways that make sense. Click [here](#) to jump to the Joystick section to learn more.

LCD Control Panel

The LCD Control Panel gives you access to customizing lights and colors, saving, loading, and managing all the rezzable items inside LUMIPro. There are two different LCD Control Panel options; the Modern view is shown, and a click on the gear icon flips the display to the legacy LCD panel for those that prefer the old view.

Click [here](#) to jump to the LCD Panel section to learn more.

Hide, Give Lights, and the Wheelies

Topping the body section are the Hide button, which scoots everything but the Hide button and the Wheelies off the screen, and hides all rezzed items in-world. Give Lights sends a set of lights and a projector to the current model that they can wear, and you can control. The Wheelies step sequentially through every pose stored in your HUD. Treat them kindly. Click [here](#) to jump to the Hide, Give Lights, and Pose section to learn more.

The Power Strip

The bottom five buttons do the following: Poses 1 and 2 give you access to two groups of poses. You might assign group 1 to female poses and group 2 to male poses, or maybe group 1 has all standing poses while group 2 has all sitting poses. The red X button stops all animation. The blue Power button flicks the switch on your wearable lights, turning them off, or back on to exactly where they were set when you turned them off. The green Help button opens the Help and Options menu for more settings and controls.

Click [here](#) to jump to the Power Strip section.

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Popouts Overview

Popout Menus

Preset lights are a great way to get started, both with LUMIPro, and even when you've mastered LUMIPro and are just setting up a new shoot. It's useful to start from a good point, and then customize lights and colors to achieve exactly the shot that is tickling your imagination.

Sliders and Colors

The Sliders and Colors popout menus offer deep control of your lighting setup, either on a per-light basis, or for all the lights at once. Clicking on the Colors control panel button will pop out just the color palette, where you can select which light or lights you will be adding a preset color to, as well as letting you pick from an assortment of color sets, or any color at all from the color strip.

Clicking either the Advanced button at the top of the Colors menu or clicking on the Sliders button in the control panel will display both the Color Palette menu and the Sliders menu. Sliders let you fine-tune the color using the RGB sliders at the top, and the character of the light using the Saturation, Intensity, Radius, and Falloff sliders.

Click [here](#) to jump to the **Sliders and Colors** section to learn more.

Panel Options

ColorSet opens a menu list of palettes broken out by color

Left and Right arrows move you through the pages of each color set

When the white button is selected, all edits apply to all the lights

When the red, green, or blue buttons are selected, edits apply only to the red, green, or blue light balls worn by the current model

The black ball edits apply to all unlocked projectors on a model.

Scene

The Scene Save/Restore menu lets you instantly save up to 9 scenes, each one including the lighting setup, camera position, and current pose. Even better, you can save and restore all parts or any single part of a scene. For example, you might want to pull the pose from Preset 1, the lighting from Preset 2, and the camera angle from Preset 3. The Scene Save/Restore system is a fantastic way to manage product shoots, where you might want to repeat the exact same set of poses/eye positions and camera location with several different outfits—long after the original shoot! Click [here](#) to jump to the **Scene** section to learn more.



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The LCD Panel - Overview

The LCD Panel is where you access the control features and some of the deeper tools inside LUMIPro 18. There are two LCD screens, and while there is some crossover, they each have unique features and methods of managing LUMIPro's tools. Let's look at a side-by-side comparison to get a feel for what's available. The functions will be covered in greater detail in later sections (just click on "Sliders" for example, to jump to the Sliders section below). Note: the icons at the top of the LCD do not do anything other than sit there and look good, because let's face it: LUMIPro 18 is all about lookin' good!

Modern Panel



Legacy Panel



The gear icon flips between the Modern and Legacy panels.

SLIDERS: this opens up a menu that gives you a bank of sliders that gives you unprecedented control over Color, Intensity, Radius, Falloff, and Alpha of your lights.

COLORS: as with the Legacy Panel, this opens up a color-selection panel that lets you choose either preset light colors, or mix your own.

SCENE...: opens up the Scene Save/Restore panel that lets you store up to 9 scenes, saving lights, camera position, and pose for later recall.

SIZE: opens a menu that lets you adjust the size of the light balls.

ALPHA: toggles the alpha state of balls and rezzables, as set using the ALPHA GEAR button.

OPTIONS: opens a menu where you can adjust global HUD settings, backup and restore your HUD, and more.

POSE FILTER: lets you enter keywords to focus on particular poses. Note: using /43 {descriptor} still works.

GEAR ICON: flips to the Legacy Panel
?: sends you a help notecard for quick reference

SOCIAL MEDIA BUTTONS: opens a menu that contains links to our blog, Flickr, and Facebook pages.

Each of the buttons above open a menu that lets you choose a preset value. This is great for quick setup or to rough in a lighting scene. You can then fine-tune your lights using the tools in the Modern Panel.

Each colored button represents the following:

- White = all the model's lights
- Red = only the red light ball
- Green = only the green light ball
- Blue = only the blue light ball
- Black = all *unlocked* projectors

COLOR: opens a color-selection panel where you can choose preset light colors, or create your own color.

INTENSITY: opens a menu with settings ranging from 0 (off) to 1 (full)

RADIUS: opens a menu to set the radius of the light, from .25m to 20m

FALLOFF: opens a menu to set the falloff amount, from 0 (natural falloff) to 3 (rapid falloff)

ALPHA: opens a menu to set the transparency of the lights, and when the white button is clicked, of rezzed objects as well.

SIZE: opens a menu that lets you adjust the size of the light balls

GEAR ICON: flips to the Modern Panel

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The Power Strip

The Power Strip gives you quick access to all your poses, makes it easy to release your model (or yourself) from LUMIPro's control, gives you an instant off/on switch for your lights and projectors, and features a help button that will pull up the Help and Options menus. All designed to make your LUMIPro experience user friendly!



Pose Groups 1 and 2. While not technically “new,” the pose groups now make a little more sense. Instead of making gender the default choice, now you can divide up your poses into any two groups that make sense to you and how you work. Click button 1 or 2 to call up the menu for all the poses in that group, or click between them for the poses from both groups. Click the red X button to stop the current pose and camera lock.

The Power Button. New for LUMIPro 18, the power is a simple, elegant little tool. How many times have you hit the stores after a shoot, only to realize your lights are still on? You can turn the intensity to 0, or take them off (which is a pain if your wearable lights includes a projector, which would be reset if you took it off and then put it back on), but now you don't have to: one click of the blue Power button, and your lights are turned off. One more click, and they're back on, all at the same levels you left them.

The Help Button. This button gives you access to the Help menus, and the Options menus.

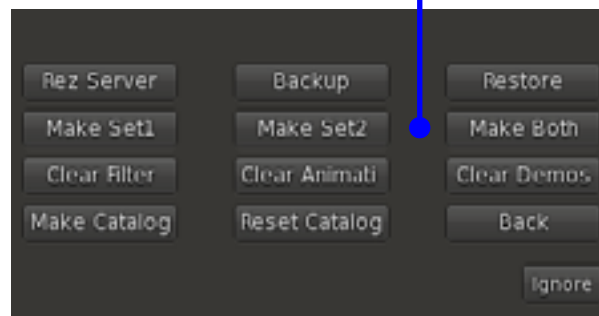
Support opens a field where you can enter a question that will be sent to us via email.

Quick Help gives you a texture with an overview of the LUMIPro HUD.

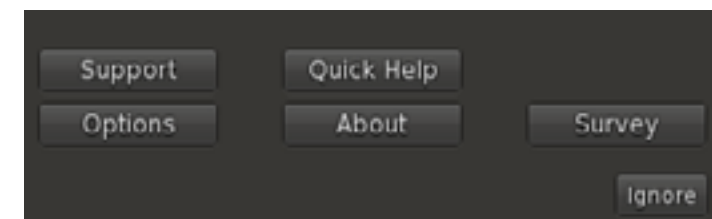
Options opens the Options menu (shown at left, under Pose Groups 1 and 2)

About gives you a texture with information about this current release

Survey opens a quick Google form so that we can learn more about you, how you use LUMIPro, and how we can improve!



Options Menu



Help Menu

LUMIPro 18

Lighting - Wearable Lights

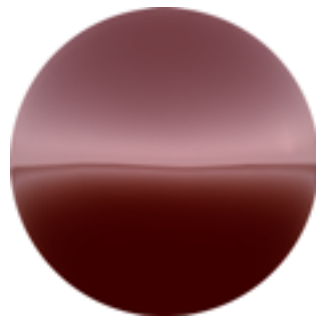
LUMIPro is all about the lights. Rez them, wear them, and share them to your heart's content—you have the One HUD to control them all! The first thing you will want to do is give your model (or yourself) a set of wearables. To get them, click the GIVE LIGHTS button on the HUD (helpfully pointed out here by our friend Left Wheelie), and a folder named LUMIPro Talent: Right-click ADD this folder will be sent to the model displayed in yellow under the Toolbox.



Give Lights

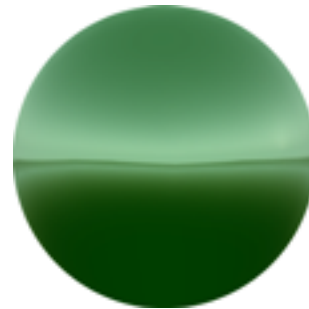
Wear either the LUMIPro 18 Wearable Lights, the LUMIPro 18 Wearable Projector, or both. Do note that because these are worn, and not rezzed in-world, you can use LUMIPro even in no-rez zones. They will even function in no-script zones, as long as they are worn before entering that zone. And remember: you can control the lights for up to 10 models from one HUD (including yourself)!

LUMIPro's wearable lights use an invisible prim to attach to the avatar's chin. They come in three delicious flavors: Cherry Red, Lime Green, and Berry Blue. You can also just call them simply red, green, and blue balls. We don't mind. While any light can be used to light your here, there, or everywhere, the standard setup uses the lights in the following way:



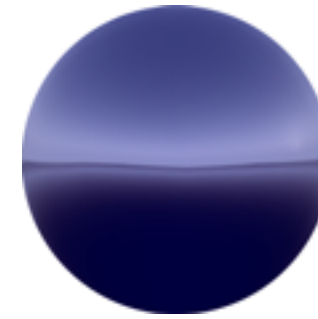
The Red Ball

The red ball is typically the primary light, and replaces the standard face light. It is usually positioned somewhere in front of the head. Whether general or dramatic, the red ball is your go-to light.



The Green Ball

The green ball is the accent light, and is generally used as a fill light or for balance. This is best seen in the Rembrandt preset, where the green light highlights the back and side of the neck and head.



The Blue Ball

The blue ball's purpose in life is to add general illumination to the body of the avatar, adding enough light to bring out details that might otherwise remain hidden with just one or two lights.

When you first put them on, they may seem bigger than you expected. This makes them easy to move around when attached to your model, but might otherwise be in the way more often than you'd like. We recommend shrinking them down to a manageable size once they're positioned the way you like. It doesn't matter what size they are—the light always emanates from the very center of the ball, uses the slider settings to determine what to illuminate.

You also have the option of wearing a Projector which delivers a shadow-casting beam of light onto your avatar, and features various bulb sizes, shutter and window shadows, and gobos—solid shapes between you and the light that cast shadows

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Lighting Presets

We know that the world of the photographer can sometimes be hectic, and there are times when you just need lights that look good *right now*. To this end, we've created four lighting presets based on real-world professional and artistic lighting techniques, used by masters of light for centuries. Now with one click, you can set your lights to one of these four instant solutions: Butterfly, Rembrandt, Rim, and Split. Here's what they look like, and how you might use them:



Butterfly

It's said that this preset is called "butterfly" because of the shape of the shadow under the nose. You may or may not see that, but what you are certain to see is a smooth overall face light, with the face well-defined, the hair backlit, and the light on the lower torso given a gentle boost to balance the overall effect.

Because of the even lighting, this makes for a great starting point.



Rembrandt was a master at capturing light, and this preset tries to capture lighting characteristic to his work. Here, the green light ball is moved forward and made a little brighter to add a glow to the shoulder and side of the face along the jawline.

This preset is a very good starting point for profile pictures and other portrait work.

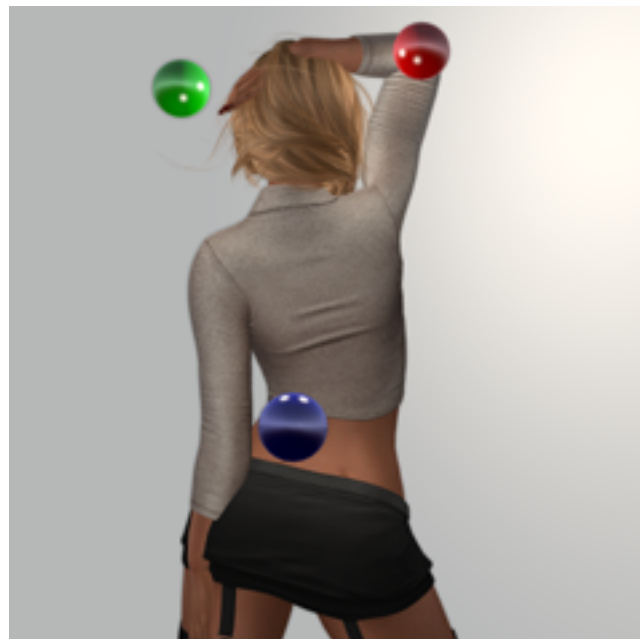
Rembrandt



Rim

Sometimes, it's not your face you want to capture, and this is where Rim comes into play. From the rear, Rim highlights your backside, adding shape and definition to your posterior curvature.

From the front, Rim puts the model in silhouette, which might be useful for either a more noir approach, or when using a projector to light the front of the model.



Split tries to do it all, lighting front, back, and sides as evenly as possible. It's similar to Butterfly, but the lights are further from the model. This offers both a little more even lighting to what's lit, and a little more contrast in the parts that aren't.

If Butterfly isn't cutting it, give Split a try—it just might do the trick!

Split



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Moving Lights

In the old days, lights needed to be moved by clicking on them in the direction you wanted them to go. Now, thanks to the miracles of modern technology, and genius of Stefan Buscaylet, this quaint method of touching the balls to move them is a thing of the past.

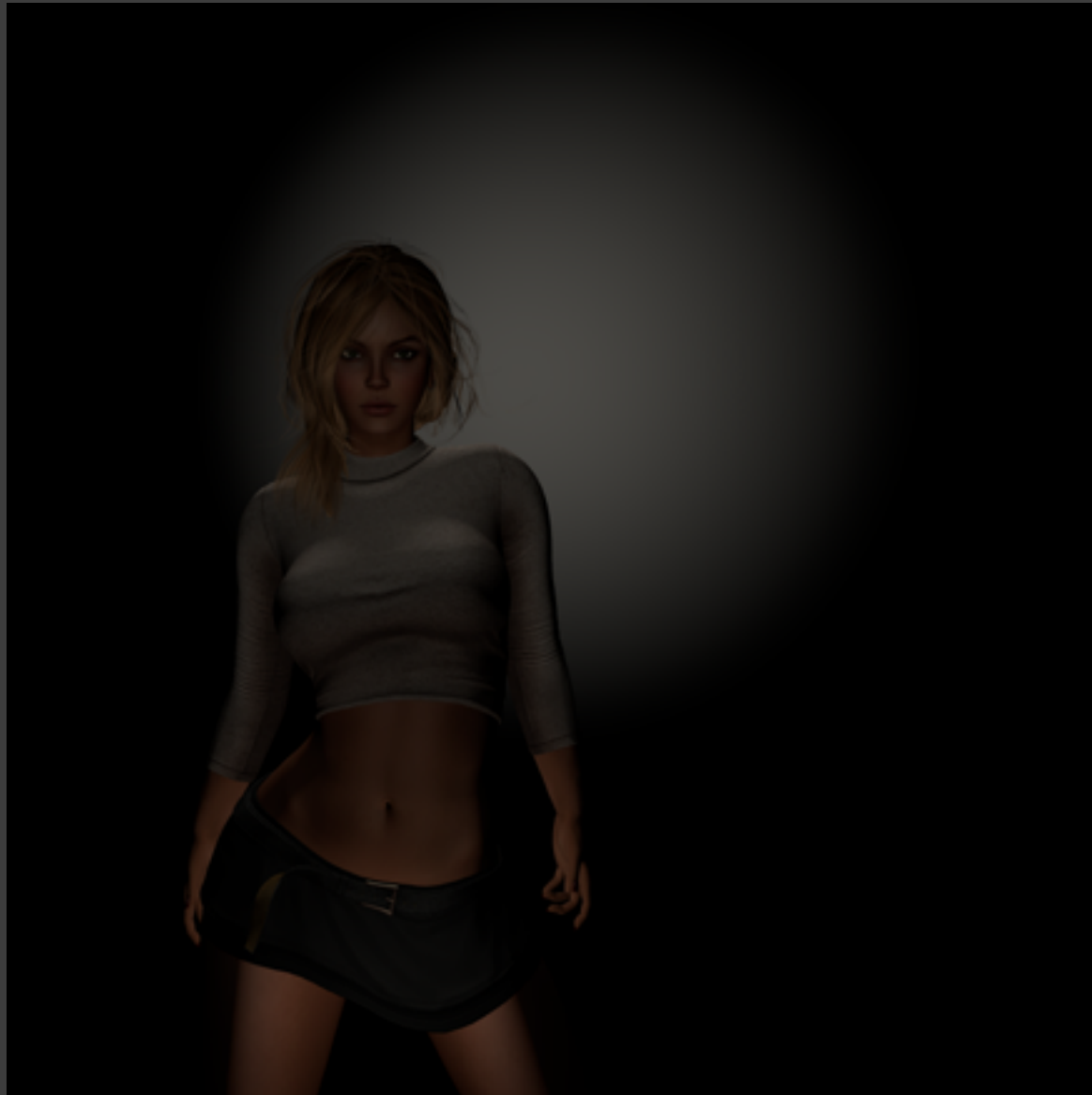
If you really want to, you can attach wearable lights from earlier versions (because ball touching in 18 is not supported), but we recommend the new, improved joystick controller. See below for more info on how to use this feature. You'll be glad you did!



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Lighting - Intensity

Intensity is how bright a light is. It's like wattage in RL: a 150-watt bulb is much brighter than a 25-watt bulb. SL doesn't use "watts" to describe how bright a light is, it uses a sliding scale from 1.0, which is full brightness, down to 0, which is the same thing as "off." You've seen this in action many times, when somebody will come into a store and blind everybody in sight. They've got several lights on at once, and they're all at full strength. With LUMIPro, you can set the intensity for each wearable light, and each projector individually. The images below were taken based on the Butterfly preset. In the first image, the Intensity was set for the Red ball to 0.0. In the second image, the Intensity was set to 1.0. With the controls, you can set the Intensity to any value between 0 and 1. This gives you great flexibility in setting your scene, whether you want a bright, well-lit model or are going for something darker and moodier.



Intensity at minimum



Intensity at maximum

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Lighting - Radius

The Radius of a light is how far out from the center it will shine. Keep in mind that the size of your wearable lights has no bearing on the actual radius of the light itself. The images below will give you an idea of how much space is lit with a few different radii. Remember—this is the radius; the sphere itself will be double the radius in diameter: a .25 sphere is .5 meters in diameter—the size of a newly-rezzed prim. If the Falloff is set to 0 (see the next section), light will be cast from the center of the light ball right up to the edge, with a very quick falloff after that. In the real world, the photons will keep moving until they're absorbed or reflected. In SL, the light keeps going only until it hits the radius limit. Therefore, if you want to light just your model's face, keep the radius small and the light close to the face. If you want to light up the room (and everybody in it), make the radius large; you can set it up to 20 meters!



Radius at minimum



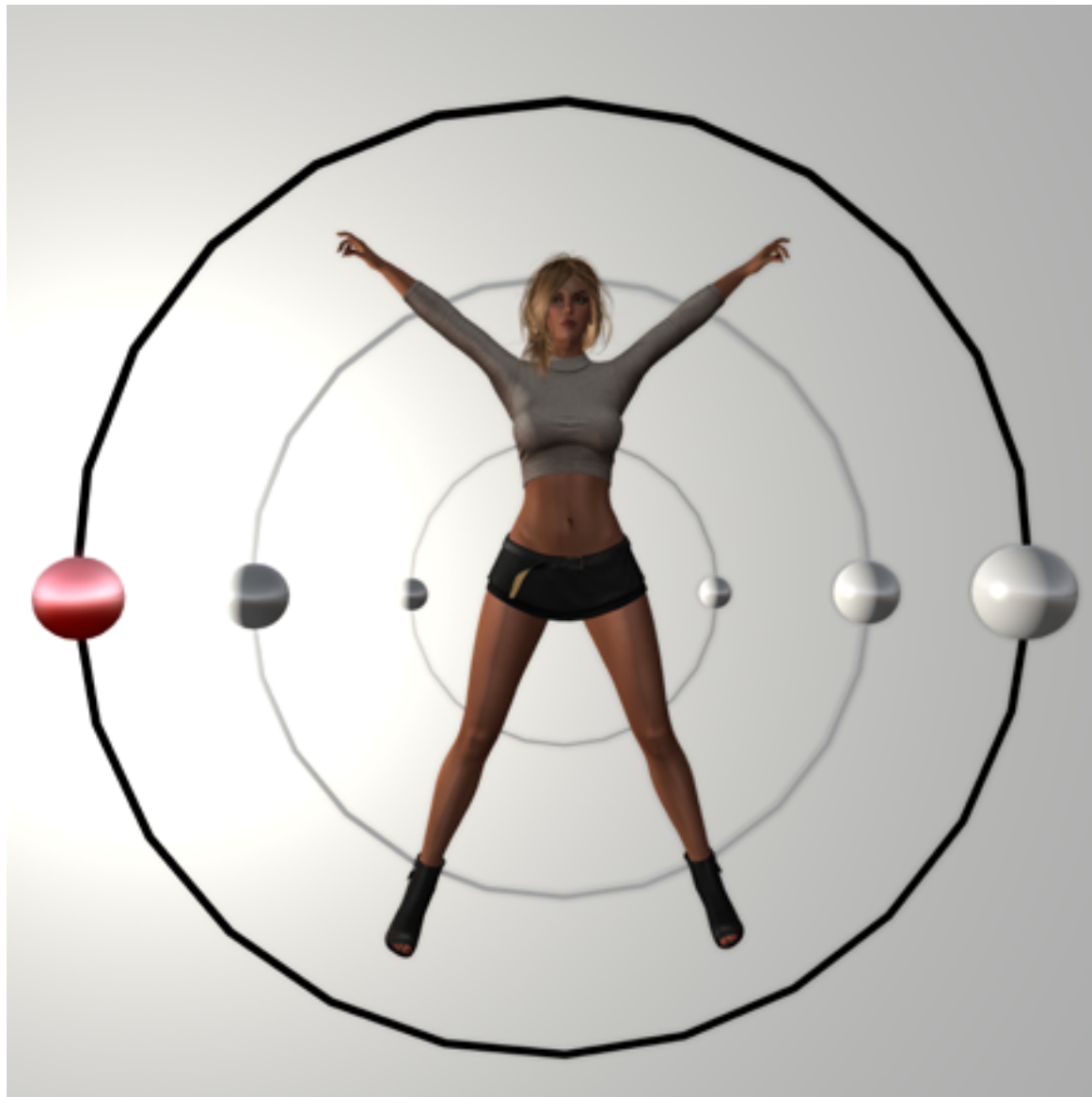
Radius at maximum

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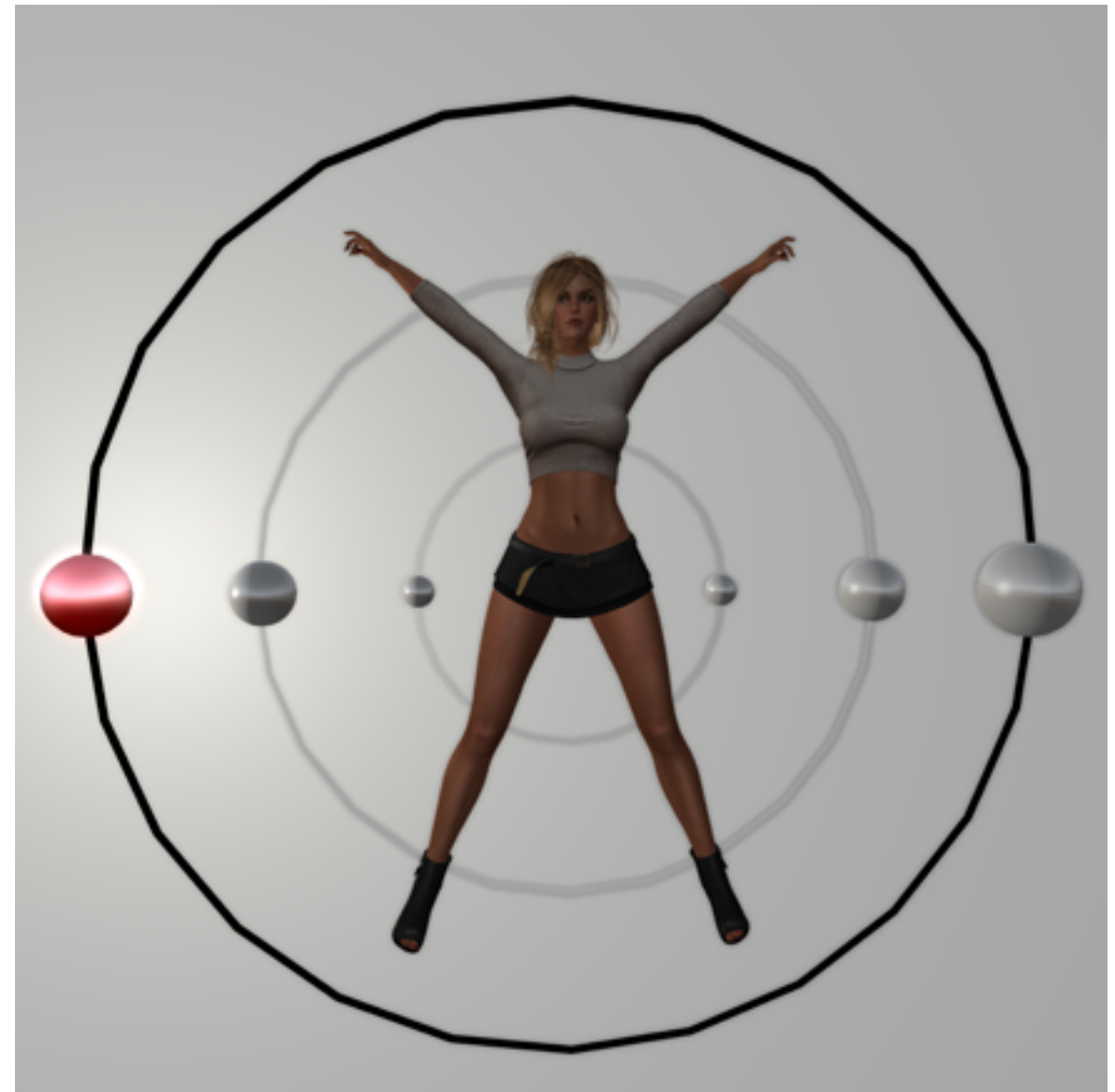
Lighting - Falloff

In the real world, light follows what's called the Inverse Square Law—the intensity is inversely proportional to the square of the distance from the source. What that means in English is that when your model is twice the distance from a light source, they will receive only 1/4 of the illumination; at three times the distance, they'll receive 1/9th the illumination, and at four times the distance, only 1/16 as much light. This is called “falloff.” In SL, just like your belly size, Falloff can be controlled with the flick of a slider. The images below show the model in the center of 3 circles: the outer with a radius of 3m, the middle at 2m, and the inner at 1m. The red ball on the left is the light source, set to illuminate a radius of 5m, and the other balls are there so you can see the extent of illumination based on the Falloff setting.

At a Falloff setting of 0, SL light pretty much obeys the laws of physics. You can see at the source, the light is very bright. By the time it's traveled 3 meters, it's lost most of its intensity. In the second picture, with the falloff at 1.5, the light is barely illuminating the ball on the 1m ring. At a Falloff setting of 2.0, the light barely illuminates the ball on the 2m ring. Used in conjunction with Intensity and Radius, you have a great deal of control on the light reaching your model.



Intensity: 1.0
Radius: 5.0
Falloff: 0

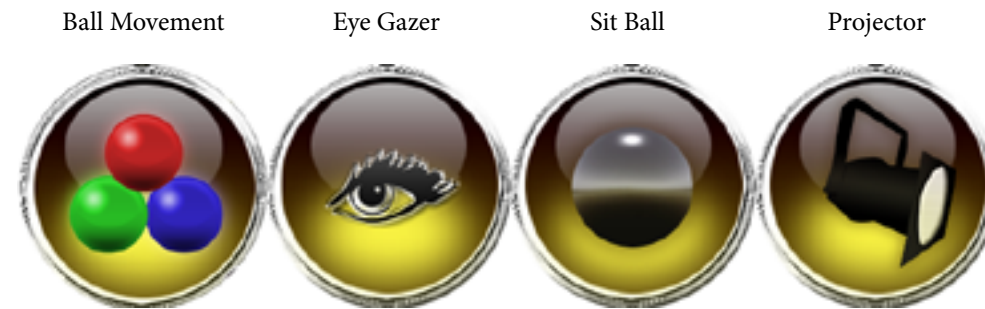


Intensity: 1.0
Radius: 5.0
Falloff: 1.5

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The Toolbox and the Joystick

Sitting atop the LUMIPro HUD is the Toolbox. It features a large central virtual joystick surrounded by smaller positioning buttons, the Flipper that switches joystick modes from Ball Movement to Eye Gazer to Sit Ball positioner to Projector controller, and back again. The REZ and DEREZ buttons open a menu to let you rez things in-world. Using these tools, you can rez and position virtually unlimited projector lights and eye gazers, and add new dimensions to your virtual photography. This section will guide you through the basics of creating, editing, and positioning these gazers and projectors.



The Joystick

The large area in the center of the Toolbox is the Joystick. Like a real joystick, things move in the direction you point. It comes with four separate modes: Ball Movement, Eye Gazer, Sit Ball, and Projector (shown above). Use the Flipper button to step through each mode.

The Direction Buttons

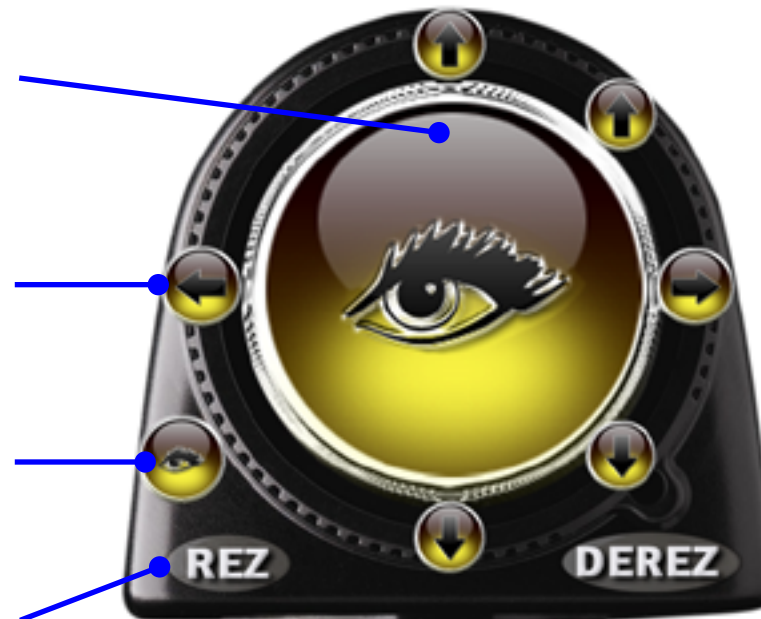
Surrounding the Joystick are six direction buttons: Up, Down, Left, Right, and at the 2:00 and 4:00 positions, Forward and Back. How these act depend on which Joystick mode you're in.

The Flipper

Click on this button to step forward through the various Toolbox modes

The Rez and Derez buttons

The Rez button calls up a menu that gives you the option to rez a new Sit Ball, a Projector, or a free-floating eye gazing prim. You can also rez a backup server from here.



How the Direction Buttons Work

The Direction Buttons, while they perform similar tasks in each mode, act slightly different depending on which mode you are in.

Light Mode, Eye Gazer Mode & Projector Mode

When the Light mode, Eye Gazer mode or Projector mode is active, the arrow buttons control the movement of model-worn lights or tools created using the Rez menu, including the rezzable eye gazer and projectors. They rotate the objects around a sphere centered on the selected model, or move the objects closer in or further away from the selected model.

Sit Ball Mode

The up and down arrow buttons will raise or lower the sit ball, while the left and right buttons will rotate the sit ball around the Z axis. The forward and back arrows will move the sit ball accordingly.

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The Toolbox and the Joystick

Light Ball Mode



You can control yours or your model's lights right from the HUD. Using the light selector buttons at the bottom of the Colors panel (see below), you can chose to move the red ball, the green ball, the blue ball, or all the balls (the white button).



Quick tip: to quickly select which light you want to move for the selected model, simply touch whichever light ball you want to control, and the HUD will automatically select that light for movement!

Eye Gazer Mode



The original LUMIPro tool is the Eye Gazer. By rezzing a controllable prim, controllable by the HUD, photographers were able to position a model's eyes anywhere. With the advent of the High Resolution Gazer in version 3.4, it was no longer necessary to rez a prim—especially useful on no-rez sims! Now, the joystick area poses the model's eyes directly. With 121 possible positions in the Joystick zone—far more than any other eye gazer—you can find the perfect look for your model, whether gazing directly at the camera, at another model, or anywhere else. Note: you can still rez an Eye Gazer from the REZ button, but it only works in areas where you can rez objects.

Sit Ball Mode



The Sit Ball is one of those tools that you wonder how you ever lived without. Put your model anywhere on your stage, and they'll be pinned right there as you find the perfect light and pose. You can use SL's Edit mode to put the into rough position, then use a combination of the Direction buttons and the Joystick to fine-tune the position. When you click inside the Joystick area for the Sit Ball, it will rotate around the photographer—much like a projector will rotate around a model. If you are both photographer and model, it will rotate around a point about 2 meters from your center. Note: the sit ball only works in areas where you can rez objects.

Projector Mode



The Projector is a powerful tool, a strong, focused light that will cast shadows and images onto the model. Clicking inside the Joystick area will move the Projector around an imaginary sphere centered on the model. Note: you can only rez projectors in areas that allow you rez perms. For those cases, you can choose the Wearable Projectors.



Wearable Lights



Eye Gazer



Sit Ball



Projector

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The Light Control

LUMIPro has always made it possible to adjust your model's lights: by clicking in the direction you wanted them to move, you could position the lights to shine exactly where needed. While this was a good solution, it still required the photographer to leave the set-up scene, and zoom in on the model — which prevented seeing how the lighting would look in context. **New with LUMIPro 18**, you can now adjust the lights directly from the HUD, without leaving your scene and without zooming in on the model. It's all managed in a way you already are familiar with: using the Joystick.

Clicking anywhere from the center of the Joystick area up towards the arrow button at 12:00 position will move the selected light in an arc up and over the model's head. Clicking from the center down will move the selected light in an arc *downwards*.

Use the arrow buttons at 3:00 and 9:00 to move the selected light to the left or right.

Use the arrow buttons at 12:00 and 6:00 to move the selected light vertically, up and down along the Z axis.



Use the Side Arrows to move the selected light towards or away from the model.

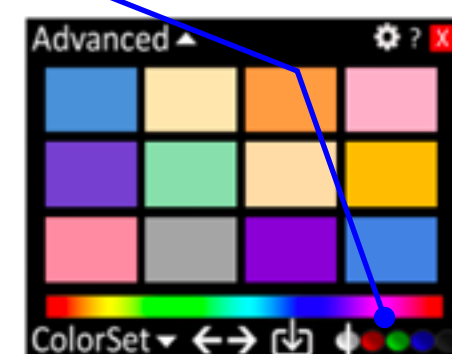
Clicking from the center out towards the 3:00 or 9:00 arrow buttons will rotate the selected light around the photographer.

Clicking anywhere inside the Joystick area will move the selected light in that direction—up/left, up/right, bottom/left, or bottom/right. Also, the closer to the center you click, the finer the adjustments in position you'll be able to make.



The Light Control

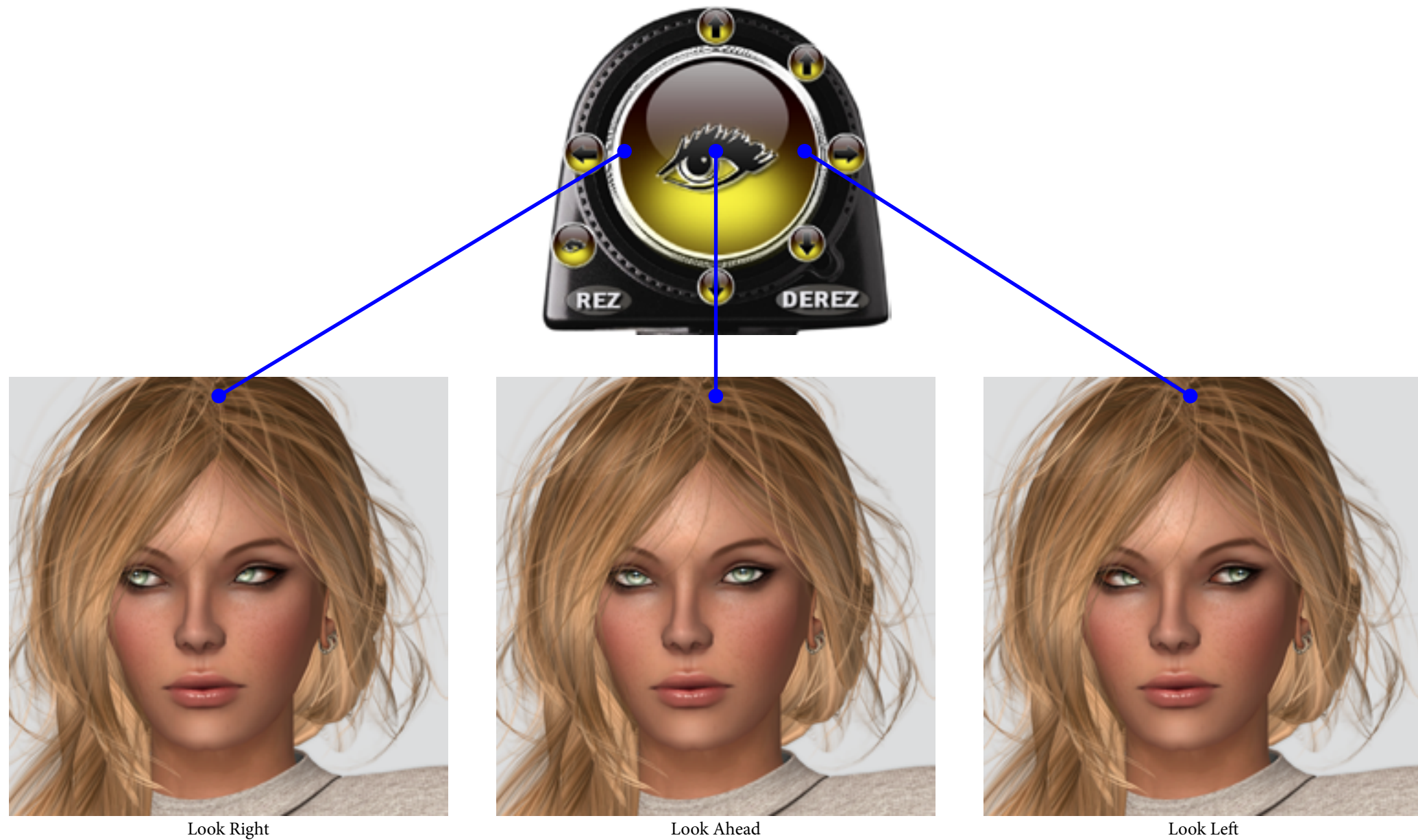
Selecting the active light. In most cases, you'll want to select individual lights to move. This is done the same way adjusting colors is done: first select which light you want to move, then use the Joystick to move that light. Click one of the buttons at the bottom of the Colors popout panel: white, for all lights; red, green, or blue for the red, green, or blue light balls. Alternately, you can just click on the desired light ball to automatically select it (and the model wearing it)!



LUMIP_{ro} 18

High Resolution Eye Gazer

LUMIPro's High Resolution Eye Gazer was designed to let you adjust your model's eyes anywhere, even on sims where rezzing is not permitted. This is a huge boon to the photographer who likes to take their "studio" with them, and wants to take advantage of the abundance of beautiful sims available in Second Life. Accessing the High Resolution Gazer is simply a matter of clicking the Flipper until the Gazer mode is activated. When the Gazer mode is activated, the outer arrows on the Joystick will control rezzed items like projectors. To adjust the eyes, click anywhere inside the Joystick area in the direction you want your eyes looking. Note that there may be issues with some mesh heads; if the gazer doesn't work as expected, turn off the mesh head's eye AO.



LUMIP_{ro} 18

Rezzable Eye Gazer

LUMIP_{ro}'s High Resolution Eye Gazer is very good at positioning your eyes. With 121 separate eye positions, you're virtually assured of finding the right position for your model's gaze, and it's especially useful on no-rez sims. There are times, though, when even that's not enough. If you are looking for more fine-tuned gazing, or perhaps want all the models looking at the same thing, the Rezzable Eye Gazer is the solution. Start by selecting your model on the HUD, then rezzing an Eye Gazer from the Toolbox:



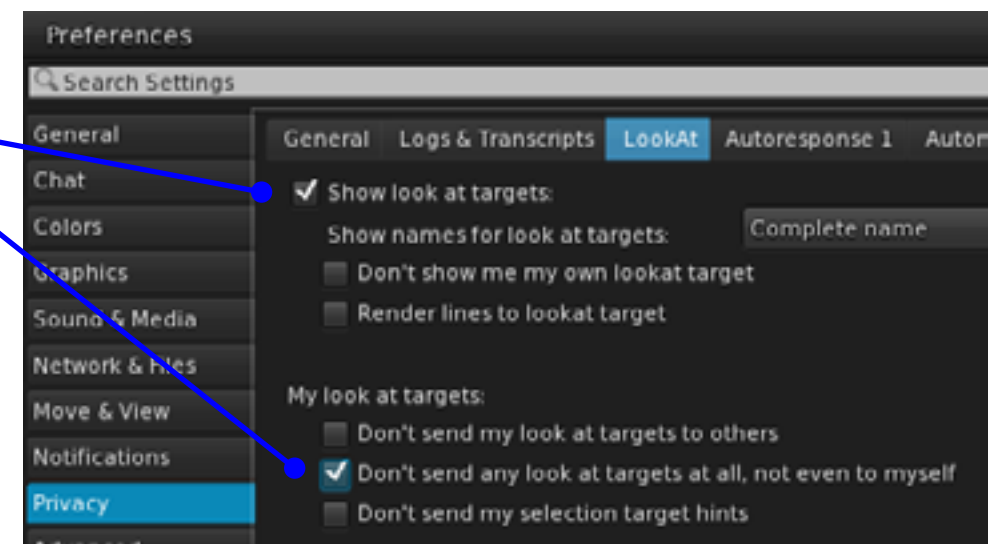
To ensure that your model's gaze stays transfixed on the Eye Gazer, even if she clicks elsewhere, take steps below. Make sure they're using Firestorm or another full-featured viewer. If they're using the basic LL viewer, the following steps are not possible, and you'll just have to make sure your model does not click on anything else during the course of the shoot.

1. Alt-Click on the gazer (it will have the model's name in floating text above the Gazer prim).
2. Open the Preferences to the Privacy tab, click on Show look at targets, then on Don't send any look at targets at all, not even to myself. Click Apply, and close Preferences.

This will keep their gaze locked on the gazer, and visible so that you can ensure at any time that they're looking where they should be looking. If you've got multiple models looking the same direction, have them follow the same procedure above.



Tip: the further away from the model the Eye Gazer is positioned, the more fine-tuned the gaze will be. For very fine adjustments, move the Gazer out 5-10 meters from the model. This will usually keep the look-at cross-hairs from being in your screen, as well.



LUMIPro 18

The Sit Ball

LUMIPro instituted the Sit Ball back in version 3.1, and it was a revolution for in-world photographers and models. No longer tied to the tyranny of the pose ball, LUMIPro users could place their models anywhere, and position them freely. With the addition of the Sit Ball controller in LUMIPro 2016, photographers can now control the Sit Ball right from the HUD! No more losing the shot because you had to cam out to find and adjust the Sit Ball. Here's how to control it from the HUD:

When selected from the REZ menu, a Sit Ball appears 2.5 meters in front of you, and adjusted to the height of the currently selected model. You can then use either Edit mode or use the touch method to move the sit ball into position. To adjust the position of the Sit Ball, do the following:

Clicking anywhere from the center of the Joystick area up towards the arrow button at 12:00 position will move the Sit Ball in an arc up and over the photographer's head. Clicking from the center down will move the Sit Ball in an arc *downwards*.

Use the arrow buttons at 3:00 and 9:00 to rotate the Sit Ball around the Z axis, spinning them in a circle right where they're sitting.

Use the arrow buttons at 12:00 and 6:00 to move the Sit Ball vertically, up and down along the Z axis



Use the Side Arrows to move the Sit Ball towards or away from you. Note that the direction the Sit Ball will move is relative to the Sit Ball itself, not the photographer. In practical terms, this means that sometimes a Side Arrow will move the Sit Ball *towards* the photographer, and sometimes it will move *away* from the photographer.

Clicking from the center out towards the 3:00 or 9:00 arrow buttons will rotate the Sit Ball in a outward spiral around the photographer.

Clicking anywhere inside the Joystick area will move the sitball that direction—up/left, up/right, bottom/left, or bottom/right. Also, the closer to the center you click, the finer the adjustments in position you'll make.



The Sit Ball

LUMIPro 18

Projectors

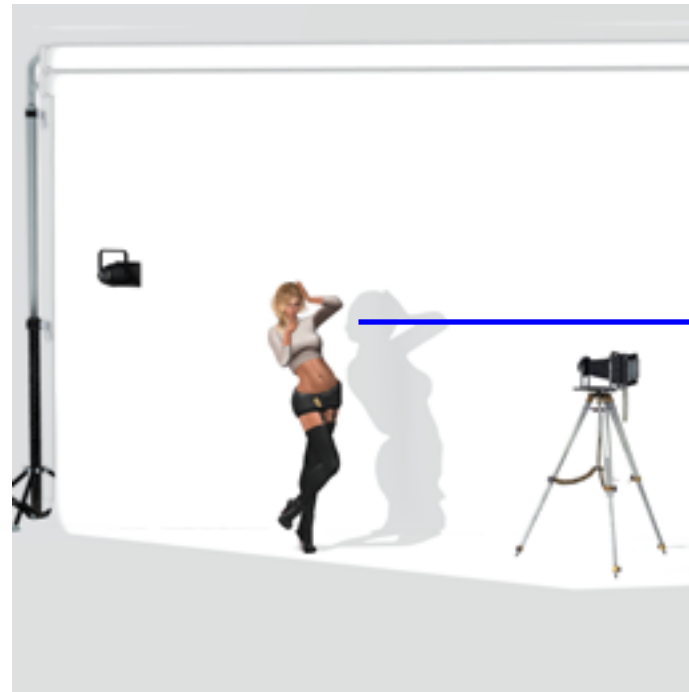
LUMIPro Projectors deliver focused, directional, shadow-casting light that can really make your pictures pop. LUMIPro 18 gives you the option of letting you or your model wear projectors, or lets you rez them in-world. They are both controllable with the HUD, and have the exact same feature set, but there are distinct advantages to each method. Worn projectors are attached to the avatar's nose, and will move with the model so they'll never be out of the spotlight—a perfect choice, for example, on the catwalk, or perhaps doing a theatrical production. Wearable projectors are also very useful in no-rez sims, giving your on-location lighting some much-needed flexibility. Rezzed projectors also begin life centered on the model. However, when the model moves, the projector stays put. This gives you the flexibility of placing a projector *anywhere* in the scene, and when it's locked, it will stay put. It also requires a sim that permits rezzing, in order to function properly.



LUMIPro Projector

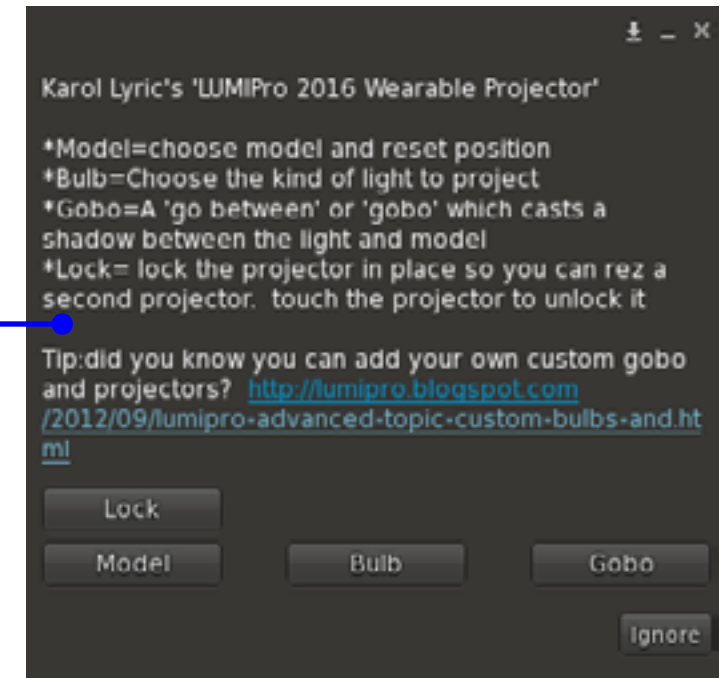
This is what the LUMIPro 18 Projector looks like, whether you wear it or rez it. Touching anywhere on the body or lens of the projector will toggle the lock state. If the projector is locked, a padlock will appear below the lens, and none of the HUD controls will have an effect on it. Clicking directly on the spotlight is the only way to unlock it.

This is useful when you've created a spotlight setting that you're happy with, and are going to create or modify existing spotlights.



Projector Control Panel

To call up the Projector menu, click the projector button on the HUD, or the control panel on the back of the projector. Don't worry about what to do with all the buttons and LEDs; their only purpose in life is to sit there and look good—which they do very well.



Projector Menu

When you click the back of a projector (or the Spotlight Edit button on the HUD), you'll see this menu, with four options:

Lock: locks the spotlight, preventing any edits or HUD-controlled movements

Model: opens the model picker menu, letting you assign the spotlight to a particular model. The spotlight will reset its position to the default for that model.

Bulb: lets you select the Bulb preset (see below)

Gobo: lets you select the gobo preset (see below)

LUMIP_{ro} 18

Projectors - Rotation

Rotation adds a new spin on your bulbs and gobos, by spinning it around at the speed of your choosing. This has a couple of clear advantages: when you're trying to find just the right position for the light from a bulb to fall on the model the way you envision, and the stock projection isn't where it needs to be, you can rotate it slowly until it's in the perfect location. If you're making videos, adding rotation to your projectors adds a lot of dynamic motion to your scenes.

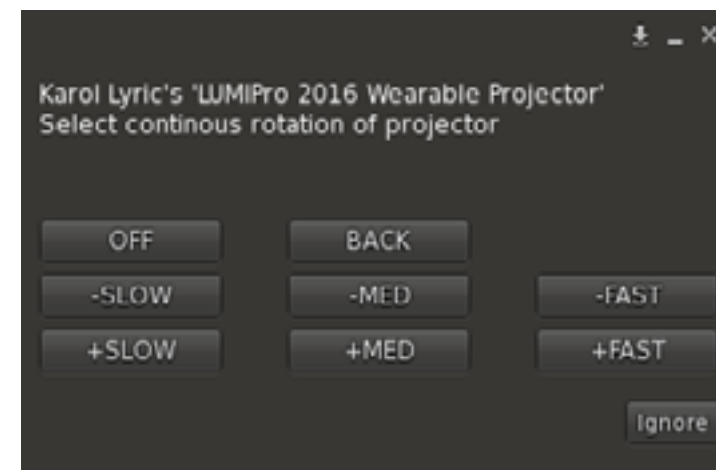
Start by rezzing a Projector as described above, and from the menu that lets you pick which bulb or gobo you want to use, you'll see the Rotation button. Click that to bring up the Rotation menu.



Click the +SLOW button to rotate the bulb clockwise (from the Projector's perspective), and -SLOW to rotate counter-clockwise. Each successive click will speed up the rotation in the chosen direction. SLOW speeds it up a little, MED a little more, and FAST a lot more. If you're rotating on the + side, clicking on the - side will slow things down.



Note: due to a quirk in the LL engine, clicking OFF no longer stops the rotation where it is. Instead, it resets the bulb rotation to 0,0,0. Gobos are not affected by this issue, and will stop in mid-rotation when you click the OFF button.



Projectors - Multiple Projectors

There is no set limit to the number of Projectors you can rez, though each rezzed Projector has an LI of 14. There are a few things to keep in mind when you're rezzing and using Projectors. First, only two projectors at any given time—the two closest to the camera, not the model—can cast shadows. All others will continue to cast directional light. Second, when lighting the combination of mesh bodies with SL heads, projected light can behave unpredictably. The mesh and system textures seem to handle light differently, and while neck/head blenders can solve most problems with general SL lighting, using them can actually make things worse. You may need to adjust the position of the model, or you may end up just having to fix it in Photoshop (or the graphic editor of your preference). The third consideration is managing multiple rezzed object, and is covered in the next section, **Locking Rezzables**.

LUMIP_{ro} 18

Locking Rezzables

Any time you have more than one rezzable object, including multiple Projectors or Projectors and Eye Gazers, you need a way to isolate and control only the items that need adjusting. By default, the HUD will control anything rezzed for the selected model. In either the Projector mode or the Eye Gazer mode in the Toolbox, clicking the Joystick arrows will move *everything* rezzed the same amount, in the same direction. To stop that from happening, LUMIPro uses a convenient locking mechanism: your mouse. For example, if you have two projectors and an Eye Gazer rezzed, it might look something like this:



If you've directed your model to use the Eye Gazer, and then want to adjust the color of the Projector on the left, you will need to lock both the Eye Gazer, and the Projector on the right. To do this, click in the center of the object, and a lock will appear. Below, the Gazer and the Projector are showing as locked, as indicated by the padlock.

Now, when you adjust the color of the remaining Projector, and change its position, nothing else will be affected. To unlock a Gazer or a Projector, click the object again, and the padlock will disappear.

Once you have your lights colored and positioned, you may want to adjust your model's eyes with the Eye Gazer. Simply lock both projectors, unlock the Gazer, and adjust as necessary.

Note that clicking the DEREZ button on the HUD will remove only unlocked items,



LUMIP_{ro} 18

Projectors - The Anatomy of a Scene

There are 6 lights in the scene below: two rezzed projectors—one inside the house casting the light that's spilling through the door and adding a halo effect to the model; and another that's up high and to the left, out of the picture, with a faded blue light to simulate nighttime. It's casting shadows from the tree, and is also using a tree branch gobo, making the tree shadows beautifully complex. The model's wearable lights have been positioned so that the red ball is in position at the left porch light, and green ball to the right. The blue ball is positioned behind and away from the model, with the same faded blue color as the tree projector, and whose level is set to just barely illuminate her back. Note that while you can rez as many projectors as you like, due to SL limitations, only the two projectors closest to the camera (*not* the model) will cast shadows.



This is an incredibly useful page! Be sure to read it!

LUMIPro 18

Sliders and Colors

In the original versions of LUMIPro, light levels, saturation, and other variables were set using buttons and menus (see Page 15, Panel 2 for details). Starting with LUMIPro 3.4, slider panels were added that let you use intuitive slide controls to set the levels for Color, Intensity, Radius, Falloff, and Alpha (transparency) of your wearable lights. We also feature a full selection of color palettes based on the Lee catalog, and new for LUMIPro 18, the ability to create your own custom color palette. See the **Lumipro 18 Color Panel Guide** for details on how to use this new feature.

To access the Sliders panel, click on < **Sliders** in the Panel 1 of the LCD control panel of the HUD. The panel below—including the Slider panel and the Color panel—will pop out to the left of the LUMIPro 18 HUD. Clicking on < **Colors** will pop out just the Color panel.

In many places on the LUMIPro HUD you will see a “?” symbol; click that to find context-sensitive help delivered right to your inventory.

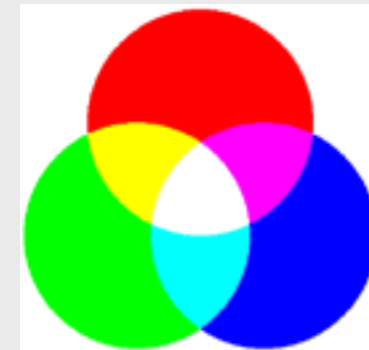
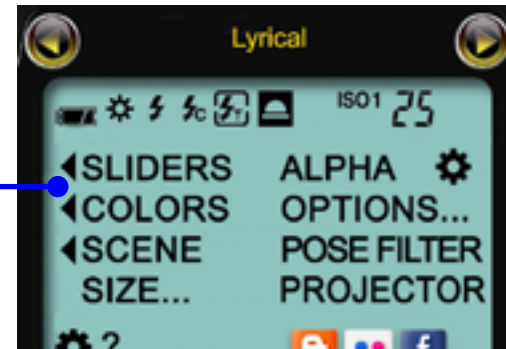
The **RGB Sliders** let you mix your own custom colors. When the panel opens, they are set to the existing light's color, as indicated by the vertical white ticks. Click on each color strip to raise or lower the level of that color. Refer to the example to the right for mixing light colors. All three colors together make white when mixed equally at full strength, black when set to 0,

The **Intensity**, **Radius**, and **Falloff** sliders show you visually these settings. Click here to see more details on these settings.

The **Color Palette** gives you a full range of color swatches that have been designed with professional lighting in mind. The initial card is a useful set of basic colors but more are accessible a couple different ways:

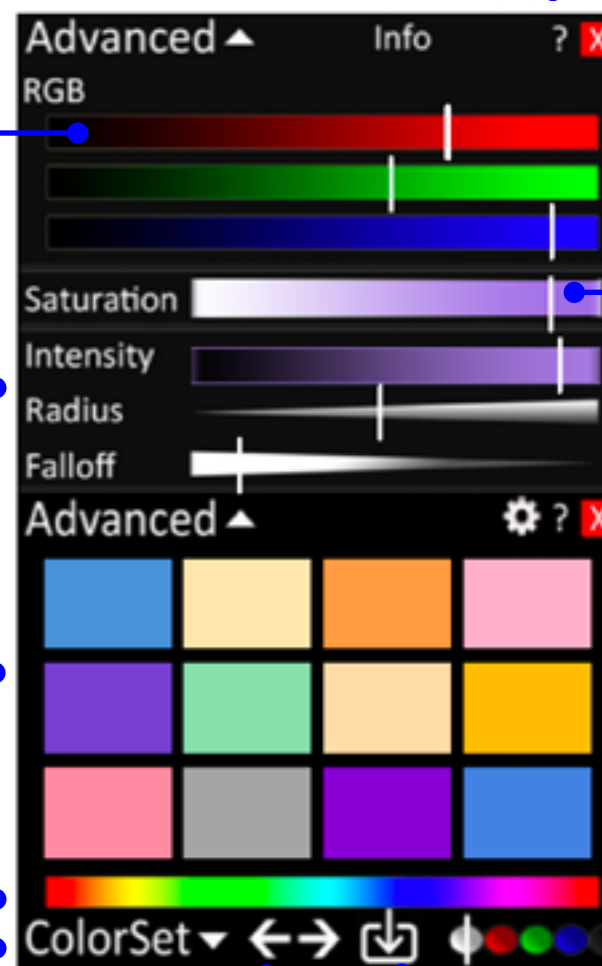
The **Rainbow Strip** lets you grab a fully-saturated color with just a click on the color of your desire. You can then use the various sliders above to fine-tune your light output.

The **ColorSet** menu lets you pick from various sets for each of the basic colors: Blues, Reds, Yellows, Oranges, Violets, Greens, Neutrals (gray) and legacy colors from before LUMIPro 3.4., and new for LUMIPro 18, the Favorites menu



Mixing Light

When you add one light to another, the resulting light is always brighter. Mixing red light and green light create a yellow light. Green + blue makes cyan, while blue + red make magenta. Add all the lights together at full intensity, and you get white light.



The **Saturation Strip** shows you the color you've mixed with the RGB sliders. Full saturation is the pure color you've mixed. As you lower the saturation, that color is diluted with white until there's no color left. For example, if you mix a rich blue, then lower the saturation, it may give you something very much like moonlight.

The **Light Selectors** (the white, red, green, blue, and black buttons at the bottom) indicate which light you're modifying; the white bar shows you the active light: the white button is all lights; the red, green, and blue buttons are the red, green, and blue balls, respectively, and the black button is all unlocked projectors. Use this control in conjunction with the Joystick to determine which light will be controlled from the HUD.

Arrow Buttons move back and forth between swatches.

Save Button saves the current light settings to the **Favorites** menu

Scene Presets—Saving

The Scene Save/Restore system lets you save up to 9 scenes including your lighting positions, the pose used, eye positions, and the position of the camera too. No other HUD does all this, and looks so good doing it. There are a lot of features here, so pay special attention to this section: it's got lots of great information that will make these new capabilities indispensable!

There are three factors that all shoots have in common—from the old Daguerreotypes to today's high-speed digital film—and there's an iconic phrase to define it: "Lights, camera, *action!*" LUMIPro 18 gets in on that action with the new Preset Save/Restore panel. Here's how to use it:

Storing Scenes

Step 1: Select What To Save/Restore

You have three options: Lights, Camera, and/or Pose. Each button enables saving that part of the scene.

Lights will store the light positions for all three light balls in addition to all the slider values: color, intensity, saturation, radius, and falloff.

Camera will save the position of the camera with relation to the model. *Note that due to SL limitations, when using this in conjunction with Depth of Field settings you may need to do some minor adjustments to re-focus the camera.*

Pose, as the name suggests, will save the pose the model currently has loaded as well as the eye position you may have set.

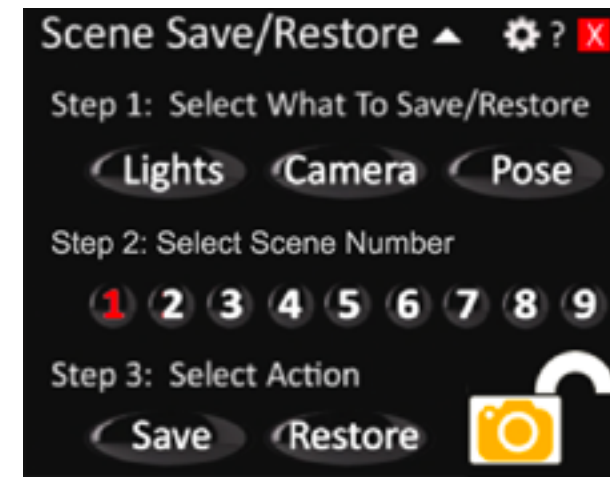
When you first open the Scenes panel, these buttons are white, indicating that nothing has been selected for saving. You can select any combination of functions to save, giving you lots of flexibility. For example, you could click on just the Lights button, or you could opt to store only the Camera, if you're doing a product shot, and have 2 or 3 different camera angles—front view, back view, closeup, for example—but don't want to change either the lighting or the pose. Similarly, you might want to store different camera and pose combinations while keeping complete control of the lighting. As you select each function you want to save, the label will turn red. Buttons with white labels will not be stored.

Step 2: Select Scene Number

By default, Preset Number 1 is selected. Once you've selected a Preset Number, that number will be selected when you open the Scenes Panel next time. If the button label is red, that preset is empty and ready to be used. If the button label is green, something is stored in that preset. You can still write over it, but you may want to verify that it's not a preset you care about losing.

Step 3: Select Action

Once you're selected what to save and where to save it, there's only one thing left to do: Save! When you click the Save button, the activated text labels will turn green, indicating a successful save. When you back up your HUD to the server all your preset information will be saved as well, so whether you wear the HUD again tomorrow, next week, or even next year, all your scenes are ready to go!



Step 1: Lights, Camera, & Pose Ready for selection



Step 2: Lights, Camera, Action, & Preset 1 Selected



Step 3: Preset 1 Saved

LUMIPro 18

Scene Presets—Restoring

Restoring Presets

Once you've stored one or more presets, they're available for recall at any time. You do this by following the same 1-2-3 steps you took when saving your preset:

Step 1: Select What To Save/Restore

Because LUMIPro 18 stores each component of a scene separately, you can choose to restore any or all functions. If you loved the lights and camera from Scene 1 and the pose from Scene 2, you can restore just those components from Scene 1, then add just the pose from Scene 2. TIP: you might want to then save that combination to an open scene, or overwrite an existing scene. In the example to the right, the Lights and Camera functions from Scene 1 have been selected.

Step 2: Select Scene Number

If the currently selected scene is not the one you wish to restore, click the desired Scene Number. Remember, a scene with a green label has information stored, and a red label is empty.

Step 3: Select Action

Click the Restore button, and the parts of the scene you've selected in Step 1 will be recalled. Once you've done that, you will notice a couple changes: the first is basic: the Restore button label will turn green, letting you know the restore was successful. However, if you've restored the Camera setting, you'll notice the Lock icon has slid to the Locked position.

The Lock Button

When you restore a camera setting, LUMIPro 18 restores the position of your camera, and locks it into place. You can still move your camera around freely, but when you press the Escape key—which normally restores your camera to the default position behind your avatar—it *restores to the stored camera position*; in essence, it replaces your default camera position, for as long as the Lock button remains in the locked position. It might seem odd the first time you do it, but try it out before your next shoot, and you find it intuitive enough, and *very* useful.

There are a couple things to be aware of when restoring camera positions, the first being that there's a limit to how far you can move from your original position before LUMIPro needs to make some adjustments. If you're within 2 meters of your position when you initially saved the camera, it will use the sim coordinates to position itself. At 2 meters, the camera position will be relative to the currently selected model instead (which may require some minor adjustments) At 20m from the original saved position, the camera will not restore. That may seem like a lot to remember (and measure), but despair not, we've got your back, with the Scene Options menu!



Ready to Restore Preset 1



Preset 1 Restored

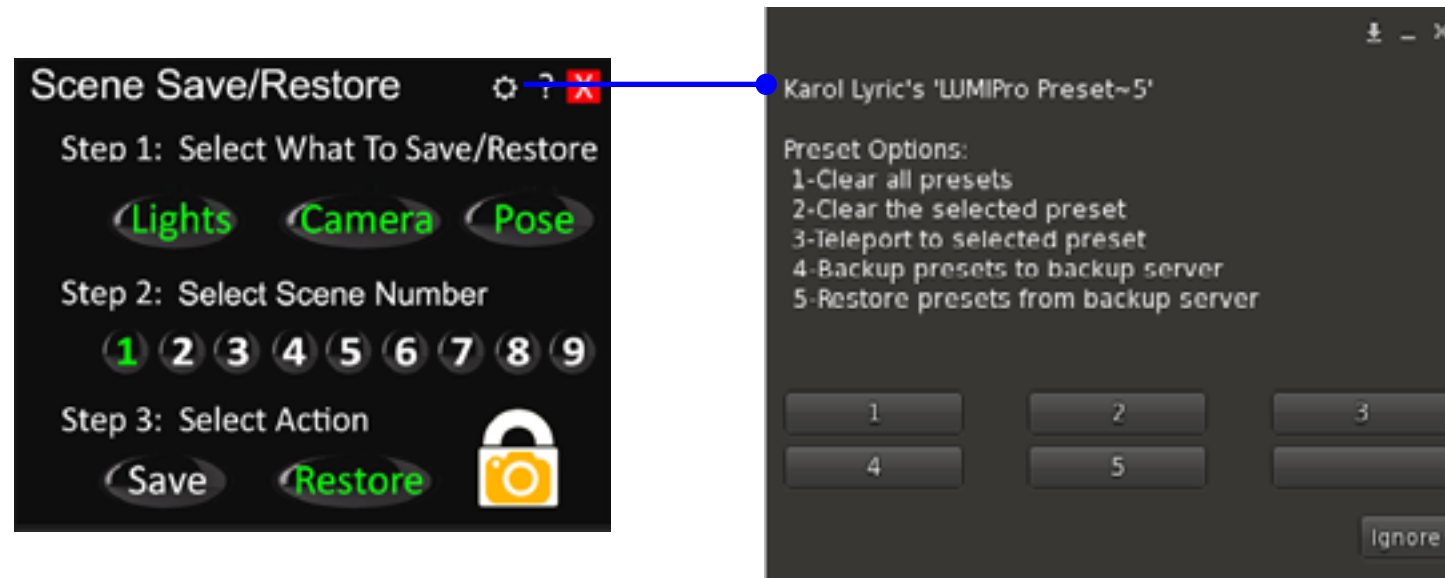


Click to unlock the Camera and restore freedom of movement!

LUMIPro 18

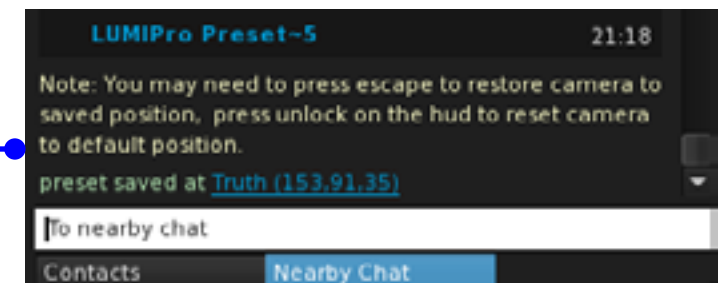
Scene Options Menu

With as many features a panel like Scene Save/Restore offers, some way to manage those becomes very important. For this, we give you the Scene Options Menu that lets you perform a lot of important and useful functions. To access this menu, click on the Gear icon as shown, and it will open the Scene Options menu below:



The Scene Options menu gives you the following choices:

1. **Clear all scenes;** click on menu button 1 to reset all 9 scene locations, giving you a clean slate to begin again.
2. **Clear the selected scene;** clicking on menu button 2 will clear only the currently-selected preset. In the example show above, only Preset Number 1 would be cleared; all other presets would remain as they were.
3. **Teleport to the selected scene;** this is a very powerful choice: it will let you return to where you were when you saved the currently selected scene, regardless of where you were on the sim...or even what sim you were on when you saved the scene! Click menu choice 3, and it will generate a link in open chat that you can click on, and you'll be back at your saved location (see above, right).
4. **Backup scenes to backup server** will back up just your scenes to your currently rezzed server. This makes it easy to save countless setups for later recall. If you want to go back and re-shoot that gig from last October, just load up that server, teleport to the original destination, and away you go!
5. **Restore scenes from backup server** will pull in all the scene information from your backup, and load it into the current Scene Save/Restore panel.



Teleport to the selected scene

LUMIPro 18

Managing Models

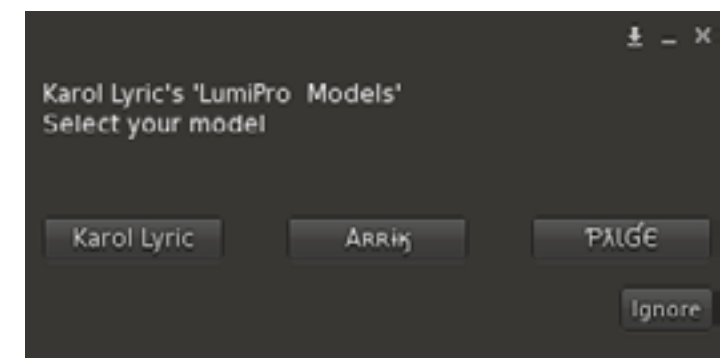
When you attach a LUMIPro 18 HUD, you are automatically selected as the default model. If you only take selfies, you can skip right over this section. If you ever work with models, though, you'll be happy to know that you can manage up to 10 models (including yourself) at once (insert joke about herding cats here). That might be a lot to manage, but LUMIPro 18 makes easy work of it; every control on the HUD applies to the currently selected model, so you always know who you're lighting and posing and scooting across the set. Here's how to select them:

There are two ways to add models to the HUD, and both do exactly the same thing, though we recommend using the first method: click the current model's display name (as shown, Lyrical).

The second method is the old way, which is to click the MODELS button on the HUD. Which ever method you use, you'll be given a menu that lets you choose from among the nearby avatars (see example, right). NOTE: the dialog shows avatars' *user* name, not their display name. In many cases, these will be different.



Once you have all your models loaded into the HUD, you can select among them using these forward and back arrows. As each model is displayed, the HUD controls apply to that model only. Also, anything you rez, whether it's a Sit Ball, a Projector, or an Eye Gazer, will be assigned to that model. This offers the professional photographer a great amount of flexibility and control.



Select Models menu

LUMIPro 18

Hide, Give, and Pose

Directly under the LCD panel are four very important buttons: the Hide button, which instantly hides all wearables, rezzables, and the HUD itself; the Give Lights button, which sends a folder—containing wearable lights and a wearable projector—to the currently selected model; and the Pose Wheel, which is really two buttons side-by-side.



The Hide button is very basic: click once to hide all lights, projectors, and wearables. When hidden, the LUMIPro HUD doesn't just become transparent, the entire HUD with the exception of the Hide button and the Pose Wheel (which is made partially invisible).

Clicking Hide again will make the HUD fully visible, but whether or not it shows lights and rezzables depends on your HUD settings. This will be covered in greater detail later in the manual, but the short version is this: you can elect to have the Hide button show and/or hide everything with each click, or as we prefer, show/hide only the HUD, letting you toggle the visibility of wearables and rezzables separately.

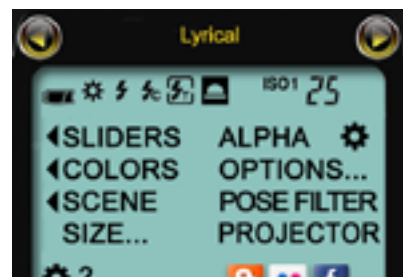
Give Lights sends a folder to the currently selected model, containing four items: LUMIPro 18 Wearable Lights, LUMIPro 18 Wearable Projector, an LM to LUMIPro's world headquarters, and a notecard from Stefan Buscaylet, creator of LUMIPro. You can send as many lights as you want to your models, so if they lose them in inventory—just give them another set!

Have the model wear the Lights, the Projector, or both if your shot calls for it, and tell them to accept any requests from you to enable certain features and functions.

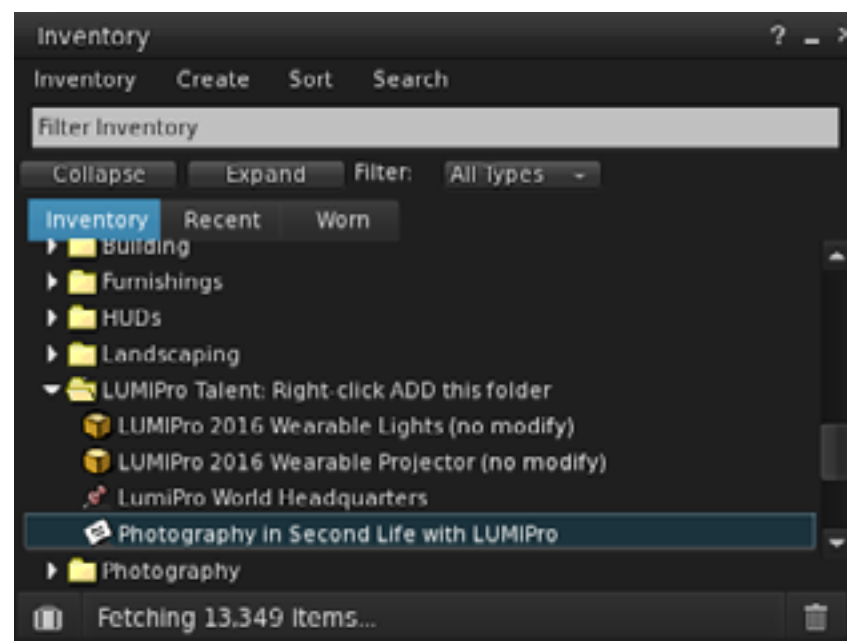
The Pose Wheel is your always-on, instant access button to step through all the poses stored in your HUD. Flip forward or backward, it doesn't matter. This is great when you have a HUD full of poses but aren't sure what will work best for your shot yet, and just let inspiration take you where it will.

Note the two characters on the wheel: Left Wheelie, and Right Wheelie. Left Wheelie will take you backwards through your list of poses, and Right Wheelie will take you to the next pose in your list. When you've clicked the Hide button, the Wheelies (along with most of the rest of the HUD) will disappear, but the Pose Wheel becomes ghosted at 85% transparency (so you can still see it, but it doesn't intrude on your visual space).

LCD Panel



LUMIPro Talent folder



Closed LUMIPro HUD



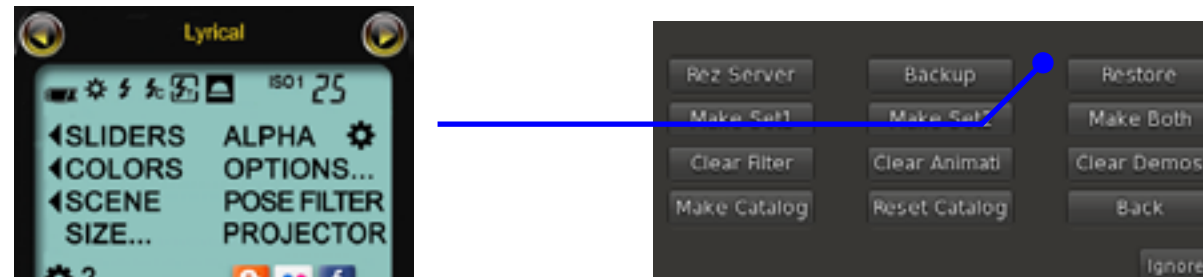
LUMIPro 18

Managing Poses - Adding Poses

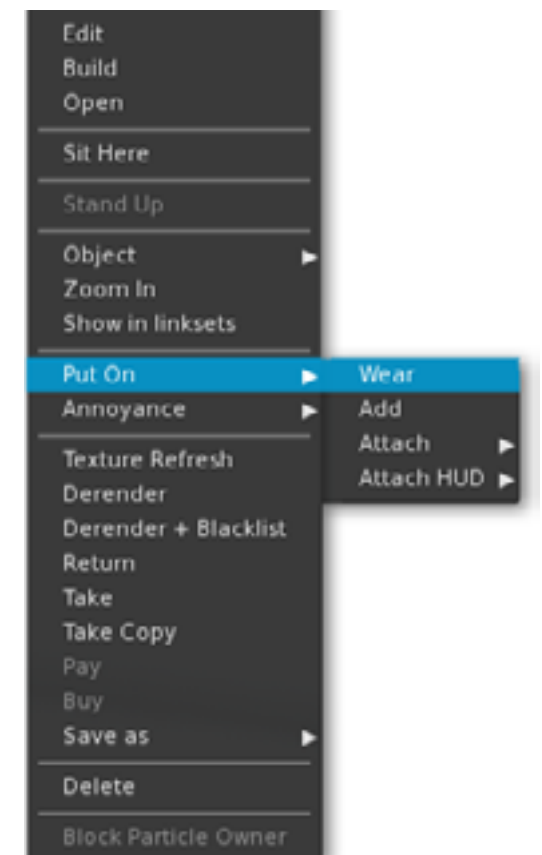
When you receive LUMIPro 18, it comes stuffed with over 180 poses from some of Second Life's most talented pose makers. It's an incredible value, and if you're starting from scratch, it's a great way to begin. However, most seasoned photographers will have hundreds, if not thousands of poses they've bought, been given, or have made, and up until now, accessing them has been cumbersome at best. With LUMIPro 18, the number of poses you can add to a HUD is technically unlimited, so the photographer's life just got a whole lot simpler. In the next couple pages, we'll show you how to load, manage, save, and restore all your poses efficiently.

Starting From Scratch

The very first thing you want to do when getting LUMIPro 18 is make a backup copy. If you haven't already done so, take a moment and do that now. We'll wait. Done? Great! The next thing we want to do is create an empty HUD. In your inventory, double-click the HUD you copied. This will attach the HUD to the right side of your screen, in the optimal position. With the HUD attached, follow these next steps:



1. Click on Options... in the LCD Control Panel, then click on Clear Demos
2. Right-click on the LUMIPro 18 HUD, and select Drop from the menu. This will place it on the ground in front of you.
3. Right-click on the dropped HUD, and select Take Copy from the menu. This will take a pristine, empty version into inventory for later use.
4. With the HUD that's still on the ground, right click on it and select Open from the menu
5. From your inventory, open the folder that contains your poses (usually the Animations folder), and select the poses you want to move into the HUD. Some ideas and notes:
 - Creator-based: move all poses from one maker into one HUD; a Purple Poses HUD, a Del May HUD, etc.
 - Position-based: move all poses of one type into its own HUD: a Standing HUD; a Laying HUD, Dances, etc.
 - Gender-based: all male poses in one HUD, and all female poses in other HUDs.
 - You cannot add poseballs into the HUD, only individual animation files.
 - While not a fixed limit, you can add a massive number of poses to any one HUD. We've successfully tested over 1000 poses!
6. Copy the animations into the HUD. It's best to purchase (or make) only animations that have copy perms; when you back up to a server, no-copy poses are moved out of the HUD and into the backup server. Note: because of a quirk with LL, there can be issues with moving large numbers of poses into the HUD at once: some poses may be skipped. We recommend moving no more than 10-20 poses at a time.
7. When you're done loading poses, click on the Object tab, name your HUD.
8. Right-click on the HUD, and from the menu, select Put On > Wear. This will return your HUD to its default position on your screen, ready for the next step in managing your poses.



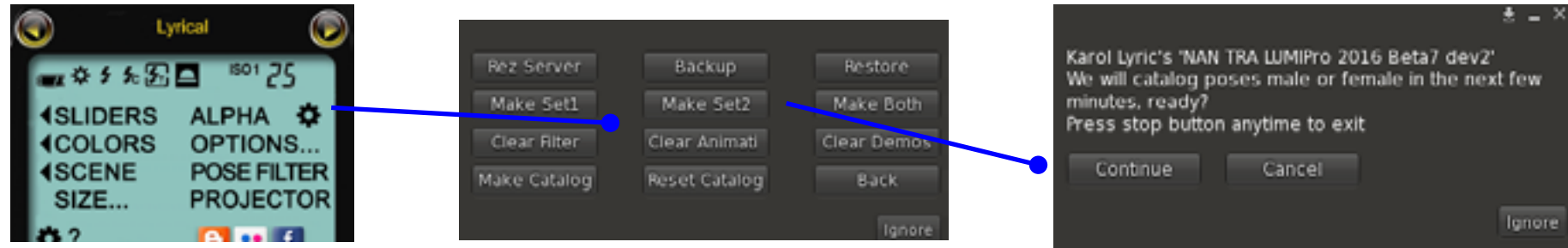
When you want to load a new HUD with animations, follow the same procedure outlined above, only now you simply need to move a copy of the empty HUD you created in steps 1 to 3 onto the ground. Next, we'll cover how to catalog the poses you've loaded into LUMIPro 18.

LUMIPro 18

Managing Poses - Cataloging Poses

Caution: while the LUMIPro HUD can hold a massive number of poses, the catalog is only good for a couple hundred poses. Also, the catalog is cleared when you perform a backup, restore, or deleting even a single animation.

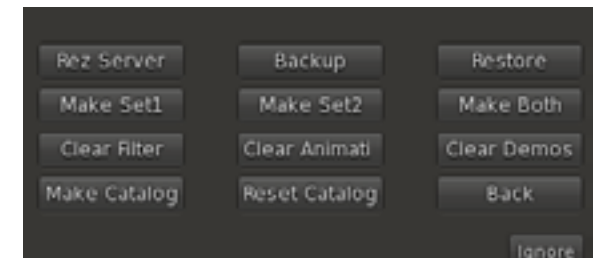
You may have a HUD that's loaded with your favorite poses, but don't want to flip through all of them every time you have a shoot. There are a couple ways LUMIPro 18 makes your job simpler, and we'll cover those next. The first method is cataloging your poses. Simply put, it lets you assign poses to Group 1 or Group 2. If, for example, you have a HUD that's loaded with a similar number of male and female poses, assign the female poses to Group 1, and the male poses to Group 2. Similarly, if your poses are evenly split between standing poses and sitting or laying poses, assign the standing poses to Group 1, and the other poses to Group 2. Here's how to do that:



1. Click on Options... in the LCD Control Panel, then click on Catalog. This will open the confirmation dialog. Open a local chat window before clicking Continue, as all messages will be coming in that way. When ready, click Continue. You will be placed in the first pose in your HUD - generally, the **AdjLights pose. In the chat window there will be something similar to the following message: "Pose 1 of 84: **AdjLights. Touch Group1 or Group2." Decide which group you want this pose to belong to by clicking either Group 1, Group 2, or click between the two buttons to assign that pose to both groups.

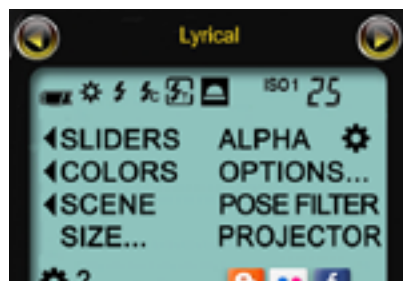


2. As you assign each pose, you will automatically be placed in the next pose and again asked to assign the pose to the desired group. This will continue for all your poses, until at the end, the Pose menu will pop up for you to review your poses. That's it! Your poses are now cataloged. To use only Group 1, click the 1 button, and as you cycle through your poses, only those from Group 1 will appear. You can switch to Group 2 or Both at any time by clicking the Group 2 button, or between Group 1 and Group 2.



You can also at a pose to a catalog at any time. If you're in a pose, and decide to place it in Group 1, click on the Options... button on the LCD Control Panel, then click Make Group 1 (or the group of your choice) to assign the current pose to that group.

Filtering Poses



The LCD panel includes the Pose Filter button, and one click pops up an entry field that lets you type in tags such as "sitting," "standing," "kneeling," or the names of any pose makers you've installed in that HUD (presuming their name is part of the pose name). Enter the tag and hit the Return key, and instantly find all poses that have that word or part of word in their name. To maximize the power of this feature, consider spending some time renaming poses to give all your poses tags that match what you personally search for. This can be "male" or "female," "adult," "pg," "Del May," "Purple," etc.

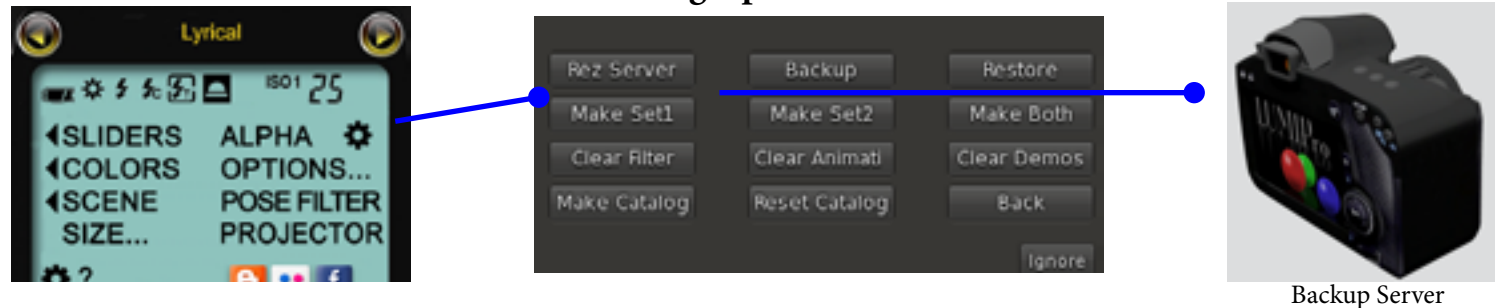
Of course, you can always do it the old-fashioned way: in the Nearby Chat window, and type /43 followed by your tag word, then press the Enter key. By the way, filter searches are not case sensitive.

LUMIPro 18

Backing Up and Restoring

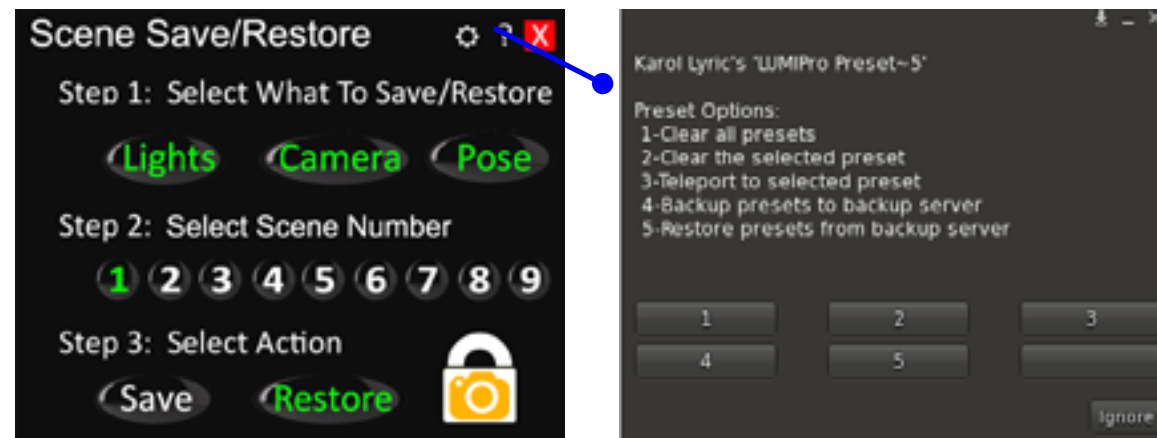
Once you've got your HUD loaded and ready, the very next thing you should do is create a backup! This will not only save your bacon if SL eats your HUD, it will also help you keep your inventory under control—your backup will store all your poses in one place, so they won't need to rattle around in folders. Don't delete the original boxes the poses came in...they're still useful in case of emergency, but the individual animations are all stored in your HUD now. Backing up is fast, easy, and like oatmeal, "it's the right thing to do." Here's how:

Backing Up Your HUD



1. Click on Options... in the LCD Control Panel, then in the Options menu, click on Rez Server. This will rez a new, empty backup server about 3 meters in front of you. You can also do this by clicking on the REZ button by the Joystick.
2. Right-click on the newly-rezzed server, choose Edit from the menu, and in the General tab change the name to something descriptive. Close the Edit window.
3. In the Options menu, click on Backup, and the backup process will begin. Status text will appear above the server and monitor the progress. When finished, take the server back into your inventory.

Backing Up Presets



When you back up your HUD, you backup everything: lights, poses, presets, the works. You can also backup just the 9 Preset Save/Restore scenes. Rez a server as described above, and then click on < Presets in the LCD Control Panel to open the Preset Save/Restore panel.

Click the gear icon to open the Preset Menu at left. Click on Button 4 to initiate the backup of each scene including light information and position, camera position, and the pose used for that preset.

To restore the presets, double-click to wear the server, then from the Preset Options Menu click Button 5.

Restoring

Restoring the full HUD is just as easy. Locate the desired backup server in your inventory, and double-click on it. The camera will be attached to your right hand, ready to go. Note that you can also rez it on the ground, or attach it to any other body part. Once attached, you have a couple ways to initiate the Restore cycle. The first is to click Options..., then click on Restore button in the Options menu shown above. The second way is to click on the Camera/server directly, then select Restore from the menu that appears. The server will replace the contents of your HUD with the contents of the server, so make sure you're restoring the right server into the right HUD

Note: do not rez or wear more than one server at a time. If you back up, it will back up to all servers at once!

Appendices

LUMIPro 18

Tips and Hints - FAQs for New Users

If you're new to LUMIPro, you are going to have some questions. This is understandable when you're about to plunk down a chunk of lindens, and want to make sure you're not about to get taken to the cleaners. We've listed below the questions we've been asked regularly, which can be summed up as "is it worth it?" The short answer to that, whether you ask us (we know we're biased) or anybody who has used LUMIPro, is a resounding "yes!"

Q: What makes LUMIPro a better choice than just rezzing a prim and creating your own light?

A: Convenience and control. If you want to be bathed in blue, with LUMIPro you simply open the Colors panel, click the white ball at the bottom, click on a blue swatch, set the intensity, and that's it: done. In that same amount of time, you might have the edit window for the first light prim open. And when it comes to control, LUMIPro has no equal. You can give a prim light to a model, but you cannot do a thing to it yourself once they've put it on; you'll have to walk them through every step in the process, and hope they get it right. If you have all the time and patience in the world, rezzing a prim might be OK. For the rest of us, it's LUMIPro, or nothing at all.

Q: Does LUMIPro really work in no-rez and no-script areas?

A: Yes, it does, as long as you're aware of a couple things. First, in no-rez sims, there are some functions that will not be available to you, specifically rezzing gazers, sitballs, and projectors. However, LUMIPro has you covered there: you can wear a projector, which is virtually identical to using a rezzed projector; and though you can't rez an eye gazer, LUMIPro's advanced Eye Gazer system gives you 121 positions for your eyes, all without rezzing a single pixel. The only thing lacking is sitball capabilities, and for that we suggest becoming friendly with the sim owner, and seeing if they'll give you access to the land group temporarily. As for no-script sims, just make sure you are wearing your HUD, lights, and projector before entering those sims. They won't work if you try to initialize them there, but if you put them on first, and then TP in, you're good to go.

Q: Do you offer discounts?

A: Yes. After you buy the first one, every update is 100% free! Think of it as joining a really exclusive group (and LUMIPro's group is amazing), and then getting your products for free for life. Think about all the Lindens you spend at your favorite skin store, or your favorite mesh clothing store, and what do you get for free? A skin you'll never wear, or maybe a pair of boots that are from last year and don't fit any of the mesh bodies you have today. Add it up, and you'll see: LUMIPro is an astounding bargain!

Q: I have seen a few different lighting and pose systems in SL. What makes LUMIPro the right choice?

A: Simply put, because LUMIPro is the best there is. Yes, there are some systems that let you store a few poses, and some that will control a couple lights. There are even some that have tried to copy LUMIPro. But nobody has the team that LUMIPro has: from pro developer and photographer Stefan Buscaylet, to our crack marketing and professional design team, to the amazing group of professional SL photographers we enjoy as beta testers, *nobody* cares as much about you, the photographer, as the team at LUMIPro.

Q: Does LUMIPro support couples posing?

A: We believe every couple has the right to pose in any manner they wish, and fully support couples posing in every way...except through our HUD. Because of the vagaries of Second Life's posing system, there are significant challenges involved that we will make happen when we can do it *right*. In the meantime, there *is* a workaround: place the couple's pose animations into your LUMIPro HUD, rez a sitball for avatar A, and a sitball for avatar B, then pose your models with the appropriate animation. Move the two sit balls as you would any couple's sit balls, until your models are joined at the hip, or whatever body parts are supposed to be joined for the pose. And lest we forget, for those adventurers who consider couple animations just a "good start," LUMIPro can manage up to 8 separate models (or close, personal friends) at once. Think of the possibilities, and then get your LUMIPro 18 on!

Q: I would love to learn more! Where can I try a demo or get more information?

A: We're glad we've piqued your interest! LUMIPro is, without reservation, the best in-world lighting, posing, camera, and model management system available. We do not have demos available, but we do have a wealth of online resources, including our [blog](#), which includes a link to our manual; our in-world LUMIPro group where users ask questions, get answers, and get to know each other; and we also have a [Flickr](#) page, where our users post their LUMIPro-lit works for all to enjoy. You can even contact anybody on our team for a demonstration. Sign up for our group in world, and ask for Sammi, Lyrical, or Stefan, and somebody will make sure you have all your questions answered.

LUMIPro 18

Tips and Hints - FAQs for Existing Users

Do you have questions? Good! We have answers! LUMIPro has lots of parts and pieces, and if you had no questions, that means either you're a complete expert and we'd have to hire you (or already have), a genius with a photographic memory who's read the manual front to back, or just blissed out on taking pictures and is happy with LUMIPro presets, poses, and colors—and this is a wonderful place to be! If you're like the rest of us, perfection is elusive, genius is overrated, and LUMIPro can sometimes leave you scratching your head or other conveniently-accessible body parts. But say what you will about us, we're definitely here to help! Here are some answers to questions we are often, even frequently, asked:

Q: I bought LUMIPro, but I didn't get a folder full of stuff. Where is it?

A: When you receive LUMIPro either from the Marketplace or inworld, you receive the actual HUD. Unlike a dress or a pair of boots, there's no folder with rezzers, notecards, alpha layers, landmarks, more notecards, read-me files, and 17 different appliers. Just a pure, clean, unadulterated pack of pixelated perfection: The LUMIPro 18 HUD. Because it's the most important thing in your entire 275,287-item inventory, what we recommend is that you make your own folder called **LUMIPro* or something similar so it sits right at the very top of your folder list, and put your HUD in that. We also recommend immediately making a copy of the HUD so that you always have the original when you want to start fresh.

Q: I can see shadows on my avatar, but I can't see shadows on my background.

A: There are 2 possibilities: the first is that the background texture has been set to Full Bright. This might actually be desirable if the shadow cast would give away the fact that you're standing in front of a prim. If that's not the case, turn it off! The other reason you may not be casting a shadow is if the background you're standing in front of has even 1% of transparency. Although the sun and moon will shadowcast on anything that isn't completely transparent, projectors—whether LUMIPro's, or anybody else's—cannot cast shadows on anything that isn't completely opaque.

Q: When I use the sliders it doesn't affect the projector.

A: There are a couple of possibilities here: the first is that you haven't selected the Projector button at the bottom of the Colors panel. It's small and black, so it's easy to miss. Click on it so that the white line is in the middle of it. The other possibility is that your projector is locked. To test that, use the joystick to attempt to move the projector; if it doesn't budge, that's most likely the reason the sliders don't work: locking a projector locks everything. Click the side or back of the projector to unlock it, then edit to your heart's content.

Q: When I hide the projector the gobo stays. Why?

A: Gobos are like that, always overstaying their welcome. But that's not why it's staying visible when you hide the projector: in order to cast a shadow, a gobo must remain opaque. If your scene needs to be shot in such a way that the gobo has to be in the picture, you can try making your own projector bulb. Click here to watch the tutorial video on this subject.

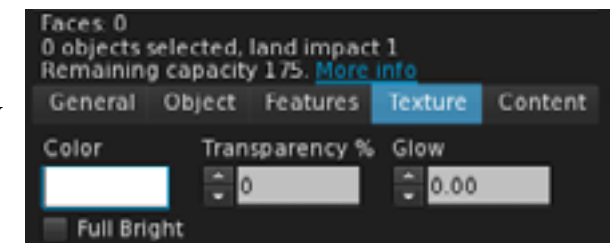
Q: Is there an easier way to locate an animation?

A: So glad you asked! Try typing /43 in local chat, followed by something descriptive. For example, if you have a HUD stuffed with a variety different pose maker's anims, you might want to limit your list to just Del May poses. When you type /43 DM (as she tags all her poses with), a menu will open up with only Del May poses listed. If you take the time to edit the names of all your poses, like adding "sitting," "standing," "laying," etc., you can search on a variety of tags.

Q: I click the buttons on my HUD and they don't work. What is going on?

A: Your scripts got discombobulated somehow, and need to be reset. Try simply re-logging, as that can fix a variety of problems. If that doesn't work, you can reset the scripts in the HUD. Enter **Edit** mode and click your HUD to enable it for editing. Go to the **Build** menu, and select **Build > Scripts > Reset Scripts**. Give it a few seconds for the viewer to do its thing and when it's finished, your HUD should work fine.

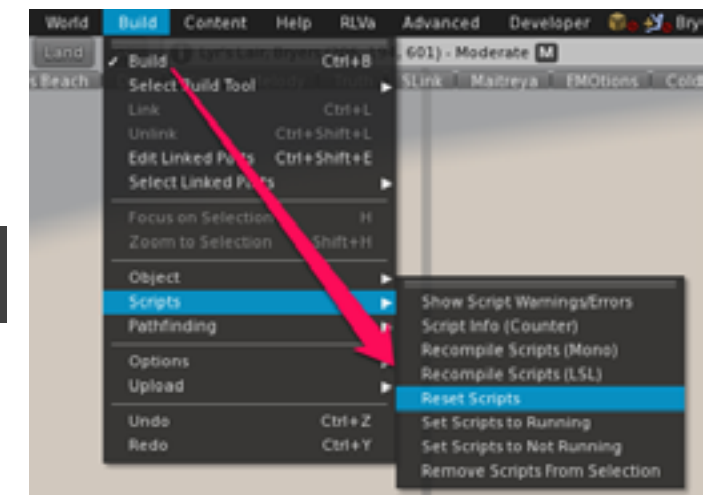
⚠ Caution: resetting scripts has one downside: all your presets will be cleared, as well as the Alpha Button settings on the LCD panel, so use this as a last resort.



De-select Full Bright - Set Transparency to 0



Enable the Projector here



Reset Scripts

LUMIP_{ro} 18

Tips and Hints - FAQs for Existing Users (continued)

Q: Second Life ate my HUD (or maybe I just accidentally deleted it); how can I get a new one?

A: Let this be a teaching moment: *always start from a copy of your original HUD!* Seriously, you have to back things up! Then, if you accidentally eat your HUD, you simply grab a new copy, load it with poses, and away you go. If worse comes to worse, contact us.

Q: I tried to attached my HUD to another spot on my screen, and it is now all distorted. HELP!

A: To make it so that LUMIPro behaves well when hidden (by not just making it one giant, invisible prim that gets in the way or worse), it moves most of its parts out of the viewing area. If you've moved your HUD too far to the center, or off to the left side, you'll see everything, and it will make your screen a mess. But don't panic! Simply go into Edit mode, and use the handles to move the HUD back to the right side of the screen, or in the Edit mode, go to the Object tab and in the Position section, enter 0.17 in the field to the right of the Y, and -0.5 in the field to the right of the X, as shown:



Q: Now that I own the HUD where can I get more information?

A: We have a wealth of online resources, including our [blog](#), which includes a link to our manual; our in-world LUMIPro group where users ask questions, get answers, and get to know each other; and we also have a [Flickr](#) page, where our users post their LUMIPro-lit works for all to enjoy. You can even contact Sammi, Stefan, or Lyrical directly for help. Don't forget to sign up for our group in world, and happy shooting!

LUMIP_{ro} 18

Lighting - Colors

LUMIPro features eighteen different palettes that are preset and ready to use, based on professional lighting gel sets with such colorful names as “Oklahoma Yellow” or “Ice and a Slice.” We’re quite comfortable using names like “red,” or maybe “orange” when we’re feeling frisky, but for those that like wander out in the Light Golden Straw, the Lee color gel names for these presets appear above the sliders when the Advanced button is clicked. For a comprehensive reference guide to color, [click here](#) to check out the Lee Color Catalog. They’ve been working with lighting for over 50 years, and their page is a goldmine of information.

Violet 1



Violet 2



Blue 1



Blue 2



Green 1



Green 2



Yellow 1



Yellow 2



Orange 1



Orange 2



Orange 3



Orange 4



Red 1



Red 2



Red 3



Legacy



Neutrals



All (first page shown)



LUMIP_{ro} 18

Projectors - Bulbs

Worn or rezzed, projectors share a couple unique features: Bulbs and Gobos. Think of the Bulb like might think of a slide projector with several different slides. In both cases, a bright light is shown through a film, resulting in an image being projected on a screen. In LUMIPro 18, each preset is the equivalent of one slide. Below are all the bulb choices available:



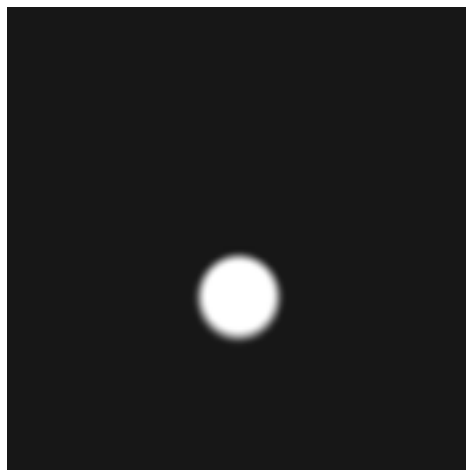
Projector Bulb 1



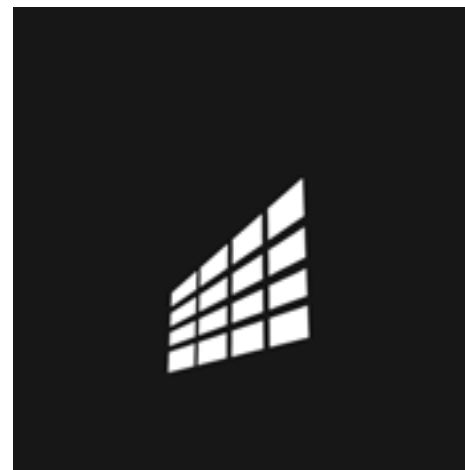
Projector Bulb 2



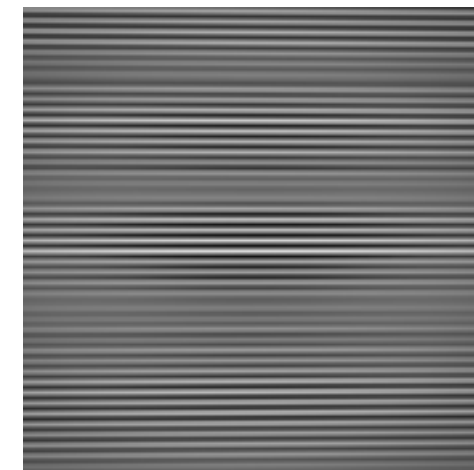
Projector Bulb 3



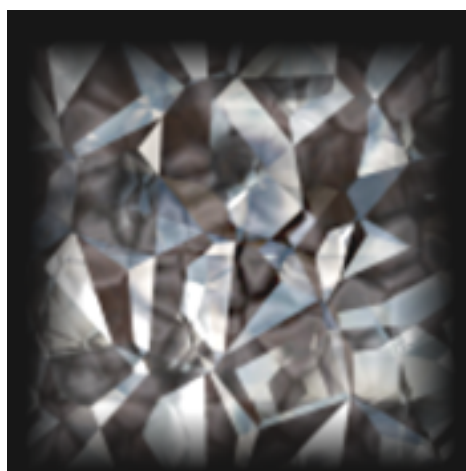
Projector Bulb 4



Projector Bulb 5



Projector Bulb 6



Projector Bulb 7



Projector Bulb 8



Projector Bulb 9

Bulbs

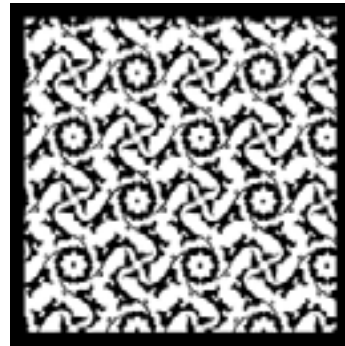
LUMIP_{ro} 18

Projectors - Gobos

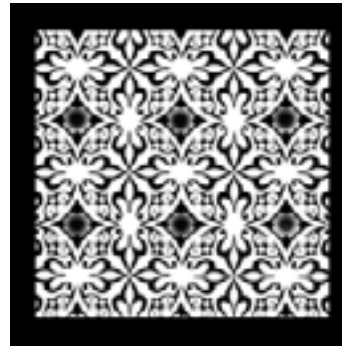
Unlike a Bulb, which shines through a transparent texture, a Gobo is a solid pattern placed between the light and the screen, it's sole purpose being to cast a shadow; think of it like somebody at the theater making bunny shadows on the screen. One thing to be aware of is that you can't make a Gobo invisible: it needs to be opaque to block the light and create the shadow. All the Gobo presets are shown on the next few pages.



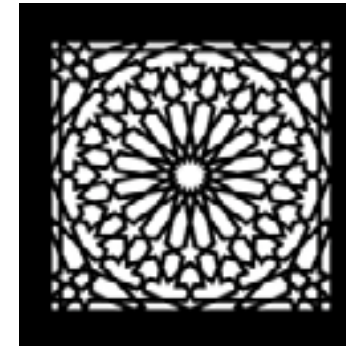
abstract



arabesque 2



arabesque 3



arabesque



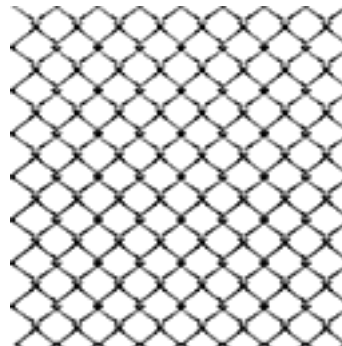
art deco



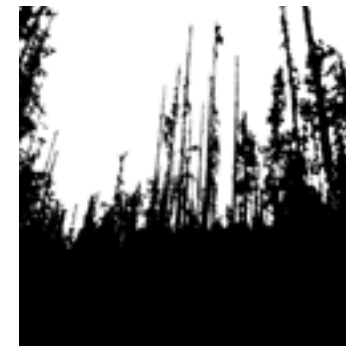
bamboo



bay window



chain link



creepy



dancing



gargoyle



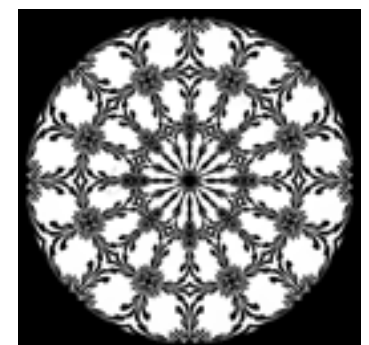
gate



gears



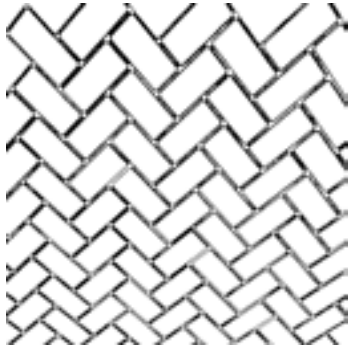
geodesic



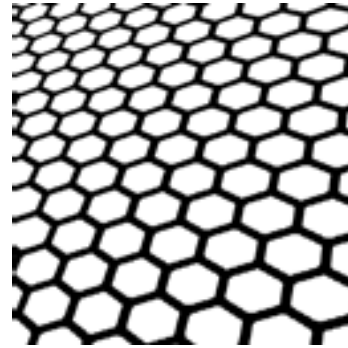
glass

LUMIP_{ro} 18

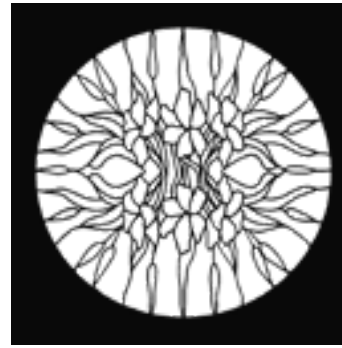
Projectors - Gobos



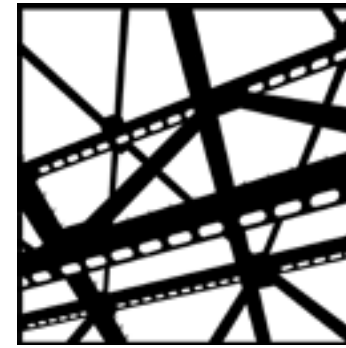
herringbone



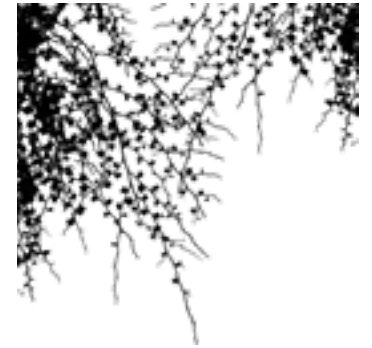
honeycomb



iris



ironwork



ivy



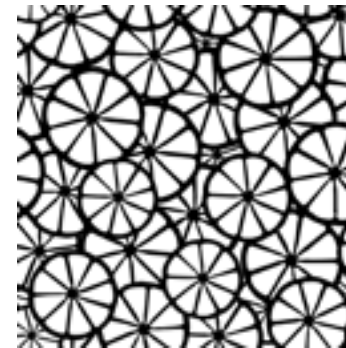
jagged



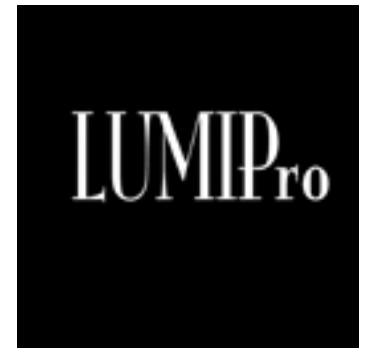
leaded



leaves



lemons



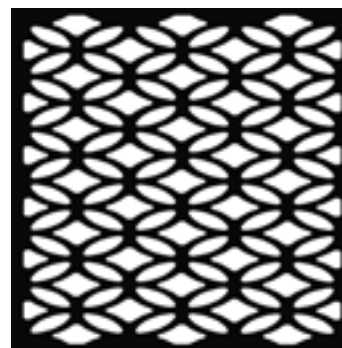
LUMIP_{ro}



ornamental



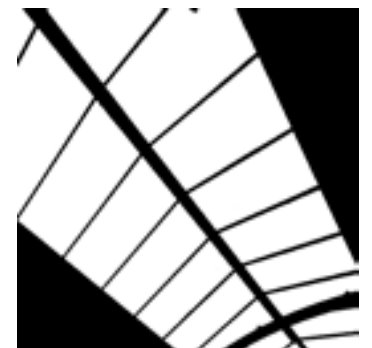
palm frond



screen



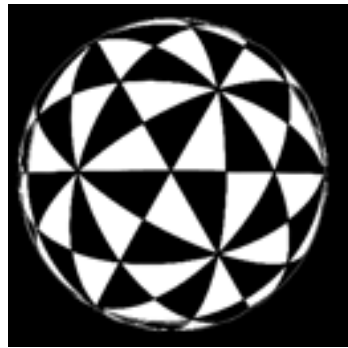
skull n bones



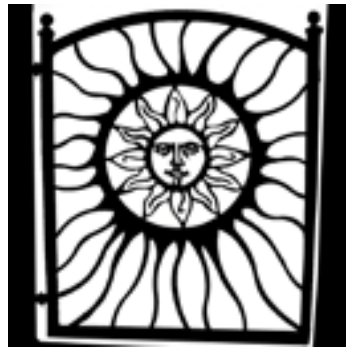
skylight

LUMIP_{ro} 18

Projectors - Gobos



spherical



sun gate



sunflower



tree 2



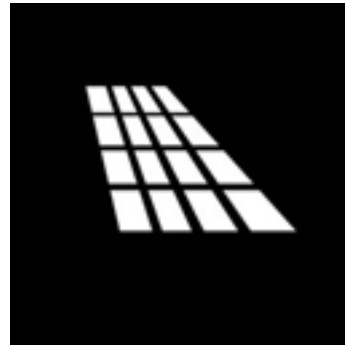
tree 1



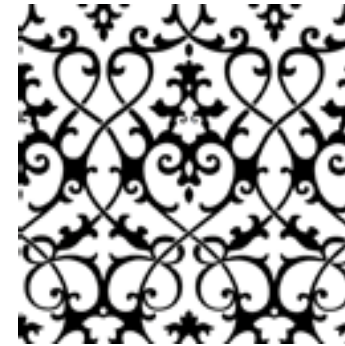
vegas



warehouse



window



wrought iron

LUMIP_{ro} 18

Tips and Hints - Zooming

One of the easiest things you can do to improve the look of your portraits is to get away from the default zoom level SL gives you. It's designed for walking around and shopping, and is guaranteed to make you look less than your best. When you zoom in, you are effectively creating a more natural lens. To zoom in, press Control-0; to zoom out, Control-8. Control-9 sets you back to the default zoom level. Compare the 3 images below: the first is at the default zoom level; the second is 2x, and the 3rd is 6x.



Default zoom (Control-9)



2x Zoom (Control-0 x2)



6x Zoom (Default -> Control-0 x6)

Notice how in the first image, the model's face is kind of thin and pointy, and the bust is out of proportion to the head. Even zooming in a little bit will have an immediate impact on the composition. The second image is taken at 2x the zoom of the default, and already her proportions are much improved. Her face is a bit fuller and less angular, and while still a little unbalanced both left-to-right and top-to-bottom, the bust has a much more natural look. By the third image, zoomed at 6x the default, the appearance of the model is very balanced: her face is significantly fuller looking than in the first; her bust is very normal looking from all perspectives.

Zooming is also a good way balance foreground and background. Think of that effect created by Alfred Hitchcock and is now practically a movie cliché: the actor is stationary while the background stretches away (or towards) the moviegoer. That's what we're doing here. By default, the background can seem unnaturally far away. Even avis a couple meters away will seem small in comparison to the avi in the foreground. Zooming can fix that, which makes group shots much more manageable, and photos taken outside the studio much less like tourist snapshots and more like portraits. You can also isolate interesting background elements, and pull them into the picture with your model.

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Tips and Hints - Adjusting Lights

While the professionally-designed presets will definitely get you started, and will always be good go-to light setups when things are moving fast, there will be other times when you want to set your own lighting positions. This is easy to do, as we described earlier in the manual. However, if your model is tied up in a twisted pose, the ball movement can be a little hard to grasp intuitively. It is for this reason we include the **AdjLights animation (Preset 1). Compare the two images below, and you'll see why:

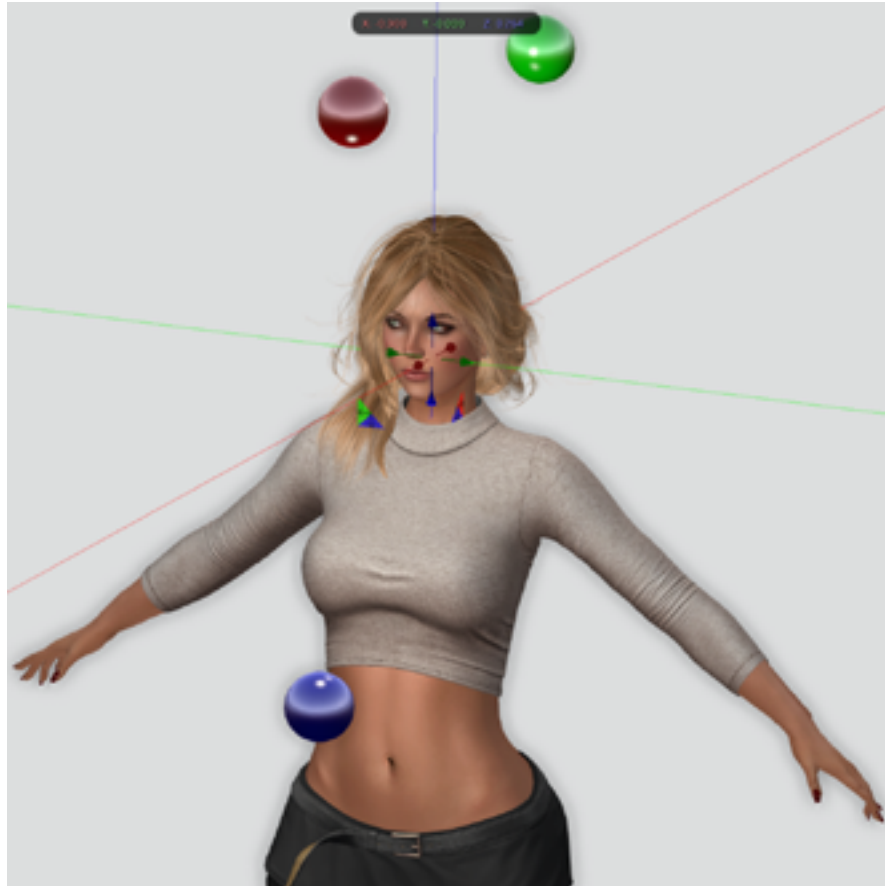


Figure 1. AdjLights

In this image (the *AdjLights pose), you can see LUMIPro's lights are lined up horizontally, vertically, and front-to-back. This makes it very easy to move, whether using Edit mode or the touch method, because everything moves the way it feels like it should. Note especially that the Z axis (the blue line) is running straight up and down through the model. If you click on the top of the blue ball, it will move upwards; click on the right side, it will move to the right, etc. Now compare it to Figure 2.

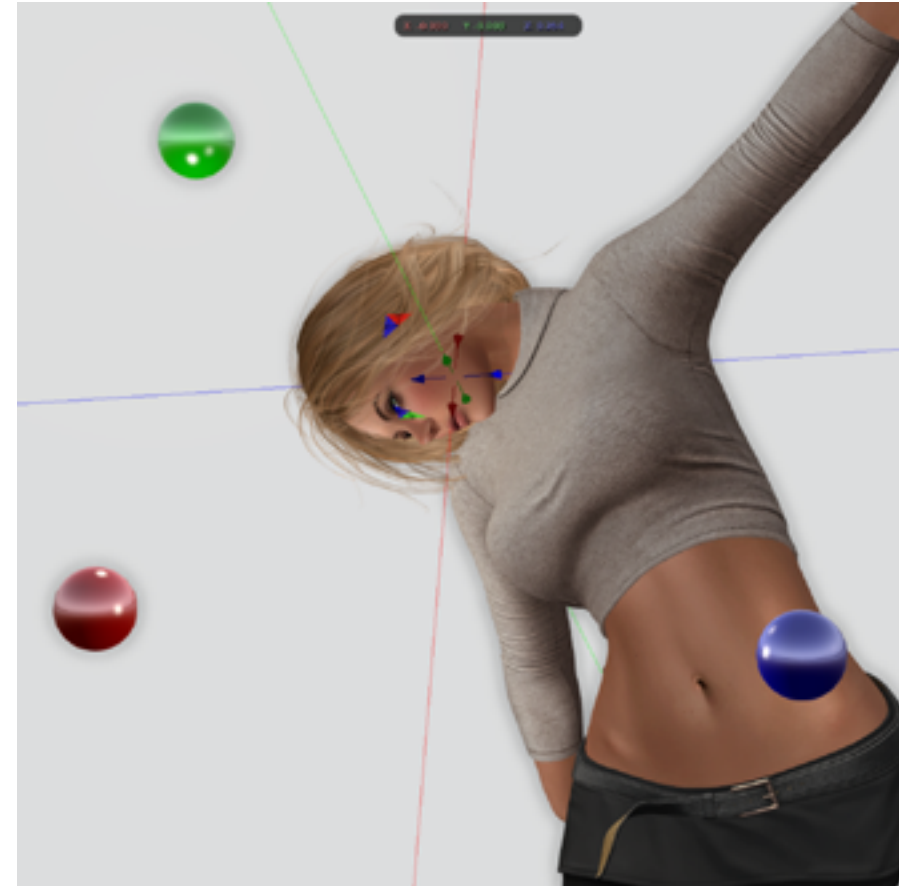


Figure 2. DM Foot Touch

Here, the Z axis is running horizontally (mostly) instead of vertically, while the X and Y axes (red and green, respectively), are kind of horizontal. Unintuitively, touching the blue ball on the top moves it to the left. Touching the red ball on the right moves it forward, and touching the green ball on the left moves it backwards. Sort of. The same is true when using the Edit mode. Movement of the lights is completely unintuitive.

While editing in place may be unintuitive, the beauty of LUMIPro 18 is that the lights stay put relative to the model no matter how crazy the pose you're in might get. Once you've set your pose up using **AdjLights, return to your original pose, and your model will be lit perfectly.

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Tips and Hints - Tidbits

- You can wear multiple HUDs! You have a HUD for female models, and a HUD for male models, and want to mix and match, you say? Easy. Wear both HUDs (being sure to assign the models their desired roles), and pose/light away.
- Ditch the Linden Labs viewer. It's not meant for professional SL photography, and is lacking too many features, which can make it nearly impossible to get anything more than a garden-variety snapshot. We use Firestorm (as seen in the various screen shots used in this manual), but there are several excellent viewers out there. Find the one that's right for you.
- Working in no-script sims can be a nightmare, but here's a good tip: make sure you and your model(s) are fully geared up with LUMIPro 18 scripted wearables (lights, projectors, and the LUMIPro 18 HUD) *before* you enter the script-prohibiting sim.
- Join the LUMIPro group! If you don't have enough free slots, make one somehow. This is one of the best, most helpful tools available to Second Life photographers. Someone in the world is always awake and ready to help you with a shot, with a problem, with a location, or with anything else that you might need.

LUMIP_{ro} 18

Credits



Stefan Buscaylet - Mr. LUMIPro
Owner, Founder, and Creator of LUMIPro
-Photo by Karol Lyric



Samantha Ansar-Buscaylet - Miss LUMIPro
Community Leader, Blog Goddess, and Chief Cat Herder
-Photo by Karol Lyric



Karol Lyric - Madam LUMIPro
Phototographer, Advertising, and Manual Writer
-Photo by Dai Aloix

Many many thanks to our users, fans, pose contributors, and the dedicated team of folks who helped make LUMIPro the first AVI Award Winner for Best Photography/Media Tool, 2015!

Beta Testers

Many thanks to all our Beta Testers, whose diligence and suggestions helped make LUMIPro 18 possible!

Pose Contributors for LUMIPro 18

Strokerz Toyz, Pics n Poses, ...: Something New :... & ...:Something Erotic:..., Glamurus Poses & Animations, IMAGE ESSENTIALS

Gobo Maker Extaordinaire - TexasRob McRae

LUMIP_{ro} 18

LUMIP_{ro} 2016

- Added HUD control of lighting.
- Refreshed LCD panel to include Pose Filter
- Presets renamed to Scenes
- New Gobos added

LUMIP_{ro} 2016

- Reworked preset.
- Added camera save/restore including wicked cool DOF capability.
- New gobos added.
- New sitball controls.
- Various cleanup of the interface

LUMIP_{ro} 3.41

- Added some wicked cool gobos.
- Fixed a projector script bug.
- LUMIP_{ro} 3.4
- Extended and reworked the 3.3 color interface adding intensity, radius, falloff.
- Significant script count reduction.
- Revised LCD.
- delayed animation requests until actually needed.
- Added social media connection and context help.
- Increased posable models from 4 to 6.

LUMIP_{ro} 3.3

- Totally revised color picking system.
- Various bug fixes can be found at lumiprobeta.blogspot.com

LUMIP_{ro} 3.2

- Rezzable Sit Ball for adjusting position.
- A revised HUD minimize.
- Backup/Restore server transfers animations.
- Dynamic eye movement for machinima.

LumiPro 3.1

- Animation gazer system.

LumiPro 3.0 0.90

- Wearable projectors.
- Pose Filtering.
- Code optimized to now hold ~400 animations.
- Sample poses from 5 pose creators.

LumiPro 3.0 0.80

- Major release with projectors.
- Disabled point light with intensity=0.
- Help button now has options.
- New ball status reporting option.
- Attempt to address HUD not fully rezzing on relog.
- Shiny balls.
- color menu reworked.
- Revised radius menu.
- EMS lock.

LumiPro 3.0 0.75

- Presets!
- HUD allows users to save/restore 9 lighting presets and the user can name them.
- Backup server updated to also backup reset settings

LumiPro 3.0 0.74

- fixed errors with requesting animations not yet granted and when the hud is dropped on the ground.
- Giving a set of lights to a model selects that model automatically
- Lights no longer reset when the model relogs
- next/prev pose buttons are slightly visible while hud hidden to allow button presses
- Animation stop added to hud
- Fixed bug on previous animation when first animation selected
- Lights grids now have the correct menu text
- Intensity and Radius both now have repeating menus

Lumipro 3.0 0.73

- addressing memory issue on 200+ animations.
- gazer hide on power button fixed.
- Update server now working again.
- power button always visible.
- fixed copy problem.
- silenced debug script

Lumipro 3.0 0.72

- lights now only adjust for selected model.
- Save/restore includes light parameters as well as position.
- Some two hud broadcast fixes in the gazer and light selectors.
- Found a couple scripts not in mono.
- Stop animating works.

Lumipro 3.0 0.71

 Introduced at SLCC 2011 - 8/13/2011

Lumipro 2.02

 5/15/2010 - power rez issue fixed. 100m hud capability,

Lumipro 2.01

 4/18/2010 - fixed lighting permission issue

Lumipro 2.00

 Release 4/17/2010

Lumipro 1x

 releases 2008-2010

(C) Stefan Buscaylet. Real life US patent disclosures pending. Any unintentional release of script code requires contacting Stefan Buscaylet immediately.

LUMIPro 18

Quick Start Tutorial—Part I

This Quick Start Tutorial will have you up and running with LUMIPro 18 as quick as can be! We'll cover it in 4 basic steps: selecting and preparing a model, posing and lighting them, preparing and taking a photo, and finally, storing your session. Even if you've used LUMIPro before, you might find this useful for learning some of the new layouts and features as well. You can learn this by yourself, but to get the most out of this tutorial, invite a friend over. You will learn how to manage models, and have fun in the process! Note: this tutorial is designed to get you started with using LUMIPro to take photos. There's much more under the hood, and the manual covers it all—and then some. Do yourself a favor and check it out! Before you get started with LUMIPro, try this: take a reference photo of your model without using LUMIPro. Take the picture from the torso up, and the model looking over your left shoulder. We'll be duplicating that shot further into the tutorial, so save it for now, and we'll compare later. You'll be amazed at the dramatic difference LUMIPro will make to your photography.

Step 1. At top of the HUD sits the Toolbox. Click on the Flipper button to toggle between Toolbox modes. Shown is the Light Controll, Eye Gazer, Sit Ball, then the Projector. When you're ready, make sure the Sit Ball is showing in the Joystick area

Step 2. Assign a model. In yellow, you'll see your name between two arrows. This is the model the HUD will control. Click on your name, and select your friend from the menu.

Step 3. Give them lights. Click the GIVE LIGHTS button, and LUMIPro 18 will deliver a set of wearable lights and a projector directly to the chosen model. It will be at the top level of their Inventory folder, named "LUMIPro Talent: Right-click ADD this folder." Have them wear just the lights, and then tell them to approve the control requests they'll get.

Step 4. Light them up! Select a sky preset that's not too bright. You'll get a better idea of what the lights are doing if you're not competing with the sun! Now that your model is adorned in colorful light balls, click on the button labeled "BUTTERFLY." This is a nice, basic preset that will light your model evenly, and add a little dimension as well. Try all four of the presets—BUTTERFLY, REMBRANDT, RIM, and SPLIT, and see the differences among them. When you're done experimenting, return to the BUTTERFLY preset.



Step 5. Pose your model. Straight out of the box, LUMIPro 18 comes with a set of professionally-crafted poses from some great SL posemakers. When you click on the Wheelies, you step through each of them in turn. Click Right Wheelie to move the next pose, and Left Wheelie to move to the last pose. Try them out, and find a pose that you like. Try not to embarrass your model too much, as tempting as it might be.

Congratulations, you're on your way to learning LUMIPro! Now you know how to select your model, give them lights, turn them on (the lights, that is), and how to pose your model. Next, you'll learn how to use the Sit Ball and the HUD to position your model. Let's continue.

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Quick Start Tutorial—Part II

Now that you're getting comfortable with basic lighting and posing, we're going to add a couple things into the mix. The first thing to look at is the Sit Ball. This makes it super easy to control where in space your model resides (at least physically). That control is all contained in the Toolbox, so let's focus on that for a moment, and see how it works.

Step 6. If you're continuing from the first section, the Sit Ball should be what's showing in the Toolbox Joystick area. If not, click the Flipper button until the Toolbox looks like shown:

Step 7. Rez a Sit Ball. Click the REZ button, and from the menu click the Sit Ball button. A LUMIPro Sit Ball will be rezzed in front and above your selected model; have them left-click and sit on it. They'll be sitting in mid air. If you had already posed them, click Right Wheelie and then Left Wheelie to get back to the original pose.



Step 9. Clicking anywhere inside the Joystick moves the Sit Ball around an imaginary sphere centered on you, the photographer. The closer to the center you click, the smaller the movements; the closer to the edge, the greater the movements. Try it out. If things get crazy, have your model get off the Sit Ball, then click their name on the HUD. The Sit Ball will jump to their current location.

Step 8. Adjust their position. Surrounding the Joystick are four primary arrows: Up, Down, Left, and Right. These will move the Sit Ball on the Z axis. The Up and Down arrows, move as you would expect: up and down. The Left and Right arrows spin the Sit Ball in place, like a top (only not quite as fast).

The secondary arrows at the 2:00 and 4:00 positions move the Sit Ball along the X axis, front to back: away from you (up arrow) and towards you (down arrow). Play with the buttons now, and get a feel for how they behave.



Are you getting the feel for this now? There might be a lot of little buttons, but they all do pretty much what you would expect them to do. The beauty of LUMIPro is that you can focus on your picture, not on all the fiddly bits you need to manage to light and place them. When you're done experimenting, place your model where you would like them, and then move to Part III, where we'll adjust the lights and focus the eyes. Take your time: the page will still be there when you return!

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Quick Start Tutorial—Part III

Now that you've got your model placed, posed, and lit, they're right where you want them. Now we're going to fine-tune the lighting, find a good camera angle, and set the eyes. Be prepared for fewer fiddly bits and more creativity; time to let your inner artist shine!

Step 10. Adjusting the lights is simply a matter of touching them in the direction you want them to move. In the picture to the right, the light will move towards the model's neck. If the top of the light is clicked, the light will move up; the bottom: down, etc. This overcomes a fundamental basic in SL: you can't use Edit to adjust prims worn by somebody else. For this tutorial, click on the right side of the Red light ball, until it appears in position shown here, above the model's left shoulder. You may also adjust the Green and Blue balls as well, until you're satisfied that the lighting looks good; continue when you're ready.



Step 11. Find a shot. For this tutorial, let's focus on a shot from the torso up, with the model rotated slightly to the right, as if they're looking off over your left shoulder. Take a moment to frame the shot until it's similar to what is shown to the right.

TIP: To show off your model a little better, try this: first press Control-9. This sets your camera to the default focal length. Then press Control-zero three or four times, to zoom in a little bit. This will give you a more natural look. Try it!

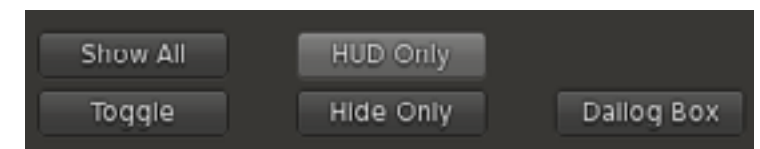
When you have your camera in place, you may notice a couple things: your model is not looking at the camera, and there's a big red ball in the shot. Clicking the HIDE button will hide the ball instantly, but we still want the HUD open for the next step, so let's just hide the lights for now.



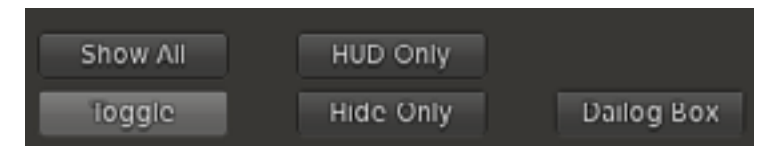
Step 12. In the LCD window of the HUD, locate the ALPHA/Gear button, and click on it.



Step 13. In the resulting menu, you'll have several choices, which the manual will cover in greater detail. For now, click the HUD Only button. The window will close.



Step 14. Repeat Step 12, then click the Toggle button. You will now be able to show and hide rezzable items like lights, sit balls, and projectors independent of the HUD.



Try it out: clicking on the Alpha button should now show and hide the model's lights and sit ball. When you're comfortable with the way things are working, let's make a picture!

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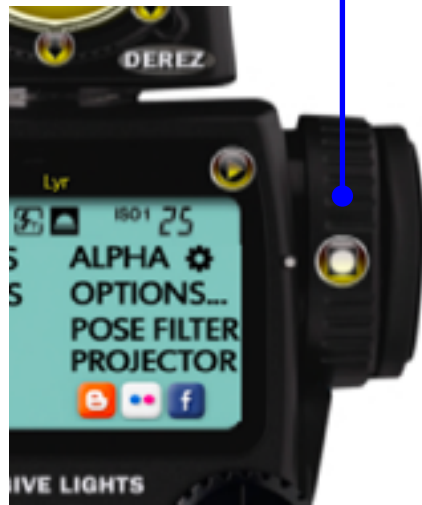
Quick Start Tutorial—Part IV

We have one more light to add before we shoot, and that's a projector. Projectors have the unique ability to cast shadows as well as light up a model. We'll use one here to give the scene a little atmosphere using colors and shadows that you just can't get with lights alone. One of the wearable items you passed to your model was a projector, but we're going to rez one directly from the HUD—just for practice—but they both function identically, which makes the wearable projectors great for use in no-rez sims.

Step 15. Rez a Projector. This part's easy: click the Rez button on the Toolbox, and from the menu, click the Projector button. This will rez a projector aimed at your model, bright enough to temporarily blind avatars in the next sim. Or as they call it on the runway, "a facelight."



Step 16. Click the Projector Tools button to the right of the LCD display (or the word "Projector" in the LCD screen). This will bring up the Projector menu, which will be covered in greater detail in the manual. For now, click the button labeled "Bulb."



Step 17. The Bulb setting gives you several options for the texture applied to the Projector. Try them all, keeping in mind that as textures, they will need a few seconds to rez completely—depending on your computer and connection. When you're ready to proceed, click button #8 (Soft Color). This will tone down the brightness, and add a warm mosaic of color to your model.



- 1=Flood
- 2=Wide Spot
- 3=Medium Spot
- 4=Tight Spot
- 5=Window
- 6=Blinds
- 7=Soft Texture
- 8=Soft Color
- 9=Words

Step 18. With your bulb setting selected, now we'll add a gobo (lightingese for "go between") for some extra shadow interest. Click the Back button, and from the main menu, click the Gobo button. You'll see a list of different options. Like the bulb options, this will take a few seconds to rez before you'll see the results. Unlike the bulb options, however, you cannot hide a gobo when shooting: the projected light needs an opaque prim to block the light and cast shadows. Check the various gobos out, and when you're ready, click button #3, Art Deco.

Step 19. Adjust the position of the projector. Using the Joystick, move the projector around your model, either by clicking the arrow keys or clicking inside the Joystick area, until you find a position you like. When you're satisfied, continue on to Part V.



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Quick Start Tutorial—Part V

It's fun time! Now that your shot is framed, it's almost time to capture the soul of your model. But wait; they say the eyes are the windows to the soul, and right now they're gazing off into the distance, and flitting around like a mead-drunk bumblebee. We'll fix that with just a couple clicks.

Step 20. Use the Flipper on the Toolbox to change to the Eye Gazer mode. It's the eyeball icon, and when your Toolbox looks like this, you're ready.



Step 21. Click in and around the Joystick, and you'll see your model's eyes moving accordingly. There are 121 separate eye positions loaded into the High Resolution Eye Gazer, so there is plenty of flexibility. Click around until your model is looking right at you. If you can't find the perfect gaze, feel free to adjust your camera, or switch back to Sit Ball mode and adjust your position. When you've captured the right look, take a picture.

Now you could stop here if you wanted to: you now know how to add a model, give them their wearables, light them up, pose them, move them, adjust their eyes, shoot them—and even learned a couple handy tips on focal length and how to manage showing and hiding your lights. But there's a couple more things to show you, and then we'll be done.



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Quick Start Tutorial—Part VI

Now that you've taken the perfect picture, it's time for some chores. The first thing you might want to do is save this scene so that you can recreate all or parts of it later, either with your current model, or with another. This is great if you do portrait work in SL and have a set of stock setups you like to use, or if you own a store in SL and like to display your outfits the same way every time. You might also save the setup of your favorite shots just in case your model wants another shoot with a different wardrobe. The possibilities are endless.

Step 22. In the LCD area of the LUMIPro HUD, locate and click on the Scene button. A panel will pop out. Click on the Lights, Camera, and Pose buttons, and on Preset button number 1. They will all turn red, as shown below, indicating the settings and slot you are saving to. Note that you can choose to save (or restore) just the lights, the camera, or any combination you desire.

Step 23. When saved, the buttons will turn green. Congratulations, you've saved your scene for later use. To recall it, open the Scene panel, click the desired button, and then click the restore button. Your lighting adjustments, camera position, and selected pose will all be recalled in an instant! Click the red X button to close the Scene Save/Restore panel.



That's it! Be kind, and release your model from their pose and eye position by clicking on the red X button at the bottom of the HUD. They can jump off the Sit Ball by standing, and walk about freely with all the sass and class of their on AO again. Oh...Remember that reference shot at the beginning? Let's take a look and see what the difference might be:

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Quick Start Tutorial—Epilogue

While LUMIPro can't work miracles, it can go a very long way to making your photos go from good to great! If you're new to LUMIPro, or even if you're an experienced and highly-skilled LUMIPronarian, do yourself a favor and read the manual; it's filled with all sorts of great information that can really make a difference in your photography. Not convinced yet? Take a look at the Before and After pics below. Your mileage may vary ;)



Before LUMIPro



After LUMIPro