



**Barefoot**

**Photo**

**Studio**

**Instruction Manual**

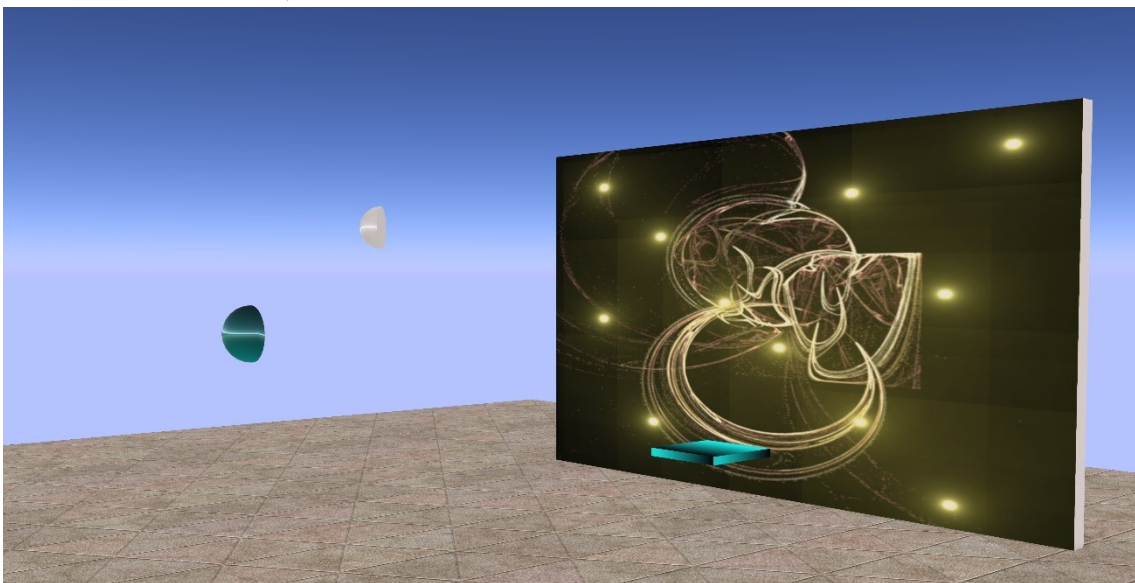
# BAREFOOT PHOTO STUDIO

All you will ever need to make great pictures (besides your creativity and skills, of course)!

Although we think this device is fairly intuitive, we present here this manual, in case you have questions about its use.

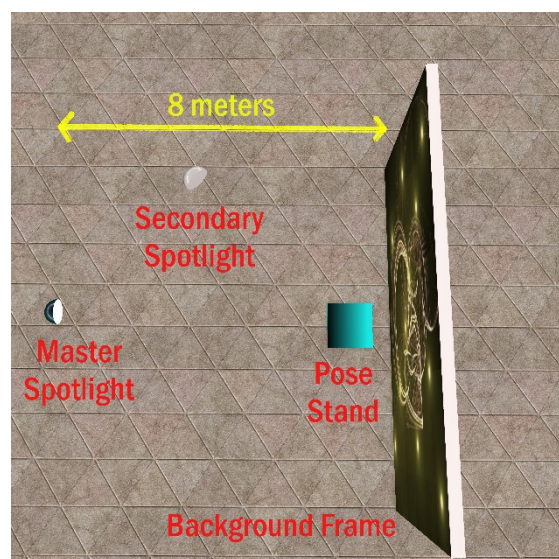
When you open the box you bought, it creates in your inventory a folder named Barefoot Photo Studio. In that folder you will find:

1. A box named Rezbox\_BFPS 1.0
2. A HUD named ControlHUD\_BFPS 1.0
3. A note card, "Barefoot Photo Studio Manual"



Rez the box and click it. It will rez the photo studio. Move the box to position the studio exactly where you want it. You will need an area of 10 X 10 meters to rez it and have room to move around your camera.

The studio itself is made up of a pose stand, a background frame, and a set of spotlights (now you know why it is called "barefoot": it is barely the minimum you need). Add the ControlHUD\_BFPS (it defaults to the upper right corner of your screen), and you will be good to go (after reading this whole manual).



## THE POSE STAND

The pose stand you get has 8 poses. If you want to use your poses, please do this:

1. Right-click it and choose Edit.
2. Open the Content Tab of the Edit window.
3. Drag your poses from your inventory to the pose stand's inventory. The pose stand will tell you how many poses there are in its inventory. It will also show in hover text the pose's name and its number relative to the total number of poses.
4. You may want to change the name of the pose stand to add a more descriptive name; for instance: PoseStand 1.0 ~ Modeling Poses. This way you can organize your poses in sets within your inventory.
5. Close the Edit window once you are done.
6. Left click it and sit on it.

**NOTE:** To avoid lag, the pose stand is inactive until someone is sitting on it. This means it will not move or change poses if no one is using it.

## THE BACKGROUND FRAME

The background frame is made up of two prims. The main prim (the root) holds the background textures; the secondary prim (the child) holds the overlay textures.

If you want to use your textures, drag them from your inventory to the Contents tab. You may delete the original textures since you have a copy in the Barefoot Photo Studio box.

To load overlay textures, you need to check the "Edit linked" option in the Edit window, then click the child prim (it is easy since it is the prim in the front), and load your textures in the Contents tab. You will see the textures are named "Overlay XX" for uniformity, but you can use any name, of course.

## THE SET OF SPOTLIGHTS

You will see two spotlights, one green, the master spotlight, and one white, the auxiliary spotlight. You can control the master spotlight through the Control HUD: turning it on and off, moving it up and down, and from side to side, tilting it, as well as the color of the light it projects (refer to the HUD section of this manual to learn how). The auxiliary spotlight is controlled by hand: click it to turn it on and off and edit it to move it to the desired position.

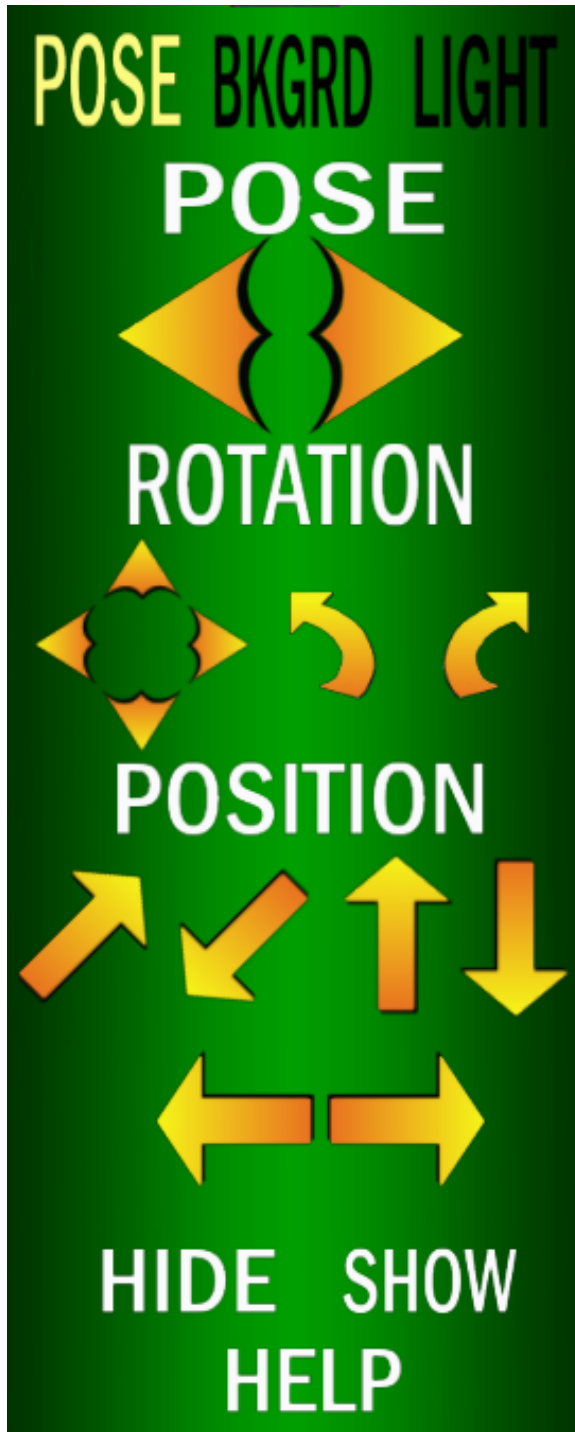
**NOTE:** Projectors are a feature in Second Life that requires the Advanced Lighting Model. You need to enable it in your Graphic Preferences, otherwise, the spotlights will be useless.

## THE CONTROL PANEL (OR HUD)

The control panel/HUD is divided into three tabs: POSE, BKGRD (background), and LIGHT. The top row always shows the corresponding

labels, so you can navigate to anyone no matter where you are. You will notice the active label is highlighted in yellow, while the other two are grey. You will also notice a green arrow pointing down: click it to minimize the HUD. When it is minimized the arrow points upward: click it to open the HUD again.

## THE POSE TAB



This tab controls the pose stand and is divided into three sections:

### 1. POSE

Here you find the BACK and NEXT arrows, which allow you to go through the poses stored in the pose stand's inventory.

### 2. ROTATION

On the left side of this section, you will see four arrows, pointing at North, South, West, and East. Pressing each arrow rotates the pose stand accordingly.

On the right side, you have two curved arrows. Clicking each arrow causes the pose stand to spin in the corresponding direction. When your model is at the desired angle, click the same arrow again to stop it.

### 3. POSITION

This section of the control panel has six arrows: Up, Down, Left, Right, Back, and Forth. Pressing each arrow causes the pose stand to move 0.20 meters in the corresponding direction.

At the bottom of the POSE tab, you see three more buttons:

Clicking HIDE causes the pose stand to turn invisible, so it will not appear in your picture.

Clicking SHOW makes the pose stand visible again.

Clicking HELP makes the control panel give you a copy of the HELP note card.

## THE BACKGROUND TAB

In the BACKGROUND tab you will find the following sections:



have. Clicking the red X in the middle causes the overlay to be transparent.

### 1. BACKGROUND

You have a BACK arrow (pointing left) and a NEXT arrow (pointing right) to go through all the background textures you have in the Contents tab of the BACKGROUND FRAME. There is also a green CHROMA button; clicking it causes the background to show a chroma texture, to facilitate removing it in case you want to do some photoshopping.

### 2. GLOW

You have a PLUS (+) and a MINUS (-) button to increase and decrease the background's glow. Every time you click a button, you will see in chat the corresponding level. The maximum level is 8 (and the minimum is 0, of course). Clicking the red X in the middle sets the glow back to 0.

### 3. COLOR

You have nine colors to choose from to fill the background with a solid color.

### 4. OVERLAY

To add a touch of variety, you may use an overlay on top of the background. Here you also have the BACK and NEXT arrows to go through the overlay textures you

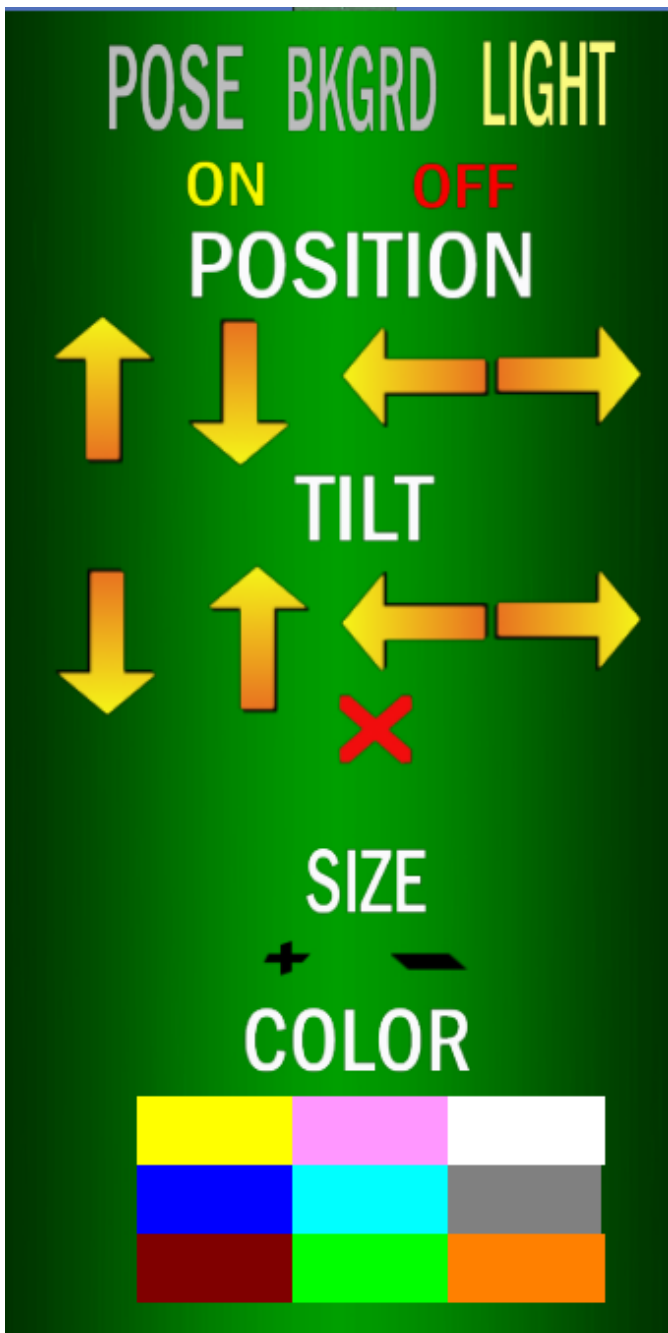
## 5. OVERLAY OPACITY

The PLUS (+) and MINUS (-) buttons allow you to control the opacity of the overlay and get the exact effect you may want for your background.

**NOTE:** After using the CHROMA button for the background or the red X to make the overlay transparent, you may click either a NEXT or BACK arrow to set the corresponding background or overlay again.

### THE LIGHT TAB

This tab controls the master spotlight.



The first buttons you will see in this tab are the ON and OFF buttons which do not require any explanation. The sections here are:

#### 1. POSITION

Arrows UP and DOWN, and arrows LEFT and RIGHT, to move the spotlight accordingly.

#### 2. TILT

You may want to tilt the spotlight to achieve different lighting effects. Again, the UP, DOWN, LEFT, and RIGHT arrows allow you to tilt the light accordingly. Clicking the red X in this section returns the spotlight to its original position.

#### 3. SIZE

The PLUS (+) and MINUS (-) buttons on the SIZE section allow you to control the size of the light projected on the background and the model. The buttons move the spotlight closer and farther from the background, thus increasing or decreasing the size of the projected light.

#### **4. COLOR**

You may set the projected light in any of the nine colors. The white button (top right) sets the light back to its default color.

#### **A FINAL NOTE**

When you rez the Barefoot Photo Studio, its components are positioned in the best place relative to each other. This is particularly true about the position of the master spotlight relative to the background frame. While you are free to move any of the components, my recommendation is that the spotlight should stand no more than 8 meters away from the background.

With any doubt, problem, or suggestion turn to Koko Carlucci, and I will gladly help you.