(s)Light Sorcery Manual

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1 Overview

The (s)light Sorcery Photography HUD was originally made to help with and speed up the process of lighting a scene for a photo-shoot. Since then it has been considerably expanded with the addition of a secondary 'Extra HUD' and various updates. This manual walks you through the functions.

Special care was taken to ensure that you don’t need rezzing permissions – meaning you need neither land nor a sandbox to use this tool. It’s just you, your creativity and whoever you want to share it with.

This manual was written for a complete newcomer; obviously not all of the information will be relevant to an experienced user.

2 Getting Started

2.1 Unboxing, Updates And Redelivery!

So you've either bought the product or grabbed the free demo to see what this is all about. Please be aware that while most functions are identical with the demo, the latter does not include the 'Extra HUD' and relay.

You don't need to do much to get started right away. If you haven't yet unpacked your purchase, you can do so by selecting it in your inventory and clicking "Add". You'll see this picture:

Image 1: Unpacker

Clicking it will give you a folder with all the contents of the HUD. In case the unpacker fails, please check if you happen to be in a no-script zone.

If the issue persists, please contact us via any of the provided channels (see Contact) and we'll look into it as soon as we can. Please give us up to 48 hours to react though.

That's it. You've unpacked the HUD and are good to start. You can move on to the chapter about what's included (see 2.2 'Inventory Content'). However if you would like to know about redelivery, here is how you can always get a completely new version from the marketplace.

Go to: https://marketplace.secondlife.com/orders

Search for "(s)light Sorcery". You will see something similar to Image 2. You can click "Redeliver item" at the bottom and will get send a new version.

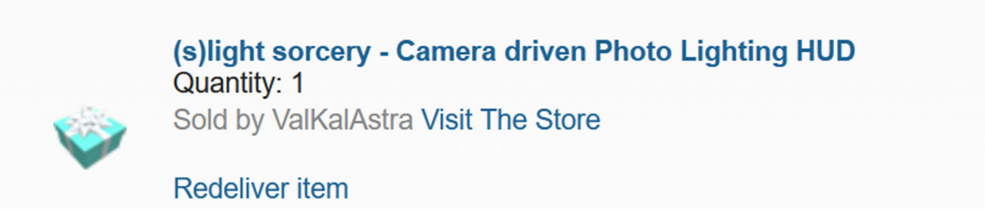

Image 2: Redelivery Function on the Marketplace

Every now and then you will get an unprompted redelivery. Please don't panic – this usually happens when there's a new update with

new shiny toys. You're not obligated to update but it's generally recommended to do so. The HUD is independent of external sources thus as long as SL runs, the HUD should run too.

2.2 Inventory Content

Your inventory will contain the following items. Here's what they do:

(s)light Sorcery Photo HUD - ADD	The main HUD. Everything light related is controlled with this.
(s)light Sorcery - LIGHT #1-5 - ADD	The HUD comes with five lights. As of recent versions, these can also be transferred, so in case you lose these, you can always get new ones from an AUX Pack (see 3.2 Extra HUD).
(s)light Sorcery Extras HUD	Additional functions that surpass lighting. This is where you get the ability to lock your camera, show composition lines and get more AUX Packs and Saves.
(s)light Sorcery – Relay for multi-user support - ADD	The Relay is needed to facilitate communication for cross avatar support.
Introduction / Manual - HOW TO START	This manual in pure text form.
READ - Changes with version	This will always contain a history of the recently made updates with a short statement about what you're getting and why.

To finally get started, you want to add the "(s)light Sorcery Photo HUD – ADD" item and one to five lights named "(s)light Sorcery - LIGHT #1" to "(s)light Sorcery - LIGHT #5". It's recommended that you just begin with one light and add more as needed. That's it. You are in business!

3 User Interface

3.1 Main HUD

The main HUD is where you control all the qualities of your lights. It works in five different states of which the base one is the dormant state.

Image 3: Main HUD dormant state

The HUD enters the dormant state if there are no lights attached as seen in Image 3. It will dynamically unfold once you begin to add light attachments.

However, you can still make use of the four small icons to the right. From top left to the bottom right, these are as following.

Minimize – Folds the HUD into a single icon to move it out of the way. It will function as normal but give you a better view of the scene.

Detach – Closes and detaches the main HUD.

Relay – This attempts to communicate with an attached relay object for cross avatar support. Please see chapter 'Cross Avatar Support' for more information.

Info – A quick function overview over the main functions.

Image 4: Main HUD - Color Panel

Attaching one or more light attachments brings up the main panel. The light bulbs help with selecting which of the five lights you want to control. Clicking one will make the selected light flash for a moment.

From there, the topbar updates with the main functions of the HUD. These are, from left to right:

Point Light Parallel to Camera. The primary purpose of the HUD. This takes your current camera position and translates it to your light. Using this you can simply place lights by looking.

Focus Lights to Avatar. This will snap the light towards the avatar's center.

Toggle Visibility. The light attachments come in two states, visible and invisible. You can toggle it with this button.

Load/Save Preset. You can save any of the information for all attached lights and create presets this way. For example, you could select up to three lights and set them up for a classic three point lighting setup, then save it to a memory card and re-use whenever. You can get an infinite supply of tradable save cards from the memory printer in the 'Extra HUD'.

Detach Current Light. This is a quick way to detach the current light. Also works with cross avatar support.

3.1.1 Color Picker

The color picker (also seen in Image 4) allows you to quickly set the light color. You will want to first pick a color and then adjust the luminance of it. Either click will immediately update the light so you can follow your changes instantly. Another more involved way is to directly enter the RGB Codes for each color (red, green, blue), the numbers range from 0 to 255.

This is very useful if you're working with external tools, such as color wheels. See for example:

➡ https://color.adobe.com/create/color-wheel

Finally, you can reset the light attributes to a default state if you want to start over. This includes color and coordinates.

3.1.2 Projector Maps, Spotlights And Omni Lights

Lights in Second Life come in two variants. The basic variant is an omni light. Omni lights function much like a lightbulb in that they will cast light in a sphere around them. This is useful to quickly light a scene. For example, you can add a lot of mood to a scene if you place an omni light where a natural light would be.

The other type of light is a projector. Think of these like spotlights that can also function like an overhead projector or beamer.

Projector/spotlight will only cast light in one direction the one you chose for it.

Image 5: Projector Maps

Use of the projector panel is fairly simple. You can select the corresponding projector or omni light mode by clicking the arrows.

The HUD comes with a choice of projector maps and you can always put your own into the HUD and use them as well: It will take any uploaded texture that has full permissions set.

Just right click the HUD, select edit, go to content then drag and drop your texture into the box.

3.1.3 Light Settings

The next panel is where things get a bit technical. The settings panel allows you to fine tweak the settings for your light on a more granular level. These take a bit of explaining on what they do. In general, it's a good idea to just experiment and see.

Image 6: Settings Panel

Intensity. How strong your light shines, this allows you to make really subtle lights that add a touch of color to your scene without overpowering the over-all mood.

Radius. How far your light shines. Both omni lights and spotlights have a maximum radius for how far they reach. This is the setting.

Falloff. Think of light as emanating from a small point. While radius tells it how far it goes falloff tells it how quick it loses intensity.

FOV. Spotlight only. Field of view, how wide or narrow your projector is. Think of your light as a cone in this example – FOV governs how wide the circle at the target will be.

Focus. Spotlight only. This setting is most notable if you're using a projector with a more complex shape. Focus will govern how sharp or blurred the light will be. You can use this to for example soften the gradients that come with the HUD or put into focus a visual effect.

Ambiance. Spotlight only. This will flood the scene with the selected light, offering a quick way to set an overall mood but can quickly result in a loss of shadow information.

3.1.4 Position Panel

The last panel of the main HUD is used to make fine tweaks to the position and rotation of the light. This is most useful if you either want to rotate a projector or need fine control over where the light goes. You can use this in tandem with any other function, so you can quickly position a light with the 'Point Light to Camera' button and then tweak your settings here.

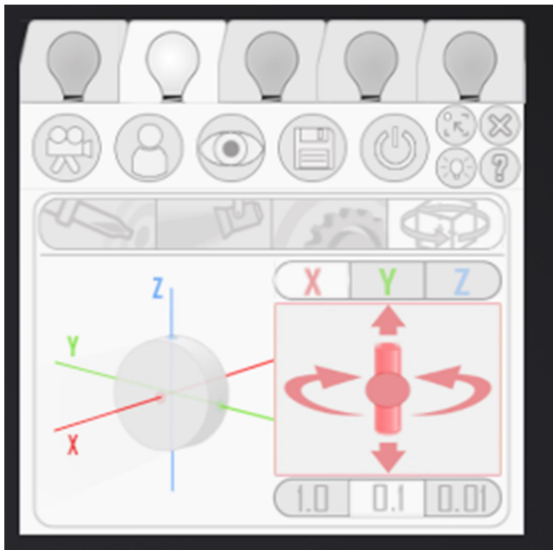

Image 7: Position Panel Settings

The diagram to the left shows how the coordinates are setup.

This follows the Second Life default color scheme.

You can select the X,Y, and Z axis and then adjust the position and rotation using the gizmo underneath.

The arrows pointing up and down will move the light up and down along the axis (not your relative view) while the curved arrows rotate the axis.

The last part of the panel allows you to set how big or small the steps are. In a normal workflow, you should only use this for minor adjustments.

3.2 Extra HUD

The 'Extra HUD' includes functions that were added in later updates and did not fit the narrow scope of the main light HUD. These were based on user suggestions too, so keep those suggestions coming!

Image 8: Extra HUD

From left to right as seen in Image 8, the functions are:

Camera-Lock. It consists of a capture camera button and lock.

The camera lock will force the camera into a previously captured position while you are in the default camera mode (such as the third person over-the-shoulder camera. See Image 9), you can also return to the default by pressing escape on your keyboard.

Image 9: Reset Camera View

Here is a quick and easy guide how to use it.

1. Find the right camera angle for your picture.
2. Press the camera capture button and you can toggle the lock button as needed.
3. Move your camera with the free look camera controls and position your lights.
4. Whenever you want to return to your saved camera position, simply press the over-the-shoulder button on your default viewer camera controls and the camera should snap right where you saved it (Image 9).

To return the camera to normal just click the camera lock button and it will reset to your default viewer settings. The light will indicate whether the lock is currently active or not.

Next up is a helper for composition.

Thirds Composition Grid. Using composition grids can allow you to create harmonious looking pictures similar to the idea of using the golden ratio. Composition grids are just as useful for drawing as they are for photography. To create the grid, do as follows:

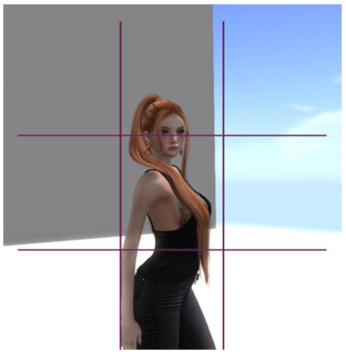

Image 10: Composition Grid

1. You click the third icon as seen in Image 8. This will dim your current view as it places an overlay over your entire image.
2. You click two diametrically opposed corner points of a rectangle. Upon the second click, the grid will snap into place.

Clicking the third icon again will remove the current grid, allowing you to place it again.

Create a pack of save cards. The next button in the 'Extra HUD' will give you a pack of save cards for use with the main HUD. You can create as many as you like and share them with friends as well.

Create an AUX Pack. It will create an 'AUX Pack', short for auxiliary. This is needed for 'Cross Avatar Support' and you can read up more on how it is used in chapter 4 'Cross Avatar Support'.

Animation Counter. This is not a button. Just a script that shows your current amount of active animations. Second Life has got a hard limit on how many animations can run at once and if you go beyond that limit, it will begin pausing animations. If you've ever used the various pose tools, you'll know this issue. The animation counter simply gives you a readout on the amount of active animations.

4 Cross Avatar Support

Cross Avatar Support allows you to essentially control the (s)light Sorcery lights on another user, much in the same way as you would on yourself.

It essentially works with a relay and receiver that translates the commands between the HUD and the lights. You will need to follow these steps:

1. Find and attach “(s)light Sorcery - Relay for multi-user support – ADD” to yourself.
2. Use the “(s)light Sorcery Extra HUD” to create an AUX pack, fifth icon in the 'Extra HUD'. 
3. Give the “(s)light Sorcery AUX pack - Transfer and Unpack” to your model.
4. Ask them to unpack it.
5. Ask them to attach “(s)light Sorcery - AUX Receiver - ADD” and any number of lights you need (you can add the lights later) and agree to permissions.
6. In the “(s)light Sorcery Photo HUD - ADD”, click this icon: 
7. A standard SL dialogue box will open, offering you a selection of all avatars in the current region. Select your model.
8. Your model will be asked for their permission.
9. Done.

If everything worked successfully, you will get a message informing you that you’re good to go. Both you and your model can at any time revoke the permission, either by detaching the HUD or in case of the model, by clicking the HUD. Both users will be informed about this in that case. Please be responsible when using this.

So quick summary:

- Give AUX pack
- Add Relay (you) and Receiver (model)
- Click light icon in main HUD to connect light
- Ask permission, done.

5 Second Life Limitations

While we try to work around any technical limitation as good as we can, some of these are intrinsically linked to how Second Life operates. These are the technical limitations we were not able to overcome:

- Lights can only be placed within the bounding box of an avatar.
- Client/Server Desync: Second Life and your viewer disagree on your position. For the HUD this means there can be a small but persistent offset when placing lights. You can usually fix this by detaching and re-attaching a light or taking a small step.
- The HUD will not work in areas where scripting is not allowed.
- Please be aware that attaching the 'Extra HUD' to any HUD node but the center node may lead to inaccuracies on non-standard resolutions for the composition grid.

Image 11: #relatable technology adjacent troubles

6 Troubleshooting

"I can see the HUD but it does not respond"

Please make sure you're in an area that allows scripts and re-attach the HUD. A number of failsafe functions have been included in the HUD that trigger on attaching the HUD. Should that fail, please contact us for individual support (see **Contact**).

"I can see the HUD, it does respond, but the lights do not"

In this case, please re-attach both the lights and the HUDs one by one. Wait 1-2 seconds after each attached object and then try again. If the issue persists - please do contact me for individual support (see **Contact**)

"I can see the HUD, it does respond, the light objects move, but there is no light"

There are usually three causes for this. They are as following:

- Not all Windlights/EEP play nice with projectors.
- Local lights (also **Advanced Light Mode**) has been turned off.
- Face lights have been turned off. Please turn them on. See: 

"I am using the posing tool in Black Dragon and the lights no longer target my avatar"

This happens when you change the position of your avatar, using the poser. The way the HUD works is that it places the lights within your avatar's bounding box.

Black Dragon posing happens on the client side. As a result, the script has got no way of knowing where your avatar actually is at the moment.

The closer to your starting position the adjusted pose is, the more reliable.

7 Changelog

Version	Changes and additions
V1.08	• Added Extra HUD. • Moved AUX, Animation Counter and Memory Printer to the Extra HUD. • Added Composition Grid and Camera lock to Extra HUD.
V1.07	• Added cross avatar support • Added additional projector maps

8 Contact

In case of issues, bugs, questions or anything along those lines, you can find us in these places. Please be aware that we're not always online in SL and might be occupied otherwise. Your best bet is finding us at any of the other listed places, where we can be found during western European prime times. Don't be shy, we'll always try to answer when we can and we just love chatting in general.

ValKalAstra – Creator of the HUD:

- Discord – "kal_astra"
- Discord Support Server - https://discord.gg/RDBkGPX6
- Forums: https://community.secondlife.com/profile/1567809-valkalastra/
- Second Life in world - Nina Kastra (valkalastra)

Arine – Customer and Event Outreach, CMEOW of operations.

- Discord – "arine." (with the dot)
- Second Life in world Arine (Arine96)

Happy Photographing!