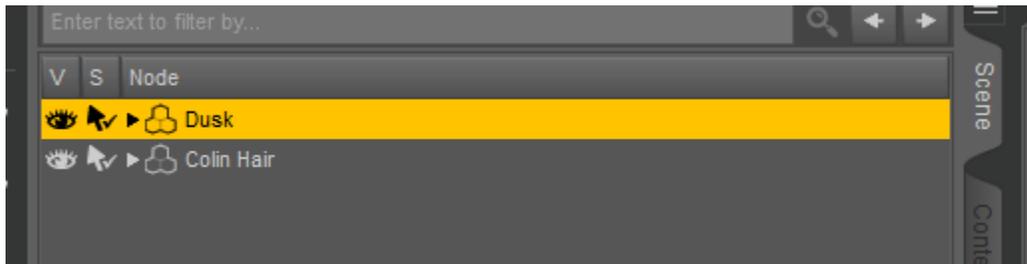


Export Options : *Saving Commonly Used Presets* *in Daz Studio 4*

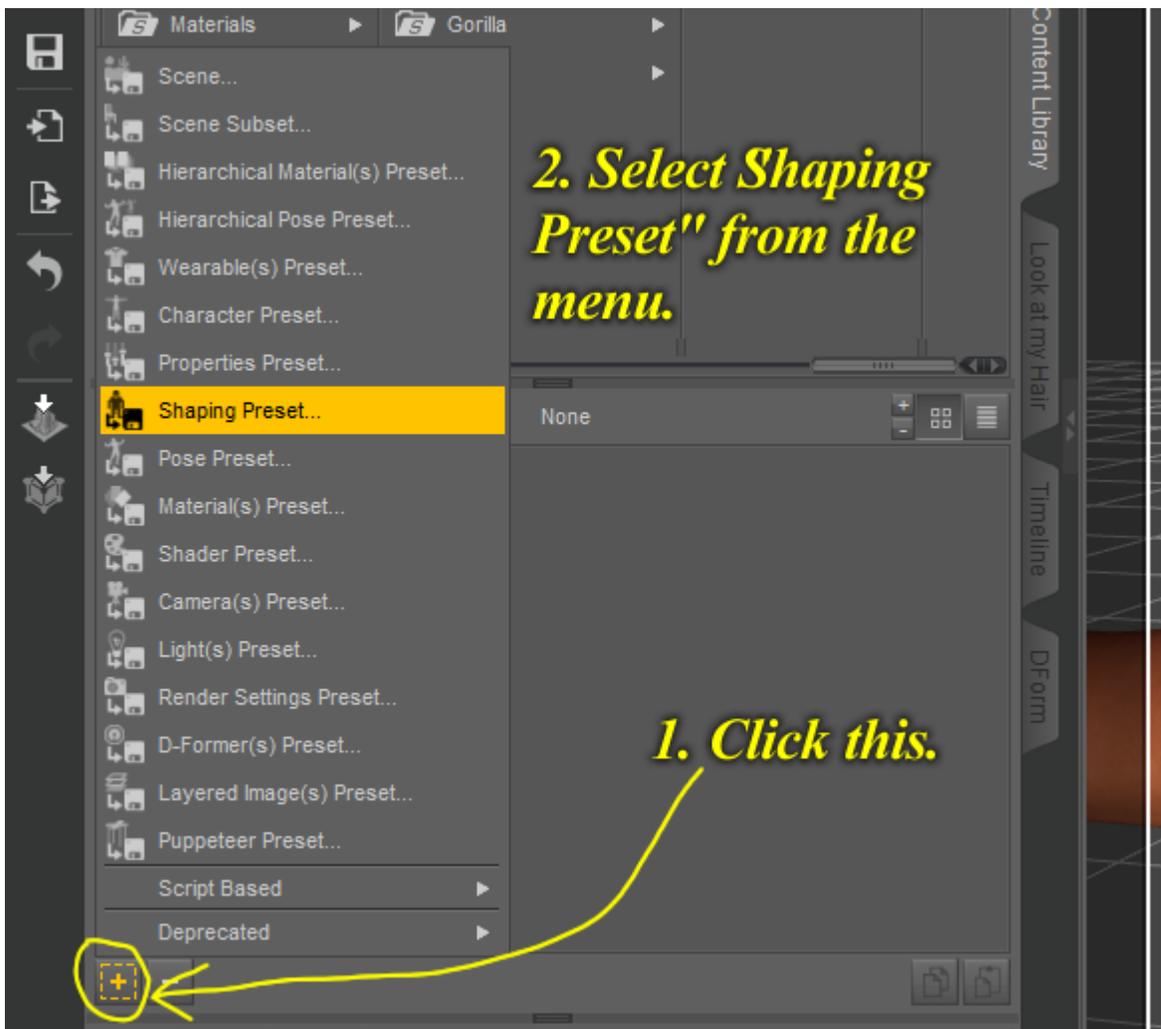
Shape Preset :

Go to your **SCENE** tab, and make sure that you have your already-morphed figure selected. When selected in the Scene tab, the item will be yellow :



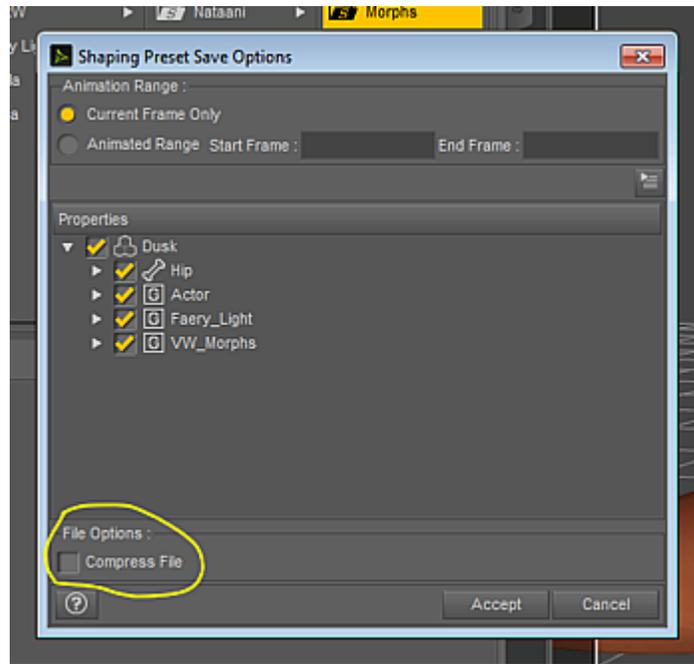
Now, go to your **CONTENT LIBRARY** tab. Navigate to the folder where you want to save your preset. Create the folder if you need to (*I will assume you know how to do this already*).

Once you've created the folder/or have navigated to the appropriate folder for the save, click the **PLUS** icon down in the lower left corner of the window. (+) Then, choose "Shaping Preset" from the fly-up menu that opens :



A new dialogue window will open. Type in a name for your morph. I usually put the letters “INJ” or “REM” in the title, simply because a Shape Preset serves the same basic function as a Poser INJ/REM pose does. Once you've typed in a name for your morph, click OK.

Now, a new window will open up. This is your *Shaping Preset Save Options* dialogue. It looks like this :



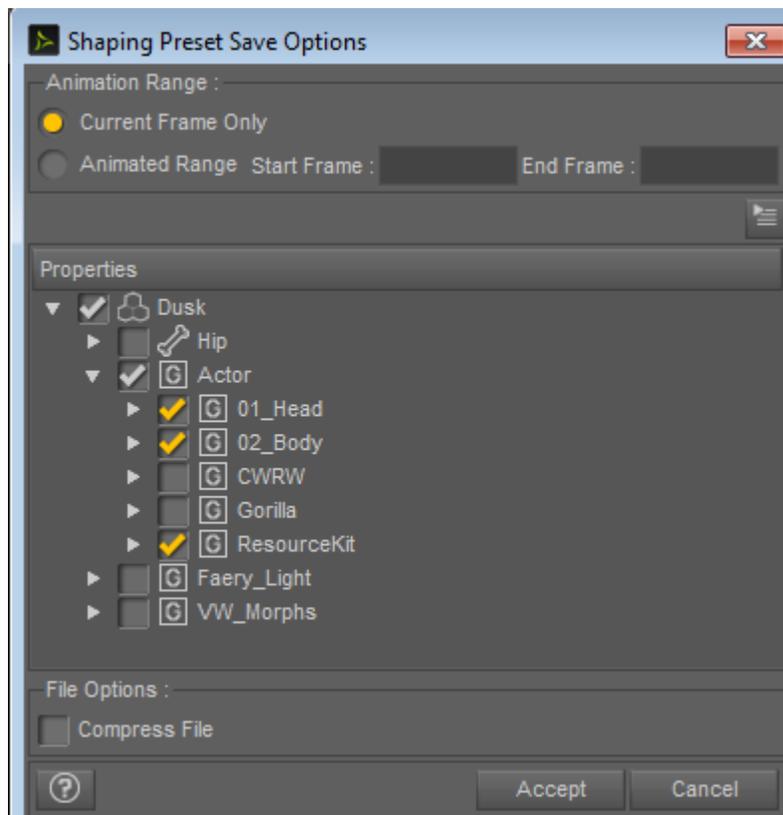
In this window, the first thing you want to do, is DESELECT the “Compress File” option. I never, ever save DS files with compression turned on. If you ever have to go back in and hand-edit the text of a .duf file later on, and the file was compressed during the save, it requires a rather annoying workaround to turn the file into something you can edit.

So, make sure you deselect the “Compress File” option first thing. Do this with every file, every save. Generally, when you save a file, if you deselect it, you will not have to do it again for the next save of that export type. But the first time you save a file, Studio will have the compression turned on by default.

Also by default, the window will open up with the figure tree collapsed. In my screenshot, I've expanded “Dusk” by clicking the triangle next to the figure's name.

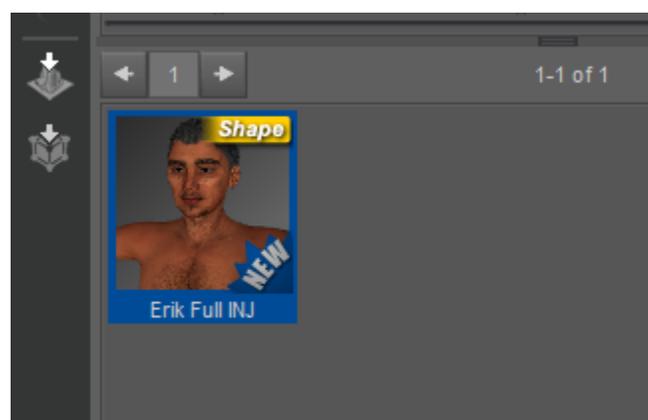
This is where the bulk of the work takes place for saving a Shape Preset. It's really not hard, it just takes some careful clicking. The first thing you want to do after turning off file compression and expanding the figure tree, is to deselect any morphs you will NOT be using from the root of the tree.

So, in this example, a I'm just doing a full body preset (head+body both), I'm going to only worry about deselecting a couple of things from the “ACTOR” tree. CWRW, and Gorilla are not being used by Erik's shape, so I don't need to save them. This is probably not an absolutely necessary step, but it's just my own habit in my workflow.



I did leave the “ResourceKit” selected, because about 90% of Erik's head shape relies on morphs from that package. The nice thing about a Shaping Preset save, is that you don't have to worry about removing the posing control morphs from the file. They are not present in the shaping dialogue.

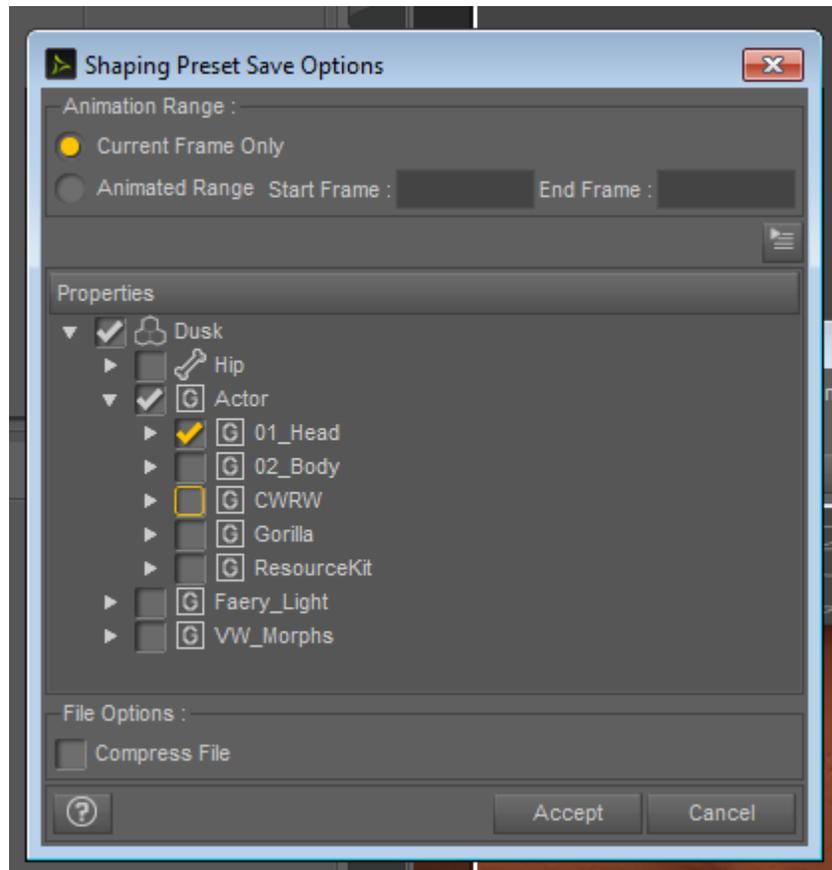
At this point, I have everything selected that I want to save for the full INJ. Once you're sure of your export options, go ahead and click the “Accept” button. A new icon will now appear in the folder within your Content library :



The blue color, and the “New” label on the thumbnail will disappear the first time you click the icon to use it. The yellow “Shape” marking will remain, though.

At this stage, you've completed a full Shape Preset. If you want to save a Head-only or a Body-Only preset, the process is identical, except the options you select in the save dialogue.

Here is what Erik's save dialogue looks like when I am saving a Head-Only INJ :



You'll notice that the only thing I have selected for this, is the **"01_Head"** within the **"ACTOR"** tree.

To save a Body-only shape preset, you would select the **"02_Body"** only.

Now, I do want to caution here – when saving a preset on Dusk, I always adjust the morphs in his body. I do not go to the head or other body parts to do my shape work on him. In the case of the HiveWire figures, this is all that's necessary, because when you adjust the morphs on the body of the figure, they auto-adjust everywhere else as well.

In many of the Daz figures, especially the Genesis line, you will have to expand the tree out and click through a bunch of different body parts to make sure you have all the morphs selected that you want – and ONLY those morphs. Every figure is different. The Genesis tree looks very different from the Genesis 2 Female tree. The Genesis 3 Male tree looks very different from the Michael 4 or Dusk tree.

The more you do this, the more familiar you will get with the layout of the figure trees in the various types of save dialogues.

For saving REM files, to remove your morph settings, you would want to set your figure back to ZERO, and then go through and do the same procedure again, only this time make sure you name the file with “REM” in the file name. This gives folks a “Character Head INJ.duf” and a “Character Head REM.duf” in their library folder, and they can now tell the difference between what the two files will do.

You do not **NEED** to include an REM file, but I like to do it just as a courtesy to the folks who have to use my items.

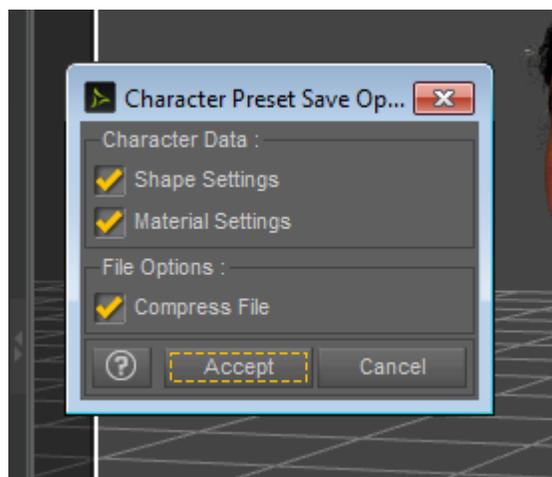
Character Preset :

Before saving a full Character Preset, make sure that you have all of your figure's morphs **EXACTLY** as you want to distribute them, and make sure that you have all of your textures and Surfaces tab material settings **EXACTLY** as you want to distribute them. Both of these items – morphs and materials – will be distributed and applied when your end users load your character preset. If you have any rogue textures assigned from other sources that are **NOT** included in your character, the end users will get error messages when they apply your preset.

For saving a full character preset, you will do the same beginning steps as with the Shape preset.

- 1.) Go to your **SCENE** tab. Make sure your already-morphed, AND textured figure is selected.
- 2.) Then go to your **CONTENT LIBRARY** tab, navigate to the folder you want to save your preset to, and then click the yellow **PLUS** sign (+).
- 3.) Now, select **CHARACTER PRESET** from the fly-up menu options.
- 4.) This is a much simpler, and much shorter save. Make sure “Compress Files” is **NOT** selected.
- 5.) Then make sure that both “Shape Settings,” and “Material Settings” **ARE** selected.
- 6.) Click the “**Accept**” button.

This is what the *Character Preset Save Options* dialogue looks like. It's nice and straightforward :



As you can see, I don't tend to create full Character presets, otherwise the “Compress File” option would already be deselected in my screenshot. :)

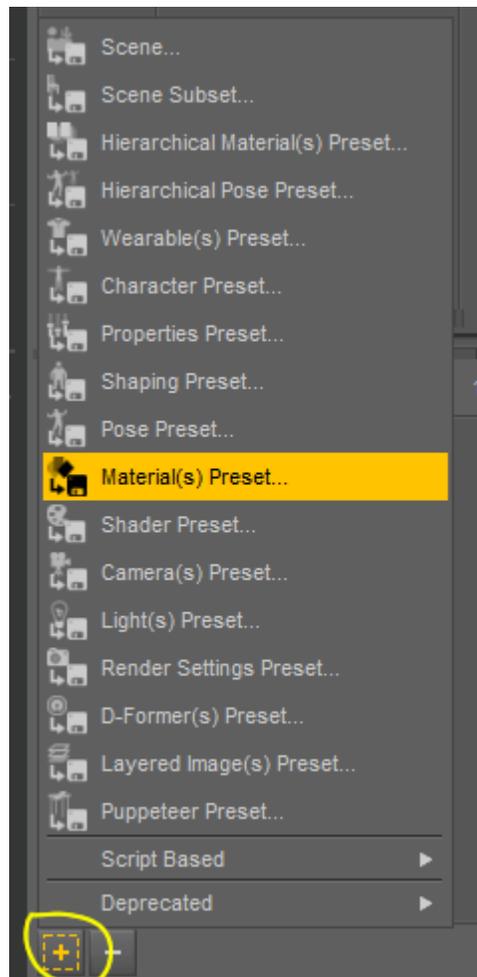
Once you click the Accept button, a new icon will appear in your library, and you will have the blue color and the “NEW” marking on it. Just like any other content, the first time you click that icon, the blue and the new item marking will go away.

Material Preset :

If you are saving a full Character preset, and want to offer separate material-only application files, or if you are only distributing a Shape preset and need to make MAT files separately, then you will have to save these files separately as well.

Just like before, go to the **SCENE** tab, and make sure you have your figure or object selected in there. Then go to your **CONTENT LIBRARY** tab, and navigate to the folder where you intend to save your MAT files.

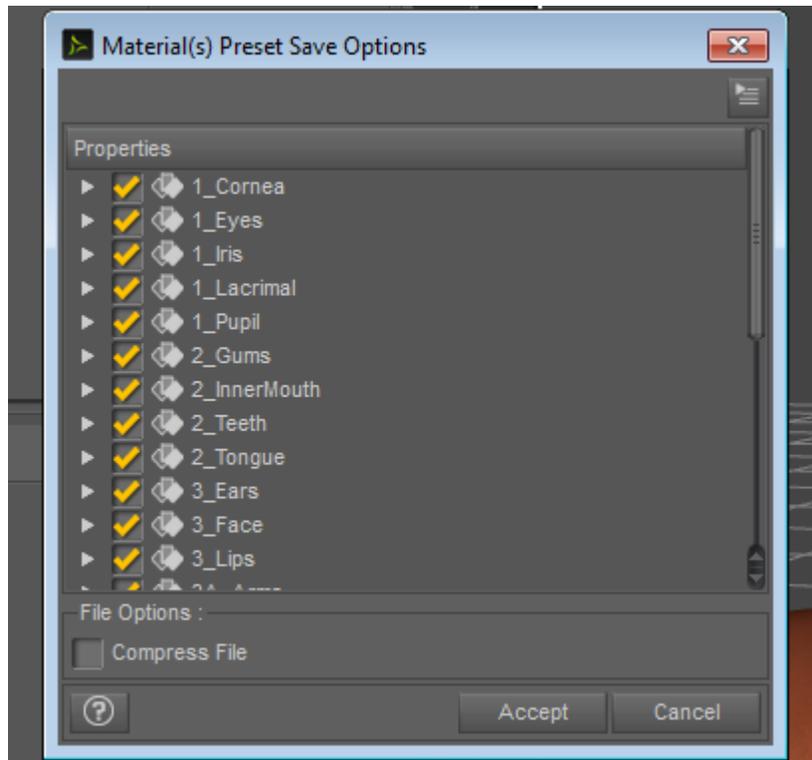
Now, click on the **PLUS** sign (+), and select **MATERIAL PRESET** from the fly-up menu options :



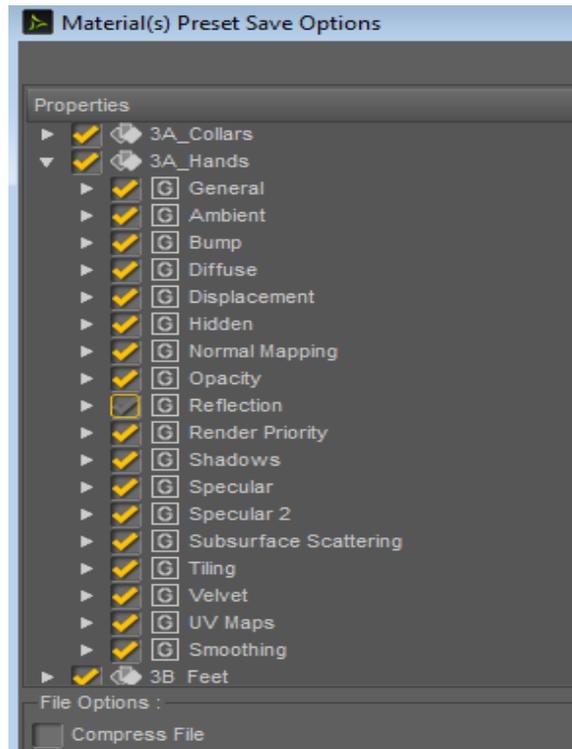
A windows dialogue will open.

Type in a name for your MAT file, and click the OK button.

You will then be presented with the *Material Preset Save Options* dialogue :



This is where you select which surfaces you want to save in the MAT file. Each of these surfaces can be expanded via the white triangles to the left side to reveal the various properties :



At this point, you should go through and select all of the surfaces that you want to save in your MAT file. By default, everything will be selected. For a partial mat file, such as a head-only or hands-only MAT, you would need to DESELECT everything except for the parts you want the MAT file to affect.

You'll notice that each of the surface properties also contain white triangles. You can expand these to further refine your MAT file and what it will affect.

Once again, make sure you have turned off file compression. When you have everything selected that you want, go ahead and click the Accept button. A new icon will once more appear in your library folder with the new MAT file.

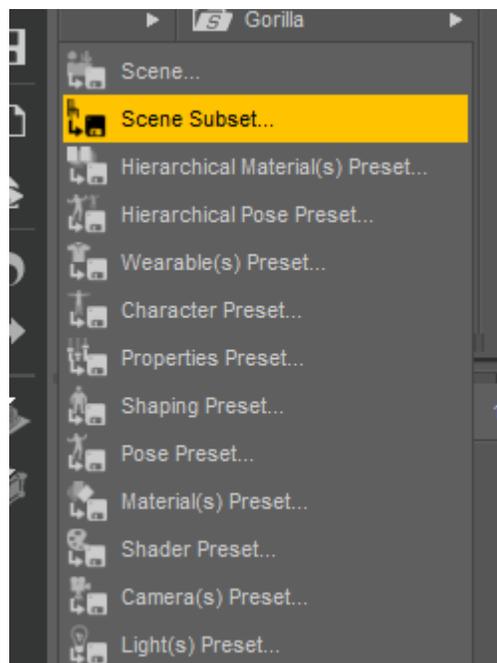
Scene Subset :

Scene subsets are most commonly used to save pre-loads. A pre-load is a collection of elements that when combined, form a pre-arranged grouping or setup of props, figures, or other items that is to be distributed for making the item easier to use on the end user's part. Just as with full scene files, anything and everything that is contained within a subset will be saved in the file. These files require the end user to own, and have currently installed, *everything* that the subset includes.

The advantage to saving a pre-load as a Subset, rather than a full Scene file, is that it allows the end user to load your items together, already positioned, while maintaining the freedom to apply their own lights and cameras to the scene if they wish to do so. It also allows the end user to merge your pre-load into a scene that they might currently have in progress, and when done properly, the merge will not change their lights, cameras, posing, or anything else that happens to be in their scene window at the time.

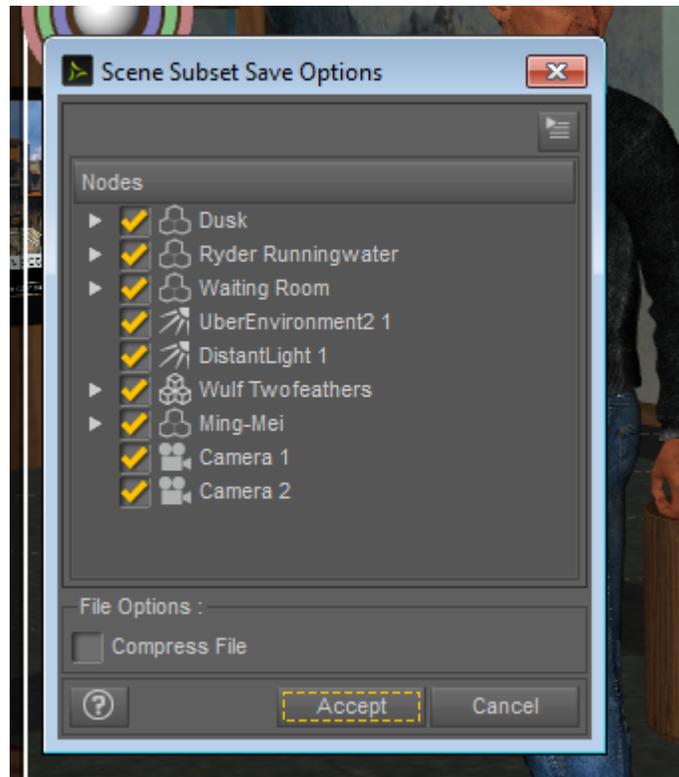
Scene Subsets have many different uses, but the most common use for them is to offer easy pre-loads, or quick loads of multi-prop sets, such as environments, buildings, rooms that contain furniture, bookshelves that contain books and knick knacks, or tables that contain dishes and food already laid out for a meal. I use scene subsets on a regular basis for my own artwork, and for all of the reasons listed above, as well as many others.

To save a Scene Subset, just like many other save types, the first thing you do is click on the yellow PLUS (+) icon in the bottom left corner of your Content Library window :



This will then open up a dialogue window. Navigate to where you want the subset saved. Type in a name for the subset, and then click the OK button.

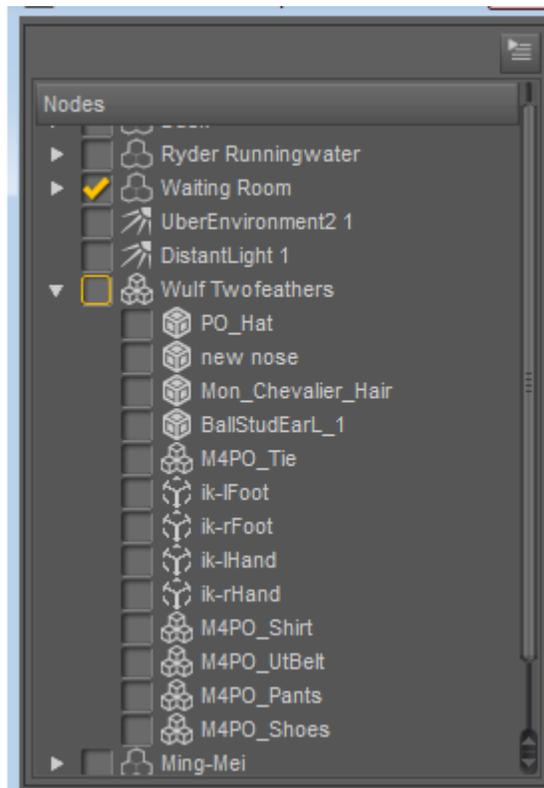
At this point, you will be presented with the *Scene Subset Save Options* dialogue :



Once again, everything is able to be expanded to allow access to any objects that might be parented to the base items in the scene. As you can see, I have a couple of cameras, and a couple of lights in this scene. I also have four figures, their clothes, hair, and associated props.

I'm going to save this setup, because I happen to like my rearrangement of the waiting room environment. But I don't want to save the figures or their clothing and props. I only want the actual interior room environment saved for future use.

So, this is where I would go through and click to deselect anything I do NOT want saved in the Scene Subset for future use. *(This is my own most common usage of a scene subset; partial environment setups for future renders.)*



As you can see, I've deselected everything except for the environment props. For this screenshot, I expanded the tree for Wulf Twofeathers to show where everything else that is parented to an item can ALSO be selected or deselected.

As a note – if you deselect the base item (*in this case, Wulf Twofeathers*), then DS will automatically deselect everything that is parented to that item as well. Likewise, if you try to select **ONLY** a parented item, it is going to automatically select the base prop/figure that the item is parented **TO**.

In order to select a parented item **WITHOUT** selecting also the object it is parented to, you have to go back into the **SCENE** tab and drag the parented item downward, so that it is displayed underneath the base figure/prop in the scene hierarchy. So long as you do that, you will be able to select just the smart-prop without the base figure it's attached to.

This allows you the freedom to also save, for example, a character build. You've got your figure morphed, dressed, hair in place, any jewelry that you want attached... but you also dressed the figure and don't want to save the clothes in the subset. So you would do a scene subset save, expand the figure's tree, and deselect only the clothing items, leaving the figure, hair, and jewelry attached. The next time you load that subset, you will have your figure, its hair, textures, and jewelry – but no clothing.

I do not want the cameras – I always set up individual cameras for each scene I make.

I also do not want the lights – I set up my own light rigs for each scene as well.

And in this case, I don't want any of the other figures or their associated items, either.

As such, I have deselected all of those, leaving me with **ONLY** the waiting room environment selected.

So, go ahead and deselect anything you do **NOT** want to save in this scene subset. Make sure file compression is turned off, and then click the “Accept” button. And you will now have a hand little pre-load file icon in your Content library.

This file, if it contains a selection of props or figures that you are distributing to the public, can now be included in your item's zip file for distribution, along with any needed textures, data, or other files that are required for **ALL** of the items in the subset to function.

If I was intending to distribute just my cameras with this, I would leave **ONLY** the cameras selected.

Likewise, you can also distribute lights and their settings via a scene subset as well. Leave **ONLY** the lights selected if you wish to do that.

Scene subsets have a lot of possible uses. Some of what you can do with a scene subset can also be done via other methods in Studio. Many functions within DS are like this; often things can be accomplished in a number of different ways. It's just a matter of going with the method you find the most intuitive to the way you work.

The biggest thing with saving a scene subset for distribution is to make sure that you have included **ONLY** the items you are distributing in it, because **ANYTHING** that you select on the save dialogue will be included, and if the end user does not have something installed, they will get error messages when they go to load the subset.

I'm not going to cover how to save a basic, full Scene file, because I'm pretty sure that by the time someone is looking to save specific things such as morphed shapes and props, they are already quite well aware of how to save a full scene.

Figure/Prop Exports :

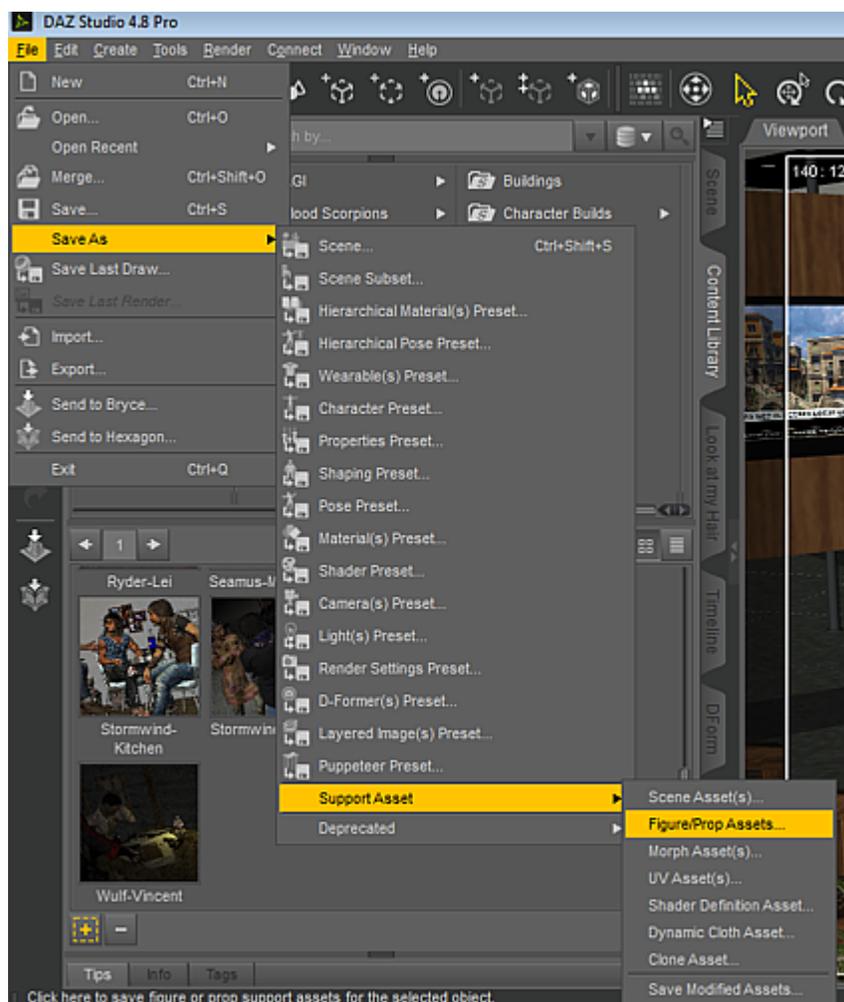
This export type is used to save that fancy new set of earrings you just made, or that broken down set of furniture that you saw in a rotting hut somewhere in the woods. This is also the export type that should be used if you are distributing a rigged and boned figure, such as an original human figure, animals, ropes, leashes, water hoses, anything that has rigging and bones involved. Clothing, conforming hairs, conforming jewelry are also included in this file type. So are prop-type clothes. **Basically, anything that is a prop or boned figure should be saved as a Figure/Prop Asset.**

Unlike the other common export types, this one can **NOT** be reached through the **PLUS (+)** sign at the bottom of the Content library window. To save a figure or prop object, you have to look up at the top of your Daz Studio interface.

First, make sure you have the figure or prop item you want to save selected in your **SCENE** tab.

Now, go back into your **CONTENT** tab. Navigate in the Content tab to where you want your prop or figure to be saved. Create the folder if need be.

Then, all the way to the top in your DS menus, click on the file menu :
File → Save As → Support Asset → Figure/Prop Assets

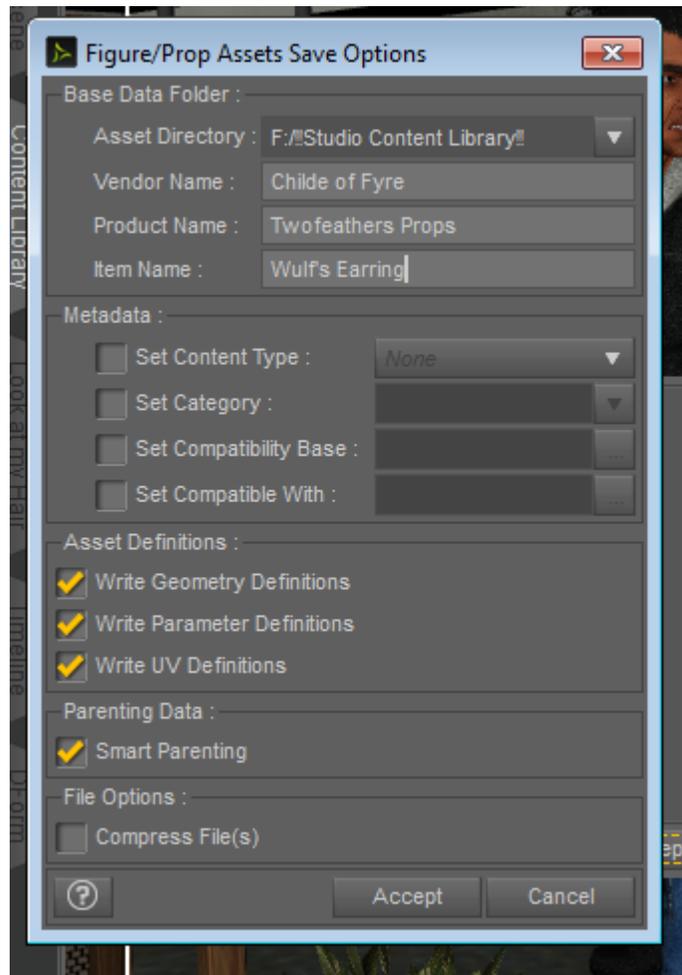


At this point, you will be presented with a Windows save dialogue. Navigate to the folder that you set up for your new prop/figure, and type in a name for the new asset. Then click the OK button.

You will now be looking at the Figure/Prop Save Options dialogue window. This is where you tell Studio what the item is, where to put the geometry, UV, and morph files, and if you wish to, you can also designate metadata here that tells the program a bunch of other information.

I'm going to go over each property one at a time, so you know what they are, what they do, and when to use or not use them.

This is what the *Figure/Prop Save Options* dialogue window looks like :

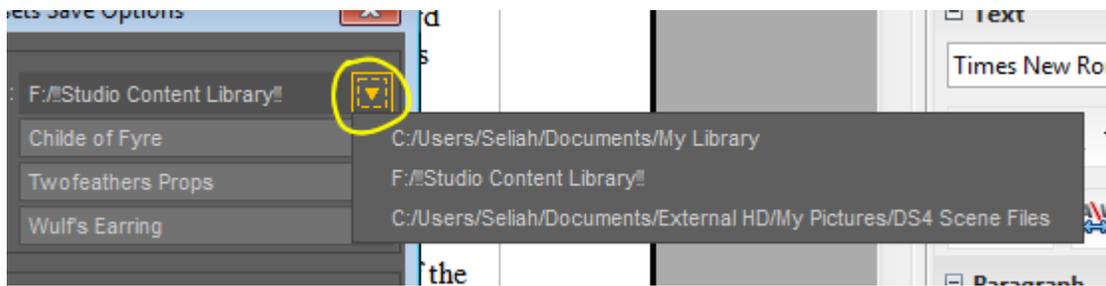


1.) Asset Directory :

This is your base CONTENT folder of your Daz Studio installation. This is the root of your entire DS install. Yours might be called “My Library” or “Content,” or whatever other name you may have chosen for it. Mine is labeled !!Studio Content Library!! because I have it on an external USB hard drive, and I want it to list at the very top of that drive.

I also use this name because after doing this hobby for fifteen years, I do still have my Poser Runtime directory, and while I know that I could technically merge it into my DS content directory, this old dog doesn't like new tricks sometimes, and I'm just happiest keeping the two content directories separate. *Woof. :)*

When you save your props or figures, **make sure** that the asset directory is set **correctly**. You can choose a different location by clicking the downward-facing WHITE ARROW to the right side of the directory listing, like this :



When you click that arrow, it will turn yellow, and it will display a list of your mapped content directories. You will always have at least one mapped directory, since you have a working copy of Studio with which to be reading this tutorial in the first place. But if you have additional directories, or ever want to add any, you will have to map them in Studio's preferences.

Anyway – clicking that arrow will allow you to select the content directory that you want to save your figure or prop item to. Just make sure you take a note of which directory you saved your item to, so you know where to go to collect the data files later.

2.) Vendor Name :

This is the name you go by as a vendor. This will also be **YOUR** data folder in the Daz Studio /data/ directory. Because I have always distributed everything under the name Childe of Fyre, I have entered that name into this field. Once again, make sure you remember what you typed into this field. You'll need it later on when you go to package up your item.

3.) Product Name :

This is where you designate what folder your item will be stored in within your /data/ folder. Because I do primarily story illustration renders, I frequently save edited or adjusted items for my own personal use later on. I also frequently end up having to create items, as much of what I need to use is not available elsewhere. You folks often get new toys to play with because of that last fact, actually.

So! In this case, I have made a single earring prop for Wulf Twofeathers to wear, since he's such a stubborn rebel. ;) I'm saving that prop out to my DS library. So the **PRODUCT** name, because I have multiple of the Twofeathers' characters in regular use, is going to be “Twofeathers Props,” which is the folder where I store all my individual props and figures for the Twofeathers family. *(I like to keep it all together in one place!)*

You should enter a name in this field that you want for your folder. Once again, make sure you make a note of what you entered here. This will be your **/data/VENDOR NAME/** folder for packaging purposes later on.

4.) Item Name :

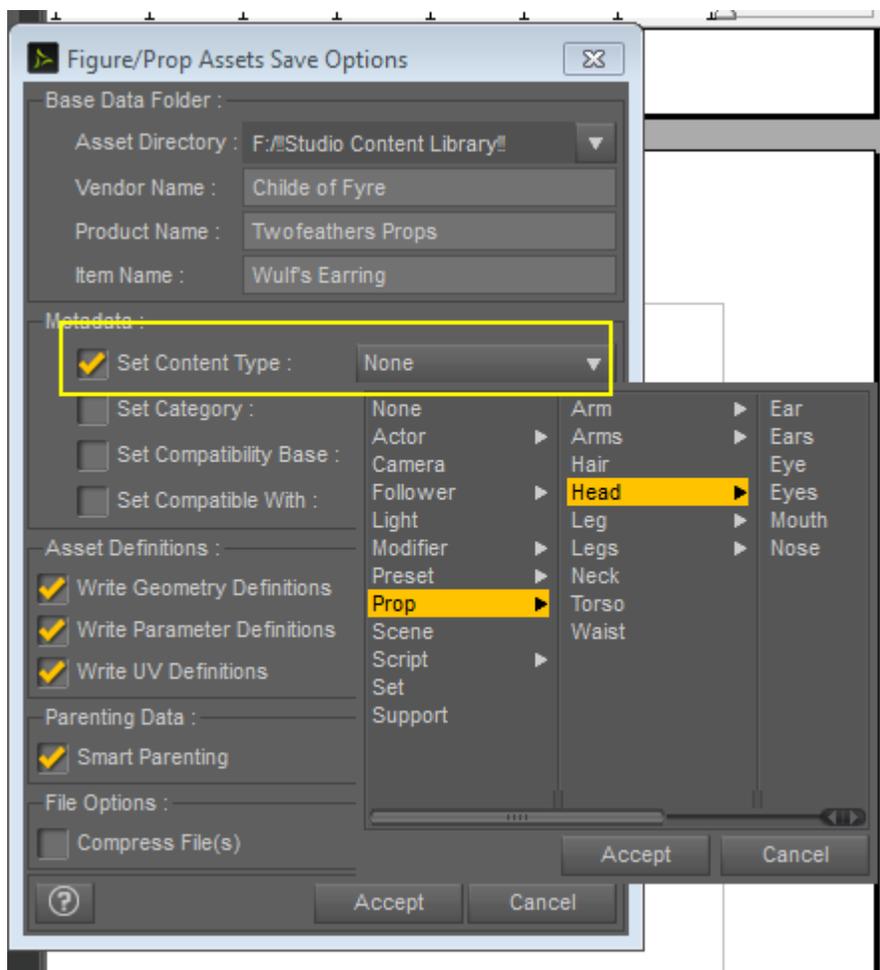
This is the name of the actual prop or figure. In my case, it's just simply “Wulf's Earring,” singular, because he only wears one earring. Yours will be whatever you decide to name your mesh for distribution. It could be “Crazy Ripped Shirt 01,” or “Death Valley” or “Hell's Handbasket,” or whatever you have decided on for your item name.

To put it in terms of the folder structure, the **Item Name** field is your **/data/VENDOR NAME/Product Folder/Individual Prop file/**.

5.) Set Content Type :

This is where you can tell Daz Studio if something is a prop, and what part of the body it's attached to. Or if the item is a wearable preset, or a conforming cloth item. This is **Metadata** information. I personally never set these data, because I do *NOT* use “Smart” content. I find that it's not so smart. :) If you want to set the Metadata, this section of the dialogue is where you set all of that information.

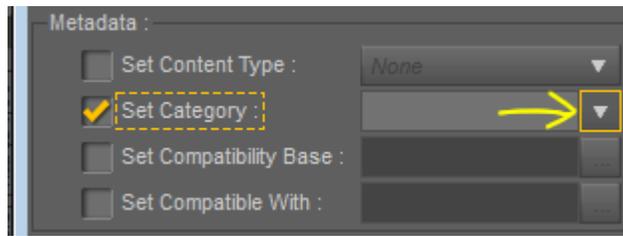
Put a check mark in the “Set Content Type” box, and then click the box to the right that says “None.” It will expand out a list tree for you to select the type of content you are saving. That looks like this :



6.) Set Category :

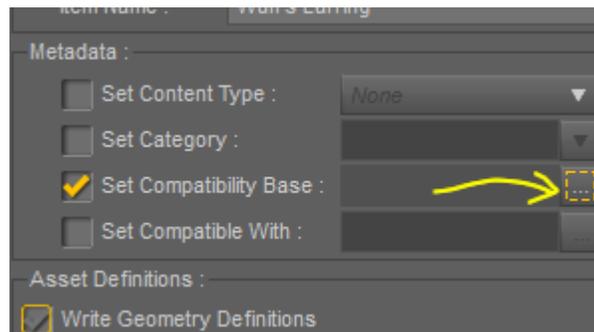
Again, this is metadata. I'm not going to show you a screenshot of this, because at least on my widescreen resolution, when I click on this, it completely fills my screen and then some. Like the “Content Type,” you would put a checkmark in this box if you wanted to set it, and then click the box to the right that says “None.” This category, frankly, does not work for me, as I can't navigate to all of the gazillion possible category choices. I am sure it must work for some folks, though.

If you want to set the category type, this is where you would click to do that :

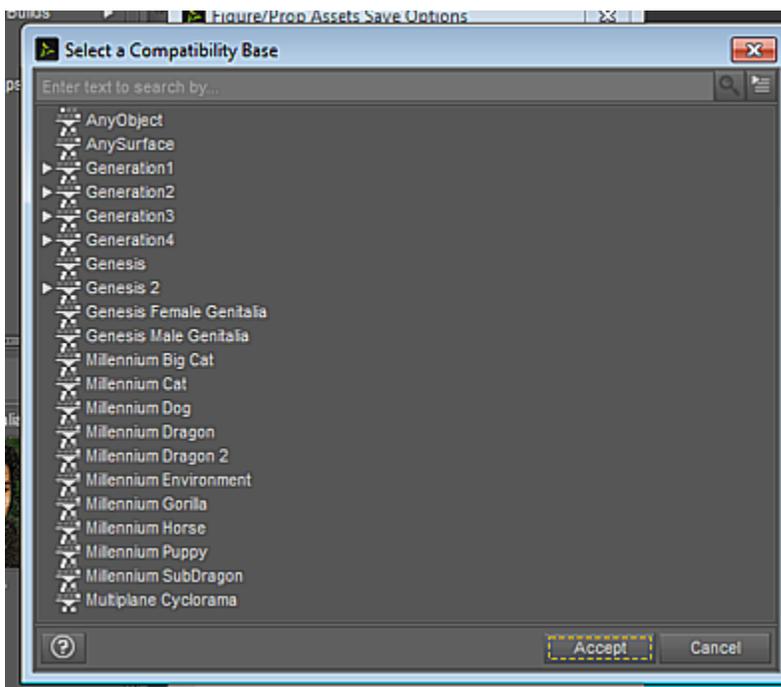


7.) Set Compatibility Base :

This is where you set the Metadata to recognize what base figure type your item was made for. Once again, to set this, you put a checkmark in the box, and then you will click the small box to the right where it shows three dots :



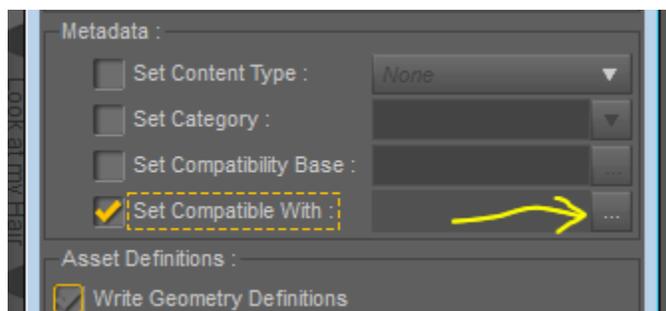
And this is what the options look like, when you click that box :



If you have opted to set this metadata, just select the base figure type that your item was made for, and then click the **ACCEPT** button.

8.) Set Compatible With :

This is the last of the Metadata selections. Again, if you want to set this data on your prop/figure asset, put a checkmark next to it on the options dialogue, and then click the small box to the right with the three dots :



When you click that box, the same type of window will appear as when setting the Compatibility Base metadata. I'm not entirely sure what the differences are between these last two. As I mentioned earlier, I never use “Smart” content, and I don't ever set metadata on my items when I save them to the library, either.

Write Geometry Definitions :

This is what will write the geometry files to the **/data/VENDOR NAME/Product Folder/** that you set up in the top of the figure/prop asset save dialogue. Always make sure this is **SELECTED** when you save a mesh of any kind that you created.

Write Parameter Definitions :

Again, this is saved to that same **/data/VENDOR NAME/Product Folder/** from before. Make sure it is **SELECTED** on this save dialogue.

Write UV Definitions :

This is also saved to that same **/data/VENDOR NAME/Product Folder/** from the top of the save dialogue. It writes the UVs for your mesh object/figure/prop/hair etc. Always make sure this is **SELECTED** when saving a Figure/Prop asset.

Smart Parenting Data :

If the item you want to save is a parented prop, such as an earring, a bracelet, hair, a necklace, etc, then you can **SELECT** this option on the save dialogue, and theoretically, the item should load up parented in place when your user goes to load it into their scene. So if you want the item to load up already parented in place, select this option. If you do **NOT** want the item to load up parented, or if it is **NOT** a parented prop at all, then **DO NOT** select it on the save dialogue.

Compress File(s) :

And, once again, we are back down to that infamous “File Compression” option. As always, make sure this is **NOT** selected when you save your item.

That's the line-by-line of the options in the save dialogue when saving a figure or prop asset to the library. Go through each line, and set the options and file names and folders that you want your item to be saved to, and then click the **ACCEPT** button at the very bottom when you are all done, and ready to write the object to your content library.

– Important –

You **MUST** remember what you set for **VENDOR** name, **PRODUCT** name, and **ITEM** name. You will need to know these for packaging your item later on, as you will have to collect the **/data/** folders for the zip file in order to distribute your item in good working order.

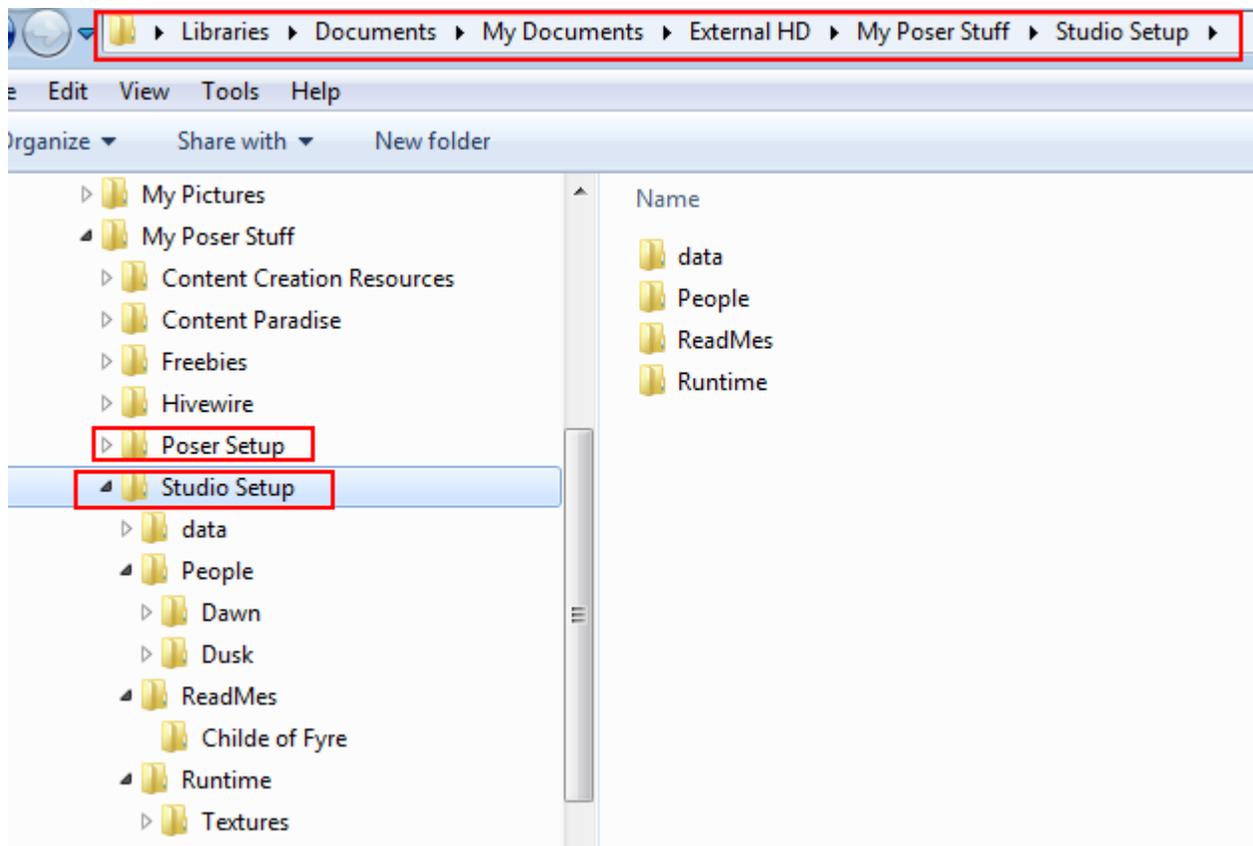
Now, for how to package things up and how to setup your zip files for distribution...

Export Options : *Distributing Your Content*

When it's time to package up your files, you have to collect everything required to make your product work. For a Shape preset, all you need are the .duf and the .duf.png files from your Content Library folder.

When distributing a **Character Preset**, where there are texture maps involved, make sure you also collect the texture maps from your Runtime/Textures folder.

I keep a sort of “dummy” Runtime/Content Library set up on my hard drive for the purpose of packaging files for distribution. Here is what my packing folder looks like in Windows Explorer :



I've highlighted the important areas with red boxes. Because I make files for both Daz Studio and Poser, I have a dummy folder structure for both. They have a permanent home on my hard drive, and depending on what I'm doing, one or both might have something in it, or nothing at all.

When you package an item, the **ONLY** folders that should be present in the zip file are folders that contain your actual content. I have seen a lot of zip files over the years, sometimes even from stores, where **ALL** of the library folders exist. This irritates the users, because when we go to install the product, we have to play hide-and-seek in all of the folders to make sure we've found all of your files.

So, make sure that you have **ONLY** the folders that contain your product inside of your zip file. For Daz Studio, the folders you will have here depend on the type of content you're packaging. We'll use your Shape or Character preset as the example for this.

The “root” of your zip file should **NOT** begin with any “My Library” or “Content” folders. The reasons for this is that your end users might or might **NOT** use those folders. Or, their version of the folders might have a different name.

So, for distributing a **Shape Preset**, the root of your zip file should only contain this :

People → **Dusk** → **Your Product Folder**
ReadMes → **Your Documentation Folder**

Within “Your Product Folder,” you should have the following two files :

Shape.duf
Shape.duf.png

And within the ReadMes/Your Documentation Folder, you should only have your ReadMe file, whether that is a .txt, .doc, .rtf, whatever format you use for your product/freebie read-me files.

That's it. Nothing else is needed.

For distributing a Character Preset, where you have texture maps, you have to make sure to also include your textures folder.

So, the root of your zip file for a Character preset, will look like this :

People → *Dusk* → *Your Product Folder*
ReadMes → *Dusk* → *Your Documentation Folder*
Runtime/Textures/Your Textures Folder

Within the **/Your Textures Folder/** you should have all of your texture maps that are associated with the full character preset.

In the **/People/Dusk/Your Product Folder/** you should have your character preset duf and duf.png files.

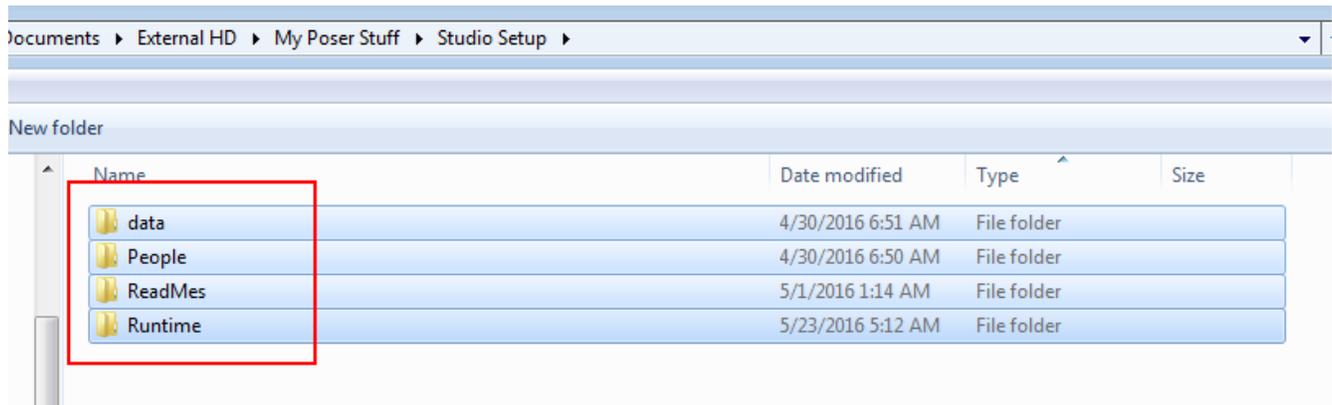
And your read-me file should be within your **/ReadMes/Your Documentation Folder/** of the zip file.

When distributing a **Figure/Prop Asset**, the root of your zip file should look something like this :

data → *VENDOR NAME* → *Product Name* → *Product Files*
Props → *VENDOR NAME* → *Product Name* → *Product Files*
Runtime → *Textures* → *VENDOR NAME* → *Product Name* → *Product Texture Files*

If you what you're distributing is conforming clothing or hair, then where it says “props” up above, yours would say *People* → *Genesis* → *Clothing* or *People* → *Genesis 2 Female* → *Hair*, etc.

When you have copied all the files needed for your product to function, and they are all happily living inside of your dummy folder structure, go back to the root and select everything :



Right click (or press **CONTROL+C**), and **COPY** these folders (or whatever folders are in the dummy structure for your product).

Now, go to where on your hard drive you are going to create the actual ZIP file. There are zip utilities that can do this for you, but I always create my zip files within Windows Explorer itself.

Once in the folder where you want your zip file to live, **RIGHT** click and choose **New → Compressed (zipped) Folder**.

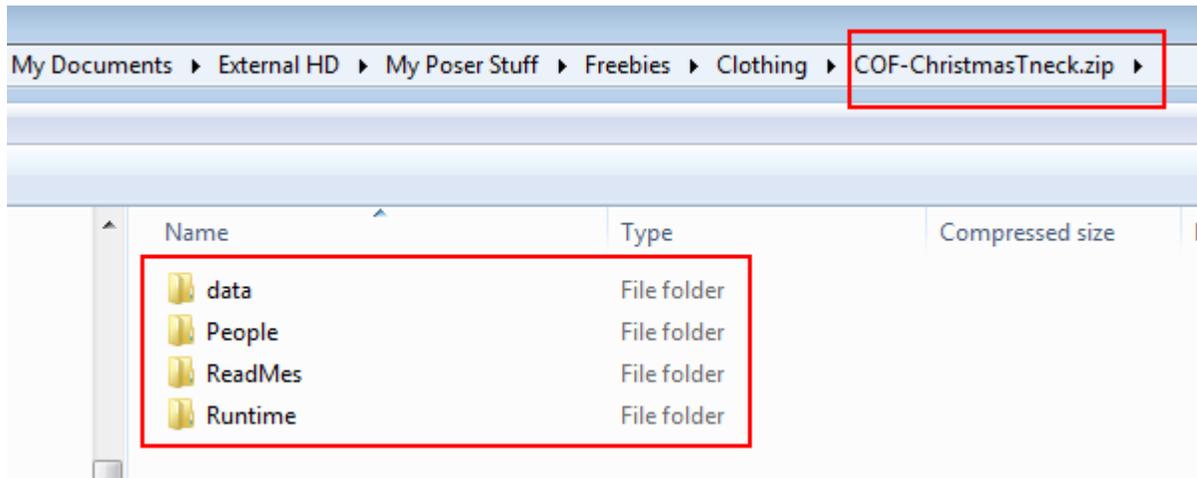
Type in a name for the zip file.

Now, double-click into the new, currently empty zip file. Either **RIGHT** click and choose **PASTE**, or press **CONTROL+V** to paste the files into your zip.

At this point, I click through every folder I have inside of the zip file, just to double check one more time and make sure that all of the files required are indeed inside of the zip.

Once you've done that, all you have to do is upload your zip file to either the store you'll be selling at, your own website, or a place like ShareCG, and you can then announce your freebie/product to the public for general consumption.

This is what the root of a zip file should look like for distribution to the general public :

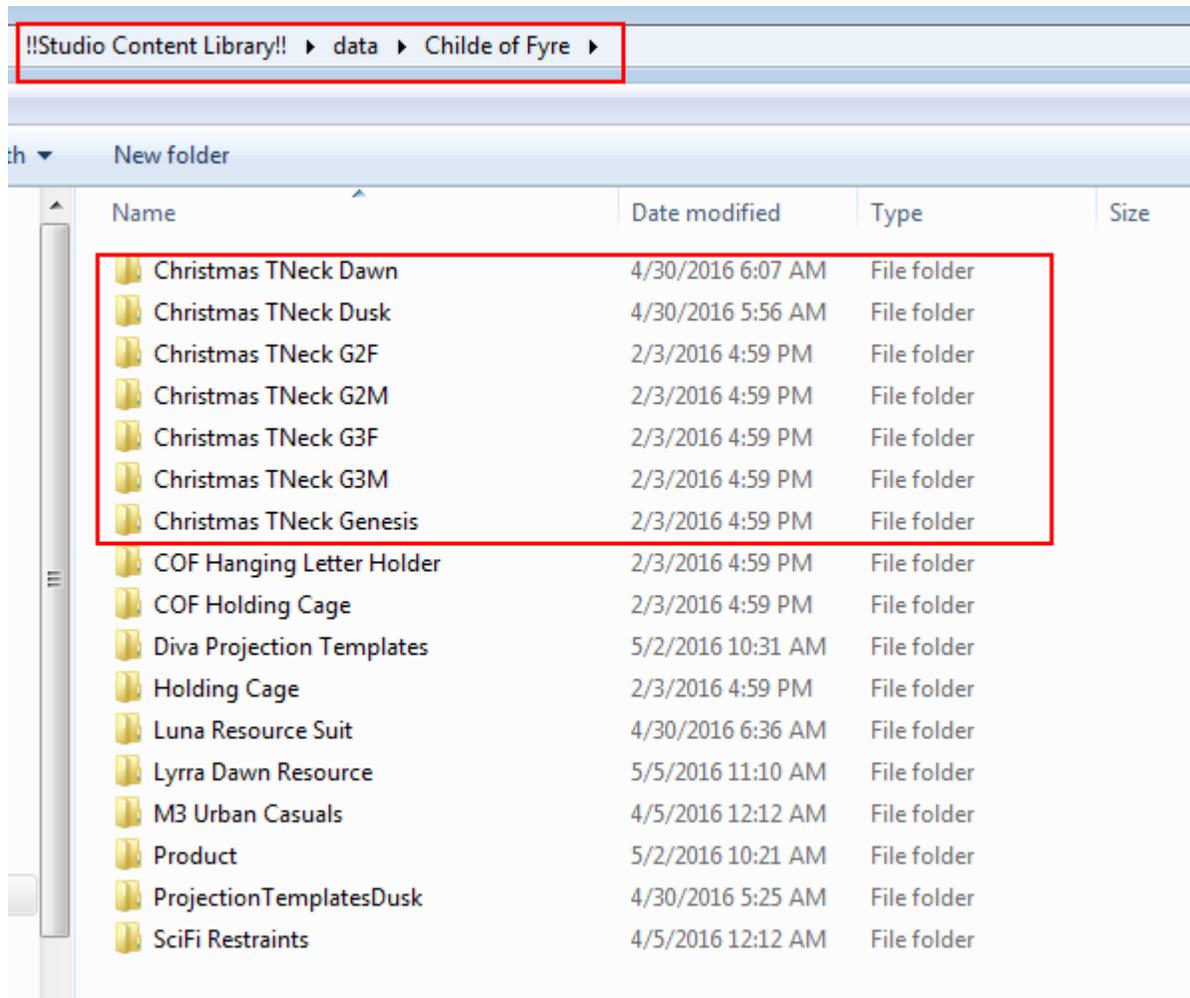


In the case of my Christmas Turtleneck, I have my /data/ files, the user-facing files (“People”), my read-me information, and my Runtime/Textures files.

This is what people should be looking at when they open your zip file. Having it set up this way allows them to copy and paste the entire thing at once into their content library structure, or, if they are like me and prefer to organize their library their own way, they can easily see where everything should go, and can copy and paste individual folders according to where they like to have things in their library.

Once again, going back to the **Figure/Prop Asset** type of item to distribute.

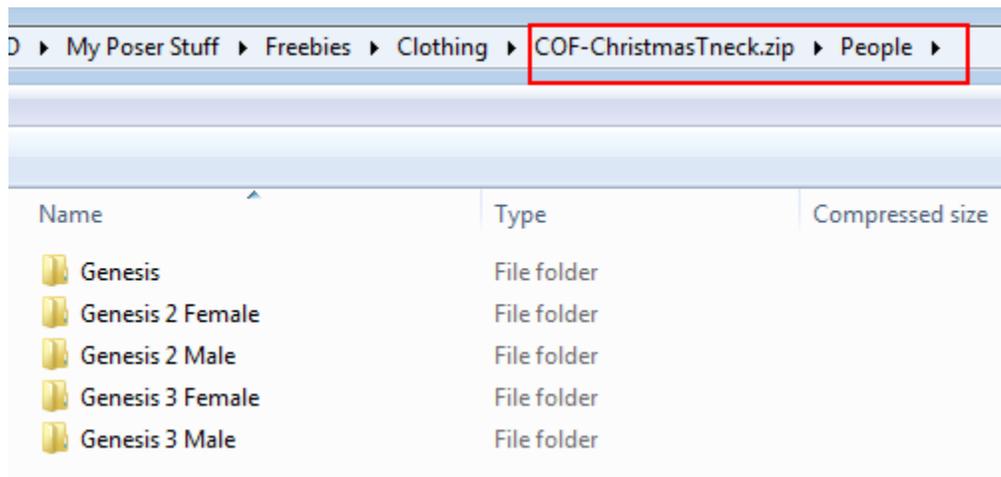
This is what my /data/ folder looks like :



Now, if I were packaging up the files for my Christmas sweater to distribute all together, I would have to grab **ALL** of the boxed-in /data/ folders, their associated **Runtime/Textures** folder, and their associated **People/Figure Name/Vendor Name/Product Name/** folders.

These /data/ files are generated automatically by Daz Studio whenever you save a *Figure/Prop asset*. And this is why it's so important to set up the correct content directory, vendor name, product name, and item name on that save dialogue. Without these folders, the sweater would not load for the end user at all.

When I first made the sweater, I only had it made for the Genesis line of figures, so this is what my zip file looks like under **Tneck.zip/People/** :



You'll note, first thing, that this is the **Tneck.zip** → **People** part of the zip file. There is no “My Library” in the folder structure of my zip file.

The next thing to note, is that under **/People/** you have separate folders for each of the five Genesis figures. Because I made the sweater to fit ALL of the Genesis figures, I have to have separate folders for each figure in order to allow the end user to install only the files they actually need – or they can install everything if they have all the figures or want all of the versions of the sweater.

These folders are set up in the following way :

People → **Genesis** → **Clothing** → **Childe of Fyre** → **COF Christmas Sweater** →
.....Christmas Sweater.duf
.....Christmas Sweater.duf.png

These files are the base Figure/Prop asset. This is the conforming cloth (*the sweater*) and it's associated thumbnail that is displayed on the user's end inside of the Content Library tab of Daz Studio.

This file was saved as a Figure/Prop Asset.

People → **Genesis** → **Clothing** → **Childe of Fyre** → **COF Christmas Sweater** → **Materials** → **3DL**
..... Blue Linen.duf
..... Blue Linen.duf.png
..... Brown Pattern.duf
..... Brown Pattern.duf.png

These are the actual MAT pose files, in native DS format. These are the material files that will apply the textures to the sweater, as well as setting all of the various material values and parameters in the **Surfaces** tab.

The MAT files were saved as Material Presets.

People → Genesis → Clothing → Childe of Fyre → COF Christmas Sweater → Visibility

..... !All On!.duf
..... !All On!.duf.png
..... Belly OFF.duf
..... Belly OFF.duf.png
..... Belly ON.duf
..... Belly ON.duf.png

For the Christmas sweater, because I provided so many different material zones to give people the ability to use the sweater for multiple purposes, I also, as a courtesy to my end users, provided Visibility files. These will turn on or off specific material zones on the sweater, WITHOUT affecting the underlying texture maps. When I saved these MAT files, I saved ONLY the Opacity channel for each material zone that they affect.

These were also saved as *Material Presets*.

My Read-Me folder is set up this way :

Tneck.zip → ReadMes → COF Docs
..... COF-ChristmasSweater-Readme.txt
..... cof-christmassweater-sm.jpg

What this does, is it keeps all of my various Read-Me files in one location for the end user to reference at a later date if they need to. I also choose to distribute the small product thumbnail that I use on my website, because this is what people will recognize when they go looking for the product. Also, for me personally, whenever I download a product, free or commercial, I save the product thumbnail named so that it sits right next to my zip files in my installation storage folders.

I do this myself because I'm extremely visual-based, and it's quicker (and easier) for me to find a particular file if I have the thumbnails to reference when I need to reinstall a product. This is one of my own quirks, but I figure other folks might have a use for the item thumbnails, and they don't take up much space, so I just plopped them into my documentation folder with the associated read-me file.

For distributing a **Character Preset**, the **People** folder of your zip file would look like this :

Character.zip → People → Genesis → Vendor Name → Character Name →
..... Full Character.duf
..... Full Character.duf.png

This would be saved as a *Character Preset*.

For distributing a **Shape Preset**, the **People** folder of your zip file would look like this :

Character.zip → People → Genesis → Vendor Name → Character Name →
..... Character Full INJ.duf
..... Character Full INJ.duf.png
..... Character Full REM.duf
..... Character Full REM.duf.png
..... Character Head INJ.duf
..... Character Head INJ.duf.png
..... Character Head REM.duf
..... Character Head REM.duf.png

These files would be saved as *Shape Presets*. You may only have ONE shape preset, if you are only distributing a single morph/shape INJ pose. I always try to distribute three – one that does both the head and body together, one that does the body only, and one that does the head only. I do this for the versatility on the end user's part, so they can use one part or all of the shape if they wish to.

If you are ALSO distributing skin textures, you would, additionally, include a “Materials” folder within the Vendor Name → Character Name folder, just like I did for the Christmas Sweater example up above.

In a case where you are distributing a shape preset, AND skin texture MAT files, I like to break up the folders to have the following structure, as this seems to make it easiest on the end user :

Character.zip → People → Genesis → Vendor Name → Character Name →
..... Full **Character Preset**
..... Full Base Skin **Material Preset**

Character.zip → People → Genesis → Vendor Name → Character Name → Morphs →
..... Full INJ
..... Full REM
..... Head INJ
..... Head REM
..... Body INJ
..... Body REM

Character.zip → People → Genesis → Vendor Name → Character Name → Materials →
..... Head Option MATs
..... Body/Torso Option MATs
..... Arm/Leg Option MATs
..... Eye Option MATs

If I have a lot of texture MATs for a character, I will have subfolders for Eyes, Head, and Body inside of the **Character Name → Materials** folder.

Some Closing Notes :

Everything above are just examples, and please bear in mind that this is all written for how my own personal workflow runs. Every creator is different, and every person has their own unique workflow. This is just how I do mine. For HiveWire products, they **REQUIRE** that the root of the zip file does **NOT** contain a “My Library” or “Content” folder. If you are going to **SELL** your product or item, be sure you read through the store's vendor information, as every store has a different SOP and will have different requirements for the way in which the product's zip files should be set up. Some stores will fail your items simply because the zip file is not setup according to their policies, even if everything in the zip file works just fine.

So, if you want to sell your items, familiarize yourself with the marketplace's policies and vendor information, because your files will need to meet their individual requirements. Every storefront is different and has it's own policies. It is up to you as the vendor to be familiar with those policies, and to make sure your items obey any rules or other requirements the particular store might have.

If, however, you are just packaging your product for freebie consumption, you can, of course include the “My Library” or “Content” folder if you really want to – but I believe this practice is starting to go by the wayside, except for products that are purchased at Daz's website.

Pose Presets :

I did NOT include a step-by-step for how to save a Pose preset, even though it's a very commonly used file type, because I have already written up a detailed how-to on that process over on the Hivewire forums.

If you are wanting to save a POSE preset, you can find the step-by-step on that over on Hivewire, at this link : <https://community.hivewire3d.com/threads/how-to-save-poses-in-daz-studio.409/>

A couple of LEGAL notes :

Files within the /data/ folder *contain ACTUAL GEOMETRY and MORPH information, as well as UV information.*

DO NOT, under ANY circumstances, distribute ANY /data/ files unless you personally created the mesh object, or have very specific permission that allows you to do so.

Files within the **Runtime/Textures** folder contain a vendor's own texture files. If **YOU** have personally **MADE** textures for an item, it is perfectly legal, and safe to distribute your own textures, texture folder, and material presets to apply them.

But **DO NOT** distribute any product's **ORIGINAL UV** maps or **ORIGINAL** textures that came with the product.

Distributing a Shape or Character Preset is perfectly legal, and safe to do, provided the end user is required to own the morph product for your item to function.

Basically, just make sure that you are only distributing **YOUR OWN** work, and that you **DO NOT** distribute any file information that was created by someone else, and you should be perfectly fine. :)

If you have any questions, I can be contacted on the HiveWire forums, or by E-Mail. I will respond much quicker via the Hivewire PM's, but you are welcome to use either method.

Other than that, good luck – and hope this helps!

~ Seliah

=Childe of Fyre=

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