Tempo totale: 31 minuti

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Come usare al meglio le pose predefinite	7 3
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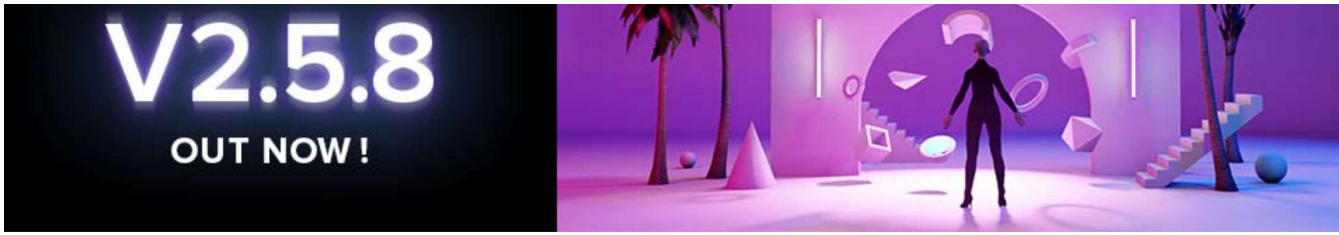


Software

- set.a.light 3D V2.5
- set.a.light 3D V2.5 UPGRADE
- Upgrade V1.0 to V2.5

set.a.light 3D V2.5

set.a.light 3D V2.5 STUDIO (MAC/WIN)
FULL VERSION

set.a.light 3D V2.5 STUDIO is the world's first photo studio simulation, with which you can build lighting setups in advance on a PC, realistically simulate the expected picture results and print a set plan.

Features:
- Define your own studio and built lighting set
- Simulate the photographic result and save it
- Export and print set plan with all settings
- Target-oriented building on the actual set
- NEW: Now with Speedlights

€ 169,00 ~~€ 229,99~~
Special offer

more details

set.a.light 3D V2.5 BASIC (MAC/WIN)
FULL VERSION

set.a.light 3D V2.5 BASIC has exactly what you need to create a light setup in advance. This will help you to improve your skills and gives you great images to begin with.

Features:
- Choose a studio and built lighting set
- Simulate shooting results and save them
- Export setplan with light setup and print it
- Confident and fast recreation in a real studio
- Making of documentation with the setplan
- Learn studio photography

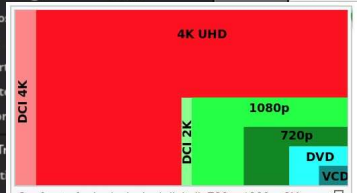
€ 84,00 ~~€ 119,00~~
Special offer

more details

Primo uso di S.a.L. V2

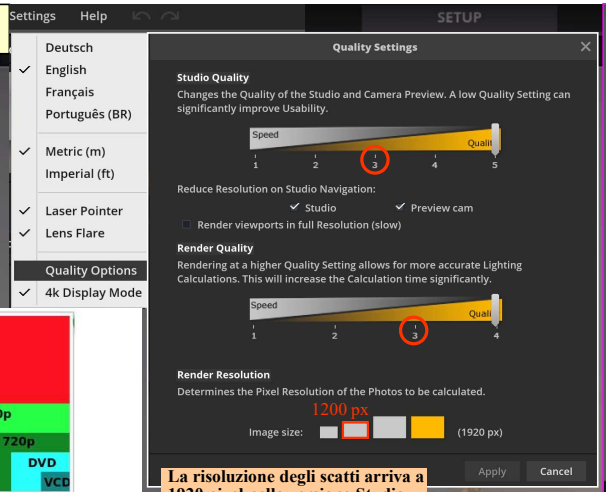
(2')

Le due aree in basso

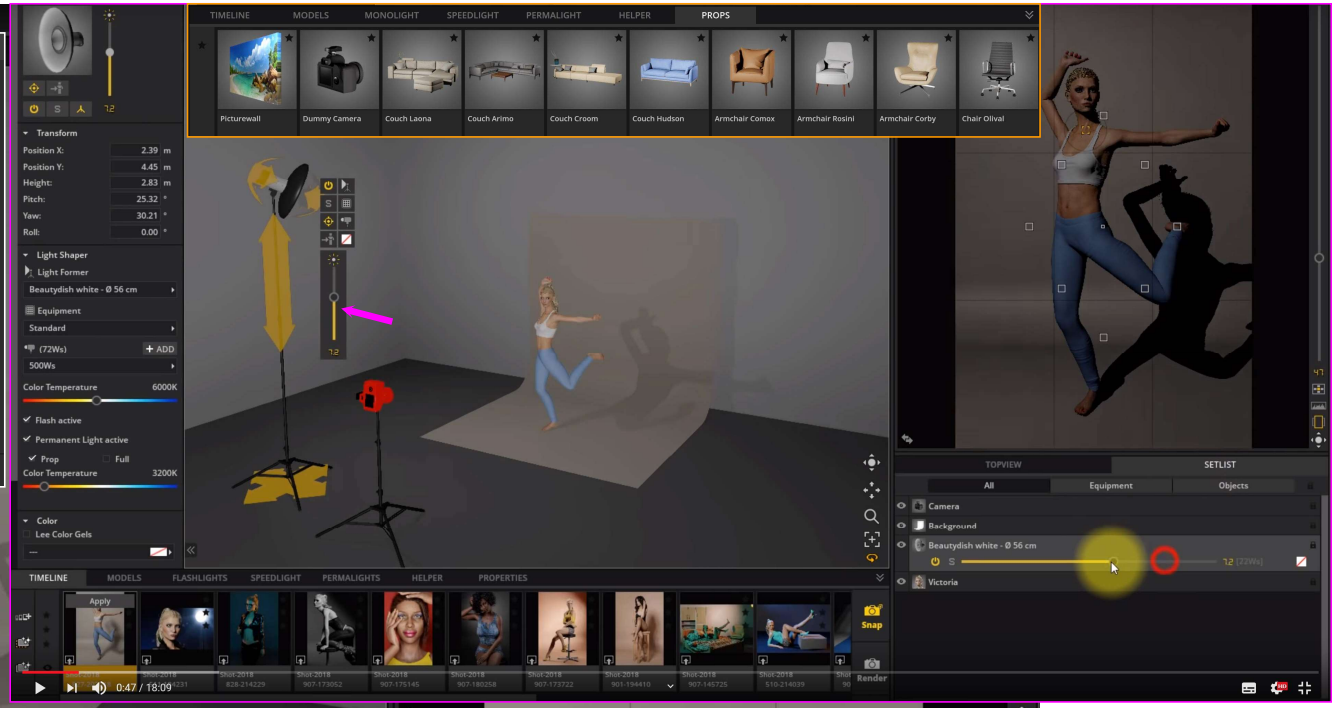


Confronto fra le risoluzioni digitali: 720p, 1080p, 2K e 4K

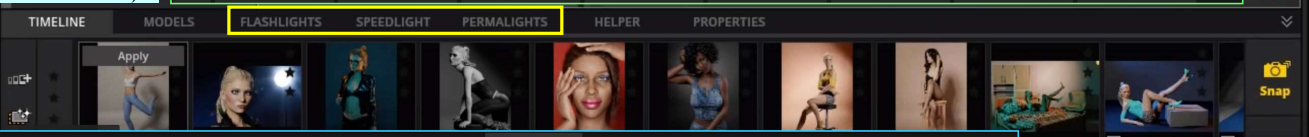
Con "4K" si indicano usualmente due risoluzioni distinte, sebbene vicine fra loro: la risoluzione 4096×2160 pixel (ossia la "4K" propriamente detta), nata in ambito cinematografico, e la risoluzione 3840×2160 pixel (ossia Ultra HD propriamente detta) nata in ambito televisivo. Nel linguaggio comune si confondono le denominazioni, per cui quando si indica uno schermo 4K, normalmente si intende uno schermo Ultra HD[1].

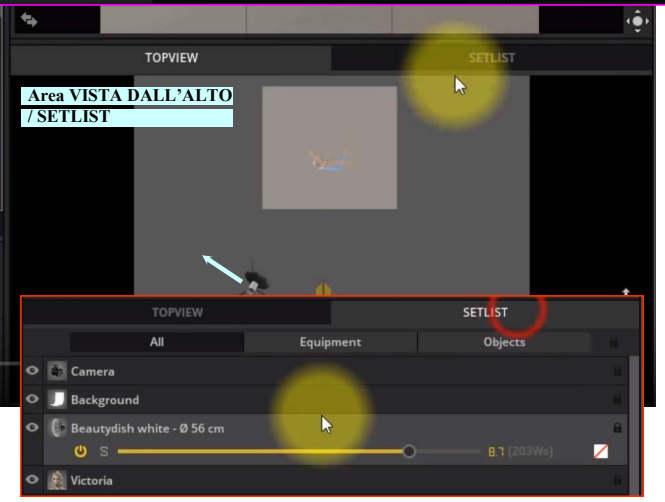


La risoluzione degli scatti arriva a 1920 pixel nella versione Studio (a 1200 px nella versione Base)



TIMELINE (gli ultimi scatti fatti)

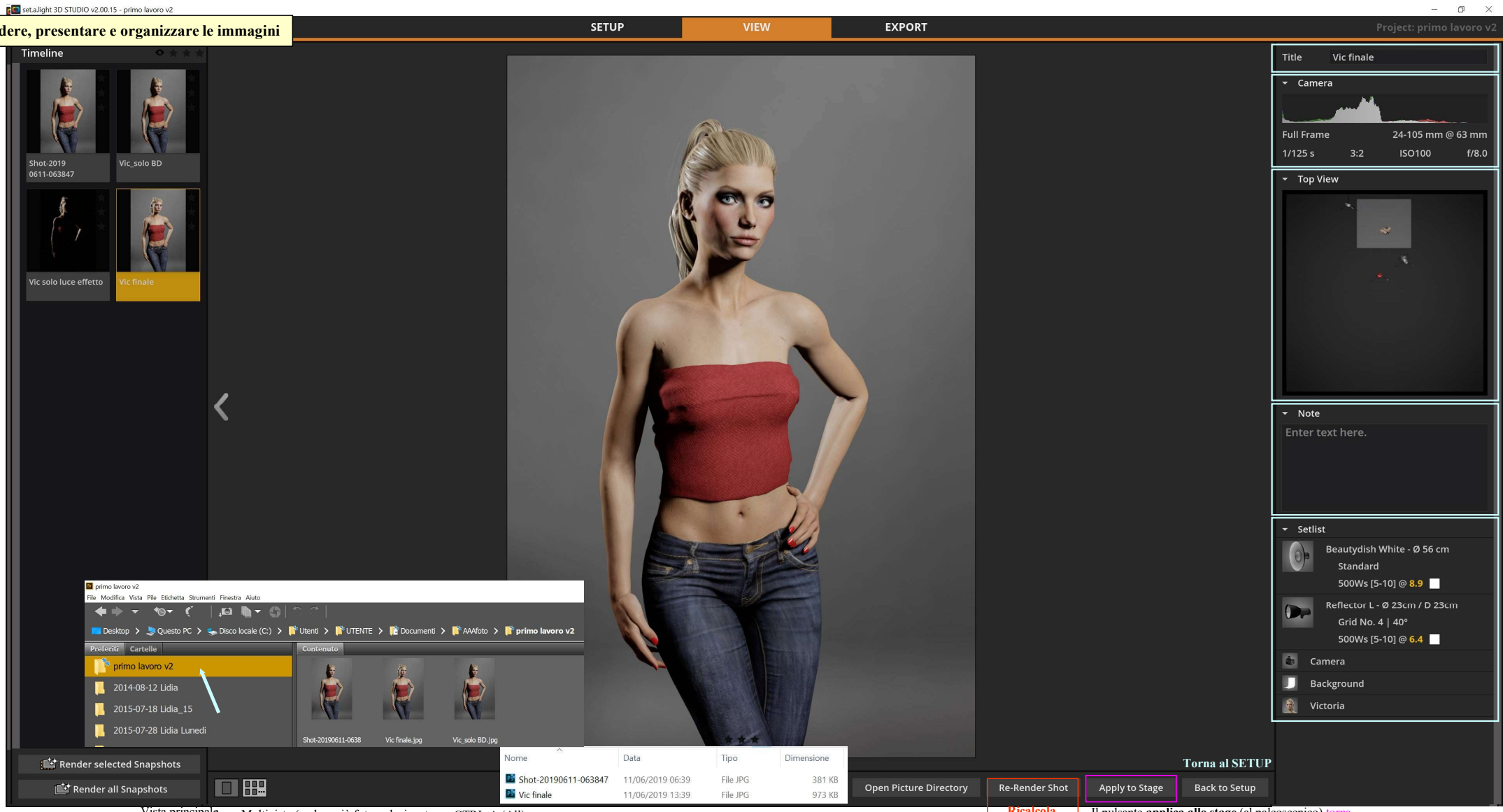




Area VISTA DALL'ALTO / SETLIST

Vedere, presentare e organizzare le immagini

3’



Vista principale (una sola foto)

Multivista (vedere più foto, selezionate tenendo pigiato SHIFT o CTRL)

CTRL-A (All) per selzionarle tutte

4

Ricalcola l’immagine

Il pulsante **applica allo stage** (al palcoscenico) torna all’illuminazione presente quando è stata scattata quella foto

Scorciatoie da tastiera e posa delle modelle

8'

Menu Functions	Windows
New Project	Ctrl + N
Open Project	Ctrl + O
Save Project	Ctrl + S
Save Project As	Shift + Ctrl + S
Quit Program	Ctrl + Q

Global	Windows
Snap	Enter
Render (Photo)	Ctrl + Enter

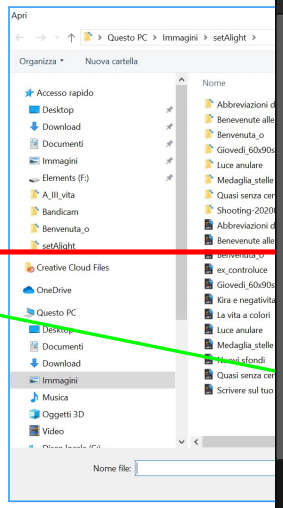
Studio area	Windows
Rotate studio area	R mouse + drag
Sets the rotation point of the studio to the selected object	F
Move view in studio area	Space bar + drag
Switch Preview Camera and Studio Area	T
Show or Hide the Studio Library	N
Show or Hide Detail Settings	B
Rotate selected Camera/Light towards Model	E
Solo On/Off Light Source	S
On/Off Light Source	Q
Show/Hide tripod	W
Precise movement of objects	Arrow keys
Adjust object height	Page up/down
	h + S mouse
Multiple selection of objects	Ctrl + S mouse
Select all objects	Ctrl + A
Delete object from studio area	Delete
Duplicate object	alt + S mouse
Mirror object	M
Undo	Ctrl + Z
Redo	Ctrl + Shift + Z

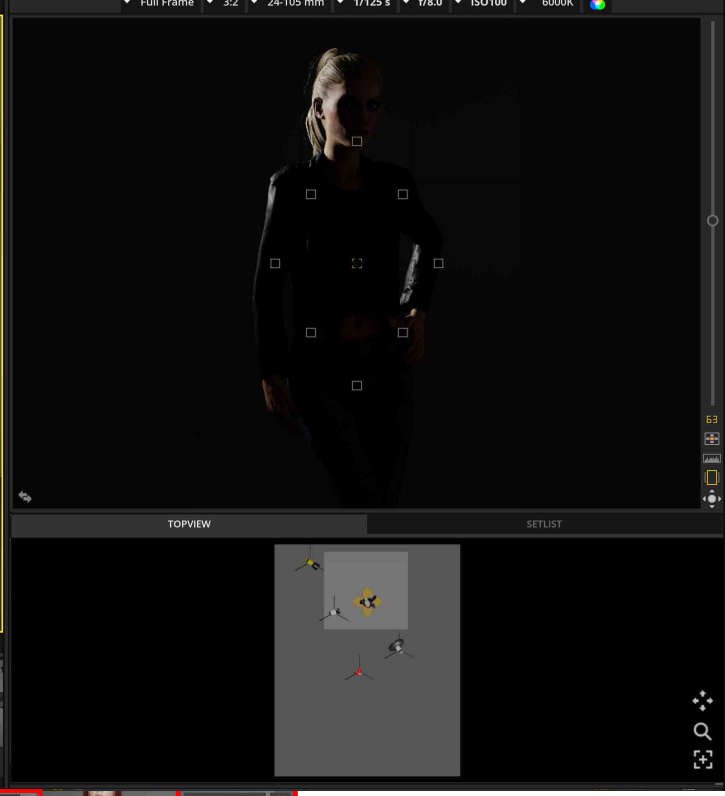
Pose Control (studio area)	Windows
Open/Close Pose Control (only if model selected)	P
Tilting a joint (Simple Mode)	Ctrl + S mouse
Rotating a joint (Simple Mode)	Shift + S mouse
Change Simple Mode / Advanced Mode	X

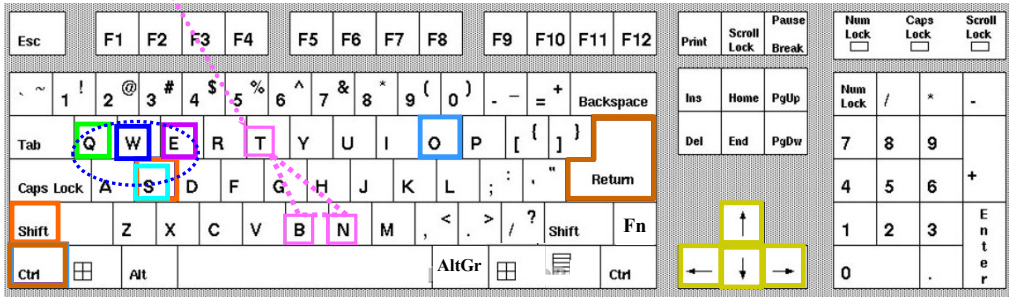
Timeline	Windows
Delete image from Timeline	Del
Open image from Timeline in Module View	D klick the image
Load set from Timeline	Ctrl + L
Select all images in Timeline	Ctrl + A
Timeline Scrolling	mouse wheel

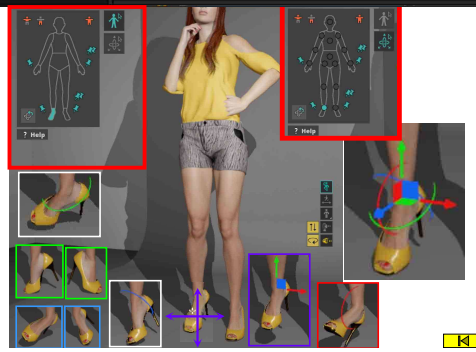
Studio Library	Windows
Studio Library Scrolling	mouse wheel

Module View	Windows
Cancel render process	ESC





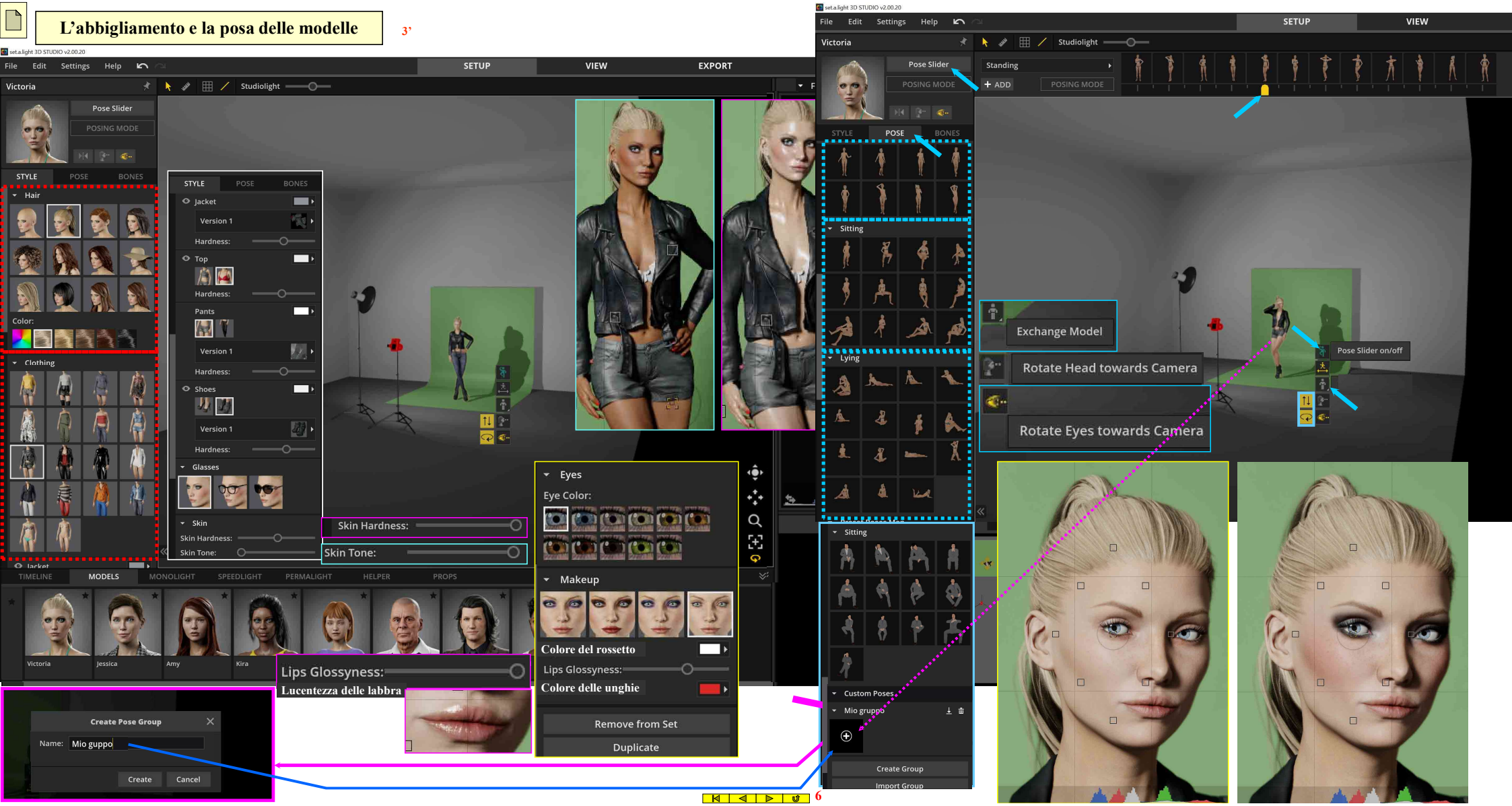




5

L'abbigliamento e la posa delle modelle

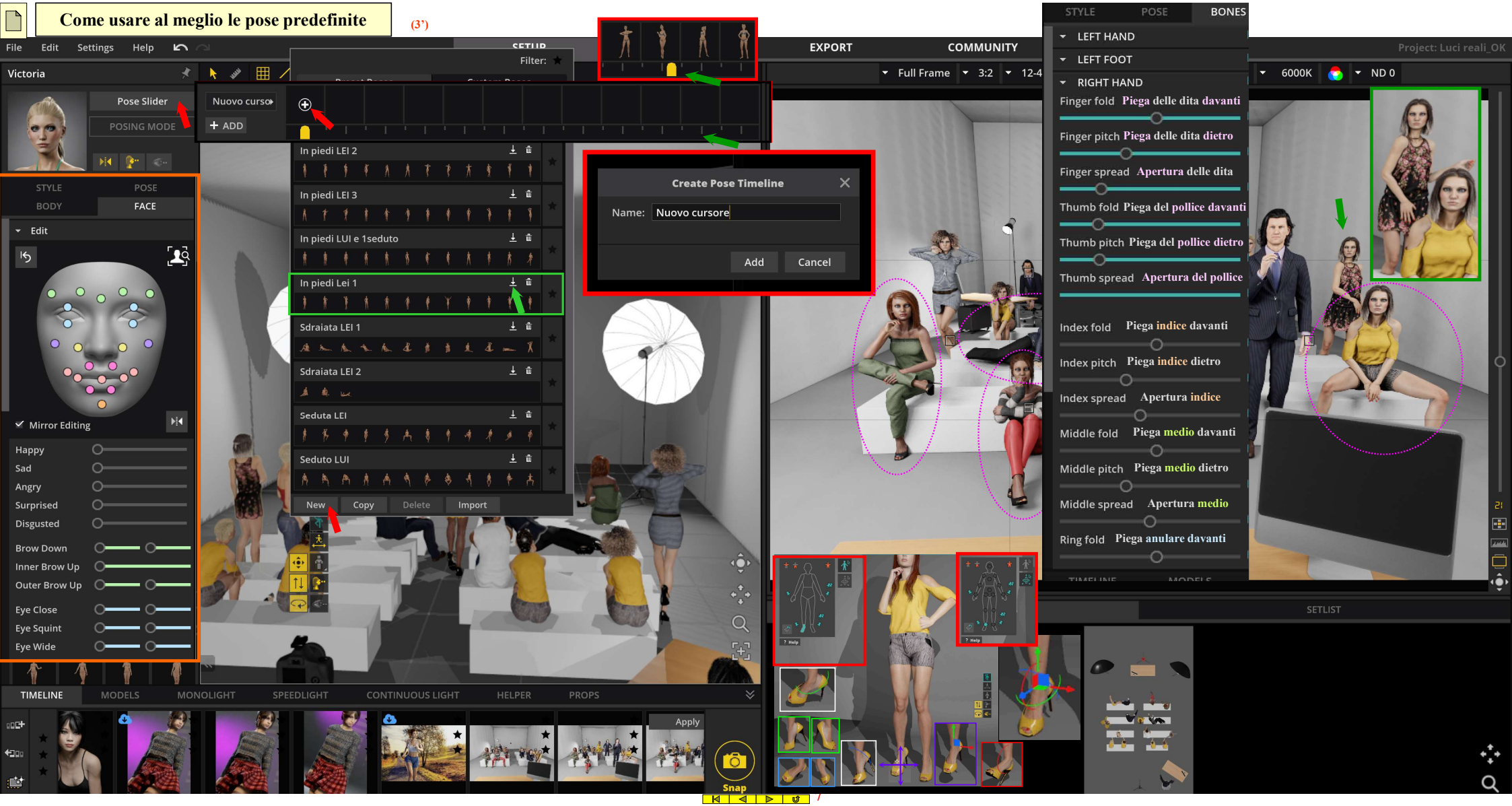
3'



6

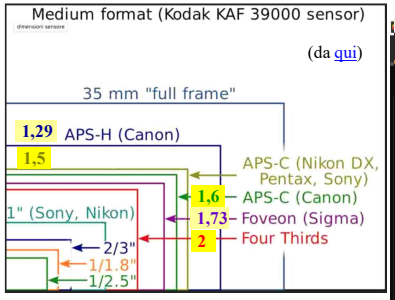
Come usare al meglio le pose predefinite

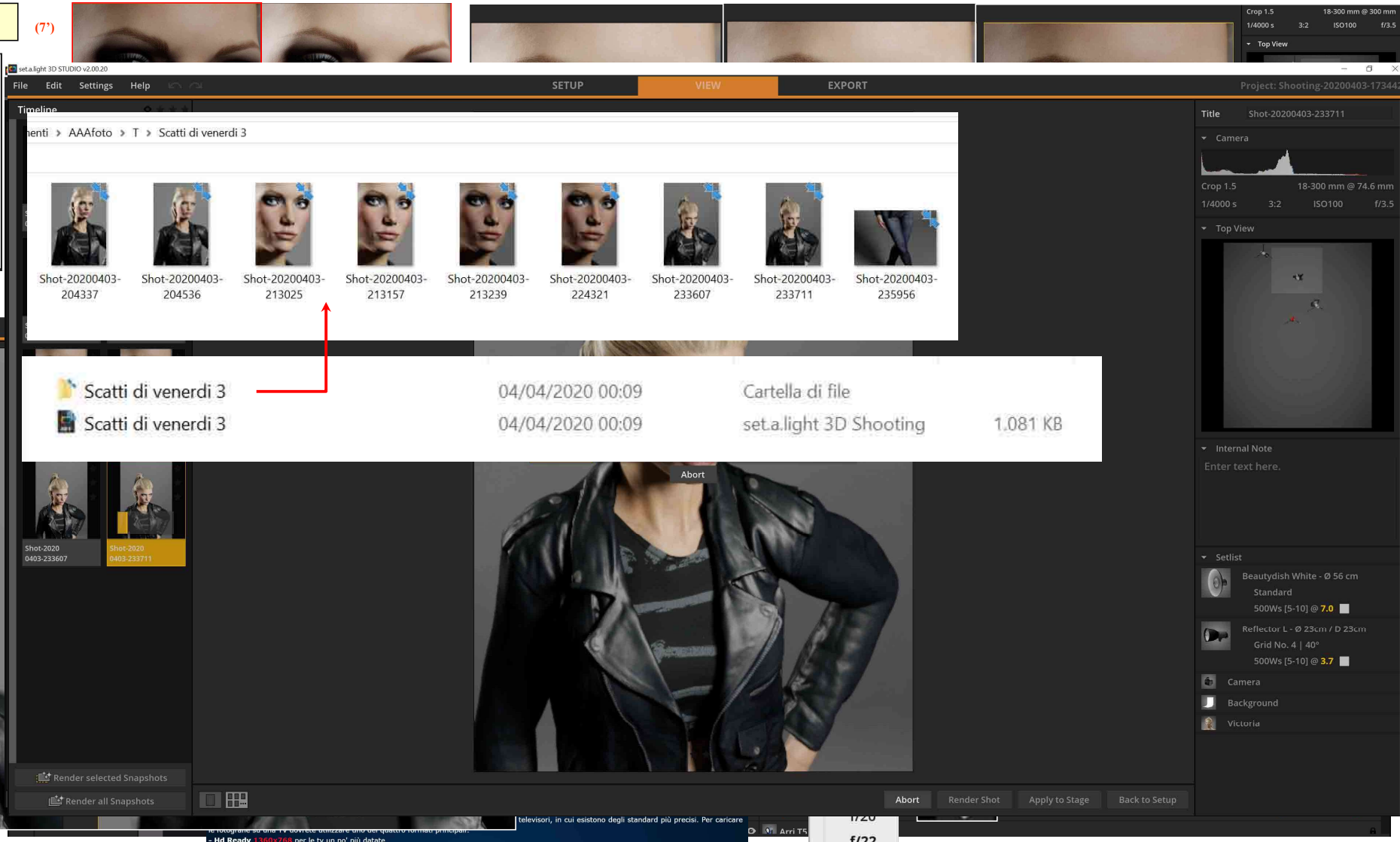
(3')



Controllo della fotocamera

(7')





televisori, in cui esistono degli standard più precisi. Per caricare

- **Hd Ready** 1360x768 per le tv un po' più datate
- **Full HD** 1920x1080 per buona parte dei televisori fino a 32"
- **Ultra HD 4K** 4096×2048 per gran parte delle TV moderne sopra i 40"
- **Ultra HDTV 8K** 7680×4320 per i TV di ultimissima generazione

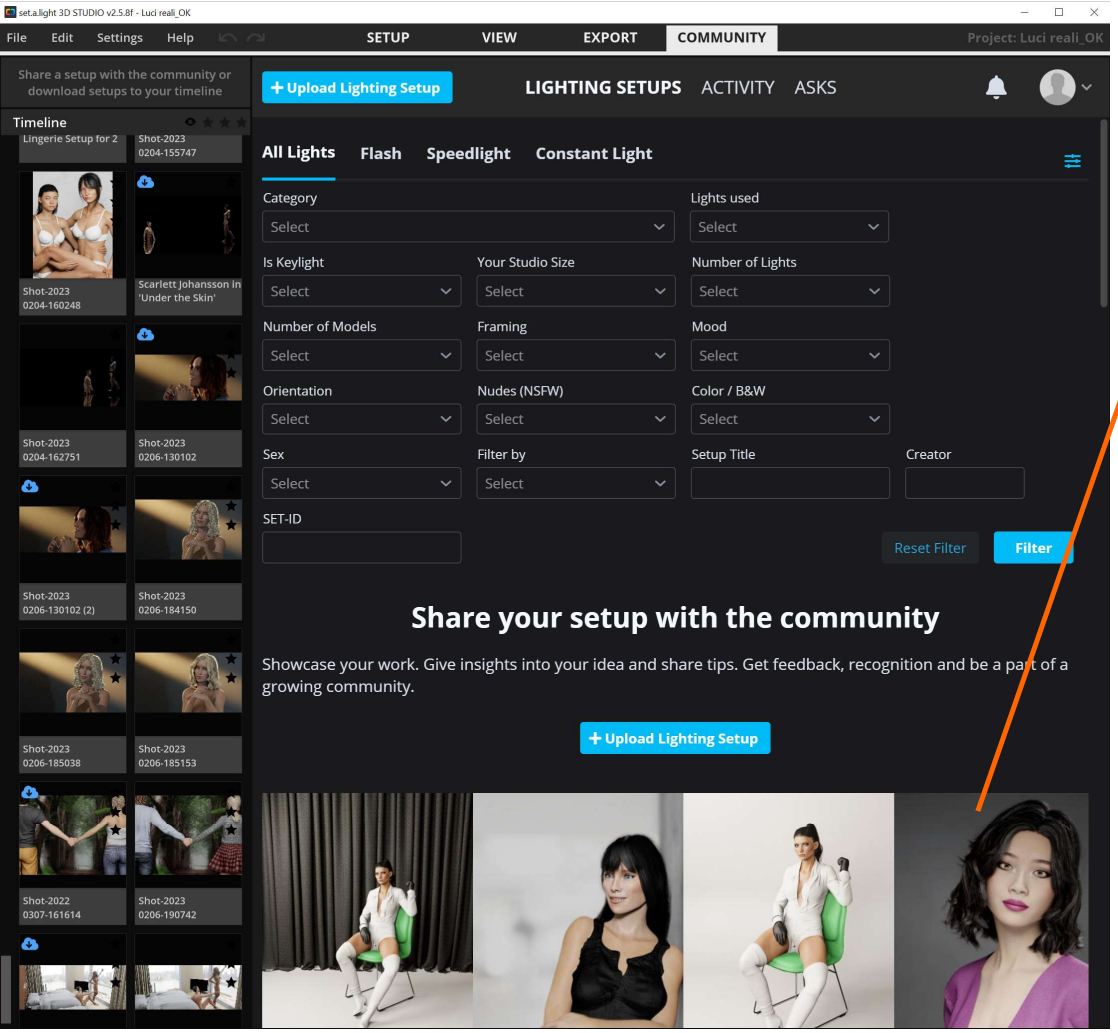
f/22
f/32

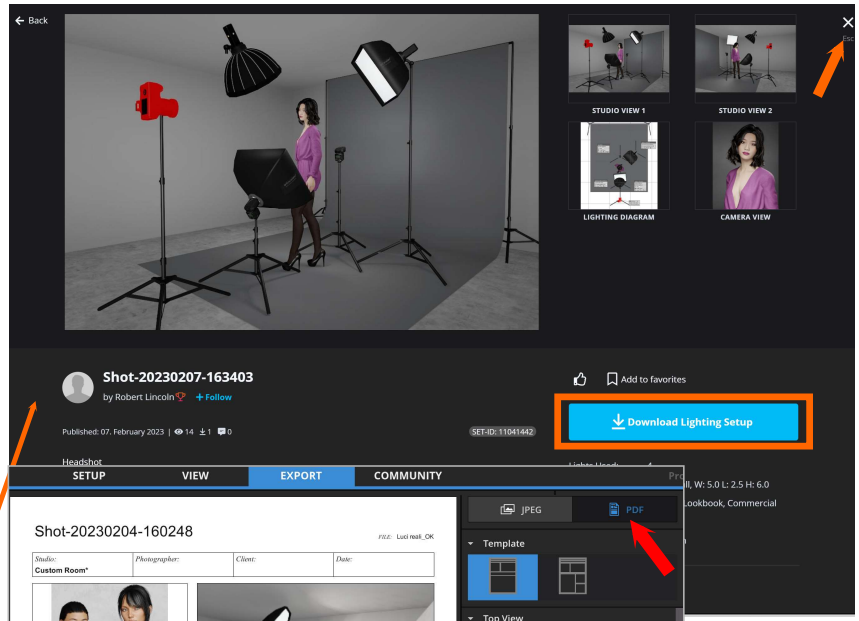
https://www.elixxier.com/de/videohandbuch/index.php

https://www.mora-foto.it/fotografia/formati.html

Community - Export

(2')





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