
CWS Photography System v3.2 User Guide



CW Studios puts a fresh new spin on capturing images by providing new tools and methods that allow for stunning photography at an affordable price.

Congratulations on your purchase of the CWS Photography System. In this user guide we will go over the features of the studio system as well as give step by step instructions. Please feel free to check out our forum and leave any questions or comments.

for more information visit us on the web : www.cwings.net

Introduction and Features

The CWS Photography System was designed to be a helpful tool to be used by both aspiring and veteran models and photographers a like.

The studio is a tool... the images and results are created by you! Feel free to experiment and break the boundaries of photography. Play with near limitless combinations of effects, colors and lights. Treat yourself and clients to exclusive backdrops and poses created specific to the CWS Photography System.

The system was created with a no conflict design. Rezz as many studios as you like as close as you like! The photography system was designed to be as low lag as possible and not constantly be listening for commands.

Features

Backdrops	<ul style="list-style-type: none">· over 200+ exclusive preloaded backdrops· ability to add your own textures from full permission textures· custom texture feature· easy preloaded pack loading (cws packs only)
Ambiance	<ul style="list-style-type: none">· 12 different color fogs and 3 fog positions· 9 different color fires· 9 different colors for rain· 9 sparkling colors· 9 aura colors· 9 vortex colors· 6 specialty particle effects
Lighting	<ul style="list-style-type: none">· 9 glowing lights colors· main studio lighting with 3 intensities and 12 colors· 3 sub lights (12 colors)· 3 levels of radiance (windlight viewer only)
Settings	<ul style="list-style-type: none">· 8 backdrop sizes/modes· 21 color tints· 9 scales (perfect for patterns!)· public and private modes controlled by an access list
Extras	<ul style="list-style-type: none">· 50 exclusive poses and 110 bonus poses· standing prop camera· one HUD (connect up to 12 separate studios - mod/trans)· texture selector (mod/copy rezzable version)

1. Starting Out

After your purchase of the system a folder will appear in your inventory labeled CWS System (v3.2), inside that folder you will find all the components of the system for easy storage and reference.

2. Setup

Setting up your studio is easy. To take full advantage of the system's features make sure your studio is setup properly.

Location: To rezz your studio you need a minimum of 46 prims (40 for the system and 3 for the pose stand) and a footprint of 10x10. This can be in your home, your studio, etc.

Rezz: Choose the item labeled "CWS System" in the CWS System (v3.2) folder and drag it to the ground. Your studio and pose stand will appear.

Rotating: After you rezz your studios it may be facing the wrong way for your location. To rotate the studio setup including the pose stand you will need to Right-click EDIT on the pose stand then hold down the SHIFT button and Left-click on the studio. This will highlight both items and allow you to rotate and move them together. *(if you rotate or move your studio see the Hud Feature : Pose Stand section to re-set your alignment)*

System Sync (multiple studios): The photography system allows for "system syncing". This feature is very useful if you plan to have multiple studios in the same area. This sync makes sure multiple pose stands are in sync with their correct studio. The studio default label is CWS System and is in sync with its rezzed pose stand. Now if you rezz another studio next to it you will need to perform system syncing.

- **Renaming Studios:** The first step in system syncing is renaming your studio. For example, let's say I'm setting up two studios for me and a partner in the same area. I have my two studios rezzed then I will Right-click EDIT on one of the studios. The default name is shown in the edit box. I then change the name so it's specific for me. Then select the other studio (or studios) and rename them as well. Keep the names short and fewer than 24 characters, try to stay around 10 characters.

Name:	CWS System
Description:	(v3.2) beyond photography

Default Name

Name:	Q's Studio
Description:	(v3.2) beyond photography

Renamed Studio

- **Edit the Pose Stand Card:** After you have renamed the studios you need to edit the "Studio Name Card" inside each pose stand. Right-click EDIT on the pose stand.

Look inside the CONTENT tab of the pose stand. Scroll down till you see the "Studio Name Card". Double click on the item and the notecard will open.

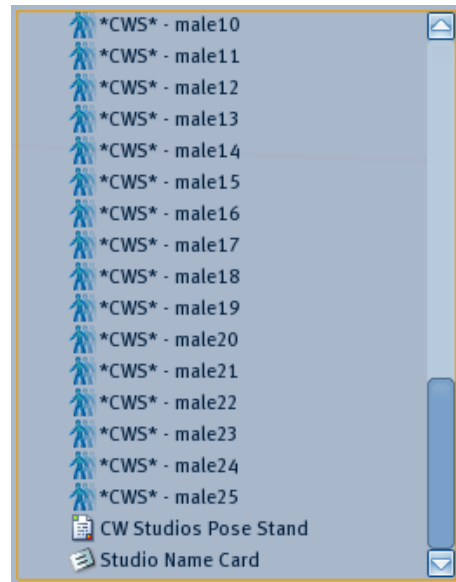
The notecard reads:

Place the studio name in the line below. The name is case sensitive.
CWS System

Change the default text to the name of the correct studio:

Place the studio name in the line below. The name is case sensitive.
Q's Studio

Repeat until all studios pose stands notecards have been updated with the new studio name.



- **Reset:** Now for the studios to sync you will need to reset the studios. This can be done by accessing the system menu. Touch the control panel on the front of the studio (looks like a small computer on the front of the studio).

A menu will drop down. Select **SETTINGS > SYSTEM > RESET** the system will reset and be synced. The studio give you a conformation drop down when the reset is complete. If you haven't already changed the studio name in the pose stand notecard, make sure you do this. Do a reset for each studio you did a name change on and after this your systems will be all synced.

3. HUD Usage

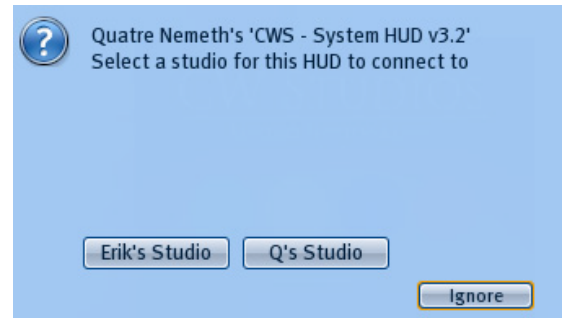
The CWS System allows you to connect to up to 12 separate studios with no messy editing. One HUD can control your studios at home and at work.

Attachment: The HUD is an attachment that can just be worn. Find the item CWS - System HUD v3.2 in your CWS System (v3.2) folder. Right-click on the item and select WEAR. The HUD will then attach you to. To removed the HUD simply Right-click DETACH when you are done.

Connect: The very first thing you will need to do is connect your HUD to the studios of your choice. Click on the green "Connect" button. The HUD will then begin to look for studios.

CWS - System HUD v3.2: Detecting studios within a 20m radius...

A drop down menu will appear with the studios within the scanned area that you have access to (see the permission section for more information on private/public mode). As you can see I have access to my studio (Q's Studio) and my partners studio (Erik's Studio).



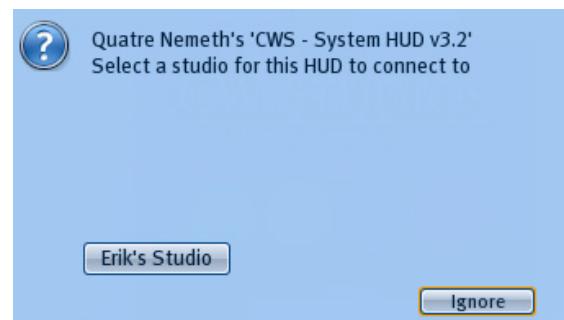
Now I need to select these studios (or just mine, etc) for me to be able to use my HUD with them. For this example I'll select my studio (Q's Studio).

I get a private message telling me the studio connected successfully:

CWS - System HUD v3.2: Studio successfully connected to this hud

Great! Now I can move on to the next step if I do not wish to select anymore studios, else I can continue to select studios.

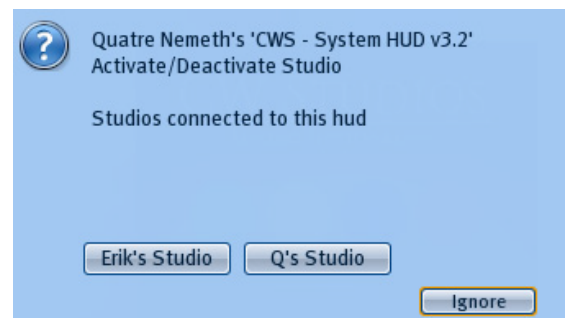
Lets go ahead and connect to my partners studio. I click the Connect button again and wait while the HUD looks for more studios. The next blue drop down menu displays my partners studio but not mine. That fine, this reconfirms my studio is connected to this specific HUD.



I go ahead and connect to my partners studio and wait till I get my 'successfully connected to this hud message'

TIP: Your HUD is not limited to just the area you first scanned. You can connect to studios in other locations when you are within 20m of them.

Select Studios: Now that I have connected my studios to my HUD I need to select the studio I wish to use my HUD with currently.



I click on the yellow Select Studio button. Then a blue drop down menu will appear with both my partners and my studio. I click on my studio (Q's Studio). The next menu to appear will ask me to either "select" or "deselect" the studio I have chosen. Since I currently do not have an active studio the menu shows me a "select" option. I choose "select" and now I have chosen my active studio.

Display Selected: At any time I can see what studio I have activated. To do this I click on the blue “Display Selected” button. The HUD will then send me a private message listing my currently active studios:

CWS - HUD V3.2:
Active connected studio

Q's Studio

As seen above my studio (Q’s Studio) is the one currently active. Now let’s say I need to use my partner’s studio (Erik’s Studio). I cannot just go and “select” his. Why!?! You ask? – Because then I would have two active studios and they could both respond to the HUD. Instead I need to “deselect” my studio and then “select” my partners.

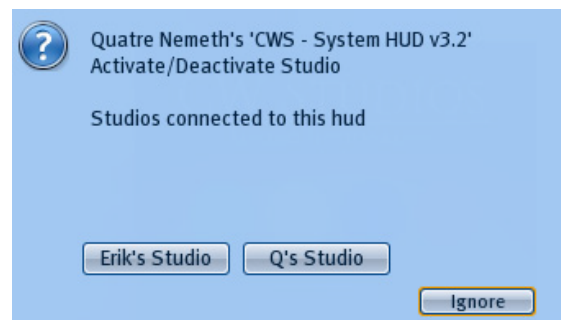
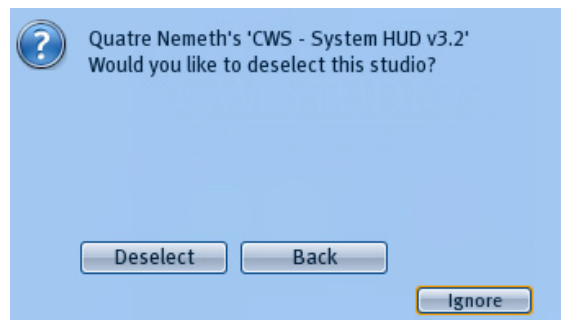
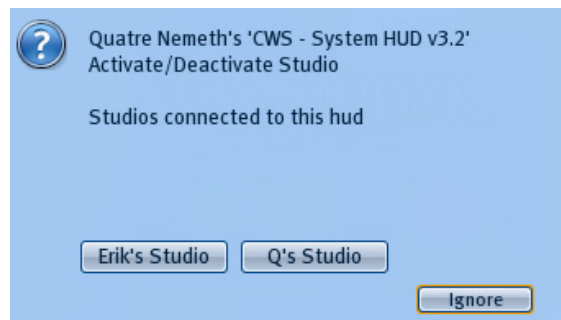
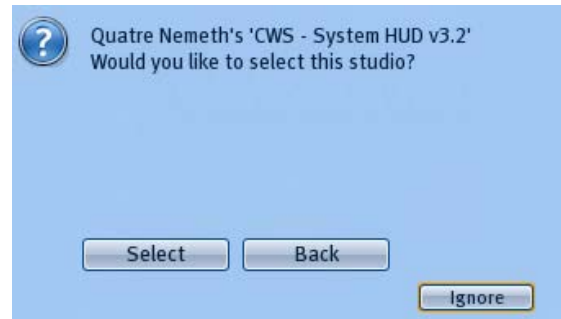
To do this I need to click on the yellow “Select Studios” button. The blue dropdown menu will appear again showing what studios are connected to the HUD. I can activate/deactivate in any order but for this example I will deactivate my studio first.

I click on my studio (Q’s Studio) and another dropdown menu will appear. Now I have the option to “deselect” my studio.

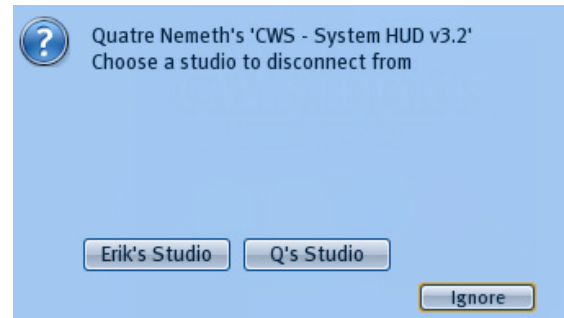
I click on deselect and the HUD deactivates my studio. I can confirm this my click on the blue “Display Selected” button. I then receive a private message:

CWS - HUD V3.2: No studios are currently active

Now that I have deactivated my studio I can connect to my partners studio. I do this by following the steps to activate a studio. (*ie: same steps now by now selecting my partners studio*).



Disconnect: Now for any reason you may need to disconnect a studio. For example lets say I am no longer on my partners studio access list or his studio is no longer available for public use. To do this you click on the red "Disconnect" button. A dropdown menu will appear with all the studios I am connected to. I then select the studio I wish to disconnect from (Erik's Studio).



A private message will be sent to me letting me know the disconnection is complete:

CWS - HUD V3.2: Studio named Erik's Studio disconnected from this hud

Opps! What if the studio I disconnected from was the active studio? No problem, the HUD takes care of that for you. Your active studio will no longer be the studio you have disconnected, instead you should have no active studios.

Hud Feature : Pose Stand

The controls for the system pose stand are on the front of the HUD. The large arrows control the displayed pose, while the smaller arrows are spin controls. Other functions can be found on the buttons under the pose stand area:

Stop: stops spin

Hide: hides the pose stand

Show: shows the pose stand

Align: aligns the stand to a set position

Set: sets the alignment of the stand

The Set and Align Feature:

When your studio is rezzed, the pose stand will "set" to its position for easy alignment. Now if you moved your stand you will need to "set" it to its new position. This is so when you hit "align" your stand goes to where you want it. Just click "set" to set the position of your stand at any time.

What does this mean to you the user? Ulimate customization! Move the stand anyway and then hit align to bring it back into position. Set the stand to a position you like and enjoy, this does not have to be the middle of the studio; it can be as high or as low as you want it (within 20m).

Hud Feature: Ambience : Lighting : Settings

The HUD also gives you access to the popular features in the main menu of the system. Control the settings, lighting, and ambience menus with a simple click.

4. Menu Features

The CWS System main menu is separated into the following sections:

Backdrops: Textures are one of the most interesting aspects of photography in second life. That is why this section was created for easy loading and custom displays. When selected the pre-loaded packs of the studio will be displayed in a blue dropdown menu.

You can choose a package on the main page or cycle those pages using the <<Back and Next >> buttons.

Once you have selected a package, the textures within that package will display in another dropdown menu.

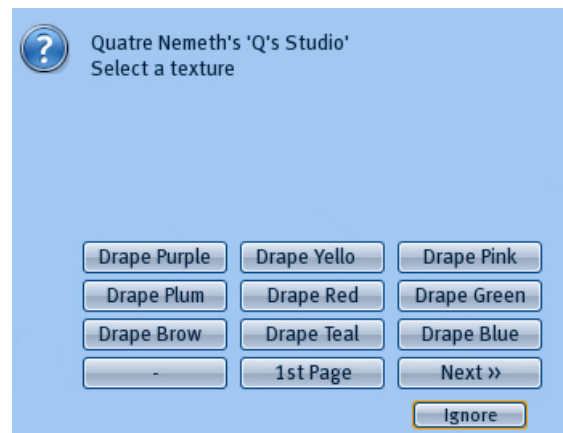
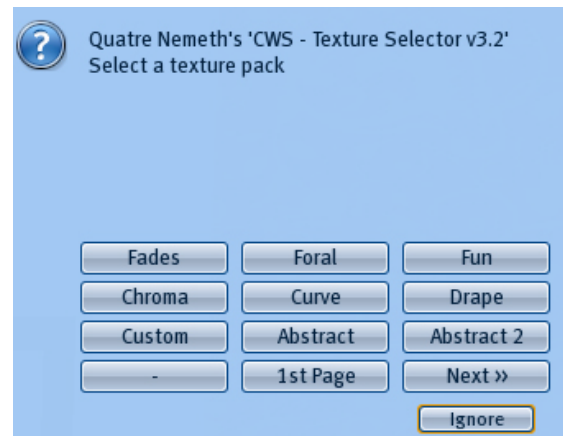
For example I selected “Drape” from the package menu. Now the textures inside the drape pack are displayed for me to choose from. I can pick one on the main page or cycle to the next. I’ll choose “Drape Plum” and then another dropdown menu will appear.

This menu is one of a kind and allows the user to “choose” where they want the image to be displaced. For “pre-loaded” packs it is recommended to select “All” so that the entire image is displaced.

For “Plain” and “Custom” feel free to play with all the positioning options.

Ambience: The ambience section is where you can find a variety of effects. The effects: fire, aura, vortex, sparkles and rain are a few simple clicks to selecting the desired effect and then color. For the specialty effects just click on the effect of your choice. The fog feature though has not only different colors to choose from but positions as well: Ground, Levelled, and Raised options are installed so that fog can accent where you need it most.

Lighting: There are three types of installed lighting within the system. Glow lighting that appears behind the subject as a particle effect, main lighting that lights up the



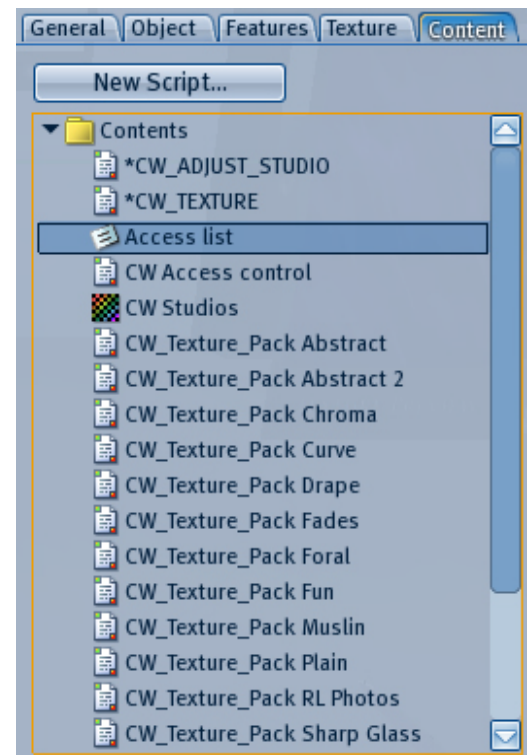
whole studio and three sub lights. The main lighting includes 3 intensities and 12 colors to choose from while the sub lighting is broken into 3 lights with 12 colors. Another feature within the lighting menu is called radiance. Radiance offers 3 settings available using the windlight viewer only to enhance the backdrop by creating a glow and making colors pop.

Settings: The studio includes 8 backdrop sizes, 21 color tints, 9 scales are useful to help you tailor your studio for you needs. The studio has two modes, public and private. These modes are controlled by an access list and the owner set lock. Public mode allows anyone to use the studio and connect to it via a HUD. Private mode allows only the owner and anyone on the access list to use the studio.

- **Studio Permissions:** The studio mode is controlled by the owner selecting public or private from the settings menu.
- **The Access List:** People can be added or removed from the studio access list via the owner.

To add/remove people from the list Right-click EDIT on the studio. Scroll down till you see a notecard called "Access list" open the card and add people to the list under the
Insert names under this line.

```
# Insert names under this line
Quatre Nemeth
Linkin Park
Hello Kitty
```



Remember names are case-sensitive, and don't forget to save the notecard. Now when removing people from the access list, just delete their name AND relock the studio, this makes sure to "re-lock" the studio on the removed person.

Updates: The CWS System has updates for life, this means updates will occur. The studio checks our servers once a day for an update. But you can force an update at anytime using the Update button; if one is available it will be delivered.

Help: The help menu will either deliver a notecard with instruction or direct you to the website depending on the chosen option.

5. Installing Extras

What is a studio without the ability to customize? That's where the CWS System goes beyond. No need to place textures and scripts in various prims! Install your custom textures straight into the main studio prim!

Adding Custom Textures: To add custom textures make sure you have the permissions: mod/copy/transfer. This makes sure the custom menu selector will work. After checking permissions drag your textures to the CONTENT area of the studio. To locate your custom textures click on the "Custom" button under Backdrops.

Installing Poses: To install poses, Right-click on the pose stand and drag and drop poses from your inventory to the CONTENT area of the pose stand. The stand will automatically update with the new poses.

Installing Texture Packs: CW Studios is happy to have created a no-fuss approach to installing new textures in an organized way. Texture packs created specific to this system are available for purchase at CW Studios main location. No textures to install! Just one simple script! Drag and drop the purchased package script from your inventory to the CONTENT area of the studio and the studio will automatically load in your new texture pack.

Public Controls: Public Controls for your pose stand can be purchased separately. They connect and disconnect and operate the stand using the same buttons as the HUD. Only the owner has control over the setup permissions. Just rezz the public controls near your studio and sync it. Set your studio to public use and people will be able to hide/show and spin the pose stand without having to purchase a HUD.

Texture Selector: To connect the texture selector you will follow the same steps as you would to connect a HUD (*HUDUsage*). The texture selector is also a great way to organize textures for multiple studios.

Features of the texture selector:

Store Images: The texture selector works by organizing images for studios and displaying them for easy customization.

Multiple Studios: If you have multiple studios it can be a pain to place images in each one. With the texture selector you place your images in it (copy/mod/trans permissions) and can display images on any studio connected to the selector, even if that image is not stored in any studio.

NOTE: The images in the texture selector will NOT be available for display with the blue dropdown studio menu, you will also have to place images in the studio if you wish use that feature

To operate the texture selector:

Rezz the Texture Selector: Two versions of the texture selector come in the “CWS System Texture Selector v3.2” package.

Connect the Texture Selector: Follow the same instructions listed in the “HUD Usage” sector to connect and select studios to the texture selector.

Importing: Click on the Import button on the texture selector to display what images/packs are available to use. The selected packs or custom images will be displayed

Selecting Sections: Images will appear divided by bars. This uses the Top/Middle/Bottom options available to display images. Touch the sections of the images you wish to display. Your image will form to the right of the divided image section.

Applying the Image: Once you have created an image you would like to display click the Apply button. The selected studio will display this image.

Adding you own Images: To add custom textures make sure you have the permissions: mod/copy/transfer. This makes sure the custom menu selector will work in the texture picker. After checking permissions drag your textures to the CONTENT area of the texture selector. To locate your custom textures click on the “Import” and select Custom.

6. Support Links

www.cwings.net

www.cwings.net/forums/

7. Version Updates

Version 3.1 to Version 3.2:

- Radiance shutdown bug fixed
- Access List bug fixed
- Issue Texture Selector (free with purchase)
- Issue Public Controls (free with purchase)
- Renamed Studio Poses installed within Stand

Version 3.0 to Version 3.1:

- Texture bug fixed
- Added sub lighting
- Added radiance (windlight only)
- Added "Mid/Bottom" positioning option
- Added décor aspects to the studio
- Studio prim count increased from 40 to 46
- New Studio HUD created (v3.1) (removed "reset" function on HUD)
- Added "reset" security to the studio
- Removed Custom "Plain" Feature. The studio is no longer read in textures labeled color_Name format. Rename the textures and it will show up in the Custom section.

8. Within the Community

I list these credits here for all designers and design lovers for them to get to know about some wonderful people that share their talents and effort to make the design community a better place.

Textures for the CW Studios Photography System were created by Quatre Nemeth. Certain elements within were created with the help of elements provided by:

- gvalkyrie - <http://gvalkyrie.deviantart.com/>
- hawksmont - <http://hawksmont.com/>
- solenero - <http://solenero73.deviantart.com/favourites/>
- gotrex - <http://www.sxc.hu/profile/gorex>
- irum - <http://www.sxc.hu/profile/irum>
- Xavier Durand-Hollis - <http://axeraider70.deviantart.com/>
- in-vogue - <http://in-vogue.deviantart.com/>
- notwhatitseems - www.shatteredshardsofme.net
- luciferous-glow - <http://luciferous-glow.deviantart.com/>
- PAPANRABBIT - <http://www.sxc.hu/profile/PAPANRABBIT>

Some photos used in the studio are public domain. Other images are under certain terms of use. The images can be found at the sites below if you would like to add or find more images.

<http://www.freephotos.se/>
<http://pdphoto.org/>
<http://www.publicdomainpictures.net>
<http://www.sxc.hu/>