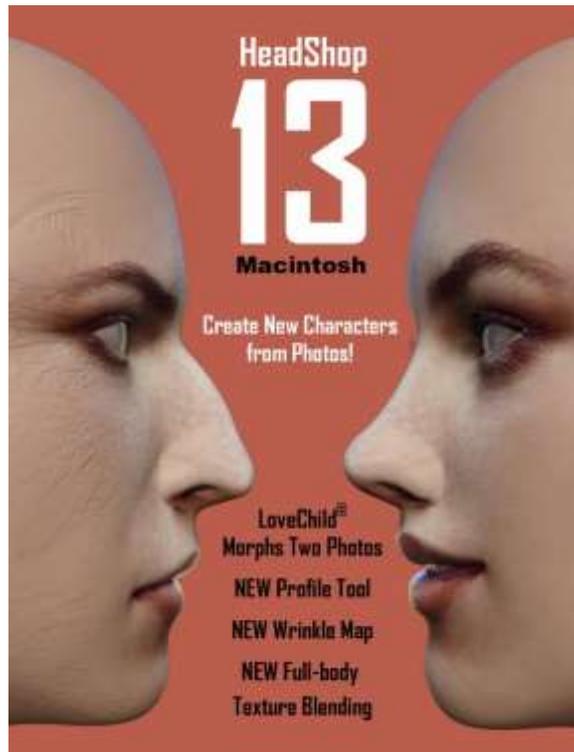


HeadShop13

For Macintosh User Manual

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Abalone LLC.

First edition
August 2020

Teach Panel Videos: Start: https://youtu.be/psyMB_yjO_Q?t=31
Features: https://youtu.be/psyMB_yjO_Q?t=104
Profile: https://youtu.be/psyMB_yjO_Q?t=121
Style: https://youtu.be/psyMB_yjO_Q?t=166
Accessory: https://youtu.be/psyMB_yjO_Q?t=213
Color: https://youtu.be/psyMB_yjO_Q?t=217

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System requirements

Required hardware

Mac: HeadShop13 runs with the following minimal hardware:

Macintosh OS

16 Gb of RAM, 64-bit

Screen of a resolution at least 1024x768

800 MB free disk space

Needed software

HeadShop11 runs under the following software:

Macintosh OS 10.1+, 64-bit

DAZ Studio 4.9 or later, 64-bit version

Genesis 3) male and female),

Genesis 8 (male and female). Optional: Growing up Genesis

To read pdf manuals Adobe Acrobat is recommended

To watch "How-to" videos Windows Media player is recommended:

https://youtu.be/psyMB_yjO_Q

Abalone LLC offers tech support through email.

Email address is info@abalonellc.com

About the manual

Preface – What is New in HeadShop13?

Chapter 1 – HeadShopQuickStart

Chapter 2 – HeadShopTabs

Chapter 3 – HeadShop Advanced Operations

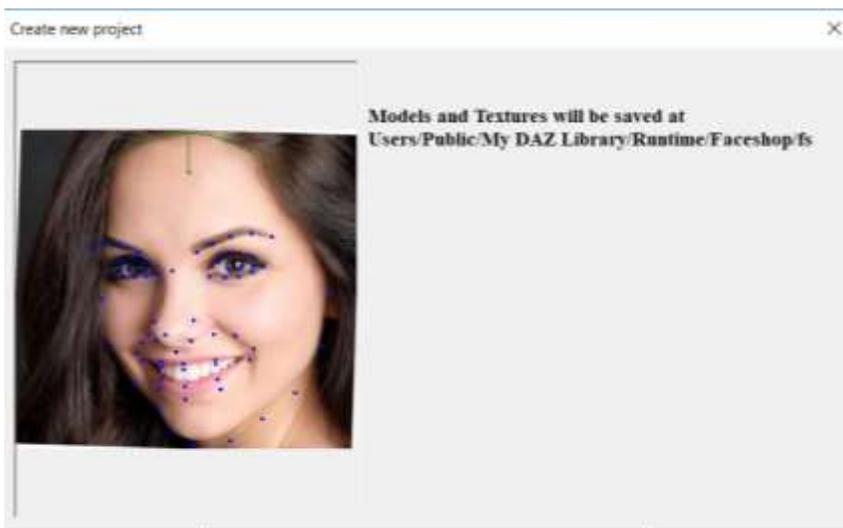
What is New in HeadShop 13?

HeadShop 13 is a software product used to automatically create 3D heads from photographs. It works as a „standalone” application and exports both shape and texture files to work with DAZ Studio. It works with Genesis 3 and 8 figures. HeadShop 13 is outputting a modified morph OBJ files and 4096x4096 texture files. HeadShop 13 features a number of breakthrough technologies that cannot be found in other similar programs.

1. **HeadShop 13 can work with photos that feature open smile, rotated or turned heads, uneven or partial lighting.**



2. **Uses „Autodots” to automatically find over 50 points in order to shape the 3D head**

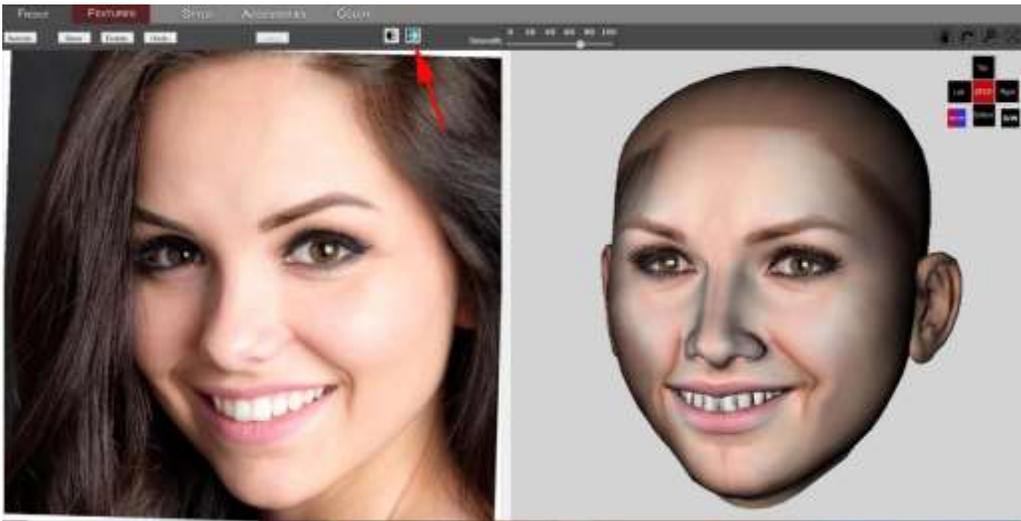


3. **Autodots can be used to manually adjust shape in the main work area**

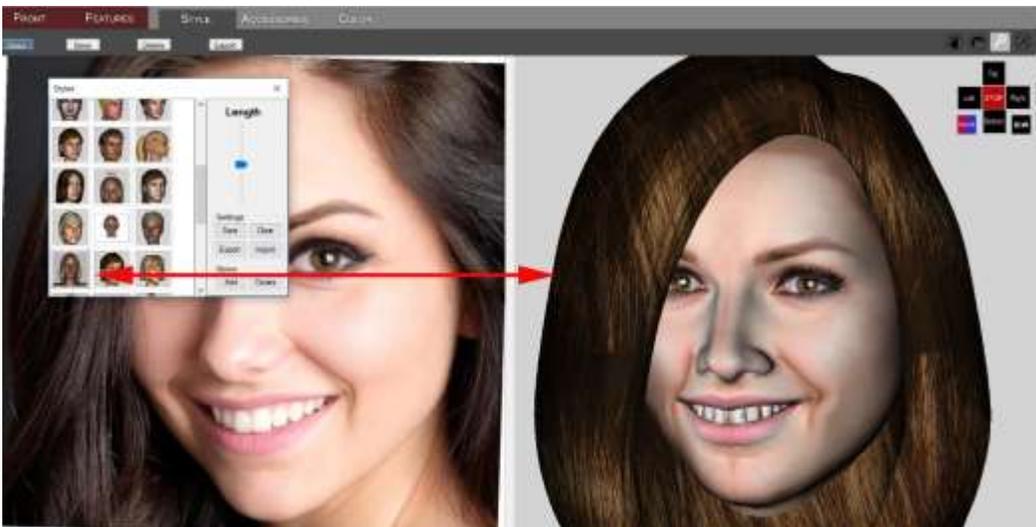


4. **HeadShop 13 works with all latest Genesis figures (Gen 3 and Gen 8).**

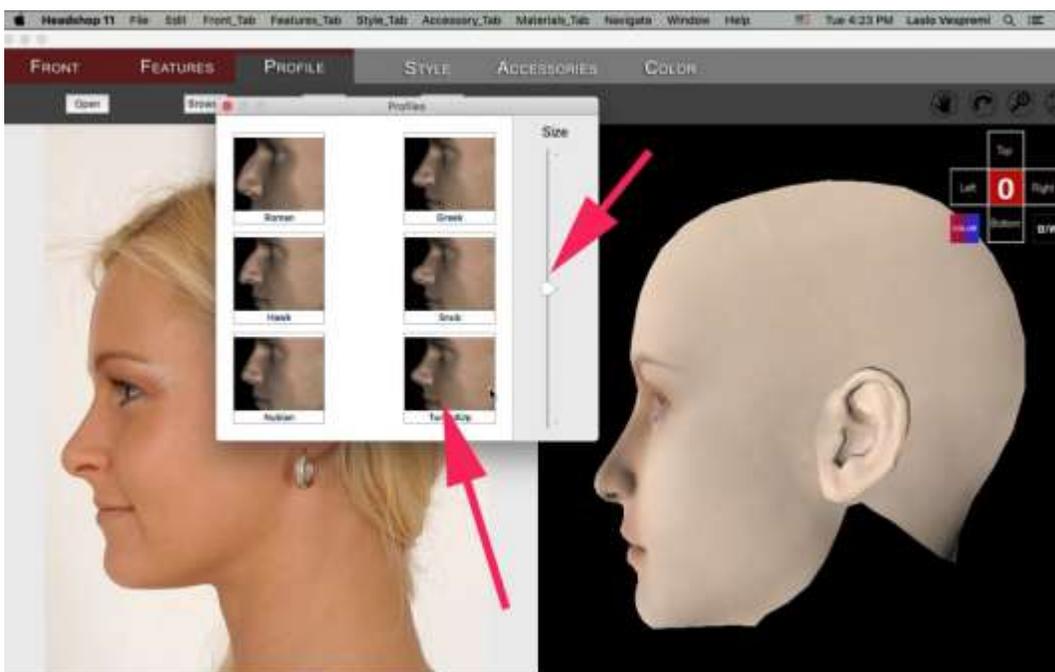
5. In case of unevenly lit or incomplete photos, better texture side can be mirrored



6. Complete library of hairstyles and accessories included

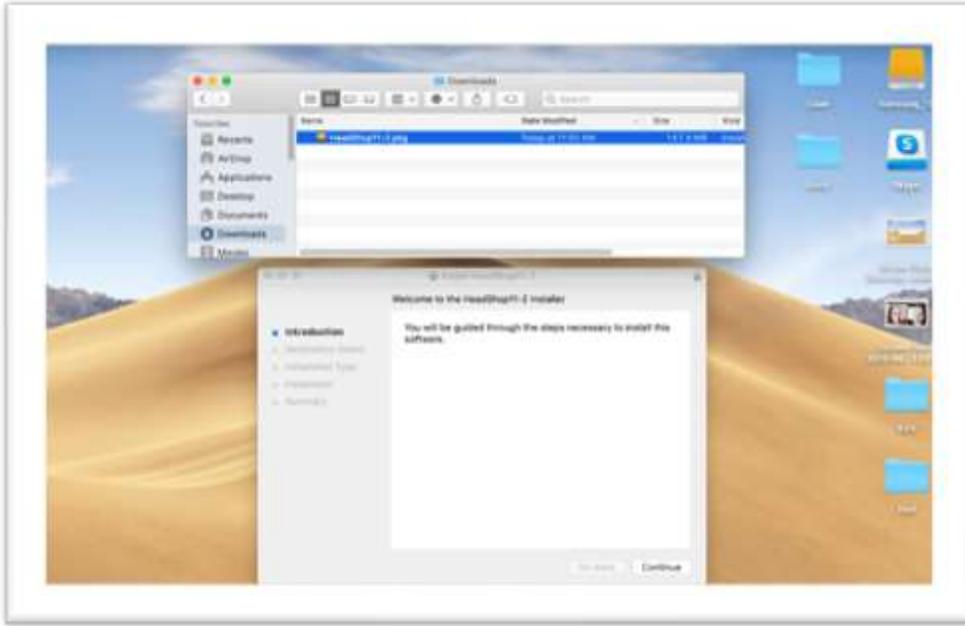


7. Profile tab lets you choose/change nose shapes



Installation

INSTALLATION



HEADSHOP 13 Macintosh is delivered as an installer. After downloading it, simply double click on the installer and it will guide you through a simple installation. The default location of the app install is in the Application folder. You need 600 Mb space for HeadShop.

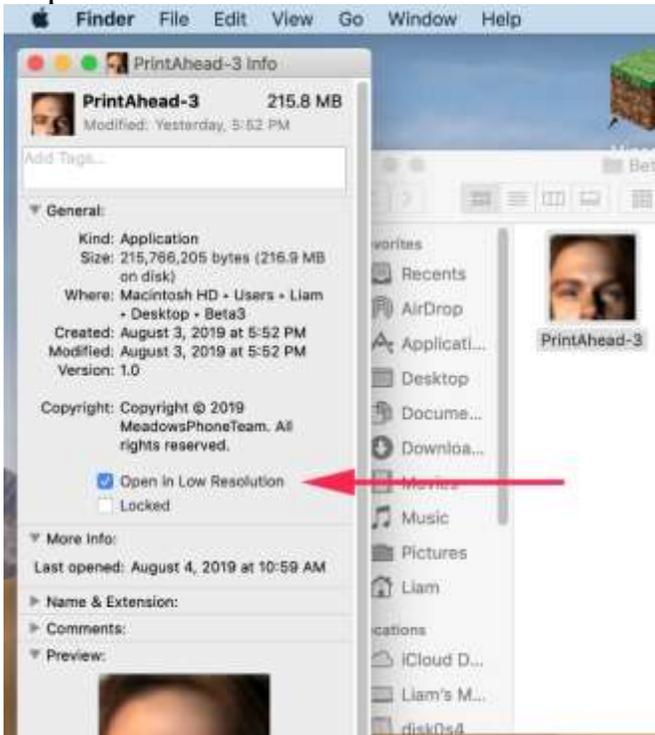
About HeadShop 13 Mac.

Unlike HeadShop 13 WIN, the Macintosh version is a STANDALONE. What does it mean? It means that it lets you create your heads and textures independent from DAZ Studio. At the end of a HeadShop session, you simply export your work to a folder where it saves the shape files (obj) and texture files.

You can access and import these files from DAZ Studio.

IMPORTANT! HeadShop 13 supports Genesis 2, Genesis 3 and Genesis 8 figures. Make sure that you choose the right figure for your project. Since each Genesis figures have different structures, the wrong figure will NOT work when imported in DAZ Studio.

Macs with Retina display. In order for the face auto-detection to work correctly, you need to right-click on the HeadShop icon and select “Get Info” In the “Get Info” dialog click on the “Open in Low Resolution” as shown below.

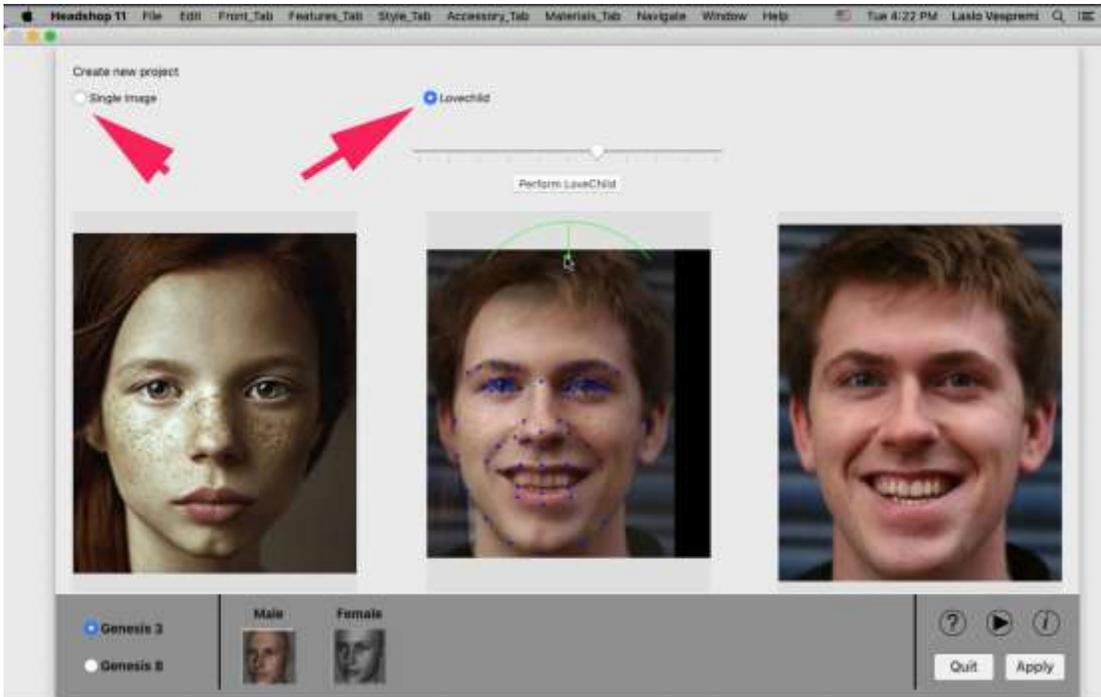


Tech Support: wrote to info@abalonellc.com
Enjoy HeadShop 13 Macintosh!

Video: <https://www.youtube.com/watch?v=8su5584NiE8>

In the following we discuss a QuickStart project that we recommend for inexperienced users. We use DAZ Studio 4.11 to explain how HeadShop11 is used with DAZ Studio. In HeadShop 13 every new tasks is explained in a Teach Panel. These panels also have video links to also see the tasks on a video,

Step 1. Launch HeadShop 13 Macintosh by double-clicking on the HeadShop 13 icon. You will see the HeadShop selection dialog.



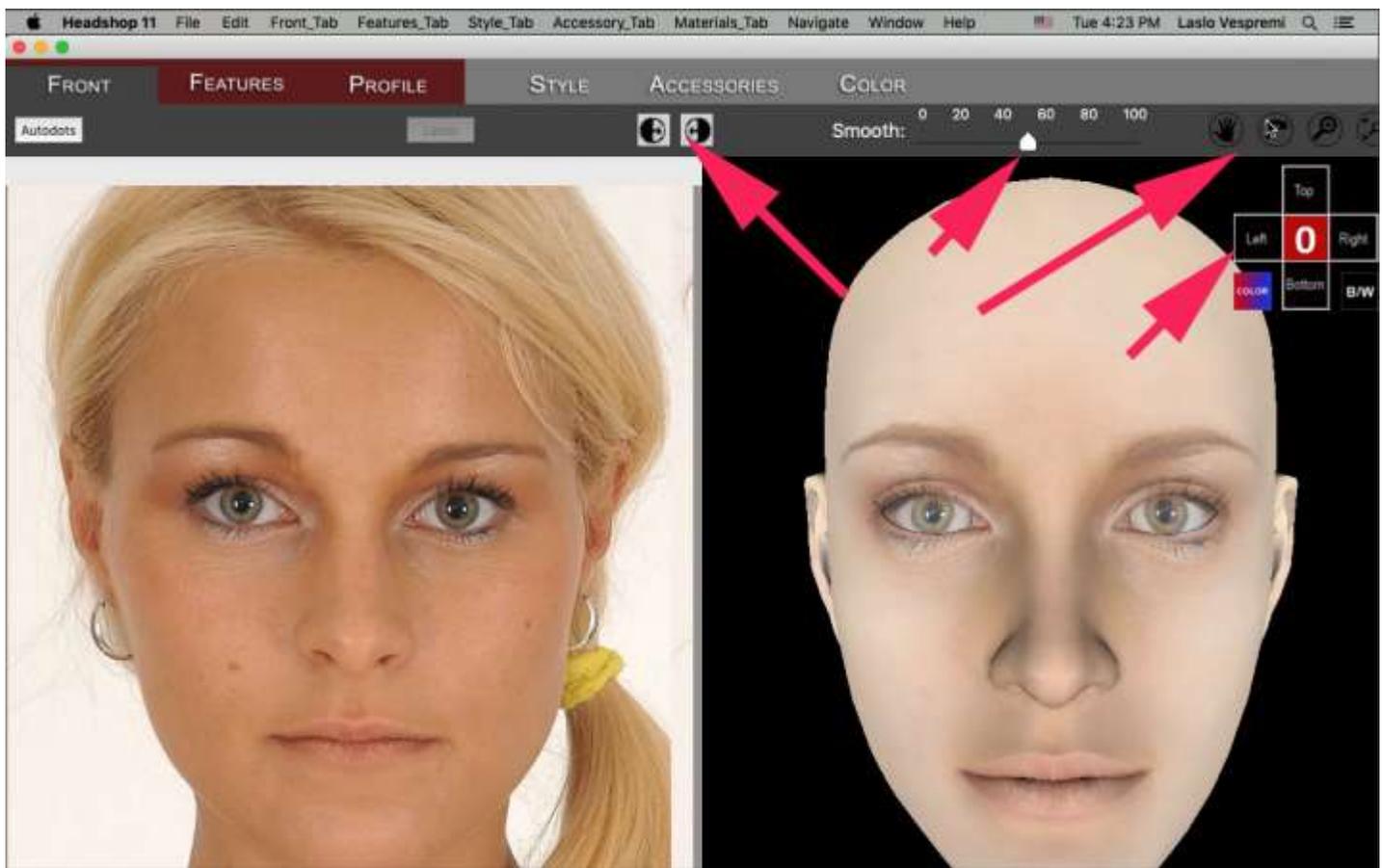
Step 2. In the Selection dialog you will have a choice to use a Single Image or create a LoveChild by mixing two photos.

- If you choose LoveChild, browse for two separate photos for the left and right windows. LoveChild will mix the two and create a third photo in the middle
- If you want to use a single photo only, click on the Single Image and browse for a photo.

Notice that over 50 points are automatically identified on the photo, as well as the application auto-identifies gender. **You still need to select the right Genesis figure you will be working with!!**

You may adjust the green semi-circle denoting the top of the skull as needed. Notice that you have easy access to the manual (?) and the „how-to video (arrow). When ready click apply.

Note: while most photos will work with HeadShop, there maybe a few that are not. Try a different photo!



Step 3. Your main work area loads. You will see your original photo on the left and the 3D head on the right side of the screen. You may find that you like your head as is and simply export it to a folder via File/Export button

If you need some editing, here are some tools:

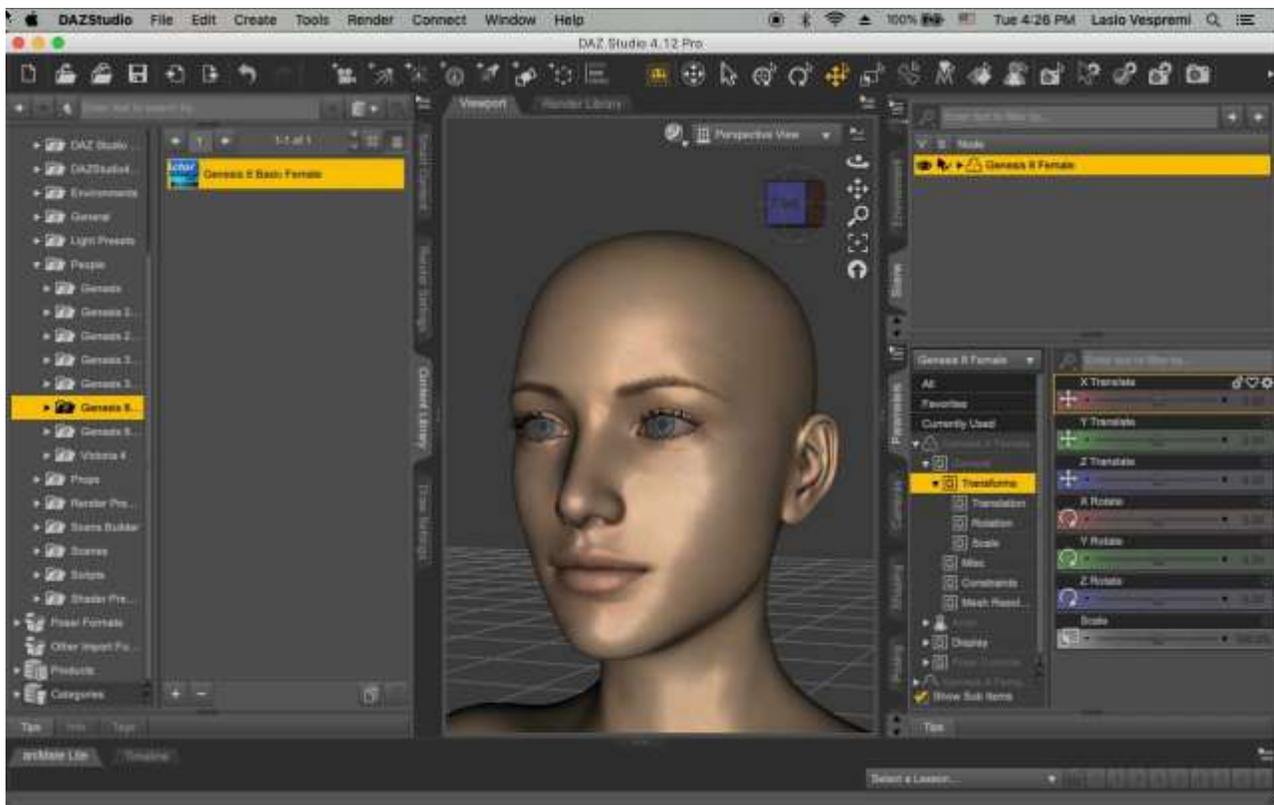
- a. Often only one side of the photo is fully useable. You can use the „Texture Mirror” icons to copy the good side over, either from left-to-right or right-to-left.
- b. The big „0” sign lets you toggle the position of the 3D head to mimic that of the photo. If you feel that the shape needs improvement, use the „Smooth” slider to experiment.

Before exporting you can also rotate the head via the rotate tool or via the navigational cross. You can also display or hide the texture using the navigational cross and use „Smooth” slider to make head more pleasing

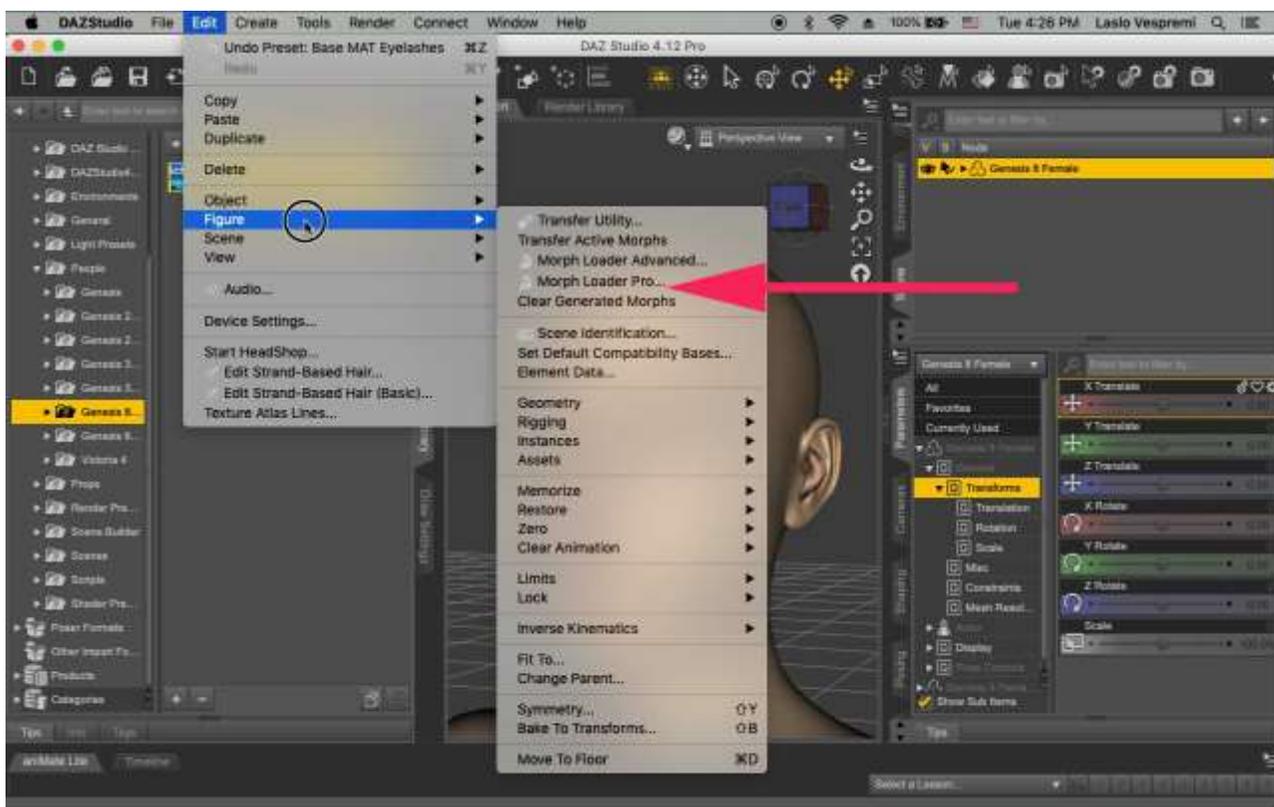
Step 4. If you like what you created, you can be Export it anytime! Export will save the new morph file and all the texture files in a project folder.

Step 5. Launch DAZ Studio and place the same figure on stage that your HeadShop project.

NOTE: morphs or texture WILL NOT work on the wrong figures!

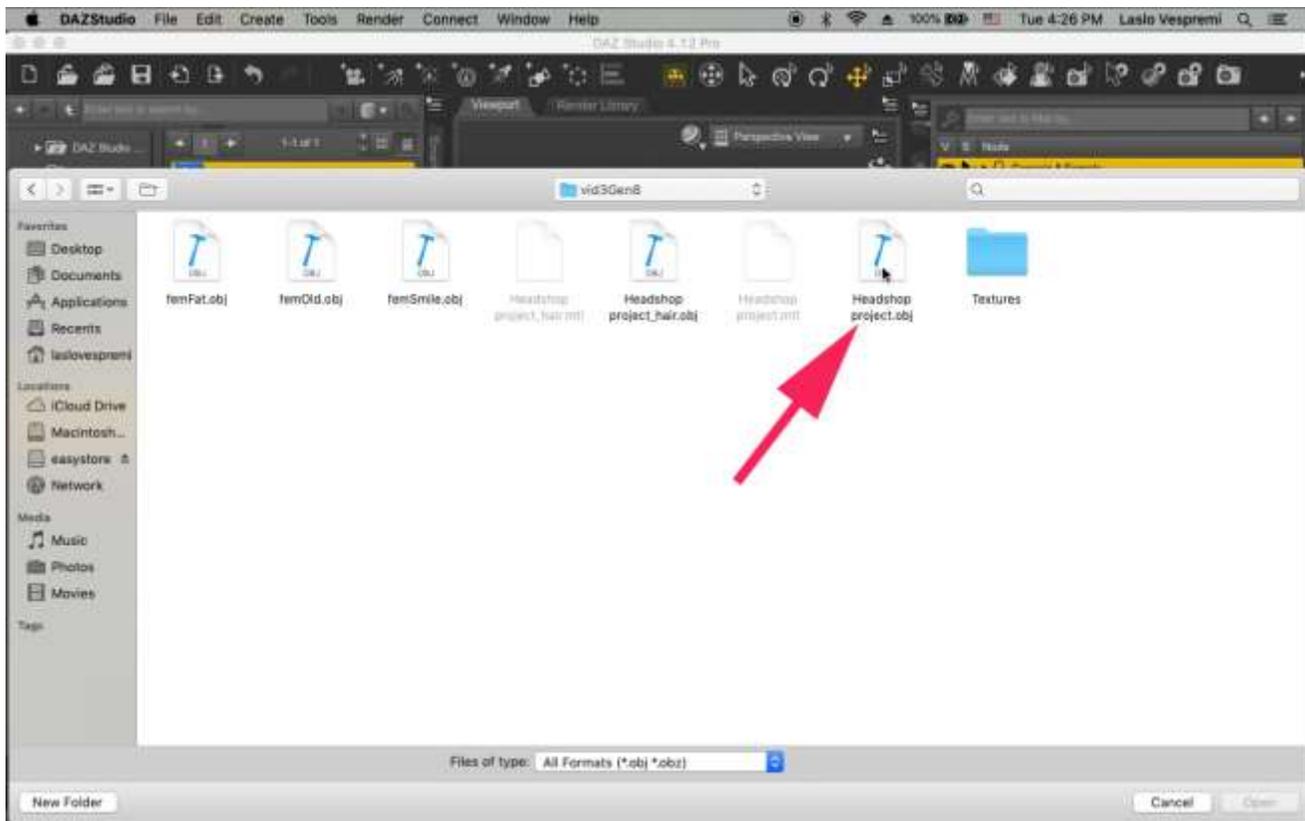


Step 6. Now you will find and import the shape file via the „Morph Loader Pro” (under the Edit menu).

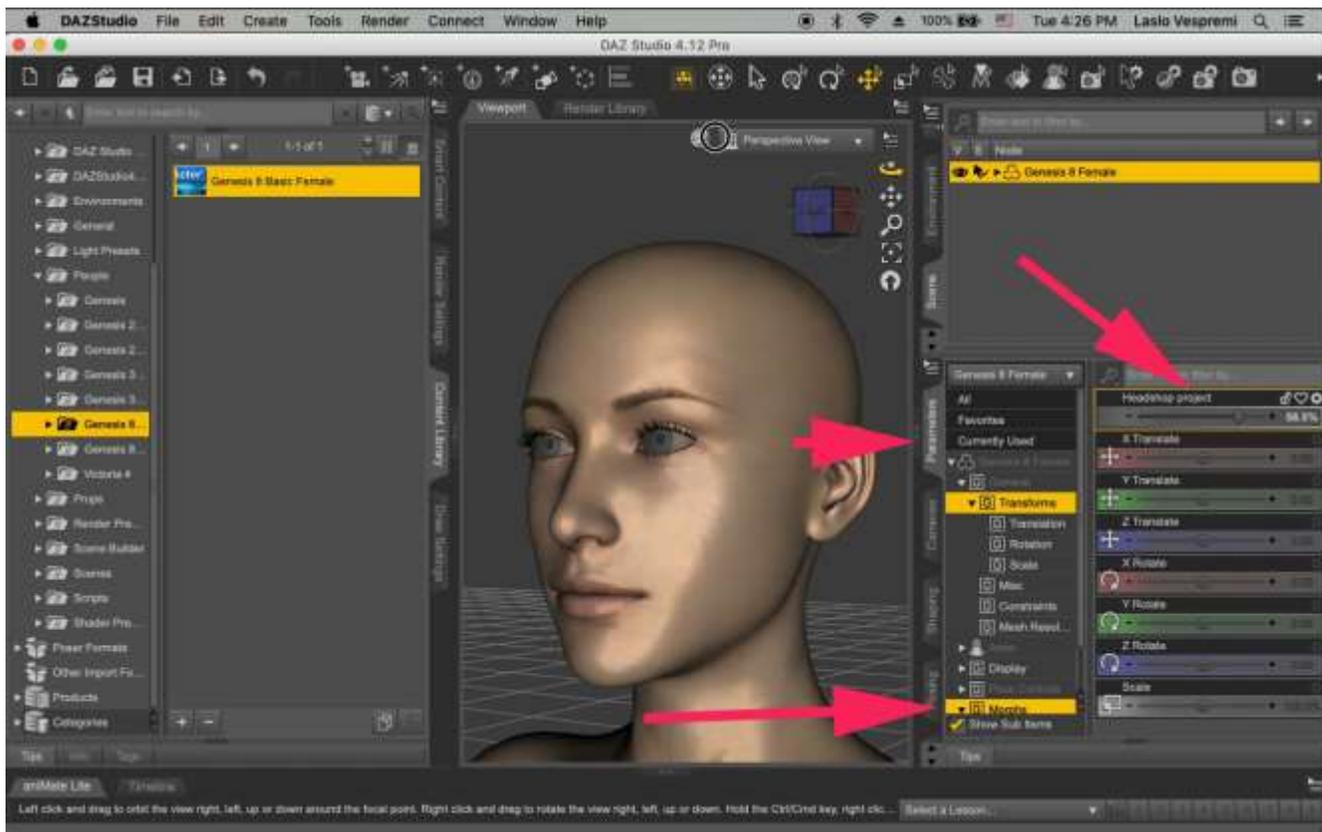


Step 7. Open the folder where you saved Exported your project. You will find many OBJ files and Texture folder.

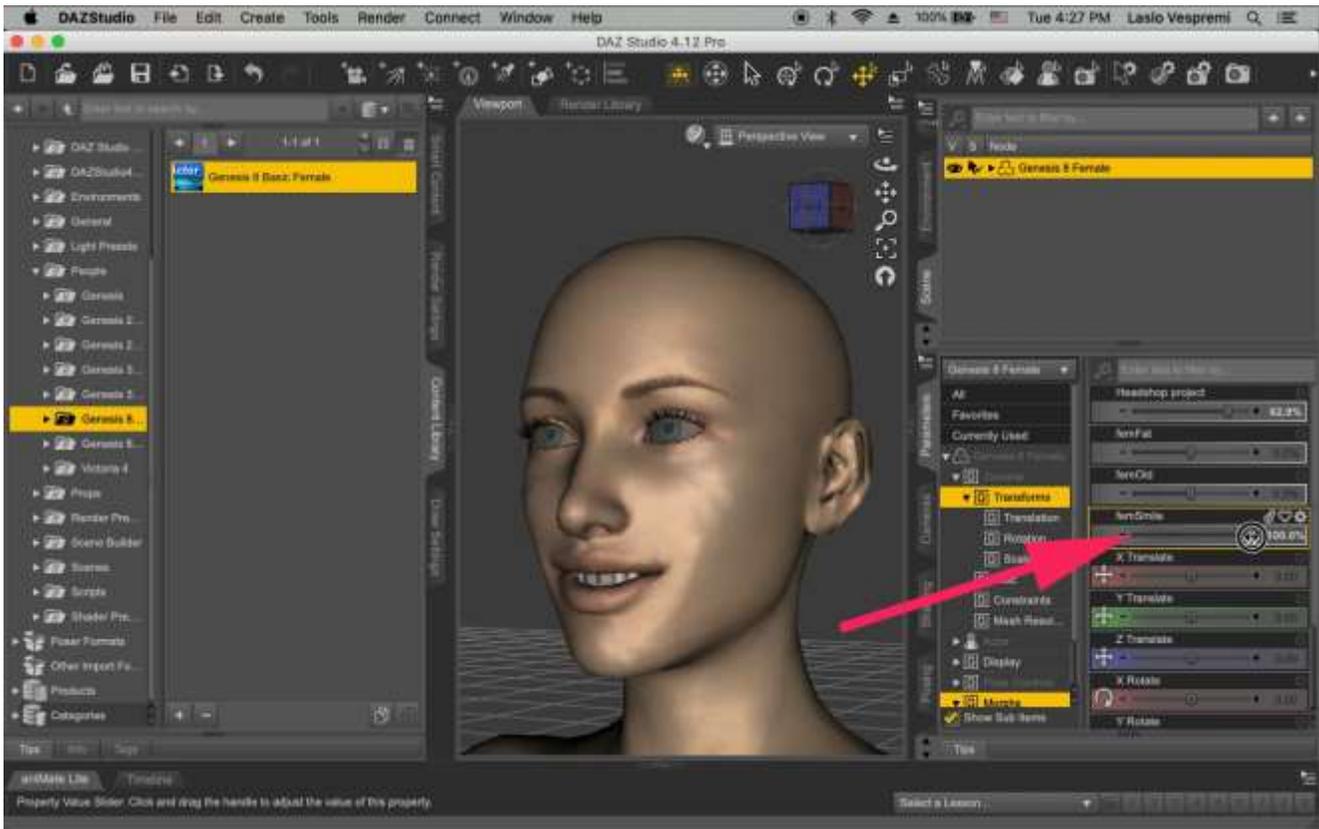
Import the „HeadShop project.obj” file via the Morphloader.



Step 8. Go to the Parameter tab and find the Morphs (while still the Genesis 2 Female is selected). Slide the morph from „0” to the a preferred value (usually 60 or 70%).

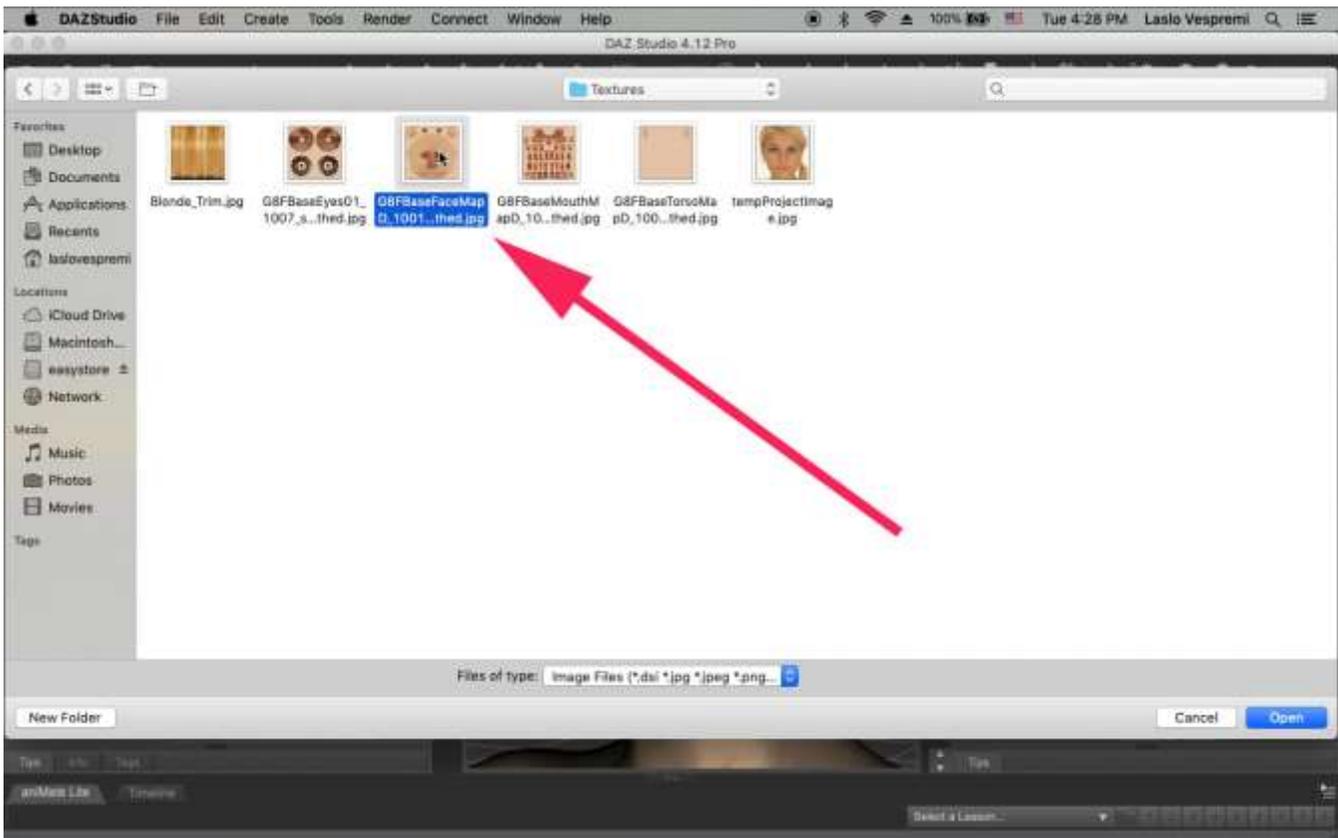


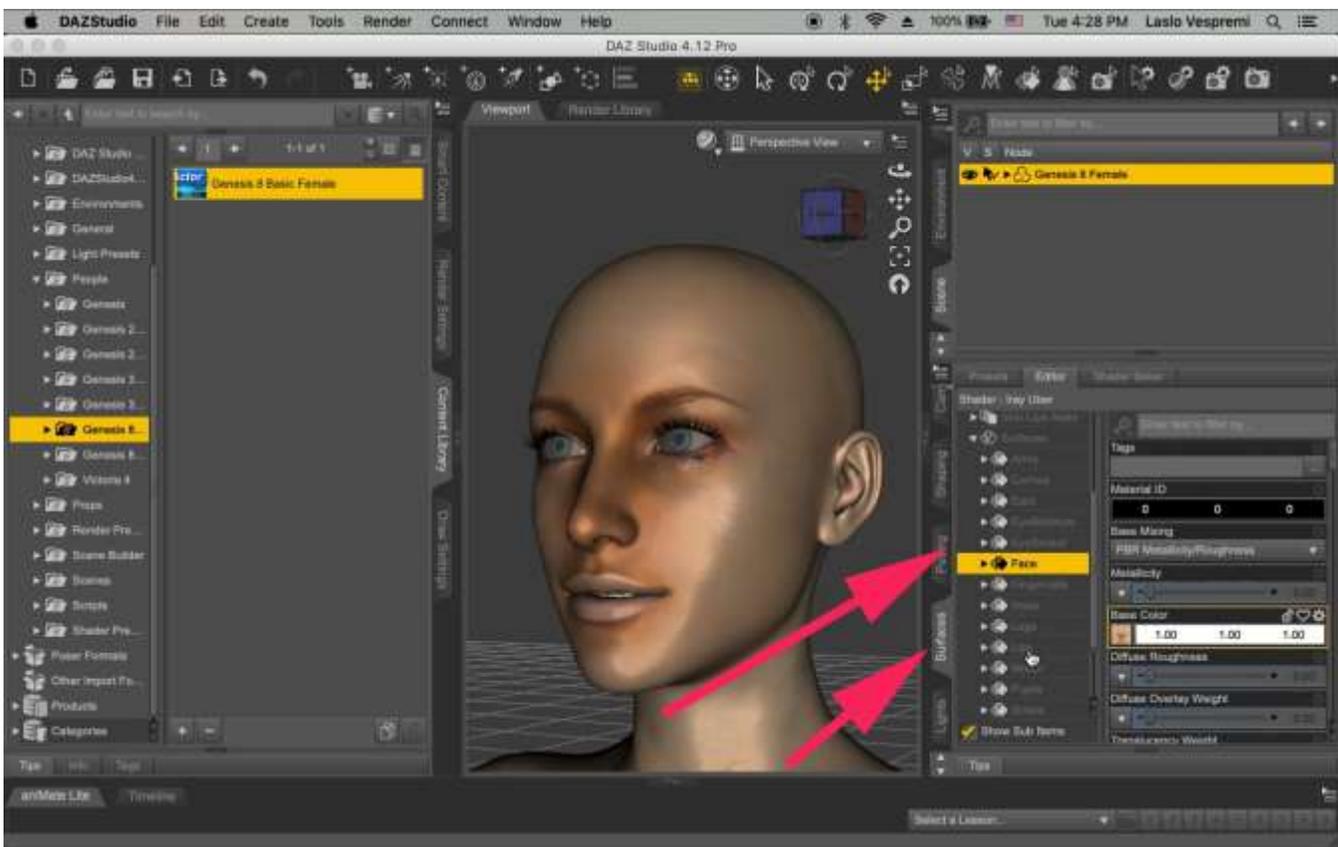
Step 9. If you choose additional Features, such as Age, Weight or Smile in the Features panel, load those morph via „Morph Loader Pro”. Apply Features such as Age, Weight or Smile



Step 10. Import Textures.

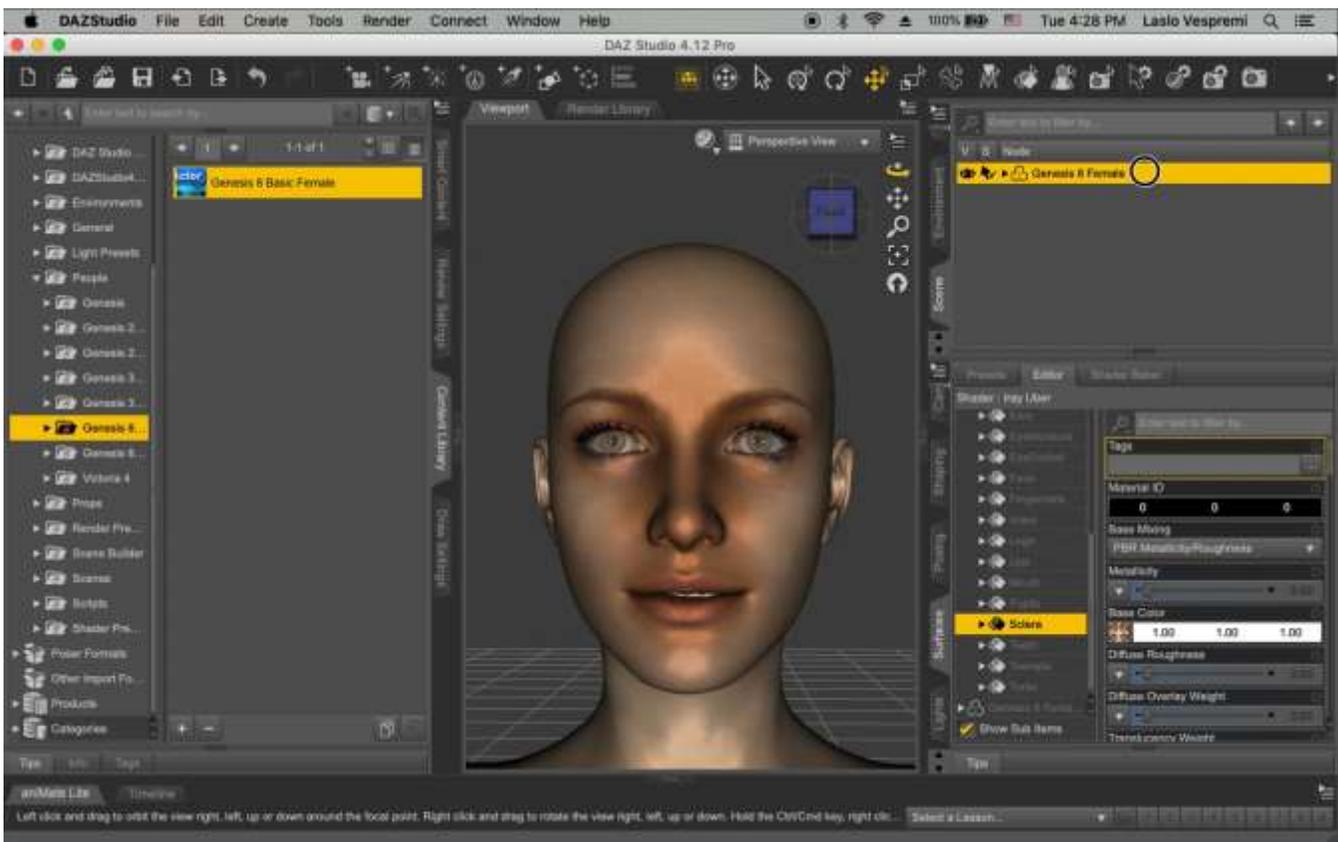
Go to the „Surface” Tab and select „Face” under surfaces. Go to „Browse” and select the BaseFaceMap_Smoothed.jpg





Use the same for texture for „Lips”.

Next import „BaseEyes_Smoothed” for eyes. Apply to Cornea, Irises, Scelera and Pupils.



You are all done creating a new face!

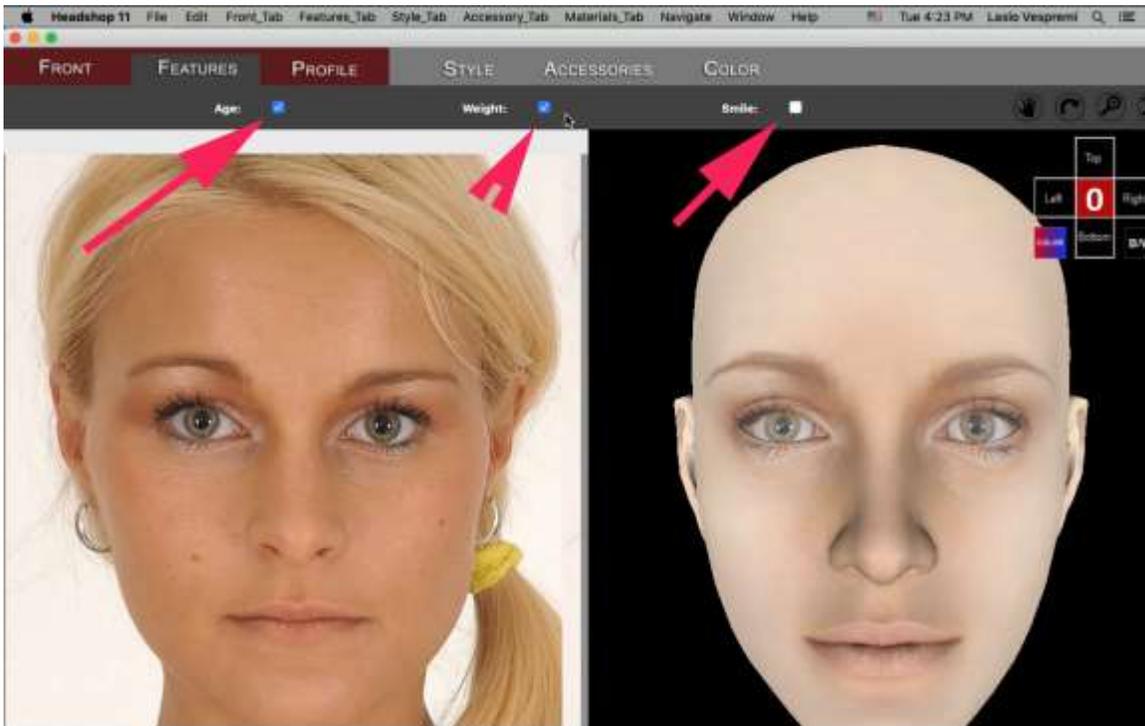
HeadShop Tabs and Libraries

There are five Tabs in HeadShop 13: Front, Features, Style, Accessories and Color.

Features Tab.

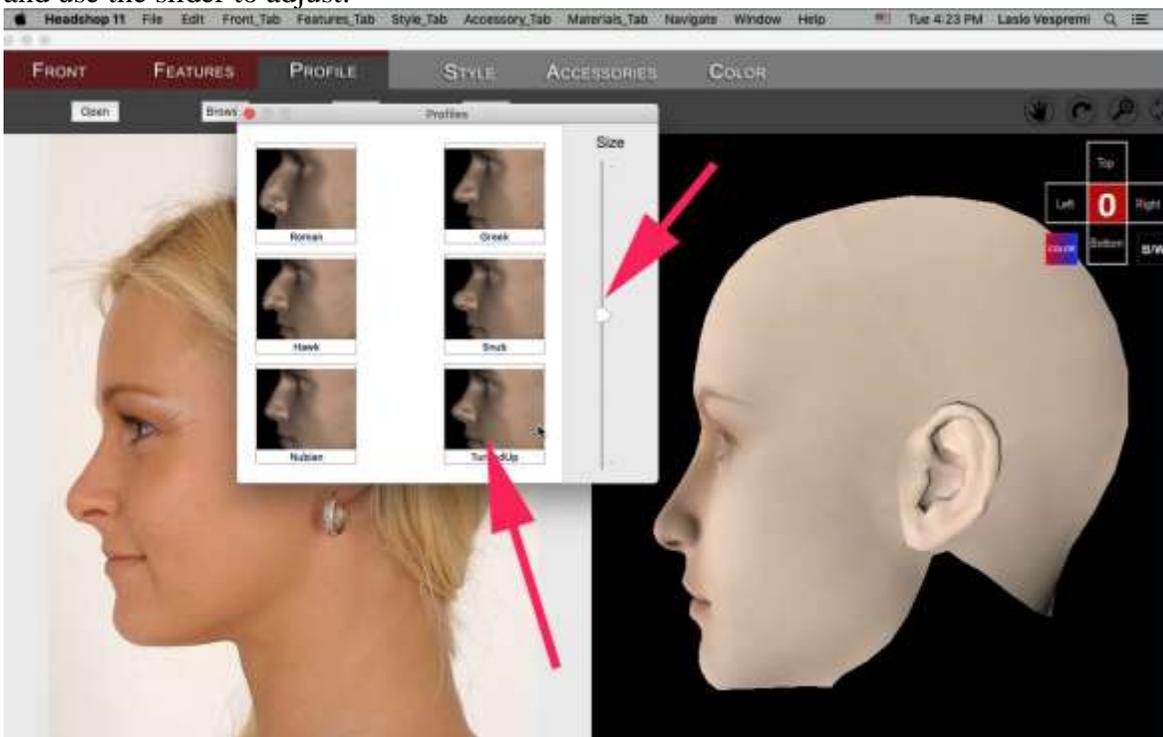
Features Tab shows three radio buttons,.: Age, Weight and Smile.

Click on those buttons that you'd like to save. These OBJ morphs will be saved in your project folder.



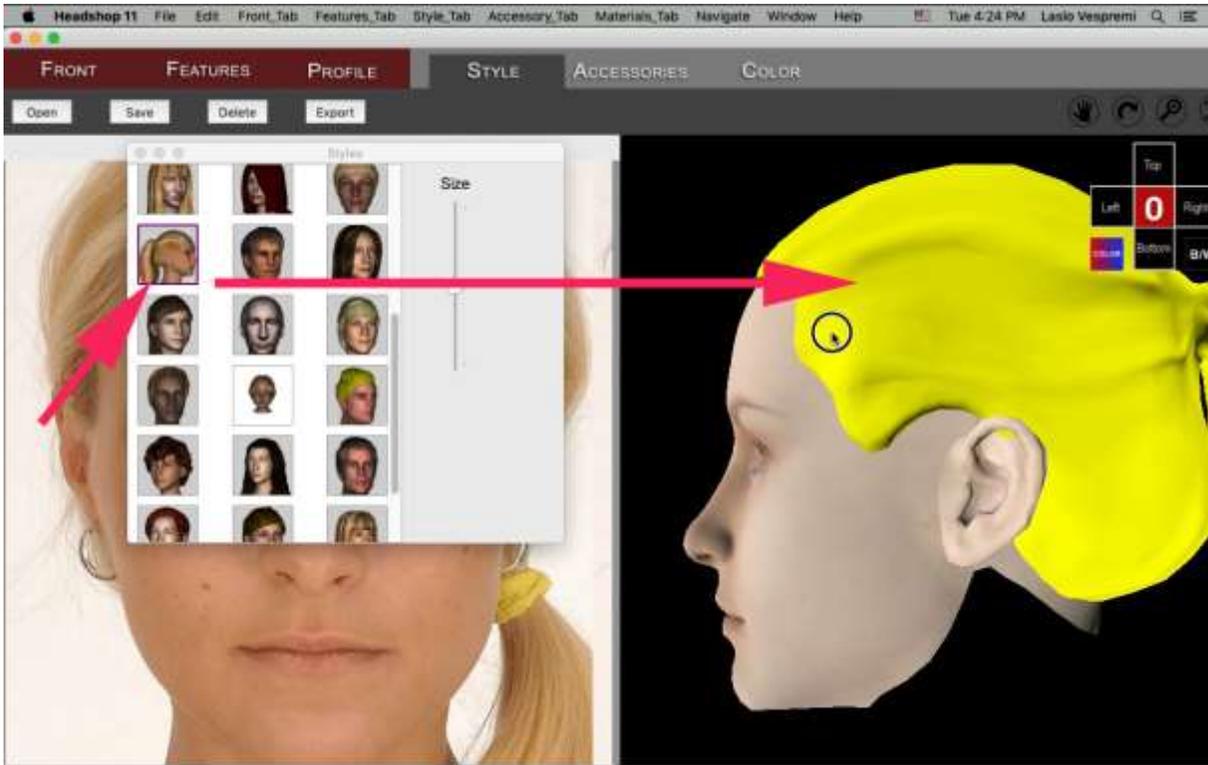
Profile Tab.

Lets you browse for a reference pictures. When Opening the Nose dialog, you can Choos/Apply a nose style and use the slider to adjust.



Style Tab.

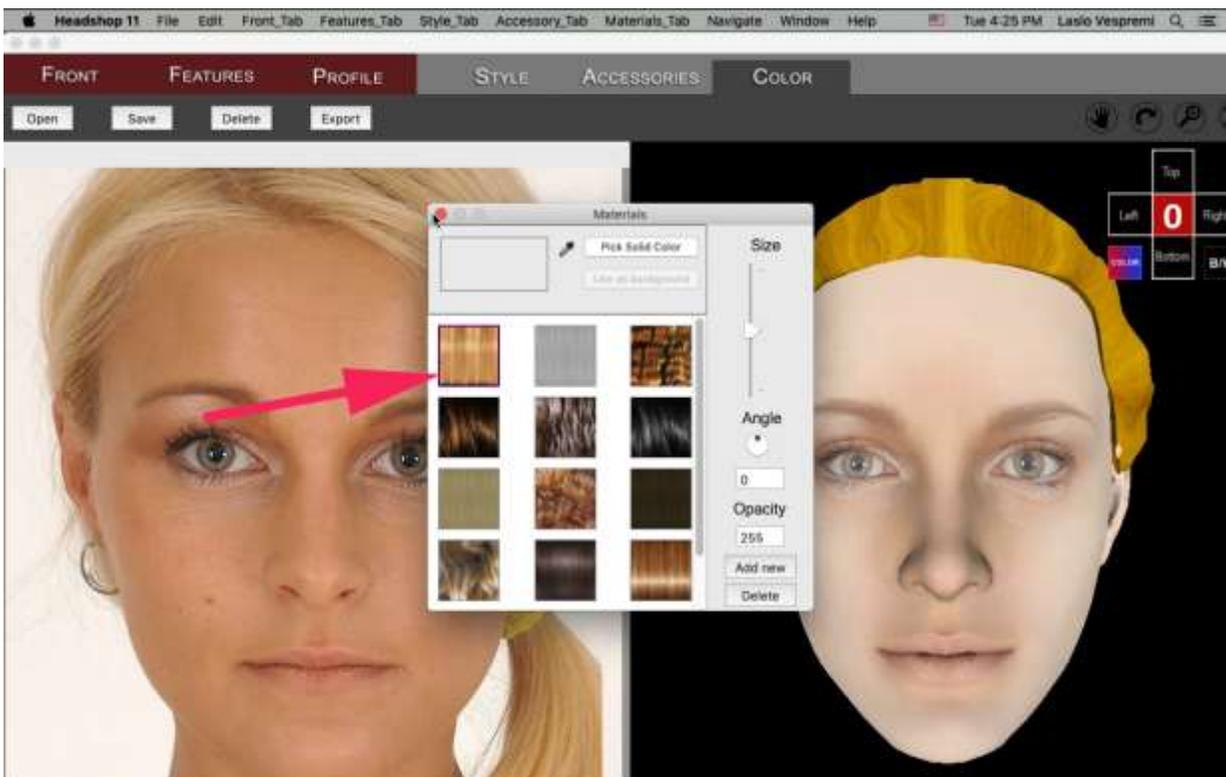
You can add a Hair Style to your 3D head from a large library of styles. Select and drag a hair from library to the 3D head and adjust position and size.



Accessory Tab. Works same as Syle Tab.

Color Tab.

Here you can add a color/pattern to your hair or accessory.



AUTODOT TOOL– Autodot button is on the left side of the screen in the Front Tab. It serves to correct the shape of the 3D head in places where the automatic process misplaced dots (for example due to light or shadow on the photo). **Use it very sparingly, as it may result in distortions!!.**

NOTE: Autodots will NOT work if any of the four navigational tools are engaged.

Export

When finished with your project, click on the export button or File/Export.

You will be prompted to save your files in a Project Folder.

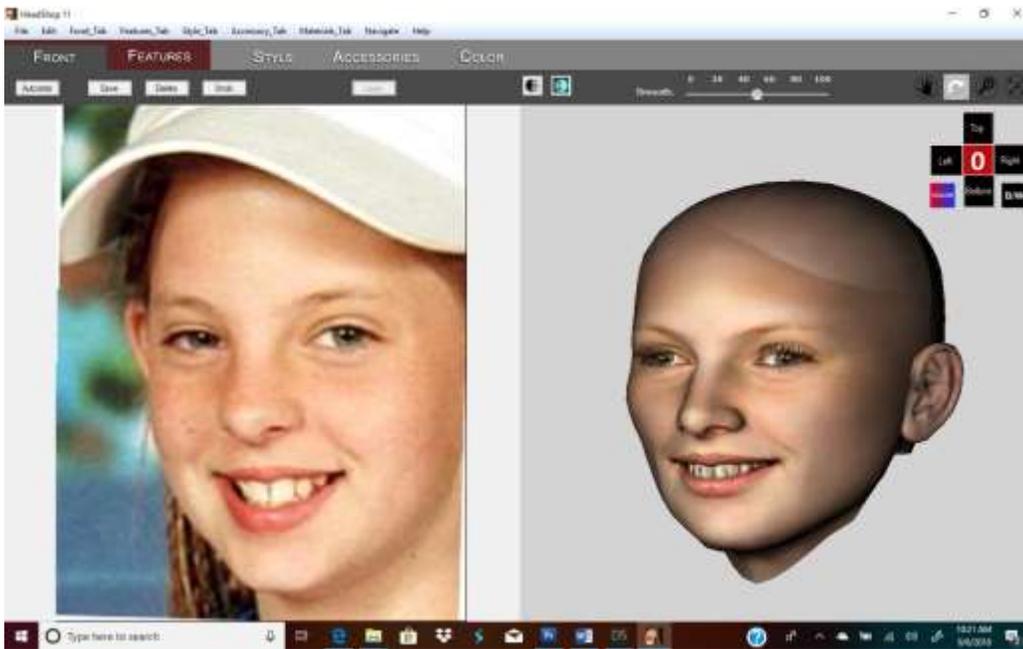
Chapter 3: Advanced Operations

In the following we offer a few hints for Advanced Operations.

How to model a Child.

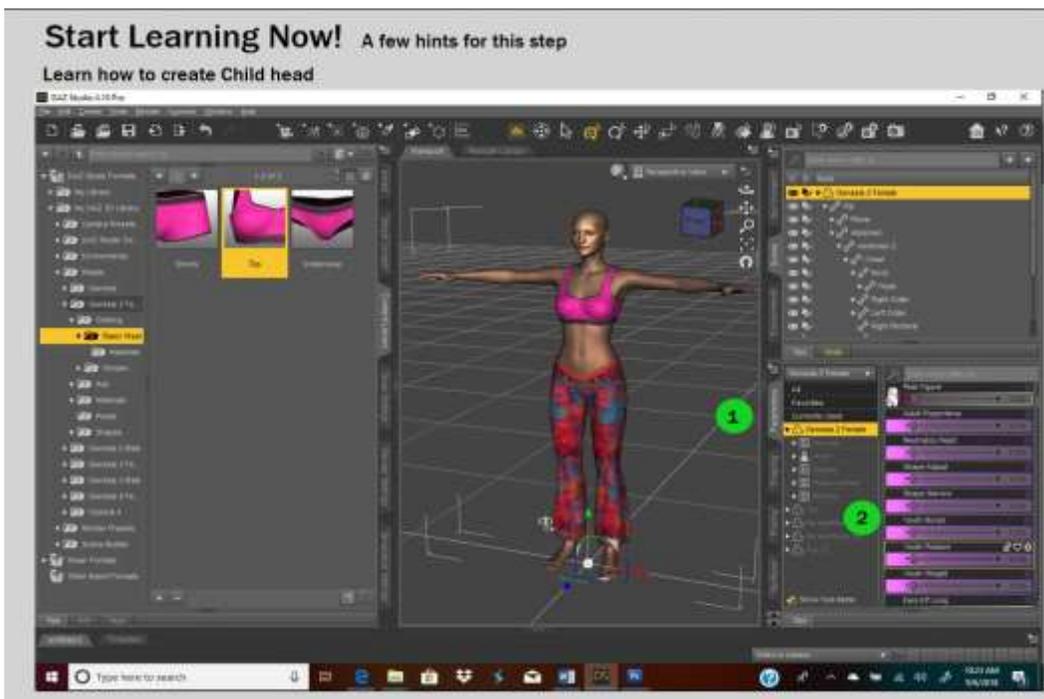
Step 1. Modeling children is relatively straightforward. You do need to have the Growing Up for Genesis Female installed in your DAZ Studio.

From here on you proceed as before, selecting either a Male (boy) or Female (girl) manually.

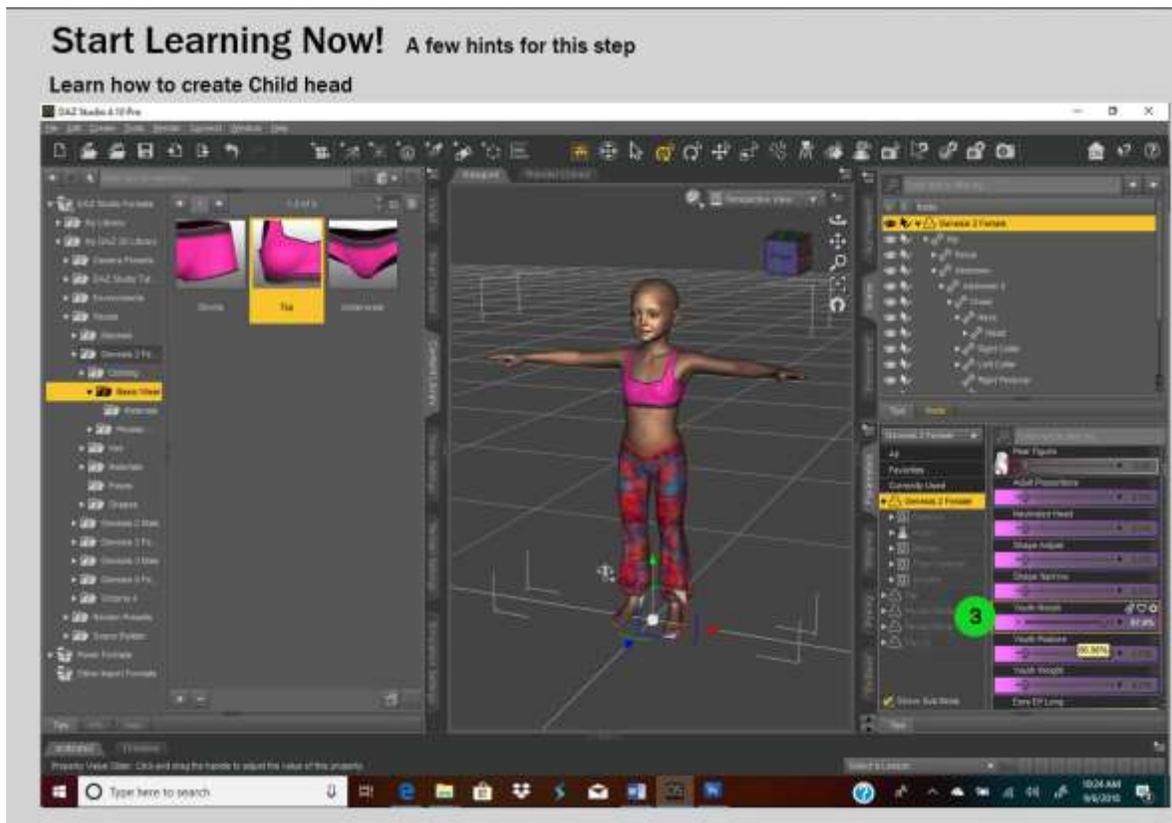


As you can see the head looks more like an adult head. That's OK, in the next two steps we will fix that.

Step 2. Export head via the Edit/Export button. Now it will map back onto the Genesis 2 Female figure. Select Parameters tab in Studio (1) and scroll to „Youth Morph” (2).



Step 3. Move the slider to the right to create a Child morph (3)



For more in-depth tutorial please watch the Video at:

<https://www.youtube.com/watch?v=8su5584NiE8>