

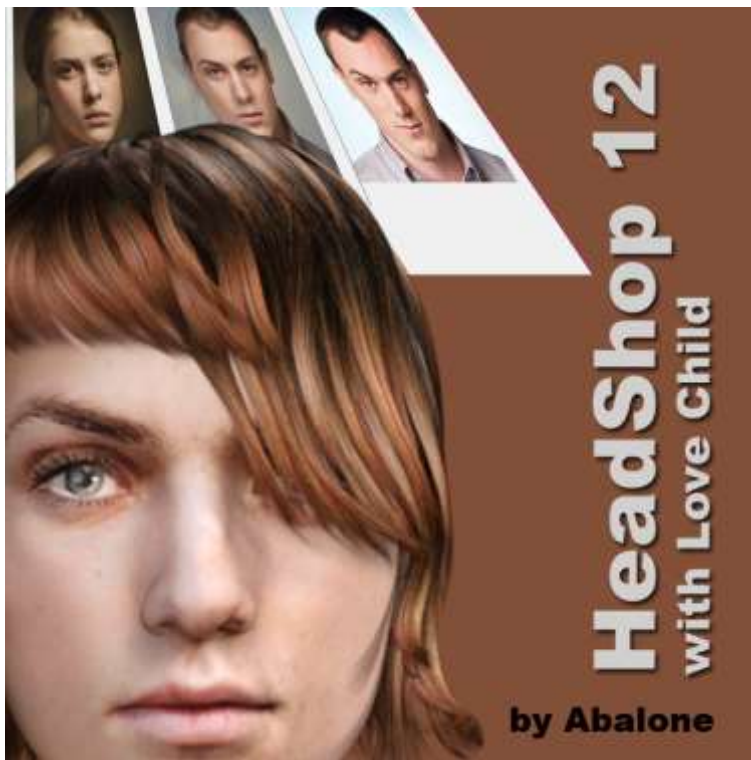
# HeadShop12

For Windows

## User Manual

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## Abalone LLC.

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## System requirements

### Required hardware

**WIN:** HeadShop11 runs with the following minimal hardware:

A Windows-based personal computer or laptop with the following minimal requirements:

8 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:

**Windows 10 operating systems, 64-bit only**

DAZ Studio 4.9 or later, 64-bit version

Genesis (2,3,8) Base (male and female), Genesis (2,3,8) Starter Essentials.

To read pdf manuals Adobe Acrobat is recommended

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

<https://www.youtube.com/watch?v=vdBFoxINwto&t=2s>

Abalone LLC offers tech support through email.

Email address is [info@abalonellc.com](mailto:info@abalonellc.com)

## **About the manual**

Preface – What is New in HeadShop12?

Chapter 1 – HeadShopQuickStart

Chapter 2 – HeadShopTabs

Chapter 3 – OneClick2; Blending and Advanced Operations

Chapter 5 - Troubleshooting

# What is New in HeadShop 12?

HeadShop 11 is a software product used to automatically create 3D heads from photographs. It is used inside DAZ Studio as a plugin. It works with Genesis 2, 3 and 8 figures. HeadShop 11 is outputting a modified morph OBJ file and 4096x4096 texture files. HeadShop has been developing since 2007 and regularly introduced features not found in other photo-to-3D software.

What is new in HeadShop 12?

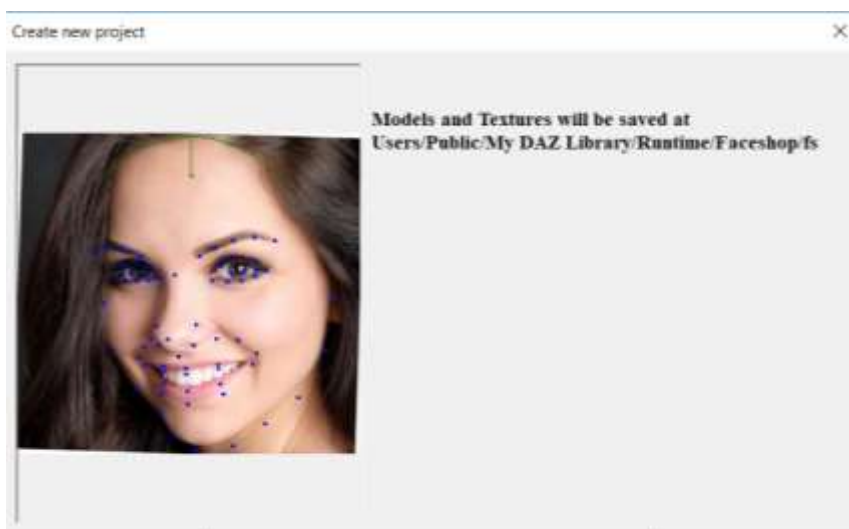
- HS12 integrates LoveChild, an additional piece of sophisticated software that allows the morphing between two photos to create a third image. A slider can regulate the degree of resemblance to one or the other photo.
- New way of creating and exporting Age, Weight or Smile shape morphs.
- New guide to help with the blending of face and skin tones.
- New pricing. Users now can purchase HS12 Full (supports Genesis 2,3,8 as before), or can purchase specific Character versions for much less money (Genesis 3 only or Genesis 8 only).

In addition, HeadShop 11 features a number of breakthrough technologies that cannot be found in other similar programs.

1. **HeadShop 11 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**

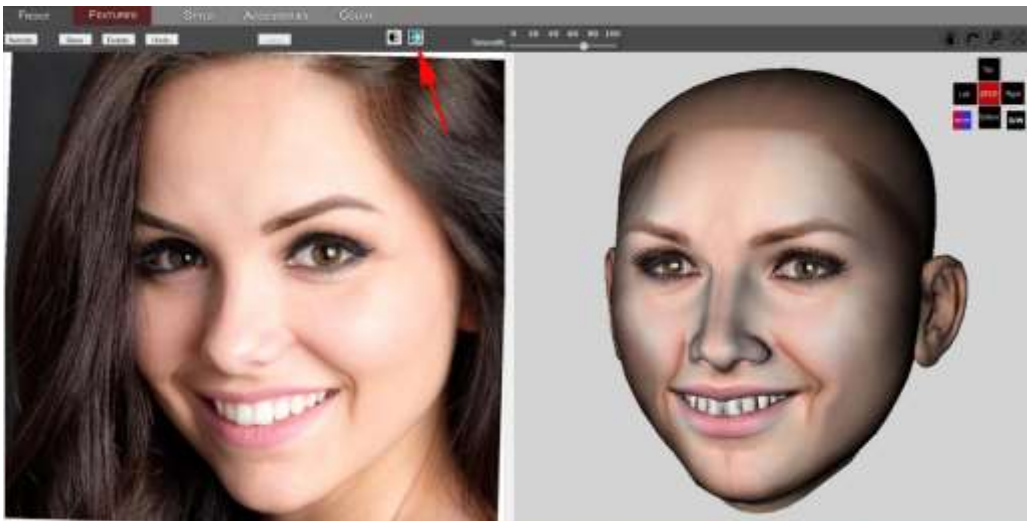


3. **Autodots can be used to manually adjust shape in the main work area**

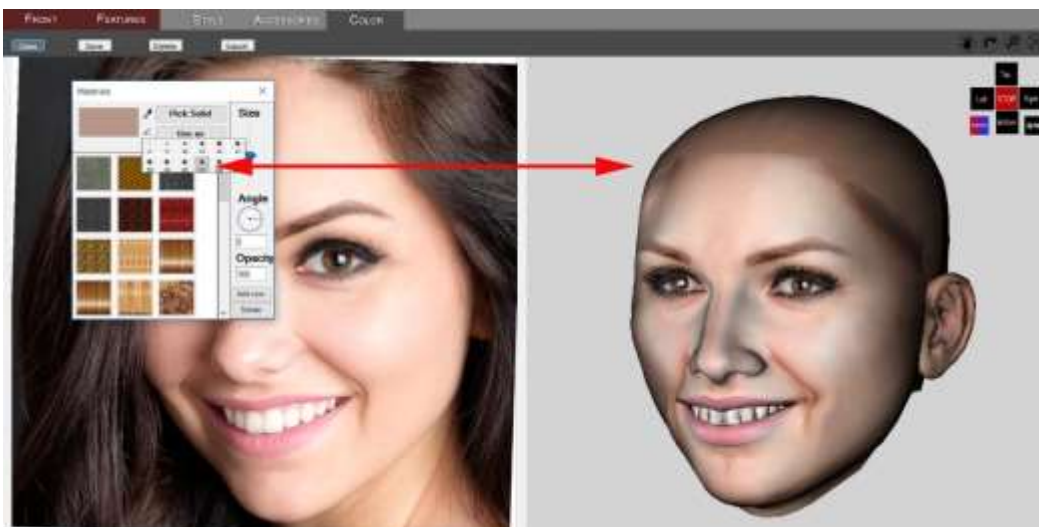


4. HeadShop 11 works with all latest Genesis figures (Gen 2, Gen 3 and Gen8).

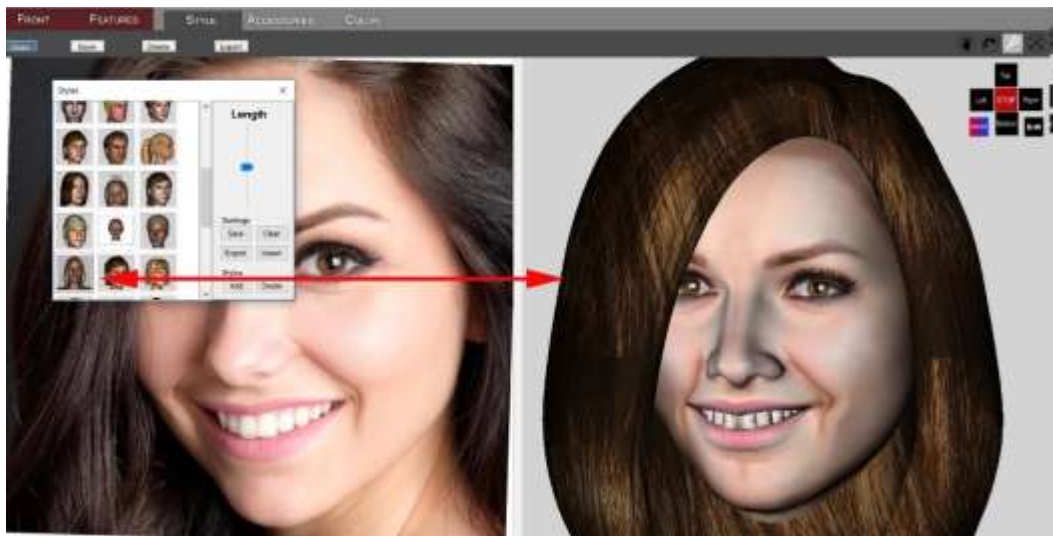
5. In case of unevenly lit or incomplete photos, better texture side can be mirrored



6. Blemishes in texture can be „soft” retouched via paint tools



7. Complete library of hairstyles and accessories included



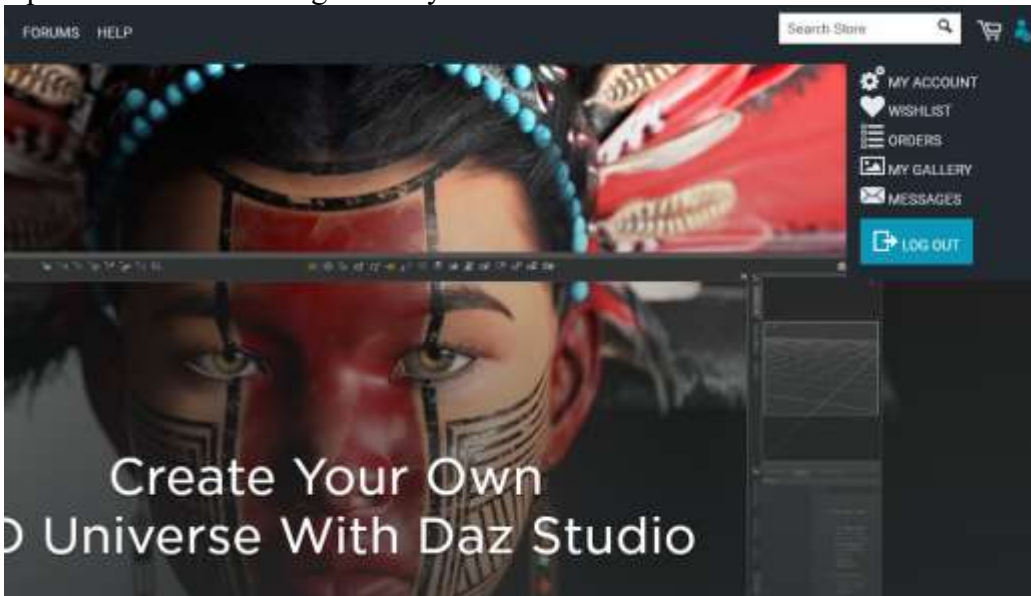


# Installation

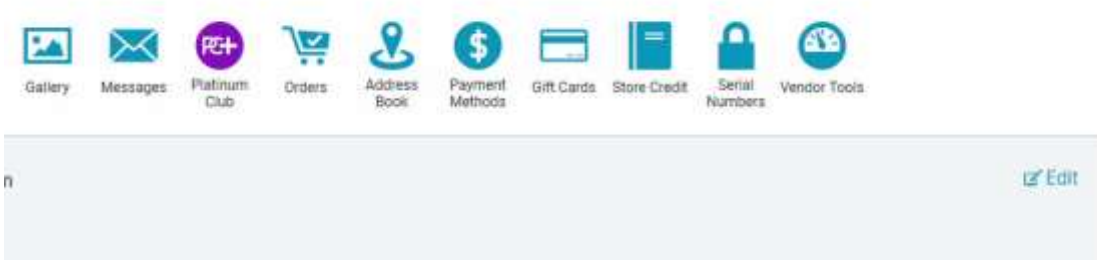
## HEADSHOP 12 README, LICENSE\_INFO

### Where is my License key?

Open “daz3d.com” and go to “My Account”



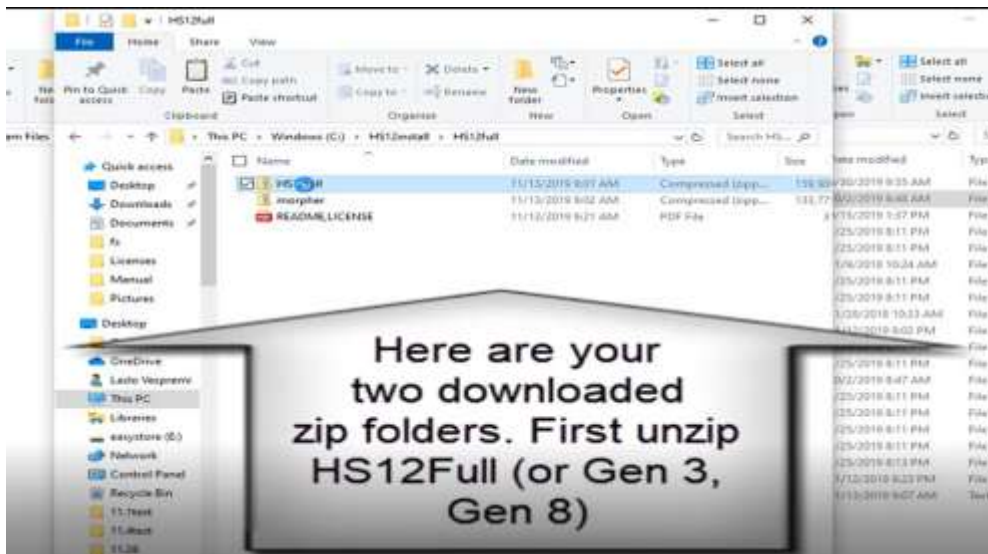
Find “Serial Numbers” and open.



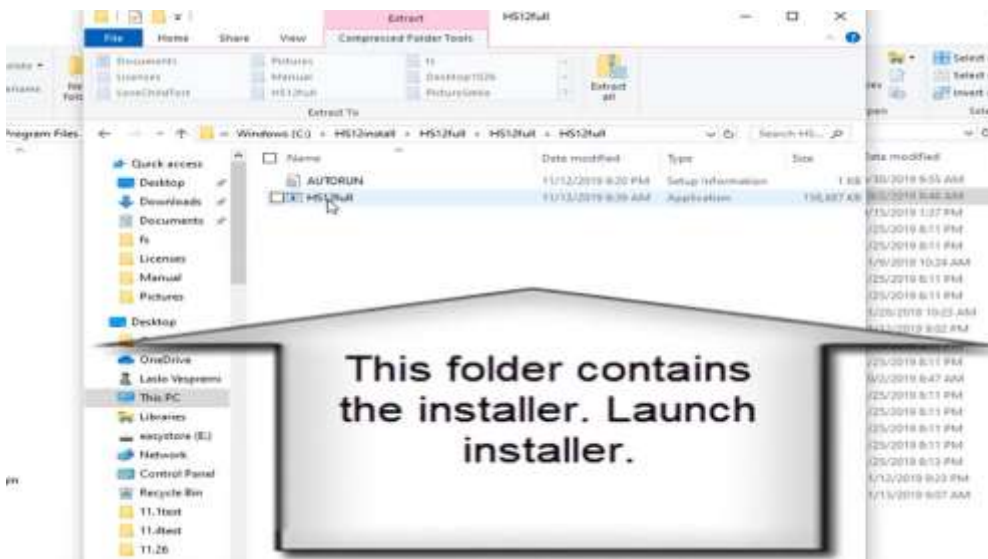
### How do I install HeadShop 12?

You will download two separate zip files: “HS12Full” (or HS12forG3, HS12forG8) and “morpher”.

1. Unzip HS12 zip file

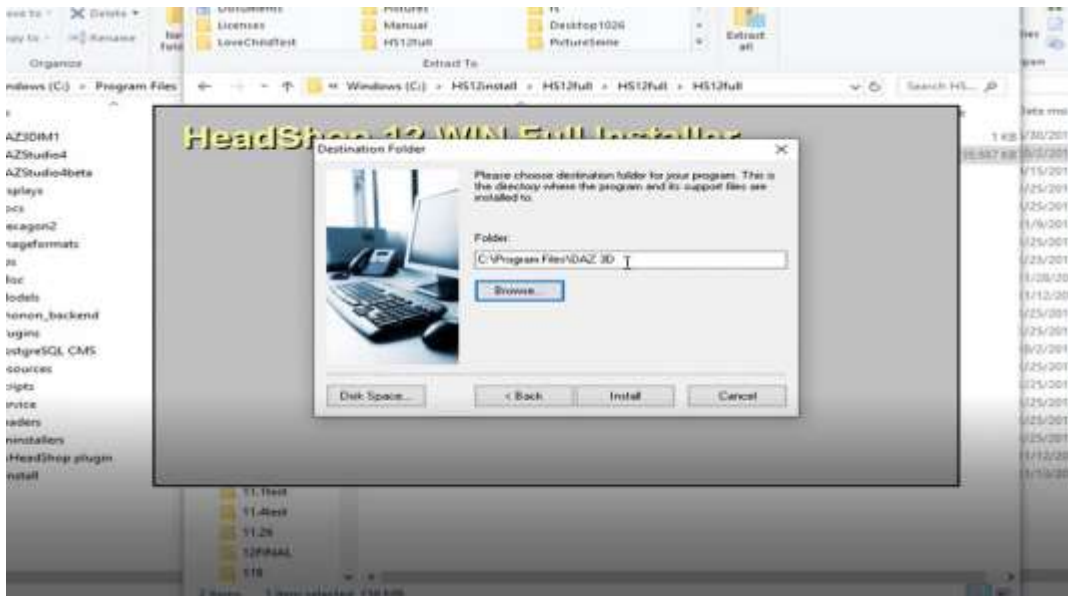


## 2. Run Installer

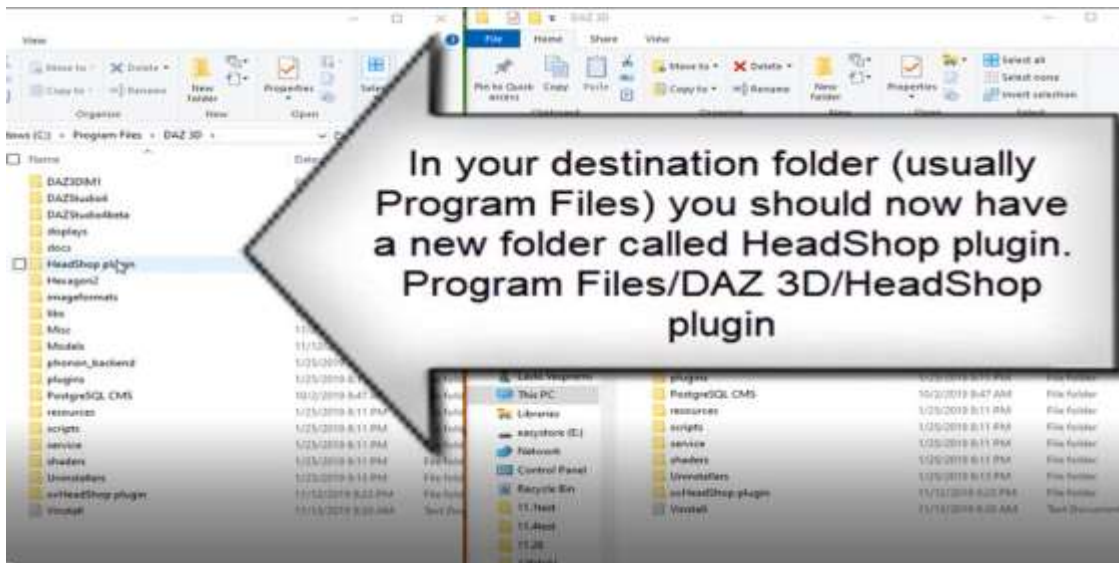


3. When browsing for “Destination folder”, find your “DAZ 3D” application folder inside Program Files.



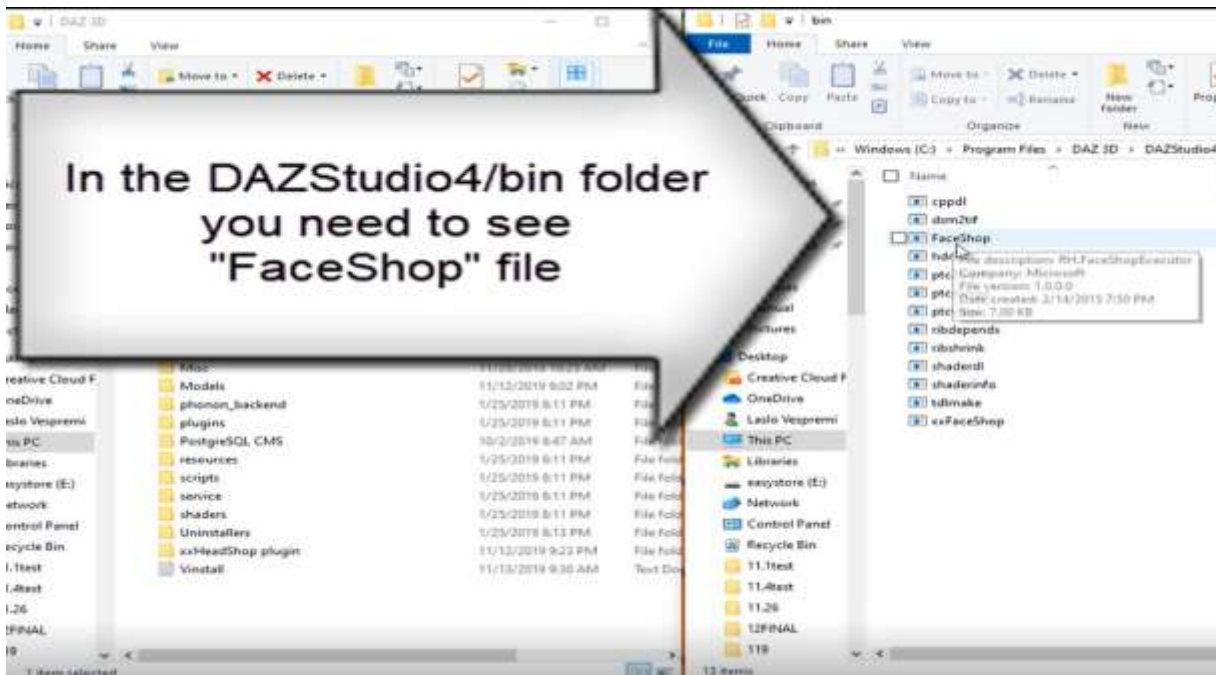


4. Make sure you have installed correctly. Navigate to “Program Files/DAZ 3D” and find “HeadShop plugin” installed.

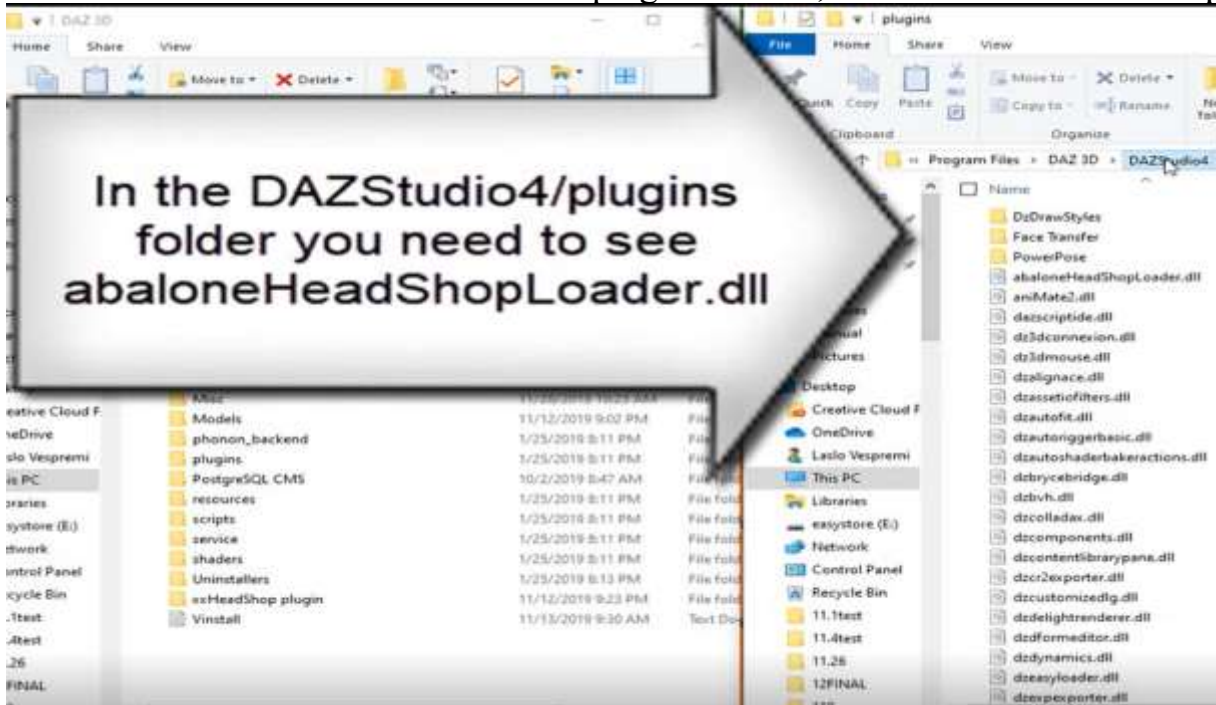


5. Check for other three files inside the “DAZStudio4” folder

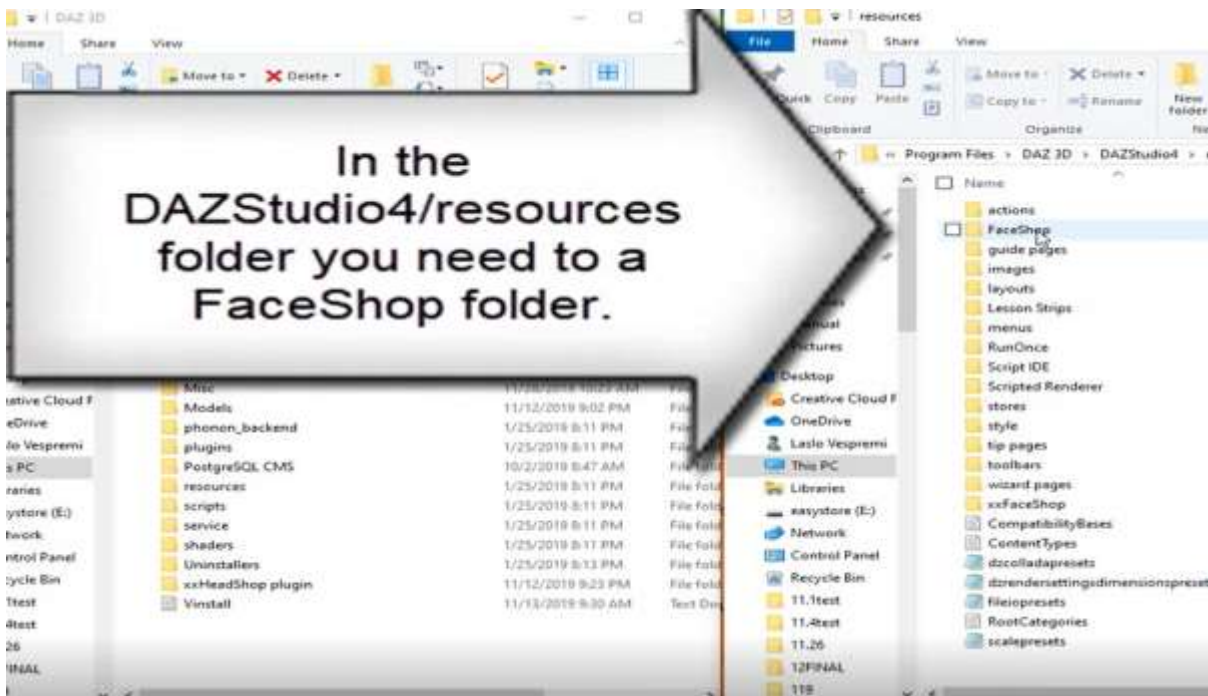
The first one is in the “DAZStudio4/bin” folder called FaceShop.



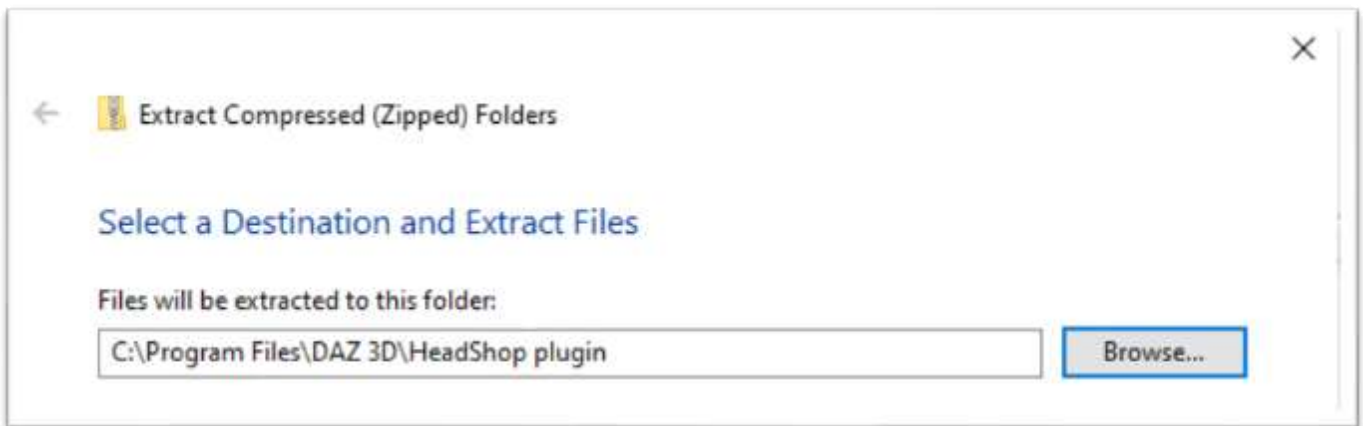
The second file is in the “DAZStudio4/plugins” folder, called “abaloneHeadShopLoader.dll”



The third file is a folder called “FaceShop” inside the “DAZStudio4” folder.



6. Next you need to extract the second zip called “morpher”. When unzipping, target “Program Files/DAZ 3D/HeadShop plugin”.



You are done!

If you need to see a video about installing HeadShop 12, pls click here:

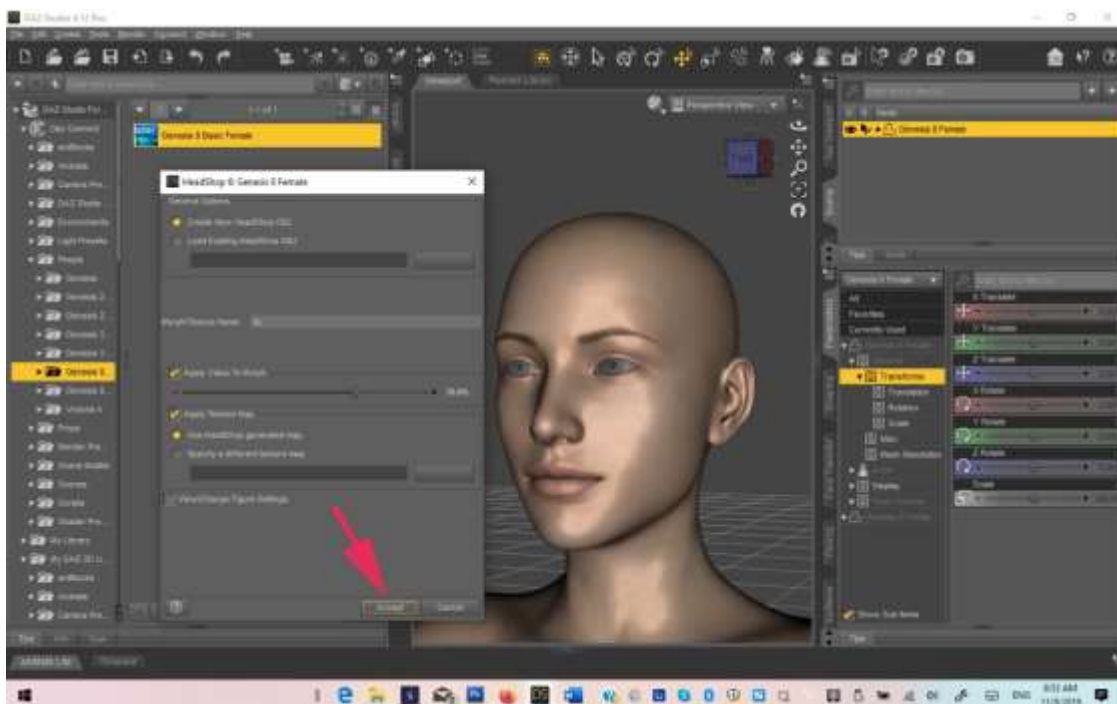
<https://youtu.be/Q0ZTJRAL7s8>

# Chapter 1: QuickStart

Video: <https://www.youtube.com/watch?v=vdBFoxlNwto&t=2s>

In the following we discuss a QuickStart project that we recommend for inexperienced users. We use the DAZ Studio 4.12 to explain how HeadShop12 is used with DAZ Studio. In HeadShop 12 every new task is explained in a Teach Panel. These panels also have video links to also see the tasks on a video,

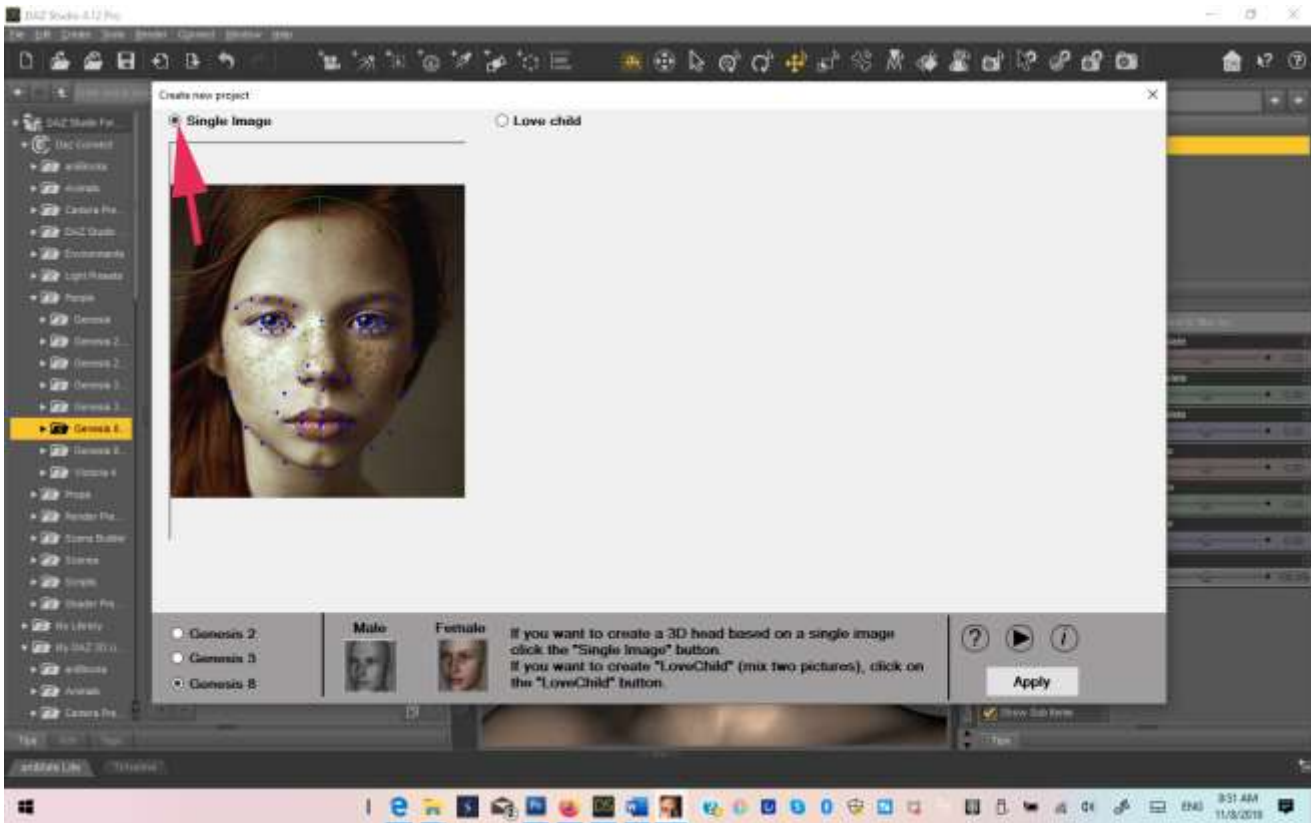
**Step 1.** Place a Genesis 2, 3 or 8 character on stage as shown. Make sure that the figure in Scene is selected before launching HeadShop. Launch HeadShop 12 from the „Edit” menu. In this version the texture and geometry files will be selected automatically. Click Accept.



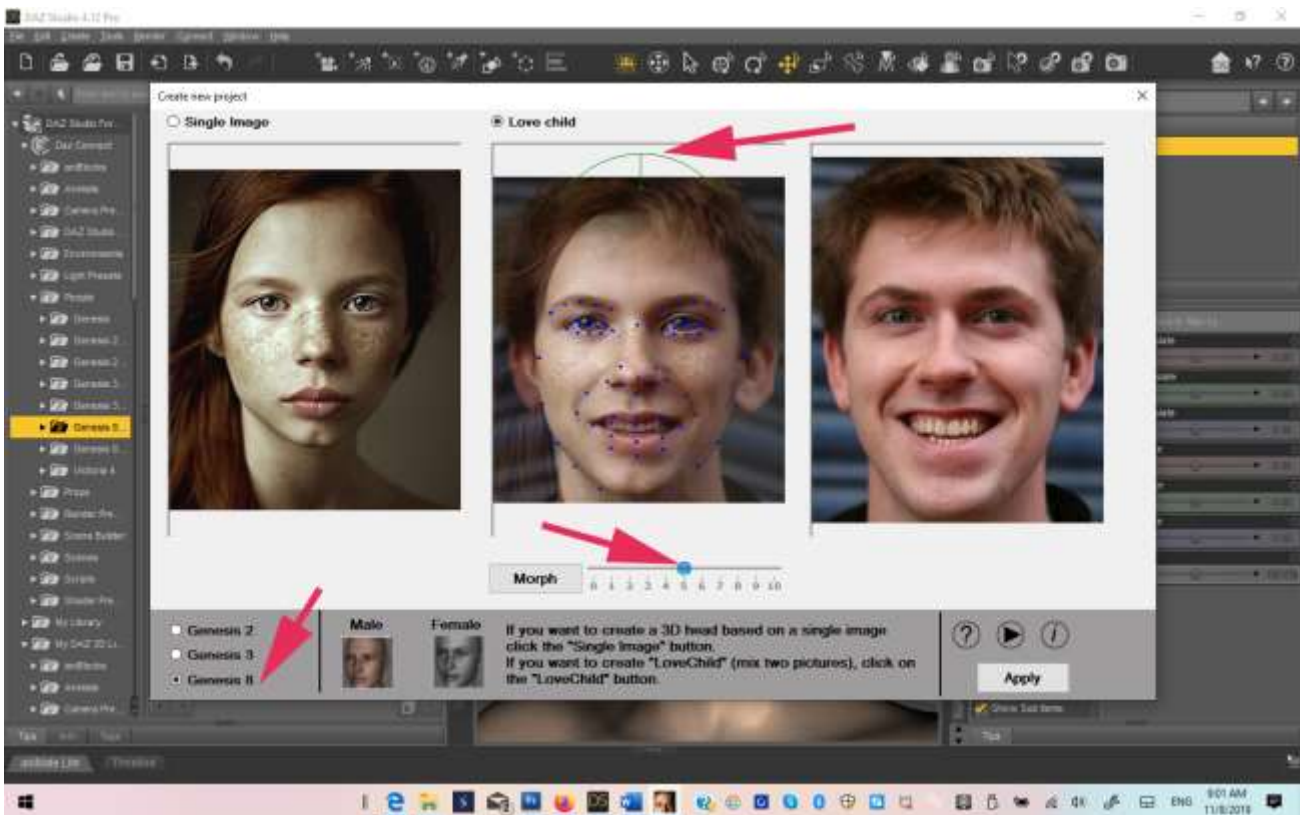
**Step 2.** In the new LoveChild you have two choices.

- You can select a single photo when you click onn the Selection dialog you will need to browse or drag a photo in the selection area. Notice that over 50 points are automatically identified on the photo, as well as an auto-identify gender (you can change the gender at this point). You still need to select the Genesis figure you are working with. Click Apply.



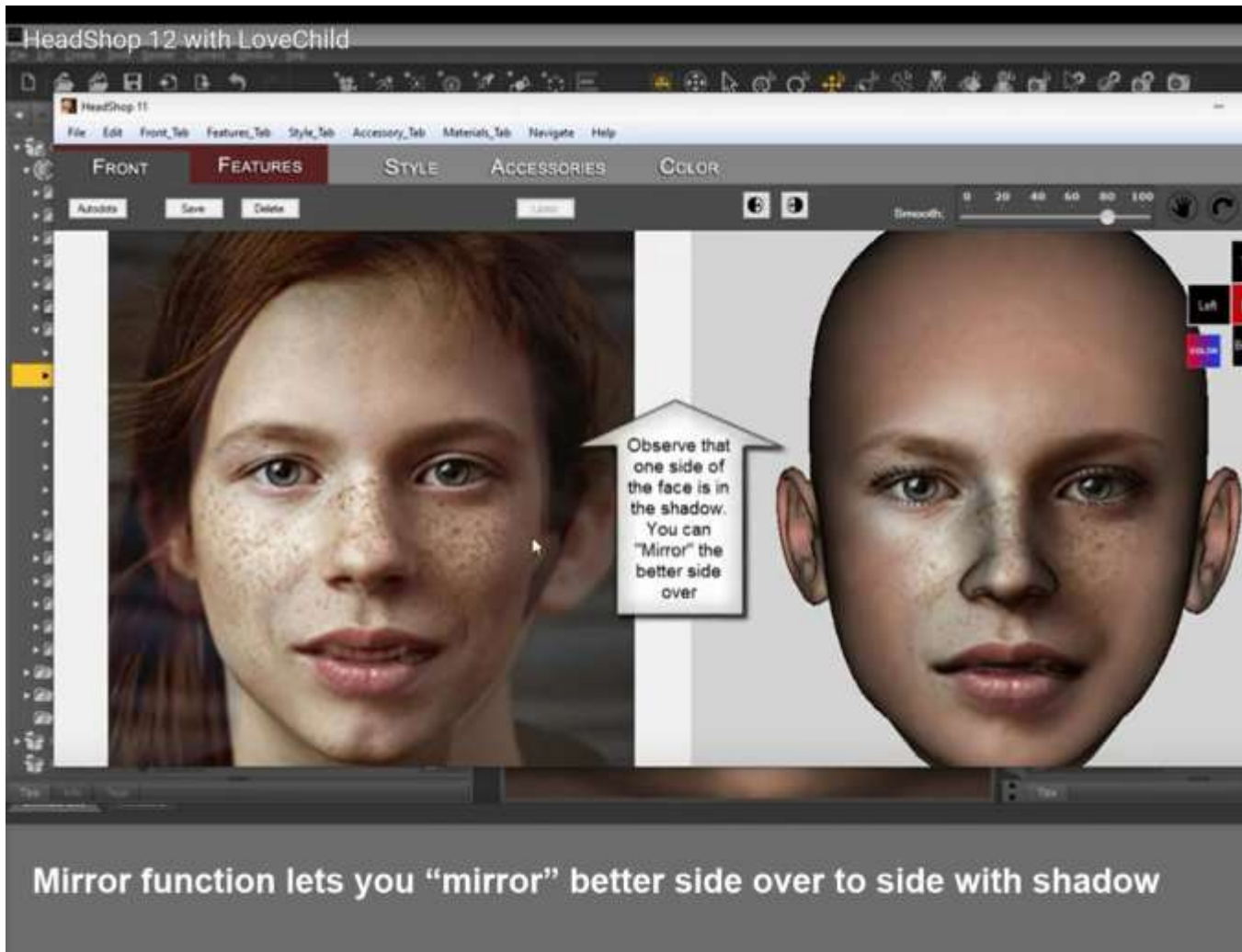


- You can also use two photos to create a „LoveChild” and use that image to create a 3D head.
- Note:** while most photos will work with HeadShop, there maybe a few that are not. Try a different photo!



Use the sliders to make the „Child” resemble one or the other „Parent”. You can also adjust the „top-of-head” green circle. Choose your Genesis figure and the appropriate gender.

**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 back to DAZ Studio via File/Export button (2). Or use the „Smoothing” slider to smooth or unsmooth the head before exporting.



**Step 4.** 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.

Step 5. If you are happy with the picture, you can export it under File/Export. This will terminate HeadShop and transfer back both the morph and the texture to your Genesis figure. Add hair and expressions in DAZ Studio at your leisure.

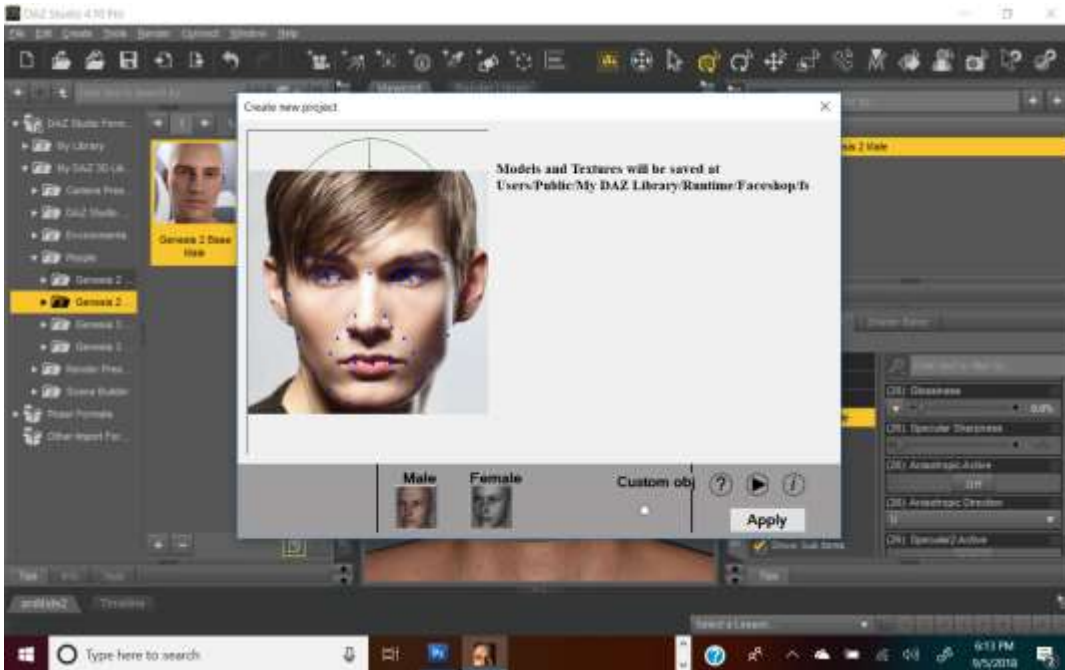


## Chapter 2: Tabs and Tools

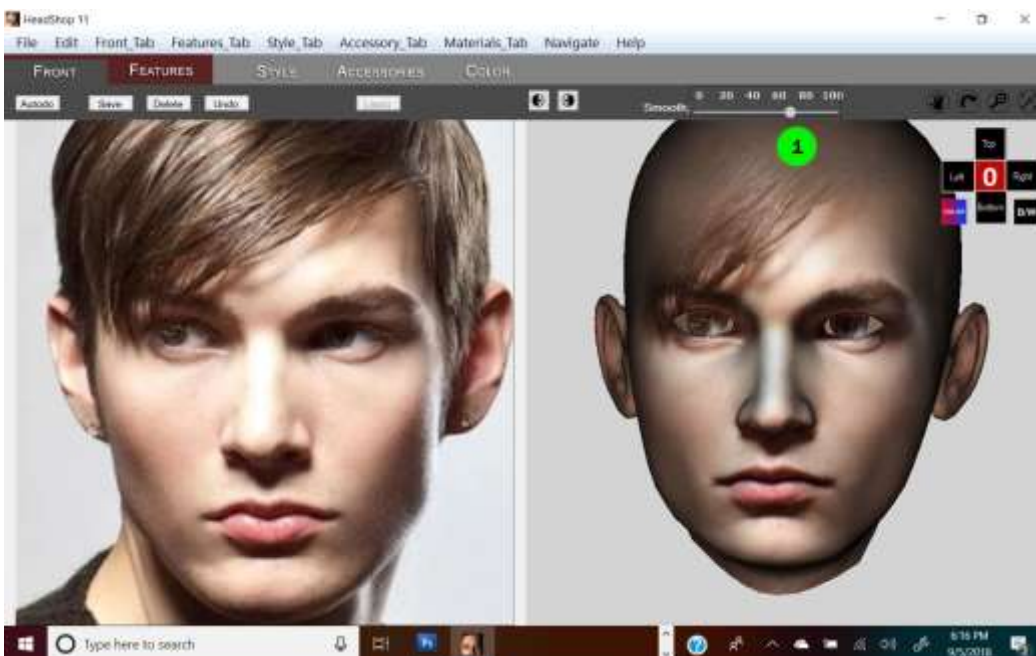


**FRONT TAB**– It is the first tab on your workscreen. Other tabs are the Features Tab, Style Tab, Accessory Tab, Color Tab. YOU MAY NOT NEED TO USE ALL TABS – in most cases you will only use Front Tab.

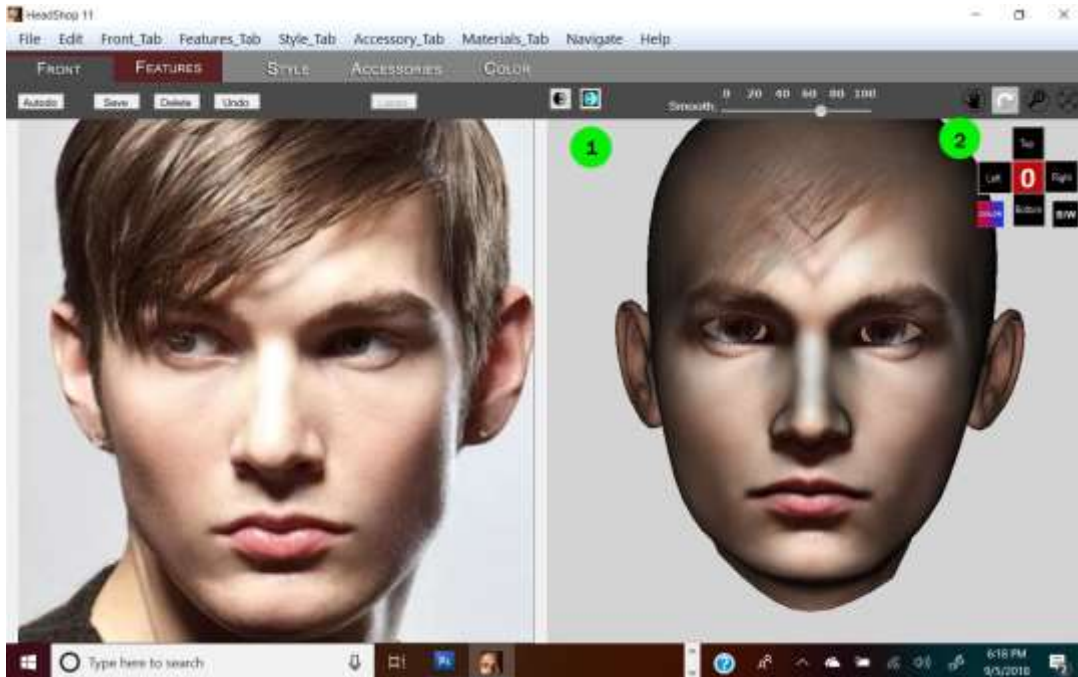
**Step 1.** Proceed as in QuickStart: Place a male figure (for example Genesis 2 Male) on Studio’s stage, launch HeadShop from under Edit/HeadShop, on prompt click Accept. Next you see the Selection dialog opening. Browse for a photo and adjust the top-of-the-head circle if needed. Notice that gender is automatically selected for you as „Male”. Click „Accept”.



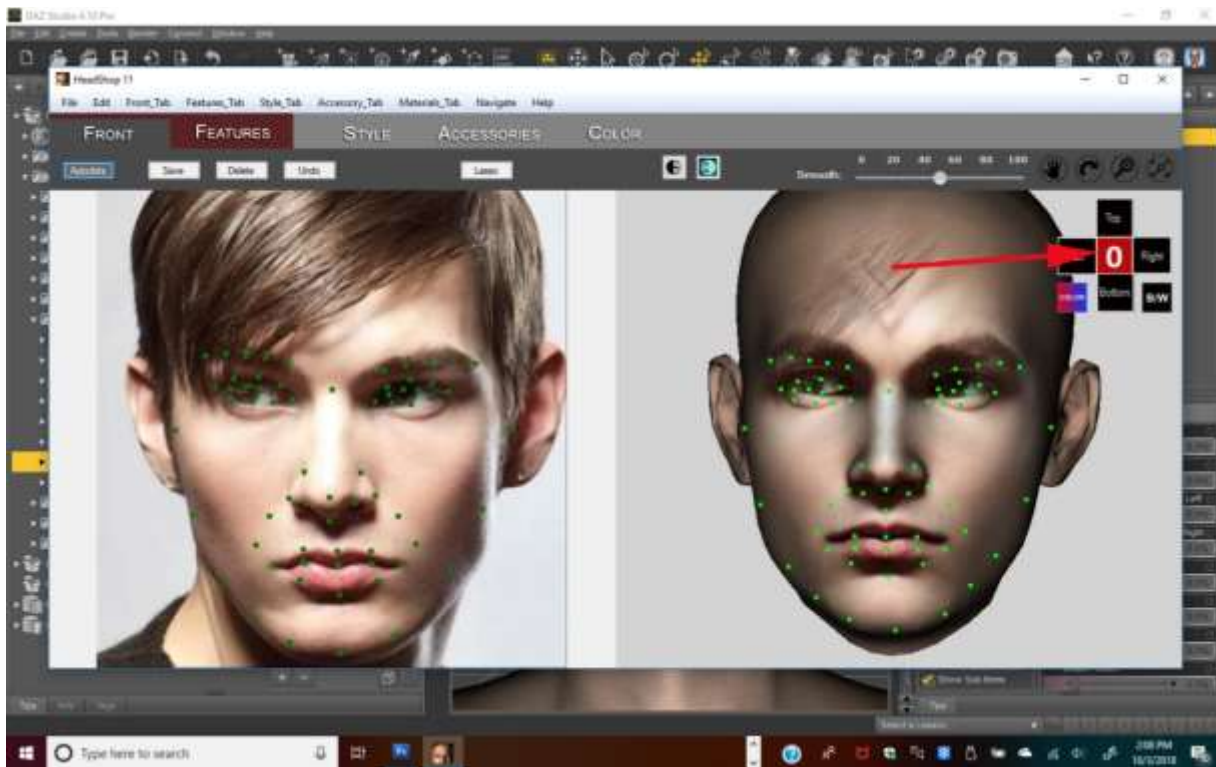
**Step 2.** Front Tab will open. The photo is on the left screen, the 3D head is on the right screen. You may want to adjust the smoothen the 3D head, using the „Smoothen” slider (1)



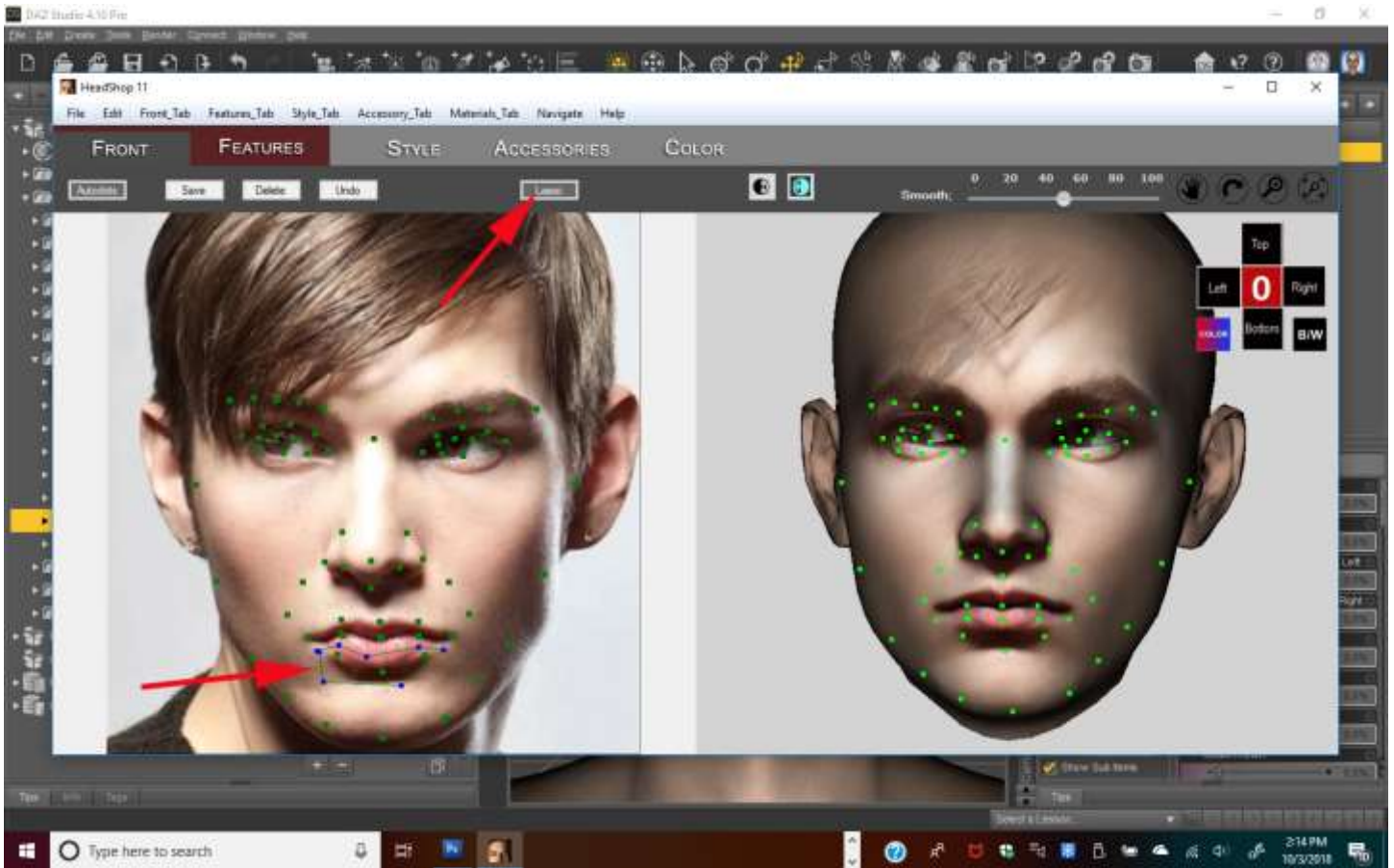
**Step 3.** Since the left side of the photo's face is obscured by hair, you can mirror the right side of the texture to the left using the „Mirror-left-to-right” button (1). To make sure your head looks OK, use the rotate tool to rotate the 3D head around (2). If all is OK, export via Edit/Export. This will end your HeadShop session and lead you back to DAZ Studio.



**Step 4.** Autodots. Autodots is a powerful tool to make minute changes to shape (not texture!). To work with Autodots is tricky and to be avoided unless there is an absolute need to change shape. (An easier way is to use „Smoothen”). First, click on the „0” to align (turn) the 3D head with the photo.



**Step 5.** Now you can click (highlight) individual dots on the left screen and move them. You will see that this will cause changes in the 3D head shape on the right. To move more than one dot at the same time, you can use the „Lasso” tool and lasso several dots. Unclicking the „Lasso” will turn these dots red and you can move them together. When you finished with Autodots, simply unclick the „Autodot” button.



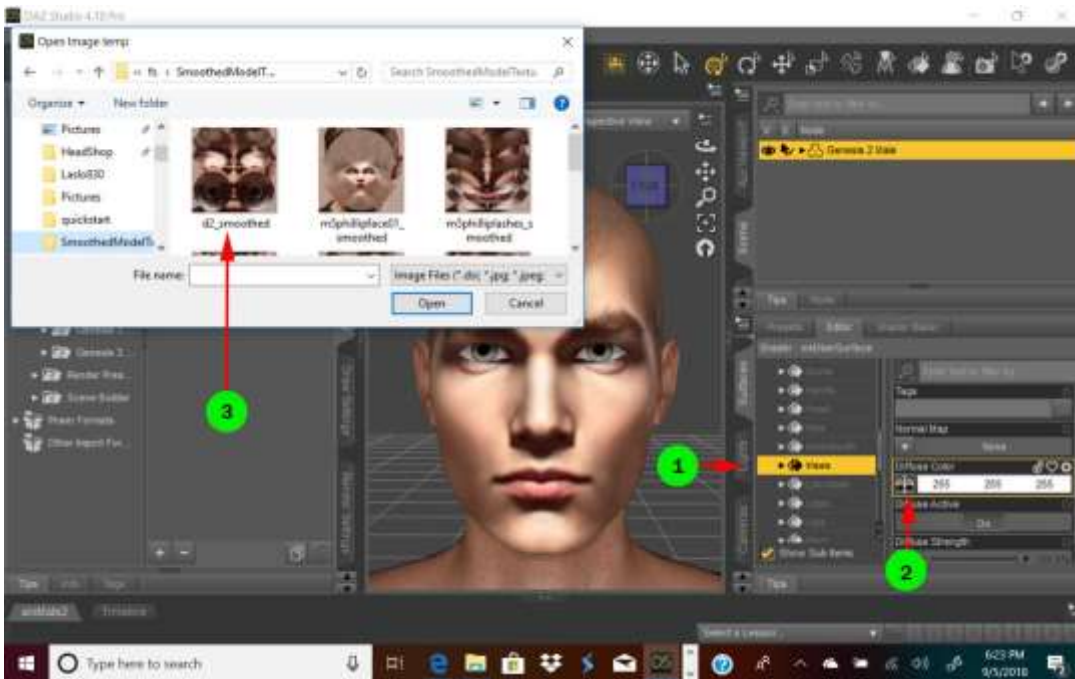
**Step 6.** Once finished, you can export your work using File/Export. This will close HeadShop. Back in DAZ Studio you will find that shape and texture has been transferred back to Genesis figure. You can still smoothen the head shape via the morph slider under Parameters (1) and fs slider (2).





**Step 5.** Notice that the texture of the eye did not carry over from the photo. This offers you a choice of using the different eye colors from the DAZ library or to manually import the eye that HeadShop saved from the photo. If you choose the latter, go to the „Surfaces” tab in DAZ Studio (1), find „Iris” from the surface selections and click on the „Diffuse Color” icon on the left side of the field (2) and choose „browse” from the pulldown menu. Browse to C: User/Documents/My DAZ 3D Library/Runtime/Faceshop/fs/SmoothheadModelTextures folder and click on the eye image (3).

NOTE: Due to the fact that Genesis 3 and Genesis 8 eyes are much more sophisticated, eye and tooth texture are not saved in those figures. Use the superior tools of DAZ Studio to fine-tune eye color!



Step 6. Almost done 😊 Choose the same file for all of the associated eye surfaces, such as Cornea, Lacrimals, Pupils and Scelera to finish the eye textures. For fun, you can add hair from the many hair styles in DAZ Studio.



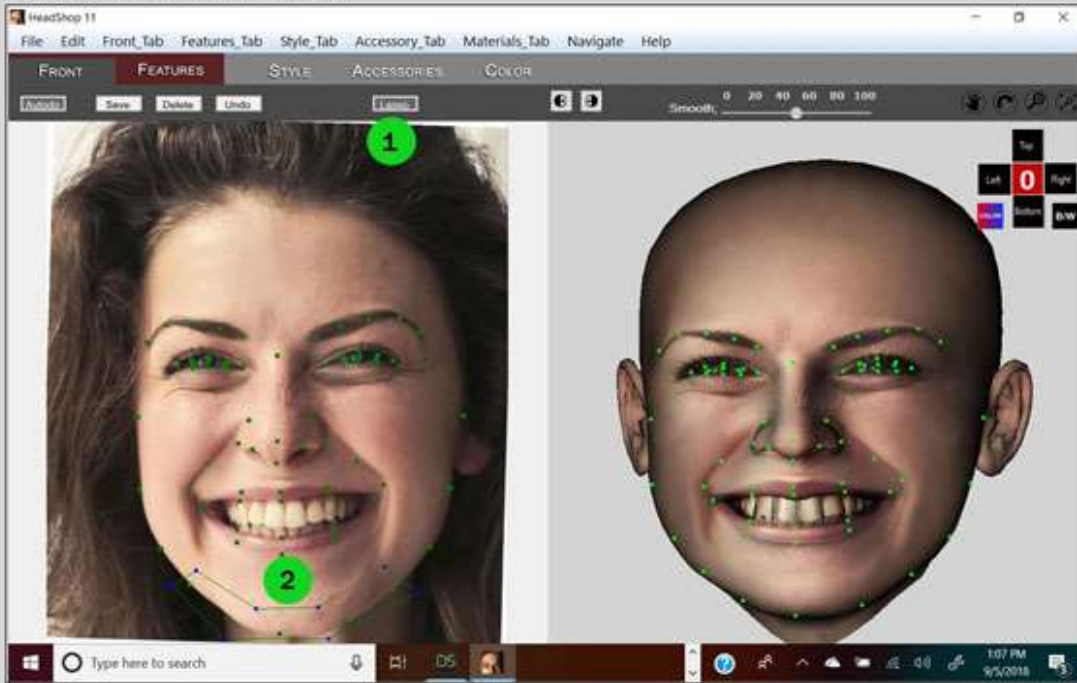
To see the entire video, please visit <https://www.youtube.com/watch?v=vdBFoxlNwto&t=2s>

**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.

## Start Learning Now! A few hints for this step

Learn how to use the Front tab.



Autodots is an advanced tool that uses the automatic dots to help you adjust the 3D shape of the head. You can highlight and move individual dots, one at the time.

There's also a Lasso button (1) that lets you draw a cage around several dots at the same time to move them together (as here with the chin)(2). Be careful - it is easy to make mistakes! But you can always use the Undo button:-)

You can also view a video tutorial of these steps at:

Do not show this panel again

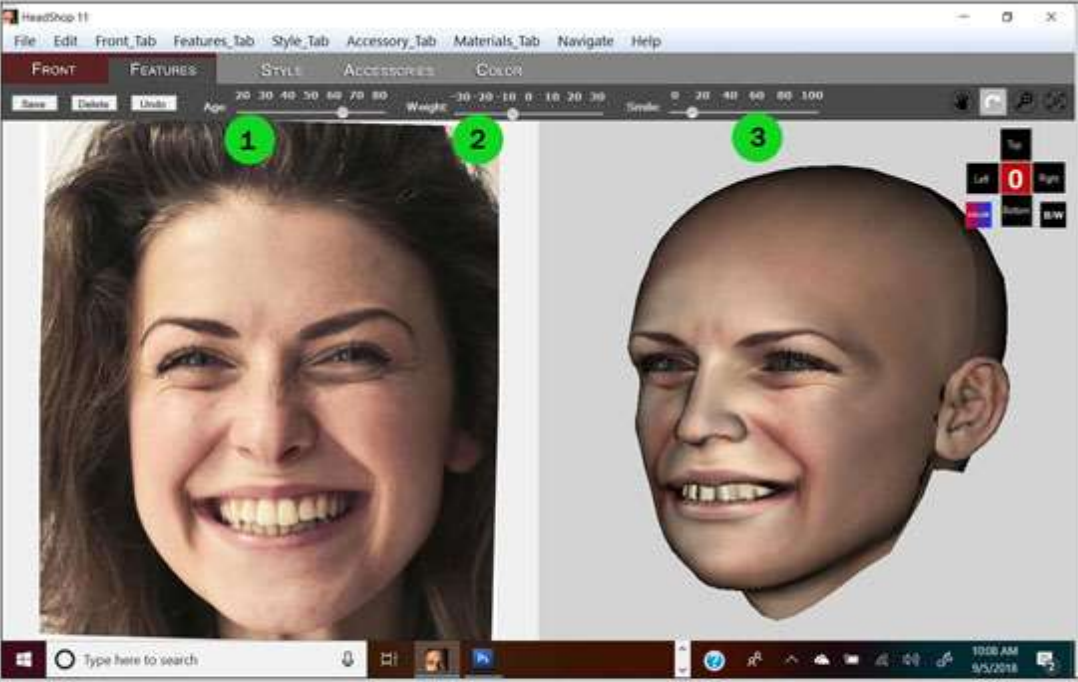
**FEATURES TAB**– It is the second tab on your workscreen. Other tabs are the Front Tab, Style Tab, Accessory Tab, Color Tab.

Features Tab gives you access to some modifying sliders, such as the Age Slider, Weight Slider and Smile Slider. We recommend using only one at the time, as using several sliders at the same time may cancel the effect.

If you don't like the results, you can always go back to the Front Tab and touching the Smooth slider which will cancel the effect.

**Start Learning Now!** A few hints for this step

Learn how to use the Features tab.



In the Features Tab you see three sliders. Use them cautiously, as they may distort your 3D head. (1). Age slider can add age to your head (1). Weight slider can add or remove weight (2). The Smile slider can reduce or add smile. If you don't like the results, you can always go back to Front tab and restore.

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You can also view a video tutorial of these steps at:

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Do not show this panel again



**STYLE TAB**– It is the third tab on your workscreen. Other tabs are the Front Tab, Features Tab, Accessory Tab, Color Tab.

Style Tab gives you access to about 20 different hair styles that you can add to your model.

Clicking on the „Open” button on the top right will open the Style Library. Select and drag a hair to the right screen. You may have to adjust the position of the hair, using the Navigation Cross to view the adjustment from Front, Left, Right and Back. You can add additional hair OBJ files to the Style Library (see in the Advanced Operations chapter).

If you don't like the look, you can always select another hair, which will replace the one on the right.

## Start Learning Now! A few hints for this step

Learn how to use the Style tab.



Style tab lets you add hair to your 3D head. Open up the Style Library (1) and choose a hair style. Drag the hair over to the right in the 3D window.

To precisely size your hair, you can use the Size slider (3). Rotate around your head to make sure the hair fits perfectly.

You can also view a video tutorial of these steps at:

Do not show this panel again

**ACCESSORY TAB**– It is the fourth tab on your workscreen. Other tabs are the Front Tab, Features Tab, Style Tab, Color Tab.

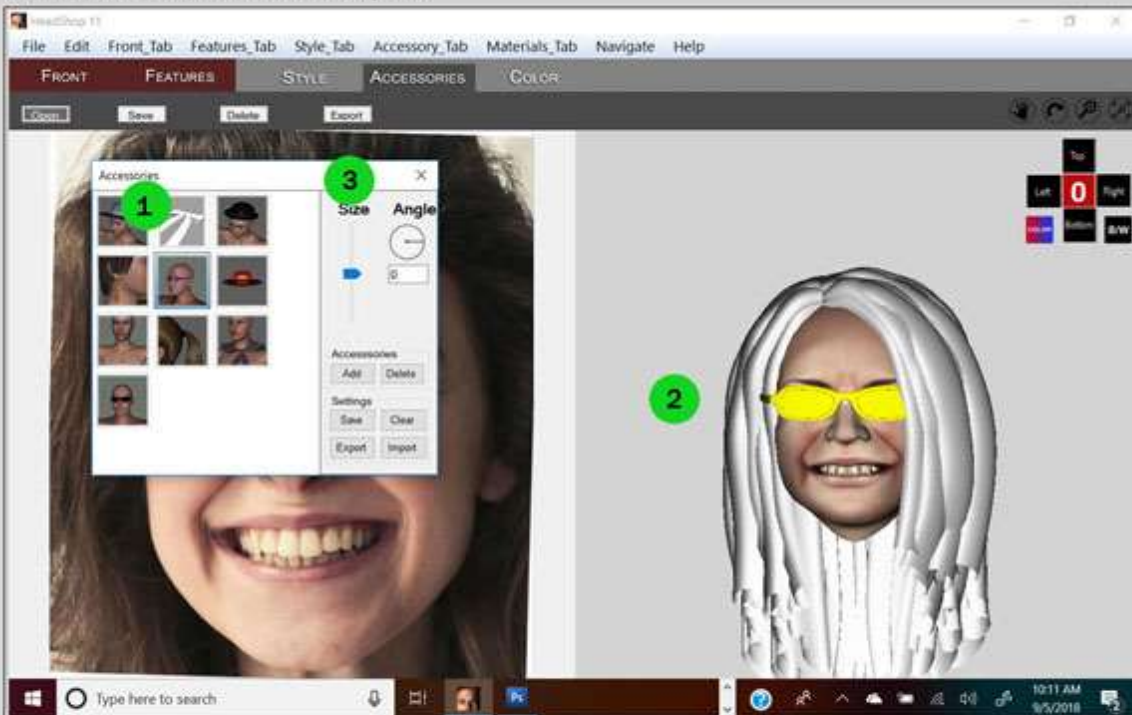
Accessory Tab gives you access to about 12 different accessories that you can add to your model, such as glasses, scarfs, hats, etc.

Clicking on the „Open” button on the top right will open the Accessory Library. Select and drag an accessory to the right screen. You may have to adjust the position of the item, using the Navigation Cross to view the adjustment from Front, Left, Right and Back. You can add additional accessory OBJ files to the Accessory Library (see in the Advanced Operations chapter).

If you don't like the look, you can always select another accessory or highlight and delete (backspace).

## Start Learning Now! A few hints for this step

### Learn how to use the Accessory Tab



Accessory Tab lets you add items such as glasses, scarfs or hats to your model. Click on the "Open" button on the left and view the library. You can drag an item over to the 3D screen on the right (1)

Make sure the item fits properly (2). Best is to use the Navigational Cross the view your 3D from Front, Left, Right and Back. You can adjust the size and even the angle if needed using the Size and Angle tool (3).

You can also view a video tutorial of these steps at:

Do not show this panel again

**COLOR TAB**– It is the last tab on your workscreen. Other tabs are the Front Tab, Features Tab, Style Tab, Accessories Tab.

Color Tab gives you access to about different hair textures as well as a color picker for solid colors.


Clicking on the „Open” button on the top right will open the Color Library. Highlight your hair or accessory that you want to color. Double click on the texture that you want to apply. If you don't like the texture, simply choose another to replace.

Using solid colors; select an item (here the glasses are shown). If you desire a transparent color, you can set the transparency via the Opaque box by entering a number from 1-255 (2) Now click on the color box (1). Pick a color from the color picker. Now click on the „Pick tint” button (3) to the right and it should apply the color and transparency to your item.

If you don't like the look, you can always change color and texture.

**Start Learning Now!** A few hints for this step

Learn how to use the Color Tab



Color tab lets you add hair color and texture, as well as basic color and transparency to accessories. Highlight the hair or item you want to color, then open the Color Library and click on the desired color.

To color an accessory such as glasses, you highlight the item (it turns yellow) and then click on the color field. (1) This opens a color palette where you can pick a color. To adjust transparency, enter a number from 0-256. (2) Click "Pick Color" button (3).

You can also view a video tutorial of these steps at:

Do not show this panel again

All of these steps and tutorial are also available as videos at:

<https://www.youtube.com/watch?v=X-8Gho1YUlc&lc=z22wylw5oxvzjvvdxacdp432de5pbqupcjpdelefasdw03c010c>



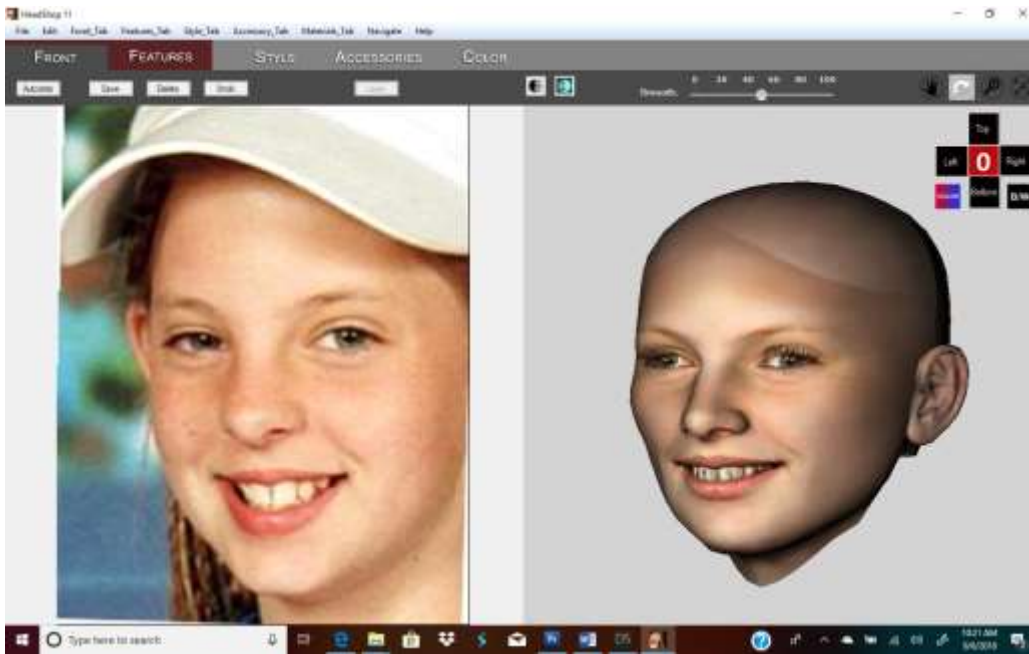
# Chapter 3: Advanced Operations

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

## How to model a Child.

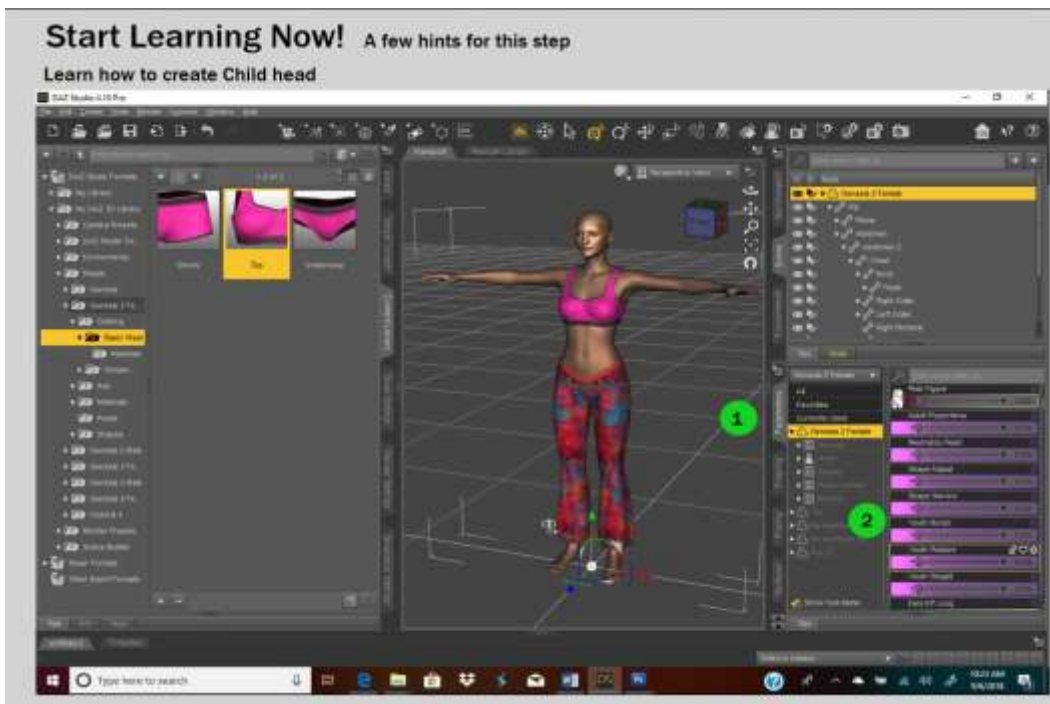
**Step 1.** Modeling children is relatively straightforward. You do need to have the Growing Up for Genesis Female installed in your DAZ Studio.

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

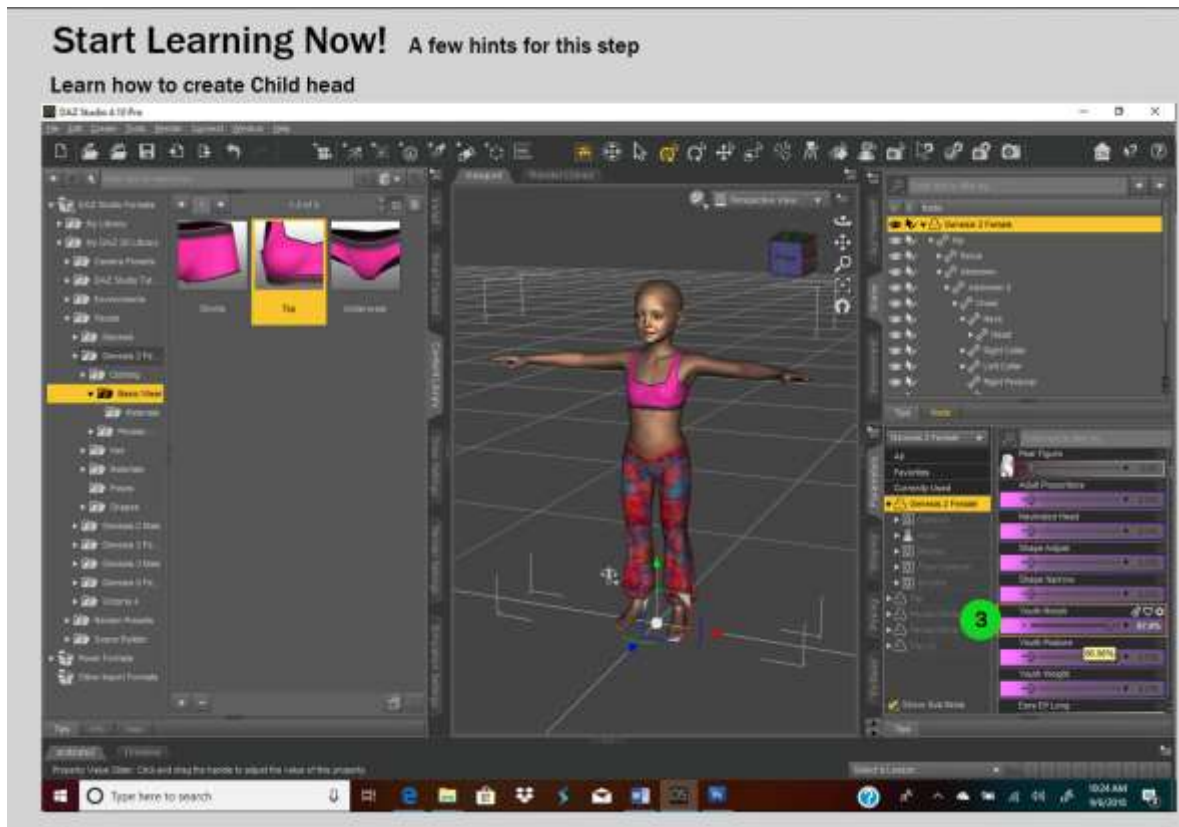


As you can see the head looks more like an adult head. That's OK, in the next two steps we will fix that.

**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)



# Chapter 5 : Troubleshooting

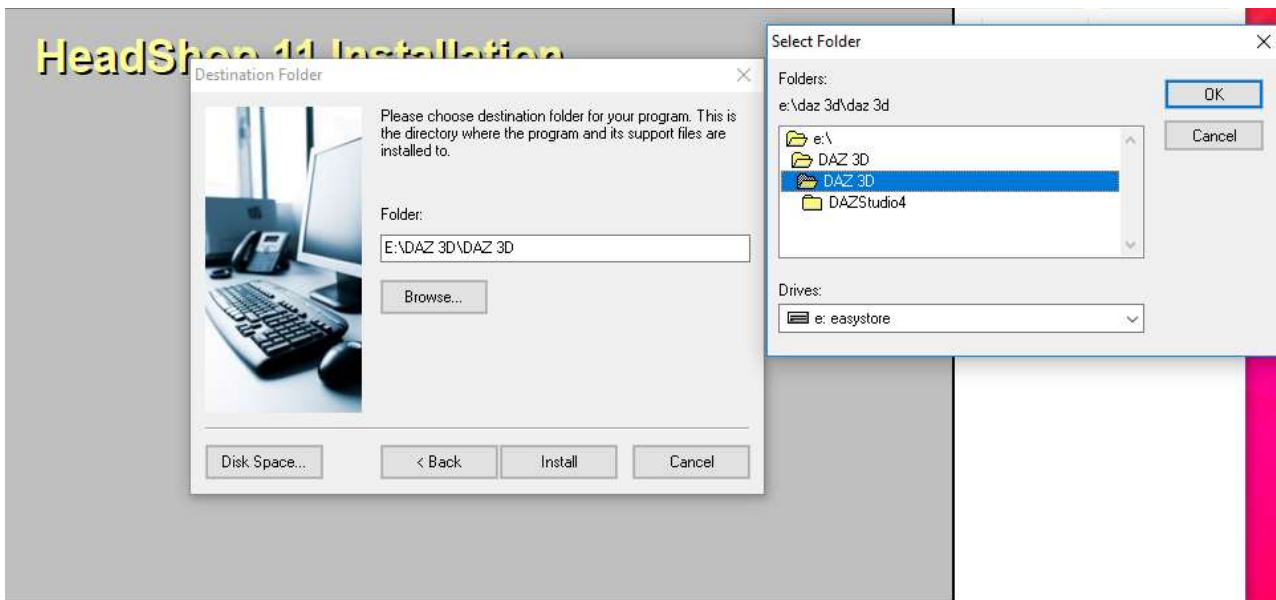
## Installation:

HeadShop does not come with a standard DIM (DAZ installer). It has its own installer. When installing, please choose the **DAZ 3D** folder as the destination folder.

**CAUTION: Make sure that DAZ 3D folder contains the full DAZ Studio software and not just parts of it.**



When running the installer, make sure you browse to the destination of your folder DAZ 3D. For instance if it is on the E: drive, your installer should look like this:





At the end, check the installation to make sure you have everything in the right place

Name	Date modified	Type
11HeadShop plugin	10/17/2018 1:11 PM	File folder
DAZ3DIM1	10/11/2018 2:57 PM	File folder
DAZStudio4		
HeadShop plugin	11/27/2018 3:19 PM	File folder
Hexagon2	11/9/2018 10:24 AM	File folder
PostgreSQL CMS	9/7/2018 2:33 PM	File folder

Name	Date modified	Type	Size
bin	11/27/2018 3:19 PM	File folder	
displays	9/13/2018 2:57 PM	File folder	
docs	9/13/2018 2:57 PM	File folder	
imageformats	9/13/2018 2:57 PM	File folder	
libs	9/13/2018 2:57 PM	File folder	
phonon_backend	9/13/2018 2:57 PM	File folder	
plugins	11/27/2018 3:19 PM	File folder	
resources	11/27/2018 3:19 PM	File folder	
scripts	9/13/2018 2:57 PM	File folder	
shaders	9/13/2018 2:57 PM	File folder	
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boost_date_time-vc100-mt-1_50.dll	7/6/2012 3:15 PM	Application extension	47 KB
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boost_system-vc100-mt-1_50.dll	7/6/2012 3:15 PM	Application extension	17 KB
boost_thread-vc100-mt-1_50.dll	7/6/2012 3:15 PM	Application extension	78 KB
BugTrap-x64.dll	12/5/2017 12:04 AM	Application extension	317 KB
DAZ_3D_Content		Icon	103 KB
DazCollada.dll	12/5/2017 12:06 AM	Application extension	3,290 KB
DAZStudio	12/5/2017 1:19 AM	Application	99 KB
designer	7/20/2015 8:52 AM	Application	912 KB
dz3delight.dll	12/5/2017 12:05 AM	Application extension	6,612 KB
dzcmsconnector.dll	1/27/2016 2:11 PM	Application extension	1,274 KB
DzCore.dll	12/5/2017 12:59 AM	Application extension	61,883 KB
DzCoreUtil	12/5/2017 1:19 AM	Application	16 KB
DzOpenCL.dll	10/20/2016 5:33 PM	Application extension	55 KB
Half.dll	5/27/2014 3:07 PM	Application extension	338 KB

Name	Date modified	Type	Size
bin	11/27/2018 3:19 PM	File folder	
Models	11/27/2018 3:19 PM	File folder	
Plugin	11/27/2018 3:19 PM	File folder	
Tutorials	11/27/2018 3:19 PM	File folder	
Assimp32.dll	11/18/2016 7:59 PM	Application extension	
Assimp64.dll	11/18/2016 7:59 PM	Application extension	
concr140.dll	8/21/2017 7:56 PM	Application extension	
cvextern.dll	10/30/2017 9:01 PM	Application extension	
Emgu.CV.dll	11/9/2016 9:10 PM	Application extension	
Emgu.CV.UI.dll	3/15/2018 10:53 PM	Application extension	
Emgu.CV.World.dll	5/26/2018 8:55 PM	Application extension	
Emgu.Util.dll	11/9/2016 9:10 PM	Application extension	
FaceSDK.NET.dll	11/9/2016 9:10 PM	Application extension	
ICSharpCode.SharpZipLib.dll	5/19/2017 9:34 PM	Application extension	
Ionic.Zip.dll	11/9/2016 9:10 PM	Application extension	
msvcp140.dll	8/21/2017 7:56 PM	Application extension	
opencv_ffmpeg330.dll	10/30/2017 8:34 PM	Application extension	
opencv_ffmpeg330_64.dll	10/30/2017 9:40 PM	Application extension	
OpenTK.dll	11/9/2016 9:10 PM	Application extension	
OpenTK.GLControl.dll	11/9/2016 9:10 PM	Application extension	
RH.AssimpNet.dll	11/9/2016 9:10 PM	Application extension	
RH.Core.dll	10/22/2018 11:03 PM	Application extension	
RH.Core	10/22/2018 11:03 PM	PDB File	1,886 KB
Rh.HeadShop	10/22/2018 11:03 PM	Application	12 KB
Rh.HeadShop.exe	11/9/2016 9:11 PM	XML Configuration F...	1 KB
Rh.HeadShop	10/22/2018 11:03 PM	PDB File	16 KB
Rh.HeadShop.vshost	10/22/2018 11:04 PM	Application	23 KB

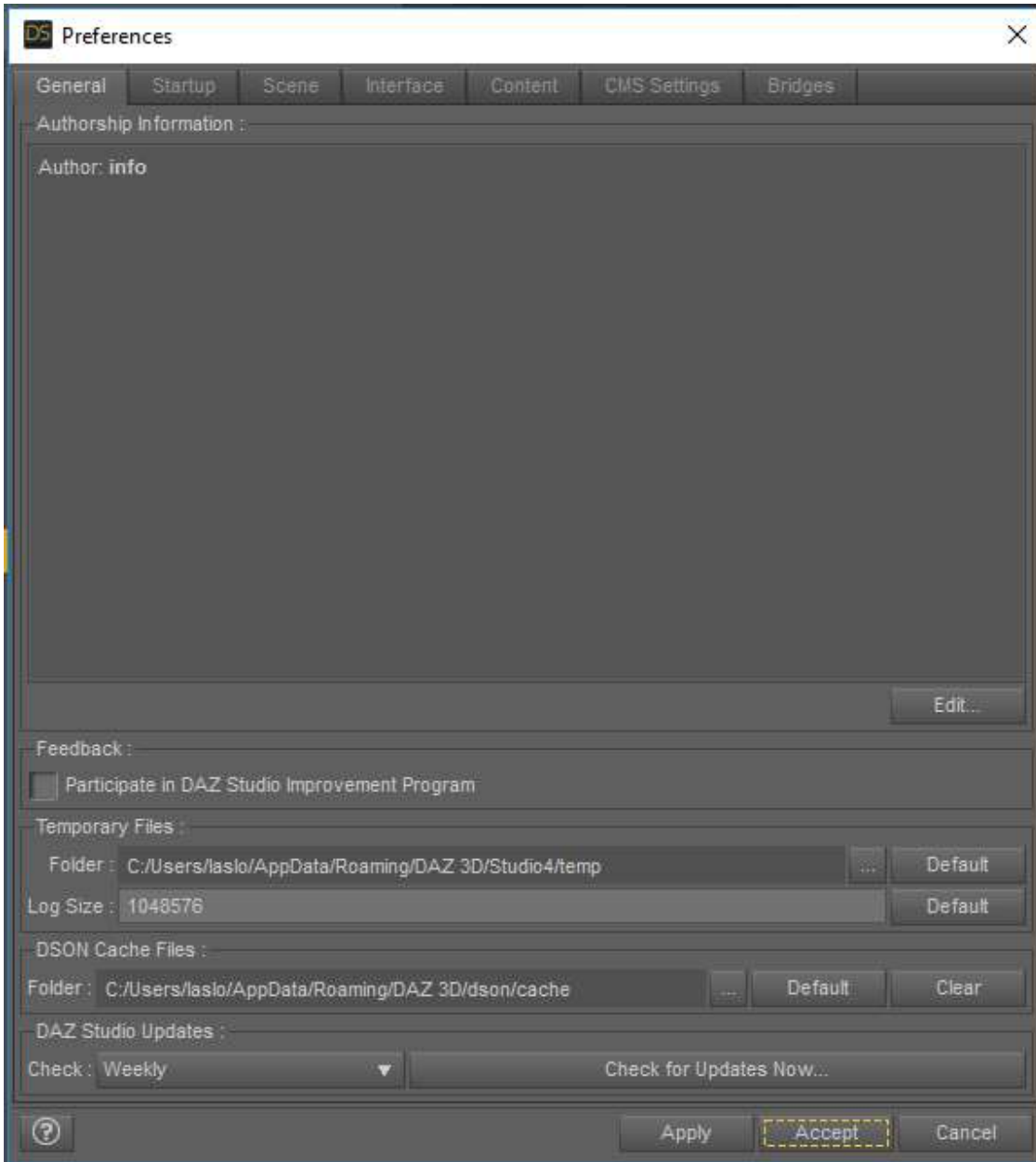
## What goes where?

There needs to be a "DAZ 3D" folder. Inside the "DAZ 3D" folder there needs to be a "DAZStudio4" folder that contains all the files (see above) including the DAZStudio application.

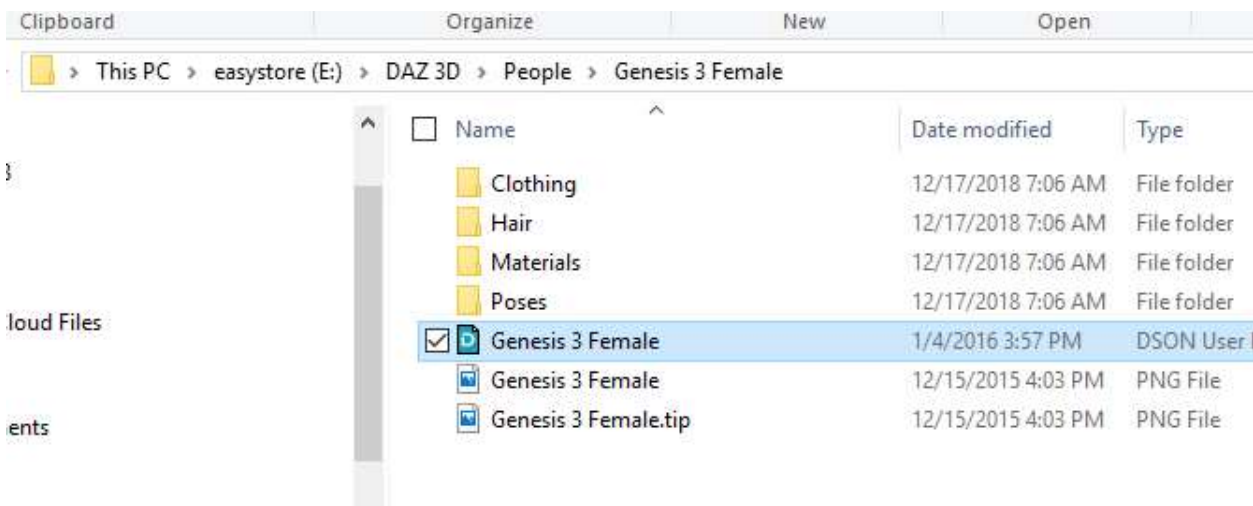
There also needs to be a "HeadShop plugin" folder inside the "DAZ 3D" folder.

Error message: HeadShop Can't Find fs figure or similar.

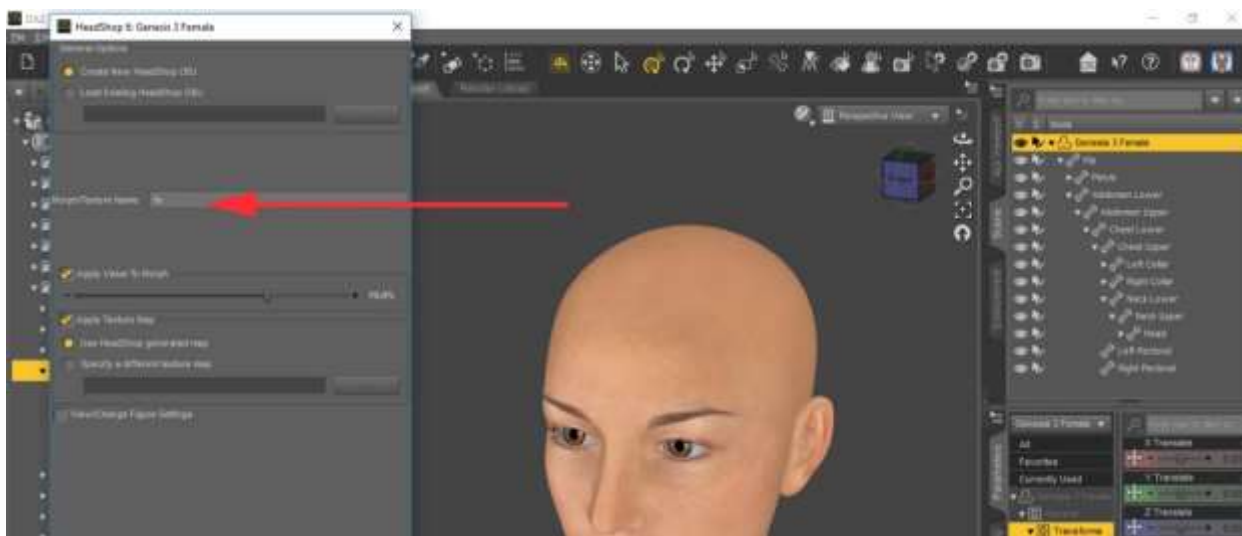
Pls. Make sure that your DAZ Studio Temp and DSON Preferences are set to Default As show:



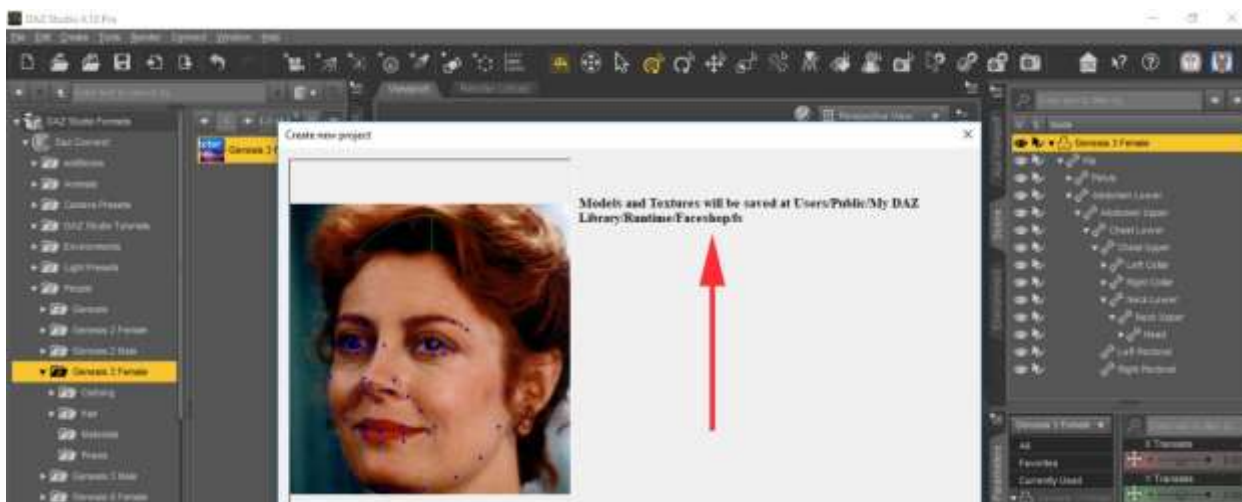
When error message or error occurs in applying morphs/texture to DAZ Studio, please make sure that you have the Genesis figure with all files in the folder called People. You may also want to try to launch the DAZ Studio application from here by double-clicking on the Genesis 3 (or 2, 8) Female (Male) dson User file (see below). This will launch Studio and places the figure on stage.



When you launch HeadShop, the first screen gives you an option to name the morph whatever you like (see below).



The next screen also tells you where the morph obj file and the textures will be deposited (see below).

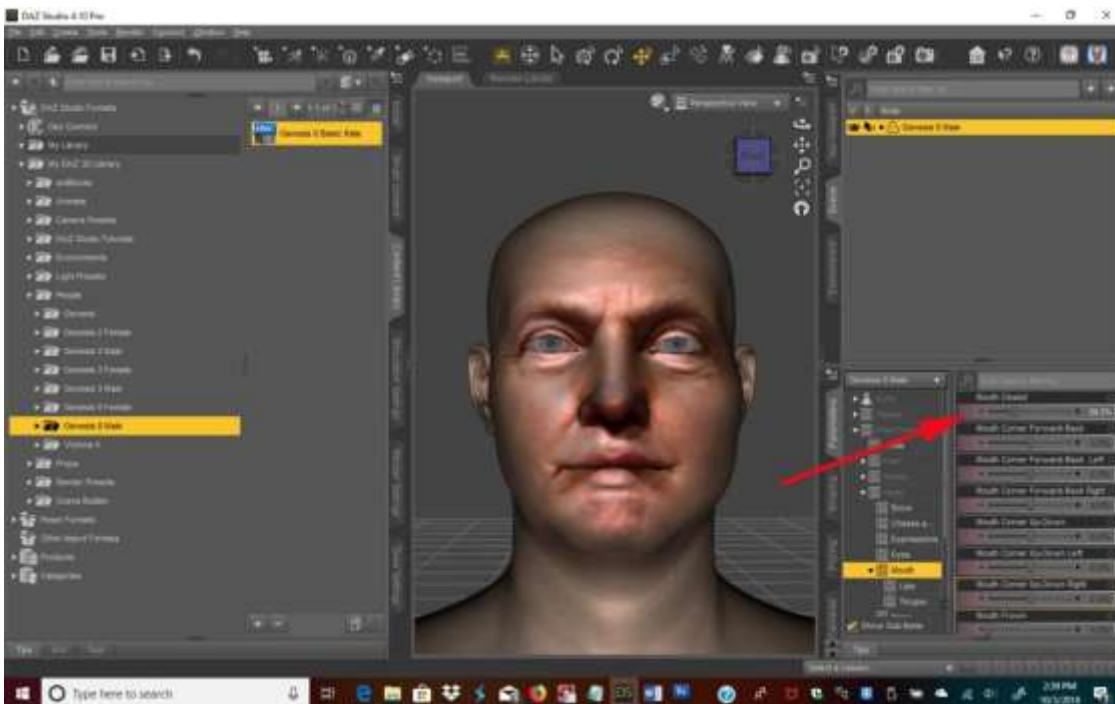


In general, be prepared that NOT all photos will work equally well. Due to the sophisticated Autodots system in HeadShop which automatically finds features on a face, some variations on a photo can trick the system. Foreexample glossy highlights on a lip can be seen by Autodots as teeth and cause an open smile to appear (see below). There are ways to correct for this, some easier, some less so.

In the example of the open smile where there is none, you can simply use HeadShop's Feature Tab to close a smile by moving the slider from 100 to 0.



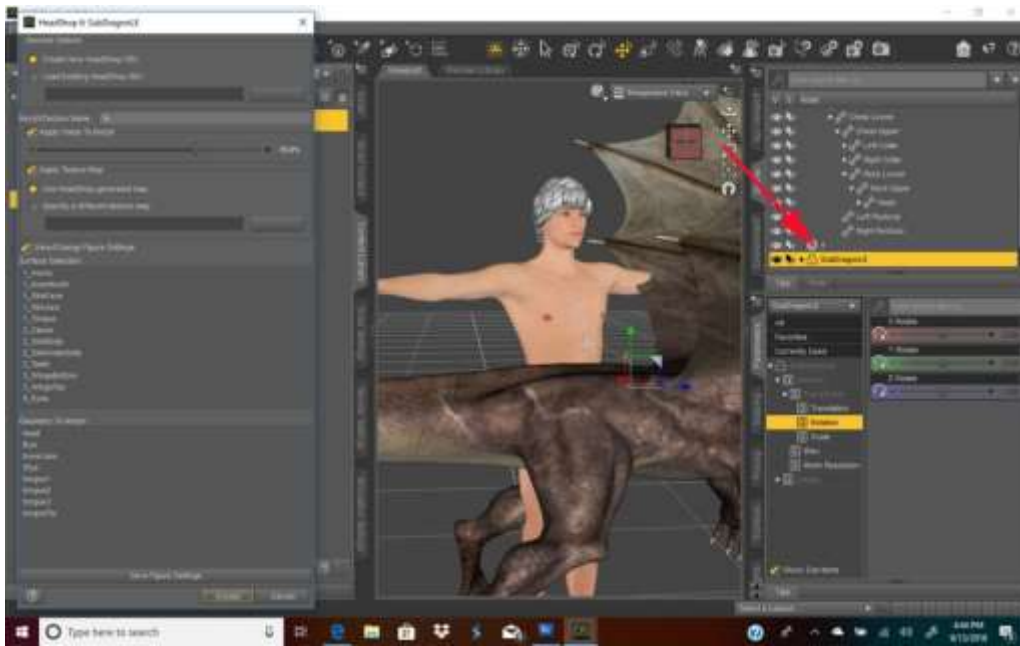
Another way is to export the head with open smile and close the mouth. When back in DAZ Studio, use the Parameters/Posing panel and select „Mouth Closed” and move the slider to close the mouth.



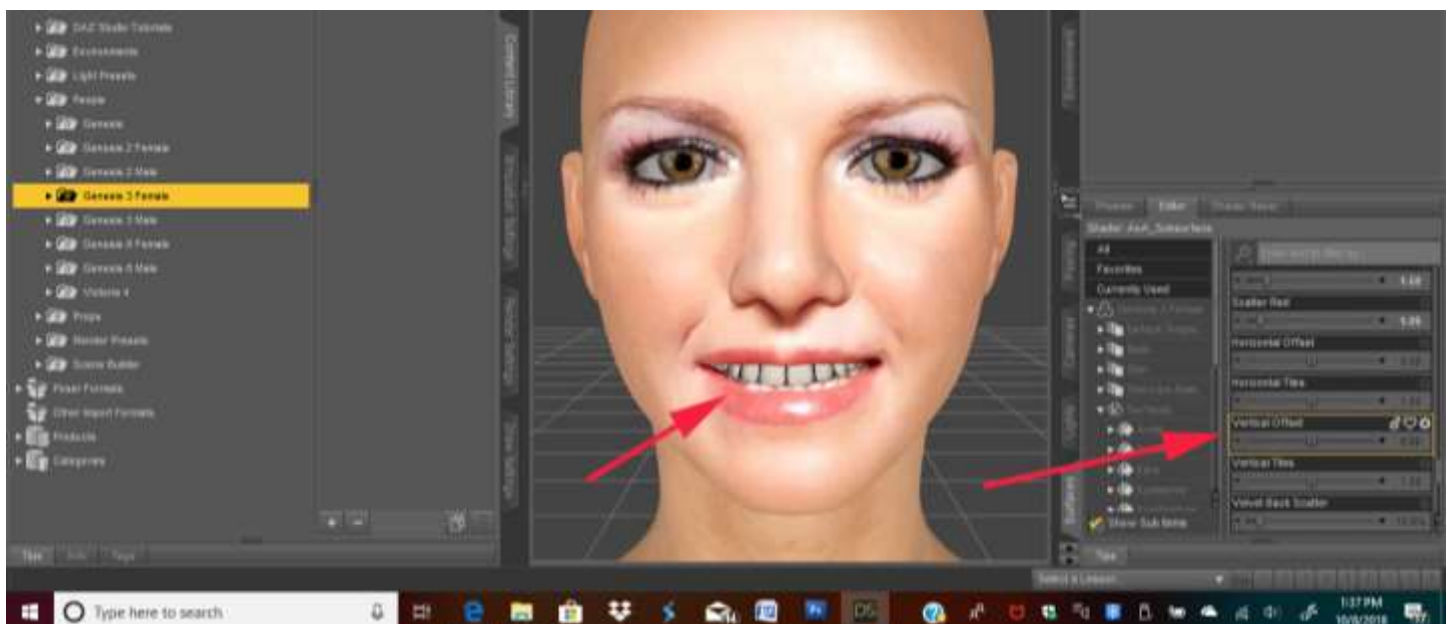
Here are some other tips if things go wrong:



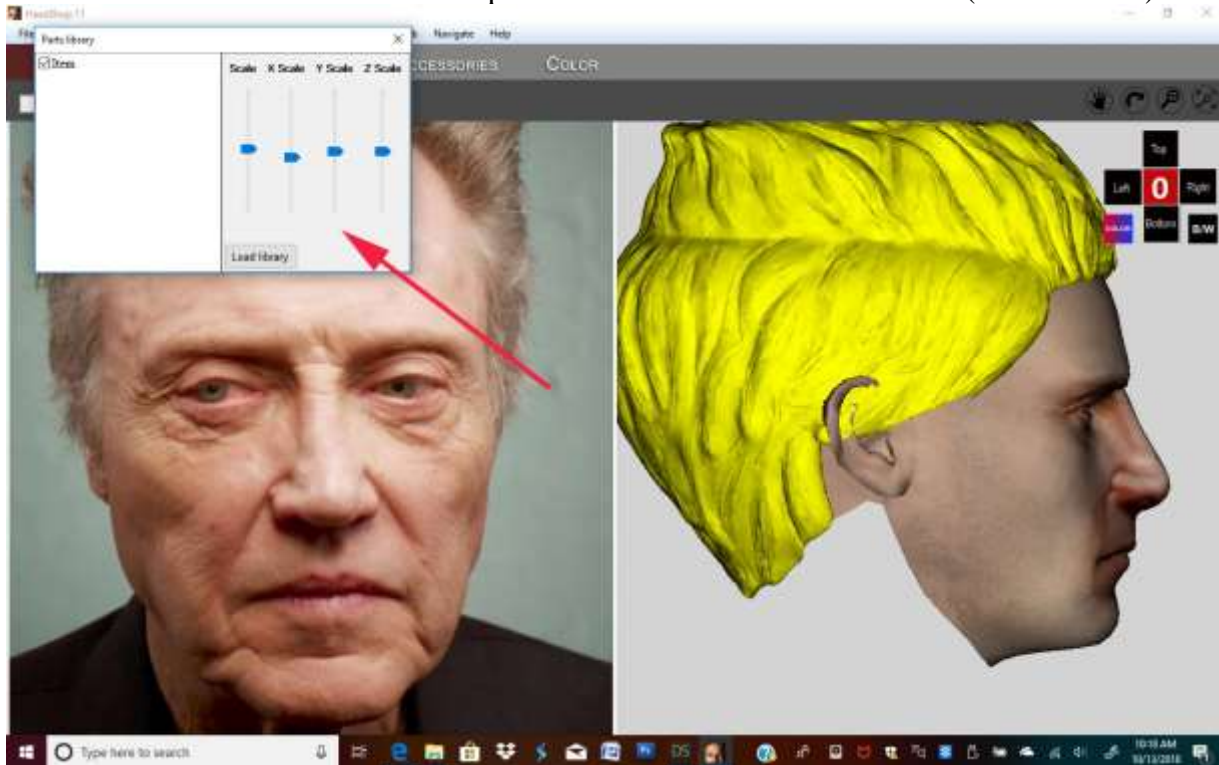
1. Can't install this 64-bit software on a 32-bit system.
2. Do not use „Pre-release” characters because their naming convention is different from release figures.
3. When finished in HeadShop, files don't load back to DAZ Studio. Cause: either character files are not installed or Genesis Starter Essentials need to be installed.
4. Try to avoid having multiple objects on stage. It may confuse HeadShop when loading. When you have multiple characters or items on stage, please pay attention on choosing/highlighting the right item in the selection box. Otherwise HeadShop may give you the wrong dialog.



5. Not perfect fit with Lip texture due to imperfect dot detection? Can be fixed using „Vertical Tiling” or „Vertical Offset” in Surfaces. In this case, Vertical tile can be slightly adjusted to make a better fit.



- HeadShop loads the previous/wrong face texture. Very seldom, due to memory (with 4096x4096 textures) issues this can happen. Solution: reload Face texture from Users/Documents/My DAZ Library/Runtime/Faceshop/fs/SmoothedModelTextures.
- Fine tuning Library items (hair, accessories). You can change the dimensions on the x, y, z axes) under Menu/Parts Libraries. In the example below we made the hair narrower (lower x scale).



- If you are using HeadShop on more than one figure on the same scene, HeadShop may load the wrong texture on the second figure. To avoid this, save the first figure as a Character (File/Save As/Character) and remove it from the scene, so that you have only one figure loaded. Once you perform the HeadShop transformation on the second figure, you can „Merge” (File/Merge) the previously saved character back into the scene.

