# How to add an image to a surface

This got asked on the DAZ forums and, after answering, received a request to clarify the process. Since I can remember when the interface of Daz Studio and the terminology used confused the proverbial out of me I decided to not just do a quickie response but to provide a reasonably detailed blow-by-blow description of the process.

What I shall endeavour to do is to show you the process I have recently used in Daz Studio (4.6) to do just this. I will be adding an image I created (using a graphics package – in my case I used GIMP) to a DAZ primitive plane. I'll show all of the steps in Daz Studio but will leave the creation/sourcing of the image to be used to you.

So, let us begin with the assumption you have an image!

My image looks like this:
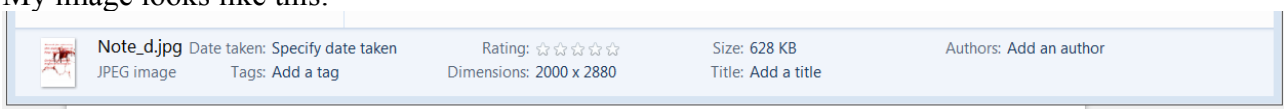
I created it that size to approximate the dimensions of a piece of A4 paper, since my intent was to have it look like a flyer.

In Daz Studio we need to create the plane to add the image to. There are a few ways of doing this, all ultimately doing exactly the same thing; it's just the route to get there differs. Some of this is down to what style or workplace layout you use, so be warned – what you see in the screen captures may not look like what you see on your screen! I'll try and cover or mention the various different options, but I will very likely miss a few!
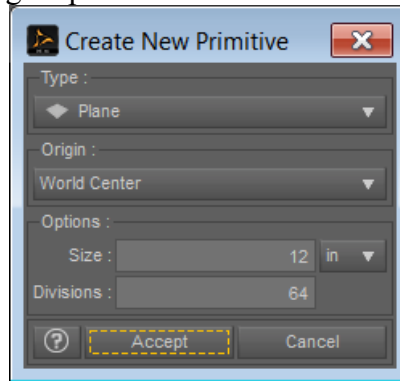
In Daz Studio you can create the plane you want using the toolbar icon:
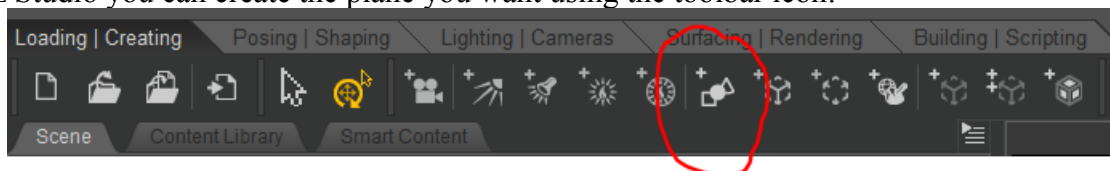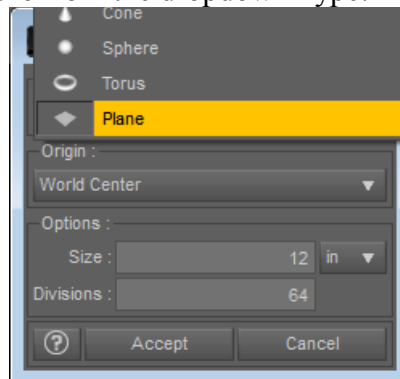

Or you can use the Create menu:
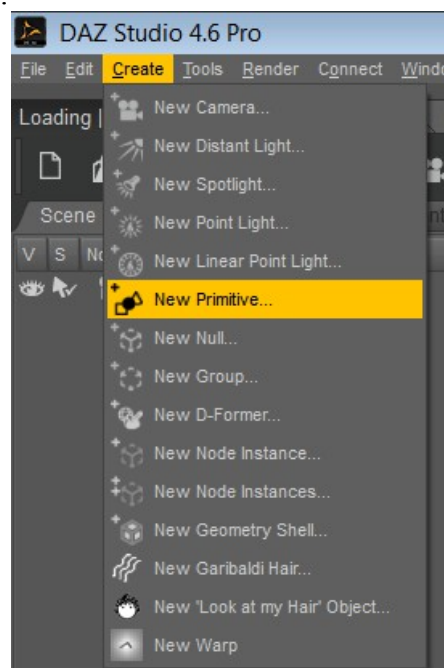
Whichever method you use you'll get up the Create Primitive dialog box appearing:


If not already selected, choose Plane from the dropdown Type:

The other things needing selecting are Size and Divisions. Remember this is creating a Plane which will be a square to begin with. Since I was looking at creating a piece of A4 I opted to have it begin at 12" on a side (just a bit taller than reality). Divisions is only really important if you are going to be using D-formers on the primitive (I was so I increased the number a little), you can leave that at the default value or just enter a low number of choice. If you were creating a more 3-dimensional primitive then higher values give a finer 'mesh' and smoother curves.
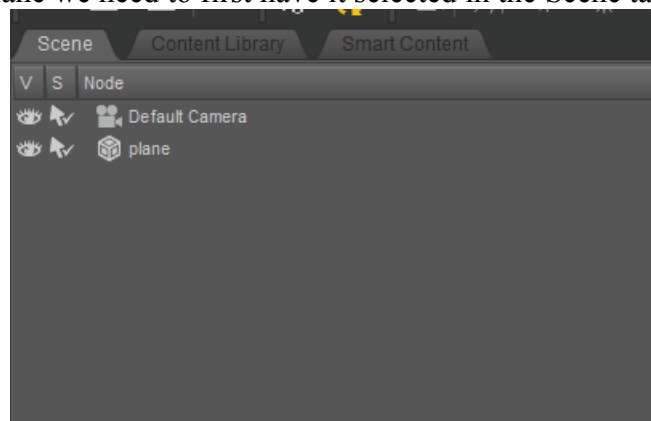
Anyway, make the selections, plug in the numbers and click Accept to get your freshly minted Primitive:
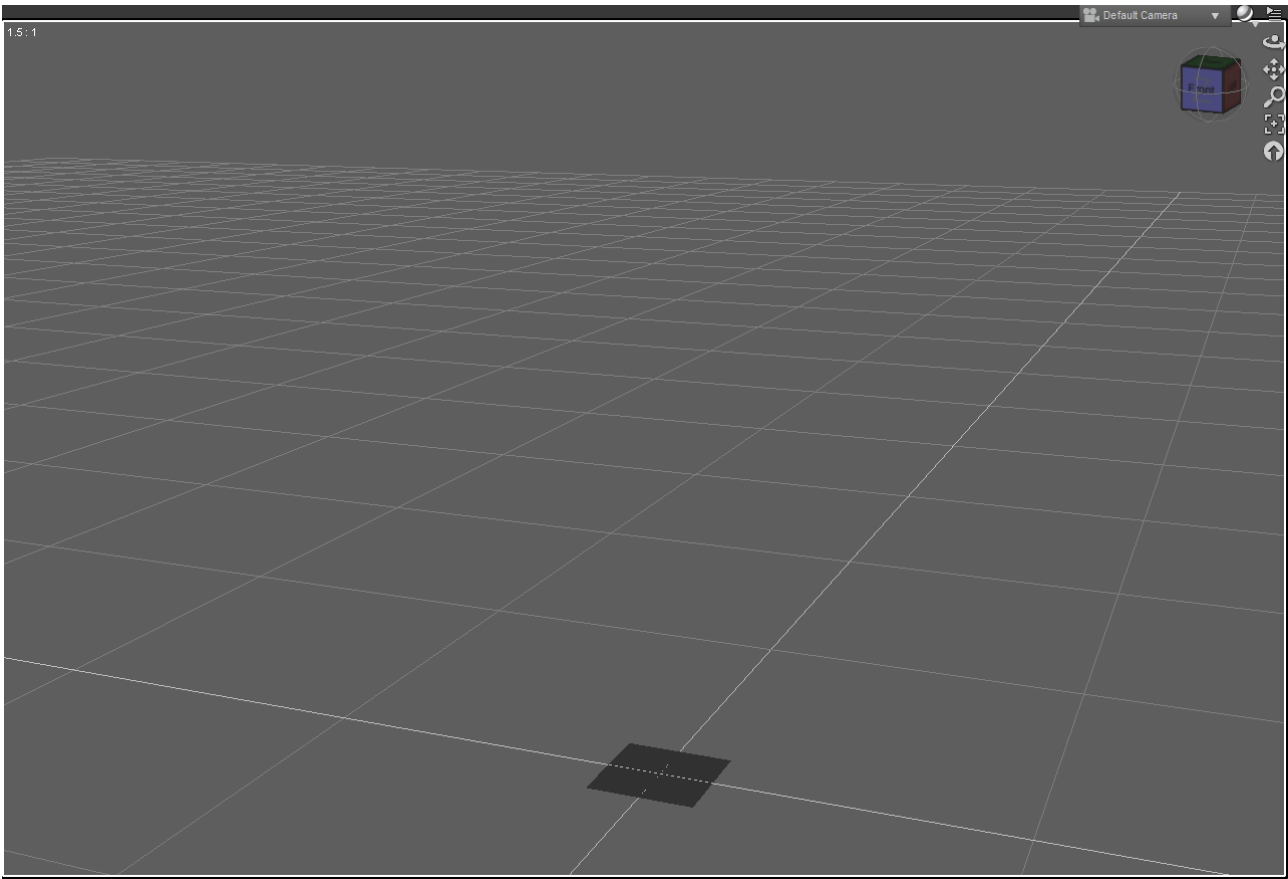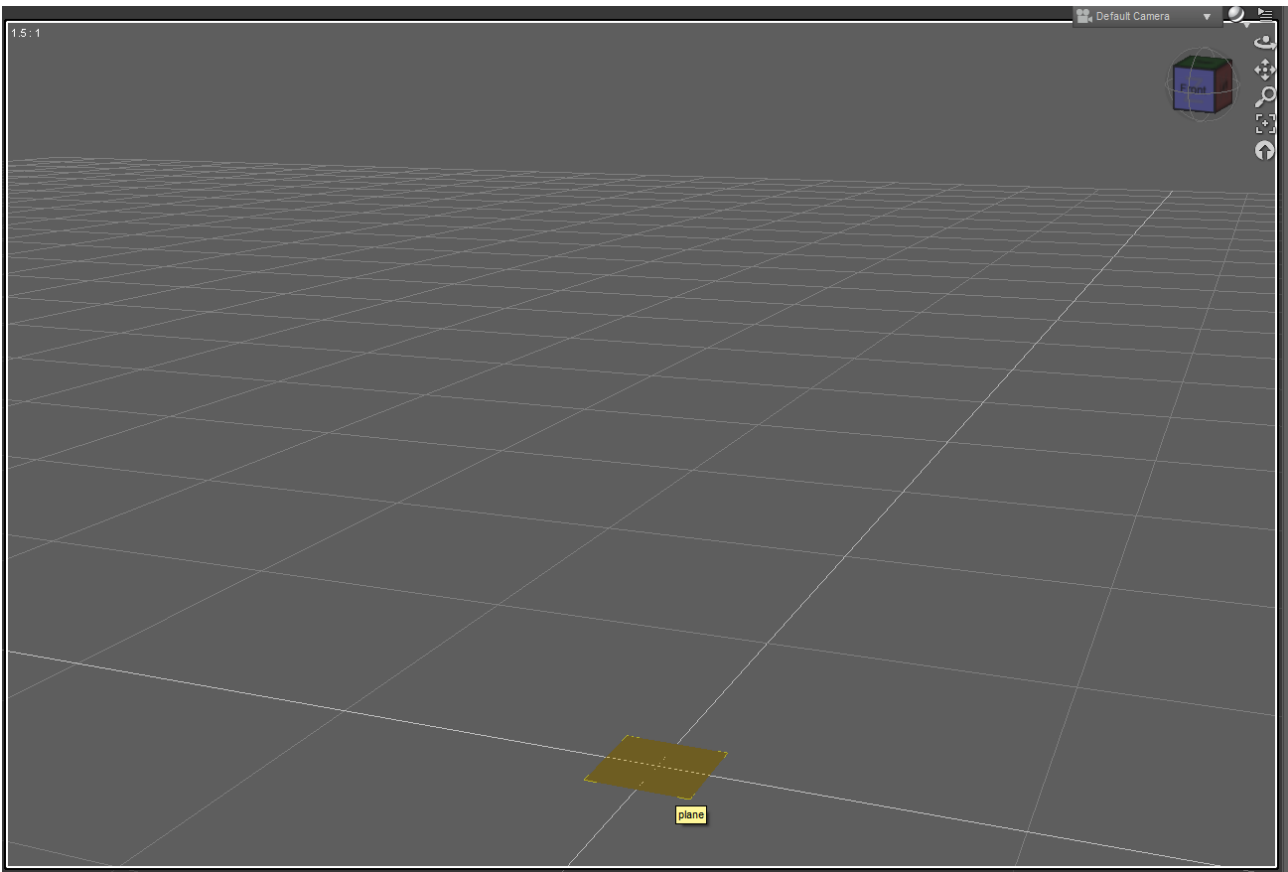

Sad, little thing, isn't it?

Let's go make it happier by shaping it and giving it that image to show off!
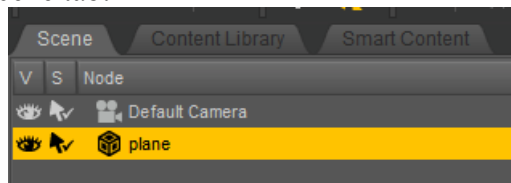
To do anything to the Plane we need to first have it selected in the Scene tab:
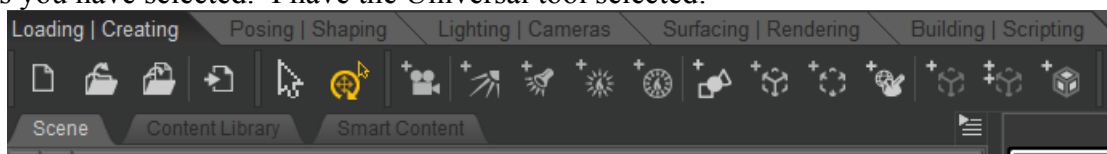

Currently that (above) is unselected – so either click on the Plane in the View pane:
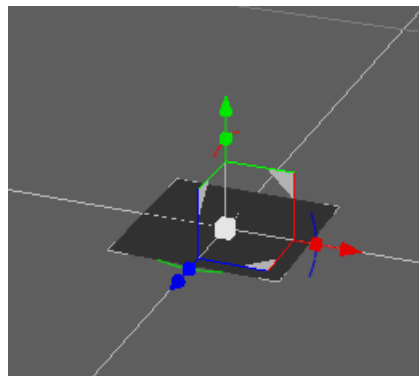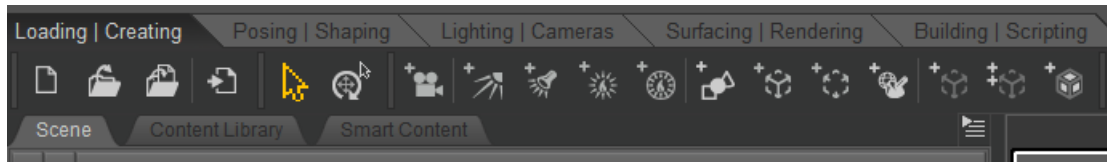
Or click on the name in the Scene tab:

Doing either will make the Plane 'sprout' some controls in the View pane (depending on what options you have selected. I have the Universal tool selected:
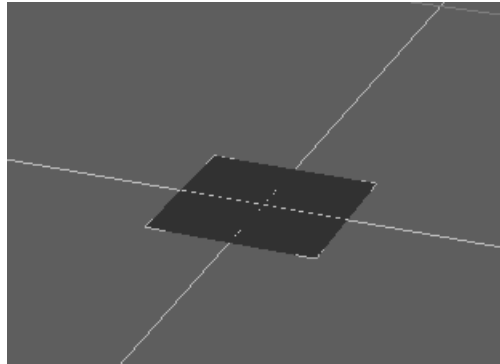

so I see the following:
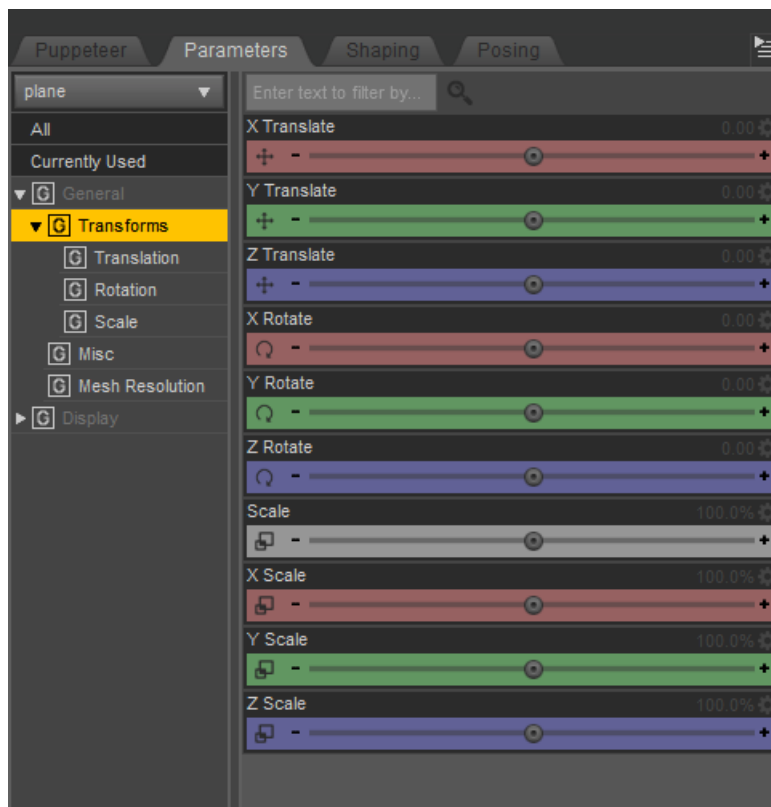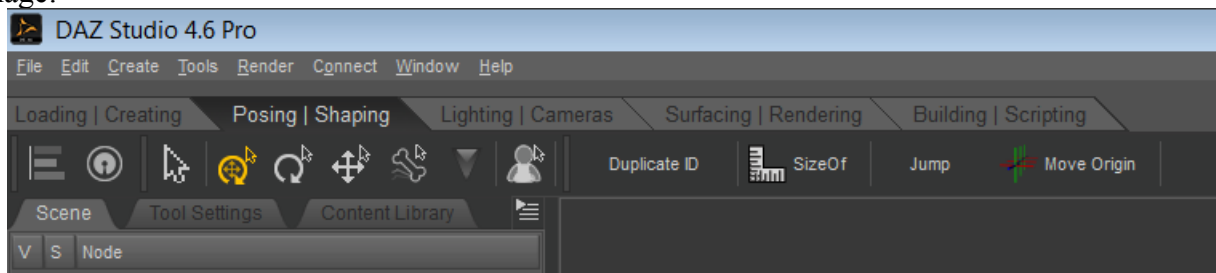
With the Node selection tool selected:

I'd see:

In either case the name in the Scene tab will be highlighted as shown above.

We can now go to the Shaping tab to adjust the size to have it be the right dimensions to receive the image:

As A4 paper has, roughly, 1:1.414 as a ration of it's dimensions and as we started with a square we either need to increase Y scale (to make it taller) or decrease X scale (to make it thinner). As I opted to create the square 12" in size I will shrink the X scale. A very rough and ready calculation gives me the fact that changing the X scale to 75% will give me pretty much the dimensions I want. You can either click on the little minus sign on the far left of the X scale slider, click and drag the little 'blob' in the middle, or click on and overwrite the actual value on the far right:
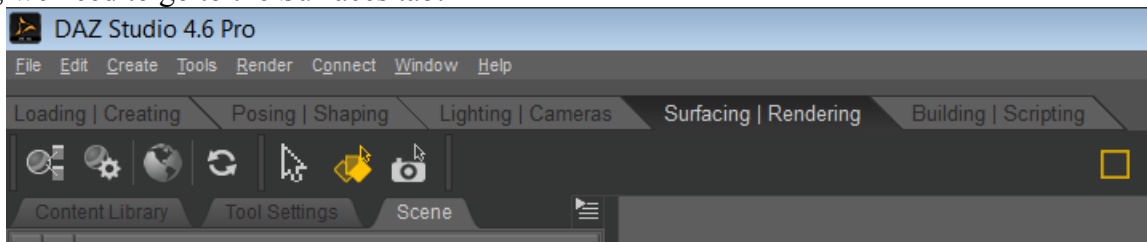

You'll notice the value go highlighted as you have now moved it away from it's default value:
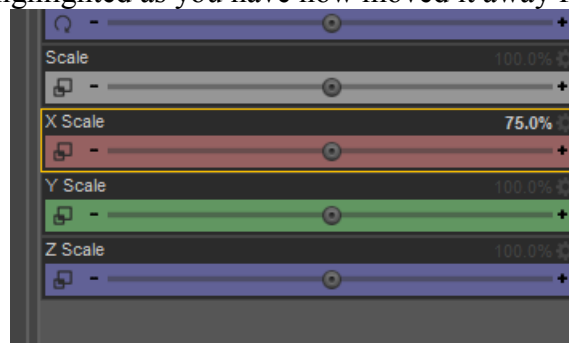

Now we have the Plane the right size/dimensions we can go off and give it the image we want it to show.

Now, we need to go to the Surfaces tab:

Again I will warn you that down to how flexible Daz Studio is in how you can arrange your screen layout it is very unlikely that what you see will exactly match what I have!

Now, in the Surfaces tab, with the Plane selected we need to pick which surface we wish to work with. Now, with just a Primitive plane in the Scene that's rather obvious – but we still need to tell the program:
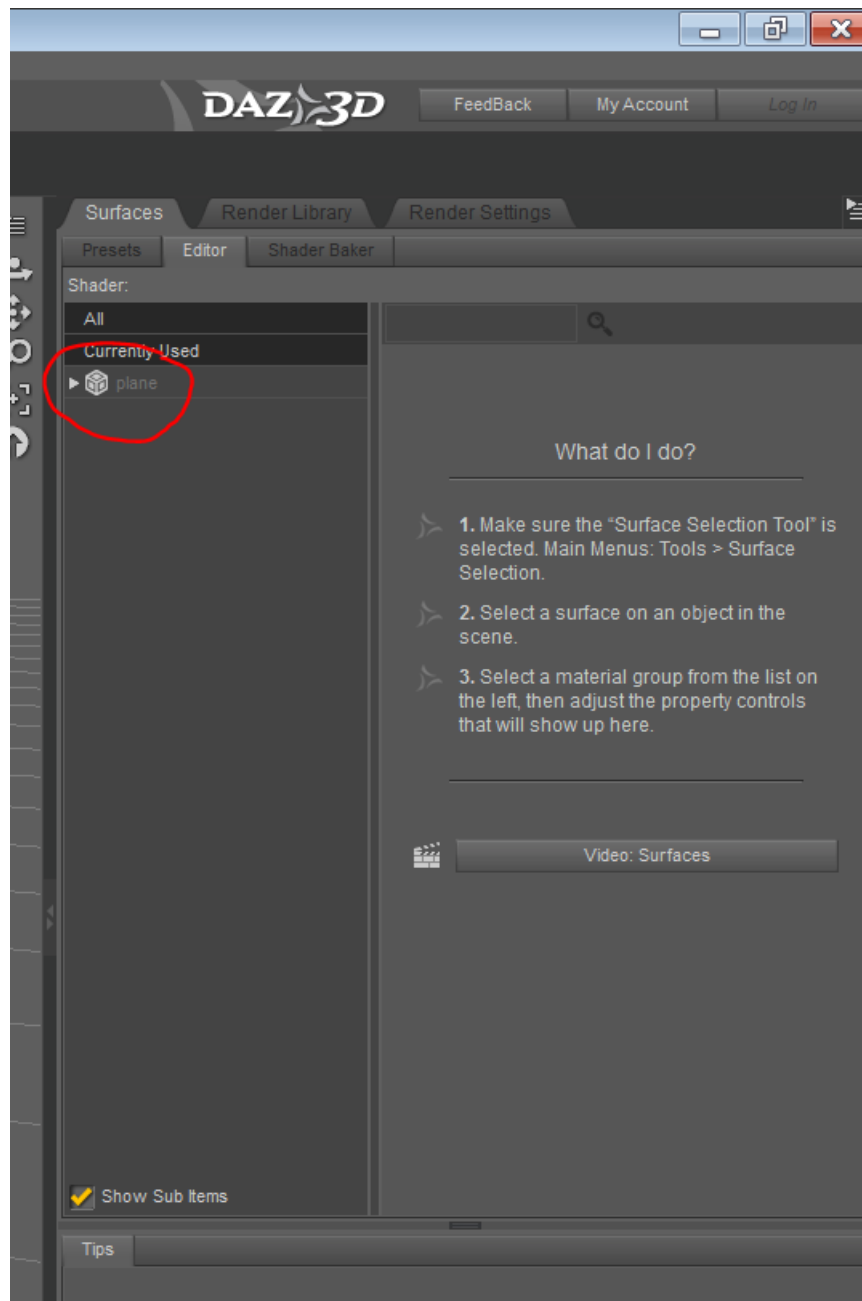

Click on the little 'sideways' triangle to the left of the name of the item we wish to work with. That will expand to show the names of all the surfaces this item has. Again, with just a Plane all we will
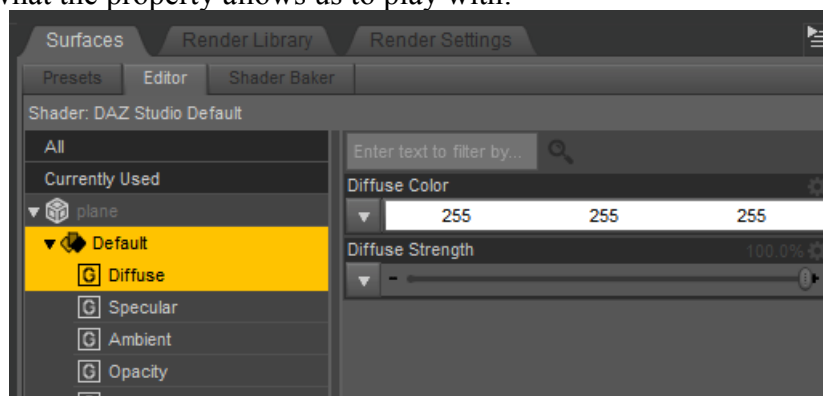
get is a single surface, named Default:
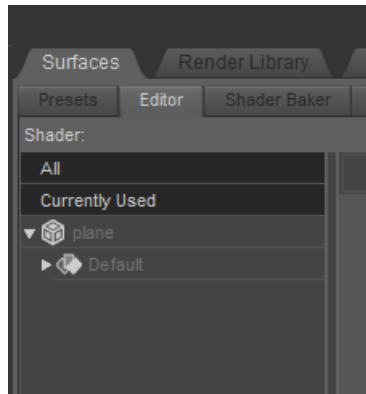
Click on the little arrow to the left
of the surface we wish to work with and that will expand to show all the properties this surface has
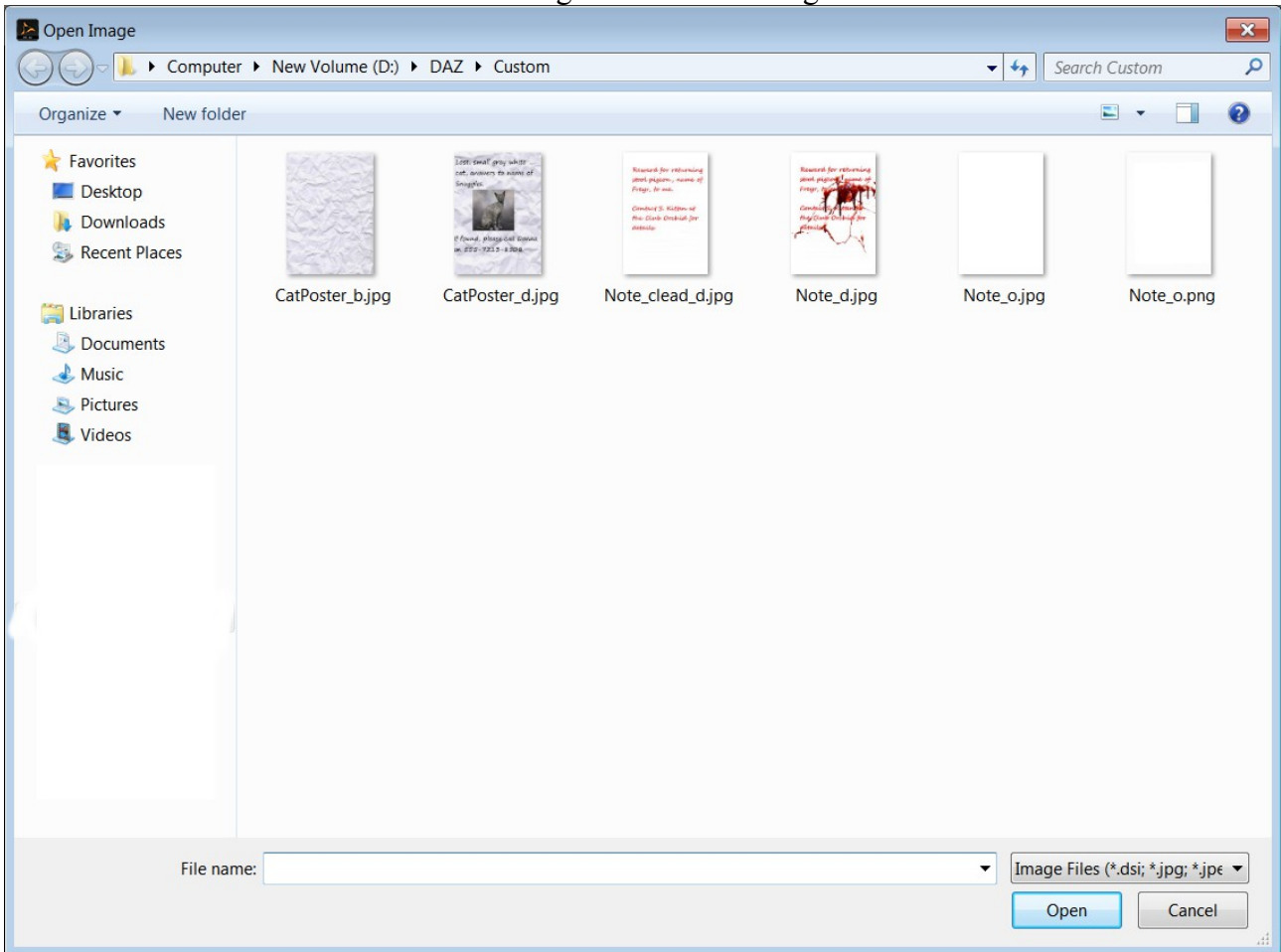for us to work with:
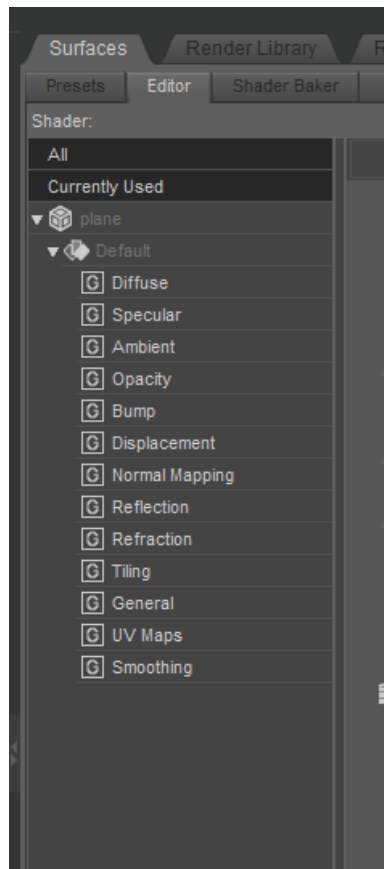
The one we are currently most interested in is the top one in that list: Diffuse. If we click on the
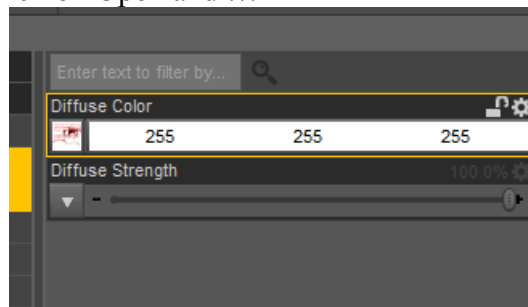title we will see what the property allows us to play with:

The 'inverted' arrow just under Diffuse Color is what we want to click, this will give us a choice of things to do:
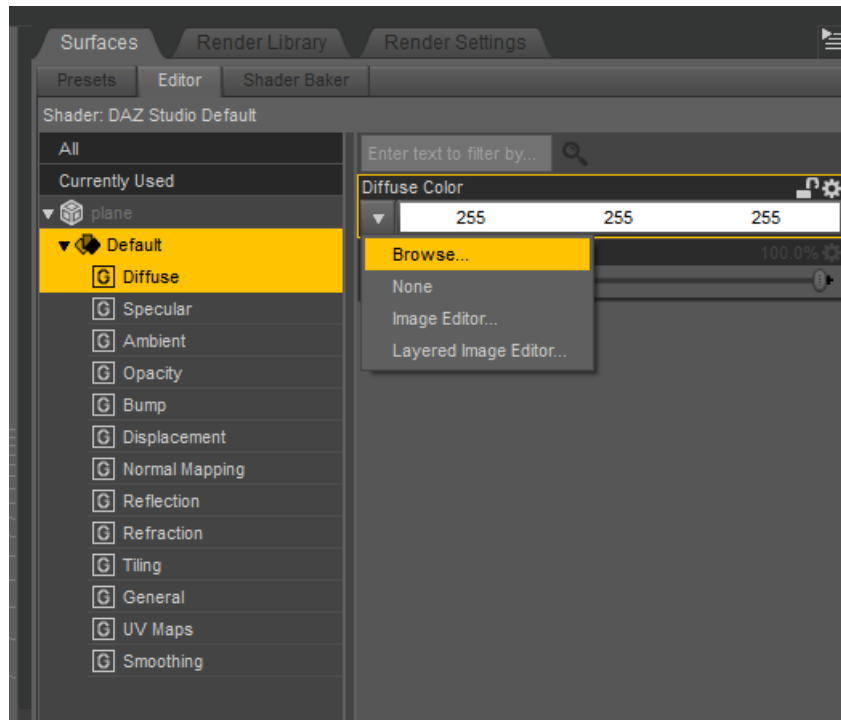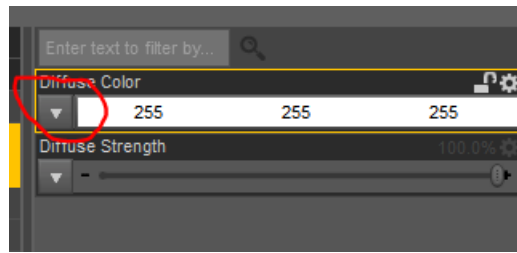
We will want to select Browse... so we can go and find the image we want to use:

Select the image you want, click on Open and …

Note that the little arrow now has a mini-icon of the image chosen - a handy reminder of both the fact that an image has been selected and what that image is.

And that, fundamentally, is that. You may also wish to adjust some of the other settings, such as Specular to make it less glossy.

Have fun!